
MANASTORM
5th
Edition Fantasy
TERRAN EMPIRE
WORLD of SHIN'AR CAMPAIGN SETTING

MANASTORM

World of Shin'ar Campaign Setting

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Introduction

What is Manastorm: World of Shin'ar?

This book is intended to introduce players and game masters alike to the planet of **Shin'ar**, located in the Milky Way galaxy. The campaign setting takes the basic rules used by the 5th edition of the world's greatest roleplaying game and expands on them by providing new races, classes, items, rules, and skills. The book will explain the Manasphere, and its power to fuel magic as well as restrict it. The world of Shin'ar is broken into 10 expansive regions to explore. Details are given on the native peoples, lay of the land, and customs. Everything needed to begin play on the world of Shin'ar is provided. We hope you enjoy!

Chapter One: Races of Shin'ar

This chapter describes the new playable races found on Shin'ar, including their society and relationships with other races.

Chapter Two: Classes of Shin'ar

This chapter describes the new classes available to play.

Chapter Three: Magic & The Manasphere

This chapter describes the use of mana and the workings of the Manasphere.

Chapter Four: Items of Shin'ar

This chapter describes new items, magical and mundane, that can be found on the planet.

Chapter Five: Skills & Feats

This chapter describes the new skills and feats unique to Manastorm: World of Shin'ar.

Chapter Six: Regions of Shin'ar

This chapter describes the 10 expansive regions found on the planet and the peoples who inhabit them.

Chapter Seven: Deities of Shin'ar

This chapter describes each racial pantheon and the entities who gain power through worship on Shin'ar.

Chapter Eight: Creatures of Shin'ar

This chapter describes the new animals and monsters that can be encountered on Shin'ar.

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Chapter One
Races of Shin'ar



Aravork

Once members of the Urk, an ancient civilization which imploded - brought down by its own hubris, the Aravork were refugees, fleeing the destruction on the Southern Continent with many other survivors and making their way north. The majority of wealth the refugees had was given in bribes to the Vergal for safe passage through their territories. The refugees found and laid claim to an otherwise untouched territory in the far north, colonizing there and creating the feudal monarchy known as Eltra. For a time, there was peace, and the citizens were secure in the monotony of their lives.

Some time later, the ruler of the kingdom, King Alcor, became infected by the whispers of the Archdevil Garloch and was persuaded to sacrifice the life essence of his own people in a selfish bid to gain power. Rather than giving this power to the Archdevil, Alcor took it into himself, transforming the entire kingdom into undead or twisted monstrosity. While those in the noble class remained sentient in their undeath, most peasants became lesser undead, mindless and otherwise, and easy to control. Few of the citizenry survived this betrayal, but among them, those who worshiped Parlam were saved, as the God of the Harvest and Trade sacrificed himself for his followers, transforming them into the bird-like Aravork and, shortly thereafter, experiencing his own rebirth into Phoenix.

The Aravork took flight to escape this new chaotic regime, finding new homes in the highest mountains and, with the assistance of the Calvoid their ancestors had saved, forming a new society in which they might finally find relief.

Physical Description: The Aravork are a bird-like race of humanoids. Although they lack beaks, their faces and bodies have taken on bird-like qualities in both physical and functional ways. Feathers cover the majority of their bodies, with the exception of from their cheekbones to their chins and foreheads and their chests.



Aravork Traits

***Ability Score Modification*.** Your Dexterity increases by 2. Your Constitution and Strength each decrease by 1.

***Size*.** Aravork are Medium creatures.

***Speed*.** Your base walking speed is 30 feet. Your base flight speed is 60 feet.

***Cold Resistance*.** You gain resistance to Cold damage.

***Aerial Expertise*.** You gain advantage on Dexterity (Acrobatics) skill checks while flying.

***Weapon Familiarity*.** You have proficiency with shortbows and longbows.

***Languages*.** You begin play being able to speak, read, and write Avar'urk and Calvish.

The palms of their hands and bottoms of their feet are bare as well, with most large plumes ending at the wrists and ankles. An Aravork's fingernails become claw-like if left unattended for too long a time, and no hair sprouts from their scalps. Instead, feathers grow and are found styled in various ways. The color of their plumage show vivid reds, oranges, greens, and blues. This color is vibrant in their youth, dulling with age and finally turning light gray in old age. The Aravork also have prominent wings that first sprout from their shoulder blades at the age of 9 and are considered functional by the age of 12, at which point they reach maturity. However, the Aravork are a short-lived race, typically living less than sixty years.

Society: Found mostly in the north, Aravork society is extremely introverted, neutral to all races but the Calvoid. Although they remain aloof to outsiders, within themselves, the Aravork form close-knit bonds. Their short life span further strengthens this bond, with most keeping contact with loved ones throughout migrations and other travels an Aravork might embark on. Although they have homes in which an individual is more likely to be found at, it is not uncommon for an Aravork to have multiple residencies they go between. Nearly all settlements are found at high altitudes, smaller in size than most other races', but each just as hearty.

Relations: Aside from the Calvoid, who helped the Aravork first establish and protect their homes, the Aravork remain separated from the other races. If an adventurer or wanderer were to stumble upon an Aravork town, they would be welcomed and treated politely, but any kind of suspicious behavior would not be tolerated.

Outside of their own towns, the Aravork are scarce. Few choose to live away from their kind, although Aravork can occasionally be found in Calvoid settlements such as Sparks, in the Aquaris Strait. The city-states of Verigal see Aravork mercenaries used as scouts and aerial snipers.



Alignment and Religion: Although the god Parlam was considered Neutral, his rebirth into Phoenix following the Eltra Undeath led him to realign himself as Chaotic Good. Most Aravork find themselves in the same alignment, although some have fallen under the influence of an Eltra-worshipped Demoness known as Malcathra. Disguised as the Neutral Evil Santrix, sometimes called the Crow, Malcathra maintains a sizeable well of power in her Aravork followers, despite how few there are.

Adventurers: Aravork are highly valued as adventurers, especially in scouting and ranged roles. They can also be found in mercenary bands, as well, shooting arrows at enemies as they prepare themselves to dive directly towards whichever target would least expect it. With their powers of flight, the Aravork are a multifaceted race, with unparalleled agility in the open and deadly accuracy in a fight.

Male Names: Abtin, Bijan, Borzoo, Davod, Erwin, Hootan, Milad, Sattar, Yousef, Vahid

Female Names: Afsar, Azin, Donya, Farah, Goli, Golpari, Laleh, Navshin, Vanda, Zahila

Surnames: Asadi, Avesta, Fanaei, Gul, Javadi, Kazmi, Madani, Mirzaei, Namdar, Resai, Shojaei, Zundi

Arryn

The mysterious and beautiful Arryn first arrived on Shin'ar through portals that opened deep underground on the Zevrish home world. Little more than cave dwelling primitives at the time, the Arryn quickly found themselves thrust into an alien world for which they were unprepared. For many decades, they were hunted for sport by the Zevrish and hounded all around the Zava Hills. Their entire existence became defined by their status as prey, unable to do anything but run. Any time the Arryn thought they were safe; any time when they attempted to parley with their tormentors, they were attacked. A large group finally fled north to the Arryas Mountains. There, they discovered an extensive cavern system that was remote and easily defendable. Word spread, and scattered pockets of Arryn began to make the trek to the mountains and the great cavern they had named Pursa. The Arryn bolstered the caves' and mountainside's natural defenses with tactics and implements of war they learned from their many defeats at the hands of the Zevrish. Soon, the great majority of Arryn left on Shin'ar were able to rest. As years passed, the new Arryn civilization only grew. Although the Zevrish were constant in their attempts to breach the mountain, they were repelled time and time again. The Arryn began forming large clans, which later became known as Families, and started electing leaders by votes of confidence. Some clans grew larger and more influential than others, and they soon dominated the politics and power in Pursa. Largely confined to the mountain due to Zevrish blockades and encampments, the Arryn were left alone, allowing their culture to grow. Eventually, after centuries of conflict, an uneasy truce was made with the Zevrish. This allowed the Arryn to begin to expand beyond their mountain fortress city.

Physical Description: Arryn are tall, lanky, slim and very nimble, as well as double jointed, making them adept at contorting their limbs. They have an elongated head and four arms, with their smaller, thinner arms located just under the armpit. They have four fingers, including a thumb, on their upper hands, and two fingers plus a thumb on their lower hands. Arryn have large eyes, small, upturned noses, full lips with mouths full of opalescent teeth, and high cheekbones. They have bone white skin at birth which takes on a pink hue in their early years and then getting darker with age, with the very old displaying dark red skin.

They have an iridescent stripe that runs vertically from their hairline, down their backs and separating mid-back to run down each arm and legs. The Arryn typically stand anywhere from 5'10" - 6'5", reaching the age of maturity at 20 and able to live over 125 years.



Arryn Traits

Ability Score Modification. Your Dexterity and Charisma both increase by 1. Your Wisdom decreases by 1. Your Strength, in your lower arms only, decreases by 2. This only counts in regards to carrying capacity and for calculating melee weapon damage for your lower arms.

Size. Arryn are Medium creatures.

Speed. Your base walking speed 30 feet.

Darkvision. 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.

Double Jointed. You gain advantage on Dexterity (Acrobatics) skill checks.

Extra Arms. You gain advantage on Dexterity (Slight of Hand) checks and Strength (Athletics) skill checks to climb.

Multi-weapon Fighting. You are able to add your ability score modifier to your off hand weapon.

Languages. You begin play being able to speak, read, and write Arron and Tradespeech.

Society: Highly intelligent, cunning, and wholly hedonistic, the Arryn bring a unique perspective on life to the world of Shin'ar. Quick with a poem or song, always eager to celebrate and dance, the Arryn culture revolves around having a good time. Nothing is free and everything has a price; the idea of doing someone a favor is repulsive to Arryn. Every action on the behalf of another must have some sort of payment attached. Coin is, of course, always accepted, but anything and everything can be negotiated. Life for an Arryn is spent in the pursuit of eternal happiness and bliss. Revels and celebrations are constantly happening, and overindulgence in many vices are common. The noble families control almost every aspect of life in Pursa and it's satellite communities. The most powerful families routinely dominate the politics of the society, bullying or bribing lesser families into submission. Once every few centuries, lesser families and commoners rebel against the powers that be. These events have come to be known as the Great Upheavals, where anarchy reigns until one family or another establishes order and the cycle resumes.

A small subset of Arryns forgo the politics and pleasure of their society and, instead, spend their lives administering the routine daily duties of the community. They are the tax collectors, refuse men, scribes, magistrates and arbiters. They take no political office and owe allegiance to no family, regardless of birth. The Arryn have also produced the most well-known and feared espionage and assassins guild, known as *Asa-Aier*. Made up of many different races, the guild is controlled by a council of masked leaders who inherit their seats though either blood or deed. The *Asa-Aier*, or Never Seen, are forbidden to operate in Pursa, and steep penalties are levied against any family that breaks this rule. The *Asa-Aier* work to spy, assassinate, and destabilize any region at customer's request. They always complete a job and always collect payment for services rendered. Prices are extremely high, but all *Asa-Aier* agents are at the pinnacle of their craft, and once payment is made, satisfaction is guaranteed.

Relations: The hedonistic and selfish lifestyle of the Arryn can be off-putting to some, but they are generally liked by most races. Though the Arryn control a relatively small amount of territory, they can be found in every corner of the planet. Small communities of Arryn live in almost every region, and embassies can be found in major cities of every race; the only exceptions are in those of the Zevrish. When Atlantis halted their conquest of the Zava Hills and offered a non-aggression treaty, the Arryn were quick to sign, thus bolstering their somewhat shaky truce with the Zevrish. The Arryn get along best with humans, as they, more than any other race, come closest to level of debauchery Arryn society can produce.

Alignment and Religion: The Arryn culture nurtures a chaotic outlook and very self-centered attitude towards life. Most Arryn identify as Chaotic Neutral, swinging between good and evil as they see fit. Law and order are in the eye of the beholder, with rules and contracts constantly being re-written and changed with each newly-elected regime. The Arryn revere Zenuza the Queen of Joy and Sorrow, who teaches her followers to live in the moment and indulge every pleasure, as one can never know when it will all be taken away. The Arryn sing her praises, recite poems in her honor, and dance to sacred music or celebratory rhythms. Some Arryn, however, heed the word and calling of Arum the Somber. They speak only when spoken to, doing away with any pleasure-seeking medium in their lives. These followers are among those who choose the laborious life, administering the civil service vocations that would be otherwise overlooked in a society which is virtually always partying. Shizzar the Mad, claims those who are unable to cope with the constant noise and distraction. She is prayed to by the confused and fearful, begging for a release from their hysteria.

Adventures: The Arryn feel they have much to share with the world of Shin'ar, and in the last few centuries, they have spread across the globe to do just that. Laughter and song are always on their lips, and the pursuit of adventure and happiness draw fellowships to seek out their employ. However, the Arryn tend to overstay their welcome quite a bit, and can, at times, be tedious and annoying. Most Arryn will refuse to work for or with any Zevrish, though exceptions have been heard of. The Zevrish generations who grew up under Atlantean rule have displayed a new outlook on the relationship their race has with the Arryn and have been seeking to distance themselves from that shameful past.

Male Names: Alborz, Alvid, Babak, Baraz, Cyrus, Dilshad, Farzin, Horang, Mirza, Nimar

Female Names: Arezoo, Azari, Bahar, Dana, Fariba, Golbahar, Jasmine, Kashi, Parvaneh, Roshana

Surnames: Ahari, Alavi, Andapor, Bihmardi, Cyrior, Esfir, Feroz, Hariri, Khatish, Raz, Zesan

Arryn belonging to a noble family have surnames, but commoners do not and typically only having one name or a general surname. Those of noble blood put *Tel* before the family name, and those belonging to a noble family as a non-blood relative or a subordinate of elevated status put *Das* before the family name.

Example: Cyrus *Tel* Raz or Kashi *Das* Alavi or Babak Nimbleslice

Calvoid

The Calvoid are a near-ancient race who have lived on Shin'ar for millennia; they are the only race who can claim to have a complete understanding of mana crystals and the radiation they emit, known as the Manasphere. A deeply magical race, Calvoid society revolves around learning and experimentation, including creating new spells and wondrous mechanical devices powered by mana. Numerous clockwork automatons can be seen walking the streets of Calvoid enclaves and defending merchant caravans as they bring their exotic wares to new markets near and far. The Masters of Mana, as they call themselves, have been responsible for huge leaps in mana research and experimentation. Their work on understanding, and taking advantage of, the unpredictable mana surges during Lunar Quickenings have allowed them to invent and perform feats of magical power unreachable by other races. Though slow to give such findings away, the race as a whole is genuinely dedicated to the science of their studies and pride themselves on their undisputed mastery of the Manasphere.

Physical Description: Calvoid have skin the color of fresh dirt with red and ochre highlights. Their eyes are large and tend to be rich brown, although they are also sometimes gray or black. The race boasts large noses and full lips, with ears sticking out of their heads like pie plates. Hair color is always light, but often dyed. Female Calvoid are completely bald, but males have faces full of coarse hair. The beard is always maintained and kept neat, and an unruly beard is a sign of madness or that all is not well. Typical males stand from 3’2” to 3’6”, while females stand from 3’0” to 3’4”. Calvoid reach the age of maturity at 25 and can live to be up to 250 years old.

Society: Calvoid prefer to live deep underground, in tunnels and near chambers containing large deposits of mana crystals or other precious ores and minerals. At the height of Calvoid society, there were numerous cities and enclaves. Their numbers were ten times that of the current population, but countless centuries of warfare and increasingly dangerous experimentation with mana have left the race's numbers dwindling. The Calvoid people now cling to a dozen cities and domains, living in extended family clans until they reach the age of adulthood.



Calvoid Traits

Ability Score Modification. Your Intelligence and Constitution both increase by 1. Your Wisdom decreases by 1.

***Size*.** Calvoid are Small creatures.

***Speed*.** Your base walking speed is 25 feet.

***Darkvision*.** 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.

***Magically Attuned*.** You gain advantage on any Intelligence, Wisdom, or Charisma saving throws against magic. You are also more susceptible to Mana Poisoning. Whenever you take 1 Mana Poisoning Point, you take 2 instead.

***Hatred*.** You gain a advantage on attack rolls vs Stazi.

***Crystal Quality Control*.** You gain advantage on Intelligence (Investigation) skill checks when determining the quality of raw or refined mana crystal.

***Language*.** You begin play being able to speak, read, and write Calvish and Tradespeech.

Around their 25th year, Calvoid choose a School to join and remain in for the rest of their life. Each School has its own traditions and place in Calvoid society. Rivalries between the Schools, and even between the same School from a different enclave, are common. They are as much a part of Calvoid society as their love of knowledge; although the rivalries are typically good natured, over the years, some have taken on darker tones. It is not uncommon to have multiple family members from different Schools, and children are encouraged to find a School that they fit into rather than following in their parents footsteps. Every aspect of society and life falls under the purview of one of the Schools. Calvoid are loath to cross established social boundaries, and will even go so far as to refuse to fix a problem that falls in another School's wheelhouse.

Relations: The Calvoid mercantile spirit has brought it close to many races. They will trade with any other race but for the Drazil and Eltrabi; however, allowances have been made in the pursuit of profit. Their closest ties lie with the humans, as they have facilitated and nurtured human development through the ages. They also have a particularly good relationship with the Aravork that goes back thousands of years. During a darker time in Calvoid history, the humans who would become the Aravork helped countless Calvoid escape the increasingly brutal and racist Urk Empire on the Southern Continent. To repay the ancient favor, the Calvoid now help guide and protect the small Aravork villages and mountain-top aeries.

Alignment and Religion: Calvoid are driven by the pursuit of knowledge and honor long-standing traditions of clan life and public service. They view the world with a curious eye but still maintain a rigid moral code. Most Calvoid are Lawful Neutral, preferring the rule of law and long-established traditions to curb the reckless and sometimes dangerous experimentation that can take place. The Calvoid pray to Kraskar to light their way into knowledge and creativity, to Odir for protection and defense, and some even pray to Bastir the Reckless when they attempt something dangerous and want to push their limits.

Adventurers: Young Calvoid are encouraged to leave the safety of the clan and School to see the wider world. When a young Calvoid reaches Novice level in their School, sometime between their 30th and 40th year, they leave on an *Oram-Tar,* loosely translated as a "Far Journey" in Tradespeech. This journey typically lasts a few years, but in some cases, extend beyond a decade. However, Calvoid who choose to adventure for a longer period of time run the risk of losing their standing in the hierarchy of their School. Calvoid of lesser clans, or those who do not fit into the rigid society, often choose the permanent adventuring life. These Calvoid are viewed with disdain by their peers, but are never outright ostracized.

Calvoid Schools	School Ranks
Thaumaturgy & Artifice	Neophyte
Engineering & Architecture	Novice
Law Keeping & Protection	Apprentice
Politics & Religion	Journeyman
Invention & Experimentation	Master
Labor & Administration	Grand Master
Mercantile & Travel	Sage
	Most Learned
	Elder Sage

Male Names: Askur, Balkur, Euridice, Florm, Galvent, Galvin, Navin, Walver

Female Names: Betrice, Calniv, Dursa, Lolla, Mervis, Shilo, Xora, Zema

Clan Names: Aldenber, Gastormin, Japperdon, Klondel, Olorvette, Triskun, Vorkras, Zorkdon

Surnames: Rather than use surnames, Calvoid follow their given name with the name of their clan and School. They put their School rank before their first name. Separating their given name is *vor* for males and *vas* for females.

Example - Grand Master Galvent *vor* Triskun of the Sparks Triskuns from Labor & Administration.

School Rank Advancement

To rise to a higher rank in a School, a member must pass a series of tests that range from simple quizzes to the completion of experiments and the invention of new wonders that benefit the School. To rise from Journeyman to Master, a Calvoid must turn in an extensively long and complete thesis on the Manasphere and its many wonders. A group of Sages reviews the thesis and grants the rank of Master depending on the validity of the work turned in.

Grand Masters attain their rank by vote of Most Learned. Grand Masters run the various divisions within the School and number few, answering only to the Most Learned. Should a Grand Master wish to resign from their leadership role and devote their time to other things, they can take the rank of Sage. While having little political power within the School, they are still greatly respected. The Most Learned number seven. They serve for life and are chosen from the ranks of the Sages when one dies. This is done via a secret ballot vote by everyone in the School. In times of great upheaval or war, each School appoints an Elder Sage. The Elder Sages are chosen from the ranks of the Most Learned to speak for the School as one voice. This prevents the disruption of each decision in council sessions with committee politics and shouting matches.

Eltrabi

Drampyr Traits

Ability Score Modification. Your Dexterity and Strength both increase by 1. Your Charisma and Wisdom both decrease by 1.

Size. Drampyr are Medium creatures.

Speed. Your base walking speed is 30 feet.

Darkvision. 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.

Immunities. Your are immune to magical Charm and Compulsion effects.

Magical Nature. You receive advantage on Intelligence, Wisdom, and Charisma saving throws to resist magic. You are also more susceptible to Mana Poisoning. Whenever you take 1 Mana Poisoning Point, you take 2 instead.

Shadow Affinity. You gain advantage on Dexterity (Stealth) skill checks when at least partially (20% or more) concealed in shadows.

Sustenance Hunger. You must consume at least four pints of blood from a living creature every 20 days +1 day per Constitution bonus modifier you have. If you fail to feed on time, you suffer -2 Constitution per day until you reach 0 and die. You gain a +1 on all saving throws for one hour after a full feeding. Partial feedings (drinking less than four pints) does not give a bonus, and staves off hunger only for as many days as the number of pints consumed. Drinking four pints at one time is considered a full feeding and can sustain you for another twenty days.

Sunlight Sensitivity. You receive a -1 penalty to all rolls when in direct sunlight.

Languages. You begin play being able to speak, read, and write Eltra'urk and Draz.

Vampyr Traits

Ability Score Modification. Your Intelligence and Charisma both increase by 1. Your Strength and Constitution both decrease by 1.

Size. Vampyr are Medium creatures.

Speed. Your base walking speed is 30 feet.

Darkvision. 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.

Immunities. You are immune to Necrotic damage.

Magical Nature. You receive advantage on Intelligence, Wisdom, and Charisma saving throws to resist magic. You are also more susceptible to Mana Poisoning. Whenever you take 1 Mana Poisoning Point, you take 2 instead.

Ever Alert. You gain advantage on Wisdom (Perception) skill checks.

Sustenance Hunger. You must consume at least four pints of blood from a living creature every 20 days +1 day per Constitution bonus modifier you have. If you fail to feed on time, you suffer -2 Constitution per day until you reach 0 and die. You gain a +1 on all saving throws for one hour after a full feeding. Partial feedings (drinking less than four pints) does not give a bonus, and staves off hunger only for as many days as the number of pints consumed. Drinking four pints at one time is considered a full feeding and can sustain the you for another twenty days.

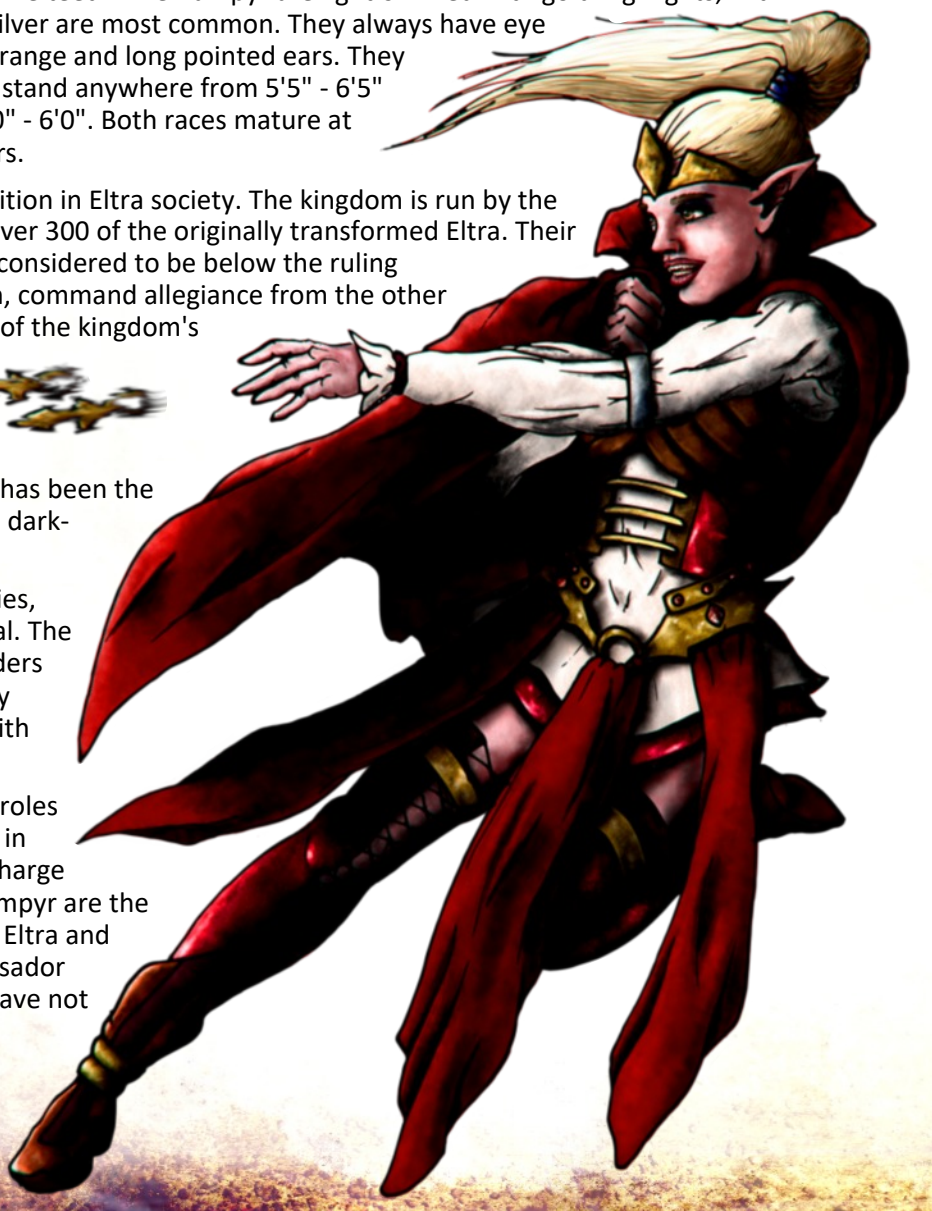
Languages. You begin play being able to speak, read, and write Eltra'urk and Tradespeech.



The Eltrabi are perhaps the most infamous race of people on Shin'ar. Made up of the ruling Vampires and two distinctive half-breeds, the Eltrabi's past is full of dark secrets and darker alliances. The two races are the dark skinned and devil-horned Drampyr and their light skinned and ethereal cousins, the Vampyr. Both are the result of breeding programs instituted by the Eltra, the vampire nobility of the nation of the same name. 2,000 years ago, the humans of Eltra were transformed into undead creatures when King Alcor cast a forbidden spell at the behest of the Archdevil Garloch and transferred the life essence of his subjects into himself, elevating him to godly status. The majority of the nation were transformed into all manner of undead, but the aristocratic ruling class were transformed into powerful vampires.

Being unable to breed among themselves anymore, the vampire nobles sought out nearby Drazil enclaves to begin experiments in breeding a new form of life. The magical nature of the Drazil's existence allowed them to breed with the vampires, and thus the Drampyr were born. With the success of the Drampyr, the Eltra began to breed with captured and enchanted Illumnarus, creating the Vampyr race. The two races are able to breed among themselves, but not with each other. In some circles, Drampyr and Vampyr not born of a vampire parent are treated with disdain. Both new races have an inherent dislike of each other, but obey their vampire progenitors in all things. The Drampyr outnumber the Vampyr five to one, but both races occupy an equal and elevated, albeit second-class, position in Eltra society.

Physical Description: The Drampyr have dusky gray skin, and can have any color hair or eyes. However, bright blues and purples are common. They have small black horns that grow from their foreheads in configurations in twos and threes and sharp, pointed canine teeth. The Vampyr are light-skinned with gold highlights, with any color hair, but bright blondes and silver are most common. They always have eye colors in the shades of red, yellow, or orange and long pointed ears. They also sprout vampire-like fangs. Vampyr stand anywhere from 5'5" - 6'5" while Drampyr tend to be shorter at 5'0" - 6'0". Both races mature at the age of 25 and can live over 200 years.



Society: The Eltrabi have a unique position in Eltra society. The kingdom is run by the vampire nobility, now numbering just over 300 of the originally transformed Eltra. Their Drampyr and Vampyr descendants are considered to be below the ruling Vampires in hierarchy, and they, in turn, command allegiance from the other monstrous races that make up the rest of the kingdom's citizens. The society revolves around the constant plots-within-plots of the noble families and their pawns. Recently, the expansion of territory through any means necessary has been the topic of macabre masquerade balls and dark-themed dinner parties.

The Eltra, along with their Drazil allies, have begun to expand south into Verigal. The Kingdom of Eltra has expanded it’s borders into the Nation of City-States and jointly administers the town of Eltra-Menco with their southern neighbors.

While the Drampyr mostly serve in roles most suited to their skills and are often in command of undead legions or put in charge of sensitive espionage missions, the Vampyr are the most commonly seen Eltrabi outside of Eltra and Verigal. They are more suited to ambassador and mercantile roles in nations which have not outright banned them from entering.

Relations: The Eltrabi are widely hated and feared throughout Shin'ar. Only certain Drazil factions are willing to co-operate with them - namely, those who worship Garloch. Recently, with the established foothold in Verigal, a handful of smaller human villages have also fallen under the influence of the Eltrabi and their vampire masters. The Kalarin and Frode attack Eltrabi on sight, as will most Meek'ah, especially those from the Flooded Forest. Illumnarus have a deep-seated hatred for Drampyr and treat Vampyr as abominations. The Alterians have signed a non-aggression pact with Eltra, and as a result, Vampyr can be seen in the Zava Hills and attending chariot races in Sprata.

Alignment and Religion: The Eltrabi are born into a life that revolves around the domination and enslavement of others; a life where personal power is prized and aggressive behavior is rewarded. Most Eltrabi identify as any non-good alignment, with Neutral Evil and Lawful Evil being the most common. Eltrabi who seek to distance themselves from the wickedness of their existence or don't care to tow the line of their vampire progenitors are rare, and they tend to follow more chaotic alignments. The Eltrabi worship two deities, chief among them being Alcor the Eternal Tyrant.

The God of Hatred and Undeath is responsible for the killing spell that transformed the Eltra into undead monstrosities thousands of years ago. Eltrabi also worship Malcathra, the Maiden of Pleasure and Pain. Her worship attracts those who gain pleasure through the infliction of pain and letting oneself indulge in carnal lusts and gluttonous pleasures.

Through the alliance with the Drazil, a small fraction of Eltrabi have begun to worship Garloch, the Archdevil of Ambition and Cruelty. This cult is slowly gaining strength and one day seeks to subvert the worship of Alcor completely - something the Archdevil himself has been trying to accomplish since he was double crossed by Alcor so long ago.

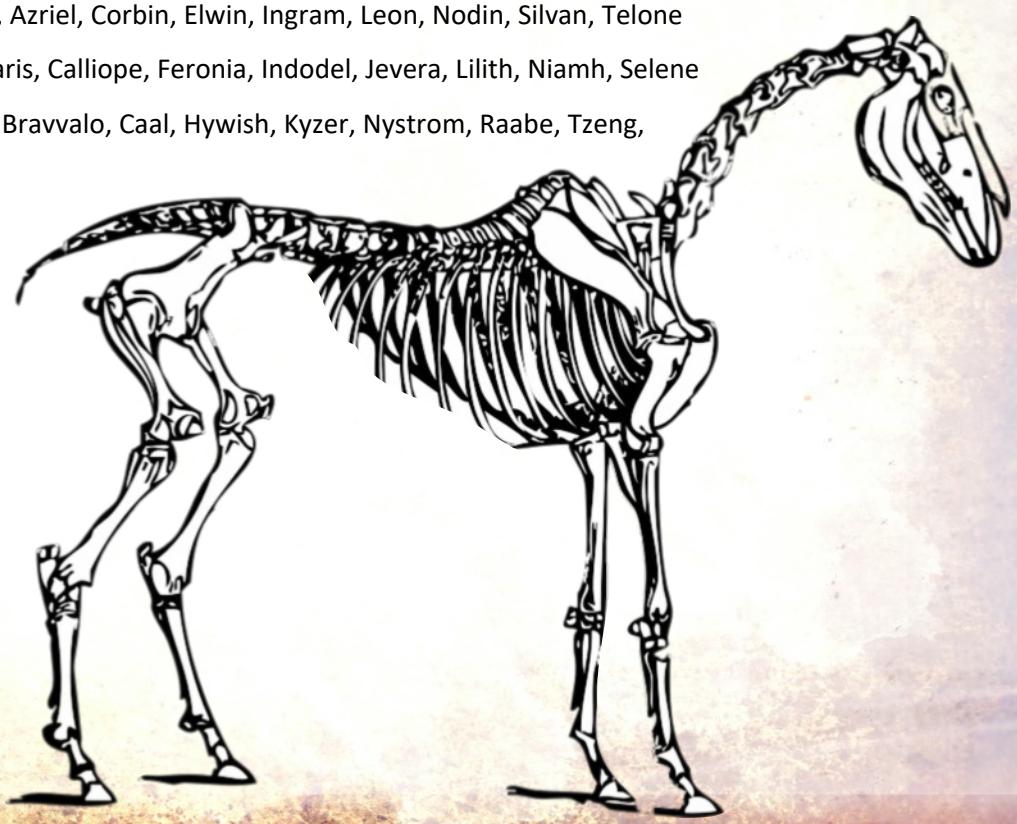
Adventures: Eltrabi adventurers are rare, and those who heed the calling mostly do so alone or in groups of like-minded individuals. Most races will refuse to work or partner with an Eltrabi, especially since finding an Eltrabi that will keep their word or complete a contract is difficult, unless it is in their best interest.

Most Eltrabi found abroad are in the employ of their noble house or on an errand as an agent of the Queen of Eltra. Some Eltrabi, mostly Vampyr, have forsaken their birthplace and seek to make a name for themselves, away from the taint of their birth. Stories of Vampyr sorcerers or traveling minstrels helping beleaguered villages or saving waylaid travelers routinely make the rounds around a campfire.

Male Names: Aleron, Azriel, Corbin, Elwin, Ingram, Leon, Nodin, Silvan, Telone

Female Names: Amaris, Calliope, Feronia, Indodel, Jevera, Lilith, Niamh, Selene

Surnames: Azzuddin, Bravvalo, Caal, Hywish, Kyzer, Nystrom, Raabe, Tzeng, Wackot, Yacobe



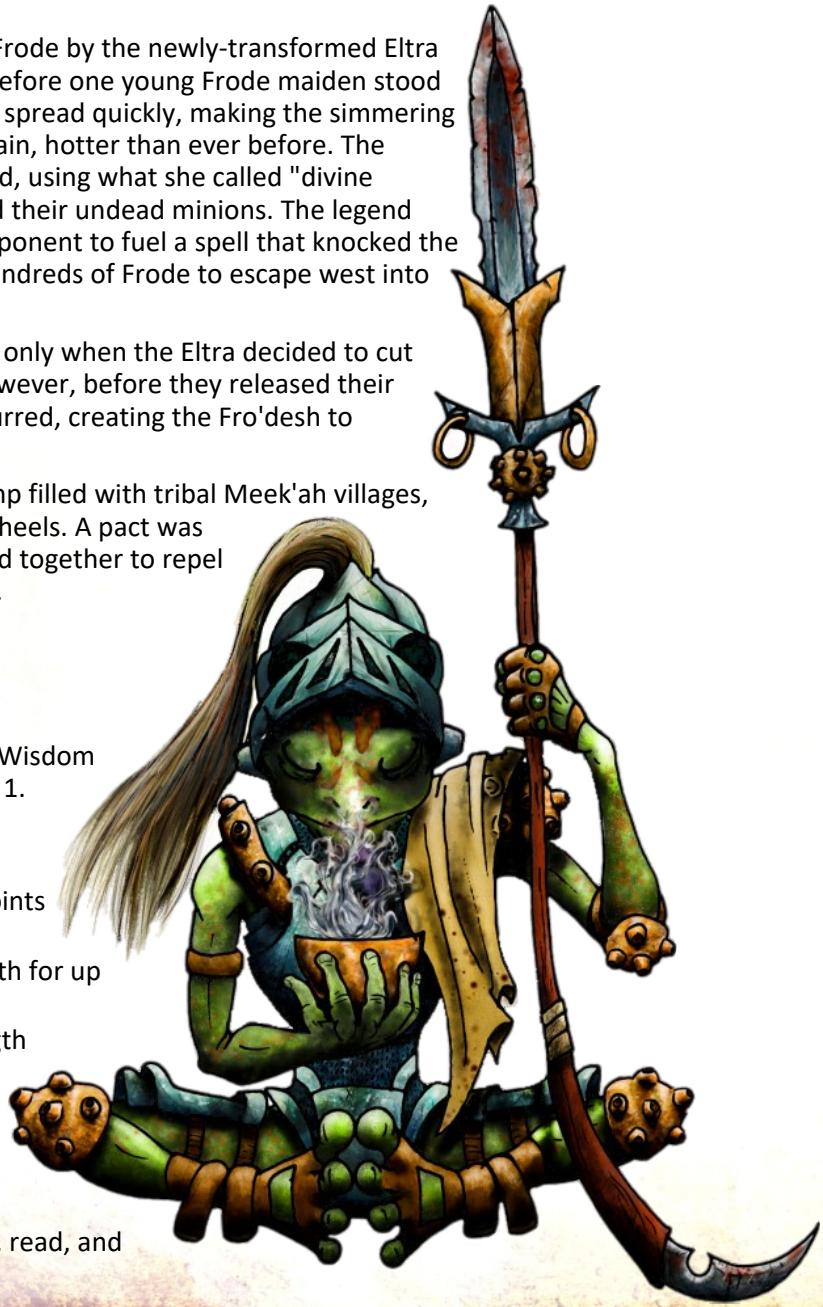
Frode

The Frode are a short, amphibious people who resemble large bipedal frogs. Thousands of years ago, they were a primitive hunter-gatherer society whose ice and snow igloos dotted the northern shore in what would eventually be known as The Bleek. A chance encounter with a lost Eltra sorcerer would change their fate forever. After saving the nobleman's life and helping him return to Eltra, the sorcerer betrayed their kindness by returning to the village with an army of men. The Frode were overcome, and brought back to Eltra in chains. Sold as slaves among the increasingly sadistic and cruel noble families of Eltra, the race was subjected to magical experiments meant to make them more docile and resistant to the frequent beatings and tortures their masters devised. Soon, their language was forbidden, they were given new names, and all aspects of their culture was outlawed. Centuries passed, and the Frode's lives as slaves became the only one the race could remember. When King Alcor cast his killing spell to take the life force of his citizens, the Frode were spared, in part because they were not considered subjects of the realm. However, according to the Frode, it was the power of Fro'kella, the goddess whom they had began to secretly worship that spared them.

The cruelty and deprivation visited on the Frode by the newly-transformed Eltra nobility persisted for another thousand years before one young Frode maiden stood up to her vampire master and killed him. Word spread quickly, making the simmering flames of rebellion flare into existence once again, hotter than ever before. The young maiden freed as many slaves as she could, using what she called "divine assistance" to kill dozens of other vampires and their undead minions. The legend tells that she sacrificed her life as the final component to fuel a spell that knocked the vampires into a torpor, which allowed many hundreds of Frode to escape west into the mountains of Eltra.

For years a guerrilla war was raged, ending only when the Eltra decided to cut their losses and let the remaining Frode go. However, before they released their remaining slaves, further experimentation occurred, creating the Fro'desh to hound and chase the Frode west.

The newly-freed people came upon a swamp filled with tribal Meek'ah villages, the Fro'desh and other Eltrabi horrors on their heels. A pact was quickly made, and the Meek'ah and Frode stood together to repel the swarm of evil which descended upon them.



Frode Traits

Ability Score Modification. Your Dexterity and Wisdom both increase by 1. Your Strength decreases by 1.

Size. The Frode are Small creatures.

Speed. Your base walking speed is 25 feet.

Augmented Healing. You gain additional Hit Points after a short rest equal to your character level.

Augmented Breathing. You can hold your breath for up to 10 minutes before needing air.

Agile Swimmers. You gain advantage on Strength (Athletics) skill checks to swim.

Pious Life (Optional). You are in good standing with Fro'kella and gain a +3 to melee and ranged weapon rolls vs Undead for 24 hours after fasting and praying for 12 hours.

Languages. You begin play being able to speak, read, and write Froak and Meech.

Once the Fro'desh were fought off, the Frode continued west into an area of forest within the swamp. They cemented their defensive pact with the Meek'ah and, together, the races created the Kingdom of the Flooded Forest.

Physical Description: The Frode are completely hairless, with smooth skin that can be any shade of green. They each have a unique polka dot pattern on their heads, and while no two are exactly alike, patterns run similar in family groups. Their spots can range in color from off-white to yellow, red, or in some cases, orange. Females have smaller spots than males, as well as more of them. Frode have webbed feet and hands, large eyes, and two slits for nostrils which they can close if submerged underwater. Frode are short, with both sexes ranging from 3'5" to 4'0". Frode children reach maturity early, around the time of their first spawning, which can happen anywhere from ages ten to fourteen. Frode spawn up to four times in their life, typically laying six to ten eggs each time, and they can live up to 100 years old.

Society: Frode society is deeply religious. Twice a day, a call to prayer is issued: once in the morning, and another in the early evening. All Frode are expected to attend at least one of these prayer sessions, but most go to both. Many times a day, blessings are given and prayers are spoken to Fro'kella and her many Saints. Deeply xenophobic and cautious, the Frode do not let any other races into their borders unless they are heavily guarded and screened by church officials. Even after a merchant caravan or adventuring party is cleared, they are rarely allowed outside the city of Sez'frez at the edge of their territory.

The need for such paranoia is warranted by the constant schemes and outright attacks from the Eltrabi over the years. The Meek'ah majority who live in the kingdom have deferred to the Frode for leadership and guidance for centuries, and while they were the original inhabitants of the forest and swamp, they have grown accustomed to the Frode way of life. The Frode have a compulsory militia program for all young Frode and Meek'ah. Those who have reached maturity serve in the kingdom's army for ten years and are then on call and ready to muster for the rest of their lives. Young Frode, after a year of militia training, go forth into the eastern swamp and mountains to hunt the undead in a holy ritual. Meek'ah do not participate, but veteran Meek'ah officers often accompany the young ones on this journey for protection. After fasting and praying for three days, the young Frode venture forth. They do not return until they have destroyed an undead being. Luckily, and in part due to their proximity to the Kingdom of Eltra, the swamp and mountains are teeming with mindless undead. The ritual is mandatory for all Frode, and one in twenty don't make it back. Those that do make it back find that they have a spiritual connection with their goddess which had often not existed before.

Young Frode are expected to mate and spawn as soon as they are able, and arranged marriages based on social standings and the urging of church officials is very common. This pressure to pro-create in Frode society is their way of dealing with the high attrition rate they've seen in the centuries fighting Eltra.

Relations: The Frode are deeply suspect of any and all other races, with the only exceptions being the Meek'ah who dwell in their kingdom and the humans living in the Jute settlement on the banks of the nearby Starfall Sea. Very few foreigners are allowed further than the city of Sez'frez and its immediate environs. Trade relations with the humans of Siimas and a mutual defense pact with the Arctic Owl tribe of Rusk are about as far as the Frode wish to go in entering the affairs of other races.

Alignment and Religion: The strict, regimented, and deeply religious life of the Frode has built a society based on law and order. Following the rules and not speaking out against the powers that be are ingrained in every young Frode as soon as they leave the spawning pools. Most Frode are Lawful, Good or Neutral. Some identify more as Neutral Good and but very few choose to live as Chaotic Good.

Unscrupulous and evil Frode exist, but they are too few in number to affect the lifestyle or mindset of the race as a whole. The Frode worship Fro'kella the Protector, Goddess of Freedom, Justice, and Valor. It is not debated whether she was worshiped by them before enslavement, thousands of years ago, or if she came about during their bondage. To the Frode, she has simply always been there to protect and usher them towards salvation. In addition to the Goddess, a number of Saints are revered by the Frode as divine messengers and agents of her will.

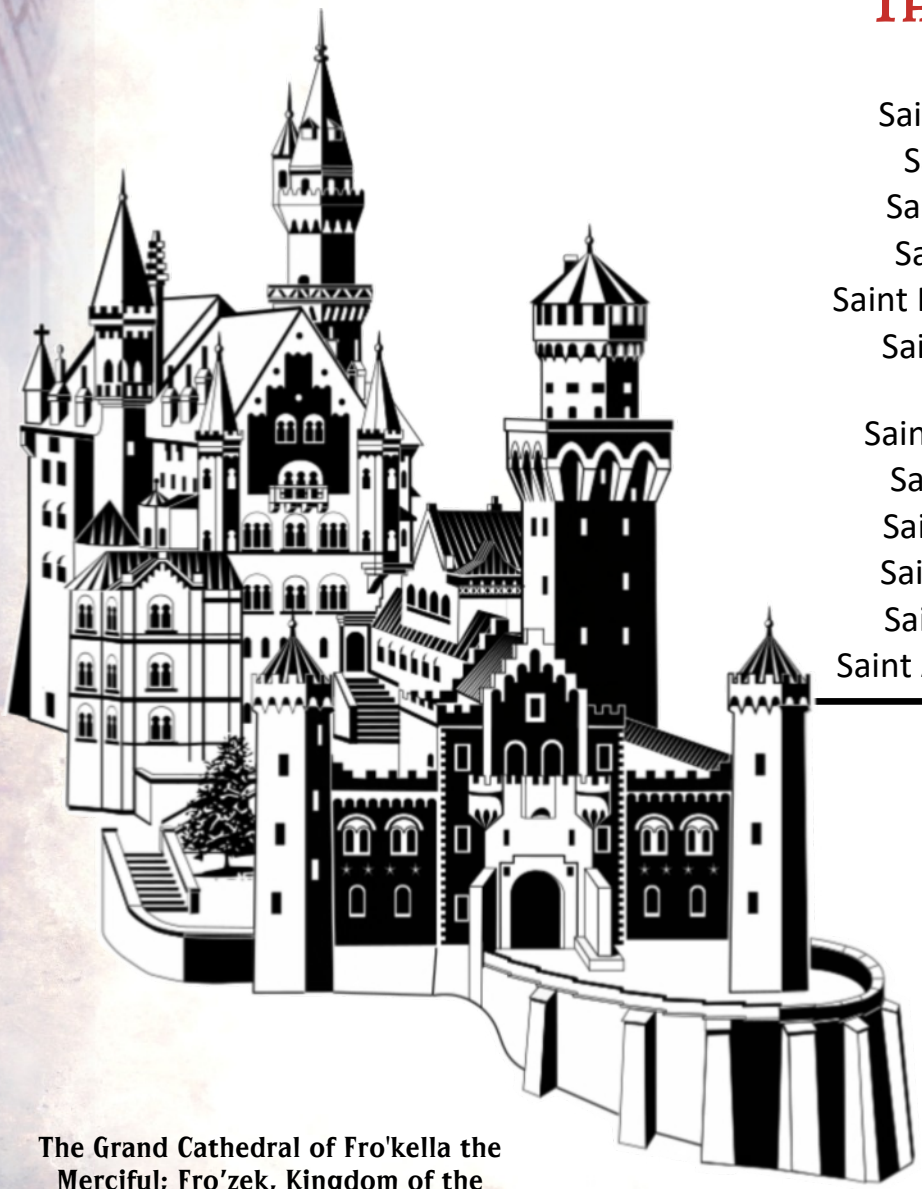
The Saints currently number twelve, and the church is debating canonizing another. Every aspect of Frode life revolves around the church. Nothing is done without the consultation of a priest or priestess. Recently, a small cult has formed, dedicated to a Frode Saint that was never officially recognized by the church. The cult of Krozan meet in secret and long for the monopoly the church of Fro'kella has on the Frode people to be torn down. Power and ambition is worshiped rather than justice and mercy. Only the most devout and powerful cult members know that Krozan is actually the Archdevil Garloch in disguise.

Adventures: Like most races, young Frode long for a different life; one where their lives are not controlled by the elders and the church in almost every aspect. To curb the rebelliousness of the young, the church has decreed that any Frode who has undergone the *Quoark-Do* (Spirit Hunt) ritual can have their militia service waved and choose to travel the world instead, promising to return to the Flooded Forest after a period of at least four years, though they are not to exceed eight years away from home. A surprising number of Frode who choose to do this return world-weary and battle-hardened, ready for the social responsibility the church puts on its people.

Male Names: Alister, Albert, Amis, Davis, Dicun, Holden, Eustace, Gavin, Lawrence, Kole, Lester, Wynton

Female Names: Alfreda, Baylee, Beverly, Chelsea, Eda, Haylie, Joyce, Kendal, Tyson, Whitney, Winfred

Surnames: Ackermen, Adkins, Banister, Baxter, Cantrel, Eldred, Langdon, Martin, Randolf, Rey, Wigherd



The Grand Cathedral of Fro'kella the Merciful; Fro'zek, Kingdom of the Flooded Forest

The 12 Saints of Fro'kella

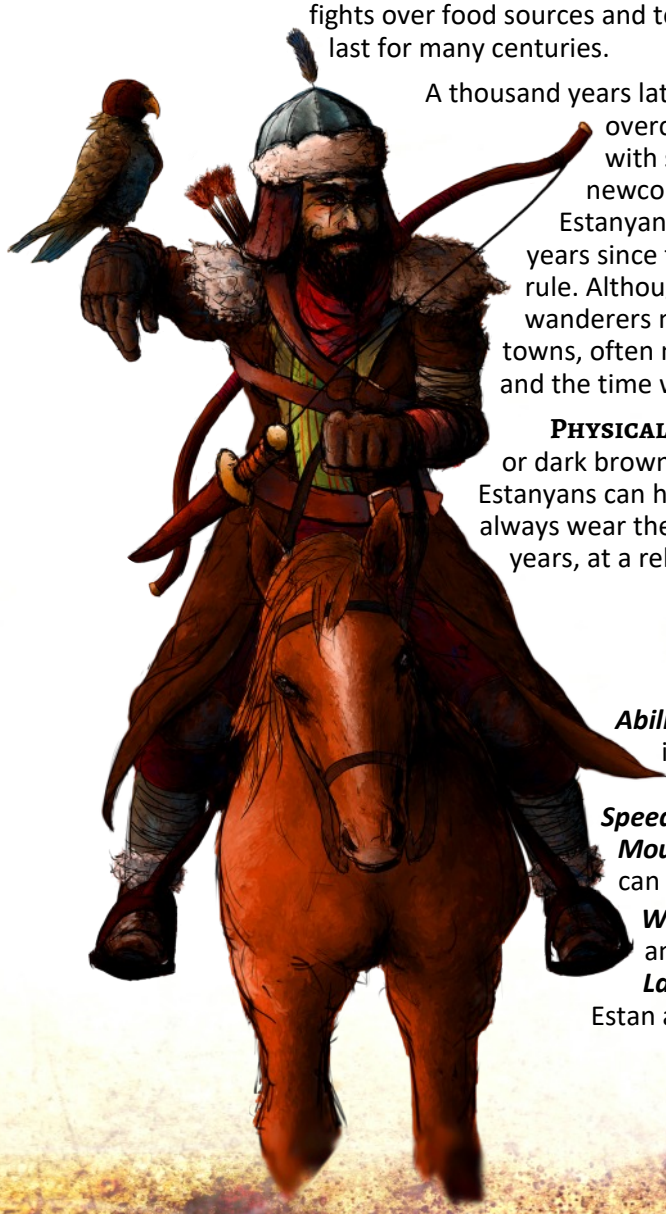
Saint Cuthbert the Wise
Saint Lester the Kind
Saint Alfreda the Silent
Saint Selmey the Bold
Saint Reymond the Suspicious
Saint Korden the Thrice Resurrected
Saint Winfred the Faithful
Saint Peter the Martyr
Saint Albert the Builder
Saint Agatha the Healer
Saint Margery the Pure
Saint Aldephis the Redeemed

Human: Estanyan

The Estanyan people have gone through multiple cultural changes over the centuries. Thousands of years ago, they were coastal fishermen living in crude grass huts along the southern shore of what is now Verigal. Some time later, they were assimilated by the Vergal who had run from the disastrous war with the Urk Empire on the Southern Continent. The Vergal often interbred with the Estanyans and the two people lived peacefully. Over time, however, the simpler Estanyans bristled under the well-meaning yolk of the more civilized Vergal and waves of people began moving west to find a new homeland of their own.

After fifty years of wandering west and crossing dangerous territory, the Estanyans happened upon the wide and flat fertile plains of the Cashan Peninsula. Cashan was thinly populated by primitive humans of fair skin who came from the north, as well as countless Centaurs, Gnolls, Goblins and Ogres. The Estanyans quickly asserted themselves and began to carve out territory. They beat back the monstrous races and adopted many of the Centaur's ways, even beginning to worship the Centaur god as their own. The small human villages were conquered and integrated into the Estanyan's new nomadic culture.

Over the following centuries, the Estanyan population grew, primarily thanks to the abundance of wildlife and fertile land in their new territories. Mobile villages sprung up across the prairie and their new culture began to take on even more aspects of their Centaur neighbors. However, the friendship was short-lived, as religious disputes and fights over food sources and territory began to plague the two races. These conflicts would last for many centuries.



A thousand years later, shortly after the coming of Atlantis, a wave of conquest overcame the Cashan Peninsula. Most Estanyan tribes fell quickly, with some submitting to the overwhelming force of the newcomers and others fighting to the last man. Eventually, all Estanyans were made subjects of the new Empire of Alteria. In the years since the conquest, most Estanyans have adapted to Atlantean rule. Although they are still fierce nomads at heart, the former-wanderers now serve their Atlantean masters from walled cities and towns, often moving between holdings in a way to appease the old ways and the time when the Estanyans were truly free.

Physical Description: The Estanyan people have tan skin and black or dark brown hair. Some Estanyans have fairer skin and light hair. Estanyans can have any eye color, but brown is most common. Estanyans always wear their hair long in a ponytail. It is only cut once every twelve years, at a religious ceremony.

Estanyan Traits

Ability Score Modification. Your Dexterity and Charisma both increase by 1.

Size. Estanyans are Medium creatures.

Speed. Your base walking speed is 30 feet.

Mounted Lifestyle. You are proficient in riding any animal you can place a saddle on. You gain proficiency in Vehicles (Land).

Weapon Familiarity. You gain proficiency with the shortbow and bolas.

Languages. You begin play being able to speak, read, and write Estan and Alterian.

However, hair is never cut shorter than shoulder length. If an Estanyan is bald, they are either an outcast or criminal. Females will typically wear multiple ponytails and braids, while men only have one long ponytail or braid, along with long, drooping mustache and thin beards. Estanyan males typically stand around 5'4" - 5'10". Females are slightly shorter at 5'0"- 5'8". Estanyan culture dictates maturity for their children at age twelve and they can live a typical human life span.

Society: Many Estanyans still attempt to live a nomadic lifestyle despite the Empire of Alteria's wishes. Wealthy Estanyans own large number of horses and multiple residencies within various towns and cities. They move their household a few times a year between these holdings. Some choose to live completely immersed in the new Alterian culture and live a pseudo-Atlantean lifestyle, while others still cling to the old ways, living in mobile villages across the plains. No matter how the Estanyan lives, they are all fiercely prideful of their heritage and culture. Although most Estanyan villages and towns show great Atlantean influence, the key parts of Estanyan culture still prevail. The horse is dominant in their thinking, their life, and their culture. Every Estanyan learns to ride a horse as soon as they can walk. The number of horses one owns and the quality of the stock denote your station in Estanyan society. The Atlanteans encouraged this and elevated Estanyans who owned the most horses into positions of power. Wealthy Estanyans and tribal chiefs form the local aristocracy and send their representatives Sprata to speak for their people.

Relations: Estanyans rarely mixed with others. Some would trade with the Jute and Zevrish but without any frequency or flourish. The tribes in Eastern Cashan would often come into conflict with the Zevrish over territory, and for centuries, lightning-quick Estanyan raids into Zevrish villages and towns would take place. Since their assimilation into the Empire of Alteria, the Estanyans have found themselves thrust into a society that not only welcomes outsiders, including monstrous humanoids, but also encourages trade with multiple races and communities. Now Estanyans are often found shoulder to shoulder with other races in packed Alterian bazaars and arenas.

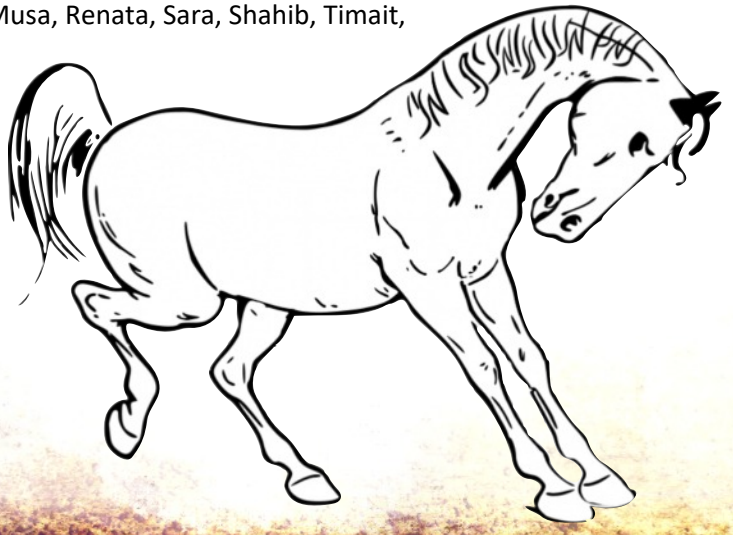
Alignment and Religion: The life of a nomad and the worship of Alo'staz the Thunderer has a majority of Estanyans following a Chaotic Neutral alignment. Those who have adopted a more Atlantean life identify as more Lawful Neutral. Of course, as with any human civilization, any and all alignments are represented. The God of Horses, Speed, and Honor is revered by the Estanyans and multiple shrines dot the plains. Estanyans never before worshiped in temples, and none were built to Alo'staz before the coming of Atlantis. The Great Thunderer now has an enormous temple complex in Sprata, adjoining the Great Alterian Hippodrome where imperials go and watch the much loved chariot races and athletic competitions.

Adventures: Estanyans often left the tribe to wander the world. Many communities know the benefit of Estanyan scouts and light cavalry. Quick and agile, an Estanyan in an adventuring party fills a number of key roles. Estanyan adventures can be found in all corners of the world, from dust-choked ruins to the rooftops of Verigal villas, and even dark caves of humanoid tribes, looking for plunder and great stories to take back home.

Male Names: Akhat, Asaf, Charl, Farit, Marat, Megdet, Rinal, Rustam

Female Names: Chulpan, Ghabdulla, Halida, Musa, Renata, Sara, Shahib, Timait, Zemfira

Surnames: Basharav, Bragin, Gavrilov, Izmailou, Kahmatova, Sadiqoua, Tarilko, Tazieff, Yakhin

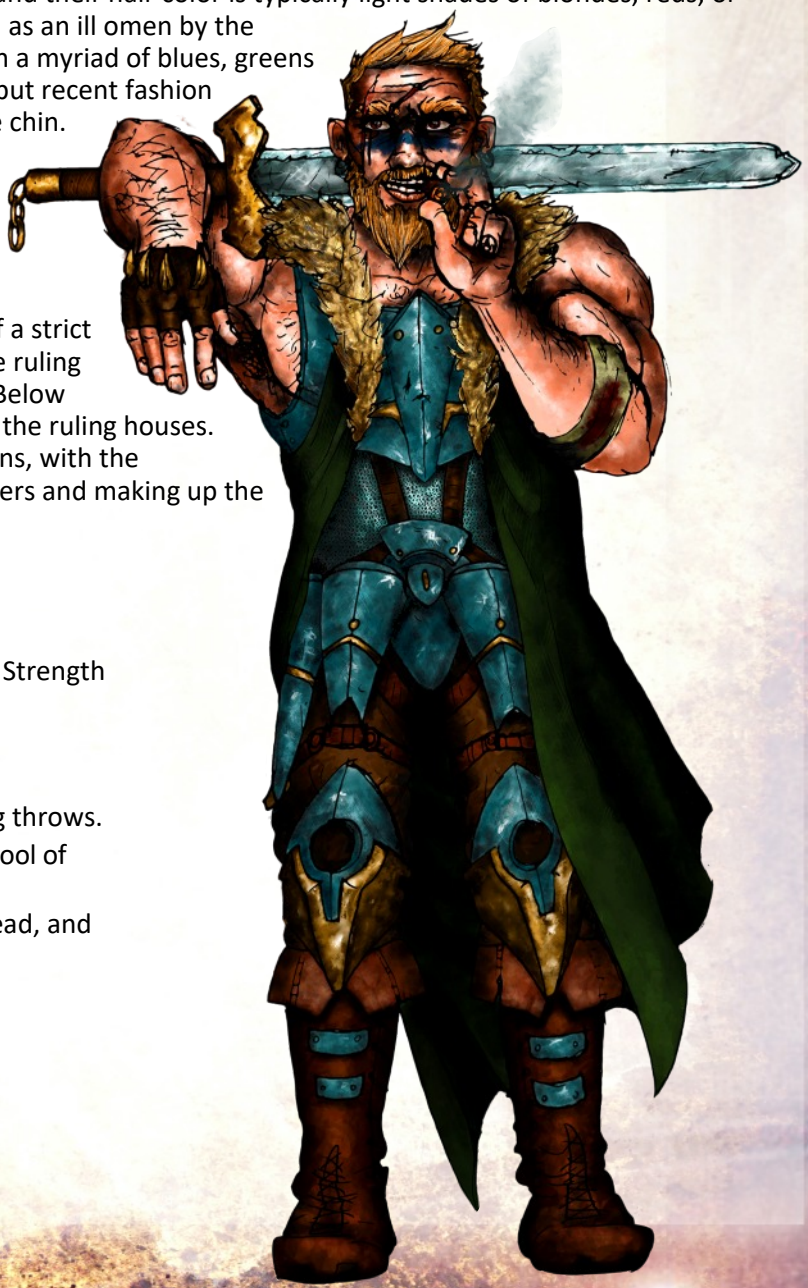


Human: Jute

Humans of Jute ancestry are a hardy and pragmatic lot. Centuries of bondage under dragon overlords and their subsequent rebellion have instilled a great sense of personal freedom and racial pride. Although some might find this pride of freedom in opposition to the feudal serfdom their society revolves around, the system works - for now. Recent generations have bristled under the stern and occasionally brutal hand of the noble class; the Houses born from the rebellion against the dreaded Wyrms. Despite the resentment from lower classes, this nobility has shaped the Kingdom of Jutan into a prosperous nation, the second-largest human dominated territory on the planet and the largest country on the Western Shore.

The Jute were far more savage before their enslavement by the dragons, constantly raiding up and down the coast against one another, and even as far south as the Cashan Peninsula. Now, the Jute build castles and strongholds; redoubts and citadels. They hold tournaments to test the skills of each new crop of young knights, both noble and common-born. They feud between themselves over territory and gold, much like the hated dragons did, when they were brutally subjugated and used as slave soldiers so long ago.

Physical Description: The Jute are fair of skin and their hair color is typically light shades of blondes, reds, or browns. Black hair is uncommon, and can be seen as an ill omen by the superstitious. Eye color also tends to be light, with a myriad of blues, greens and browns. Jute men grow large, bushy beards, but recent fashion among the nobility is to shave all but a tuft on the chin. Jute are tall, with men reaching heights of 5'8" to 6'5" and women reaching from 5'6" to 6'0". Jute society dictates maturity for its young at the age of 13, and they typically live a normal human life-span.



Society: Jute society is built on the foundation of a strict social hierarchy. At the head of the kingdom is the ruling family, directly followed by the Jarls and Counts. Below them are the middling nobles and bannermen to the ruling houses. Next are the the lesser houses and wealthy citizens, with the peasants, or "citizen serfs", falling beneath all others and making up the majority of the populace.

Jute Traits

Ability Score Modification. Your Constitution and Strength increase by 1.

Size. The Jute are Medium creatures.

Speed. Jute have a base walking speed of 30 feet.

Healthy Living. You gain +2 on Constitution saving throws.

Skilled. You gain proficiency in one skill or artisan tool of your choice.

Languages. You begin play being able to speak, read, and write Juten and Tradespeech.

Prior to the coming of the dragons, the Jute were mere raiders and marauding savages. Following their enslavement, the dragons instilled a firm, new sense of discipline, turning the Jute into slave soldiers which were used as fodder in their ever-growing wars with one another for wealth and territory. After the Rebellion, there was a brief regression into barbarism before the thriving monarchy the Jute now know came to fruition. Since then, it has endured numerous hardships, from both internal and external sources.

Relations: The Jute get along well with other races. There is a sizeable Meek'ah population in Jutan, as well as a handful of small Calvoid enclaves. Drazil and Illumnarus cities are also in close proximity, with the Drazil acting as an infrequent thorn in the side and the Illumnarus primarily remaining aloof and indifferent to the goings-on of the Kingdom. Jute craftsmen are renown for their weapons and armor, with frequent caravans being sent from places such as the Kingdom of the Flooded Forest and the Empire of Alteria to purchase completed items. They also collect large shipments of Jutan steel, smelted from the iron-rich mines that dot the northern reaches of the country.

Alignment and Religion: The Jute, like most human societies, have the potential for great evil or boundless good. Typically, Jute nobility lean towards Lawful alignments of any kind. The rest of the populace is made up of all alignments. Their religion provides a pantheon of deities, chief of which is Marvela, Goddess of Justice and Light. She leads a group of Goddesses known as the Trinity. Her companion goddesses are Dhalla, Goddess of Life, Love, and Family, and her sister, Tralla, Goddess of Nature and the Wilderness. A pair of devil-sired demigods, Xemish and Vemish, are worshiped by cultists and marauders. Welkor, God of Survival and Revenge, is worshiped by mountain men and deep snow trappers. It is to him the Jute pray for a short and forgiving winter, as well as the swift death to those who wrong them.

Adventurers: The race can be found around the world searching ancient ruins, guarding caravans or working as hired bodyguards and mercenaries. A Jute's boisterous laugh and rowdy manner can often be heard in taverns and alehouses all across Shin'ar.

Male Names: Afli, Alrek, Anskar, Arnis, Dorvi, Flokki, Ivor, Knorr, Knutt, Klyppr, Melsant, Osvifv, Ragnar, Rallo, Sighvat, Skapti, Thorvid, Throndr, Torf

Female Names: Arnleif, Asta, Borghild, Brunnhilde, Grima, Haldora, Korfinna, Largatha, Marthine, Pernilla, Renulfa, Ulfrun, Velaug, Yver

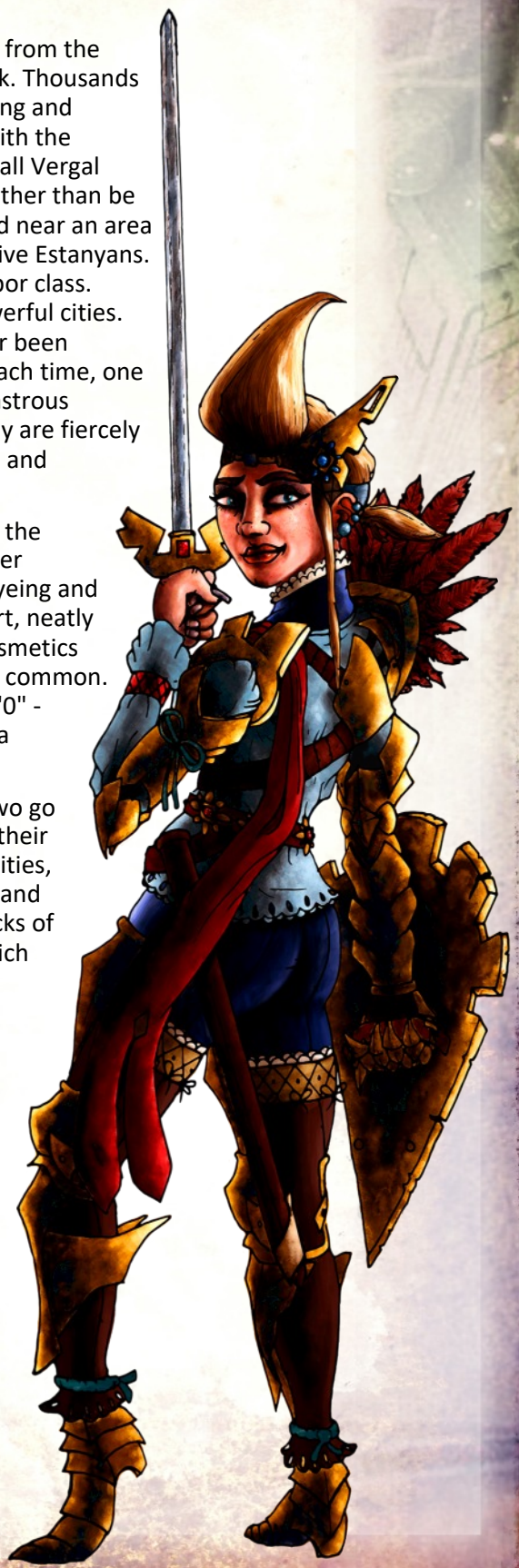
Surnames: Bergman, Bjornson, Erikson, Knutson, Lofgren, Lothbrok, Lundquist, Moller, Narldotter, Stanz, Vistok, Whylmyr



Grima Yversdottor - Shield Maiden of Jutan

Human: Vergal

The people of Verigal, often referred to as the Vergal, originally came from the Southern Continent and were briefly part of the ancient civilization of Urk. Thousands of years ago, they were a peaceful people who made their livings by fishing and farming north of the savanna. The mighty Empire of Urk began trading with the Vergal, but after a mostly one-sided conflict, the Urk took control the small Vergal holdings and folded them into the Empire. A great many of Vergal fled rather than be subjugated and braved the stormy Aquaris Strait. These emigrants landed near an area that they would call the Aquaris Sea, where they encountered the primitive Estanyans. The Estanyans were quickly and peacefully assimilated by them into a labor class. Dozens of villages sprang up, slowly growing to become towns, then powerful cities. Each Verigal city rules itself and its immediate environs. Verigal has never been unified, though it has been attempted three times in the country's life. Each time, one of the city-states began to conquer and cajole the others, often with disastrous outcomes. The Vergal people are united in customs and worship, but they are fiercely independent and loyal to their respective cities. In the land of merchants and mercenaries, coin is king, and the city-states of Verigal bow to no other.



Physical Description: The Vergal people have lightly tanned skin with the exception of those living in the northern cities, most of whom have a fairer complexion. Their hair is always a dark color, and both sexes delight in dyeing and sculpting it into fascinating geometric shapes, with men maintaining short, neatly trimmed beards. Both sexes also enjoy the use of copious amounts of cosmetics and perfumes. Vergal can have any eye color, but brown or hazel is most common. Males typically stand 5'5" - 6'0", while females stand slightly shorter at 5'0" - 5'10". Vergal culture dictates the age of maturity at 15 and they can live a typical human lifetime.

Society: Wealth and politics are the twin pillars of Vergal society. The two go hand-in-hand and every citizen, regardless of city-state, strives to outdo their neighbor in opulence and personal power. Slavery is legal in all but two cities, and even in those, a form of indentured servitude exists. The great villas and enormous building projects the region is known for were built on the backs of countless slaves and downtrodden. Each city-state is run by a council which elects a leader from various factions within the city.

Vergal Traits

***Ability Score Modification*.** Your Intelligence and Charisma both increase by 1.

***Size*.** Vergal are Medium creatures.

***Speed*.** Your base walking speed is 30 feet.

***Good Eye*.** You gain +2 on Intelligence (Investigation) skill checks to determine the quality of a non-magical item.

***Smooth Talk*.** You gain +2 on Charisma (Persuasion) skill checks.

***Languages*.** You begin play being able to speak, read, and write Veri'urk and Tradespeech.

The number of Council Members, what groups lead these Councils, and term limits vary by city. Factions also vary, though some large and influential ones span multiple cities. City-states often ally and war with each other; three centuries ago, a disastrous war engulfed more than half of the Verigal cities and laid waste to numerous towns and villages due to this in-fighting.

In the wake of the war, the remaining leaders agreed to never again attack or lay siege to another city-state. Instead, opposing forces meet on a chosen field and do battle. Since then, numerous mercenary bands have formed, selling their allegiance to one city-state or another. Other ways cities do war is by disrupting a rival's trade; piracy on the Aquaris Sea is common, and caravans being waylaid before they reach their destination is a tactic used to destabilize a rival. Once one city has the clear advantage over another, be it by choking trade or defeating a rivals army in the field, a conference is called and mediated by the church of Aquaris, as the church remains neutral to the politics of the country.

Concessions are made and treaties are signed; treaties never last longer than five years, and in that time, both cities' holdings are free from attack. This rule has only been broken once, and the city of Havor was set upon by no less than eight other cities, sacked and burned, with its people sold into slavery.

Vergal society is one of extremes, where great wealth and power separate the populace from each other and each city-state does things in their own way.

Relations: The Vergal welcome any race who is willing to spend coin into their city, with the sole exception of the Drazil. Most city-states are cosmopolitan enough for many races to be seen wandering about and Verigal cities often form trade alliances and business ventures with foreign delegations. Southern city-states see more traffic from the Southern Continent and Sytash and Zula are more numerous there. One northern city-state has entered into a non-aggression pact with Eltra, and has secured a lucrative trade agreement with the kingdom of undead. Vampyr agents, and even the occasional Eltrabi Vampire noble can been seen from time to time in that city-state's territory. The majority of Verigal cities have banned Atlanteans from entering, but not other specific races that make up the Empire of Alteria. The Vergal fear the power of Atlantis and their strength in trade. The councils also remember the swiftness in which they conquered the Cashan Peninsula to the west, fearing a time when the Empire turns its eyes further east.

Alignment and Religion: The Vergal people share a common pantheon, though few cities worship in the same way. The great hustle and bustle of the cities leads most Vergal to have a more chaotic outlook on life, though they are by no means random or unpredictable and all alignments can be found among the Vergal people. Many laws and customs make for a rich culture and each city and its council interpret those customs as it fits into their society. Aquaris is the primary deity of the pantheon, worshiped by all Vergal. The Lord of Water and Life's church remains neutral to the politics of the region, and his temples can be found in every city. Zephyr the Skylord is worshiped as the God of Travel and Trade. His church is widely influential in numerous cities and quite rich thanks to the many lucrative ventures it oversees. Yarla, the Goddess of Beauty and Happiness, is very popular with both the *haves* and the *have not's*. Her church is responsible for great festivals and galas, and twice a year, they sponsor all-night revels in which both the wealthy and the poor debauch themselves in large mass orgies of excess. The final member of the pantheon is Typho the Destroyer. His cult is small compared to the organized churches but they are numerous and sponsor many pirate gangs, as well as bloodthirsty mercenary companies.

Adventures: Verigal is the largest human-dominated country on the planet, and its people can be found everywhere. Merchants can be found all over the world, on both land and sea, and in almost every port. Vergal adventurers are numerous and come from many different backgrounds. The adventurous life is attractive to the poor, and many Vergal heroes come from the slums of the city-states. Young aristocrats also try their hand at adventuring, and enough fortunes are made that many "spare heirs" travel the world in the hopes of getting out from beneath their families shadow and become independently wealthy.

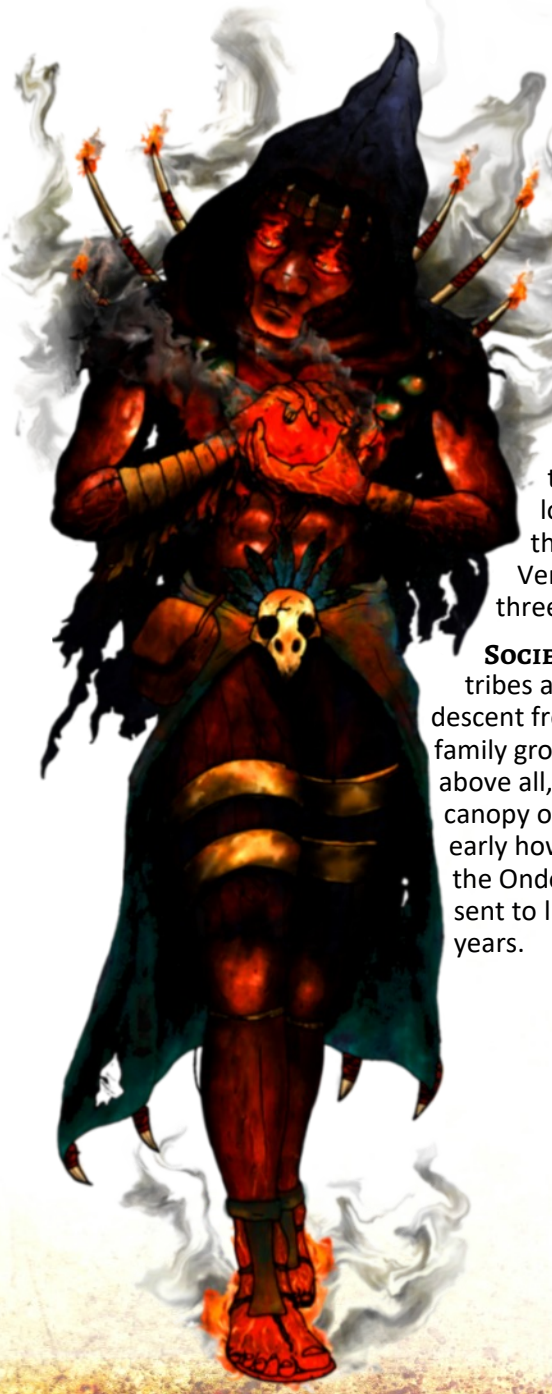
Male Names: Alejandro, Alonso, Bruno, Enrico, Giorgione, Giotto, Inigo, Luchino, Marco, Philberto, Rosso, Sandro, Tinto

Female Names: Anna, Catharine, Delfina, Diane, Godiva, Izabella, Lizbeth, Lucrecia, Manuela, Margret, Marie, Olivia, Silva, Sofia, Valintina

Surnames: Aligheiri, Azpilota, Cano, Comnena, Cusa, Falvetti, Fernandez, Luca, Marino, Martin, Mele, Mestas, Montaging, Morales, Piacenza, Romero, Rossi, Rubio, Siena, Vinchi, Zullo

Human: Zula

Humans of Zula ancestry have been on the planet of Shin'ar for over 8,000 years. They made their home deep within the Great Jungle on the Southern Continent, often warring with the primitive Goblins and Fey who also claim the dark interior and southern jungle. After centuries of battle, dozens of tribes, nearly half the human population of the Great Jungle, would move down river to a fertile basin. Sometime later, the strongest of those tribes would form the Empire of Urk. The Urk, who no longer considered themselves Zula, would subsequently began to make war on their cousins in the Jungle, enslaving them. Skirmishes and raids continued until the Urk had enslaved one in every twenty Zula on the Southern Continent. The slaves, or Baka, as they called themselves, still clung to their Zula culture and deities, bringing their way of life to Urk.



When the Urk Empire fractured and collapsed, many of the Baka fled north into the grasslands and emerging on the coast. There, they settled in old Vergal villages and towns which were vassals of Urk. The original Zula, the Ondonga, still live a primitive life in comparison to the other tribes. They dwell in the Great Jungle's interior and northwestern grooves. A third, distinct tribe has risen in the last few centuries. Known as the Ver'wija, this newer tribe lives mostly on the northern and eastern edge of the Great Jungle, as well as on the small island chain in the Aquaris Strait nearest to Eastern Verigal.

Physical Description: The Ondonga have dark brown skin and dark eyes with curly, black hair that they constantly keep cut short on the scalp. The Ondonga often paint their faces and arms with intricate designs. The Baka have light brown skin and wavy, black hair. Baka of both sexes ritually tattoo their faces at the age of maturity. The Ver'wija have tanned skin and long curly black hair. Freckles are common among the Ver'wija. While the Baka and Ondonga typically stand anywhere from 5'0" - 6'5", the Ver'wija come in at around 5'0" - 5'9". The age of maturity is 12 in all three tribes, and are able to live a typical human life span.

Society: Few shared customs among the tribes still exist, and the three tribes are mostly distinct in their individual cultures, and share their mutual descent from from the original Zula. The Ondonga live in the jungle in large family groups, counting dozens of villages and towns in their territory. They, above all, still live as closely to their ancestor's way of life deep under the canopy of the jungle. The hunt is everything to them, and both sexes learn early how to hunt for game and defend their holdings from hostile forces. In the Ondonga tribe, when a male child reaches the age of maturity, they are sent to live with their uncles on their mother's side for a period of three years.

Zula Traits

Ability Score Modification. Your Dexterity and Constitution both increase by 1.

Size. Zula are Medium creatures.

Speed. Your base walking speed is 30 feet.

Nature Born. You gain +2 on Wisdom (Survival) skill checks.

Poison Resistance. You gain advantage on Constitution saving throws to resist the *poisoned* condition.

Languages. You begin play being able to speak, read, and write Zualo and Tradespeech.

The uncles teach the young men how to woo a female, as well as how to properly conduct themselves in the tribe's ways. The boys also apprentice to one of their uncles in a profession and begin to learn the ways of the sacred Hunt. Women are allowed to own property apart from their husbands, but are subject to the will of their oldest male relative until they marry.

The Baka have grown into a prosperous and industrious people. Living on the savannah and northern coast, they raise large herds of livestock and create great rugs and tapestries valued around the world. The Baka allow women to own property, but only as 50/50 owner with their husbands. Among the Baka, wealth and social standing is elevated by how many cattle and sheep one owns. However, Baka who live in the coastal cities measure wealth in coin, and those who control the textile industry are often in positions of power.

The Ver'wija have grown into a successful fishing and sailing culture who virtually rule the eastern coastlines and waters. They live in walled towns and secluded villages, patrolling the coast in their sleek and streamlined boats. Shipwrights and expert sailors are revered by the Ver'wija. Songs of distant lands explored and fierce storms braved are sung to their young, raising every child to dream of being a captain of their own vessel.

Relations: The Ondonga tribe is the most secluded and therefore the least likely to interact with other races. They have received visitors and have traded with other races, mainly the Sytash and Vergal, but recently, a large group of Illumnarus descended upon the Great Jungle in search of a new home away the dreaded Drazil. Ondonga villages in the area have welcomed these newcomers, even fighting beside them against Goblins and Stazi that frequent the area. The Baka and Ver'wija tribes see much more of the world. The Ver'wija have a long history with the Vergal, and the two often interbreed and marry. The Baka mostly keep to themselves but they often see other races in their coastal cities, looking for sought-after Baka textiles and leather goods. The secluded Baka communities on the western coast of the Southern Continent have come under the thumb of Alteria, and relations between Atlantis and the Baka have been strained since.

Alignment and Religion: The Baka adhere to some Urk customs they were forced to assimilate to so long ago. That way of thinking has lead the majority of them to identify as Neutral, primarily either Good or Evil. The Ondonga and their self-proposed isolationism tend towards true neutrality. The Ver'wija culture and lifestyle lends more to chaotic thinking. All Zula worship the same pantheon, chief among them being Hiccune the Huntsman. Zula pray to him before the hunt, to bless their herds, and light their way with moonlight. Ardell is who they pray to when they celebrate, love, and laugh. Last of the pantheon is Vesh, the World Serpent. Zula who pray to it are on the fringe of society, and hold nothing but hate and murder in their hearts.

Adventures: Zula from any tribe can be seen all over the wider world. The oldest race of humans to continually live and thrive on Shin'ar, chances are every corner of the planet has seen at least one Zula in the region. Adventurers of this race are well known, and many stories of exotic lands and great adventure are told about them. There is even a children's book, translated into many languages, about a Zula warrior named Mondli and his adventures around the world. It was written centuries ago by an unknown author in Cathage. Mondli's Fables can be found on the bookshelves of thousands of homes and dozens of lands.

Male Names - Ondonga:
Behk, Buyisime, Dumisani, Lindelani, Mondli, Nkosinath

Female Names - Ondonga:
Gugu, Kwethine, Mbali, Narisha, Ntombi, Petula

Surnames: Alfolayan, Ibori, M'Balla, Tshivhumbe

Male Names - Baka:
Bayisine, Bilunda, Cyril, Jol, Phipda, Tenda

Female Names - Baka:
Gashar, Hula, Kishar, Sakma, Tukumbi, Ususa

Surnames: Adoula, Lissouba, Milongo, Tsiba, Youla

Male Names - Ver'wija:
Ahmed, Bruki, Elins, Jemal, Nahom, Oliyad

Female Names - Ver'wija: Beza, Emeliya, Fruta, Meaza, Sarem, Yabsira

Surnames: Adarkwa, Agyemang, Akuna, Appiah, Baffour, Botchwey, Kodjoe

Illumnarus

The Illumnarus are a proud and powerful race descended from magically-created beings known as the Lluruth. Although the Lluruth began as a peaceful race, the chaotic activity brought on by the planet's Lunar Quickenings opened multiple portals to other planes and worlds, eventually leading to exposure to all manner of beings and philosophies. The most influential of which was a powerful Archdevil known as Garloch who became aware of these portals and the life beyond, then began to exploit it. Corruption began to spread, seeping into the most powerful until they and the uncorrupted Lluruth were at odds.



Illumnarus Traits

Ability Score Modification. You increase your Dexterity, Intelligence, and Charisma by 1. You decrease both your Strength and Constitution by 1.

***Size*.** Illumnarus are Medium creatures.

***Speed*.** Your base walking speed is 30 feet.

Darkvision. 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.

***Keen Senses*.** You gain advantage on Wisdom (Perception) skill checks.

***Illumnarus Immunities*.** You are immune to Sleep, both magical and otherwise, as well spells which trap or destroy the soul.

***Unstable Lighting*.** Your inherent bio-luminescence causes any dark surroundings to become a low light area. The light can vary in brightness based on mood, but it always provides, at the least, dim light. You can suppress this light if you choose too, for 1 hour + 1 hour per Constitution modifier (if any). An adult Illumnarus gives off light akin to weak candle light in terms of brightness and radius.

***Made of Mana*.** You gain advantage on any Intelligence, Wisdom, or Charisma saving throws against magic. You are also more susceptible to Mana Poisoning. Whenever you take 1 Mana Poisoning Point, you take 2 instead.

Trance. You do need to sleep. Instead, you meditate deeply, remaining semiconscious, for 4 hours a day. After resting this way, you gain the same benefit that a human does from 8 hours of sleep.

***Languages*.** You begin play being able to speak, read, and write Llumnar and Draz.

A civil war broke out, sending Garloch's corruption throughout the population. Divine intervention meant to save the race proved fruitless after Naltia, the Goddess of Life, absorbed the corruption that had seeped into the hearts of her children and gave birth to Brhuaal, a chaotic and amorphous entity made from the taint which Naltia had withdrawn. Those Lluruth who remained corrupted were transformed, taking on demonic alterations to their appearance and skin the shade of dusk. Those whom Naltia had saved were given a small portion of Rital's divine essence to protect them as they fled the newly-made monstrosities, granting the Illumnarus an inner glow so long as they lived, as well as a deeper connection to the Manasphere. Although their numbers now dwindle, it is not for lack of health or ability; the Illumnarus are hunted, even now, as the Drazil target and raid enclaves, driving them to extinction. Despite the elder Illumnarus' beliefs in seclusion providing protection, many younger Illumnarus have begun attempting to connect with other races, hoping to gain both trade and assistance in their endless conflict with the Drazil.

Physical Description: The Illumnarus typically have extremely pale skin colors, nearly translucent in the soft, candle-like glow that comes from within. Their hair color ranges from light auburn to silver-gold, but in each generation, there is a portion of the population born with bright red hair who are said to be gifted with a great destiny. Illumnarus eye colors are always a shade of blue, from as pale as the early morning sky to as dark as the deepest depths of the ocean. The Illumnarus stand rather tall in stature, willowy and fragile at first glance, with sharp cheekbones and elongated ear helices. They vary in height from around 5'10" to 6'5" in both males and females. A long-lived race, Illumnarus reach maturity at the age of 40 and can live for several hundred years.

Society: A rather secluded people, the Illumnarus are spread thinly throughout the world of Shin'ar, a relic of times long passed. While most parts of their culture have remained the same since the Schism of the Lluruth, many changes have still arisen nonetheless. Within cities of crystal that have been created and manipulated through their extensive magical abilities, the Illumnarus remain close to their families, often living in the same residence for the majority of their lives. The only exceptions being those who dedicate their lives to their deities and leave their families at adolescence to pursue their beliefs. With their long lives, most Illumnarus become extremely adept at their chosen vocations, dedicating their hard work to the community's benefit. The few large enclaves which remain are ruled by councils of the people, and a leading Council based in Ritvel, as well as semi-divine overseers who ensure the mistakes of the past which lead to the corruption of the Lluruth are not repeated. Magic sits at the heart of life within the enclaves, with even the most mundane tasks aided by magical tools or spells.

Relations: Although the Illumnarus have only recently attempted civilized contact with other races, such as the Jute, they have a long history with older races such as the Meek'ah, who are considered allies, and Kalarin, who have harbored a distrust of the race since the abandonment of their territory and former allies against the Drazil. Shortly after the Atlanteans ended their conquest of the Cashan Peninsula, a number of Illumnarus also fled to the southern continent to take refuge in the Great Jungle. They formed tentative alliances with the Zula against the Stazi, insect-like beings, who live in the mountains and desert of the continent. Talks have only just begun with the Jute, once the slaves of dragons, made to attack the Illumnarus before their own rebellion. The only races with whom the Illumnarus are hostile with are the Drazil, the Drazil-Eltrabi hybrid race, the Drampyrs, and the Atlanteans who had slaughtered the Illumnarus enclave in the Cashan Peninsula years ago upon their arrival to Shin'ar. The sister race to the Drampyrs, the Vampyrs, are met with abhorrence and disgust, considered abominations in the eyes of the Illumnarus. Although they would not be met with immediate hostilities, cooperation between the two races in any instance would be unlikely at best and impossible at worst.

Alignment and Religion: As with all races, the Illumnarus can vary in temperament. However, since their transformation following the Schism of the Lluruth, no Illumnarus has been known to commit to the path of evil. While elders lean more towards neutrality, newer generations have moved towards Neutral Good, seeking more than just their own preservation in life. There are only two deities whom the Illumnarus worship, the first being Rital, and the second, Naltia. Born of pure mana, both were worshiped by the Lluruth, their own creations. While Rital is the embodiment of Protection, Law, and Order, Naltia is the manifestation of Healing, and Mercy. Thus, when corruption began to influence a large number of Lluruth in the aftermath of one Lunar Quickening, Naltia chose to absorb the taint into herself in order to save the people she had cared for and watched over. Her choice birthed the a new god, Brhuaal, who embraced the corrupted Lluruth as their own, transforming those corrupted into the Drazil. To save the remaining Lluruth from the now-monstrous beings, Rital imparted a portion of his own power into each, granting them a personal connection to the Manasphere and a glow which would only end at their death.

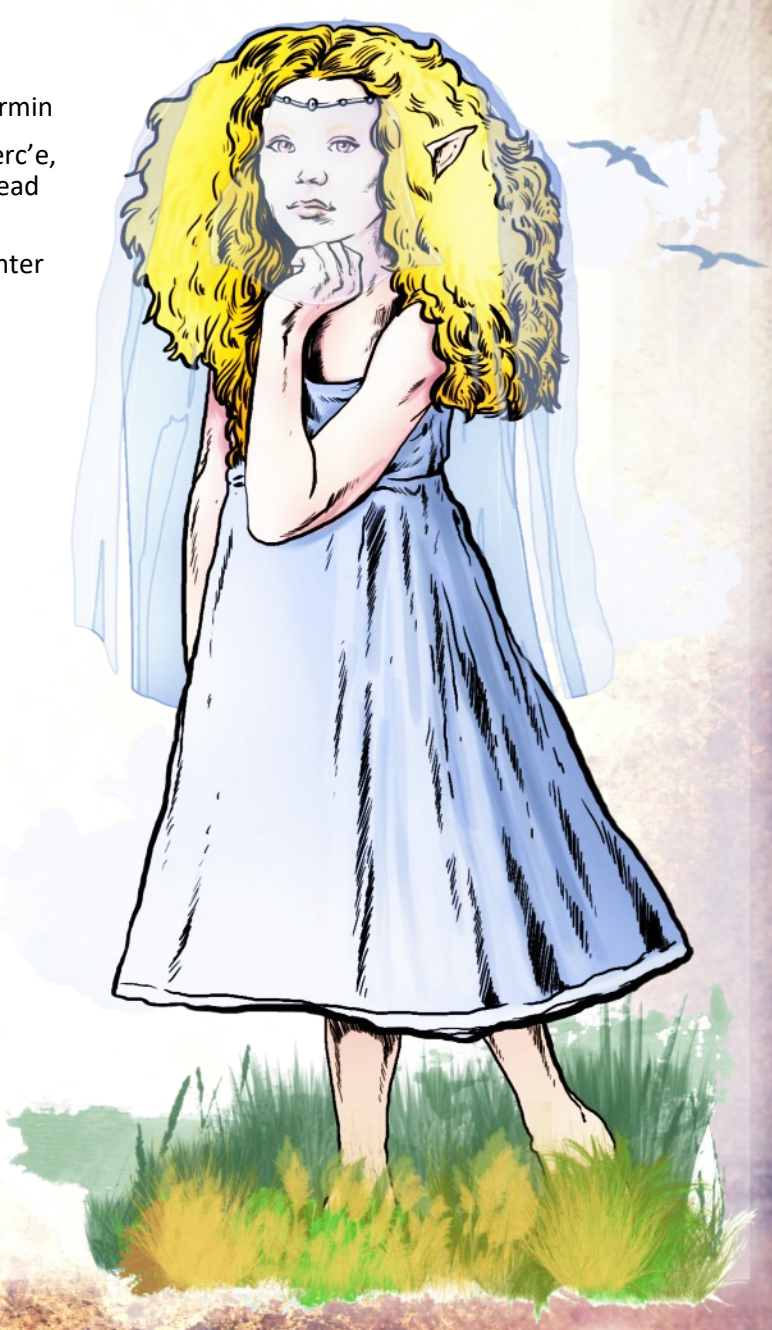
Those first Lluruth who became Illumnarus are known as *Sinelasair*. Few of the *Sinelasair* - referred to as 'Elder Flame' in Tradespeech - remain, as most having been slaughtered by the Drazil. The descendants of the *Sinelasair* gained centuries of life, but they did not retain their immortal health. It is believed that when an Illumnarus dies, the power Rital originally bestowed in the race transforms them into beings of pure light and a portion of their consciousness is absorbed back into the Manasphere.

Adventurers: Although many Illumnarus are encouraged to remain together within the enclaves, adventurers can be found across the world due to how widespread the race has become. If an Illumnarus chooses to adventure, it is only permitted after they have apprenticed in the vocation of their choosing and before they have lived two hundred years, as after reaching two centuries of life, they are expected to continue their familial line if they have not already done so. The dangers of adventuring have caused Elders to discourage it, lest the young be lost before they can reproduce and aid the race's survival. The past few generations have resisted this decree, believing that their race could thrive if it were to venture out more often and gain more useful skills than they can within the enclaves. Support has grown for the latter way of thinking, leading to more adventurers with each turn of the seasons.

Male Names: Alum, Arvan, Belor, Danzi, Dermot, Emon, Lorthen, Malor, Petron, Tuvien, Xormin

Female Names: Alisha, Aoife, Balmora, Cerc'e, Kalrish, Katarina, Laurr, Petra, Sasha, Shannon, Sinead

Surnames: Aldon'te, Buachalla, Caltris, Cionaoith, Far'und, Floinn, Naroth, Orr, Pro'tra, Santer



Elder Flames (*Sinelasair*)

There are still living a scant few dozen pure Llur alive on Shin'ar. These individuals are virtually immortal and can only meet their death due to extreme trauma and violence. These ***Sinelasair***, or Elder Flames, are all that is left of the first Lluruth to be given Rital's light. They often hold positions of high honor in Illumnarus communities, protecting the enclaves and counseling the leaders with thousands of years of wisdom and sage advice.

Some Elder Flames choose to wander the planet, not protecting a single community of their people, but instead locating and safeguarding Lluruth relics to keep them from those who might abuse the immense power they wield.

Kalarin

The feline Kalarin have a long history of conflict and warfare. Thousands of years ago, they lived in harmony with the ethereal Lluruth and peaceful Kalarin villages dotted the countryside where their magical allies raised their crystal enclaves. During the civil war and subsequent Schism that split the Lluruth into the Illumnarus and Drazil, the Kalarin were unwittingly drawn into the centuries-long conflict. The Illumnarus eventually abandoned their holdings to the Kalarin and retreated west, to more defensible territory. The Kalarins continued the fight and, through courage and guile, managed to repel the Drazil, forcing them from the Kala Valley.

No longer a peaceful society of farmers and herders, the Kalarins were forced to become a military dictatorship ruled by the Lord High General. Numerous dynasties followed, under which the Kalarin fought themselves as much as they fought invaders. 400 years ago, however, the current ruling dynasty closed all borders and began to focus on uniting all of the Kalarin provinces and people under one rule. The borders were reopened 50 years ago at the request of a new Merchant Caste and the influence of the church of Urman, God of Wealth and Trade. Now Kalarins can once again be seen across the world, while the admittance of other races into the Kala Valley has brought the country out of its self-imposed quarantine and onto the world stage.

Physical Description: Kalarin are covered in soft fur, with longer hair at the wrists, ankles, and head and shorter fur on their chests down to their navels. Fur color ranges widely, but females generally have darker fur than their male counterparts. All kinds of patterns of stripes and spots can be seen on Kalarin bodies, but large family groups feature distinctive markings. Their eyes are large and lightly colored, most often a shade of blue or green. Males tend to be taller, stronger, and broader of chest, standing 5'0" - 5'10". Females are more nimble and lithe, standing 4'5" - 5'6". Kalarin cubs reach maturity at twelve and can live up to one hundred years.

Society: Kalarins live in a caste system that is strictly enforced by a government police. It is almost impossible to rise in station but much easier to be cast down. The highest castes are those of the Warrior, Priest, and Noble, all of which have some intermingling through marriage. However, those of the lower castes, Laborer, Servant, and Craftsmen are seen as lesser beings and are never allowed to marry those whom are considered their betters. There are only two castes which do not fit into the traditional system: the Merchant caste and the Undesirables.



Kalarin Traits

Ability Score Modification. Your Dexterity increases by 1. Your Wisdom decreases by 1.

Size. Kalarins are Medium creatures.

Speed. Kalarin have a base walking speed of 30 feet.

Darkvision. 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.

Agile Beings. You have advantage on Dexterity (Acrobatics) skill checks.

Inherent Stalkers. You have advantage on Dexterity (Stealth) skill checks.

Languages. You begin play being able to speak, read, and write Kaliv.

Members of the Merchant caste rose in station in the last hundred years with the discovery of the Surguano plant and its healing properties; now, the plant is cultivated primarily by the church of Urman and by church-sponsored farmers.

Some Kalarins of higher casts see the Merchants as upstarts. Others, like the current Lord High General, have welcomed their influence and influx of coin they have brought the kingdom. The Undesirables, however, have always been a thorn in the side of civilized Kala society. These are the poor, the sick, the homeless and the criminals. Often used as little more than a slave labor force, people of this caste can never hope to rise above. Some purists of higher castes even refuse to touch or speak to any Undesirable.

It is important to note the role female Kalarin have in society. Female Kalarin, even those of higher castes, are always viewed as inferior to males. There are no females belonging to the Warrior caste whom are allowed in combat, and those found in the Priest caste are generally relegated to lesser roles. This attitude has been changing, albeit slowly, as more and more Kalarins leave Kala and are seeing first hand the cultures of other races.

Relations: The Kalarin have only recently opened their borders to other races for the first time in 400 years. The Merchant caste and their Warrior and Priest caste guards can be seen all over the world, trading Kalarin wares for goods not seen in Kala for centuries. Even though their borders are open, the Kalarin restrict movement by foreigners within the country to certain provinces, primarily those in the eastern and central valley. Humans, Meek'ah, Arryn, Aravork, and Calvoid can be seen in the border towns and villages. Eltrabi and Drazil are attacked on sight and Illumnarus are viewed with open disdain and suspicion, as the Kalarins have not forgotten the abandonment of the Illumnarus thousands of years ago. However, the Illumnarus are now returning to the Kala Valley in droves in search of their ancient ruins and holy places.

Alignment and Religion: The Kalarin are very proud and have a strong sense of personal honor. Their militaristic dictatorship and harsh caste system manages to keep the majority of the populace in line. Because of this most Kalarin are Lawful Neutral, sticking to the letter of the law rather than the intent or consequences. The church of Roarvan the Pridefather dominates Kalarin life. Each Kalarin home has a shrine to him, while every province has a major temple to the chief god of their small pantheon. The church of Urman the Golden has risen from a small provincial cult to a major player in Kalarin politics.

The small following of Sylo the Silent Sister has shrines in all major cities and towns. Though her worship is small, it is beneficial to the populace as a sanctuary for the unwanted and a holy refuge for females who have been expelled from their caste or have run away from an abusive life. The cult of Khaaz took shape during the Night Wars versus the Drazil. In this time, some Kalarins were seduced and corrupted by the evil influence of the Drazil, and began to worship a being of darkness and hatred. His cult has been wiped out countless times, only to resurface again and again.

Adventurers: Since the opening of the borders, thousands of Kalarins have spread out from Kala to the surrounding kingdoms and cities. While seeing a Kalarin adventurer is still uncommon, it is no longer the stuff of rumor. Deeply curious about the world that they knew nothing about, many young Kalarin, regardless of caste, have begun to seek out the adventuring life. Adventuring Kalarin women have learned that most societies treat their females differently, and these views have begun to slowly make it back to Kala.



Male Names: Abhey, Ajeet, Cala, Casksu, Cedi, Faiz, Flak, Harjot, Jai, Jav, Mahi, Moh, Saaz

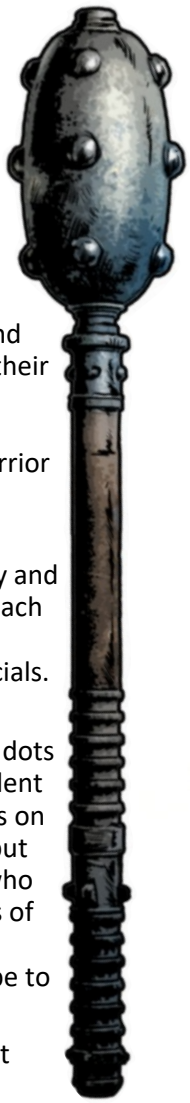
Female Names: Adi, Ami, Daka, Des, Gurleen, Hana, Hasi, Kerat, Nij, Nadi, Wafa, Wahida

Surnames: Anand, Bedi, Borah, Chawla, Dube, Kapoor, Kumar, Lalla, Lanka, Mangal, Mangat, Rao, Reddy

Markings of the Castes

The Kalarin people ritually tattoo their faces in ways that mark their station in society. The area to be tattooed is shaved, then treated with an alchemical solution in order to hinder the growth of new hair. Females tattoo their cheeks, while males tattoo their foreheads. Kalarins acquire their first tattoo at the age of twelve. Unmarried Kalarins of either sex tattoo a single square, either on their left cheek (female) or between the eyebrows (male). When they are married, a single dot is placed within the tattoo. Kalarin marriages are for life, as there is no concept of divorce in their culture. Arranged marriages are common in the upper castes, but are almost never done in the lower castes. When a female marries into another caste, her husband's caste tattoo is inked onto her right cheek. All tattoos are given by the *Naitkata Pulsa*, the government body responsible for the policing of the nation's castes and adherence to the sacred book of *Koda*.

Upper Castes



Movement between Upper Castes is permitted, and marriages between the castes are encouraged. However, marrying a member of the Lower Castes is not only frowned upon, but illegal. The great book of *Koda* preaches that the Upper Castes should remain pure, not muddying the clear water of ruler ship and protection of the race with those of inferior upbringings and lifestyles. Punishment for being cast down in station is public beating, eviction, seizure of property, and possible forced labor. For both the Warrior Caste and the Noble Caste, outcasts are forced to have their Caste tattoos completely filled. However, those cast out of the Priest Caste leave their tattoos unmarked, but are given a new tattoo above both eyes labeling them a heretic.

The Warrior caste tattoo a single triangle above their square. When they join the army, a second triangle is tattooed above their left eye. As they gain rank, more small triangles are tattooed above their eye. Only males are allowed to fight in the army, making up the entirety of the officers and soldiers. Females of the Warrior caste act as nurses, cooks, assistants, and secretaries in the army. When a member is discharged from service, a single dot is tattooed inside their first triangle. Discharged Warrior caste often leave the army into semi-retirement and are expected to report for duty if needed.

The Noble caste tattoo a circle above their square. When they enter bureaucratic service, they tattoo another circle overlapping their first, and inside both are placed symbols for what municipality and function they serve. Noble Caste members have been known to serve in their positions for life, and each noble family has been in charge of certain areas for centuries. Males fill superior positions in all municipalities. Females of this caste are secretaries, assistants, scribes, and rarely, low level city officials.

The Priest caste tattoo three dots in a triangle pattern above their square. If they belong to the church of Roarvan, the dots are connected by thick lines. If they belong to the church of Urman, the dots are enlarged. Very few members of the church of Sylo can claim to belong to the Priest caste. The Silent Sister's church is considered a cult by the Dominion, albeit one they allow to exist - so long as it stays on the fringes of society. The Pridefather's church has forbidden the persecution of Sylo's worshipers, but they also refuse to readily accept their place in the caste. The small percentage of Sylo worshipers who belong to the Priest caste tattoo a single diamond above their square, rather than a triangle. Cultists of Khaaz do not belong to the Priest caste. Males hold all positions of power in the churches, with the exception of Sylo's, where the women out number the men twenty-to-one. The highest females hope to achieve in the caste is head of small shrines and backwater temples.

Not all Kalarins who use divine magic or belong to a church are considered members of the Priest caste. But those who do belong are always in the positions of power and influence in the faith.

Lower Castes

Members of these Castes can never hope to rise in station. If, for some reason, they leave the caste they were born into, their tattoos are not marred in any fashion. It is possible to lower in station and hope to rise back up. If, however, they are cast down as an Undesirable, a single X tattoo is given to them above their right eye. It is uncommon, but accepted, for movement between these castes. Labor Caste members do sometimes rise to the Craftsmen Caste, and Servants can marry off into Labor or Craftsmen families.

The Craftsmen caste tattoo an upside-down triangle above their square. People of this Caste include anyone who creates something for a living, and while it used to include those who sell things as well, the Merchant Caste has since rose up and dominated that facet of life. The farmer is considered a member of this caste. Craftsmen Caste control guilds and co-operatives devoted to their chosen field, but they still abide by the strict laws of the *Koda* and answer to the Noble Caste.

Males outnumber females in guilds ten to one, and females are never allowed in positions of power within the guilds. Females often assist the males in the creation of their wares, and many female smiths are hailed as masters of their craft, however, those same smiths could never own their own shop and their work is often sold by their fathers or husbands. Members of Craftsmen Caste can move to the Merchant Caste, but this is less common today than it was a 100 years ago.

The Labor Caste tattoo an oval above their square. People of this Caste include any profession where one works outdoors and or engages in strenuous activity to earn a living. Miners belong to this caste. Those who work as farmhands belong to this Caste, while the farmers, themselves, belong to the Craftsmen Caste. Labor caste members are not allowed to form guilds or unions and are at the mercy of the Craftsmen and Merchant Caste they work for. Very few females that belong to this caste work outside the home and to see a female of the Labor caste working in a field is a sign that the family is not doing well. Females are seen mostly working as cooks and serving girls in Merchant Caste run establishments or as laundry workers.

The Servant Caste have tattoos matching the geometric shape of the Upper Caste family they work for (Warrior, Noble, or Priest) with the family name above it. Servant Caste families work for Upper Caste as maids, butlers, drivers, cooks, etc. They live with their employing family, but they are not slaves and are paid for their services; however they generally serve the Upper Caste family for life. Members of this Caste are treated well, as the *Koda* teaches, but they are always considered lesser members of society and are never allowed to forget that. Males and females serve equally, but males serve in roles that gain them the most independence and access to Upper Caste families.

The Undesirables

These caste members do not tattoo their faces beyond the coming-of-age square. People of this Caste include the poor, criminals, and those belonging to any profession that is considered unclean to the soul. Those who do work for a living are found in graveyards, as waste collectors, and those who earn coin by the hunting of monsters and other vermin. These people are not allowed to own property, they are not allowed in certain establishments, and the places that do accept them only do so after dark. Around large cities, shantytowns and tent villages rise, each full of Undesirables whom are forbidden from renting or owning dwellings inside the city. The entirety of the caste is dominated by various criminal organizations that vie for control over the vice industries that help keep most of these people in the gutter. It is possible for an Undesirable to rise to the Lower Caste. It is also possible for others to be thrown down to this Caste, stripped of everything they have. The punishment for any Undesirable impersonating an Upper Caste member is the burning of the face with alchemical acid that resists any healing by magic. Some of the more rigid of Upper Caste members will refuse to talk to or even to acknowledge the presence of an Undesirable.

Merchant Caste

Members of this Caste tattoo a wagon wheel design above their square. If they originated from the Craftsmen Caste, the wheel encompasses the original Craftsmen caste tattoo. The Merchant Caste rose from the Craftsmen Caste more than 100 years ago, and with the permission of the *Naitkata Pulsa* and the then Lord High General, broke off. Members of this Caste include any who make a living selling the wares of others, as well as those who facilitate the transport of goods and services. For now, the Caste is regulated by the laws of the *Koda* and administered by the Noble Caste. Caravans are protected by Warrior and Priest Caste members, while a portion of all profits made by the merchant is given over to those Upper Caste families who back the enterprise. Sometimes called the Middle Caste, merchants are considered socially above any Lower Caste member but never hold any position of political power like the Upper Caste. They are wealthy but have little influence in the Dominion.

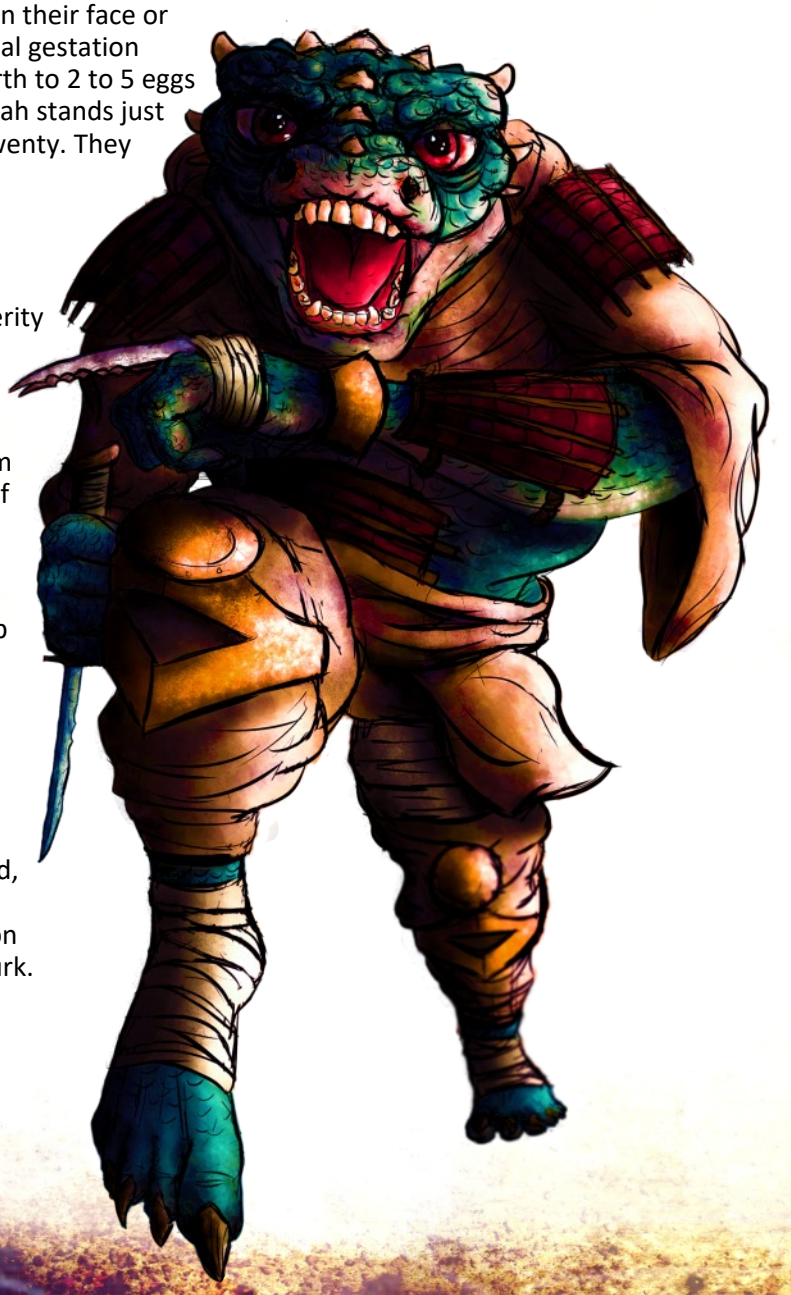
Members of the Merchant Caste are only allowed to marry within their Caste or with the Lower Caste. Males run all aspects of the business, while females are regulated to much lesser roles - however, the women are given the job of overseeing the hiring and firing of underlings, as it is generally thought that female Kalarin have more skill in reading people and their intentions. Those who fall on hard times have been known to join the Lower Caste, and their tattoos are marked in such a way that describes their failure. Former Merchant Caste who fall down to the Undesirables are often found in control of criminal empires and enterprises.

Meek'ah

The Meek'ah are the only sentient race on Shin'ar to have evolved on the planet. Short of stature, but not on intelligence and cunning, the diminutive Meek'ah are often underestimated and enslaved. They can be found in great numbers in any temperate climate, island chain, or swamp. Thought to originate in the Southwest Archipelago, they swiftly moved throughout both continents establishing small communities as they went.

Because of their size, the Meek'ah have often come under the heel of larger races. Many communities have been conquered, freed, and re-conquered numerous times throughout history. Large populations of Meek'ah can be found in Jutan, Alteria, Verigal and the Flooded Forest. Only in Jutan and the Kingdom of the Flooded Forest are they considered equals. They have been enslaved or, at best, made a permanent servant class in both Alteria and Verigal. Scattered pockets of free Meek'ah exist, but they tend to stay small.

Physical Description: The Meek'ah are a short reptilian race with a series of very smooth scales as their 'skin'. Meek'ah hailing from the Western Shore tend to have greenish-brown scales, while those from the South and East tend to show more reddish-brown coloring. All Meek'ah are hairless with red eyes, but males are slightly taller with more rounded snouts full of square, blocky teeth, and females being of slighter build with a more narrow snout. Some Meek'ah have small horns or ridges located on their face or arms. The Meek'ah are born from eggs, with a typical gestation period lasting six months. Meek'ah mothers give birth to 2 to 5 eggs at a time at least twice in a lifetime. An adult Meek'ah stands just under 3 feet tall and reach maturity at the age of twenty. They can typically live over one hundred and fifty years.



Meek'ah Traits

***Ability Score Modification*.** You increase your Dexterity by 1. You decrease your Constitution by 1.

***Size*.** Meek'ah are Small creatures.

***Speed*.** Your base walking speed is 30 feet.

Darkvision. 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.

***Augmented Breathing*.** You can hold your breath up to 30 minutes before needing air.

***Disease Resistance*.** You gain advantage on Constitution saving throws to resist non-magical disease.

***Natural Swimmer*.** You gain advantage on Strength (Athletics) skill checks to swim.

***Languages*.** You begin play being able to speak, read, and write Meech. You may choose one additional language as a native language based on which region you hail from. **Western Shore**: Juten. **Verigal**: Veri'urk. **Alteria**: Alterian. **Flooded Forest**: Froak.

Society: Meek'ah society can differ from region to region. Meek'ah from Jutan and the Western Shore tend to live a life of serfdom, toiling away in wheat fields, serving noble houses, or tending and cultivating rare herbs in the Dragonblood Swamp. In Jutan, Meek'ah are free and full citizens of the realm, with a few Meek'ah noble houses and two Meek'ah always representing their people on the kingdom's council. Meek'ah who live in Verigal are free as well, but they treated as second class citizens. Although they are given a small sense of autonomy, the Meek'ah are never allowed to rise in status. In Alteria the Meek'ah are slaves. Bought and sold by their Atlantean masters and the other races who make up the Empire, they are the second most numerous race found in Alteria, but have no voice in the region's politics. Some are able to win or purchase their freedom, but such instances are uncommon. Only Goblins are looked down upon worse than Meek'ah in the Alterian Empire. In the Kingdom of the Flooded Forest, Meek'ah share equal status with the Frode. Through mutual respect and a common enemy, the two races co-exist and flourish. Although the kingdom is ruled by the Frode, the Meek'ah are as much part of the politics and society as their amphibious compatriots. Other Meek'ah communities tend to live a tribal or semi-nomadic lifestyle and keep themselves hidden as much as possible.

There are a handful of universal beliefs and customs shared between any and all Meek'ah enclaves, regardless of region or social status. Protection of the home and their young is paramount, and much of daily life revolves around these things. Meek'ah are vegetarian, and cultivation of a variety of foodstuffs and agriculture is not only a necessity but a favored vocation and field of study for many.

Relations: Meek'ah are slow to open up to non-Meek'ah for rather obvious reasons. They are inherently loyal and submissive thanks to years of enslavement and being at the mercy of larger and more powerful races. They get along best with the Frode and any other race that treats them as an equal. Rusk barely tolerate the race, and most humans (non-Jute) see them as inferior and a untrustworthy nuisance at best. They get along well enough with Illumnarus and Arryns but are hated by the Zevrish for a centuries old-defeat by the Meek'ah who hail from the Southwest Archipelago.

Alignment & Religion: The Meek'ah can be of any alignment, but most fall into two camps: those who follow the Nest Mother, and those who follow her son, the Trickster. The worship of Kythlu the Great Protector is prominent in all Meek'ah communities, as her teachings have kept the Meek'ah safe and alive in spite of incredible odds and the frequent conquests by other races. Shessrok the Sneak-Thief gathers young and impetuous Meek'ah to his banner by promising a better life through the exploitation of the larger races, as well as the accumulation of great wealth. Further disenfranchised Meek'ah have begun to turn to a dark and savage god; one of pure malice and hate, Savok the Silent Sickness seeks to reclaim all of Meek'ah territory by the poisoning and murder of everything else.

Adventures: Whether they toil in the fields, sweep up a shop, or work in their master's villa, the adventuring life is very appealing to most young Meek'ah. The race is very prolific and numerous, found in all corners of the planet, and Meek'ah are welcome into most adventuring parties as excellent thieves, wily sorcerers, and nimble fighters. More than one Meek'ah fable told to young hatchlings involves one who left the nest to seek fortune and fame and returning to free his people from the oppressive boot of one race or another.

Male Names: Alssek, Carvessk, Falvorss, Forskee, Galvness, Hapk, Kentrok, Korvess, Phalzek, Tevssor

Female Names: Aliss, Corviss, Dalrok, Desrok, Haptress, Harless, Lorness, Paltress, Reskek, Zorkok

Surnames: Fel'Tress, Ken'Troness, Kol'Trem, Mal'Tronk, Mel'Krok, Orm'Ssek, Pal'Tronvek, Sor'Sess, Yar'Sek



Rusk

The Rusk have roamed the northern tundra for countless centuries, thriving in the frozen hills of the Northern Tip where other races would be doomed to die. The Rusk do not keep written records, and as such, nobody knows how long the they have been on Shin'ar. However, myths from various tribes describe the race wandering through a portal chasing a large herd of arctic buffalo and settling in a new land. Large, fierce, and intimidating, the Rusk dominate the tundra and northern shore. They are a tribal people, and each tribe follows a different totem animal. Each animal is an aspect of their creator god, Krum. Within the Rusk tribes strength and honor are prized, while weakness and mercy are not tolerated. They are fiercely territorial, and have been known to kill trespassers on sight. Only in the last few generations have young chiefs and open-minded shamans allowed trade with other races, and some tribes have gone as far as forming alliances with the Frode and the Empire of Alteria. Rusk can be extremely loyal to those they respect or those who demonstrate great strength and battle prowess. They are prized as bodyguards and mercenaries around the world.

Physical Description: The ape like Rusk are covered in shaggy hair which ranges in color from pure white to dark gray. They often paint their faces and dye their hair before battle or on holy days. While females have straighter, shorter hair, males always sport longer wavier hair. Eye color tends to be light, but grays and black are not uncommon. Rusk have sharp, pointed teeth in addition to their large flat molars to better chew their diet of meat and thick roots. They have short legs, great, barrel chested bodies, and long arms that end in meaty hands. Males stand tall at 6'5" to 7'5" and females are somewhat shorter at 6'0" to 6'8". Rusk mature at the age of ten, but they are short lived, with the oldest and wisest only living sixty winters.



Rusk Traits

Ability Score Modification. You increase both your Strength and Constitution by 2. You decrease your Intelligence, Dexterity, and Charisma by 1.

Size. The Rusk are Medium creatures.

Speed. Your base walking speed is 25 feet.

Darkvision. 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.

Thick Skin. You gain a natural +1 to your AC and resistance to Cold damage.

Fierce Looking. You gain advantage on Charisma (Intimidation) skill checks.

Weapon Familiarity. You are proficient with Martial weapons

Languages. You begin play being able to speak Ruskivan. The Rusk have no written language, however, you are able to understand the pictographs used by the tribes as trail markers and territorial designations.

Society: The Rusk have a tribal society and each tribe has its own way of doing rituals that the race, as a whole, share. There are eight tribes of Rusk: Snowcat, Polar Bear, Arctic Rabbit, Wolf, Elk, Arctic Owl, Tundra Snake, and Caribou. The Caribou tribe was subverted by a trio of dragons who fled Jutan during the rebellion. This tribe now belongs to them and call themselves the White Wyrm Tribe.

The Rusk tribes roam their territory in the autumn and winter months, when the tundra can be the most brutal. In the spring, each tribe starts making their way to Ruska, the Gathering Place. Ruska is located in the south-eastern part of the Gorlan Hills, and is thought to be close to the site where the portals to their home world opened so long ago. There are few permanent buildings in Ruska, consisting mostly of wooden long-houses and squat stone storehouses. The largest permanent building is the arena where young Rusk prove themselves each summer. Summertime is when all tribes, except the White Wyrm, come to Ruska to meet on sacred and neutral ground so they can explore alliances, trade, and gather without fear. It is strictly forbidden to take the life of another Rusk while in Ruska. Any Rusk who breaks that sacred law forfeits their life, and their family's place in the tribe. The tribe is everything; it is life, love, security, and a source of fierce pride for every Rusk.

Intermarriage between tribes is common, and it is a favored way of cementing alliances for the coming winter. Tribes are ruled by a Chief and a Sub-Chief. The Sub-Chief is normally the Chief's eldest child, regardless of sex. Only those born into the Tribe can rule it. This is something that Krum himself decrees and is one of the highest laws of the Rusk. Females are treated as near-equals in Rusk society. There are things females are not allowed to do, such as hunting, but females can, and do, fight in battle and participate in decisions that affect their family and tribe.

Relations: The Rusk are an extremely territorial people. To be caught on Rusk tribal land was as good as a death sentence in the past, however, recently, some tribes led by charismatic and forward-thinking chiefs have begun to relax. They have begun to talk to trespassers and even letting some go after it is determined that they have no ill intention towards the tribe. Two tribes in particular, the Snowcat and the Arctic Owl, have gone so far as formed alliances with other races. The Snowcat have sealed a trade pact with Alteria, mining precious gems and growing rare herbs which they then trade to Alteria for strong wine and magical items. A detachment of Zevrish hoplite accompanies an Estanyan aristocrat and his assistants in living with the tribe full time. In exchange, a war band accompanies the Chief's second son in Sprata.

The Arctic Owl Tribe have formed a defensive pact with the Frode against a growing Troll menace in the Eastern Gorlan Hills. Overall, the Rusk respect strength and despise weakness. They get along well with the Zevrish and respect the Jute who come to trade in Ruska every summer. They don't like Meek'ah and are put off by Illumnarus, who they see as weak and frail.

Alignment & Religion: The Rusk mainly worship Krum, the Animal Father, through his vassals, the tribal totems. Rusk tribes are Chaotic, and while some lean towards good, others tend to prefer neutral or evil. Rusk also revere Krum's daughter, Vid, also called "The Ice Princess". She is venerated during the winter months and prayed to when a Rusk has died. In addition, a new power has emerged in the last few centuries: Omra the Wanderer is worshiped by the White Wyrm tribe at the behest of their dragon overlords; his demonic taint has since spread to four other tribes, but those worshipers do so in secret.

Adventures: Rusk rarely leave their tribe, but it is not uncommon to see one rampaging through some ruin or at the vanguard of a mercenary company. While some Rusk leave to follow a strong warrior or someone they respect, others leave to repay a life debt owed, and some simply leave to seek out the wider world. For whatever reason they might leave, the Rusk are considered a double-edged sword in any adventuring company. Their size, strength, and ferocity are prized, but their stubborn and chaotic personality, along with their lack of basic hygiene, keeps them limited to mercenary or bodyguard work. So long as a Rusk gets to fight, drink, and drink while fighting, they are happy.

Male Names: Adelbert, Andris, Fenec, Fredek, Joska, Peterke, Vidor

Female Names: Angyalka, Aranyu, Druda, Gyorgy, Klotild, Krisztina, Teca

Surnames: The Rusk take the name of their tribe for a surname. This is the name they give to outsiders, or those they do not trust.

Amongst themselves they use names they get from their peers at their ninth birthday, known as their "*naming day*". This name is more of a descriptive name based on their life and personality.

Example: Andris of the Arctic Rabbit is also Andris Never Backs Down.

Sytash

The rodent-like Sytash roam the Great Desert of Urk in large tribes, protecting the limited resources found in one of the harshest environments on Shin'ar. Thousands of years ago, the Sytash were humans of Urk, the first and greatest human civilization on the planet. When the empire fractured and collapsed in a catastrophic magical storm that turned the fertile Urk river basin into a parched desert, the Sytash were transformed by the god Shytan into their present form. It was one which would allow them to survive in the new desert terrain and protect them from further harm. The new race quickly formed tribes along existing familial lines and began to establish a new desert culture, albeit one rooted in ancient Urk custom. They began to roam from oasis to oasis, ruin to ruin, contending with the hated Veshian, a race of snake people who were also formerly humans of Urk decent, for supremacy of the desert.

Physical Description: The Sytash are covered in short, coarse hair that ranges in color from all shades of brown and gray to black. They have dark eyes and small protruding buck teeth, with large oval or disk-like ears that keep them cool in the desert heat. Males grow long mustaches that they elaborately braid and dye. Typical Sytash stand 5'0" to 5'10", reach maturity at age twelve, and can live up to eighty years.

Society: Sytash are a wandering tribal society, moving from one oasis or ruin to another many times a year. A Sytash tribe on the move is a sight to see, with many hundreds of people and animals in a miles-long train across scorching sand. Most of the tribes are friendly to one another, but all are wary of outsiders. One vital rule of the race is to never kill another Sytash. Tribal disputes do happen, but non-lethal methods of resolution are employed, as killing another Sytash in anger or deceit is punishable by exile. However, there are gangs of outcasts, exiles, and cultists that are a constant thorn in the side of the tribes. Sytash culture is very closed off from the rest of the world.

Sytash Traits

Ability Score Modification. Your Dexterity and Wisdom both increase by 1.

Size. Sytash are Medium creatures.

Speed. Your base walking speed is 30 feet.

Darkvision. 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.

Poison Resistance. You gain advantage to Constitution saving throws to resist the *poisoned* condition.

Nimble Footed. You suffer no movement penalty for running on sand.

Water Retention. Your body is able to store and process water better than other races, allowing you to last twice as long before succumbing to extreme thirst and dehydration. You gain +4 to Constitution saving throws to resist exhaustion brought on by lack of water.

Languages. You begin play being able to speak, read, and write Bej'urk and Vesh'urk.



The majority of life and social rituals are performed away from outsiders, and females are never allowed to be unveiled in the presence of non-tribe members - especially non-Sytash. Women are treated as near equals, a holdover from the progressive Urk culture they hail from, and so long as they are married, a woman has the same rights as a man. Unwed girls answer to their closest male relative. Widows can remarry after a two year period of mourning and men can remarry after one year, but there is no concept of divorce in their culture. However, both men and women are allowed to take up to two other spouses. Inter-tribal marriage is common, with the wife joining her first husband's tribe. Water is precious to all Sytash, and those found despoiling or wasting water are harshly dealt with.

Religion & Alignment: Sytash rely on the rule of tribal law and the goodness of one's heart to sustain their ways in such a harsh environment. Because of this, most Sytash are Lawful Good or Lawful Neutral. Evil and selfish Sytash are quickly ferreted out and expelled from the tribe. The priesthood and paladins of Shytan rule the tribes through the Chiefs, and each tribe has multiple priests in positions of power and authority. A small portion of Sytash choose to worship a being of malice and hatred. The God Yai-halu attracts exiles and murderers to his cause, and those who worship him have made the ultimate betrayal in Sytash culture by working with the most hated Veshians.

Relations: The Sytash are very wary of outsiders, as most who come to the Great Desert are there to exploit the mana-rich terrain and plunder the demon infested ruins. They get along well enough with the native Zula such as the Baka, who inhabit the northern savannah and coastal cities, and the Ondonga, who inhabit the western reaches of the Great Jungle. Outsiders found in an oasis controlled by a tribe are captured and peacefully interrogated until the outsider's intentions are ascertained. The only people the Sytash attack on sight are the Veshians and Stazi. Recently, groups of Illumnarus have descended upon the Southern Continent, fleeing the savage Drazil and seeking new lands away from their hated enemies. The Sytash have yet to make formal introductions to these newcomers, but as the Illumnarus have clashed with both Stazi and Veshian in the eastern desert, formal relations between the two peoples are increasingly forthcoming.

Adventures: The Sytash rarely leave the tribe to adventure, instead routinely hiring themselves out as trackers and guides to the Urk ruins found in and around the desert. The Sytash have devoted their lives to preserving the ruins, as well as making sure the evil found in them never grows beyond its current limits. Very few Sytash choose the adventuring life, though seeing one in Verigal or Alteria is not uncommon. Sytash are often welcomed into any adventuring group due to their innate good nature and martial prowess.

Male Names: Aamir, Abdul, Baki, Fatin, Gadi, Hakim, Isam, Maalik, Mahir, Musa, Safi, Shunar

Female Names: Aaminah, Ayishah, Dalia, Faiah, Galila, Jumana, Mouna, Sa'dia, Sadria, Samar

Surnames: Sytash don't use surnames. Instead they list the name of their father, if female, and mother if male. This is the name they go by every day. Separating the names are *ibn,* if male, and *bint* if female. If they are married, they add *zwaj* or *zwaja* and the name of their first spouse instead of their parent.

For example: Abdul *ibn* Faiah or Galila *bint* Safi and Abdul *zwaj* Jumana or Galila *zwaja* Isam

A Sytash's full name adds their grandfather or grandmother's name plus their tribe.

For example: Abdul *ibn* Faiah *bint* Isam *al*-Ja'alin *zwaj* Jumana or Galila *bint* Safi *ibn* Aaminah *al*-Kathiri *zwaja* Isam

Tribes: Abadaa, Anizzah, Hamida, Ja'alin, Kathiri, Kinanah, Quraysh, Rawlaa, Romaih, Tameem, Yameen

All Sytash were born into one of these tribes. The tribes have numbered eleven since the fall of Urk.

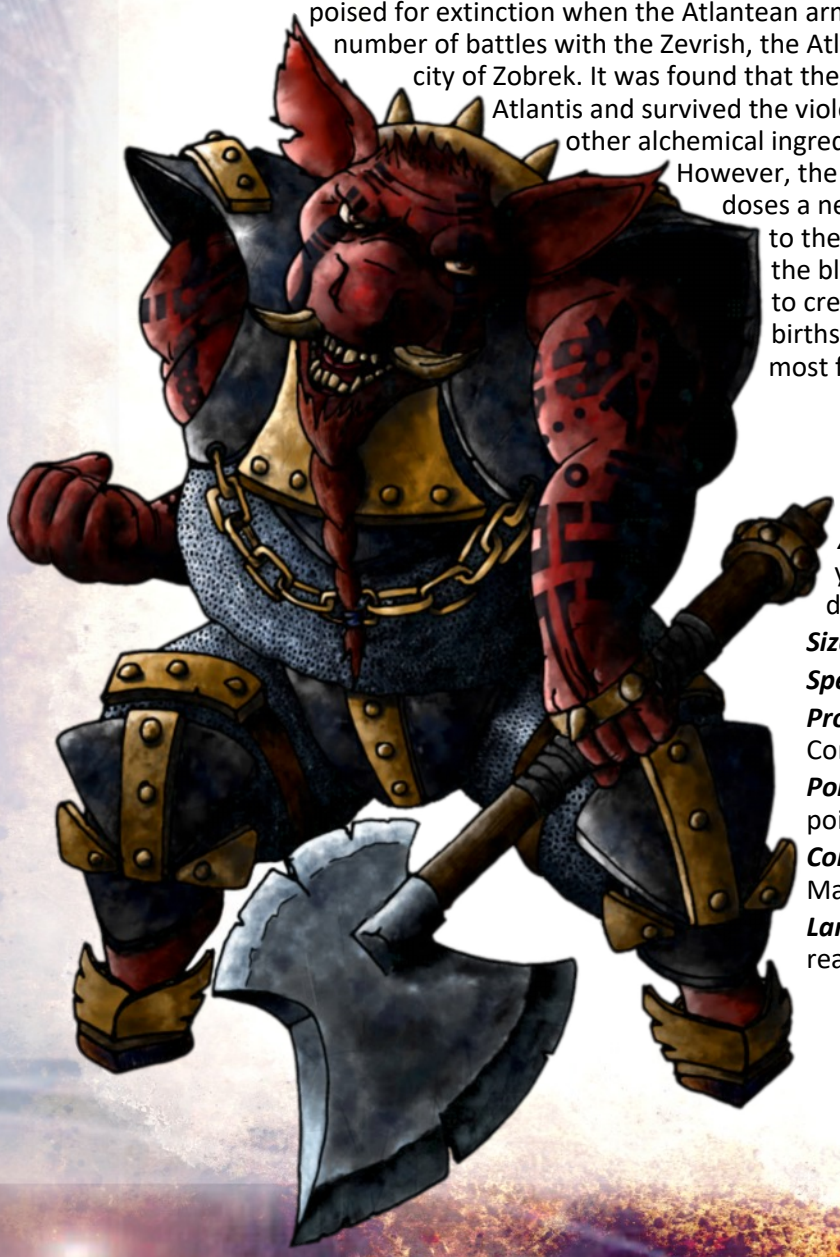


Zevrish

The Zevrish are a territorial, war-like race that immigrated to the world of Shin'ar thousands of years ago when a series of portals opened on their home world in the midst of a terrible civil war. The Zevrish refugees who made the crossing quickly began dominating the surrounding hills, subjugating the Goblin and Ogre populations that inhabited the area. In the following centuries, the small number of fortified towns became walled cities, often warring with themselves as much as any outsiders they deemed to be encroaching on their territory.

Savage and brutal, but not without a certain prowess and cunning, the Zevrish were the undisputed masters of the Zava Hills until the coming of Atlantis. Shortly before the Lunar Quickening which brought the island of Atlantis to Shin'ar, a Zevrish necromancer in the employ of the War Council of Zor-Mal devised a curse. Its intent was to completely destroy the inhabitants of the city of Zalkir, which the city of Zor-Mal had been at war with for thirty years. The curse was effective, causing the infertility in nine of every ten adult Zevrish in Zalkir and causing the young to become sick and die.

However, the curse was warped by a spike in the Manasphere due to the onset of a Lunar Quickening, and it instead took effect on the entire race. Zevrish society broke down, reverting to barbarism within ten years. Countless thousands died, and only one of every fifty Zevrish born survived to adulthood. The race as a whole was poised for extinction when the Atlantean army came to the Zava Hills. After a small number of battles with the Zevrish, the Atlanteans parlayed with the War Council in the city of Zobrek. It was found that the petals of the *Liliaceae* flower, which grew on Atlantis and survived the violent transfer to Shin'ar, when combined with other alchemical ingredients, "cured" the curse by suppressing it. However, the *cure* only lasted a short time, making regular doses a necessity. Every Zevrish city soon surrendered to the Atlanteans, and each was quickly folded into the blossoming empire the Atlanteans had begun to create. Birth rates skyrocketed, with multiple births a norm, and the Zevrish people became the most fervent supporters of their new overlords.



Zevrish Traits

***Ability Score Modification*.** You increase both your Strength and Intelligence by 1. You decrease your Charisma by 1.

***Size*.** Zevrish are Medium creatures.

***Speed*.** Your base walking speed is 25 feet.

***Prone to Sickness*.** You have a disadvantage on Constitution saves to resist disease.

***Poison Resistance*.** You have resistance to poison damage.

***Combat Training*.** You are proficient with Martial weapons.

***Languages*.** You begin play being able to speak, read, and write Zava and Alterian.

Physical Description: The Zevrish are a porcine race of people with tan skin and short, coarse hair down their backs and arms. They can have any color hair, but their eyes are always a shade of red, orange, or yellow. Males have short tusks jutting out from their lower lips, both sexes tattoo their faces and arms with past deeds, battles won, and family accomplishments. The Zevrish are built solidly and carry most of their weight in their torso and upper body. They have short but powerful legs and hoof-like feet. Both males and females stand at 5'0" - 5'10". They reach the age of maturity at 13 and can live over eighty years.

Society: The Zevrish live a pseudo-Atlantean lifestyle. Since the coming of their saviors, they have changed every aspect of their culture, adopting the Atlantean way of governance and sending senators from each major city to the Great Senate in Sprata. The rivalries that have existed between the cities still persist, making shouting matches in the Senate commonplace. They have also adopted the Atlantean architecture, and Greek-style villas and buildings now dot the Zava Hills. Still very militaristic and war-like, the Zevrish have molded their militias and armies after the Atlantean model; legions of Zevrish hoplite and legionnaires can be seen all throughout Alteria and beyond. The Zevrish have bounced back from the curse to be the backbone of the new Empire of Alteria, and they delight in their new roles as enforcers for their Atlantean masters. Strength, guile, and battle prowess are highly prized in Zevrish society, as are wit, strategy, and low cunning. Songs about battles won and fierce enemies slaughtered are sung in every tavern. Zevrish love gladiator matches and chariot races; being the winner means everything, and placing second place is seen the same way as being the first to lose.

Zevrish children begin receiving doses of the Atlantean made *cure* as soon as they are born. Children under the age of thirteen require daily doses, but once they undergo puberty, only require a dose every week for three years. Adult Zevrish only need one dose every four months to remain fertile, but pregnant females require a dose every week until they give birth. This dependency has shackled the Zevrish to the Atlanteans, but they see it as a small price to pay for the survival of their race. The *cure* is dispensed by the Atlantean embassies in each Zevrish enclave, but it is only produced on the island of Atlantis.

Relations: The Zevrish's in-your-face aggressive attitude and fiercely territorial nature have not endeared them to many races. Before the coming of Atlantis, they regarded any non-Zevrish to be inferior and therefore fair game to make war upon. They hunted and killed the Arryn for centuries, as well as virtually scouring the Zava Hills of the Goblin and Ogre populations that lived there. When the Estanyans migrated west from Verigal, they passed through the Zava Hills and were hounded by the Zevrish the whole way. Even the Calvoid, who are known to trade with virtually anyone, would steer clear of Zevrish cities and towns. This all changed with the domination of Atlantis. The Zevrish, at the behest of their masters, now welcome any and all into their cities and play nice with other races. Most are still wary of this new Zevrish openness, especially the Arryn, but the race seems to be genuinely trying to change its old ways.

Alignment and Religion: The Zevrish of the past were a chaotic and fiercely territorial race. Little has changed in that the essence of battle, the thrill of combat, and the deep rooted feeling of being on top of any situation is still perpetuated by post-Atlantean Zevrish society. Zevrish can be found of any alignment. They worship a trio of powers, chief among them being Razak, the Never Stopping Force. He is revered as the God of Battle and War. Strength and endurance is taught by his church, and those who follow the Battlelord strive to meet any challenge to their honor with a well-placed blow. Zorma the Crone has a shrine in every Zevrish dwelling. She is prayed to for the protection of the young and the safety of the home. Razak's twin sister, Zagol, has an equally important - albeit less powerful - place in Zevrish culture. The Thinker is prayed to when battle plans need to be drawn up and a solution to a problem you can't attack with an ax needs to be found.

Adventures: The Zevrish love to seek out the next big challenge in life and conquer it. Young Zevrish often leave the relative safety of home once they are free from their weekly doses of the *cure* to the Zevrish Phage. Both sexes enjoy a reputation as skilled tacticians and aggressive fighters, and they can be found the world round in the employ of mercenary companies and as hired thugs. A Zevrish adventurer is a common enough thing to see in the world that most barkeeps and tavern owners require them to disarm before entering their establishments, lest the bar fights they are known for starting turn into bloodbaths.

Male Names: Acacius, Apollos, Bonosus, Eulogious, Leon, Nicetas, Syresious, Zoilus

Female Names: Appa, Comita, Flavia, Helena, Miniciea, Petronia, Silva, Vitula

Surnames: Angelous, Balsamon, Glabas, Koressus, Prinkips, Skelors, Tsaphas, Zarides

Half-breeds and Other Races

Humans

Humans of Shin'ar can breed amongst themselves. A player wishing to create a Human character with parentage from two human races found on the planet can do so, and those characters would have the following racial stats:

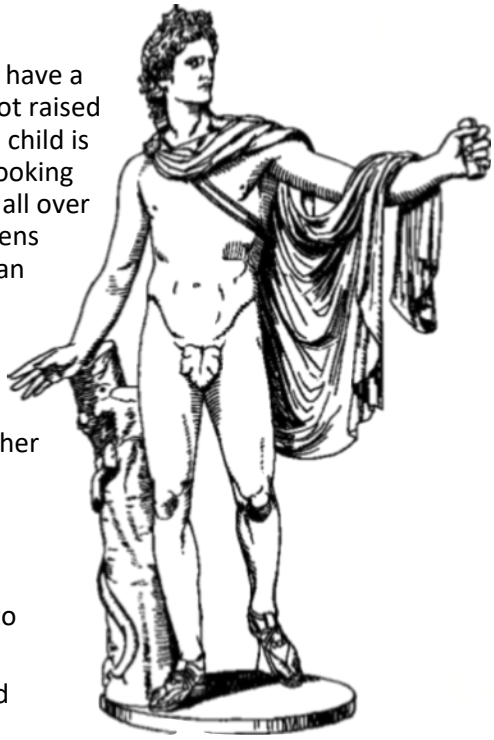
(Choose Ability Score Modifiers from one of the two parent races)

***Size*.** Humans are Medium creatures.

***Speed*.** Humans have a base speed of 30 feet.

Skill Versatility. You gain proficiency in two skills of your choice.

(Choose one Trait from one of the two parent races)



Atlanteans can procreate with humans found on Shin'ar. The child will have a 50% chance to possess Half-Atlantean traits. Half-Atlantean children are not raised by the *Boule* and cannot undergo transformation in the *Atomosphera*. The child is typically given over to servants to raise or is adopted by Alterian families looking to curry favor with the powerful Atlanteans. Half-Atlanteans can be found all over the Empire, some in positions of power and influence, but most mere citizens among the multitudes. The most common Half-Atlanteans have an Estanyan mother or father.

Half-Atlantean is an *optional template* and can be added to a player who chooses Human as a starting race at the GM's discretion. The Player's size, speed, and ability scores are equal to whichever human sub-race they choose. They can also choose one racial ability from their other parent race.

Half-Atlantean

Your ability scores each increase by 1.

Mana Resistance. You gain advantage on Constitution saving throws to resist Mana Poisoning.

Innate Spellcasting. You can cast *mage hand* and *resistance* at will and Charisma is your spellcasting ability for those spells.

The other races of Shin'ar are unable to procreate with one another unless otherwise stated (such as the Eltra vampires with Illumnarus or Drazil). There have been instances of half-dragons, half-fiends, half-celestials, and peoples who have mixings of elemental blood, but the native playable races of Shin'ar do not produce half-beings among themselves.

People that share a mix of blood from Outsiders and other planar beings are collectively known on Shin'ar as Quickened, or said to have Quickened blood. The term comes from the vast majority of Outsiders on the planet being trapped here after the end of a Lunar Quickening.

Other Suggested Playable Races in Shin'ar

Aasimar, Centaur, Deep Gnome, Drazil, Drow, Dragonborn, Dwarf, Half-dragon, Half-ogre, Genasi (Undine, Ifrit, Sylph, Oread), Tiefling, and Veshian

Optional Rule Starting Ages and Aging Effects

Race	Adult	Middle Age	Old	Venerable	Maximum Age
Calvoid	25	100	175	200	230 +1d20
Estanyan	15 (12)*	35	53	70	70 +2d20
Jute	15 (13)*	35	53	70	70 +2d20
Kalarin	14	45	75	85	95 +1d6
Rusk	10	30	45	55	60 +1d10
Zevrish	13	30	45	60	70 +2d8
Zula	15 (12)*	35	53	70	70 +2d20
Vergal	15	35	53	70	70 +2d20
Sytash	12	30	45	60	75 +1d6
Meek'ah	20	60	90	120	150 +2d20
Illumnarus	35	100	180	220	250 +2d20
Aravork	13	30	43	50	55 +1d6
Arryn	25	65	90	115	125 +2d12
Frode	10	38	55	70	90 +1d10
Eltrabi	25	75	120	180	200 +2d20

Table 1a



*The Jute, Estanyan, and Zula peoples dictate their young reach maturity at the ages displayed in brackets, though it might not mean the child is physically done maturing.

The following bonuses and penalties due to age are optional and are described below:
At Middle Age: -1 Strength, Dexterity, and Constitution; +1 Intelligence, Wisdom, Charisma
At Old Age: -2 Strength, Dexterity, and Constitution; +1 Intelligence, Wisdom, Charisma
At Venerable: -3 Strength, Dexterity, and Constitution; +1 Intelligence, Wisdom, Charisma

Languages of Shin'ar

The races of Shin'ar all speak their own language. Sometimes a race might start knowing a second language. This reflects the sometimes large presence of another race in the region, whether the two get along or not. There are three languages that stand out on Shin'ar: Alterian, Tradespeech, and Urk.

Alterian is the newest language spoken on the planet by large amounts of people. It is made up of a mix of words and phrases from Atlantean, Estan, Sylvan, and Zava. It is the official language of the Empire of Alteria and it is spoken in every province.

Tradespeech was invented by the Calvoid in an effort to establish trade relations with as many people as they could. The Masters of Mana have brought their clockwork and mana powered wares to every corner of the planet. Tradespeech is spoken in every major city on Shin'ar and any place where the Calvoid are commonly seen.

Urk is considered a "dead" language. Only sages and historic scholars claim to have a complete understanding of the ancient language. It is, however, the foundation for five languages spoken by modern people, notably the races that diverged from the mighty Urk Empire. The Eltra speak Eltra'urk, otherwise known as High Urk. This is the closest to the original Urk still spoken today. The nation of undead and monsters claim to be the true decedents of the extinct people. Avar'urk, spoken by the Aravork, is closely related to Eltra'urk and shares many root words and phrases.

Bej'urk is spoken by the Sytash who roam the Great Desert. It, along with Vesh'urk, spoken by the Veshian snake people, are known as Low Urk dialects. The two people can trace their lineages back to the fallen empire and the ruins they still inhabit to this very day.

The Vergal speak Veri'urk, a mix of Old Zualo and Urk. The Vergal, like the Urk, trace their own lineage to the Zula people, and the first humans to enter the Great Jungle thousands of years ago. The City-States of Verigal each speak their own dialect of Veri'urk, but enough stays the same to still consider it a single language. Someone visiting from the City-State of Combra would be able to hold a conversation with someone from the City-State of Montero just fine.

Alternate Racial Ability Scores

Optional Rule

Manastorm: World of Shin'ar uses ability scores for the races introduced that include both increases and decreases to a character's starting stats. Using the racial stats listed for each race is ideal for playing Manastorm: World of Shin'ar, as the increases and decreases reflect the race accurately and in accordance with their lore within the world, but, it is by no means the only way to play. Listed below is an optional list for each race's starting ability score modifications that are more in line with the *Dungeons & Dragons 5th Edition Player Handbook*:

Aravork
Increase Dexterity by 2.
-1 HP per level per Hit Die

Arryn
Increase Dexterity and Charisma by 1.

Calvoid
Increase Intelligence by 2 and Constitution by 1.

Eltrabi - Drampyr
Increase Dexterity and Strength by 1.

Eltrabi - Vampyr
Increase Intelligence and Charisma by 1.

Frode
Increase Dexterity and Wisdom by 1.

Human - Estanyan
Increase each ability score by 1.

Human - Jute
Increase each ability score by 1.

Human - Zula
Increase each ability score by 1.

Human - Vergal
Increase each ability score by 1.

Illumnarus
Increase Intelligence and Charisma by 1.

Kalarin
Increase Dexterity by 2.

Meek'ah
Increase Dexterity by 2.

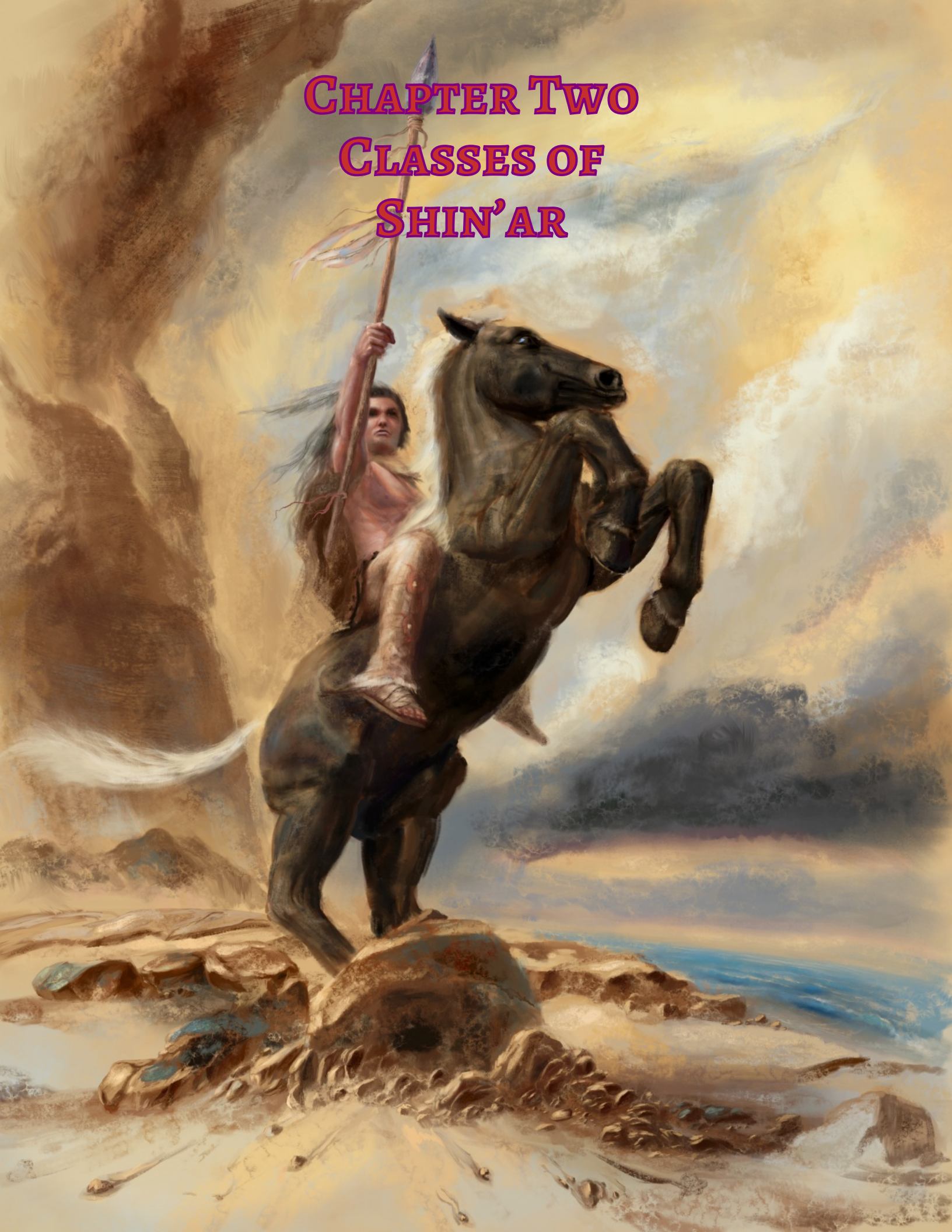
Rusk
Increase Strength and Constitution by 2.

Sytash
Increase Dexterity and Wisdom by 1.

Zevrish
Increase Strength and Intelligence by 1.



Alonzo Montez de Fatera
Famed Explorer and Cartographer



Chapter Two
Classes of Shin'ar

The races of Shin'ar have lived on the planet long enough to form intricate societies, and generations of exposure to the Manasphere and its wonders have given rise for some to include martial, divine, and arcane traditions practiced exclusively by their people. The new Hybrid Classes introduced in Manastorm: World of Shin'ar *are restricted to its race and culture only. In some cases, the tenets of the class prohibit teaching to outsiders, and some are even impossible to obtain due to physical or psychological limitations. That being said, there will always be that one player who wishes to bend the rules. We strongly suggest limiting the cross-racial play of hybrid classes to any campaign, and making those whom you do allow, to come up with an interesting and unique reason for doing so. Taka the Rusk Aerialist just does not make sense, as many of the classes' skills are based on the Aravork's natural ability to fly. But while there has never been the case of a Meek'ah Anointed Knight, one can argue in favor of creating one, if they have a well thought out back story on why there could possibly be one. As always, this is up to the GM's discretion. Just have fun with it!*

Barbarian Those who live purely off the land and survive in climates usually inhospitable to others often are called barbarians. These people, for whatever reason, choose to live away from the relative comfort of civilization. Barbarians can seem confused by other societies, and can become angry at the apparent weakness of those who live in walled enclaves or who chose to settle down and work the land.

There are many races on Shin'ar that count barbarians among them. The Rusk, Jute, and Meek'ah peoples being some accustomed to barbarians in the midst. Estanyans who chose not to bow to Atlantis wander the plains, staying ahead of the legions, and these renegade tribes are often led by a charismatic barbarian chieftain. The Zula, Sytash, and Aravork cultures allow for fringe elements to exist, and barbarians are often counted among them.

Bard The calling of the bard is felt and accepted by many societies. Individuals who chose to entertain, either through music and song, or through dance and poetry, are a welcome sight in many taverns and feast halls.

The Arryn revere bards and minstrels as divine mouthpieces of their goddess. The Jute raise up bards (or *skalds*, as they are called in the old tongue of Jutan) as folk heroes, and the Illumnarus have a special place in their culture for singers and dancers, especially those who work a bit of magic while doing so. Bards can be found in any region. Sytash and Zula storytellers travel from tribe to tribe learning of lore and stories of deeds long ago to pass down to the next generation.

Cleric The divine touch of a god or goddess is felt by many on Shin'ar. The deities of Shin'ar rely on worship to power them, and clerics serve as messengers and servants for the powers in their ongoing machinations. All clerics must serve a patron deity, though many find it acceptable to worship more than one god.

Jute clerics pray to the Trinity, the group of related goddesses that help guide and nurture the nation, but each cleric chooses one of the three to be their personal patron. Players cannot have more than one patron deity. This rule prevents clerics from multiclassing into another class that requires a patron deity, unless the new class is supported by their previous deity. For example, a cleric cannot multiclass as a druid, unless their patron deity is a nature based deity, as all druids must have a nature based deity as a patron. Clerics can be found all over the world and from any race.

Druid Those who feel a calling to protect nature, and ensure its constant survival in the face of encroaching civilization, are sometimes drawn to the druid class. Druids must follow a patron deity, and that deity must be a nature based power. Some druids do not see a clear distinction between nature and the divine touch of their nature centric deity. To them, the tree, the rock, the bee, and the bat are all aspects of one greater being. The preservation of the eternal balance is paramount to druids. Some evil-aligned druids have been known to spill the blood of those who despoil nature, and seek to push back progress to a time when the planet was wild.

The Zula and Jute count many druids among them. The two human cultures have grown to revere the land itself and protect it from those who wish to exploit it. The Rusk and Sytash also count druids among their tribes, though druids of the desert are often ostracized and live a hermits life on the dunes.

Fighter The single most common class found on Shin'ar is the fighter. Songs and stories told by bards often star a famous fighter who slew a dangerous monster or held back hordes of enemies so his fellow villagers could get away to safety.

Fighters can be found in all corners of the planet and in every race. The Rusk, Jute, Vergal, and Kalarin are known for producing able fighters, as well as the Sytash and Zula.

Calvoid fighters are looked down upon by their magic centric society, but the diminutive race of mana manipulators has tales told of brave fighters wading through throngs of Stazi warriors to rescue beleaguered technicians and wizards. Fighters of any alignment often win fame and fortune in the arenas of Alteria, and the blood soaked fighting pits of the Eltrabi vampire lords.

Paladin Holy warriors find a place in many cultures around Shin'ar. Those who heed the call to take up arms against their faith's enemies are often trained by orders dedicated to a particular deity. Such orders sometimes include other classes in their midst, most notably clerics and monks. Some orders are paladin only, and represent the martial arm of churches and faiths.

The Sytash that roam the Great Desert include many paladins among their tribes, holy warriors against the taint of Vesh. The Jute, Illumnarus, Vergal, and Frode all include paladins in their culture, and among their champions. Paladins rarely find a home in the other races of Shin'ar, though their presence is not unheard of. The Vampyr Aldephis the White, a former slave master, betrayed his heritage and is known to have fallen in battle against no less than four Drampyr cabals and their slaves. He was raised up by the Goddess Fro'kella and canonized as her Saint of Redemption.

Rogue The average rogue on Shin'ar is one who lives by their wits and guile, either stalking the shadows or arguing trade contracts on the Great Senate floor. Rogues are everywhere and in every society. Not all are thieves, but all are adept at getting things that do not necessarily belong to them.

Vergal city-states are full of commoners who pilfer a bit on the side just to survive. Kalarin culture regulates all inferior members of society to a permanent lower class. These multitudes include rogues who ply their trade along the rooftops of Warrior caste palaces and those who use a glib tongue and a deft hand to earn enough coin to live the next day. Organized thieves guilds fight for power in the shadows of the Baka Zula cities on the Southern Continent. Other guilds and gangs fight for power in almost every major city across the planet, some even backed by divine beings or powerful outsiders.

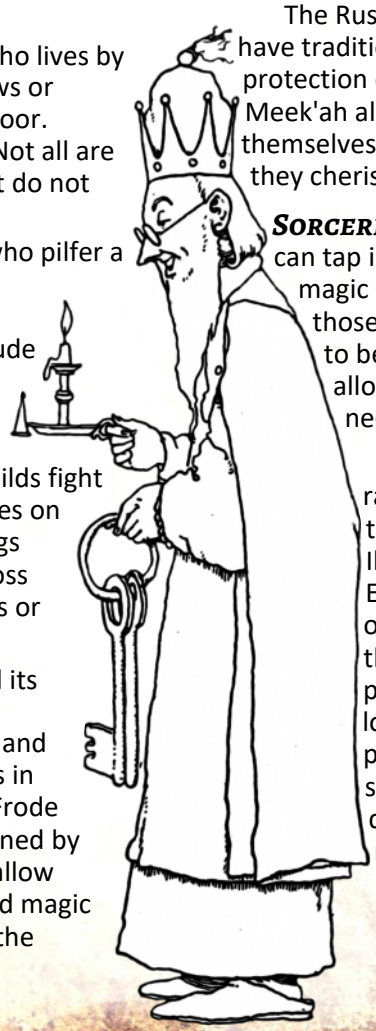
Wizard The study of the Manasphere and all its wonder is appealing to many. Various peoples across Shin'ar have traditions rooted in magic and support healthy attitudes towards spellcasters in general. The Rusk view wizards as weak, and Frode society only allows those who are first sanctioned by the church to become wizards. The Jute only allow those who first register with a royal sanctioned magic watchdog agency to practice arcane magic in the kingdom.

Even the notoriously tolerant Vergal city-states have specific laws against practicing certain magic in public. The need by some to regulate arcane spellcasters goes back to the numerous times in the planet's history that improper and dangerous manipulation of the Manasphere led directly to disaster.

The Calvoid and the Illumnarus have the most open outlooks on arcane study and wizardry. Long-standing traditions on Manasphere research have instilled numerous cultural taboos and basic frameworks on arcane implementations for the two magically inclined cultures.

Ranger The call of the wild and the need to explore has been felt by many across the planet in many cultures. Nature's holy warriors prowl the wilderness' of Shin'ar, keeping them free of the encroachment of civilization the best they can. Most are content with protecting the wild that remains and teaching nearby communities to live in harmony with the land instead of exploiting it. Some rangers, however, actively seek to erode civilizations domination of the land. Either way, the ranger remains the first defense against further destruction of their chosen lands.

The Rusk, Zula, Jute, Estanyan, and Aravork all have traditions rooted in the land and the protection of sacred spaces. Sytash, Vergal, and Meek'ah also have those who choose to distance themselves from civilization and live off the land they cherish.



Sorcerer The Manasphere allows those who can tap into its infinite energy to fuel feats of magic and wonder. Every race on Shin'ar has those who are born with the innate ability to bend the Manasphere to their will, allowing the casting of spells without the need to first memorize complex formula.

Sorcerers are more numerous in races that have a special connection to the planet and the Manasphere. The Illumnarus, Kalarin, Meek'ah, and Eltrabi races boast more sorcerers than others, and although the Calvoid have their fair share of those who manifest power spontaneously, their society looks down upon those who can to the point of open prejudice. Calvoid sorcerers either leave the enclave quickly, or hide their abilities for the rest of their lives.

Monk Monastic orders are few on Shin'ar. Most monks belong to one temple or another, while the rest are secular and teach according to practical philosophies rather than of divine doctrine. The largest monastic orders are found in human lands, Jutan and Verigal especially.

Kalarin society is highly welcoming of the monastic tradition. The Kala Valley boasts numerous orders and monasteries dedicated to teaching hand to hand martial training and complete spiritual oneness with the universe. The Meek'ah, Illumnarus, and Frode all also boast large concentrations of monks.

Warlock Found mostly in human lands, warlocks of Shin'ar seek to unravel the mystery of the Manasphere, often at the cost of their sanity. Otherworldly entities are often drawn to Shin'ar by the power of the Manasphere, and they charge their minions to unlock its secrets in exchange for promised power. The Manasphere's restriction on planar magic does not interfere with their connection with their warlock minions.

Drazil warlocks are numerous, and are often found in positions of power in Garlock worshiping sects. Kalarin warlocks are few but legendary in their depravity and malice. Even the Rusk boast warlocks who have given in to the race's more savage and alien nature.



The Manasphere, and the mana it produces, is responsible for fueling the magic of every spellcaster on Shin'ar, no matter how they individually cast their spells.

Aerialist

The Aerialist is the elite of the Aravork people, a cunning warrior who soars above combat, deploying hit and run-and-sniping tactics which often leave their opponents wondering just where the next attack might come from. Aerialist make up the majority of an Aravork communities' militia. Every Aravork chick grows up hearing tales of the dashing aerialists and their legendary exploits safeguarding the races mountain-top aeries. Silent as death itself, enemies know to fear the avian warrior's deadly aim. Aerialists train from an early age in the sacred art of *Seras-Li,* loosely translated to Floating Death. This allusion hints at the way an aerialist moves in combat; like a floating feather.

Role: There are many schools that train *Seras-Li*, each with their own philosophy and creed. The life of an aerialist is one of constant travel, as most semi-nomadic Aravork seldom stay in the same aerie for long. It is the Aerialist sacred duty to safeguard any such migrating travelers. Though the Aravork people make it a point to limit contact with others as much as possible, it is not uncommon to see aerialists traveling with adventure groups. In fact, many an Aravork hero was born from adventuring aerialists who returned to their flocks with much fortune and experience. The role of an aerialist is that of damage and support. Their freedom of movement can greatly assist them in discerning trouble spots on a battlefield and their superior ranged abilities allow them to pick and choose targets as needed.

Required Race: Aravork

Alignment: Any

Quick Build

You can make an aerialist quickly by following these suggestions. First, Dexterity should be your highest ability score, followed by Wisdom. Finally, choose the Folk Hero or Soldier background.

Class Features

As an aerialist, you gain the following class features.

Hit Points

Hit Dice: 1d8 per aerialist level

Hit Points: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per aerialist level after 1st.

Proficiencies

Armor: Light armor

Weapons: Simple weapons, light martial weapons

Tools: None

Saving Throws: Dexterity, Wisdom

Skills: Choose two from Acrobatics, Animal Handling, Athletics, Deception, Insight, Investigation, Manasphere, Nature, Perception, Stealth, and Survival.

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- [a] a shortsword or [b] two simple melee weapons
- [a] an explore's pack or [b] burglar's pack
- A shortbow and a quiver of 20 arrows, leather armor

Track

Beginning at 1st level, you gain advantage on Wisdom (Survival) skill checks to track creatures.

Death From Above

If you can catch your target unaware or unable to defend themselves, you can target and strike a vital spot for extra damage with a ranged weapon if you are airborne and at least 40 feet above, or stationary and at least 40 feet above your target.

Once per turn, you can deal an extra 1d6 damage to one creature you hit with a ranged attack if you have advantage on the attack roll and are the required distance from your target. The attack must be from a ranged or thrown weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of extra damage increases as you gain levels in this class.

Aerial Evasion

At 2nd level, you can nimbly dodge out of the way of certain area effects with the assistance of your wings. If you make a successful Dexterity saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. You gain no benefit if you are *incapacitated* or *stunned*.

Scan Surroundings

Beginning at 2nd level, you can use your action and scan your surroundings from the air. You must be able to fly or at least attain a height of 40 feet above the ground. You gain double your proficiency bonus to Wisdom (Perception) ability checks to notice if any of these beings are within 100 yards of your current position: Aberrations, Celestials, Demons, Dragons, Elementals, Fiends, and Undead. This feature can tell you the number and location of the beings. You can do this once before a short or long rest.

Level	Proficiency Bonus	Features
1	+ 2	Track, Death From Above 1d6
2	+ 2	Aerial Evasion, Scan Surroundings
3	+ 2	Combat Style, Endurance
4	+ 2	Ability Score Improvement, Death From Above 2d6, Spellcasting
5	+ 3	Dive Bomb (one use)
6	+ 3	—
7	+ 3	Death From Above 3d6
8	+ 3	Ability Score Improvement
9	+ 4	Swift Tracker
10	+ 4	Dive Bomb (two uses), Death From Above 4d6
11	+ 4	Quarry
12	+ 4	Ability Score Improvement, Improved Aerial Evasion
13	+ 5	Death From Above 5d6
14	+ 5	—
15	+ 5	Dive Bomb (three uses)
16	+ 5	Ability Score Improvement, Death From Above 6d6
17	+ 6	—
18	+ 6	—
19	+ 6	Ability Score Improvement, Death From Above 7d6
20	+ 6	Improved Quarry, Dive Bomb (four uses)

Table: Aerialist

Combat Style

At 3rd level, you must choose one of two combat styles to pursue: archery or two weapon combat.

Archery

You gain a +2 bonus to attack rolls you make with ranged weapons.

Two-Weapon Fighting

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Endurance

You gain endurance at level 3. This grants you a +2 bonus on Constitution checks made to continue running or flying; Constitution checks made to avoid non lethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks to avoid non-lethal damage from starvation or thirst; Constitution saves made to avoid non-lethal damage from extreme environments; and Constitution saves made to resist suffocation. You may also sleep in your armor (light or medium) without getting fatigued. This ability reflects the intense training you must undergo to not only become an aerialist, but to maintain the high degree of physical strain you routinely endure.

Spellcasting

Beginning at 4th level, you gain the ability to cast a small number of spells, which are drawn from the **Aerialist Spell List**.

Spell Slots

The **Aerialist Spell Progression** table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spellcasting Ability

Wisdom is your spellcasting ability for your aerialist spells, since your magic draws on your attunement to nature and the wind. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for an aerialist spell you cast and when making an attack with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Dive Bomb

At 5th level, you are able to charge an opponent once per day from your position in the sky. You are not able to use your movement speed after the attack. When attacking with this ability, you gain advantage on a single melee attack roll at the end of the aerial charge. You also add both your Strength and Dexterity modifiers to the attack and damage. You must be at least 40 feet above the target to use this ability. Creatures who fail a Dexterity saving throw after the attack are *stunned* for 1 round. You can use this ability once before a long rest. You gain an additional use every five levels beyond 5th.

Expert Tracker

Beginning at 9th level, any Wisdom (Survival) skill check you make to track a creature has its DC lowered by 10. This does not apply if you are underground or other wise unable to to reach a high (at least 20 feet) perch.

Quarry

At 11th level, you can use your bonus action to denote one target within your line of sight as your quarry. You receive a +3 bonus on attack rolls made against your quarry and you can add your Strength and Dexterity modifier to the damage if you score a critical hit. You cannot have more than one quarry at a time. You can dismiss the effect as a bonus action at any time, but cannot select a new quarry for 1 hour. If you see proof your quarry is dead, you can select a new one after waiting 10 minutes.

Spell Slots per Spell Level

Level	Known	1	2	3	4
1	–	–	–	–	–
2	–	–	–	–	–
3	–	–	–	–	–
4	2	2	–	–	–
5	3	3	–	–	–
6	3	3	–	–	–
7	4	4	2	–	–
8	4	4	2	–	–
9	5	4	3	–	–
10	5	4	3	2	–
11	6	4	3	2	–
12	6	4	3	3	–
13	7	4	3	3	1
14	7	4	3	3	2
15	8	5	3	3	2
16	8	5	4	3	2
17	9	5	4	3	2
18	9	5	4	3	2
19	10	5	4	3	2
20	10	5	4	4	2

Table: Aerialist Spell Progression

Aerialist Spell List

1 - Animal Friendship, Cure Wounds, Detect Magic, Ensnaring Strike, Fog Cloud, Hail of Thorns, Hunter's Mark, Speak with Animals

2 - Animal Messenger, Beast Sense, Cordon of Arrows, Find Traps, Pass without Trace, Protection from Poison, Resist Mana, Spike Growth

3 - Feign Death, Lightning Arrow, Protection from Energy, Sleet Storm, Speak with Plants

4 - Confusion, Freedom of Movement, Grasping Vine, Stoneskin

Improved Aerial Evasion

Upon reaching the 12th level, your aerial evasion improves. This ability functions as Aerial Evasion, except that you now only take ½ damage on a failed Dexterity saving throw. A helpless aerialist does not gain this benefit.

Improved Quarry

At 20th level, your ability to hunt your quarry improves. In addition to the +3 bonus, you also gain advantage on attack rolls against your quarry. You can now select two creatures as your quarry at one time. You can select a new quarry after one dies after waiting 1 minute.

Anointed Knight

The Anointed Knight is the quintessential chivalrous warrior who has dedicated their life to the service of their deity. Unlike the paladin, the Anointed Knight does not channel the divine energy of their patron, instead focusing on the martial aspect in their defense of the faith and the faithful from corruption and evil influence. Knights come from all walks of life; gutter - and noble-born alike are called to the service of their church. Many Jute heroes of story and song were Anointed Knights. Anointed Knights' bravery and martial prowess knows no bounds; enemies tremble at the sound of mounted Knights charging their lines, issuing challenges and leaping into the fray with boundless courage to defend their allies and slay the enemies of their faith.

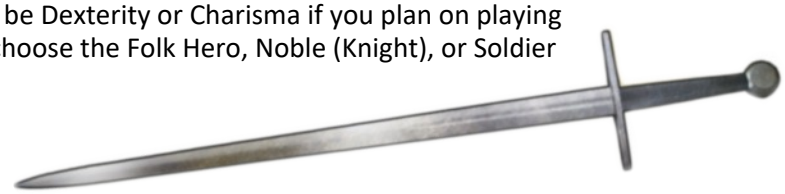
Role: Anointed Knights travel often, so many find themselves invited to or forming adventuring groups. Knights take it upon themselves to protect their allies at all times, ensuring weaker members of the group are safe from harm. Their role, first and foremost, is frontline combatant. They can be found in the thick of melee, challenging foes and rallying allies with fierce determination and religious zeal. Once they gain some experience in the wider world, they often take on an novice in their Order to help teach them the proper way of conducting one's self and ensuring the young one can handle the responsibilities of Knighthood.

Required Race: Human (Jute descent)

Alignment: Varies (See Orders)

Quick Build

You can make an anointed knight by following these suggestions. First, make Strength or Constitution your highest score. Your next highest score should be Dexterity or Charisma if you plan on playing the typical chivalrous knight of yore. Finally, choose the Folk Hero, Noble (Knight), or Soldier background.



Class Features

As an anointed knight, you gain the following class features.

Hit Points

Hit Dice: 1d10 per anointed knight level

Hit Points at 1st level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per anointed knight level after 1st.

Proficiencies

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: none

Saving Throws: Strength, Constitution

Skills: Choose two skills from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Manasphere, Perception, Religion, and Survival.

Equipment

You start with the following equipment, in addition to the equipment granted by your background.

- [a] chain mail or [b] studded leather armor, light crossbow, and 20 crossbow bolts
- [a] a martial weapon and shield or [b] one martial weapon and one simple weapon
- [a] a dungeoneer's pack or [b] an explorer's pack
- Holy symbol

Challenge

Beginning at 1st level, you are able to use your action to challenge a foe to combat. The target of your challenge must be within your line of sight and no further than 30 feet away from you. Your melee attacks do extra damage whenever the attack is made against the target of your challenge. This extra damage starts as a 1d4 at 1st level, and increases to 1d6 at level 5, 1d8 at level 9, 1d10 at level 13 and 1d12 at level 17. The extra damage only applies to one attack per round.

You can use this ability once before a short or long rest at first level and gain an additional use every four levels thereafter. Challenging a foe requires much of your concentration, causing you to take a -2 penalty to your AC, except against attacks made by the target of your challenge while your challenge is active.

The challenge remains in effect until the target is dead or unconscious or until the combat ends. Your challenge also includes another effect which is listed in the section describing the **Anointed Knight Orders**.

Order

At 1st level, you must pledge yourself to a specific Order. The Order grants you a number of bonuses, class skills, and special abilities. In addition, each Order includes a number of edicts you must follow. If you violate any of these edicts, you lose the benefit from your order's challenge abilities and any order abilities you know, for 24 hours. Violations of edicts are subject to GM's interpretation. You cannot change Orders without undertaking a lengthy process to dedicate yourself to a new cause. When the choice is made, you immediately lose all benefits from your former order and must then follow the edicts of the new order for an entire level without benefits.

Once accomplished, you gain the appropriate bonuses from the new order. Anointed Knights have four orders to choose from.

Level	Proficiency Bonus	Features
1	+ 2	Challenge (one use), Order
2	+ 2	Bravery
3	+ 2	—
4	+ 3	Order Ability, Ability Score Improvement
5	+ 3	Challenge (two uses), Banner
6	+ 3	Extra Attack
7	+ 3	Leadership
8	+ 4	Ability Score Improvement, Bravery +1,
9	+ 4	Challenge (three uses)
10	+ 4	Order Ability
11	+ 4	Extra Attack (2)
12	+ 5	Demanding Challenge, Ability Score Improvement
13	+ 5	Challenge (four uses)
14	+ 5	Ability Score Improvement
15	+ 5	Bravery +2
16	+ 6	Ability Score Improvement, Greater Banner
17	+ 6	Challenge (five uses), Order Ability
18	+ 6	Bravery +3
19	+ 6	Armor Mastery, Ability Score Improvement
20	+ 6	Weapon Mastery

Table: Anointed Knight

Anointed Knight Orders

The following Orders represent the religious orders found in the Kingdom of Juten. Members of these Orders are not necessarily bound together, but some organizations do exist that are comprised of Anointed Knights that all belong to one specific order.

Order of the Merciful Mother (Dhalla)

An Anointed Knight who serves this order serves the common people of Juten. They protect the innocent, especially children, from any harm.

Alignment: LG, NG, CG

Edict: You must protect the common folk. You must not harm or cause hardship to those who cannot defend themselves.

Challenge: Whenever an Anointed Knight of the Order of the Merciful Mother issues a challenge, they receive a +1 on attack rolls made against the target if the target makes an attack against a target other than the knight. This bonus lasts 1 minute. The bonus increases by +1 for every 5 levels you possesses.

Order Abilities

Shield Other

At 4th level, you are able to add your shield AC to an adjacent ally. You lose the shield AC for yourself for the duration. The ability lasts for one round per level. The rounds do not have to be spent all at once. You regain all expended rounds after a long rest.

Protect the Innocent

At 10th level, you receive a +1 to melee attack rolls vs. targets who are of evil alignment. This increases by an additional +1 at levels 15 and 20.

Mothers Mercy

At 17th level, you are able to heal others for as many points as your Charisma modifier + your current level. You cannot heal yourself. The healing must all be used at once, and creatures can never gain extra hit points this way. This ability is usable once before a short rest.

Order of the Oak (Tralla)

An Anointed Knight who serves this order strives to keep the forests of Juten free from overuse and to keep the balance between civilization and the wild.

Alignment: N, NG, CG

Edict: You must protect the Jutan wilderness and those who make their living from it. You must seek to punish those who despoil nature.

Challenge: You gain a +1 bonus to melee attacks against challenged target while you are in a forested area. A forested area counts as any area that has more than two dozen trees (of any type) in close proximity. This bonus lasts 1 minute. The bonus increases by +1 for every 5 levels you possesses.

Order Abilities

Animalspeech

At 4th level, you are able to communicate with animals. Communication is basic, not any form of animal language, but it is clear enough that the animal can understand you and will follow simple one sentence instruction to the best of their ability. For example, you can ask a chipmunk to chew through a rope or a raven to warn you when someone approaches your camp.

Forest Walker

At 10th level, you gain an advantage on Wisdom (Survival) skill checks when in a forest. You also gain +2 bonus on Dexterity (Stealth) and Wisdom (Perception) skill checks while in a forest or heavily wooded area. An Anointed Knight in the Order of the Oak traveling through the forest on foot leaves no trail and cannot be tracked unless by magical means. The bonus increases to +4 at level 16 and +6 at level 20.

Tralla's Boon

At 17th level, you gain the ability to cast *plant growth* as a spell-like ability a number of times equal to 1 + your Wisdom modifier. You gain any spent uses after a long rest.

Order of the Sun's Light (Marvela)

An Anointed Knight who serves this order serves the nobility and through them, the Kingdom of Jutan. The nobility, and especially the royal family, are thought of as appointed by the goddess herself to rule the Jute and usher them into prosperity.

Alignment: LG, LN

Edicts: You must protect the life and lands of your liege lord and the nobility of Jutan. You must uphold justice and stick to the letter of the law.

Challenge: You receive a +1 bonus to your AC against attacks made by the target of your challenge. This bonus increases by +1 for every 5 levels you gain.

Order Abilities

The Lady's Radiance

At 4th level, and usable once a day as a bonus action, you can have your shield glow with intense light, causing any undead within 30 feet to recoil in fear, gaining the *frightened* condition (DC 10 + Anointed Knight level + Charisma modifier), and all allies to gain a bonus to saving throws vs fear equal to your Charisma modifier. Those who are already *frightened* immediately make another save (if allowed).

The Lady's Word

At 10th level, you are able to inspire your allies to greatness. Allies within 30 feet receive a bonus to damage equal to your Charisma bonus. This bonus lasts one round and can be used as many times as your Charisma modifier before a short or long rest.



The Lady's Shield

At 17th level, you are able to protect those around you. Allies adjacent to the knight receive a +1 bonus to their AC. In addition, as a reaction, you can redirect an attack made against an adjacent ally to yourself, as long as the attacking creature is also within reach. The ability must be declared before the attack roll is made. You lose any cover or concealment bonus when subject to the redirected attack. You can redirect a number of attacks this way equal to your Constitution modifier before a long rest.

Order of the Frozen Tear (Welkor)

An Anointed Knight of this order is charged with avenging any slight on Jute honor, and seeing that the Jute survive the winter months. They give oaths to never betray their emotions in public, unless in combat, and to remain stoic and virtuous at all times.

Alignment: LG, LN, N

Edicts: You must protect the Jute people, especially followers of Welkor from harm. You must seek and destroy cold-based monsters, demons, and aberrations.

Challenge: Whenever the you issue a challenge, you receive a +1 bonus to all saving throws as long as you are the current target of your challenge. This bonus increases by +1 every five levels.

Order Abilities

Winter Conditioning

At 4th level, you gain an advantage on Wisdom (Survival) skill checks when in snow and wintry conditions. You also gain +2 bonus on Dexterity (Stealth) and Wisdom (Perception) skill checks. An Anointed Knight in the Order of the Frozen Tear traveling through the snow on foot leaves no trail and cannot be tracked unless by magical means. The bonus increases to +4 at level 10 and +6 at level 16.

Winter's Touch

At 10th level you may add a bonus to your damage equal to 1d6 plus your Charisma modifier. This damage is cold-based, and you can use this feature as many times as your Charisma modifier before a short or long rest. You must declare the use of this ability before damage is rolled. One additional use is gained at levels 15 and 20.

Winter's Retribution

At 17th level you can take retribution on those who dare to strike a follower of Welkor. When an enemy makes a successful melee attack against you or an adjacent ally devoted to the same faith as you, you can use your reaction to attack the foe. You gain a +3 bonus to the attack. This ability is usable once per encounter.

Bravery

Starting at 2nd level, you gain advantage on saving throws to resist the *frightened* condition. At level 8, you gain a +1 to the save. This bonus is increased by 1 at level 15 and level 18.

Banner

At 5th level, your gain a personal banner that becomes a symbol of inspiration to your allies and companions. As long as your banner is clearly visible, all allies within 60 feet receive a +2 bonus on saves against fear, and a +1 bonus on attack rolls.

At level 10, and every 5 levels after, the bonus increases by 1. The banner must be of size Small or larger, and must be carried or displayed by you, your mount, or follower to function. Allies must be able to see your banner to gain any benefit.

Extra Attack

Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level.

Leadership

At 7th level, you begin to attract a loyal follower. The first follower you attract can be a Fighter or an Anointed Knight of your Order of 1st level, or at least 12 levels below your current level, who acts as a squire. This follower is created by the GM, but controlled by you. Your squire gains XP as a normal member of your adventuring party and shares the XP awarded to you that they are entitled to. *(If you are using the optional Loyalty rule located in Chapter 4 of the Dungeons & Dragons 5th Edition Dungeon Masters Guide, consider the squire's starting Loyalty score equal to your Charisma ability score. They gain 1d6 Loyalty points every time they gain a level under your tutelage. They otherwise gain or lose Loyalty points per the rules given)*

Once the squire reaches level 7, they have a one-time option to leave or to stay. This is determined by the GM, based on the treatment of the squire by you during game play. The GM is encouraged to role play the exchange to its fullest. *(If you are using the optional Loyalty points rule, the squire will choose to stay if they have at least quadrupled their starting Loyalty since first arriving under your tutelage).* If your squire leaves your service or dies, you can acquire another squire after two weeks. Any new squire starts at least 12 levels below your current level or at level one. Only your first squire needs to be a Fighter or an Anointed Knight of your Order.

Demanding Challenge

At 12th level, whenever you declare a challenge, your target must pay attention to the threat you pose. As long as the target is within 5 feet of you, it takes a -2 penalty to its AC from attacks made by anyone other than you.

Greater Banner

At 16th level, your banner becomes a rallying cry to your allies. All allies within 60 feet receive a +2 bonus on saving throws vs. charm and compulsion spells and effects. In addition, when your banner is displayed, you can spend your action to wave the banner, granting allies within 60 feet an additional saving throw against any one spell targeting them. The save is made at the original DC. Spells and effects that do not allow saving throws are not affected by this ability. An ally cannot benefit from this ability more than once a day.

Armor Mastery

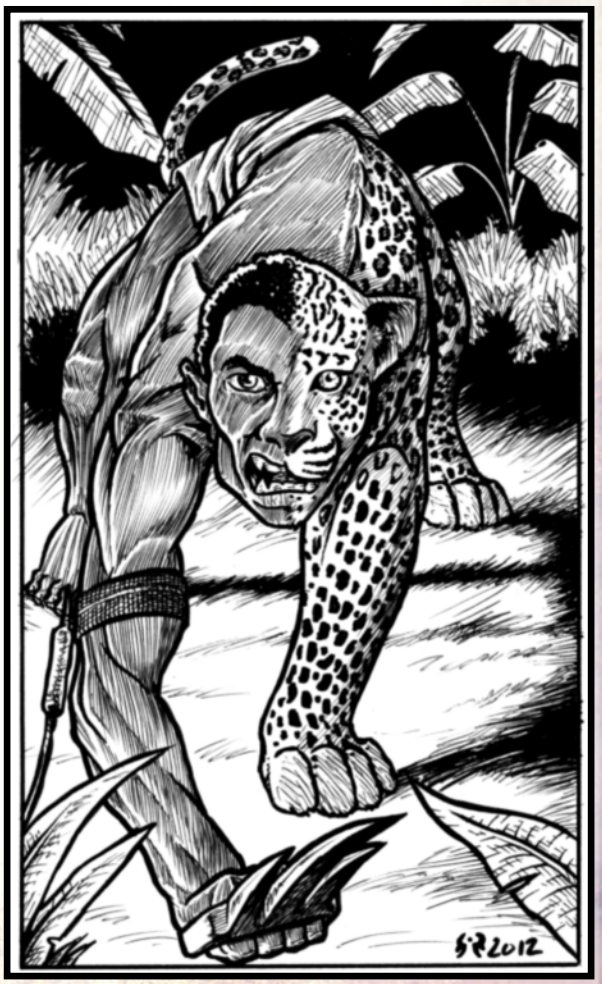
At 19th level, you gain resistance to non-magical piercing, slashing, and bludgeoning damage as long as you are wearing non-magical armor or using a non-magical shield.

Weapon Mastery

At 20th level, you choose one weapon. You gain advantage on any attack made with that weapon. In addition, you cannot be disarmed while wielding a weapon of this type. For instance, if you choose the longsword you gain advantage on any attack roll made with any longsword, not just one particular longsword. If you already have an advantage on the attack, you gain a +2 to the attack roll instead.

Beast Tamer

The Zula people are attuned to the natural forces of their environment, and many have an almost supernatural affinity towards the animals that call Shin'ar home. The Beast Tamer is an extension of this affinity, connected to the bestial temperament of their animal companions like no other. A Tamer's life is spent in the wild, living with the animals as one of their own. The protection of nature and the habitats of their animals is foremost on their minds, and a Tamer will go to the ends of the planet to avenge the death of a companion or to punish those who despoil the wild.



Role: The life of a beast tamer is often spent alone beyond the menagerie of animals they attract. Tamers do sometimes join adventuring groups to further their quest of keeping the Wild pure or to avenge some slight or attack on their animal charges. The Tamer's role is one of both attack and support. A Tamer and their animal companions act in concert to distract and ravage foes, assisting their allies with attacks from tooth and claw.

Required Race: Human (Zula descent)

Alignment: Any

Quick Build

You can make a beast tamer quickly by following these suggestions. First, make Dexterity or Constitution your highest ability score. Your next highest score should be Strength or Wisdom. Finally, choose the Deep Jungle Clansman (Ondonga only), Folk Hero, or Outlander background.

Class Features

As a beast tamer, you gain the following class features.

Hit Points

Hit Dice: 1d8 per beast tamer level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per beast tamer level after 1st.

Proficiencies

Armor: Light

Weapons: Simple weapons, light martial weapons

Tools: Herbalism kit

Saving Throws: Dexterity, Constitution

Skills: Choose three from Acrobatics, Athletics, Animal Handling, Insight, Manasphere, Medicine, Nature, Perception, Stealth, and Survival.

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- [a] a scimitar or [b] any simple weapon
- [a] a herbalism kit or [b] an explorer's pack
- Leather armor and a shortbow with a quiver of 20 arrows

Beast Tamer Animal Companion Choices

This list consists of common animals Beast Tamers can choose to become animal companions. Any creature with the descriptor of *beast* can be chosen.

Alligator, Antelope, Ape, Axe Beak, Baboon, Badger, Bat, Bear, Boar, Bobcat, Camel, Cheetah, Constrictor Snake, Coyote, Crab, Crocodile, Deinonychus, Dog, Dolphin, Eagle, Elephant, Elk, Fox, Giant Frog, Giraffe, Hawk, Hippopotamus, Horned Lizard, Horse, Kangaroo, Leopard, Lion, Llama, Manta Ray, Monitor Lizard, Octopus, Orca, Owl, Pony, Rabbit, Ram, Raven, Shark, Snapping Turtle, Stag, Stingray, Tiger, Tortoise, Velociraptor, Viper Snake, Walrus, Weasel, Wolf, Wolverine

Wild Empathy

You can improve the initial attitude of an animal. You gain advantage on Wisdom (Animal Handling) skill checks.



Tamer's Bond (Animal Companion)

You begin play with any one of the animals listed in **Animal Choices**. This animal is a loyal companion that accompanies you on your adventures.

Unlike normal animals of its kind, an animal companion's Hit Dice, abilities, and skills advance as you advance in levels. If you releases your companion from service, your may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer in the environment where the new companion typically lives. This ceremony can also replace an animal companion that has perished. Animal companions replaced due to death earn XP at a 1 to 1 with their Tamer.

Additional Animal Companions can be gained at levels 4 and 16, however, they each begin at a level equal to ½ your current level (rounded down), rather than the same level as you.

Your first companion can be any animal or beast listed as a **Beast Tamer Companion** that has a CR rating of ¼ or less. By bonding with you and becoming your companion, it gains HD according to its level when it comes into your service, as shown in the **Animal Companions** table at the end of this chapter. The companion you gain at level 4 can be any animal or beast with an HD of ½ or lower, before bonding with you. The final animal companion you receive can be any animal or beast with an HD of 1 or lower, before bonding with you.

Track

You gain advantage on Wisdom (Survival) skill checks to track creatures under any conditions. You gain a +2 to the skill check if you have more than one animal companion present with you.

Natural Armor

Your skin begins to toughen at 2nd level, giving you a +1 natural armor bonus to your AC. This bonus increases by +1 at 5th, 8th, 11th, 14th, and 17th level.

Level	Proficiency Bonus	Features
1	+2	Wild Empathy, Tamer's Bond: Animal Companion, Track
2	+2	Natural Armor +1
3	+2	Trackless Step
4	+2	Ability Score Improvement, Tamer's Bond: Animal Companion II, Spellcasting
5	+3	Natural Armor +1
6	+3	Wild Shape
7	+3	Woodland Stride
8	+3	Ability Score Improvement, Natural Armor +1
9	+3	Call of the Wild (one use)
10	+4	—
11	+4	Natural Armor +1
12	+4	Ability Score Improvement, Venom Immunity, Swift Tracker
13	+5	—
14	+5	Natural Armor +1
15	+5	Call of the Wild (two uses)
16	+5	Ability Score Improvement, Tamer's Bond: Animal Companion III
17	+6	Natural Armor +1
18	+6	—
19	+6	Ability Score Improvement
20	+6	Bestial Transformation

Table: Beast Tamer

	Spell Slots per Spell Level				
Level	Known	1	2	3	4
1	–	–	–	–	–
2	–	–	–	–	–
3	–	–	–	–	–
4	1	1	–	–	–
5	2	2	–	–	–
6	3	3	–	–	–
7	4	3	1	–	–
8	4	4	2	–	–
9	5	4	3	–	–
10	5	4	3	1	–
11	6	4	4	1	–
12	6	4	4	2	–
13	7	4	4	2	1
14	7	4	4	3	2
15	8	4	4	4	2
16	8	4	4	4	3
17	9	5	4	3	2
18	9	5	4	3	2
19	10	5	4	4	2
20	10	5	4	4	3

Table: Beast Tamer Spell Progression



Trackless Step

Starting at 3rd level, you leave no trail in natural surroundings and cannot be tracked unless by magical means. You may choose to leave a trail if so desired.

Spellcasting

Beginning at 4th level, you gain the ability to cast a small number of spells, which are drawn from the **Ranger** spell list.

Spell Slots

The **Beast Tamer Spell Progression** table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these ranger spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spellcasting Ability

Wisdom is your spellcasting ability for your beast tamer spells, since your magic draws on your attunement to nature and the animals in your charge. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a ranger spell you cast and when making an attack with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Wild Shape

Starting at 6th level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a long rest.

Your beast tamer level determines the beasts you can transform into, as shown in the **Beast Shapes - Beast Tamer** table.

Level	Max. CR	Limitations	Example
6th	¼	No flying or swimming speed	Wolf
8th	½	No flying speed	Crocodile
16th	1	—	Giant Eagle

Beast Shapes - Beast Tamer

You can stay in a beast shape for a number of hours equal to half you beast tamer level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has legendary or lair actions, you can't use them.
- When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you are not knocked unconscious.
- You can't cast spells, and your ability to speak or take actions that require hands is limited to the capabilities of your beast form.
- You retain any benefit of any features from your class, race, or other source and can use them in the new form if the new form is capable of doing so.
- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions like normal.

Your equipment doesn't change size or shape to match your new form, and any equipment that the new form can't wear must either fall to the ground or merge with you. Equipment that merges with you has no effect until you leave that form.

Woodland Stride

Beginning 7th level, you may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you.

Call of the Wild

At 9th level, you are able to summon a swarm of beasts, as describes in Appendix A of the D&D 5th Edition Monster Manual. The swarm will not harm you or your animal companions. The swarm will take limited direction from you in regards to what to attack (no action required) but is other wise unable to control for the duration of the feature. The swarm lasts for 1 round + your Charisma modifier or until destroyed. The feature is usable once before a long rest. An additional use is gained after reaching level 15.

Venom Immunity

At 12th level, you become immune to any poison damage that comes from a natural source, such as a plant or animal. At level 17, you become immune to any type of poison damage.

Expert Tracker

Beginning at 12th level, any Wisdom (Survival) skill check you make to track a creature has its DC lowered by 10. This applies to any environment.

Bestial Transformation

At 20th level you become a magical creature and gain resistance to piercing, slashing, and bludgeoning damage. You also gain vulnerability to silver. You are considered a magical beast for the purpose of spells and magical effects. Your personality becomes more feral and instinctual, and you permanently lose 1 point of Charisma but you gain 1 point of Wisdom.

You also lower any DC of Wisdom (Animal Handling) skill checks by 10. Your base walking speed increases by 10 and you gain advantage on any Dexterity (Stealth) and Strength (Athletics) ability checks.

Blade Dancer

The eloquent deadliness of the Vampyr is known far and wide; tall and slender, the vampire spawn are beautiful and suave in every movement. When such gracefulness is applied to martial abilities, it is truly a sight to see. Vampyr Blade Dancers weave in and out of melee with ease, always on the offensive, always just one step ahead of their opponent. Masters of the dual wield technique, Blade Dancers engage foes with both hands twirling independently of one another, a blur of death waiting to strike a mortal blow.

Role: The Blade Dancer gets faster and deadlier with each foe dispatched. The act of violence hones their ability to near supernatural height. Whether they relish the idea of combat or reluctantly enter melee only in self-defense, a Blade Dancer knows that once their weapons are unsheathed, death is sure to follow. Blade Dancers tend to be loners, although they do find it advantageous to join adventuring groups from time to time. Very rarely, two Blade Dancers form a partnership, their skills mirroring and complementing the other's in combat. The Blade Dancer's role is simple: To deal as much damage as quickly as possible. They glide around the battlefield lending their talents to wherever they are needed most.

Required Race: Vampyr

Alignment: Any

Quick Build

You can make a blade dancer quickly by following these suggestions. First, Dexterity should be your highest ability score. Make Strength your second highest ability score. Finally, choose the Charlatan, Criminal, Entertainer (Gladiator), Noble (Vampire Parentage), or Soldier background.

Class Features

As a blade dancer, you have the following class features.



Hit Points

Hit Dice: 1d8 per blade dancer level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per blade dancer level after 1st.

Proficiencies

Armor: Light armor, medium armor

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Dexterity, Strength

Skills: Choose three from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Manasphere, Perception, Performance, Persuasion, Sleight of Hand, and Stealth.

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- [a] a rapier or [b] a longsword
- [a] two simple weapons or [b] a light crossbow with 20 crossbow bolts
- [a] a burglar's pack or [b] an explorer's pack
- Leather armor and a dagger

Weapon Training

Starting at 1st level, you can select three weapons that share a common damage type. For instance, you can choose a dagger, a rapier, and a javelin. All three weapons deal piercing damage. When you use one of the weapons chosen, you gain a +1 to attack and damage rolls. Every 6 levels thereafter (6th, 12th, and 18th), you can choose an additional 2 weapons of the same damage type as one you already know, or you can choose 2 weapons that share a different damage type. The bonus increases to +2 at level 12 and +3 at level 18 for any of your chosen weapons.

Two-Weapon Fighting

At 1st level, you are able to add your appropriate ability score modifier to your off hand when wielding two weapons. You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.

Heightened Evasion

At 2nd level, you can nimbly dodge out of the way of certain area effects. If you make a successful Dexterity saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. You gain no benefit if you are *incapacitated* or *stunned*. You can do this as many times equal to your proficiency bonus before a long rest.

Blade Dancer Talent

As you gain experience, you gain a number of talents which expand your abilities. New talents are gained at levels 6, 10, 14, and a final talent at level 16. An individual talent cannot be chosen more than once.

Assault Leader

Once per day, when you miss with an attack on a flanked opponent, you can designate a single ally who is also flanking the target that your attack missed. That ally can make a single melee attack against the opponent as an bonus action.

Canny Observer

You gain advantage on Wisdom (Perception) skill checks to hear the details of a conversation or to find a concealed or secret objects (including doors and traps).

Coax Information

You gain advantage on Charisma (Intimidation) skill checks to gain information from someone.

Expert Leaper

You gain advantage on Strength (Athletics) skill checks to jump large distances.

Fast Fingers

You gain advantage on Dexterity (Slight of Hand) skill checks.

Guileful Polyglot

You gain the Linguist feat.

Hard to Fool

You gain advantage on Wisdom (Perception) skill checks to sense a creature's motive.

Honeyed Words

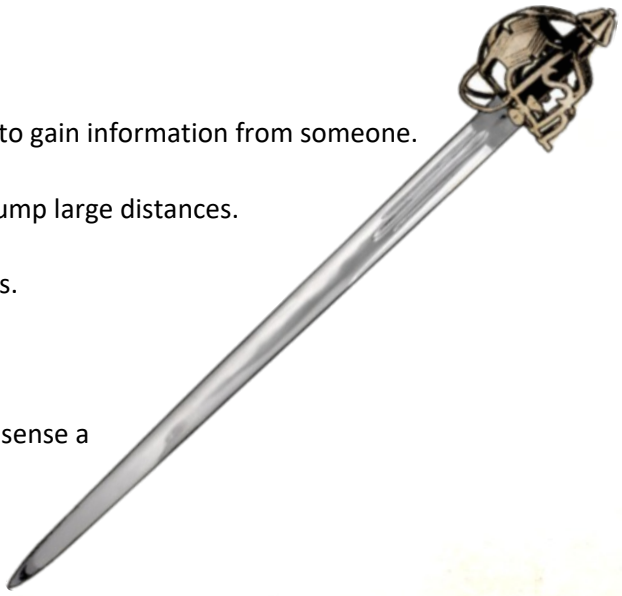
You gain advantage on Charisma (Persuasion) skill checks.

Poisoner's Knack

You gain proficiency with a Poisoner's Kit.

Level	Proficiency Bonus	Features
1	+ 2	Weapon Training, Two Weapon Fighting
2	+ 2	Heightened Evasion, Blade Dancer Talent
3	+ 2	Bravery
4	+ 2	Ability Score Improvement
5	+ 3	Maneuvering Mastery (one use)
6	+ 3	Blade Dancer Talent
7	+ 3	Bravery +1
8	+ 3	Ability Score Improvement
9	+ 4	Maneuvering Mastery (two uses)
10	+ 4	Blade Dancer Talent, Improved Two-Weapon Fighting
11	+ 4	Bravery +2
12	+ 4	Ability Score Improvement
13	+ 5	Maneuvering Mastery (three uses)
14	+ 5	Blade Dancer Talent
15	+ 5	Bravery +3, True Duel Wield
16	+ 5	Ability Score Improvement, Blade Dancer Talent
17	+ 5	Maneuvering Mastery (four uses)
18	+ 5	—
19	+ 5	Bravery +4, Ability Score Improvement
20	+ 5	Master Duel Wielder

Table: Blade Dancer



Ledge Walker

You gain advantage on Dexterity (Acrobatics) skill checks when running or leaping across small ledges and narrow pathways.

Nimble Climber

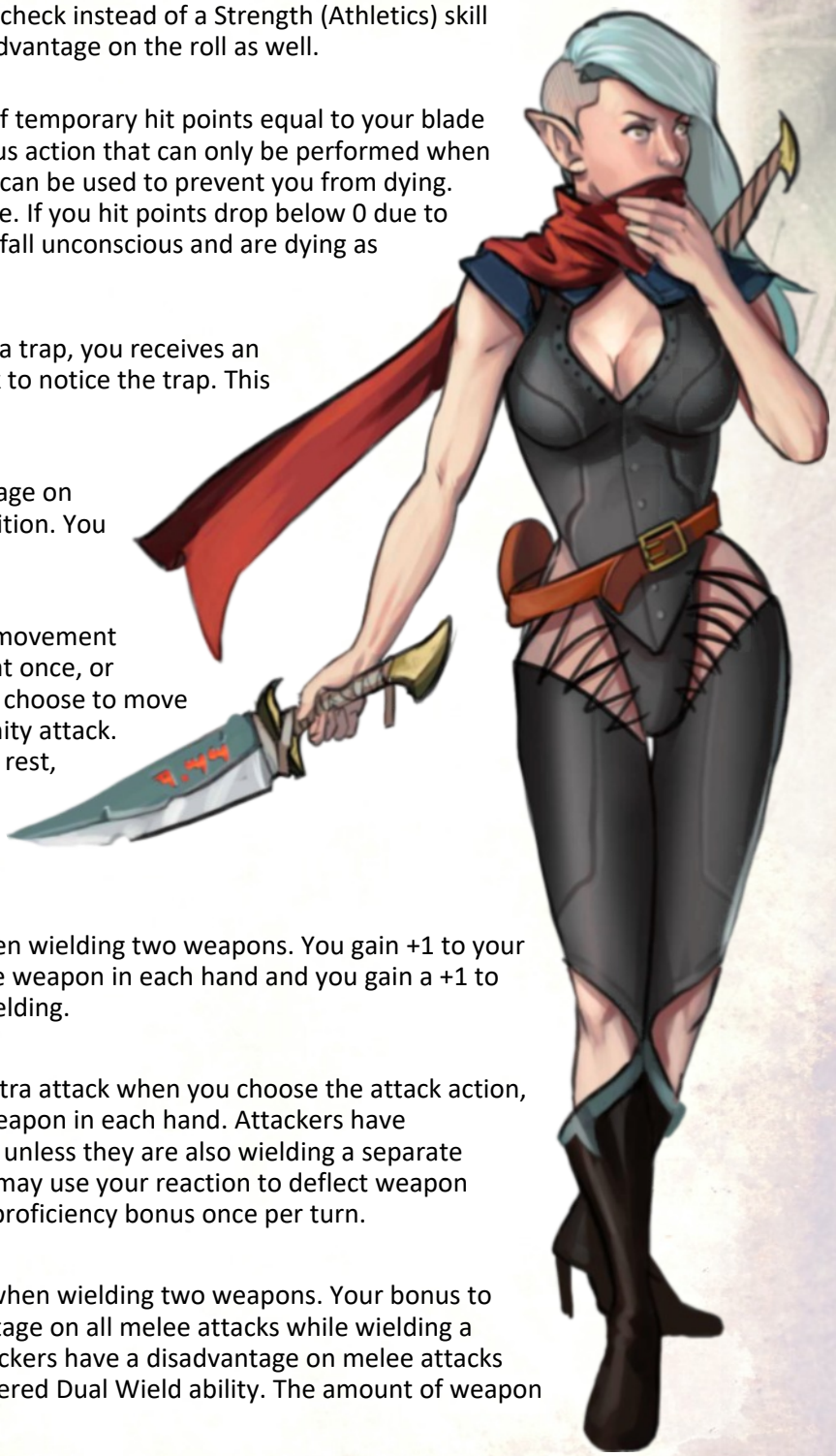
You can use a Dexterity (Athletics) skill check instead of a Strength (Athletics) skill check to climb vertical surfaces. You gain advantage on the roll as well.

Resiliency

Once per day, you can gain a number of temporary hit points equal to your blade dancer level. Activating this ability is a bonus action that can only be performed when you are brought to 0 hit points. This ability can be used to prevent you from dying. These temporary hit points last for 1 minute. If you hit points drop below 0 due to the loss of these temporary hit points, you fall unconscious and are dying as normal.

Trap Spotter

Whenever you come within 10 feet of a trap, you receives an immediate Wisdom (Perception) skill check to notice the trap. This check should be made in secret by the GM.



Bravery

Beginning at 3rd level, you gain advantage on saving throws to resist the *frightened* condition. You gain a +1 bonus at level 7, 11, 15, and 19.

Maneuvering Mastery

At 5th level, are able to move your full movement speed twice in one turn. You can move all at once, or move, then attack, then move again. If you choose to move after you attack, this provokes an opportunity attack. You can do this once before a short or long rest, with an additional use gained for every 4 levels beyond 5th.

Improved Two-Weapon Fighting

At 10th level, you get even deadlier when wielding two weapons. You gain +1 to your AC while you are wielding a separate melee weapon in each hand and you gain a +1 to melee weapon attacks made while dual wielding.

True Dual Wield

Upon reaching level 15, you gain an extra attack when you choose the attack action, while you are wielding a separate melee weapon in each hand. Attackers have disadvantage on melee attacks against you unless they are also wielding a separate melee weapon in each of their hands. You may use your reaction to deflect weapon damage you have sustained equal to your proficiency bonus once per turn.

Master Dual Wielder

At 20th level, you become death itself when wielding two weapons. Your bonus to your AC increases by 1 and you gain advantage on all melee attacks while wielding a separate melee weapon in each hand. Attackers have a disadvantage on melee attacks against you unless they also have the Mastered Dual Wield ability. The amount of weapon damage you can deflect is now doubled.

Courtesan

Arryn society is lavishly hedonistic and obsessed with pleasure, both physical and the pleasure that comes from excellent emotional performances. The Courtesan fills that role in spades. Arryn of both sexes find themselves drawn to the life of a Courtesan to satisfy their own inner wants and lusts. Courtesans are seen in all aspects of Arryn society, from the tavern worker to the high class socialite. The life of a Courtesan is chaotic and fast paced, always moving onto the next mark, and always seeking the thrill that comes from their emotionally charged abilities and talents.

Role: The Courtesan finds a ready home in any adventuring group. Their multi-faceted abilities and talents gain them respect and adulation wherever they go. Courtesans rarely adventure alone and much prefer an audience for their antics. In combat, they are quick and nimble, able to take advantage of openings caused by both allies and their own careful manipulation of the battlefield. The Courtesan's role is one distraction and support. They are best when bolstering their allies with word and song while seeking out enemies that they can manipulate to their advantage. Courtesans excel in social situations and information gathering, two things often overlooked by some adventuring groups.

Required Race: Arryn

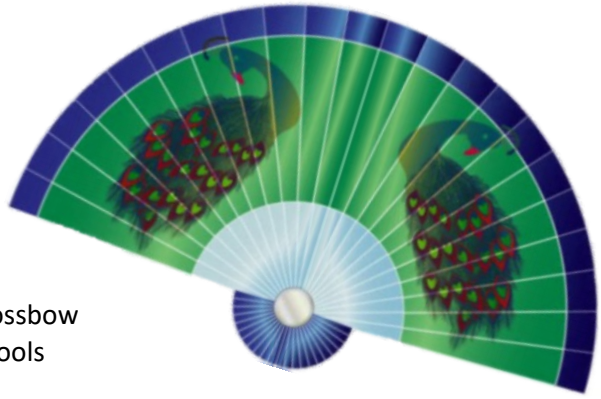
Alignment: N, NG, NE, CG, CN, CE

Quick Build

You can make a courtesan quickly by following these suggestions. First, Charisma should be your highest ability score. Your next highest agility score should be Dexterity. Finally, choose the Charlatan, Criminal (Spy), Entertainer, or Urchin background.

Class Features

As a courtesan, you gain the following class features.



Hit Points

Hit Dice: 1d8 per courtesan level

Hit Points at 1st level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per courtesan level after 1st.

Proficiencies

Armor: Light

Weapons: Simple weapons, shortsword, whip, and hand crossbow

Tools: One musical instrument of your choice and thieves' tools

Saving Throws: Charisma, Dexterity

Skills: Choose any four

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- [a] a dagger, [b] a shortsword, or [c] any simple weapon
- [a] a diplomat's pack or [b] an entertainer's pack
- [a] lute, [b] any other musical instrument you choose
- Leather armor and thieves' tools

Sneak Attack

If you can catch your target unaware or unable to defend themselves, you can target and strike a vital spot for extra damage. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll. The amount of extra damage increases as you gain levels in this class.

Courtesan's Knowledge

You can have advantage on any Intelligence skill checks you make with skills you are also proficient in.

Courtesan Inspiration

You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creatures other than yourself within 60 feet of you who can hear you. That creature gains one Courtesan 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 Inspiration die, but must decide before the GM says whether the roll succeeds or fails. Once the Inspiration die is rolled, it is lost. A creature can have only one Inspiration die at a time.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

Level	Proficiency Bonus	Features
1	+ 2	Sneak Attack +1d6, Courtesan's Knowledge, Courtesan's Inspiration
2	+ 2	Versatile Performance
3	+ 2	Jack of All Trades
4	+ 2	Ability Score Improvement, Sneak Attack +2d6, Beguiling Stare (one use)
5	+ 3	Extra Attack
6	+ 3	Versatile Performance, Font of Inspiration
7	+ 3	Emotional Plea
8	+ 3	Ability Score Improvement, Sneak Attack +3d6
9	+ 4	Countercharm, Pressure Point Manipulation (one use)
10	+ 4	—
11	+ 4	Beguiling Stare (two uses)
12	+ 4	Ability Score Improvement, Versatile Performance, Sneak Attack +4d6
13	+ 5	Peerless Skill, Pressure Point Manipulation (two uses)
14	+ 5	Extra Attack (2)
15	+ 5	—
16	+ 5	Ability Score Improvement, Sneak Attack +5d6
17	+ 6	Pressure Point Manipulation (three uses)
18	+ 6	Superior Inspiration
19	+ 6	Ability Score Improvement
20	+ 6	Sneak Attack 6d6, Beguiling Stare at Will, Deadly Performance

Table: Courtesan

Versatile Performance

At 2nd level, you gain advantage on any Charisma (Performance) ability checks.

Jack of All Trades

Starting at 3rd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Beguiling Stare

At 4th level, you can attempt to charm another humanoid creature. This ability acts as the spell *charm person*, with the exception that the you must maintain eye contact with their target for at least 2 rounds. The DC to resist this feature is 8 + your Charisma modifier + your proficiency bonus. This ability works once before a short or long rest, with an additional use at level 12 and the ability to use it at will once you reach level 20.

Extra Attack

At 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. You gain another attack at level 14.

Font of Inspiration

Beginning when you reach 5th level, you regain all of your expended uses of Courtesan Inspiration when you finish a short or long rest.

Emotional Plea

At 7th level, you gain a +6 bonus to Charisma (Persuasion) skill checks.

Countercharm

At 9th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being *frightened* or *charmed*. A creature must be able to hear you to gain this benefit. The performance ends early if you are *incapacitated* or silenced or if you voluntarily end it (no action required).

Pressure Point Manipulation

At 9th level, you can attempt a touch attack to paralyze your opponent. The DC to resist this feature is 8 + your Dexterity modifier + your proficiency bonus. On a failed save, the target is unable to act other than to speak or breathe for 2 rounds, plus one round per Dexterity modifier you have. You can do this once before a short or long rest. You gain an additional use of this ability at level 13, and 17.

Peerless Skill

Starting at level 13, when you make an ability check, you can expend one use of Courtesan Inspiration. Roll a Inspiration die and add the number rolled to your ability check. You can choose to do so after you roll the die for the ability check, but before the GM tells you whether you succeed or fail.

Superior Inspiration

At level 18, when you roll initiative and have no uses of Courtesan Inspiration, you regain one use.

Deadly Performance

When you reach level 20, you can use your action to cause one enemy to die from joy or sorrow. To be affected, the target must be able to see and hear you perform for 1 round and be within 30 feet. The target receives a Wisdom saving throw (DC 10 + proficiency bonus + Charisma modifier) to negate the effect. If a creature's saving throw succeeds, the target is *stunned* for 1d4 rounds, and you cannot use deadly performance on that creature again for 24 hours. If a creature's saving throw fails, it drops to 0 hit points. Deadly performance is a mind-affecting death effect that relies on audible and visual components.

Crystalmancer

There is no higher calling for some Illumnarus than that of the Crystalmancer; combining martial and magical ability like no other, it is the Crystalmancer's sacred duty to protect and defend Illumnarus communities, even if it means sacrificing their lives. Charged with divine energy, the Crystalmancer is the bane to all undead and evil outsiders. Masters of the unwieldy Dire Crystal Flail, a Crystalmancer is a dangerous foe in battle. Twirling the cumbersome weapon with ease born from years of dedication and a perfect sense of mind and body, the Crystalmancer wades into combat at a moment's notice, ready to defend their people's way of life at any cost.

Role: The Crystalmancer rarely chooses to leave the boundaries of the community they have pledged to protect. However, quests and sworn duties have them making journeys and accompanying like-minded adventurers for a time. The aloofness and stand-off demeanor attributed to some Crystalmancers are more indicative of their race as a whole, and adventuring groups have known Crystalmancers to be lifelong companions and allies. The Crystalmancer's role is that of offensive support. They can often be found in the thick of battle, backing other melee allies with their spells and talents.

Required Race: Illumnarus

Alignment: LG, LN, N, NG, CG

Quick Build

You can make a crystalmancer quickly by following these suggestions. First, Charisma should be your highest ability score. Your next highest ability score should be Wisdom, to signify the connection to your gods, and the Manasphere. Next, choose the Acolyte, Flame Born, Noble, Sage, or Soldier background. Finally, choose the *resistance*, and *blade ward* cantrips, along with the 1st level spells *cure wounds* and *burning hands*.



Class Features

As a crystalmancer, you gain the following class features.

Hit Points

Hit Dice: 1d10 per crystalmancer level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Level: 1d10 (or 6) + your Constitution modifier per crystalmancer level after 1st.

Proficiencies

Armor: All armor

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Charisma, Wisdom

Skills: Choose two from Arcana, Athletics, Insight, Investigation, Manasphere, Medicine, Persuasion, and Religion.

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- [a] five javelins or [b] a simple ranged weapon
- [a] a priest's pack or [b] an explorer's pack
- Chain shirt, dire crystal flail, and a holy symbol

Mystery

You draw upon a divine mystery to grant you spells and powers. A mystery can represent a devotion to one ideal or a natural calling to champion a cause. Regardless of its source, the mystery manifests in a number of ways as you gain levels.

You must pick one mystery upon taking your first level of crystalmancer. Once made, this choice cannot be changed.

At 2nd level, and every four levels thereafter, you learn an additional spell derived from your mystery. These spells are in addition to the number of spells given on **Table: Crystalmancer Spell Progression**. They are considered once a day innate spells, and are chosen from the 2 options at any level beyond 2nd, and cannot be exchanged for different spells at higher levels.

You must choose from among the following **Mysteries**:

Ancestor

Bonus Spells: *unseen servant* (2nd), *spiritual weapon* or *enhance ability* (6th), *speak with the dead* or *telekinesis* (10th), *true seeing* or *sunbeam* (14th), *resurrection* or *finger of death* (18th).

Revelations: A crystalmancer with the Ancestor mystery can choose from any of the following revelations:

Ancestral Weapon

You can use your bonus action to summon a simple or martial weapon from your family's history that is appropriate for your current size. You are always considered proficient with this weapon. At 3rd level, the weapon is considered magical and gains a +1 bonus to attack and damage. At 7th level, 15th level, and 19th level, the weapon gains a cumulative +1 bonus. At 11th level, the weapon deals double damage to ghosts and other ethereal undead. You can use this ability for a number of rounds per day equal to 1 + your crystalmancer level. This duration does not need to be consecutive. You may dismiss the weapon as a bonus action. The weapon disappears after 1 round if it leaves your grasp. You regain all expended rounds after a long rest.

Level	Proficiency Bonus	Features
1	+ 2	Mystery, Divine Smite, Spellcasting, Revelation
2	+ 2	Mystery Spell
3	+ 2	Divine Health
4	+ 2	Ability Score Improvement, Channel Positive Energy (one use), Revelation
5	+ 3	–
6	+ 3	Crystal Copies (one use), Mystery Spell
7	+ 3	Revelation
8	+ 3	Ability Score Improvement
9	+ 4	Channel Positive Energy (two uses), Crystal Copies (two uses)
10	+ 4	Mystery Spell
11	+ 4	Revelation
12	+ 4	Ability Score Improvement, Crystal Copies (three uses)
13	+ 5	–
14	+ 5	Channel Positive Energy (three uses), Mystery Spell
15	+ 5	Revelation, Crystal Copies (four uses)
16	+ 5	Ability Score Improvement
17	+ 6	–
18	+ 6	Mystery Spell, Crystal Copies (five uses)
19	+ 6	Ability Score Improvement, Channel Positive Energy (four uses)
20	+ 6	Final Revelation

Table: Crystalmancer

Sacred Council

Using your bonus action, you can call upon your ancestors to provide council. This advice grants you advantage on your next attack roll, ability check, or saving throw. You can use this ability once before a long rest.

Blood of Heroes

Using your action, you can call upon your ancestors to grant you extra bravery in battle. You gain a +1 bonus on attack rolls, damage rolls, and saving throws for a number of rounds equal to your Charisma bonus. At 7th level, this bonus increases to +2, and at 14th level this bonus increases to +3. You can use this ability once before a short or long rest, plus one additional time at 5th level, and every five levels thereafter.

Voice of the Grave

You can cast *speak with the dead* a number of times per day equal to your Wisdom modifier as an innate spell.

		Spell Slots per Spell Level			
Level	Cantrips Known	1	2	3	4
1	2	1	–	–	–
2	2	2	–	–	–
3	2	2	1	–	–
4	3	2	2	–	–
5	3	2	2	1	–
6	3	3	2	1	–
7	4	3	3	1	–
8	4	3	3	2	–
9	4	3	3	2	1
10	4	4	3	2	1
11	5	4	4	2	1
12	5	4	4	3	1
13	5	4	4	3	2
14	5	5	4	3	3
15	5	5	5	3	3
16	5	5	5	4	3
17	5	5	5	4	3
18	5	6	5	4	3
19	5	6	5	4	4
20	5	6	5	5	4

Table: Crystalmancer Spell Progression

Crystalmancer Spell List

Cantrips - Guidance, Light, Mending, Resistance, Sacred Flame, Spare the Dying, Blade Ward, Fire Bolt, Mage Hand, Message, True Strike

1 - Bane, Bless, Cure Wounds, Detect Evil and Good, Shield of Faith, Burning Hands, Chromatic Orb, Feather Fall, Jump, Silent Image

2 - Calm Emotions, Enhance Ability, Prayer of Healing, Resist Mana, Zone of Truth, Analyze Portal, Detect Thoughts, Hold Person, Levitate, Scorching Ray

3 - Beacon of Hope, Daylight, Glyph of Warding, Meld into Stone, Remove Curse, Dispel Magic, Fly, Fireball, Tongues, Water Walk

4 - Control Water, Divination, Guardian of Faith, Confusion, Dimension Door, Stoneskin

Spirit Walk

You can use your action to become incorporeal and invisible. While in this form, you can move in any direction and pass through solid objects. You can take no action other than to move while in this form. You remain in this form for a number of rounds equal to your crystalmancer level, but you can end this effect prematurely as a bonus action. You can use this ability once before a long rest and gain another use at level 15. You must be at least 11th level to select this revelation.

Phantom Touch

Using an attack action, you can perform a melee touch attack that causes a living creature to become *frightened*. This ability lasts for a number of rounds equal to 1 + your Charisma modifier (minimum 1 round). The target must succeed in a Wisdom saving throw to shake off the effect. You can use this ability a number of times per day equal to 1 + your Charisma modifier. The DC for the save is 8 + your Charisma modifier + your proficiency bonus.

Spirit of the Warrior

You can use your bonus action to summon the spirit of a great warrior ancestor and allow it to possess you, becoming a mighty warrior yourself. You gain a +4 bonus to your Strength, Dexterity, and Constitution, and a +4 bonus to AC. You can use this ability for 1 round for every 2 crystalmancer levels you possess, rounded down. The duration does not need to be consecutive, but it must be spent in 1-round increments. You may end this effect at any time with a bonus action. You gain expended rounds after a long rest. You must be at least 11th level to select this revelation.

Storm of Souls

You can use your action to summon the spirits of your ancestors to attack in a ghostly barrage—their fury creates physical wounds on creatures in the area. The storm has a range of 100 feet and is a 20-foot-radius burst. Objects and creatures in the area take 1d6 force damage for every two crystalmancer levels you possess, rounded down. Undead creatures in the area take 1d8 force damage for the duration. A successful Constitution saving throw reduces the damage to half. You must be at least 7th level to select this revelation. You can use this ability once before a short or long rest, plus one additional time at level 11 and every four levels thereafter.

Spirit Shield

You can use your action call upon the spirits of your ancestors to form a shield around you that blocks incoming attacks and grants you a +2 armor bonus. At 7th level, and every four levels thereafter, this bonus increases by +1. At level 13, this shield causes arrows, rays, and other ranged attacks requiring an attack roll against you to have a 25% miss chance. You can use this shield for 1 round + 1 round equal to your crystalmancer level. This duration does not need to be consecutive. You may end this feature with a bonus action and you regain all expended rounds after a long rest.

Wisdom of the Ancestors

You can use your action to enter a trance in which you commune with the spirits of your ancestors. This trance lasts for 10 minutes, which must be uninterrupted and during which you can take no other actions. When you come out of this trance, you have gained mystical insight into the future. This acts as if casting the spell *augury*, but without the need for a material component such as marked sticks or bones. You can do this once before a long rest.

Final Revelation

Upon reaching 20th level, you become one with the spirits of your ancestors. You gain a bonus on all saving throws equal to your Charisma modifier. You gain advantage on any Wisdom based skill checks. Any divination or abjuration spell you cast has its duration doubled if it has a duration other than instantaneous. You can now cast *foresight* once per day as an innate spell.

Flame

Bonus Spells: *burning hands* (2nd), *protection from energy* or *fireball* (6th), *wall of fire* or *conjure elemental* (fire elemental only, 10th), *fire storm* or *sunbeam* (14th), *incendiary cloud* or *sunburst* (18th)

Revelations: A crystalmancer with the flame mystery can choose from any of the following revelations:

Burning Magic

Whenever a creature fails a saving throw and takes fire damage from one of your spells, it catches on fire. This fire deals 1 point of fire damage per spell level at the beginning of the burning creature's turn. The fire lasts 1d4+1 rounds, but it can be extinguished as a bonus action if the creature succeeds a Dexterity saving throw. Dousing the creature with water as as an action grants a +2 bonus to the saving throw, while immersing the creature in water automatically extinguishes the fire. Spells that do not grant a saving throw do not cause a creature to catch fire.

Cinder Dance

Your base walking speed increases by 5 feet. At level 5, you increase your base walking speed by another 5 feet. At level 11 you gain advantage on any Dexterity (Acrobatics) skill checks. Small, harmless, flames ignite as you move quickly.

Fire Breath

Using your action, you can unleash a 15-foot cone of flame from your mouth. This flame deals 1d4 points of fire damage and increases by 1d4 for every 2 crystalmancer level you posses. A Dexterity saving throw is allowed for ½ damage. You can use this ability once before a short or long rest, plus one additional time per day at 5th level and every five levels after. The DC for the saving throw is 8 + your Charisma + your proficiency bonus.

Firestorm

Using your action, you can cause fire to erupt around you. You can create one 10-foot cube of fire for every 2 crystalmancer levels you posses. These cubes can be arranged in any pattern you desire, but each cube must be adjacent to another and one must be adjacent to you. Any creature caught in these flames takes 5d6 points of fire with a Dexterity saving throw allowed for ½ damage. The fire lasts for a number of rounds equal to your 1 + your Charisma modifier. You can use this ability once before a long rest. You must be at least level 11 to select this revelation.

Form of Flames

Using your action, you wreath your body in flames, granting you resistance to cold damage for a number of rounds equal to your 1 + your Charisma modifier. You can do this once before a short or long rest. You equipment is not affected by your temporary form.

Gaze of Flames

You can see through fire, fog, and smoke without penalty as long as the light is sufficient to allow you to see normally. At level 7, you can also gaze through any source of flame within 10 feet, as if using the *clairvoyance* spell. You can use this ability once before a long rest.

Heat Aura

Using your action, you can cause waves of heat to radiate from your body. This heat deals 1d4 points of fire damage for every 2 crystalmancer levels you posses (minimum 1d4) to all creatures within 10 feet. A Dexterity saving throw is allowed for ½ damage. In addition, your form wavers and blurs, giving attackers disadvantage for one attack roll until your next turn. You can use this ability once before a short or long rest, plus one additional time level 5, and every five levels thereafter.

Molten Skin

You can turn your skin into the consistency of slow moving lava. You gain immunity to fire damage and +2 AC for a number of rounds equal to 1 + your Charisma modifier. You can do this once before a long rest. Your equipment is not affected by your temporary form.

Touch of Flame

Using your attack action, you can perform a melee touch attack that deals 1d6 points of fire damage +1 point for every two crystalmancer levels you possess. You can use this ability a number of times equal to your 1 + your Charisma modifier before a short or long rest. At level 11, any weapon you wield deals an additional 1d6 fire damage on critical hits.

Wings of Fire

Using your action, you can manifest a pair of fiery wings that grant you fly speed of 60 feet. You gain a +2 to any Dexterity (Acrobatics) skill checks while in the air. You can use these wings for 1 minute + 1 minute per Charisma modifier you have. You can end this effect as a bonus action and you can manifest the wings once before a short or long rest. You must be at least level 7 before selecting this revelation.

Final Revelation

Upon reaching level 20, you become a master of fire. Any fire spell you cast has it's duration doubled, if it has a duration other than instantaneous. You gain a bonus to saving throws against cold equal to your Charisma modifier. Any fire spell you cast adds an additional 1d4 damage per Charisma modifier you posses.

Life

Bonus Spells: *healing word* (2nd), *lesser restoration* or *warding bond* (6th), *death ward* or *freedom of movement* (10th), *heal* or *mass cure wounds* (14th), *mass heal* or *true resurrection* (18th)

Revelations: A crystalmancer with the life mystery can choose from any of the following revelations:

Channel

You can empower healing spells with the power of life, granting extra healing in the form of 1 point per Wisdom modifier you posses. This applies to any spell or ability you cast or use that restores hit points.

Combat Healer

You can cast any spell that restores hit points as a bonus action. You can use this ability once before a short or long rest, with an addition use at level 7 every three levels beyond that. You must be at least level 7 to select this revelation.

Delay Affliction

Once before a long rest you can use a bonus action to stave off the effects of poison or disease. Whenever you fail a saving throw against disease or to resist the poisoned condition, you may ignore its effects for 1 hour per crystalmancer level you posses. At 7th and 15th level, you can use this ability one additional time.

Energy Body

Using your action, you can transform your body into pure life energy, resembling a golden-white fire elemental. In this form, you gain the elemental subtype and give off a warm, welcoming light that increases the light level within 20 feet by one step, up to bright light. Any undead creature, demon, or fiend that strikes you with its body or a handheld weapon takes 1d6 points of radiant damage +1 point for every 2 crystalmancer levels you posses. Creatures wielding melee weapons with reach are not subject to this damage. Once per round, if you pass through a living allied creature's square or the ally passes through your square, it heals 1d6 hit points +1 for every 2 crystalmancer levels you posses. You choose whether or not to heal a creature when it passes through your space. You may return to your normal form at any time as a bonus action. You may remain in energy body form for a number of rounds equal to your 1 + your Wisdom modifier and you can use this ability once before a long rest.

Enhanced Cures

Whenever you cast *cure wounds* at a higher level, you add an additional 1d4 for each spell slot level above 1st. You must be at least level 7 to select this revelation.

Healing Hands

You gain +2 on Wisdom (Medicine) skill checks. At level 7, you gain advantage on Wisdom (Medicine) skill checks as well.

Life Link

Using your action you may create a bond between yourself and another creature. Each round at the start of your turn, if the bonded creature is wounded for 5 or more hit points below its maximum hit points, it heals 5 hit points and you take 5 hit points of damage. You may have one bond active. At level 10, you may place one additional bond. This bond continues until the bonded creature(s) dies, you die, the distance between you and the other creature exceeds 50 feet, or you end it as a bonus action (if you have multiple bonds active, you many end as many as you want as part of the same bonus action).

Lifesense

You notice and locate living creatures within 20 feet, even if they are attempting to hide. You gain advantage on Wisdom (Perception) checks to see through illusions and invisibility. You must be at least 11th level to select this revelation.

Curing Font

You can create a mystical font that brings forth soothing refreshment. Anyone drinking a cup full of this golden liquid is healed for 1d8 hit points of damage for every 2 crystalmancer levels you posses. The font remains active for 1 minute + your Wisdom modifier. You can create the font once before a long rest. Once the font disappears, any liquid it conjured also disappears, but the healing done remains permanent. You can do this once before a short or long rest.

Spirit Bond

Whenever your healing spells heal a target up to the maximum hit points, any excess points persist for 1 round for every 2 crystalmancer levels you posses as temporary hit points (up to a maximum number of temporary hit points equal to your crystalmancer level).

Final Revelation

Upon reaching 20th level, you become the perfect channel for life energy. You become immune to bleed, necrotic damage, poison, disease, and being *blinded* or *deafened*. Ability damage and drain cannot reduce you below 1 in any ability score, even the ability damage done by mana poisoning. It takes only you one death save to stabilize, instead of three.

Time

Bonus Spells: *sanctuary* (2nd), *revivify* or *slow* (6th), *freedom of movement* or *seeming* (10th), *word of recall* or *disintegrate* (14th), *true resurrection* or *time stop* (18th).

Revelations: A crystalmancer with the time mystery can choose from any of the following revelations.

Aging Touch

Your touch ages living creatures and objects. As a melee touch attack, you can deal 1 point of Strength damage for every two crystalmancer levels you possess to living creatures. Against objects or constructs, you can deal 1d6 points of damage per crystalmancer level. If used against an object in another creature's possession, an attack roll must be made. You can use this ability once before a short or long rest, plus one additional time for every five crystalmancer levels you possess.

Erase From Time

As a melee touch attack, you can temporarily remove a creature from time altogether. The target creature must make a Constitution saving throw or vanish completely for a number of rounds equal to ½ your crystalmancer level (minimum 1 round). No magic or divinations can detect the creature during this time, as it exists outside of time and space—in effect, the creature is absorbed by the Manasphere and ceases to exist for the duration of this ability. At the end of the duration, the creature reappears unharmed in the space it last occupied (or the nearest possible space, if the original space is now occupied). You can use this ability once before a long rest, plus one additional time at 11th level. The DC for the save is 8 + your Charisma + your proficiency.

Knowledge of the Ages

You can search through time to recall some bit of forgotten lore or information. You can use your bonus action to gain advantage on any Intelligence (Investigation) skill checks you make for 1 round per Wisdom modifier you posses. You can use this ability a number times equal to your 1 + your Wisdom modifier before a short or long rest.

Momentary Glimpse

As your action, you can gain a glimpse into your immediate future. On the round after you use this ability, you gain advantage on any one roll or you can add a +4 to your AC, you must choose at the start of your turn. You can use this ability once before a long rest. At 5th level, and every five levels thereafter, you can use this ability one additional time.

Rewind Time

You can re roll any one roll that you have just made. You must take the result of the re roll, even if it's worse than the original roll. You may use this ability once before a short or long rest. At level 11, and every four levels thereafter, you can use this ability one additional time. You must be at least 7th level to select this revelation.

Slow or Speed Time

Using your action, you can give *haste* or *slow* to any creature for the next round. You can use this ability once before a short or long rest, plus one additional time at 12th level and 17th level. You must be at least 7th level before selecting this revelation.

Temporal Celerity

You permanently have advantage on initiative rolls. At 11th level, you can roll for initiative three times and take any one of the results. You can do this once before a long rest. You must be level 7 before selecting this revelation.

Time Flicker

Using your action, you can flicker in and out of time, gaining the benefits of the *blur* spell. You can use this ability for 1 round for every 2 crystalmancer levels that you possess before a long rest. This duration does not need to be consecutive. You can end this feature with a bonus action. At 7th level, each time you activate this ability, you can treat it as the *blink* spell, though each round spent this way counts as 1 round of your normal time flicker duration. You must be at least 3rd level to select this revelation.

Time Hop

On your action, you can teleport up to 10 feet per crystalmancer level that you possess. This movement does not provoke attacks of opportunity. You must have line of sight to your destination to use this ability. At level 11, you can bring one other willing creatures with you. You are able to do this a number of times equal to 1 + your Wisdom modifier before a short or long rest.

Time Sight

You can peer through the mists of time to see things as they truly are, as if using the *true seeing* spell. At 18th level, this functions like *foresight*. You can use this ability for a number of times equal to 1 + your Wisdom modifier before a long rest. You must be at least 11th level to select this revelation.

Final Revelation

Upon reaching 20th level, you become a true master of time and stop aging. You cannot be magically aged and no longer take penalties to your ability scores for aging. Age bonuses still accrue, and any aging penalties that you have already accrued remain in place. You cannot die of old age, but you can be killed or die through accident, disease, poison, or other external effects. In addition, you are immune to the effects of the *time stop* spell.

Spellcasting

At 1st level, you learn how to draw on the Manasphere to fuel your magic and divine abilities.

Spell Slots

The **Crystalmancer Spell Progression** table shows how many spell slots you have to cast your spells. To cast one of your crystalmancer spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of crystalmancer spells that are available for you to cast, choosing from the **Crystalmancer Spell List**. When you do so, choose a number of crystalmancer spells equal to your Charisma modifier + half your crystalmancer level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of crystalmancer spells requires time spent in prayer and meditation, at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Charisma is your spellcasting ability for your crystalmancer spells, since their power derives from the strength of your convictions. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a crystalmancer spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + you Charisma modifier

You can use your holy symbol as a spellcasting focus for your crystalmancer spells.

Divine Smite

Starting at 1st level, when you hit a creature with a melee weapon attack, you can expend one crystalmancer spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 1d8 for a 1st level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead, demon, fiend, or Drazil.

Divine Health

By 3rd level, the divine magic flowing through you makes you immune to natural and magical disease.

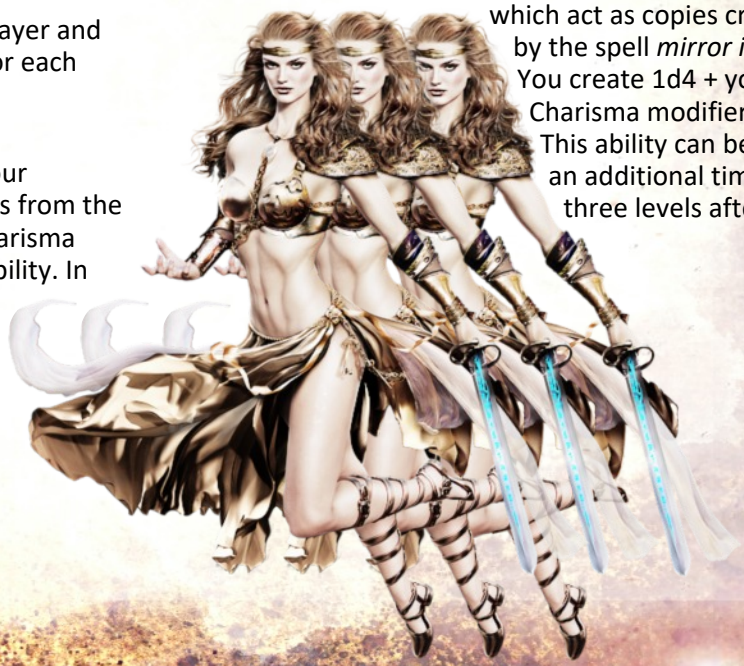
Channel Positive Energy

Upon reaching 4th level, you can release a wave of positive energy by channeling divine power through your body. This energy can deal damage to undead creatures or heal living creatures. Channeling the energy causes a burst of magic which applies to all affected type in a 20 foot radius, centered on the yourself. The amount of damage or healing done is equal to 2d6 points plus 2d6 for every 5 levels after. (4d6 at 9th, 6d6 at 14th, and 8d6 at 19th).

Creatures taking damage receive a Wisdom saving throw for ½ the damage. The DC for this save is equal to 8 + your Charisma modifier + your proficiency bonus. Creatures healed cannot exceed their maximum hit point total. Excess healing is lost. This ability is useable once before a long rest. You gain an addition use at levels 9, 14, and 19.

Crystal Copies

At 6th level and usable once before a long rest, you can use your action to create duplicates of yourself which act as copies created by the spell *mirror image*. You create 1d4 + your Charisma modifier copies. This ability can be used an additional time every three levels after 6th.



Dire Crystal Flail

Cost. (990 gp); ***Dmg*****.** 1d8 (1d10) bludgeoning and piercing ***Weight*****.** 5 lbs.; ***Properties*****.** Versatile, special, reach

Weapon Feature(s):

Traditional. Illumnarus can wield as martial weapons.

Reach. A dire crystal flail adds 5 feet to your reach when you attack with it.

Versatile. The weapon deals additional damage if used with two hands.

Special. The traditional weapon used by Illumnarus Crystalmancers, the Dire Crystal Flail is made through the manipulation of hardened mana crystal, pulling spikes seemingly out of thin air to protrude from their centers. The crystal flails, despite their size, are lighter than regular dire flails, allowing them to be wielded with one or two hands. The dire flail gains a +1 to attack and damage rolls during Lunar Quickenings or in the presence of large concentrations of raw mana (enough to poison).

Illumnarus using the Dire Crystal Flail are able to use it as a martial weapon. To others, it is an Exotic Weapon. The flail is sacred to the Illumnarus and they are never seen for sale. Any non-Illumnarus seen using one will immediately be questioned by any Illumnarus as to where they obtained it.



Dervish

The desert-dwelling Sytash feel at one with the harsh sands and blowing winds. They regard the Great Desert as their domain, and travel and protect it from those who seek to exploit it's mysteries. Some Sytash adopt a lifestyle that mimics the randomness of the blowing sand and combine this technique with an inner fire that propels them into violent fits of whirling death. The Dervish are both feared and loved in any tribe. They can be unpredictable at times, quick to anger and quick to jump to conclusions about things. The ferocity a Dervish can bring to the defense of the tribe is second to none and those who can control the rage that fuels them find a ready place of honor in the tribe.

Role: The Dervish is a force of nature. Few live to old age, and a glorious death on the sand surrounded by heaps of enemy bodies is the way most Dervish leave this world. Those that do survive go on to teach the young, for only hard work and dedicated training can help the Dervish learn to control the fire within. Dervish leave the tribe from time to time to seek the way of the desert and to hone their skills. They routinely join adventuring groups as guides through the numerous ruins of the desert. Some travel further and employ their skills on distant battlefields. The role of the Dervish is one of assault. They wade into melee, blade twirling, seeking to confuse and distract foes long enough to land a killing blow.

Required Race: Sytash

Alignment: CG, CN, CE

Quick Build

You can make a dervish quickly by following these suggestions. First, put your highest ability score in Dexterity. Constitution should be your next highest ability score. Finally, choose the Folk Hero or Outlander background.

Class Features

As a dervish, you gain the following class features.

Hit Points

Hit Dice: 1d10 per dervish level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per dervish level after 1st.



Proficiencies

Armor: Light armor, medium armor

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Dexterity, Constitution

Skills: Choose two from Acrobatics, Animal Handling, Athletics, Intimidation, Manasphere, Nature, Perception, and Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- [a] a scimitar or [b] any martial melee weapon
- [a] hide armor and dagger or [b] chain shirt and handaxe
- An explorer's pack and four javelins

Two-Weapon Fighting

At 1st level, you are able to add your appropriate ability score modifier to your off hand when wielding two separate melee weapons. You are also able to draw or stow two melee weapons when you would normally only be able to draw or stow only one.

Rage

In battle, you fight with a primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on Dexterity checks and Dexterity saving throws.
- When you make a melee weapon attack using Dexterity (with a Finesse weapon), you gain a bonus to the damage roll that increases as you gain levels as a dervish, as shown in the **Rage Damage** column of the **Dervish** table.
- You have resistance to bludgeoning, piercing, and slashing damage.

If you are able to cast spells, you can't cast them or concentrate on them while raging, unless you first focus your mind, as described later.

Your rage lasts for 1 minute. It ends if you are knocked unconscious or if your turn ends and you haven't attacked a hostile create since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action.

Once you have raged the number of times shown for your dervish level in the **Rages** column of the **Dervish** table, you must finish a long rest before you can rage again.

Level	Proficiency Bonus	Features	Rages	Rage Damage
1	+ 2	Two-Weapon Fighting	–	–
2	+ 2	Rage, Danger Sense	2	+ 2
3	+ 2	–	2	+ 2
4	+ 2	Ability Score Improvement, Dervish Talent, Focused Mind	3	+ 2
5	+ 3	Extra Attack	3	+ 2
6	+ 3	Fast Movement	4	+ 2
7	+ 3	Dervish Talent	4	+ 2
8	+ 3	Ability Score Improvement	4	+ 2
9	+ 4	–	4	+ 3
10	+ 4	Dervish Talent	4	+ 3
11	+ 4	Improved Two-Weapon Fighting	4	+ 3
12	+ 4	Ability Score Improvement	5	+ 3
13	+ 5	Dervish Talent, Maneuvering Mastery (three uses)	5	+ 3
14	+ 5	Indomitable Will	5	+ 3
15	+ 5	–	5	+ 3
16	+ 5	Ability Score Improvement, Dervish Talent	5	+ 4
17	+ 6	–	5	+ 4
18	+ 6	–	6	+ 4
19	+ 6	Ability Score Improvement	6	+ 4
20	+ 6	Whirlwind Attack	Unlimited	+ 4

Table: Dervish

Danger Sense

At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can't see, such as traps and spells. To gain this benefit, you can't be *blinded*, *deafened*, or *incapacitated*.

Dervish Talents

As a you gain experience, you learn a number of talents which aid you and confound your foes. Starting at 4th level, you gain one dervish talent. You gain an additional talent every 3 levels after. Individual talents cannot be chosen more than once.

Resiliency

Once per day, you can gain a number of temporary hit points equal to your dervish level. Activating this ability is a bonus action that can only be performed when you are brought to 0 hit points. This ability can be used to prevent you from dying. These temporary hit points last for 1 minute. If you hit points drop below 0 due to the loss of these temporary hit points, you fall unconscious and are dying as normal.

Surprise Attack

You gain advantage on one attack on any creature who takes their first turn after you. This ability only works if it is used on your first turn of an encounter. You can use this ability once before a short or long rest.

Canny Observer

You gain advantage on Wisdom (Perception) skill check to hear the details of a conversation or to find a concealed or secret objects (including doors and traps).

Combat Swipe

You can chose to steal an item from your target's hands in melee. You must succeed in a Dexterity (Slight of Hands) ability check as well as a melee attack. If you succeed in both, your target gains a disadvantage on a Dexterity ability check to retain a grip on the item in their hands you are trying to steal. If you fail the Dexterity ability check or the melee attack, you fail to swipe the item. You can do this any time you are allowed a melee attack.

Expert Leaper

You gain advantage on Strength (Athletics) skill checks to jump large distances.

Hard to Fool

You gain advantage on Wisdom (Perception) skill checks to sense a creature's motive.

At level 13, you can choose from a list of **Advanced Dervish Talents**:

Slippery Mind

This ability represents the your ability to wiggle free from magical effects that would otherwise control or compel you. If you are affected by an enchantment spell or effect and fail your saving throw, you can attempt it again 1 round later at the same DC. You only get this one extra chance to succeed on the save.

Opportunist

Once per turn, you can use your reaction to make a weapon attack against a hostile creature who has already been attacked prior to your turn.

Redirect Attack

Once per day, when you are hit with a melee attack, you can redirect the attack to strike at an adjacent creature with a bonus action. The creature targeted must be within melee reach of the attack that hit you, and the creature that made the attack against you must make a new attack roll against the new target.

Focused Mind

At 4th level, you begin to gain some control over your rages, enabling you to use any skill, cast any spell, or use any dervish talent while enraged. This also grants you +3 to saving throws to resist charm and compulsion magic.

Extra Attack

At 5th level, you can attack twice, instead of once, whenever you choose the Attack action on your turn.

Fast Movement

Starting at 6th level, your speed increases by 10 feet while you aren't wearing heavy armor.

Improved Two-Weapon Fighting

Upon reaching level 11, you get even deadlier when wielding two weapons. Your gain +1 to your AC and an extra attack when you are wielding a separate melee weapon in each hand.

Indomitable Will

At level 14, while in a rage, you gain a +4 bonus on saving throws to resist enchantment spells. This bonus stacks with all other modifiers.

Whirlwind Attack

Upon reaching level 20, you are able to make a number of additional attacks equal to your Dexterity modifier (in addition to your normal amount of attacks) on as many foes that are within a 30 foot radius of your current position. You must make a separate attack roll for each target. This ability lasts for as many rounds as your proficiency bonus. The rounds do not need to be used convectively, and all rounds used refresh after a long rest. You may end this effect at any time on your turn as a bonus action. If you take damage from a creature that is within 5 feet of you while you are in a whirlwind, you can use your reaction to immediately make a melee weapon attack against that creature. You are able to use this ability once before a long rest.

Geomancer

The very nature of the Manasphere and its effects on the elemental forces of the planet have always fascinated the Kalarin people. Their early culture was nurtured by the peaceful Lluruth, masters of the mystic nature and the background radiation the Manasphere exuded. The early Kalarins blended physical and mental discipline with the innate power the Manasphere provided, and thus, the Geomancer born. Though the call of the Geomancer has strong religious undertones, they are not wholly beholden to any religion; the life of a Geomancer could be one of secular pursuits or one of church mandated duty.

Role: Geomancers train for years in walled-off monasteries nestled deep in remote places in the Kala Valley. Most monasteries are friendly, though affiliated with one church or another. Some are neutral and secular, independent of any religious order and founded on philosophical ideals. It does not matter where the Geomancer trains, as they all share a unique affinity with the very threads of power that weave around the planet. The role of a Geomancer is that of offensive support. Although no pushover when it comes to front line fighting, the Geomancer excels in the rear ranks. Softening the opposition with well-placed offensive spells, the Geomancer is also capable of defending themselves and allies with a flurry of attacks and elemental techniques.

Required Race: Kalarin

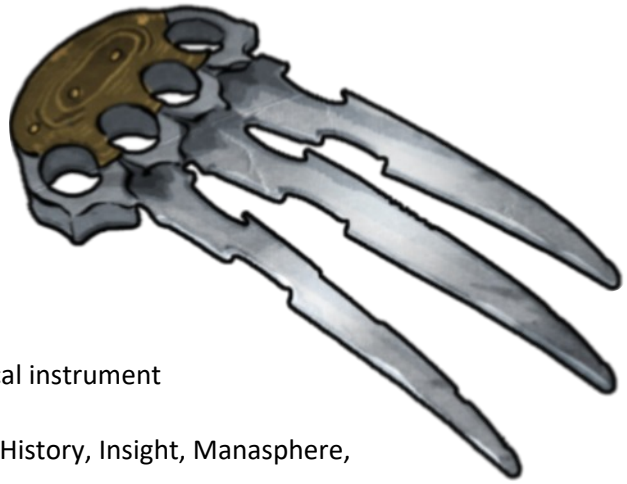
Alignment: Any

Quick Build

You can make a geomancer quickly by following these suggestions. First, make Charisma your highest ability score. Secondly, you should make Dexterity your next highest score. Next, choose the Acolyte, Noble, Soldier or Urchin (Undesirable) background. Finally, choose the *chill touch*, *fire bolt*, *light*, and *ray of frost* cantrips, along with the 1st level spells *feather fall* and *thunderwave*.

Class Features

As a geomancer, you gain the following class features.



Hit Points

Hit Dice: 1d8 per geomancer level

Hit Points at 1st level: 8 + your Constitution modifier

Hit Points at Higher levels: 1d8 (or 5) + your Constitution modifier per geomancer level after 1st

Proficiencies

Armor: None

Weapons: Simple weapons, shortsword, katar, pata

Tools: Choose one type of artisan's tools or one musical instrument

Saving Throws: Dexterity, Charisma

Skills: Choose two from Arcana, Acrobatics, Athletics, History, Insight, Manasphere, Medicine, Religion, and Stealth

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- [a] a katar or [b] any simple weapon
- [a] an explorer's pack or [b] artisan tools
- 10 darts

Spellcasting

At first level, you know four cantrips of your choice from the **Geomancer Spell List**. You learn additional cantrips of your choice at higher levels, as shown in the **Cantrips Known** column of the **Geomancer Spell Progression** table.

Spell Slots

The **Geomancer Spell Progression** table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these geomancer spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You know two 1st level spells of your choice from the **Geomancer Spell List**. The **Spells Known** column of the **Geomancer Spell Progression** table shows when you learn more geomancer spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the geomancer spells you know and replace it with another spell from the **Geomancer Spell List**, which also must be of a level for which you have spell slots.

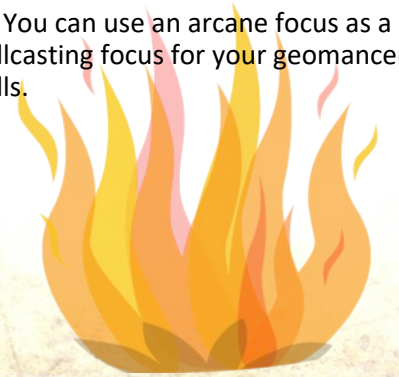
Spellcasting Ability

Charisma is your spellcasting ability for your geomancer spells, since the power of your magic relies on your ability to project your will through the Manasphere. You use Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for any geomancer spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + you Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

You can use an arcane focus as a spellcasting focus for your geomancer spells.



Level	Proficiency Bonus	Features	Martial Arts	Unarmored Movement
1	+ 2	Spellcasting, Unarmed Defense, Martial Arts, Elemental Attunement	1d4	–
2	+ 2	–	1d4	+ 10 ft.
3	+ 2	Elemental Resistance	1d4	+ 10 ft.
4	+ 3	Ability Score Improvement, Heightened Evasion, Geomancer Stance	1d4	+ 10 ft.
5	+ 3	–	1d6	+ 10 ft.
6	+ 3	High Jump	1d6	+ 15 ft.
7	+ 3	Absorb Element	1d6	+ 15 ft.
8	+ 3	Ability Score Improvement	1d6	+ 15 ft.
9	+ 4	Wholeness of Body	1d6	+ 15 ft.
10	+ 4	Purity of Body	1d8	+ 20 ft.
11	+ 4	–	1d8	+ 20 ft.
12	+ 4	Ability Score Improvement	1d8	+ 20 ft.
13	+ 5	Diamond Soul	1d8	+ 20 ft.
14	+ 5	–	1d8	+ 25 ft.
15	+ 5	Distance Strike	1d8	+ 25 ft.
16	+ 5	Ability Score Improvement, Timeless Body	1d10	+ 25 ft.
17	+ 6	–	1d10	+ 25 ft.
18	+ 6	Tranquility	1d10	+ 30 ft.
19	+ 6	Ability Score Improvement	1d10	+ 30 ft.
20	+ 6	Elemental Transformation	1d10	+ 30 ft.

Table Geomancer

Geomancer Spell List

Cantrips - Acid Splash, Chill Touch, Dancing Lights, Fire Bolt, Light, Mage Hand, Mending, Message, Ray of Frost, Shocking Grasp

1 - Burning Hands, Chromatic Orb, Color Spray, Feather Fall, Fog Cloud, Jump, Silent Image, Sleep, Thunderwave, Witch Bolt

2 - Blur, Darkness, Enhance Ability, Gust of Wind, Invisibility, Levitate, Mirror Image, Misty Step, Scorching Ray, Shatter

3 - Blink, Counterspell, Fireball, Fly, Gaseous Form, Lightning Bolt, Protection from Energy, Sleet Storm, Water Breathing, Water Walk

4 - Banishment, Confusion, Dimension Door, Greater Invisibility, Ice Storm, Scramble Portal, Stoneskin, Wall of Fire

Elemental Attunement

You can use your action to briefly control elemental forces nearby, causing one of the following effects of your choice:

- Create a harmless, instantaneous sensory effect related to air, earth, fire, or water, such as a shower of sparks, a puff of wind, a spray of light mist, or a gentle rumbling of stone.
- Instantaneously light or snuff a candle, a torch, or small campfire.
- Chill or warm up to 1 pound of nonliving material for up to 1 hour.
- Cause earth, fire, water, or mist that can fit within a 1-foot-cube to shape itself into a crude form you designate for 1 minute.

Unarmed Defense

Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.



Martial Arts

At 1st level, your practice of martial arts gives you mastery of combat styles that use unarmed strikes and geomancer weapons, which are shortswords, katars, patas, and any simple melee weapon that does not have the two-handed or heavy property.

You gain the following benefits while you are unarmed or wielding only geomancer weapons and you aren't wearing armor or using a shield.

Level	Cantrips Known	Spells Known	Spell Slots per Spell Level			
			1	2	3	4
1	4	2	2	–	–	–
2	4	3	3	–	–	–
3	4	4	4	2	–	–
4	5	5	4	3	–	–
5	5	6	4	3	2	–
6	5	7	4	3	3	–
7	5	8	4	3	3	1
8	5	9	4	3	3	2
9	5	10	4	3	3	3
10	6	11	4	3	3	3
11	6	12	4	3	3	3
12	6	12	4	3	3	3
13	6	12	4	3	3	3
14	6	13	4	3	3	3
15	6	13	4	3	3	3
16	6	13	4	3	3	3
17	6	14	4	3	3	3
18	6	14	4	3	3	3
19	6	14	4	3	3	3
20	6	14	4	3	3	3

Geomancer Spell Progression

- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and geomancer weapons. Kalarin unarmed strikes deal slashing instead of bludgeoning damage.
- You can roll a d4 in place of the normal damage of your unarmed strike or geomancer weapon. This die changes as you gain geomancer levels, as shown in the Martial Arts column of the **Geomancer table**.

When you use the Attack action with an unarmed strike or a geomancer weapon on your turn, you can make one unarmed strike as a bonus action.

Elemental Resistance

Starting at 3rd level, you subtract a number equal to 1 + your Charisma modifier from any elemental damage (cold, fire, lightning, acid, thunder) you sustain for a minimum of 1 point of elemental damage. You may do this anytime you take damage from cold, fire, lightning, acid, or thunder.

Heightened Evasion

At 4th level, you can nimbly dodge out of the way of certain area effects. If you make a successful Dexterity saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. You gain no benefit if you are incapacitated or stunned. You can do this a number of times equal to your proficiency bonus before a long rest.

Geomancer Stance

Upon reaching 4th level, you become able to use your action to assume a defensive stance. The stance's effects are based on an element you choose before using the ability. The stance lasts for a number of rounds equal to 1 + your Charisma modifier + your proficiency bonus. The rounds do not need to be used consecutively. You regain all expended rounds at the end of a long rest. You can end the stance by using a bonus action on your turn.

Element	Effect
Earth	Add Charisma Modifier to AC
Fire	Add Charisma Modifier to Constitution Saves and checks
Water	Advantage on saves to resist *charm* and mind effecting magic
Air	Advantage on all Dexterity saves and checks

Table: Geomancer Stance

Each stance manifests differently; you are surrounded with bits of rock and sand in Earth Stance; you are wreathed in flickering flames that do not burn while in Fire Stance; drops of water of various sizes float around your head in Water Stance; and the winds seem to be blowing strongly on and around you in Air Stance. Effects of each stance are given in the **Geomancer Stance** table.

High Jump

At 6th level, you gain a +1 for every 2 geomancer levels you posses to any Strength (Athletics) skill checks to jump great heights.

Absorb Elements

At 7th level, you become able to absorb an element and augment your unarmed strikes for a number of rounds equal to 1 + your Charisma modifier + your proficiency bonus. The rounds do not need to be used consecutively. You regain all expended rounds at the end of a long rest. You can end the feature by using a bonus action on your turn.

The amount of damage you deal with an absorbed element increases by 1d6 every three geomancer levels you gain beyond level 7.

Element	Effect
Earth	+1d6 Force Damage
Fire	+1d6 Fire Damage
Water	+1d6 Cold Damage
Air	+1d6 Lightning Damage

Table: Geomancer Absorb Element

Wholeness of Body

At 9th level, you can heal your own wounds on your action. You can heal a number of hit points equal to twice your geomancer level once before a short or long rest. Any excess healing is lost.

Purity of Body

At 10th level, you become immune to all diseases, including supernatural and magical diseases.

Diamond Soul

Beginning at level 13, whenever you make a saving throw and fail, you can re-roll it and take the second result. You must take the result of the second roll.

Distance Strike

You can create a blast of compressed air that strikes like a mighty fist. As an action, you choose a creature within 30 feet of you. That creature must succeed in a Strength saving throw (DC 8 + your Charisma modifier + your proficiency bonus). On a failed save, the creature takes 5d10 bludgeoning damage and is knocked *prone*. On a successful save, the creature takes ½ and manages to remain on its feet.

Timeless Body

At 16th level, you no longer takes penalties to your ability scores due to age and cannot be magically aged. Any such penalties they have already taken remain. Age bonuses continue to accrue and you still die when your time has ended. You also gain resistance to necrotic damage, and immunity to the effects of the *time stop* spell.

Tranquility

Beginning at level 18, you can enter a special meditation that surrounds you with an aura of peace. At the end of a long rest, you gain the effect of a *sanctuary* spell that lasts until the start of your next long rest (the spell can end early as normal).

Elemental Transformation

At 20th level, you can use your action to transform yourself into a Medium Elemental of any type you choose. While in elemental form, you are considered to have the bonus from both your Geomancer Stance and Absorb Element abilities, of the appropriate type, based on the element you have chosen to become and immunity to that elements damage. You may end this ability as a bonus action. You are able to assume this form a number of rounds equal to 1 + your Charisma modifier + your proficiency bonus. The rounds do not need to be used consecutively. You regain all expended rounds at the end of a long rest. Your gear merges with you while you are in this form.

Horselord

No creature is more sacred or important to the Estanyan people than the horse. Cherished and revered, the horse dominates their culture and gave rise to specialized warriors who act in concert with their mount. Estanyans learn to ride shortly after they learn to walk and all Estanyans are experienced riders and animal handlers. A select few, however, take the bond between warrior and mount a step further. Horselords are specially attuned with their mount, having an understanding that borders on telepathy. The horse and its rider share a bond that transcends mundane communication and are completely attuned in mind and purpose. The bond between horse and rider is sacred, solidified in the worship of Alo'staz the Thunderer.

Role: The Horselord is a staple on the Cashan Peninsula and many Estanyans gravitate to the lifestyle. Many Horselords choose to leave the plains and wander the world. They find it in their best interest to join adventuring groups, but usually only stay a short while. The only real companion a Horselord needs is his mount, and other relationships and friendships will always come in second. The role of a Horselord is to harass and occupy the opposition while their allies deliver killing blows. A Horselord is most deadly when mounted, though they are by no means helpless when fighting on their own feet.

Required Race: Human (Estanyan descent)

Alignment: N, NG, NE, CG, CN, CE

Quick Build

You can make a horselord quickly by following these suggestions. First, Dexterity should be your highest ability score. Make Charisma you next highest ability score. Finally, choose the Entertainer (Charioteer), Outlander, or Soldier background.

Class Features

As a horselord, you gain the following class features.

Hit Points

Hit Dice: 1d10 per horselord level

Hit Points at 1st Level: 10 + you Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per horselord level after 1st

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Dexterity, Charisma

Skills: Choose three from Animal Handling, Athletics, Acrobatics, Insight, Manasphere, Nature, Perception, Stealth, and Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- [a] leather armor and a shield or [b] scale mail
- [a] a sagaris or [b] two simple melee weapons
- A mount, shortbow, and a quiver of 20 arrows.

Mount

Beginning at 1st level, you gain the service of a loyal and trusty steed to carry you into battle. Your mount is treated as an **Animal Companion**.

Should a your mount die, you may find another mount to serve you after 1 week of mourning. Mounts replaced due to death earn XP at a 1 to 1 ratio with their horselord.

Typically, a horselord will choose a horse as their mount. You may choose any animal that you can ride (GM approval may be needed) to be your mount. There have been stories of horselords riding into battle on giant elk, rhinoceros, and on a rare instance, a bear.

Mounted Archery

You receive a +2 to ranged attacks while mounted. This bonus increases by 1 at level 7.

Mounted Combat

Once per round, if your mount is hit in combat, you may attempt a Charisma (Animal Handling) check (as a reaction) to negate the hit. The hit is negated if the check result is greater than the opponent's attack roll.

Challenge

Beginning at 2nd level, you are able to use your action to challenge a foe to combat. The target of your challenge must be within your line of sight. Your melee attacks do extra damage whenever the attacks are made against the target of your challenge. This extra damage starts as a 1d4 at 2nd level, and increases to 1d6 at level 6, 1d8 at level 10, and 1d10 at level 14. The extra damage only applies to one attack per round.

Challenging a foe requires much of your concentration. You takes a -2 penalty to Armor Class, except against attacks made by the target of your challenge. The challenge remains in effect until the target is dead or unconscious, or until the combat ends. You are able to use this ability once before a short or long rest, and gain an additional use at level 6, 10, and 14.

Level	Proficiency Bonus	Features
1	+ 2	Mount, Mounted Archery, Mounted Combat
2	+ 2	Challenge (one use), Mounted Tracking
3	+ 2	Horselord's Charge
4	+ 2	Ability Score Improvement
5	+ 3	Extra Attack, Summon Mount
6	+ 3	Challenge (two uses), Dazing Scream (one use)
7	+ 3	Pinpoint Accuracy
8	+ 3	Ability Score Improvement
9	+ 4	Expert Tracker
10	+ 4	Challenge (three uses)
11	+ 4	Extra Attack (2)
12	+ 4	Ability Score Improvement, Frightening Scream (two uses)
13	+ 5	Mighty Charge
14	+ 5	Challenge (four uses)
15	+ 5	Demanding Challenge
16	+ 5	Ability Score Improvement, Spiritual Bond
17	+ 6	–
18	+ 6	Paralyzing Scream (three uses)
19	+ 6	Ability Score Improvement
20	+ 6	Supreme Charge

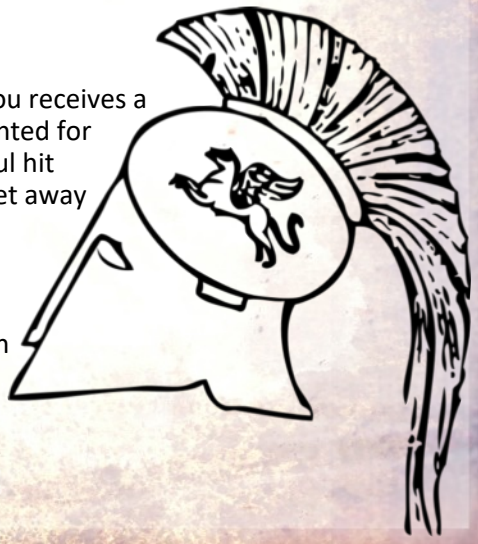
Table: Horselord

Mounted Tracking

You gain advantage on Wisdom (Survival) skill checks to track creatures while you are mounted. You gain a +1 bonus, but lose advantage, to track creatures when you are not mounted.

Horselord's Charge

At 3rd level, you learn to make accurate charge attacks while mounted. You receives a +3 bonus on melee attack rolls on a charge while mounted. You must be mounted for this ability to work. You deal an additional 1d8 weapon damage on a successful hit after your charge. You must charge at your target, who must be at least 30 feet away from you, at the beginning of your turn.



Extra Attack

At 5th level, you can attack twice, instead of once, whenever you choose the Attack action on your turn. The number of attacks increases to three when you reach level 11.

Summon Mount

Beginning at 5th level, you are able to dematerialize your mount and store it in the Manasphere until you need it again. The mount remains safe and healthy while in this state. You can store your mount indefinitely, as the mount does not require air, food, or water while being held in the Manasphere. Summoning and dismissing your mount takes your action. This can only be done with your Mount, and not any other animal companion you may possess.

Scream

At 6th level, you can use your action to issue a blood curdling scream which can daze any foe within a 20 foot cone from the your position. The creature must be able to hear you. You can use this feature as many times equal to 1 + your Charisma modifier before a long rest. Creatures in the target area must succeed in a Wisdom saving throw against a DC of 8 + your proficiency bonus + your Charisma modifier. On a failed save, the creature loses their next turn. At level 12, you gain an additional use and can choose between dazing or *frightening* you foes. Another use is gained at level 18, as well as the option to *paralyze* your foes instead. The choice of scream must be made before the scream.

Pinpoint Accuracy

At 7th level, you now score a critical strike on an attack roll of 19 or 20. You score a critical strike on a ranged attack roll of 18 - 20.

Expert Tracker

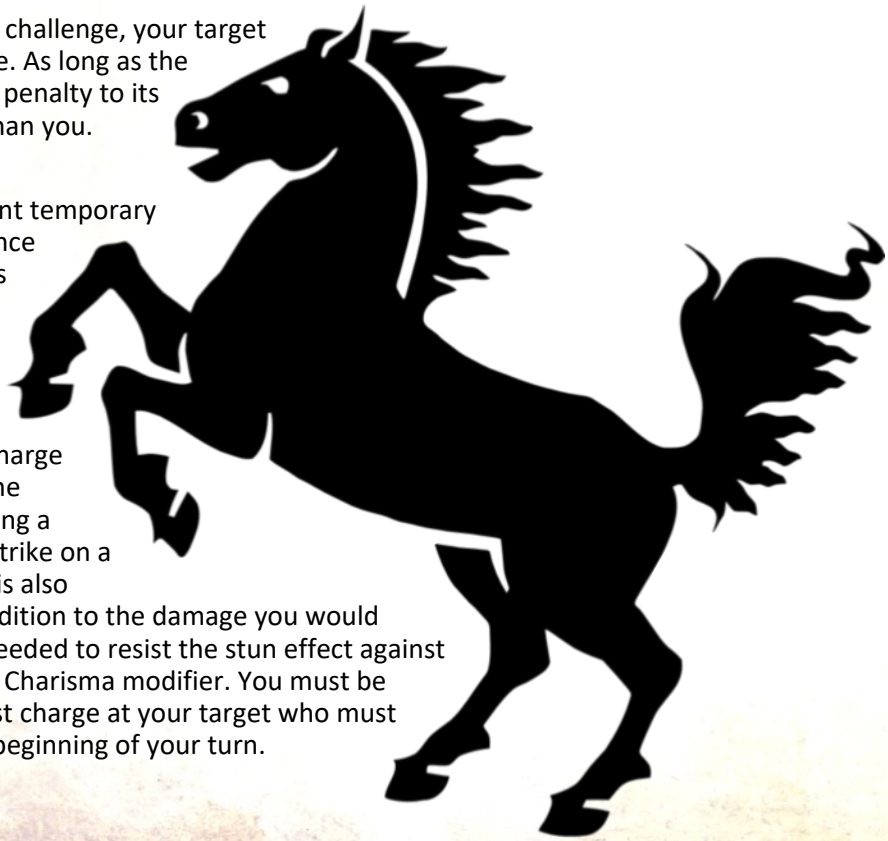
Beginning at 9th level, any Wisdom (Survival) skill check you make to track a creature has its DC lowered by 10. This applies to any environment.

Mighty Charge

At 13th level, you learn to make devastating charge attacks while mounted. You gain advantage to a melee attack while charging. You deal an additional 1d12 weapon damage on a successful hit after your charge. You must be mounted for this ability to work. You must charge at your target who must be at least 30 feet away from you at the beginning of your turn.

Demanding Challenge

At 15th level, whenever you declare a challenge, your target must pay attention to the threat you pose. As long as the target is within 5 feet of you, it takes a -3 penalty to its AC from attacks made by anyone other than you.



Spiritual Bond

At 17th level, you can grant your mount temporary hit points equal to your horselord level once per day. While these temporary hit points last, and when your mount is within 30 feet of you, you can choose to share the damage taken by you mount.

Supreme Charge

At 20th level, whenever you make a charge attack while mounted, you deal double the normal amount of damage (or triple if using a lance). In addition, if you score a critical strike on a charge attack while mounted, the target is also considered *stunned* for 1d6 rounds, in addition to the damage you would normally do. A Wisdom saving throw is needed to resist the stun effect against a DC of 8 + your proficiency bonus + your Charisma modifier. You must be mounted for this ability to work. You must charge at your target who must be at least 30 feet away from you at the beginning of your turn.

Paragon

Frode society revolves around the domination of the church in every aspect of their culture; this dominating faith of Fro'kella is guarded by the most elite masters of spirit and body: the Paragons. Young Frode who show an exceptional abundance of spirituality and martial prowess are ushered into the church, not as devout clerics or paladins, but as holy commandos in their war against their former undead masters. Paragons are the bane to evil outsiders as well, and are charged with the utter destruction of any undead or fiend found.

Role: Paragons are trained for years by rigorous regiments meant to push them to the peak of mind and body. The experience transforms them into ultra-focused individuals whose only goal in life is to safeguard their people by the elimination of every undead and evil outsider on the planet. Because of this mandate, Paragons are found widely across Shin'ar. When joining adventuring parties, they typically join those who share some of the same ideals as them. The role of a Paragon in combat is to identify the greatest threat and attack with all their strength. Paragons deal excellent damage quickly, before their foes gain footing, but also excel at protecting weaker allies from danger.

Required Race: Frode

Alignment: LG, NG, CG

Quick Build

You can make a paragon quickly by following these suggestions. First, make Dexterity your highest ability. Your next highest ability should be Wisdom. Finally, choose the Acolyte (Deacon), Folk Hero, or Soldier background.

Class Features

As a paragon, you gain the following class features.

Hit Points

Hit Dice: 1d8 per paragon level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per paragon level after 1st

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, shortsword

Tools: None

Saving Throws: Dexterity, Wisdom

Skills: Choose two from Acrobatics, Athletics, Insight, Investigation, Manasphere, Medicine, Perception, Stealth, and Survival.

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- [a] leather armor and shield or [b] scale mail
- [a] a shortsword or [b] any simple melee weapon
- A holy symbol, a light crossbow with 20 bolts, and a priest's pack

Undead Lore

You gain a +2 bonus on Intelligence skill checks when dealing with undead creatures. This improves to +4 when you reach level 10.

Judgment

Starting at 1st level, you can use your action to pronounce judgement on your foes. Starting when the judgment is made, you receives a bonus or special ability based on the type of judgment you choose.

At 1st level, you can use this ability as many times as equal to 1 + your Wisdom modifier before a short or long rest. Once activated, this ability lasts until the combat ends, at which point all of the bonuses immediately end. You must participate in the combat to gain these bonuses. If you are *frightened*, *paralyzed*, *stunned*, unconscious, or otherwise prevented from participating in the combat, the ability does not end, but the bonuses do not resume until you can participate in the combat again.



When you uses this ability, you must select one type of judgment to make. Once made, this choice cannot be changed until the beginning of a new encounter. At level 13, you can use a bonus action to change the type of judgement in combat. You can change the type like this once before a long rest.

Destruction

You are filled with divine wrath, gaining a +1 bonus on all weapon damage rolls. This bonus increases by +1 for every five paragon levels you possesses.

Healing

You are surrounded by a healing light, gaining hit point regeneration. This causes you to heal 1 point of damage each round as long as you are alive and the judgment lasts. The amount of healing increases by 1 point for every five paragon levels you possesses.

Justice

This judgment spurs you to seek justice, granting a +1 bonus on all attack rolls. This bonus increases by +1 for every five paragon levels you possesses. At level 13, you gain advantage on attack rolls against evil aligned creatures.

Level	Proficiency Bonus	Features
1	+ 2	Undead Lore, Judgment
2	+ 2	Stunning Fist
3	+ 2	Heightened Evasion, Stern Gaze
4	+ 2	Ability Score Improvement
5	+ 3	Cunning Initiative, Extra Attack
6	+ 3	Positive Energy Blast (one use)
7	+ 3	High Jump
8	+ 3	Ability Score Improvement
9	+ 4	Bane
10	+ 4	Still Mind
11	+ 4	Purity of Soul
12	+ 4	Ability Score Improvement
13	+ 5	Positive Energy Blast (two uses)
14	+ 5	Purity of Body
15	+ 5	Negative Level Immunity
16	+ 5	Ability Score Improvement
17	+ 6	Greater Bane
18	+ 6	Diamond Soul
19	+ 6	Ability Score Improvement
20	+ 6	Positive Energy Transformation

Table: Paragon

Protection

You are surrounded by a protective aura, granting a +1 bonus to Armor Class. This bonus increases by +1 for every five paragon levels you possesses. At level 15, attackers get a disadvantage on melee attacks against you.

Purity

You are protected from the vile taint of your foes, gaining a +1 bonus on all saving throws. This bonus increases by +1 for every five paragon levels you possesses. At 10th level, the bonus is doubled against resisting curses, diseases, and poisons.

Resiliency

This judgment makes you resistant to harm, granting resistance to bludgeoning, slashing, and piercing damage.

Resistance

You are shielded by a flickering aura, gaining resistance to one energy damage type (acid, cold, flame, force, lightning, necrotic, radiant) type chosen when the judgment is declared. At level 15, you gain immunity to the energy type you choose.

Smiting

This judgment bathes your weapons in a divine light. Your weapons count as magical, and gain an additional 1d4 radiant damage against evil aligned creatures. This bonus increases to 1d6 at level 10 and to 1d8 at level 15.

Stunning Fist

At 2nd level, you gain the ability to produce different status effects with a successful unarmed blow. A creature will have to succeed in a Constitution ability check against a DC of 8 + your proficiency bonus + your Dexterity modifier. On a failed save, the target takes 1d4 force damage and is *stunned* for 1 round. The target takes the damage on a successful save, but not the status effect.

At 5th level, and every 5 levels thereafter, you gain the ability to apply a new condition to the target of your Stunning Fist. This condition replaces stunning the target for 1 round, and a successful saving throw still negates the effect.

At 5th level, you can choose to make the target *prone*.

At 10th level, you can make the target *frightened* for 1 round per Charisma modifier.

At 15th level, you can make the target *blinded* or *deafened*.

At 20th level, you can make the target *paralyzed* for 1d4 rounds.

You must choose which condition will apply before the attack roll is made. These effects do not stack with themselves (a creature *stunned* by Stunning Fist cannot become *blinded* if hit by Stunning Fist again), but additional hits do increase the duration of certain conditions.

Heightened Evasion

At 3rd level, you can nimbly dodge out of the way of certain area effects. If you make a successful Dexterity saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. You gain no benefit if you are incapacitated or stunned. You can do this as many times equal to your proficiency bonus before a long rest.

Stern Gaze

At 3rd level, you become skilled at sensing deception and intimidating your foes. You gain a +2 on Wisdom (Perception) skill checks to sense the motive of a creature. In addition, you receive a +2 on Charisma (Intimidation) skill checks when trying to intimidate a creature.

Cunning Initiative

At level 5, you adds your Wisdom modifier on initiative checks, in addition to your Dexterity modifier. You can do this as many times equal to your proficiency bonus before a long rest.

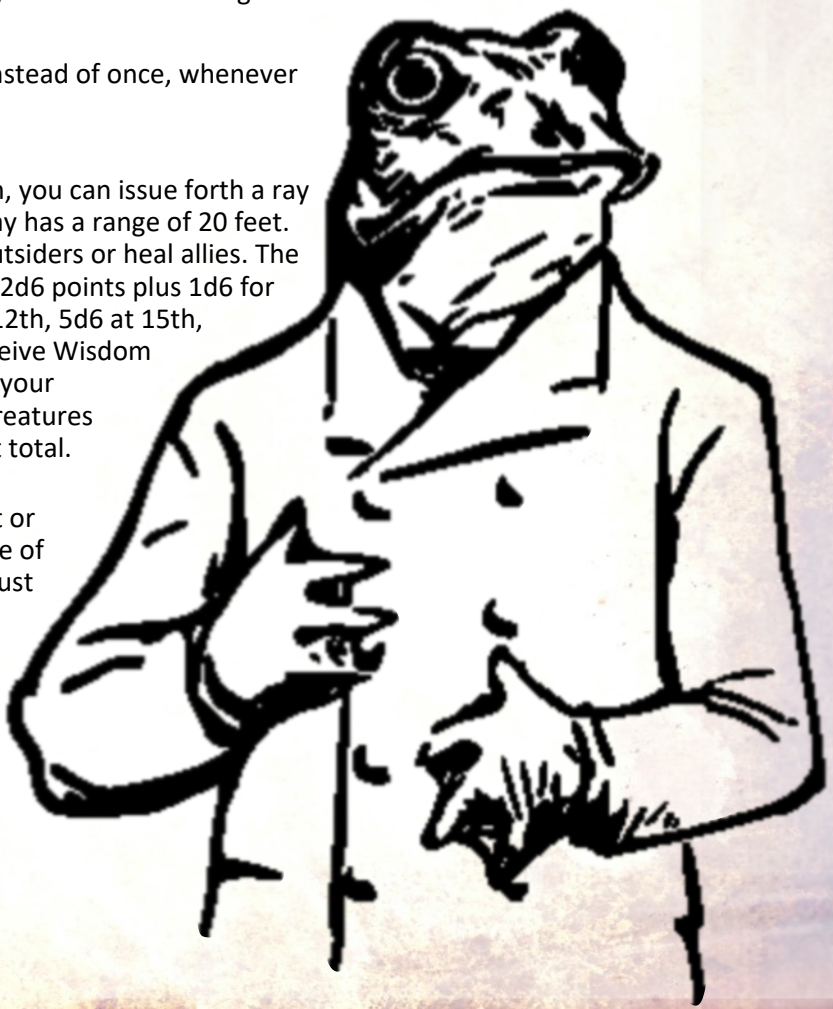
Extra Attack

Starting at 5th level, you can attack twice instead of once, whenever you choose the Attack action on your turn.

Positive Energy Blast

Starting at 6th level, and as an attack action, you can issue forth a ray of pure positive energy from your palm. This ray has a range of 20 feet. The ray can damage undead and non-native outsiders or heal allies. The amount of damage or healing done is equal to 2d6 points plus 1d6 for every 3 levels beyond 6th. (3d6 at 9th, 4d6 at 12th, 5d6 at 15th, and 6d6 at 18th). Creatures taking damage receive Wisdom saving throw for ½ damage against a DC of 8 + your proficiency bonus + your Charisma modifier. Creatures healed cannot exceed their maximum hit point total. Excess healing is lost.

You can use this ability once before a short or long rest. At level 13, you gain an additional use of this ability and any undead or demon struck must succeed in the Wisdom saving throw or be *stunned* for 1d4 rounds. Allies healed also gain a +1 bonus to all saves for 1 round after being healed.



High Jump

At 7th level, you gain a +1 for every 2 paragon levels you posses to any Strength (Athletics) skill checks to jump great heights.

Bane

At 9th level, you can imbue one of your weapons with the Bane special ability as a bonus action. You must select one creature type when you uses this ability (and a subtype if the creature type selected is humanoid or outsider). Once selected, the type can be changed or ended as a bonus action. You gain advantage on all attack rolls made with the weapon against the chosen type of creature. This ability only functions while the paragon wields the weapon. If dropped or taken, the weapon resumes granting this ability if it is returned to the paragon before the duration expires. This ability lasts for a number of rounds equal to 1 + your proficiency bonus. These rounds do not need to be consecutive. You regain all expended rounds at the end of a long rest.

Still Mind

Upon reaching level 10, you gain a +2 bonus on saving throws against enchantment spells and effects. At level 15, you gain advantage against *charm* effects.

Purity of Soul

At 11th level, you become immune to all diseases, including supernatural and magical diseases.

Purity of Body

At 14th level, you gain advantage on saving throws against the *poisoned* condition.

Necrotic Immunity

Upon reaching level 15, your body has been used to channeling positive energy straight from the Manasphere for so long that you are now immune to necrotic damage.

Greater Bane

At 17th level, whenever you uses your Bane ability, it now grants an additional amount of damage equal to 1 + your Dexterity modifier + ½ of your paragon level (rounded down).

Diamond Soul

At 18th level, you gain immunity to psychic damage and any spell or ability that would trap your soul.

Positive Energy Transformation

At 20th level, you can use your action to transform into a magical creature. While in this form, you are treated as an outsider (native) rather than as a humanoid for the purpose of spells and magical effects. You give off an aura of pure positive energy, causing any undead, demon, or fiend within 10 feet to make a Wisdom save with the DC 10 + your proficiency bonus + your Wisdom modifier or be *frightened*. You are unaffected by *unhallow* spell effects and you are immune to the powers and abilities (but not spells) of undead creatures. While in this form, your Positive Energy Blast ability heals allies for an additional 1d12 hit points of damage and deals an additional 1d12 radiant damage to undead, demons, and fiends. You can remain in this form for a number of rounds equal to 1 + ½ your paragon level + your Wisdom modifier. These rounds do not need to be consecutive and you can end this ability as a bonus action. You regain all expended rounds at the end of a long rest.

Shackles, once worn by a Frode slave, and preserved for posterity by the Fro'kellan Church.

Paragons often carry these relics - of which there are many - into battle to help center their righteous fury against foes.



Shadowgeist

The hated and feared Drampyr are truly one with the darkness which clouds their race's birth. Completely comfortable in darkness and shadow, some of the vampire spawn show a rare affinity with the very stuff of Shadow. Through careful manipulation of the Manasphere, the Shadowgeist conjures a being of pure shadow and binds it to their will, replacing their own shadow with that of this new being. Shadow and Shadowgeist are forever linked through the Manasphere, and the Shadowgeist relishes in the power they obtain from the conjured minion.

Role: The Shadowgeist exists on the fringes of a society that operates in the shadow. The Drampyr, while outnumbering their light-kissed cousins five to one, still prefer to remain behind the scenes rather than be out in the open. Shadowgeists are called upon when discretion is no longer needed and a more permanent message must be sent. Most Shadowgeist owe allegiance to a Cabal, a group of dark magic practitioners who seek to manipulate events through covert acts. Some Shadowgeist travel with adventuring companions who share a similar outlook on the world, but still tend to be isolated and alone. A Shadowgeist's role is one of manipulation and attack. Working in concert with their Shadow minion, the Shadowgeist exploits openings found in the foes defense and quickly takes advantage before retreating into the shadow as quickly as they emerged.

Required Race: Drampyr or Drazil

Alignment: LE, N, NE, CN, CE

Quick Build

You can make a shadowgeist quickly by following these suggestions. First, make Dexterity your highest ability score. You second highest ability score should be Constitution. Finally, choose the Charlatan, Entertainer (Gladiator), Noble, or Urchin background.

Class Features

As a shadowgeist, you gain the following class features.

Hit Points

Hit Dice: 1d8 per shadowgeist level

Hit Points at 1st Level: 8 + you Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per shadowgeist level after 1st

Proficiencies

Armor: Light armor

Weapons: Simple weapons, hand crossbow, rapier, shortsword

Tools: Thieves' tools

Saving Throws: Dexterity, Constitution

Skills: Choose three from Arcana, Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Manasphere, Perception, Persuasion, Slight of Hand, and Stealth

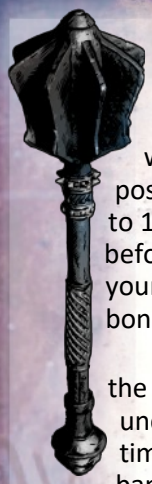
Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- [a] a rapier or [b] a shortsword
- [a] a burger's pack or [b] an explorer's pack
- Leather armor, a dagger, and thieve's tools

Eidolon

You begin play with the ability to summon to your side a powerful minion manifested through the Manasphere called an eidolon. Your eidolon has the same alignment as you and can speak all of your languages. Eidolons are treated as summoned creatures, except that their essence is not dispersed into the Manasphere until reduced to a number of negative hit points equal to or greater than your Constitution ability score. In addition, due to its tie to you, your eidolon can touch and attack creatures warded by magical protection and similar effects that prevent contact with summoned creatures. The eidolon's hit dice, saving throws, ability scores, and proficiency bonus are equal to your own.



You can summon your eidolon in a ritual that takes 1 minute to perform. Summoning the eidolon this way uses your action and is possible a number of times equal to 1 + your Constitution modifier before a long rest. You can dismiss your Eidolon at any time as a bonus action.

When summoned in this way, the eidolon's hit points are unchanged from the previous time it was dismissed or banished. The only exception to this is if the eidolon was slain, in which case it returns with half its normal hit points. The eidolon does not heal naturally, instead it regenerates hit points equal to twice your proficiency bonus every time you take a short rest. If the eidolon's essence is dispersed into the Manasphere due to death, it cannot be summoned again until at least four hours pass.

The eidolon is not affected by *dispel magic*, but spells such as *dismissal* and *banishment* work normally and sever the link between you and your eidolon. If you are unconscious, asleep, or killed, your eidolon is immediately banished into the Manasphere. The eidolon takes a bipedal humanoid shadowform; it is, in essence, the shadow of the shadowgeist.

Level	Proficiency Bonus	Features
1	+ 2	Eidolon, Life Link, Sneak Attack +1d6
2	+ 2	Bonded Senses
3	+ 2	Conjure Darkness (one use)
4	+ 2	Ability Score Improvement, Shadow Walk (one use), Sneak Attack +2d6, Evolution Point
5	+ 3	Heightened Evasion
6	+ 3	Conjure Darkness (two uses), Evolution Point
7	+ 3	Maker's Call
8	+ 3	Ability Score Improvement, Shadow Walk (two uses), Sneak Attack +3d6, Evolution Point
9	+ 4	Shield Ally
10	+ 4	Aspect, Evolution Point
11	+ 4	Conjure Darkness (three uses)
12	+ 4	Ability Score Improvement, Shadow Walk 3/Day, Sneak Attack +4d6, Evolution Point
13	+ 5	–
14	+ 5	Shadow Mastery, Evolution Point
15	+ 5	Conjure Darkness (four uses)
16	+ 5	Ability Score Improvement, Shadow Walk 4/Day, Sneak Attack +5d6, Evolution Point
17	+ 6	Greater Shield Ally
18	+ 6	Greater Aspect, Evolution Point
19	+ 6	Ability Score Improvement, Shadow Walk at Will
20	+ 6	Twin Eidolon, Sneak Attack +6d6

Table: Shadowgeist

The shadow form grants the eidolon +4 AC to melee and ranged weapon attacks and its melee attacks affect incorporeal creatures. Your eidolon deals necrotic damage with successful melee attacks, even if they are wielding a weapon. An unarmed eidolon deals 1d4 necrotic damage (unless otherwise stated) against incorporeal creatures and half damage (rounded down, minimum of 1 point) to corporeal creatures, even to creatures who are resistant or immune to necrotic damage.

In addition, each eidolon receives a pool of evolution points, based on your level, that can be used to give the eidolon different abilities and powers. Whenever you gain an Evolution Point, you must decide how these points are spent, and they are set until you gain another Evolution Point. You gain 1 Evolution Point that you must spend at level 1.

The eidolon also bears a glowing rune that is identical to a rune that appears on your forehead as long as the eidolon is summoned. While this rune can be hidden through mundane means, it cannot be concealed through magic that changes appearance, such as *alter self* or *polymorph* (although *invisibility* does conceal it as long as the spell lasts).

Your eidolon's turn happens in conjunction with yours. You can give instructions to your eidolon (no action required), though if you instruct your eidolon to attack, it can only do so as your bonus action for that round. You must choose for it to use its primary or secondary attack, not both, unless it possess the extra attack evolution.

Life Link

Starting at 1st level, you begin to form a close bond with your eidolon. Whenever the eidolon takes enough damage to dispel it's magical form, you can sacrifice any number of hit points. Each hit point sacrificed in this way prevents 1 point of damage done to the eidolon. This can prevent the eidolon from being dispelled.

In addition, you and your eidolon must remain within 100 feet of one another for the eidolon to remain at full strength. If the eidolon is beyond 100 feet but closer than 1,000 feet, its current and maximum hit point totals are reduced by 50%. If the eidolon is more than 1,000 feet away but closer than 10,000 feet, its current and maximum hit point totals are reduced by 75%. If the eidolon is more than 10,000 feet away, it is immediately returned to the Manasphere. Current hit points lost in this way are not restored when the eidolon gets closer to you, but its maximum hit point total does return to normal.

Sneak Attack

If you can catch your target unaware or unable to defend themselves, you can target and strike a vital spot for extra damage. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll. The amount of extra damage increases as you gain levels in this class.

Bond Senses

At 2nd level, you can use your action to share the senses of your eidolon; this allows you to hear, see, smell, taste, and touch everything the eidolon does. You can use this ability a number of rounds per day equal to your shadowgeist level. There is no range to this effect, but the eidolon must be manifested for this effect to work. You can end the ability as a bonus action. You do not need to use the rounds consecutively. Any expended rounds are regained after a long rest.

Conjure Darkness

At 3rd level, you can conjure a small area of pure darkness. This area is centered on yourself with a 10 foot radius and lasts for a number of minutes equal to your proficiency bonus. The darkness is absolute and cannot be magically penetrated; however, creatures with Darkvision are able to see within the affected area. This ability can be used once before a long rest with additional uses gained at levels 6, 11, and 15.

Shadow Walk

At 4th level, you can enter any shadow of medium size or larger, including your eidolon, and be transported to another shadow within eyesight. Attempted use of this ability in combat provokes an opportunity attack. You are only able to bring any objects on your person or in your hands up to your maximum allowed by your Strength score. If you enter your eidolon this way, it does not follow you. This ability can be used once before a short or long rest, with additional uses at levels 8, 12, and 16. At 19th level, you can Shadow Walk at will.

Heightened Evasion

At 5th level, you can nimbly dodge out of the way of certain area effects. If you make a successful Dexterity saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. You gain no benefit if you are incapacitated or stunned. You can do this as many times equal to your proficiency bonus before a long rest.

Maker's Call

Beginning at 7th level, you can use a bonus action to call your eidolon to your side. The eidolon is absorbed by the Manasphere and re-deposited at your side. If the eidolon is out of range, the ability is wasted. You can use this ability once before a short or long rest and gain additional uses at levels 10, 13, and 16.

Shield Ally

At 9th level, as long as your eidolon is manifested, and within your reach (no more than 5 feet) you receives a +2 bonus to your Armor Class and a +2 bonus on your saving throws. This bonus does not apply if the eidolon is *grappled*, *paralyzed*, *stunned*, or otherwise *incapacitated*.

Aspect

Upon reaching level 10, you can divert up to 2 points from your eidolon's evolution pool to add evolutions to yourself. You cannot select any evolution that the eidolon could not possess, and you must be able to meet the requirements as well. The ability increase evolution cannot be gained through this ability. Any points spent in this way are taken from the eidolon's evolution pool (reducing the total number available to the eidolon). The points taken away this way are lost by the eidolon permanently. You use your action to activate any aspects you learn this way and you can use them for a number of rounds equal to your proficiency bonus + your Constitution modifier before a long rest. The rounds do not need to be use consecutively and you gain any spent rounds after a long rest.

Shadow Mastery

At 14th level, you gain +4 to all skills checks while at least partially concealed (20% or more) in the shadows. You cannot stand in your eidolon for this ability to function.

Greater Shield Ally

At 17th level, you now receive a +3 to your Armor Class and a +3 bonus on saving throws when your eidolon is manifested, an within 10 feet of you. This bonus does not apply if the eidolon is *grappled*, *paralyzed*, *stunned*, or otherwise *incapacitated*.

Greater Aspect

At 18th level, you can divert more of your eidolon's evolutions to yourself. This ability functions as the aspect ability, but up to 6 evolution points can be taken. Unlike the aspect ability, the eidolon loses 1 point from its evolution pool for every 2 points (or fraction thereof) diverted to you.

Twin Eidolon

At 20th level, you and your eidolon share a deeper connection. Using your action, you can assume the shape of your eidolon, copying all of its evolutions, form, and abilities. You can choose to have any gear that you are carrying to become absorbed by your new form. Items with continuous effects continue to function while absorbed in this way. You lose all of your natural attacks and all racial traits (skills, and languages) in favor of the abilities granted by your eidolon's evolutions. You retain all of your class features. You can keep this form for a number of rounds equal to your shadowgeist level before a long rest. This duration does not need to be consecutive. You can end this ability as a bonus action.

One Point Evolutions

Your Eidolon can only have two primary and one secondary attack evolution at any time.

Bite

Your eidolon's maw is full of razor-sharp teeth, giving it a bite attack. This attack is a primary attack. The bite deals 1d6 points of necrotic damage. This evolution can only be taken once.

Claws

Your eidolon has a pair of vicious claws at the end of its limbs, giving it two claw attacks. These attacks are primary attacks. The claws deal 1d6 points of necrotic damage. Taking this evolution again increases the damage to 2d6.

Push

Your eidolon gains the ability to push creatures away with a successful attack. Select one type of primary attack. Whenever the eidolon makes a successful attack of the selected type, it can attempt to push the target back 5 feet. The target would need to succeed in a Dexterity check against a DC of 8 + your proficiency bonus + your Dexterity modifier. On a failed save, the target is pushed 5 feet from its current position in any direction you choose. This ability only works on creatures of a size equal to or smaller than the eidolon. Creatures pushed in this way do not provoke attacks of opportunity.

Reach

One of an eidolon's primary attacks is capable of striking at foes at a distance. Pick one attack. The eidolon's reach with that attack increases by 5 feet.

Resistance

Your eidolon's form takes on a resistance to one particular damage (acid, cold, flame, force, lightning, necrotic, radiant) type. This evolution can be selected more than once. Its effects do not stack. Each time an eidolon selects this evolution, it applies to a different energy type.

Climb

Your eidolon becomes a skilled climber, gaining a climb speed equal to your base speed. This evolution can be selected more than once. Each additional time it is selected, increase the eidolon's climb speed by 20 feet.

Improved Damage

One of the eidolon's primary attacks is particularly deadly. Select one primary or secondary attack form and increase the damage die type by one step. For example, if the attack deals 1d6 damage, increasing the damage die type by one step would now make it deal 1d8 damage. Attacks that deal 1d20 damage cannot be further augmented by Improved Damage. This evolution can be selected more than once. Its effects do not stack. Each time an eidolon selects this evolution, it applies to a different primary attack.

Improved Natural Armor

Your eidolon's becomes increasingly harder to damage, and it gains +2 to its AC. This evolution can be selected more than once. Selecting this evolution again increases the bonus by 1 to a maximum of 4.

Pincers

Your eidolon grows a large pincer at the end of its arms, giving it two pincer attacks. These attacks are primary attacks. The pincers deal 1d6 points of necrotic damage. Eidolons with the grab evolution linked to pincers gain a +2 bonus to grapple.

Skilled

Your eidolon becomes especially adept at a specific skill, gaining a +8 bonus when using that skill. This evolution can be selected more than once. Its effects do not stack. Each time an eidolon selects this evolution, it applies to a different skill.

Slam

Your eidolon can deliver a devastating slam attack. This attack is a primary attack. The slam deals 1d8 points of necrotic damage.

Sting

Your eidolon possesses a long, barbed stinger at the end of a tail, granting it a sting attack. This attack is a secondary attack. The sting deals 1d6 points of necrotic damage. The eidolon must possess the tail evolution to take this evolution.

Swim

Your eidolon gains webbed hands, feet, or powerful flippers, giving it a swim speed equal to your base speed. This evolution can be selected more than once. Each additional time it is selected, it increase the eidolon's swim speed by 20 feet.

Tail

Your eidolon grows a long, powerful tail. This grants it a +2 bonus on Dexterity (Acrobatics) skill checks made to balance on a surface.

Tail Slap

Your eidolon can use its tail to bash nearby foes, granting it a tail slap attack. This attack is a secondary attack. The tail slap deals 1d6 points of necrotic damage.

Two Point Evolutions

Ability Increase

Your eidolon grows larger muscles, gains faster reflexes, achieves greater intelligence, or acquires another increase to one of its abilities. Increase one of the eidolon's ability scores by 2. This evolution can be selected more than once, but each time it has to apply to a different ability score.

Elemental Attacks

Your eidolon's primary or secondary attack become charged with energy. All of the attacks dealt by the attack deal an additional 1d6 points of elemental (cold, fire, lightning, thunder) damage of the chosen type on a successful hit. You must be at least 10th level before selecting this evolution.

Gore

Your eidolon grows a number of horns on its head, giving it a gore attack. This attack is a primary attack. The gore deals 1d8 necrotic damage + its Strength modifier.

Grab

Your eidolon becomes adept at grappling foes, gaining the grab ability. Pick bite, claw, pincers, slam, or the tail slap attack. Whenever the eidolon makes a successful attack of the selected type, it can attempt to *grapple* the target.

Immunity

Your eidolon's body becomes extremely resilient to one energy (acid, cold, flame, force, lightning, necrotic, radiant) type, gaining immunity to that type. This evolution can be selected more than once. Its effects do not stack. Each time it applies to a different energy type. You must be at least 10th level before selecting this evolution.

Limbs

Your eidolon grows an additional pair of limbs. These limbs can take one of two forms. They can be made into legs, complete with feet. Each pair of legs increases the eidolon's base speed by 10 feet. Alternatively, they can be made into arms, complete with hands. The eidolon does not gain any additional attacks for an additional pair of arms, but it can take other evolutions that add additional attacks (such as claws or a slam). Arms that have hands can be used to wield weapons, if the eidolon is proficient. This evolution can be selected more than once.

Rake

Your eidolon grows dangerous claws on its feet, allowing it to make two rake attacks on foes it is grappling. These attacks are primary attacks. The eidolon receives these additional attacks each time it succeeds on a grapple check against the target. These rake attacks deal 1d8 points of necrotic damage each. You must be at least 8th level before selecting this evolution.

Rend

Your eidolon learns to rip and tear the flesh of those it attacks with its claws, gaining the rend ability. Whenever the eidolon makes a successful claw attack against the same target, its claws latch onto the flesh and deal extra damage. This damage is equal to the damage dealt by one claw attack + your Strength modifier. The eidolon must possess the claws evolution to select this evolution. You must be at least 8th level before selecting this evolution.

Trample

Your eidolon gains the ability to crush its foes underfoot, gaining the trample ability. Using it's attack, the eidolon can overrun any creature that is at least one size smaller than itself. The creatures take 1d10 points of necrotic damage + your Strength modifier. Targets of the trample can make an opportunity attack on your eidolon at a -4 penalty to the attack roll. If the target forgoes the opportunity attack, it can instead choose to make a Dexterity saving throw for ½ damage. The DC of this save is 8 + your proficiency bonus + your Dexterity modifier. A trampling eidolon can only deal trampling damage to a creature once per round.

Trip

Your eidolon becomes adept at knocking foes to the ground with its bite, granting it a trip attack. Whenever the eidolon makes a successful bite attack, it can attempt to trip the target and knock them *prone*. The creature would need to succeed in a Dexterity saving throw against a DC equal to 8 + your proficiency bonus + your Dexterity modifier. On a failed save, the creature is knocked *prone*. This ability only works on creatures of a size equal to or smaller than the eidolon. The eidolon must possess the bite evolution to select this evolution.

Weapon Training

Your eidolon learns to use a weapon, gaining proficiency in two Simple Weapons of your choice. You can choose this evolution again and doing so grants your eidolon proficiency with two additional simple weapons and two martial weapons. Attacks made with weapons deal full weapon damage to corporal creatures and no damage to incorporeal creatures. Wielded weapons count as primary attacks.

Three Point Evolutions

Blindsense

Your eidolon's senses become incredibly acute, giving it blindsense out to a range of 30 feet. This ability allows the eidolon to pinpoint the location of creatures that it cannot see without having to make a Wisdom (Perception) skill check, but such creatures can still have total concealment from the eidolon. Visibility still affects the eidolon's movement. You must be at least 10th level before selecting this evolution.

Burrow

Your eidolon grows thick and gnarled claws, allowing it to move through the earth. The eidolon gains a burrow speed equal to your base speed. It can use this speed to move through dirt, clay, sand, and earth. It does not leave a hole behind, nor is its passage marked on the surface. You must be at least 10th level before selecting this evolution.

Damage Reduction

Choose one damage type (bludgeoning, piercing, slashing). The eidolon gains resistance to that damage type. At 12th level, this protection can be increased to immunity by spending two additional evolution points. You must be at least 10th level before selecting this evolution.

Extra Attack

Your eidolon gains an extra attack, allowing it to make two attacks, instead of one, when you have it attack on your turn. You must be at least level 10th level to before selecting this evolution.

Frightful Presence

Your eidolon becomes unsettling to its foes, gaining the frightful presence ability. Hostile creatures within 10 feet of the eidolon must make a Wisdom saving throw or become *freighted* for 3d6 rounds. The DC of this save is equal to 8 + your proficiency + your Constitution modifier. A successful save makes the creature immune to this effect for 24 hours. Foes with more HD than the eidolon are immune to this effect. You must be at least 10th level before selecting this evolution.

Swallow Whole

Your eidolon gains the swallow whole ability, letting it consume its foes. If the eidolon begins its turn with a creature grappled using its bite attack (see the grab evolution), it can attempt to swallow the creature. The creature must be the same size or smaller than the eidolon. Swallowed creatures take damage equal to the eidolon's bite damage each round plus 1d6 points of acid damage. A swallowed creature keeps the *grappled* condition, but can attempt to cut its way free with a slashing or piercing weapon. The amount of damage needed to cut free is equal to ½ of the eidolon's current hit point total. The eidolon's AC against these attacks is equal to 10 + your Constitution modifier. If a swallowed creature cuts its way out, the eidolon loses this ability until it heals this damage. Alternatively, the swallowed creature can attempt to escape the grapple as normal. Success indicates that it has returned to the eidolon's mouth, where it can attempt to escape or be swallowed again. The eidolon must possess the grab evolution, tied to a bite attack, to take this evolution and you must be at least 10th level before selecting this evolution.

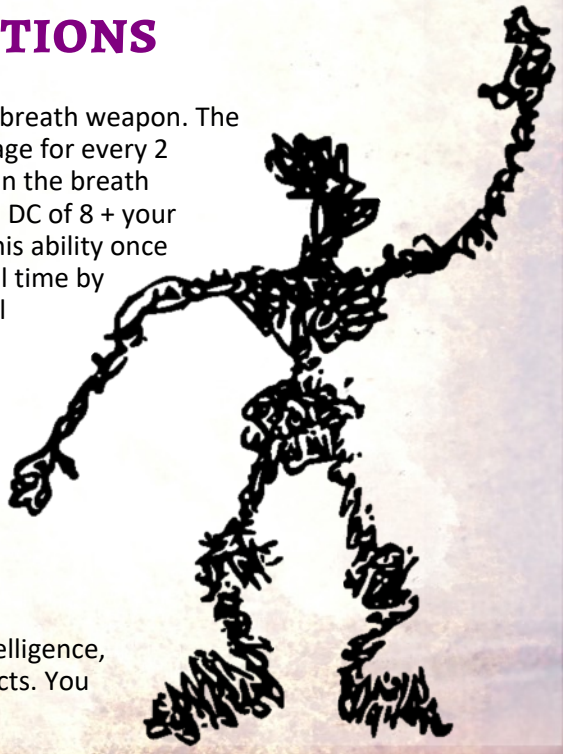
Web

Your eidolon gains a pair of spinnerets, giving it the ability to spin webs. The eidolon can use these webs to support itself plus up to one creature of the same size. It can throw webbing as a ranged attack up to 8 times before a short or long rest, entangling a creature up to one size larger than the eidolon. The webbing has a maximum range of 50 feet. Creatures entangled by the web can escape with an successful Strength ability check vs a DC of 8 + your proficiency bonus + your Dexterity modifier. If the creature is smaller than the eidolon, the check is made at a -2 penalty. The webs have a number of hits points equal to ½ (rounded down) of the eidolon's total Hit Dice. The eidolon can climb its own webs at its climb speed and can pinpoint any creature touching its webs. The eidolon must possess the climb evolution to take this evolution. You must be at least 10th level before selecting this evolution.

Four Point Evolutions

Breath Weapon

Your eidolon learns to exhale a cone of magical energy, gaining a breath weapon. The eidolon can breathe a 30-foot cone that deals 1d6 points of cold damage for every 2 shadowgiest levels you posses. This is a primary attack. Those caught in the breath weapon can attempt a Dexterity saving throw for ½ damage against a DC of 8 + your proficiency bonus + your Constitution modifier. The eidolon can use this ability once before a short or long rest. The eidolon can use this ability 1 additional time by spending one additional evolution point (maximum of three additional points). You must be at least 12th level before selecting this evolution.



Fast Healing

Your eidolon's body gains the ability to heal wounds very quickly, giving it fast healing. The eidolon heals 1 point of damage every minute it is summoned, up to its maximum hit point total. This fast healing does not function when the eidolon is absorbed into the Manasphere. The shadowgeist must be at least 14th level before selecting this evolution.

Spell Resistance

Your eidolon is protected against magic, gaining advantage on Intelligence, Wisdom, and Charisma saving throws to resist magic and magical effects. You must be at least 12th level before selecting this evolution.

Skirmisher

The Zevrish have dominated the Zava Hills for thousands of years thanks to the relentless onslaught and ruthless determination of its people. The Skirmisher fits into the combat obsessed society well, blending lightning quick talents with sheer tenacity. Zevrish militias and armies deploy squads of Skirmishers ahead of the attacking force to soften the opposition and uncover weak spots in formations. A Skirmisher is known by the number of scars they accumulate and the ever-growing collection of tattoos weaving tales of the many foes that fell to their blades.

Role: The Skirmisher is a focused killer. They act with ruthless efficiency on the battlefield and exploit any opening they can find in their opponent's defense. They seek to attack foes from many angles, confusing and distracting the foe as they size up the situation. Once the proper opening presents itself, the Skirmisher is quick to pounce and end the fight. Skirmishers find acceptance in adventuring groups who see much combat and need the explosive amount of damage they can bring. Their role is, first and foremost, offensive. A Skirmisher seeks to identify and utilize weakness, then attack before the foe gets their bearings.

Required Race: Zevrish

Alignment: N, NG, NE CG, CN, CE

Quick Build

You can make a skirmisher quickly by following these suggestions. First, make Strength you highest ability score. You second highest score should be Dexterity or Constitution. Finally, choose the Entertainer (Gladiator) or Soldier background.

Class Features

As a skirmisher, you have the following class features.



Hit Points

Hit Dice: 1d8 per skirmisher level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per skirmisher level after 1st.

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Constitution

Skills: Choose three from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Manasphere, Perception, Sleight of Hand, Stealth, and Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- [a] leather armor and shield or [b] scale mail
- [a] a battleaxe or [b] any martial melee weapon
- A light crossbow and 20 bolts

Sneak Attack

If you can catch your target unaware or unable to defend themselves, you can target and strike a vital spot for extra damage. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll. The amount of extra damage increases as you gain levels in this class.

Intimidating Prowess

You can add your Strength modifier to Intimidate skill checks in addition to your Charisma modifier.

Bonus Combat Feat

Beginning at 1st level, you may select a combat feat from the selection below. You must meet the prerequisites for the feat before you can select it. Upon reaching 6th level, and every six levels thereafter, you can choose to learn a new skirmisher feat in place of a bonus feat you have already learned. In effect, the skirmisher loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat. You can only change one feat at any given level and must choose whether or not to swap the feat at the time you gain a new bonus feat for the level.

Level	Proficiency Bonus	Features
1	+ 2	Sneak Attack +1d6, Intimidating Prowess, Bonus Combat Feat
2	+ 2	Skirmisher Talent
3	+ 2	Critical Focus, Powerful Blow
4	+ 2	Ability Score Improvement, Sneak Attack +2d6
5	+ 3	Extra Attack
6	+ 3	Bonus Combat Feat, Skirmisher Talent
7	+ 3	Harassing Strike
8	+ 3	Ability Score Improvement, Sneak Attack +3d6
9	+ 4	Extra Attack (2)
10	+ 4	Skirmisher Talent
11	+ 4	Death from 1,000 Cuts (one use)
12	+ 4	Ability Score Improvement, Sneak Attack +4d6, Bonus Combat Feat
13	+ 5	Maneuvering Mastery (one use)
14	+ 5	Skirmisher Talent
15	+ 5	Death from 1,000 Cuts (two uses)
16	+ 5	Ability Score Improvement, Sneak Attack +5d6
17	+ 6	Maneuvering Mastery (two uses)
18	+ 6	Bonus Combat Feat, Skirmisher Talent
19	+ 6	Ability Score Improvement
20	+ 6	Sneak Attack +6d6, Master Strike

Table: Skirmisher

Bleeding Critical: **Prerequisites** - Critical Focus, Proficiency bonus +4 or higher

Whenever you score a critical strike with a slashing or piercing weapon, your opponent takes an additional 2d6 points of necrotic damage each round on their turn until dismissed. This damage can be stopped by an Intelligence (Medicine) skill check or through any sort of magical healing. The effects of this feat stack. You can only apply the effects of one critical feat to a given critical strike unless you possess Critical Mastery. This is a critical effect.

Bloody Assault: **Prerequisites** - Strength 12+, Proficiency +3 or higher

You can choose to take a -5 penalty to your melee attack roll to inflict an additional 2d6 points of necrotic damage with successful melee weapon attacks, in addition to the normal damage dealt by the weapon. A creature continues to take the damage every round at the start of its turn. This damage can be stopped by a Intelligence (Medicine) skill check or through any sort of magical healing. The effects of this feat stack. You must declare the use this feat before making the attack roll.

Bull Rush Strike: **Prerequisites** - Strength 12+, Proficiency +3 or higher

Whenever you score a critical strike with a melee attack, you can push your opponent back, in addition to the normal damage dealt by the strike. Your target is allowed to make a Dexterity saving throw against a DC of 8 + your proficiency bonus + your Strength modifier at a -2 penalty. On a failed save, they are pushed back 5 feet. You must declare the use of the strike before rolling for damage. This is a critical effect.

Crippling Critical: **Prerequisites** - Critical Focus, Proficiency +4 or higher

Whenever you score a critical strike against an opponent, its speed is halved (rounding down) for 1 minute. A successful Constitution saving throw reduces this duration to 1d4 rounds. The DC of this save is equal to 8 + your proficiency bonus + your Strength modifier. Against creatures with multiple forms of movement, you must choose which type of movement to affect. A flying creature hit by this attack must make a Dexterity ability check against the same DC to remain airborne. Only one critical feat can be used on any given critical strike unless you have the Critical Mastery feat. This is a critical effect.

Critical Mastery: **Prerequisite** - Proficiency +4 or higher

You can add two critical effects to a single critical strike.

Improved Critical: **Prerequisites** - Strength 12+, Proficiency +2 or higher, Proficiency with weapon

When using a selected type of weapon, you deal extra damage on a critical strike. The damage is equal to your ½ your skirmisher levels (rounded down). You can gain Improved Critical multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Lunge: **Prerequisites** - Proficiency +2 or higher

You can increase the reach of your melee attacks by 5 feet until the end of your turn by taking a -2 penalty to your AC until your next turn. You must decide to use this ability before any attacks are made.

Strike Back: **Prerequisites** - Proficiency +2 or higher

You can make an immediate attack as a reaction if you are dealt melee damage in that round. The target must be within reach of you to strike it back. You can do this a number of times equal to your 1 + your Dexterity modifier before a long rest.

Vital Strike: **Prerequisites** - Proficiency +4 or higher

When you use the attack action, you can make the attack deal more damage with a successful hit. You take a -3 to the attack roll to deal extra damage equal to your proficiency bonus. When your proficiency reaches +5, you deal an additional 5 points of damage with a vial strike. You must declare the use of vital strike before the attack roll.

Skirmisher Talents

As you gain experience you learn a number of skirmisher talents. Beginning at level 2, and every 4 levels after, you gain an additional talent. You cannot select an individual talent more than once unless otherwise stated.

Bleeding Attack

You can cause living opponents to bleed by hitting them with a sneak attack. This attack causes the target to take 1 additional point of necrotic damage each round for each die of the skirmisher's sneak attack (e.g., 4d6 equals 4 points). Bleeding creatures take that amount of damage every round at the start of each of their turns. This damage can be stopped by a Intelligence (Medicine) skill check or through any magical healing. Damage from this ability does not stack with itself.

Befuddling Strike

When you deal sneak attack damage against an opponent, that opponent takes a -2 penalty on their next attack roll or ability check.

Slow Reactions

Opponents damaged by your sneak attack can't make reaction or bonus action for 1 round.

Surprise Attack

You gain advantage on one attack roll against a creature who has not acted yet in the encounter. The creature has to have a turn that follows yours and you only get the advantage if you attack on your first action.



Exotic Weapon Training

You can select an Exotic Weapon and gain proficiency with it. You can select this talent more than once. Each time it is selected it counts for a different weapon.

After level 14, you can instead choose to gain an **Advanced Skirmisher Talent** in place of a Skirmisher Talent:

Crippling Strike

You can sneak attack opponents with such precision that your blows weaken and hamper them. An opponent damaged by one of your sneak attacks also has their Strength ability score lowered by 2 for 1 round + ½ of your proficiency bonus (rounded down).

Knock-Out Blow

Once per day, you can forgo your sneak attack damage to attempt to knock out an opponent. You must declare the use of knock-out blow before you make the attack. If the attack hits, it does normal damage, but instead of dealing sneak attack damage (and instead of any effect that triggers when you deal sneak attack damage), the target falls unconscious and is *incapacitated* for 1d4 rounds. A successful Constitution saving throw counters this effect, however, the creature is dazed and cannot act on its next turn. The DC of this save is equal to 8 + your proficiency bonus + your Strength modifier.

Redirect Attack

When you are hit with a melee attack, you can use your reaction to redirect the attack to strike at an adjacent creature by using your. The creature targeted must be within melee reach of the attack that hit you, and the creature that made the attack against you must make a new attack roll against the new target. You can do this a number of times equal to 1 + your Dexterity modifier before a long rest.

Critical Focus

At 3rd level, you become adept at landing critical strikes. If you are wielding a weapon you are proficient with, you score a critical strike on a roll of 19 or 20.

Powerful Blow

When you reach 3rd level, you are able to double your Strength modifier when calculating weapon damage. You are able to do this a number of times equal to your proficiency bonus before a long rest. You must declare the use of this ability before rolling for damage.

Extra Attack

Starting at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach level 9.

Harassing Strike

At 7th level, you are able to add your Strength and Dexterity modifiers to a successful strike's damage once before a short or long rest. Creatures hit by your harassing strike take an additional amount of damage equal to your Dexterity and Strength modifier on their next turn and their movement speed is reduced by 20 feet for 1 round. This extra damage does not count as bleed damage. You must declare the use of this ability before the attack roll is made.

Death from 1,000 Cuts

At level 11, and useable once before a short or long rest, you can deal a melee attack without adding your appropriate ability score bonus. If this attack is successful, you deal normal weapon damage and the target must succeed in a Dexterity saving throw against a DC of 8 + your proficiency bonus + your Strength modifier or continue to suffer damage equal to your Strength and Dexterity modifiers for 1 + 1d8 rounds. You must have readied a piercing or slashing melee weapon to use this ability. You must declare the use of this ability before the attack roll is made.

Maneuvering Mastery

At 13th level, are able to move your full movement speed twice in one turn. You can move all at once, or move, then attack, then move again. If you choose to move after you attack, this provokes an opportunity attack. You can do this once before a short or long rest, with an additional use gained at level 17.

Master Strike

Upon reaching 20th level, you becomes incredibly deadly when dealing sneak attack damage. Each time you deal sneak attack damage, you can choose one of the following three effects:

The target can be...

- put to sleep for 1d4 hours
- *paralyzed* for 2d6 rounds, or
- slain

Regardless of the effect chosen, the target receives a Constitution saving throw to negate the additional effect. The DC of this save is equal to 10 + your proficiency + your Strength modifier. Once a creature has been the target of a master strike, regardless of whether or not the save is made, that creature is immune to your master strike for 24 hours. Creatures that are immune to sneak attack damage are also immune to this ability.

Spellknife

The land of Verigal is rife with magical disciplines and martial collages. The Country of City-States is always brimming with conflict, either in the shadows or in the light of day. One unique tradition that goes back to the first landing of the refugees who fled the Southern Continent to form Verigal is the Spellknife. Blending magic and melee together in harmony with swift attacks and explosive tactics, the Spellknife is much feared in any back alley or battlefield. Many choose the life of the Spellknife; both gutter born and aristocrat crowd training halls and underground arenas, displaying their technique for all to see.

Role: The Spellknife enjoys a crowd and can often find a home in any adventuring group. They are not known to be team players, preferring to leap into melee and show off their talents instead of following commands and planned strategy. Most times, the outcome justifies the attitude, but a good adventuring group must learn when to reel in a Spellknife's tenacity. The role of a Spellknife is to identify the highest threat, typically a spellcaster, and eliminate them. Their abilities and mana rich talents make them best suited to combating enemy mana users and supernatural adversaries

Required Race: Human (Vergal descent)

Alignment: N, NG, NE, CG, CN, CE



Quick Build

You can make a spellknife quickly by following these suggestions. First, Dexterity should be your highest ability score. Your next highest score should be Charisma, because you bend the Manasphere to your will. Next, choose the Criminal, Entertainer (Gladiator), Noble, or Sailor (Pirate, Privateer), or Urchin background. Finally, choose the *acid splash*, *blade ward*, and *true strike* cantrips, along with the 1st level spells *color spray*, *disguise self*, and *sleep*.

Class Features

As a spellknife, you have the following class features.

Hit Points

Hit Dice: 1d8 per spellknife level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Level: 1d8 (or 5) + your Constitution modifier per spellknife level after 1st

Proficiencies

Armor: Light armor, medium armor

Weapons: Simple weapons, light martial weapons, hand crossbow

Tools: Thieve's tools

Saving Throws: Dexterity, Charisma

Skills: Choose three from Arcana, Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Manasphere, Perception, Performance, Persuasion, Slight of Hand, and Stealth

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- [a] a shortsword or [b] two daggers
- [a] leather armor and a hand crossbow with a quiver of 20 bolts or [b] scale mail
- [a] a burglar's pack [b] an explorer's pack or [c] an entertainer's pack
- Thieve's tools and an arcane focus

Spellcasting

At 1st level, you know three cantrips of your choice from the **Spellknife Spell List**. You learn additional spellknife cantrips of your choice at higher levels, as shown in the **Cantrips Known** column of the **Spellknife Spell Progression** table.

Spell Slots

The **Spellknife Spell Progression** table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spellknife spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You know two 1st level spells of your choice from the **Spellknife Spell List**. The **Spells Known** column of the **Spellknife Spell Progression** table shows when you learn more spellknife spells of your choice. Each of these spells must be of a level for which you have spell slots. Additionally, when you gain a level in this class you can choose one of the spellknife spells you know and replace it with another spell from the **Spellknife Spell List**, which also must be a level for which you have spell slots.

Spellcasting Ability

Charisma is your spellcasting ability for your spellknife spells, since the power of your magic relies on your ability to bend the Manasphere to your will. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a spellknife spell you cast and when making an attack roll with one.

Level	Proficiency Bonus	Features
1	+ 2	Spellcasting, Sneak Attack 1d6
2	+ 2	Heightened Evasion
3	+ 2	Metamagic, Spellknife Talent
4	+ 2	Ability Score Improvement, Mana Strike (one use)
5	+ 3	Mana Burst (one use)
6	+ 3	Sneak Attack 2d6, Mana Strike (two uses)
7	+ 3	Spellknife Talent
8	+ 3	Ability Score Improvement, Uncanny Dodge
9	+ 4	Metamagic, Mana Burst (two uses)
10	+ 4	Mana Strike (three uses)
11	+ 4	Sneak Attack 3d6, Spellknife Talent
12	+ 4	Ability Score Improvement
13	+ 5	Mana Burst (three uses)
14	+ 5	Mana Siphon
15	+ 5	Spellknife Talent
16	+ 5	Ability Score Improvement, Mana Strike (four uses), Sneak Attack 4d6
17	+ 6	Mana Burst (three uses)
18	+ 6	Metamagic
19	+ 6	Ability Score Improvement, Spellknife Talent
20	+ 6	Mana Bomb

Table Spellknife

Spell Save DC = 8 + your proficiency bonus + your Charisma modifier

Spell Attack modifier = your proficiency bonus + your Charisma modifier

Sneak Attack

If you can catch your target unaware or unable to defend themselves, you can target and strike a vital spot for extra damage. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll. The amount of extra damage increases as you gain levels in this class.

Heightened Evasion

At 2nd level, you can nimbly dodge out of the way of certain area effects. If you make a successful Dexterity saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. You gain no benefit if you are incapacitated or stunned. You can do this as many times as your proficiency before a long rest.

Metamagic

At 3rd level, you gain the ability to twist your spells to suit your needs. You gain one Metamagic ability of your choice and gain another at 9th and 18th level. You can only use one Metamagic option on a spell when you cast it, unless otherwise noted.

Careful Spell

When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. Choose a number of creatures equal to your Charisma modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell.

Distant Spell

When you cast a spell that has a range of 5 feet or greater you can choose double the range of the spell.

Quickened Spell

When you cast a spell that has a casting time of 1 action, you can choose to cast it as a bonus action.

Focused Spell

When you cast a spell that affects more than one creature, you can cause one opponent to have a disadvantage against the spell effect.

Persistent Spell

When creatures save against your spell, they must make the saving throw again on their next turn.

Fearsome Spell

When creatures take damage from your spell, they must also save against being *frightened* for 1 round.

			Spell Slots per Spell Level				
Level	Cantrips Known	Spells Known	1	2	3	4	5
1	3	3	2	–	–	–	–
2	3	4	3	–	–	–	–
3	3	4	4	2	–	–	–
4	3	5	4	3	–	–	–
5	3	5	4	3	2	–	–
6	3	6	4	3	3	–	–
7	3	6	4	3	3	1	–
8	4	7	4	3	3	2	–
9	4	7	4	3	3	3	–
10	4	8	4	3	3	3	1
11	4	8	4	3	3	3	1
12	4	9	4	3	3	3	2
13	4	9	5	3	3	3	2
14	4	10	5	4	3	3	2
15	4	10	5	4	4	3	2
16	4	11	5	4	4	4	2
17	5	11	5	4	4	4	3
18	5	12	5	4	4	4	3
19	5	12	5	4	4	4	3
20	5	13	5	4	4	4	4

Table: Spellknife Spell Progression

Spellknife Spell List

Cantrips - Acid Splash, Blade Ward, Chill Touch, Fire Bolt, Light, Mage Hand, Message, Ray of Frost, True Strike

1 - Analyze Portal, Burning Hands, Charm Person, Color Spray, Disguise Self, Feather Fall, Jump, Silent Image, Sleep, Thunderwave

2 - Alter Self, Blur, Darkness, Darkvision, Gust of Wind, Levitate, Resist Mana, Scorching Ray, Shatter, Spider Climb

3 - Blink, Dispel Magic, Fear, Fireball, Fly, Haste, Major Image, Slow

4 - Confusion, Dimension Door, Ice Storm, Stoneskin, Wall of Fire

5 - Animate Objects, Cone of Cold, Insect Plague, Telekinesis, Wall of Stone

Spellknife Talent

As you gain experience, you learn a number of talents that aid you and confound your foes. Starting at 3rd level, you gain one spellknife talent. You gain an additional spellknife talent every 4 levels after. You cannot select an individual talent more than once.

Talents marked with an asterisk (*) add effects to sneak attacks. Only one of these talents can be applied to an individual attack and the decision must be made before the attack roll is made.

Canny Observer

You gain advantage on a Wisdom (Perception) skill check to hear the details of a conversation or to find a concealed or secret objects (including doors and traps).

Combat Swipe

You can chose to steal an item from your target's hands in melee. You must succeed in a Dexterity ability check as well as a melee attack. If you succeed in both, your target gains a disadvantage on a Dexterity ability check to retain a grip on the item in their hands you are trying to steal.

If you fail the Dexterity ability check or the melee attack, you fail to swipe the item. You can do this any time you are allowed a melee attack.

Fast Fingers

You gain advantage on Dexterity (Slight of Hand) skill checks.

Hard to Fool

You gain advantage on Wisdom (Perception) skill checks to sense a creature's motive.

Nimble Climber

You can use a Dexterity (Athletics) skill check instead of a Strength (Athletics) skill check to climb vertical surfaces. You gain advantage on the roll as well.

Resiliency

Once per day, you can gain a number of temporary hit points equal to your spellknife level. Activating this ability is a bonus action that can only be performed when you are brought to 0 hit points. This ability can be used to prevent you from dying. These temporary hit points last for 1 minute. If you hit points drop below 0 due to the loss of these temporary hit points, you fall unconscious and are dying as normal.

Powerful Sneak*

You can chose to take a -1 penalty on all attack rolls until the start of your next turn. If an attack during this time is a sneak attack, you treat all 1s on the sneak attack damage dice as 2s.

Slow Reactions*

Opponents damaged by your sneak attack cannot use their reaction or bonus actions for 1 round.

Snap Shot

You may consider your initiative roll as a 20. You may only take an attack action with a ranged weapon. Your normal initiative roll is used in subsequent rounds. If two or more participants possess this talent, their initiative determines the order in which they act, but they all go before any other creature. You must have a ranged weapon readied to use this ability.

Surprise Attack

You gain advantage on one attack on any creature who takes their first turn after you. This ability only works if it is used on your first turn of an encounter. You can use this ability once before a short or long rest. This cannot be applied with Snap Shot.

Survivalist

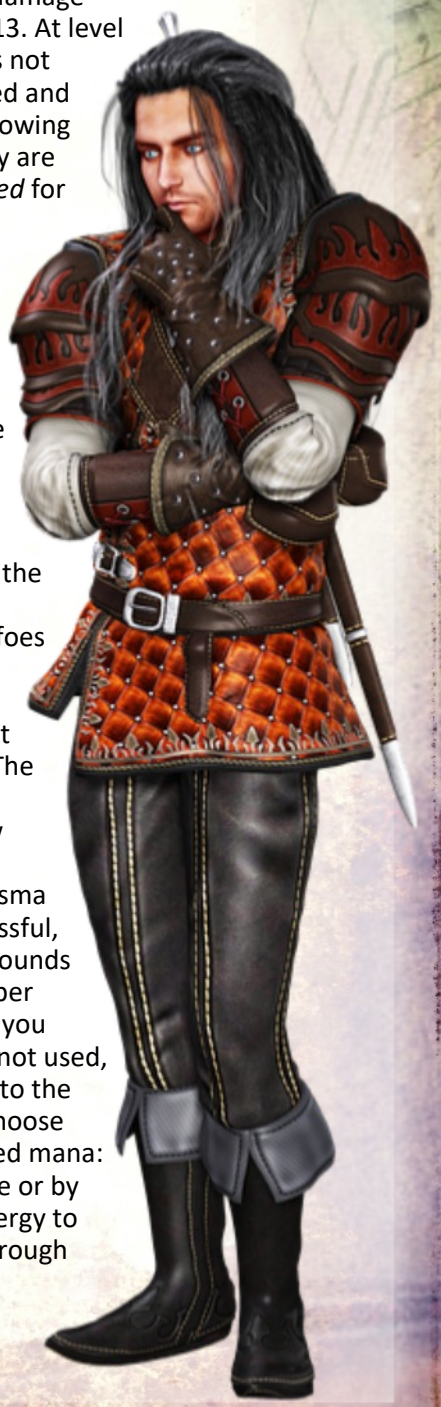
You gain proficiency in the Survival skill.

Mana Strike

At 4th level, you can use one of your spell slots to augment your melee attack with a bonus ranging from 1 to 5, equal to the spell slot level used. The bonus is added numerically to the attack roll and as xd4 additional force damage, where x is the bonus value. The spell slot used for this ability only regenerates after a long rest or through the use of etched rune crystals. This ability is usable once before a short or long rest. You gain an additional use at levels 6, 10, and 16.

Mana Burst

At 5th level, you can cause an arcane explosion centered on yourself as as an attack action. Any creature within 10 feet of you is exposed to a magical explosion which deals 3d6 + your Charisma modifier force damage and pushes any creature effected back 5 feet. All affected creatures can attempt a Dexterity saving throw against a DC equal to 8 + your proficiency bonus + your Charisma modifier to resist the push back and ½ of the damage. This explosion does not affect you or your equipment and is usable once before a long rest, with additional uses at levels 9, 13, and 17. The damage increases to 5d6 at level 13. At level 13, any target which does not succeed their save is dazed and unable to act on their following turn, and, at level 17, they are instead considered *stunned* for 1d4 rounds.



Uncanny Dodge

Starting at 8th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Mana Siphon

At 14th level,you gain the ability to siphon magical energy from spellcasting foes on a successful melee attack. You are able to drain the highest spell slot available from their foe. The target is allowed a Constitution saving throw with DC equal 8 + your proficiency bonus + Charisma modifier. If you are successful, the mana is stored for 3 rounds plus an additional round per Charisma bonus modifier you posses. If the spell slot is not used, it dissipates harmlessly into the Manasphere. You must choose how to spend the siphoned mana: by powering a mana strike or by converting the arcane energy to heal yourself or an ally through touch.

Healing done is equal to the spell slot level drained. This ability can only be used on enemies who can cast spells and have unused spell slots. You can drain spell energy higher than you can typically use for mana strikes with this ability. You must declare the use of this ability before the attack roll and you can do this a number of times equal to 1 + your Charisma modifier before a short or long rest.

Mana Bomb

At 20th level, you can use your action to launch a devastating arcane projectile. The range of this bomb is up to 50 feet from the your position plus 5 feet per Strength modifier you posses. You can choose to detonate your Mana Bomb immediately upon landing or to delay detonation for a number of rounds equal to 1 + your Charisma modifier. This choice must be made before the ability is used. Any creatures within a 20 foot radius of the bomb are dealt 20d4 + your Charisma modifier force damage. A Dexterity saving throw against a DC of 10 + your proficiency bonus + your Charisma modifier is allowed for ½ damage.



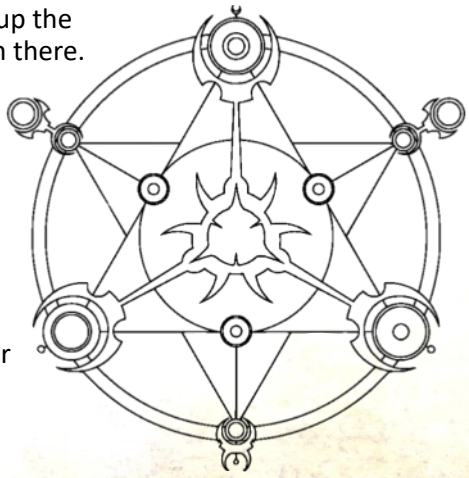
Arcane energy held in reserve through a mana siphon can also be added to the mana bomb so long as use of the mana bomb is within 3 rounds after the mana siphoning. In addition, you are able to permanently drain 1 point of Charisma from yourself to further fuel the Mana Bomb through the Manasphere, adding 1d4 Mana Poisoning points to anyone who takes damage from the blast. Only the casting of a *wish* spell can restore the Charisma point. Spellknives who augment their Mana Bombs this way are considered especially heinous and they are forever marked by purple scars that crease their skin, and give off a faint purple glow when they work magic.

Mana Bomb is useable once before a long rest.

Technician

The Calvoid have lived on Shin'ar for eons, and only they can claim to have a near-complete understanding of the Manasphere and mana crystals. Calvoid society is one powered by mana, powering ingenious spells and to power steam and clockwork automatons. Young Calvoid who show a talent for inventions and engineering are often accelerated in their education and given acceptance into a School as a Technician. The Technician is the behind-the-scenes maintenance worker whose sole job is the keep the wheels of society from breaking down. They are the un-sung heroes of the Calvoid, much loved and appreciated, but seldom given the respect they deserve.

Role: The life of a Technician is one of daily maintenance checks and a laundry list of repairs they must complete. Some live for the constant struggle to keep the clockwork machinery that Calvoid enclaves employ in working order, while some long for a life free of mandated orders and to-do lists. Some Technicians leave their traditional life for one of adventuring and experimentation; a Technician is generally welcomed in adventuring groups, although they can be unpredictable and testy. The Technician's role is one of combat support. Their mastery of mana and machine make them ideal for softening up the opposition before retreating to the back and directing the flow of battle from there.



Required Race: Calvoid

Alignment: Any

Quick Build

You can make a technician quickly by following these suggestions. First, Intelligence should be your highest ability score. You next highest score should be Dexterity to help you toss your alchemical grenades. Next, choose the School Member or Sage background. Finally, choose the *blade ward*, *fire bolt,* and *mage hand* cantrips, along with the following 1st level spells for your spellbook: *alarm, burning hands, detect magic, identify, mage armor,* and *unseen servant*.

Class Features

As a technician, you gain the following class features.

Hit Points

Hit Dice: 1d6 per technician level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per technician level after 1st

Proficiencies

Armor: Light armor

Weapons: Simple weapons, bombs, firearms

Tools: Alchemist's supplies, Clockwork repair kit

Saving Throws: Intelligence, Dexterity

Skills: Choose two from Arcana, Acrobatics, History, Insight, Investigation, Manasphere, Medicine, Perception, and Slight of Hand

Equipment

You start with the following equipment, in addition to the equipment granted by your background.

- [a] a dagger or [b] a light hammer
- [a] a component pouch or [b] an arcane focus
- [a] a scholar's pack or [b] an explorer's pack
- A spellbook, leather armor, and alchemist's supplies

Spellcasting

At 1st level, you know three cantrips of your choice from the **Technician Spell List**. You learn additional technician cantrips of your choice at higher levels, as shown in the **Technician Spell Progression** table.

Spellbook

At 1st level, you have a spellbook containing six 1st level technician spells of your choice. The spells you add to your spellbook as you gain levels reflect the arcane research you conduct on your own, as well as intellectual breakthroughs you have had about the nature of the Manasphere. You might find other spells during your adventures. You could discover a spell recorded on a scroll in an evil wizard's chest, for example, or in a dusty tome in a an ancient library. Copying spells into your spellbook follows the same rules as the wizard class, located in the D&D 5th Edition Players Handbook.

The **Technician Spell Progression** table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of technician spells that are available for you to cast. To do so, choose a number of technician spells from your spellbook equal to you Intelligence modifier + your technician level (minimum of one spell). The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of technician spells requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast the spell: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Intelligence is your spellcasting ability for your technician spells, since you learn your spells through dedicated study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a technician spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Clockwork Proficiency

Starting at 1st level you gain proficiency in Intelligence (Clockwork) and the secret language spoken by clockwork machines known as Basic.

Bomb

Beginning at level 1, you can adeptly and swiftly mix various volatile chemicals and infuse them with magical reserves to create powerful projectile explosives. You can use a number of bombs equal to your technician level + your Intelligence modifier.

Bombs are unstable and, if not used the round they are created, they degrade and become inert. The method of creation for bombs prevents large volumes of explosive material from being stored. To activate a bomb, you must use a small vial with one ounce of liquid catalyst that can be created with alchemy supplies and with small amounts of chemicals which can be refilled in the same manner as a spellcaster's component pouch.

Most technicians prepare a number of catalyst vials equal to the amount of bombs they can create when they have a long rest. Once created, catalyst vials remain usable by you only for 24 hours.

On your action, you can draw the components of, create, and throw a bomb.

Level	Proficiency Bonus	Features
1	+ 2	Spellcasting, Clockwork Proficiency, Bomb 1d6
2	+ 2	Mana Resistance +2
3	+ 2	Throw Anything
4	+ 2	Ability Score Improvement, Discovery
5	+ 3	Clockwork Animal Familiar
6	+ 3	Bomb 2d6
7	+ 3	Technician's Elixir (one use)
8	+ 3	Ability Score Improvement, Mana Resistance +3
9	+ 4	Discovery
10	+ 4	Upgrade Clockwork I
11	+ 4	Bomb 3d6
12	+ 4	Clockwork Golem
13	+ 5	Mana Resistance +4
14	+ 5	Discovery, Technician's Elixir (two uses)
15	+ 5	Ability Score Improvement
16	+ 5	Bomb 4d6
17	+ 6	Upgrade Clockwork II
18	+ 6	Mana Resistance +5
19	+ 6	Ability Score Improvement, Discovery
20	+ 6	Personal Clockwork Enhancement, Mana Immunity

Table: Technician

Thrown bombs have a range of 20/60 feet. On a successful ranged weapon attack, your bomb inflicts 1d6 fire damage + your Intelligence modifier. Bombs can never critical strike.

The damage of the bomb increases by 1d6 at levels 6, 11, and 16. Creatures and objects who are within 5 feet of a successful strike must succeed in a Dexterity saving throw against a DC of 8 + your proficiency bonus + your Dexterity modifier. On a failed save, they take splash damage equal to ½ of the total damage dealt (minimum of 1 point) by the blast.

You can learn new types of bombs as Discoveries when you reach certain levels. Your bombs becomes inert if used or carried by anyone else.

Mana Resistance

At 2nd level, you gain a +2 bonus on Constitution saving throws to resist the ill effects of mana poisoning. This does not give you a bonus against magic spells or magical effects. This bonus increases to +3 at level 8, +4 at level 13, and +5 at level 18.

Throw Anything

At 3rd level, you become adept at throwing weapons and objects with skill and accuracy. You gain +1 to ranged attack rolls when using a weapon with the throw property, including bombs. You are considered proficient with any weapon that has the throw property, regardless of its weapon proficiency classification, when you use that weapon for a ranged weapon attack. This bonus increases to +2 at level 10, and +3 at level 17.

Technician Spell List

Cantrips - Acid Splash, Blade Ward, Chill Touch, Dancing Lights, Fire Bolt, Light, Mage Hand, Mending, Message, Minor Illusion, Prestidigitation, Ray of Frost, Shocking Grasp

1 - Alarm, Burning Hands, Chromatic Orb, Comprehend Languages, Detect Magic, Feather Fall, Fog Cloud, Identify, Illusory Script, Mage Armor, Unseen Servant, Witch Bolt

2 - Analyze Portal, Arcane Lock, Blur, Enlarge/Reduce, Flaming Sphere, Invisibility, Knock, Levitate, Lactate Object, Magic Mouth, Phantasmal Force, Resist Mana

3 - Bestow Curse, Blink, Counterspell, Dispel Magic, Fear, Fireball, Gaseous Form, Major Image, Protection from Energy, Remove Curse, Sending, Stinking Cloud, Tongues

4 - Arcane Eye, Confusion, Dimension Door, Fire Shield, Hallucinatory Terrain, Ice Storm, Locate Creature, Scramble Portal, Stone Shape

5 - Animate Objects, Bigby's Hand, Cloudkill, Dream, Hold Monster, Legend Lore, Passwall, Seeming, Telekinesis, Wall of Force

6 - Chain Lightning, Contingency, Disintegrate, Eyebite, Globe of Invulnerability, Guards and Wards, Move Earth, True Seeing

		Spell Slots per Spell Level					
Level	Cantrips Known	1	2	3	4	5	6
1	3	2	–	–	–	–	–
2	3	3	–	–	–	–	–
3	3	4	2	–	–	–	–
4	4	4	3	–	–	–	–
5	4	4	3	2	–	–	–
6	4	4	3	3	–	–	–
7	4	4	3	3	1	–	–
8	4	4	3	3	2	–	–
9	4	4	3	3	3	1	1
10	5	4	3	3	3	2	1
11	5	5	3	3	3	2	1
12	5	5	4	3	3	2	1
13	5	5	4	4	3	2	1
14	5	5	4	4	4	2	1
15	5	5	4	4	4	3	1
16	5	5	4	4	4	3	2
17	5	5	4	4	4	3	2
18	5	5	5	4	4	3	2
19	5	5	5	4	4	3	2
20	5	5	5	5	4	3	2

Table: Technician Spell Progression

Discovery

At levels 4, 9, 14 and 19, you are able to make an incredible discovery. Unless otherwise noted, you cannot select an individual discovery more than once. Some discoveries can only be made if you meet certain prerequisites. Discoveries marked with an asterisk (*) only modify bombs. Only one such discovery can be applied to an individual bomb. The DC of any saving throw called for by a discovery is equal to 8 + your proficiency bonus + your Intelligence modifier.

*Acid Bomb**

When you create a bomb, you can choose to have it inflict acid damage. Creatures that take a direct hit from an acid bomb take an additional 2d6 points of acid damage on their next turn.

*Concussive Bomb**

When you create a bomb, you can choose to have it inflict force damage. Concussive bombs deal d4 points of force damage, plus 1d4 points of force damage for every 2 technician levels you posses, instead of d6. Creatures that take a direct hit from a concussive bomb are *stunned* for 1 round unless they succeed at a Constitution saving throw.

*Delayed Bomb**

You can place a bomb so that it explodes a number of rounds after the you ceases contact with it. This delay can be any number of rounds as chosen by you, up to a number of rounds equal to your technician level. If at any point you reclaim possession of the delayed bomb, you can end the timer and prevent the bomb's detonation with a bonus action. A delayed bomb detonates immediately if any other creature touches or moves it, or if the bomb's contents are removed from the vial (such as if the vial breaks).

The bomb deals damage as if it scored a direct hit to any creature in the square with the bomb when it detonates. You cannot have more than one delayed bomb at one time. If you create another delayed bomb, the previous bomb becomes inert. The spell *dispel magic* can neutralize a delayed bomb.

Dilution

Once per day, you can dilute any one potion or elixir, creating two doses of the same potion from one. Diluting a potion costs a number of gp equal to one-quarter of the potion's market value. A potion that has been diluted cannot be diluted again. You must have access to alchemist's supplies do use this discovery.

Dispelling Bomb*

When you create a bomb, you can choose to have it dispel magic effects instead of deal damage. Creatures that take a direct hit from a dispelling bomb are subject to a targeted *dispel magic* spell. This cannot be used to target a specific spell effect. You must be at least level 9 before you choose this discovery.

Eternal Potion - **Prerequisite**: Extend Potion discovery.

If you drink a potion that you extend, the effects of that potion become permanent until you choose to make another potion effect permanent. You must be at least level 14 before you choose this discovery

Explosive Bomb*

Your bombs now have a splash radius of 10 feet rather than 5 feet. Creatures that take a direct hit from an explosive bomb catch fire, taking 1d6 points of fire damage each round until the fire is extinguished. Extinguishing the flames requires a Dexterity saving throw. Rolling on the ground provides the target with a +2 to the save. Dousing the target with at least 2 gallons of water automatically extinguishes the flames.

Extend Potion

A number of times per day equal to your Intelligence modifier, you can cause any potion you drink that does not have an instantaneous duration to function at twice its normal duration.

Inferno Bomb* - **Prerequisite**: Smoke Bomb discovery

The effects of the smoke created by your bomb duplicate the effects of *incendiary cloud* instead of *fog cloud*, filling an area equal to twice the bomb's splash radius for 1 round per level. You must be at least level 14 before you choose this discovery.

Madness Bomb*

Your bombs do more than sear flesh—they sear the mind. A creature that takes a direct hit from a madness bomb takes damage from the bomb plus 2d6 points of psychic damage. If they fail a Wisdom saving throw they are *frightened* for 1d4 rounds.

Poison Bomb* - **Prerequisite**: Smoke Bomb discovery

The effects of the smoke created by your bomb duplicates the effects of *cloudkill* instead of *fog cloud*, filling an area equal to twice the bomb's splash radius for 1 round per level. You must be at least level 9 before you choose this discovery.

Precise Bomb

Whenever you throw a bomb, you can select a number of squares equal to 1 + your Intelligence modifier that are not affected by the splash damage from your bomb. If the bomb misses, this discovery has no effect.

Shock Bomb*

When you create a bomb, you can choose to have it inflict electricity damage instead of fire damage. Creatures that take a direct hit from a shock bomb are dazed and cannot act on their following turn if they fail a Constitution saving throw.

Smoke Bomb* When you create a bomb, you can choose to have it create a cloud of thick smoke when it detonates instead of dealing fire damage. The cloud functions as *fog cloud*, filling an area equal to twice the bomb's splash radius for 1 round + your Intelligence modifier.



Sticky Bomb*

The effects of your bombs are persistent and continue to damage creatures for 1 round after the initial damage. Creatures that take a direct hit from a sticky bomb take the splash damage 1 round later.

Bombs that have effects that would normally occur 1 round later instead have those effects occur 2 rounds later.

Stink Bomb* - **Prerequisite**: Smoke Bomb discovery

The effects of the smoke created by your bomb can duplicate the effects of *stinking cloud* instead of *fog cloud*, filling an area equal to twice the bomb's splash radius for 1 round + your Intelligence modifier. You must be at least level 9 before you choose this discovery.

Clockwork Animal Familiar

At 5th level, you can create a clockwork familiar after automatically gaining the Create Mana-Powered Construct feat to signify your graduation from novice to apprentice. The creation of this familiar costs 50 gp x your technician level for the base cost of parts, as well as one point of Constitution which is permanently lost to bring the clockwork to life and bind it to you through the Manasphere. The point of Constitution must be collected and stored in a piece of hardened mana crystal the size of and shape similar to that of a walnut. The cost of the crystal is factored into the overall cost of the clockwork familiar. You can create a clockwork version of any animal allowed to become familiars. The clockwork has all the stats of the copied animal and follows all the rules associated with familiars, with the following exceptions:

- The clockwork familiar has 1 point of Constitution
- The clockwork familiar gains a +2 to AC
- The clockwork familiar has all the immunities of a Construct (Damage Immunity to fire and poison; resistance to bludgeoning, piercing, and slashing damage from non-magical attacks that aren't adamantine or hardened mana crystal. Condition Immunity to *charmed, exhaustion, frightened, paralyzed, petrified, and poisoned*)
- The clockwork familiar does not store your spells.
- The clockwork familiar does not give a bonus to its master like its living counterpart.
- If the clockwork familiar's hit points ever reach 0, it is destroyed and can no longer be repaired. The hardened mana crystal "spark" can possibly be retrieved.

You must create the familiar yourself, taking 18 hours of uninterrupted work to do so. You can take small breaks for eating and sleeping. The clockwork familiar gains its special abilities as you gain levels as listed in **Table: Technician Familiar Advancement** and described at the end of this chapter.

You can repair your familiar using a Intelligence (Clockwork) skill check when you have a short or long rest against a DC 12. On a successful check, you heal the familiar to full hit points.

Repairs made with a clockwork repair kit grant +2 to the skill check. Should the clockwork familiar die, you can create another after a two week mourning period. You don't have to re-create the same familiar, it can be a new animal design. You may use the hardened mana crystal from your previous familiar to fuel your new familiar, if it was recoverable from the corpse. If it is destroyed, the Constitution point is rewarded back to you.

Level	Armor	Int.	Special
6	1	6	Alertness, Dismiss, Deliver Touch Spells, Share Link
7	2	8	Dodge
9	3	10	Speak with Master*
15	4	12	Spell Resistance

**The clockwork begins to "speak" in a series of clicks and whistles. This is considered a "secret" language known as Basic, and only Technicians can understand it.*

Table: Technician Familiar Advancement

Technician's Elixir

At 7th level, you are able to turn one of your bomb catalysts into a special concoction that only you can benefit from. The effects of you elixir last for 1 round +1 round for every Intelligence modifier you posses unless otherwise stated. You can use this feature once before a short or long rest. You gain an additional use at level 14. Your elixir can be made to do one of three things. You must choose what the elixir will do before you create it.

- Your elixir can make you resistant to all elemental damage (acid, cold, fire, lightning, thunder) for the duration of the ability. This increases to immunity at level 14.
- Your elixir can make you resistant to all weapon damage (bludgeoning, piercing, slashing) for the duration of the ability. This increases to immunity at level 14.
- Your elixir can restore your hit points by 2d8 + your Intelligence modifier. This increases to 6d8 + your Intelligence modifier at level 14.

Your elixirs cannot be diluted or split and ceases to function if removed from your possession.

Upgrade Clockwork I

At 10th level, you can choose to upgrade your familiar from one of 3 possible modifications. Upgrading the familiar costs 50 gp x your technician level and takes 3 days of uninterrupted work. You fashion a cavity and internal support systems for the familiar which allow them to benefit from resonant magical energies given off by a magical item placed within. The choice of what type of magical item is placed within the familiar is only made once and cannot be changed later.

You can have the familiar drain the mana from the item on your bonus action to heal itself to full hit points or to use the mana to fuel its special ability, described below. You can remove a spent item and replace it with another on your action.

Potion: The familiar gains a constant *protection from evil and good* effect (one type only, chosen each time a new potion is installed). The familiar can drain the magic of the potion to include a single creature it is in physical contact with in the effect. The ability to include others in the protection effect lasts for a number of rounds equal to 1+ your Intelligence modifier.

Scroll: The familiar gains *detect magic* as a constant spell-like ability. Draining the magic of the scroll allows the familiar to cast *identify* on behalf of its master. Once used in this way, the scroll is drained of all magic.

Wand: The familiar gains the ability to spit acid up to 30 feet as a ranged attack, dealing 3d4 acid damage. Draining a charge of the wand increases the damage to 4d4 for a single attack; the charge is spent before the damage is rolled. The wand is not considered attuned to you while used in this fashion.

Regardless of what the item (potion, scroll, wand) does, how rare it is, or how powerful it is, the familiar uses it to power its abilities only, and does not benefit from any effect or spell the item might normally grant or have stored.

Clockwork Golem

At 12th level, you can create a clockwork golem. The base cost is 200 gp x ½ of your technician level for raw materials and refined mana crystal. You must also dismantle your animal familiar to provide the necessary spark of life. Building the golem must be done by yourself and requires 10 days of uninterrupted work, with small breaks allowed for food and sleep.

The golem must have a bipedal humanoid form, with two legs, two arms, a torso, and a head, but any other decoration is chosen by yourself. Parts from the dismantled familiar are installed in the golem's head, transferring the familiar to golem form. The golem retains all benefits and abilities from the previous form. The golem continues to speak in a series of clicks and whistles, but it can now learn gestures and rudimentary body language.

You can repair your golem using a Intelligence (Clockwork) skill check when you have a long rest against a DC of 14. On a successful check, you heal the familiar to full hit points.

Proper repairs can only be made with a clockwork repair kit. Using a clockwork repair kit grants a +2 bonus to the ability check. Attempting to repair your golem without a clockwork repair kit grants you disadvantage on the skill check. If the golem should be destroyed, you can build a new golem after a two week mourning period. Your golem does not gain levels like an Animal Companion.

The new golem does not need to look like the previous, but it still follows all the rules of **Clockwork Golem** creation, including the cost and the hardened mana crystal containing your Constitution point.

Clockwork Golem

Medium Construct (golem), *unaligned*

Armor Class 14

Hit Points 50

Speed 20 ft.

Str 20 **Dex** 12 **Con** 01 **Int** 09 **Wis** 10 **Cha** 09

Damage Resistance. Fire, bludgeoning, piercing, and slashing from non-magical attacks that aren't adamantine or hardened mana crystal

Damage Immunity. Poison

Condition Immunity. Charmed, exhaustion, frightened, paralyzed, poisoned

Senses. Darkvision 120 ft., Passive perception 10

Languages. Understands creator's native languages, Basic

Multiattack. The clockwork golem makes two fist (or weapon) attacks

Fist. Melee Weapon Attack. +6 to hit, reach 5 ft., One target. Hit: 13 (2d6+4) bludgeoning damage.

Upgrade Clockwork II

Upon reaching 17th level, you are able to upgrade your golem from a selection of available upgrades. The golem has a Body Index of 3.0, and each upgrade to the golem reduces that number. In total, the golem's body index cannot decrease below 0. All upgrades must be installed as one piece and cannot be worked a portion at a time. Upgrades can be done at any time, as long as the golem has sufficient body index points available. Body Index points can never be increased, the removal of an upgrade does not refund body index points. The cost of upgrading depends on which upgrade is chosen, but the base time to build and install an upgrade is 2 days for every .5 points of Body Index. You must do the work yourself. Consult the **Upgrade** tables for cost.

Mana Immunity

At 20th level, you no longer succumb to Mana Poisoning or Psychosis brought on by proximity to raw mana. You do, however, still potentially earn poisoning points from the casting of 9th level spells, if you are able to. Any penalties already accrued from Mana Psychosis are retained and still must be healed normally.

Personal Clockwork Enhancement

At 20th level, you reach the pinnacle of your craft and can enhance your own body with clockwork upgrades. You must design and build your own upgrade. Base cost is 1500 gp x ½ of your technician level -1500 gp per Intelligence modifier you posses. This cost includes payment to another technician who will perform the procedure, materials, and mana crystal. Only one upgrade can be chosen and cannot be changed at a later date. You can choose to *over-clock* your enhancement as a bonus action.

Replacement Arms: Increase your Strength by 3 and Dexterity by 2.

Over-clocking: You gain a Strength score of 25 for 1 minute per Constitution modifier you posses (minimum of 1 minute).

50% chance of draining the mana crystal and damaging the clockwork.

Replacement Legs: Increase your Dexterity by 2 and Strength by 2. Your base walking speed increases by 25 ft.; You gain +3 on Dexterity (Acrobatics) skill checks.

Over-clocking: Speed: +40 ft., Advantage on Dexterity (Acrobatics) skill checks for 1 minute per Constitution modifier you posses (minimum of 1 minute).

50% chance of draining the mana crystal and damaging the clockwork.

Brain Augmentation: Increase your Intelligence by 3 and decrease your Charisma by 1.

The mana crystal within holds one spell of 3rd level or lower (chosen from the **Technician Spell List**) which is treated as an innate spell usable once before a short rest. The chosen spell is stored permanently in the mana crystal. Changing the charged mana crystal requires the use of your bonus action.

The spell is cast at whatever spell slot it was created with. You must prepare your own spell crystals and you can carry up to three charged crystals at a time.

Over-clocking: Spell is cast with the Empowered Spell and Heightened Spell metamagic options. 75% chance to drain crystal and damage clockwork.

Replacement Spine: Increase your Dexterity by 3 and base walking speed by 20 ft.; You gain +3 on Dexterity (Acrobatics) skill checks.

Body	Upgrade	Dmg	Special
1	Shoulder Mounted Steam Fired Crossbow	1d10	Holds up to 10 bolts; can be reloaded in combat with a bonus action.
1	Spring Loaded Battle Axe	1d10	Hidden in the arm, it springs into the golem's hand when activated with a bonus action.
1.5	Spring Loaded Spinning Flails	1d8 (x2)	Hidden in the arms, the flails replace the golem's hands for the duration, activated with a bonus action.
1.5	Flame-thrower	3d4	Treat as *burning hands*, cast using a level 3 spell slot. Internal oil tank contains 5 activations before requiring a refill (5 pints of oil). Cannot be refilled during combat.
1.5	Electro Shock Pads	3d6	Treat as *shocking grasp*, cast using a level 3 spell slot A refined mana crystal (worth at least 50 gp) holds 3 charges. Cannot be changed during combat.

Table: Offensive Upgrades - 100 gp per .5 Index Points

Body Index	Upgrade	Special
0.5	Armor Plating, Light	+2 AC
1	Armor Plating, Medium	+4 AC, Speed: -5 ft.
1.5	Armor Plating, Heavy	+6 AC, Speed: -10 ft.
2	Armor Plating, Juggernaut	+8 AC, Speed: -15 ft.

Table: Defensive Upgrades - 150 gp per .5 Index Points

Over-clocking: Cast *time stop.* 75% chance of draining the crystal and damaging the clockwork.

If the personal clockwork replacement is damaged, roll 1d4. Severity of the damage is determined by the roll and upgrade type. The clockwork must be repaired by another technician with a successful Intelligence (Clockwork) skill check, using a clockwork repair kit, against a DC of 10 + your Constitution modifier. The cost for repair is ¼ the base cost of the upgrade.



Body Index	Upgrade	Special
1	Internal Grease & Lubricant Injectors	Golem acts as if under the effects of a *haste* spell. Internal tanks hold 2 charges before needing to be refilled (3 pints of oil or similar lubricant). It is bonus action to activate this ability. There is no lethargy after. Tanks cannot be refilled in combat.
0.5	Hydraulic Leg Actuators	Golem acts as if under the effects of the *jump* spell. Internal tanks hold 2 charges before needed to be refilled (4 pints of oil or similar lubricant). It is a bonus action to activate this ability. Tanks cannot be refilled in combat.
0.5	Mist Distribution Nozzles	Golem activates the nozzles that spreads out a fine mist similar to the effects of the *fog cloud* spell. Internal tanks hold 2 charges before needing to be refilled (4 pints of water). It is a bonus action to activate this ability. Tanks cannot be refilled in combat.
1.5	Holographic Decoy	Golem activates a lens made of refined mana crystal that projects an illusion similar to the *major image* spell. Each use requires a refined mana crystal worth at least 200 gp. A pre-recorded scene of up to 4 humanoid shapes, not including the golem, can be stored until triggered. It is an action to activate this ability. Changing of the crystal cannot be done in combat.

Table: Miscellaneous Upgrades - 300 gp per .5 Index Points

Upgrade	1	2	3	4
Arms	-4 Str, -4 Dex	Left Arm Paralyzed	Right Arm Paralyzed	-10 Str, -8 Dex
Legs	-4 Str, -4 Dex, -10 ft.	Left Leg Paralyzed	Right Leg Paralyzed	-8 Str, -10 Dex, -20 ft.
Brain	-4 Int, Cannot use spell crystal	-4 Int, *blinded*	-4 Int, *deafened*	Feeble-minded
Spine	-10 Dex	-10 Dex, roll 1d6 each combat round*	Level 4 *exhaustion*	*Paralyzed*

Table: Clockwork Enhancement Damage

*If the result is 1 - 3, the technician is *stunned* for 1 round.

Totemist

The Rusk roam the northern tundra, tending to their herds and defending their territory from outsiders. Each tribe of Rusk follow a totem animal, one of many aspects of their creator god, Krum. Different from a cleric or shaman, the Totemist is a holy warrior dedicated to the balance between the feral and the sane. They share a unique bond with their tribe's totem, a calling that transcends normal empathy and borders on spiritual harmony. Totemists tend to mimic their totem in temperament and can be considered odd at times, even by their fellow tribe members. This does not faze the Totemist in the slightest; to them, it is the tribe that is odd for not adopting the mannerisms of their totem as a way of life.

Role: Totemist tend to be loners, living within the tribe, but not truly belonging. They are most at home on the tundra, living as their totem lives and bonding with nature in their own way. Many young Totemists leave the relative safety of the tribe and follow a wanderlust inherent in their totem, a yearning to seek out new experiences. Many return after a time abroad, back to the tundra of their birth to teach young Totemists and to be at peace with the Wild. Adventuring groups find having a Totemist in their group is akin to having a wild animal - ferocious but unpredictable. A Totemist's role is one of combat savagery. They join melee with reckless abandon, charging at foes without regard for their own well being.

Required Race: Rusk

Alignment: Varies (See Totems)

Quick Build

You can make a totemist quickly by following these suggestion. First, put your highest ability score in Strength. You second highest score should be Constitution. Finally, choose the Folk Hero or Outlander background.

Class Features

As a totemist, you gain the following class features.

Hit Points

Hit Dice: 1d10 per totemist level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per totemist level after 1st

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

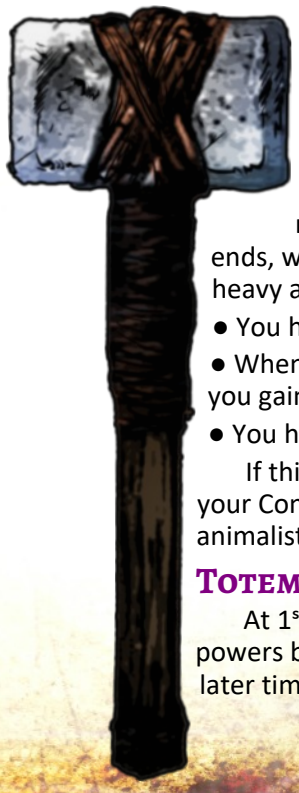
Saving Throws: Strength, Constitution

Skills: Choose two from Animal Handling, Athletics, Intimidation, Insight, Manasphere, Medicine, Nature, Perception, Stealth, and Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- [a] a maul or [b] any martial melee weapon
- [a] handaxe or [b] any simple weapon
- Four javelins, and hide armor.



Level	Proficiency Bonus	Features	Rage Damage
1	+ 2	Animalistic Rage, Totem	+ 2
2	+ 2	Favored Enemy, Rage Power	+ 2
3	+ 2	Endurance, Totem Power	+ 2
4	+ 2	Ability Score Improvement, Totemic Bond	+ 2
5	+ 3	Rage Power	+ 2
6	+ 3	Favored Enemy II	+ 2
7	+ 3	Wild Empathy	+ 2
8	+ 3	Ability Score Improvement, Rage Power	+ 3
9	+ 4	Totem Power	+ 3
10	+ 4	Companion Rage	+ 3
11	+ 4	Rage Power	+ 3
12	+ 4	Ability Score Improvement, Favored Enemy III	+ 3
13	+ 5	Greater Rage	+ 3
14	+ 5	Rage Power	+ 3
15	+ 5	Totem Power	+ 4
16	+ 5	Ability Score Improvement, Indomitable Will	+ 4
17	+ 6	Rage Power	+ 4
18	+ 6	Tireless Rage	+ 4
19	+ 6	Ability Score Improvement, Favored Enemy IV	+ 4
20	+ 6	Summon Totem Spirit	+ 4

Table: Totemist

Animalistic Rage

In battle, you fight with a primal ferocity. You are considered in an animalistic rage any time you take the Attack Action on your turn and lasts until you take another action that is not Attack or a number of rounds equal to 1 + twice your Constitution modifier or combat ends, whichever comes first. While raging, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack, you gain a bonus to the damage roll that increases as you gain levels as a totemist, as shown in the **Rage Damage** column of the **Totemist** table.
- You have resistance to bludgeoning, piercing, and slashing damage.

If this ability ends as the result of you being in the rage a number of rounds equal to 1 + twice your Constitution modifier, you gain one level of exhaustion. You cannot benefit from your animalistic rage if you are exhausted.

Totem

At 1st level, you choose a **Totem Spirit** to follow. You gain bonuses to your ability scores and powers based on the totem you choose. You must choose a spirit, and it cannot be changed at a later time.

Arctic Owl

Alignment Restrictions: CG, CN, CE

Totem Bonuses: +2 Intelligence, +2 on Intelligence (Investigation) skill checks

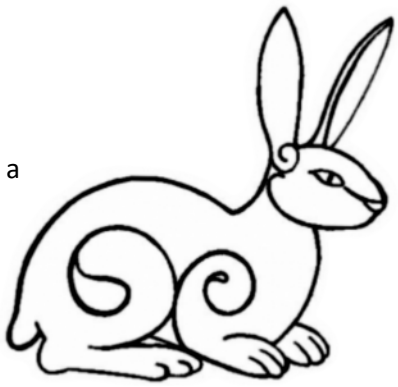
Opposition Totem: Tundra Snake

Awareness - At 3rd level, you can cast *alarm* once per day as a innate spell (spellcasting ability - Intelligence). This ability cannot be used while raging.

Counsel - Using your action, at 9th level, you can grant all allies within 30 feet that are also within line of sight and can hear you a +2 bonus on skill check with a single skill of their choice. This bonus lasts for 1 round. This ability cannot be used while raging.

Disruptive Presence - You can attempt to disrupt spellcasting in combat. Using your reaction, you can use your Charisma (Intimidate) skill to distract a target's casting. Your target must make a Willpower saving throw. The DC to resist is 8 + your proficiency + your Intelligence modifier. On a failed save the spell is disrupted and does not go off.

Arctic Rabbit



Alignment Restrictions: CG, CN, CE

Totem Bonuses: +2 Dexterity, +2 to Wisdom (Insight) skill checks

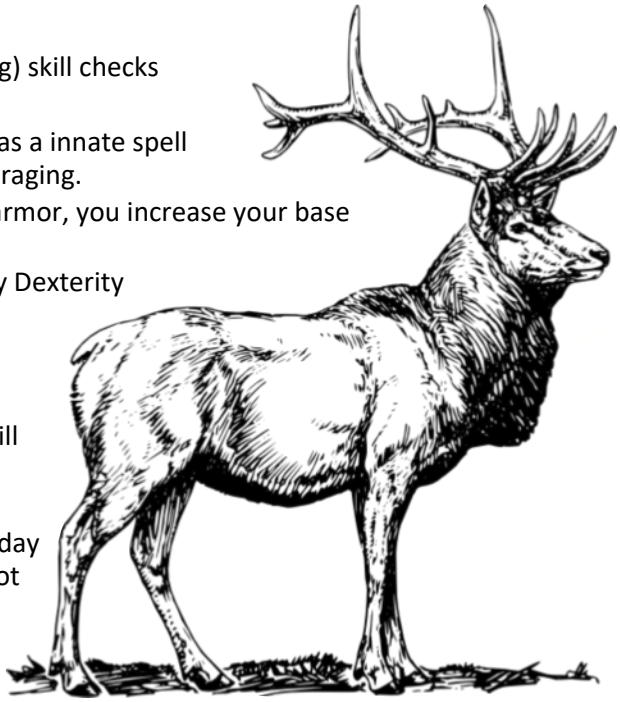
Opposition Totem: Snowcat

Nature's Friend - At 3rd level, you can cast *speak with animals* once per day as a innate spell (spellcasting ability - Wisdom). This ability cannot be used while raging.

Find the Bottom Line - At 9th level, you have advantage on Wisdom (Insight) skill checks.

Strafe - At level 15, when an attacker misses with a melee attack, you can use your reaction to make a 5 foot step. This does not provoke an opportunity attack or end your animalistic rage.

Elk



Alignment Restrictions: CG, CN

Totem Bonuses: +2 Wisdom, +2 to Wisdom (Animal Handling) skill checks

Opposition Totem: Wolf

Leap Away - After 3rd level, you can cast *jump* once per day as a innate spell (spellcasting ability - Wisdom). This ability cannot be used while raging.

Run Free - At 9th level, and while wearing light armor or no armor, you increase your base walking speed by 20 feet.

Sure Footing - At 15th level, you receive an advantage on any Dexterity (Acrobatics) skill checks when on uneven or slippery ground.

Polar Bear

Alignment Restrictions: CG, CN, CE

Totem Bonuses: +2 Constitution, +2 to Wisdom (Survival) skill checks

Opposition Totem: White Wyrm

Ursine Vigor - At 3rd level, you can cast *resistance* once per day as a innate spell (spellcasting ability - Wisdom). This ability cannot be used while raging.

Critical Execution - At 9th level, anytime you deal a critical strike, you gain advantage on your next melee attack.

Furious Swipes - At level 15, you gain a claw attack. Your claws deal 5d6 points of slashing damage + your Strength modifier. You can grow these claws for a number of rounds a day equal to your proficiency bonus + your Constitution modifier. The rounds must be used all at once. You may dismiss the claws with a bonus action.

Snowcat (Smilodon)

Alignment Restrictions: CG, CN, CE

Totem Bonuses: +2 Dexterity, +2 to Dexterity (Stealth) skill checks

Opposition Totem: Arctic Rabbit

Feline Agility - The 3rd level you can cast *longstrider* once per day as an innate spell (spellcasting ability - Wisdom). This ability cannot be used while raging.

Quick Reaction - At 9th level, you gain a +2 on initiative rolls.

Feline Form - At 15th level, your muscles become lean and defined, and your gait more deliberate and graceful. Your base walking speed increases by 10 feet, and you gain +4 to Dexterity (Acrobatics) skill checks.

Tundra Snake

Alignment Restrictions: CG, CN

Totem Bonuses: +2 Wisdom, +2 to Intelligence (Medicine) skill checks

Opposition Totem: Arctic Owl

Healing Touch - The 3rd level you can cast *cure wounds* once per day as innate spell (spellcasting ability - Wisdom). This ability cannot be used while raging.

Blend In - At 9th level, you gain 40% concealment when you remain completely motionless. This ability cannot be used while raging. You gain +4 on Dexterity (Stealth) skill checks if you are moving at one third of your base walking speed.

Will to Live - After 15th level, whenever your hit point total is brought to 0, you instead drop to 1 hit point. You cannot benefit from this ability more than once in a 24 hour period.

White Wyrm

Alignment Restriction: CN, CE

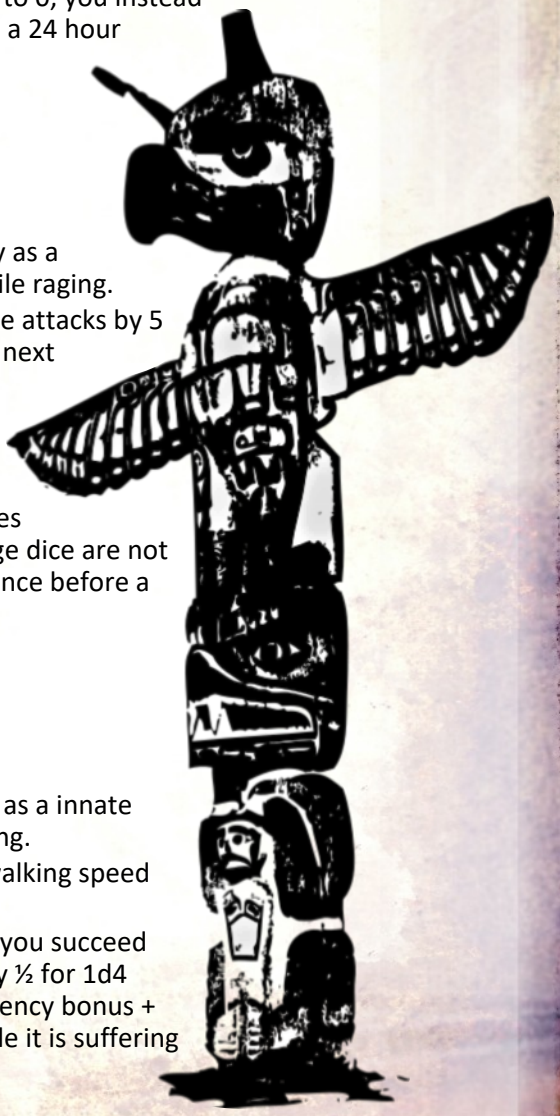
Totem Bonuses: +2 Strength, +2 on Charisma (Intimidate) skill checks

Opposition Totem: Polar Bear

Shrug Off Discomfort - At 3rd level, you can cast *resistance* once a day as a innate spell (spellcasting ability - Wisdom). This ability cannot be used while raging.

Reaching Strike - At 9th level, you can increase the reach of your melee attacks by 5 feet until the end of your turn by taking a -2 penalty to your AC until your next turn. You must decide to use this ability before any attacks are made.

Over-damage - At 15th level, you can deal extra damage with a successful strike. When you use the attack action, and you are successful, roll the weapon's damage dice for the attack twice and add the results together before adding bonuses from Strength, weapon abilities (such as flaming), and other damage bonuses. These extra weapon damage dice are not multiplied on a critical strike, but are added to the total. You can do this once before a short or long rest.



Wolf

Alignment Restrictions: CN, CE

Totem Bonuses: +2 Dexterity, +2 on Wisdom (Perception) skill checks

Opposition Totem: Elk

Rapid Movement - At 3rd level, you can cast *longstrider* once per day as a innate spell (spellcasting ability - Wisdom). This ability cannot be used while raging.

Fleet Feet - At 9th level, you gain an increase of 15 feet to your base walking speed while wearing light or no armor.

Hobble - At 15th level, you can use this ability as a bonus action when you succeed with an attack. The target of the attack's base walking speed is reduced by ½ for 1d4 rounds if they fail a Dexterity saving throw against a DC of 8 + your proficiency bonus + your Dexterity modifier. A hobbled creature cannot be hobbled again while it is suffering from the initial strike.

Favored Enemy

At 2nd level, you select a creature type from the **Totemist Favored Enemies** table. You gain a +2 bonus on skill checks against creatures of your selected type. Likewise, you get a +1 bonus on weapon attacks and damage rolls against them.

At levels 6, 12, and 19, you may select an additional favored enemy. In addition, at each such interval, the bonuses against any one favored enemy (including the one just selected, if so desired) increases by +1.

If you choose humanoids or outsiders as a favored enemy, you must also choose an associated subtype, as indicated on the **Favored Enemies** table. (Note: There are other types of humanoid to choose from—those called out specifically on the table are merely the most common found on Shin'ar). If a specific creature falls into more than one category of favored enemy, your bonuses do not stack; you simply uses whichever bonus is higher.

Enemy	Subtype
Aberration	
Animal	
Construct	
Dragon	
Fey	
Humanoid	Aquatic, Aravork, Calvoid, Giant (Ogres, Troll), Goblinoid (Goblin, Bugbear), Gnoll, Human, Illumnarus, Kalarin, Reptilian (Meek'ah), Sytash, Zevrish, Eltrabi (Drampyr, Vampyr), Frode, Rusk (Tribe), Arryn, Atlantian
Magical Beast	
Monstrous Humanoid	Drazil, Minotaur
Ooze	
Outsider	Air, Chaotic, Earth, Evil, Fire, Good, Lawful, Native, Water
Plant	
Undead	
Vermin	

Table: Totemist Favored Enemies

Rage Power

As you gain levels, you learn to use your rage in new ways. Starting at 2nd level, you gain a rage power. You gain another rage power for every three levels of totemist attained after 2nd level. You gain the benefits of rage powers only while in your animalistic rage. Unless otherwise noted, you cannot select an individual power more than once. Any totemist who meets the powers' prerequisites can select and use rage powers.

Animal Fury

While raging, you gain proficiency in a bite attack. If the bite hits, it deals 1d8 points of damage + your Strength modifier. You can make a bite attack as part of the action to maintain or break free from a grapple. This attack is resolved before the grapple check is made. If the bite attack hits, any grapple checks made by you against the target this round are at a +2 bonus.

Fearless Rage: **Prerequisite**: Totemist 10

While raging, you are immune to the *frightened* condition.

Guarded Stance

You gain a +1 bonus to Armor Class against melee attacks while in an animalistic rage. This bonus increases by +1 for every 8 levels of totemist you attain.

Internal Fortitude: **Prerequisite**: Totemist 8

While raging, you are immune to the *poisoned* condition.

Mighty Swing: **Prerequisite**: Totemist 12

On a critical strike, you add additional bonus damage equal to ½ of your totemist level. This ability is usable once before a short rest.

Powerful Blow

You gain a +1 bonus on a single damage roll. This bonus increases by +1 for every 4 levels you attain as a totemist. This power is usable once before a short rest.

Quick Reflexes

You gain advantage on Dexterity saving throws while raging.

Rolling Dodge

You gain a +1 bonus to Armor Class against ranged attacks while raging. This bonus increases by +1 for every 8 levels of totemist you attain.

Surprise Accuracy

You gain advantage on one melee attack roll while raging. You can do this once before a short rest.

Unexpected Strike**: Prerequisite**: Totemist 8

You can use your reaction to attack any creature within reach that has scored a melee attack against you in the encounter. You can do this once before a short rest.

Endurance

At 3rd level, you gains a +4 bonus on the following skill checks and saving throws: Strength (Athletics) skill checks made to resist non-lethal damage from exhaustion while swimming or running; Constitution checks made to avoid non-lethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid non-lethal damage from starvation or thirst; Constitution saving throws made to avoid non-lethal damage from hot or cold environments; and Constitution saving throws made to resist damage from suffocation.

Totem Power

At 3rd level and every 6 levels after, you gain an ability based upon your **Totem Spirit**.

Totemic Bond

At 4th level, you form a close bond with an animal of your totem's type, as found in the **Table: Animal Companions** at the end of this chapter. This animal is a loyal companion that accompanies you on your adventures.

Unlike normal animals of its kind, an animal companion's Hit Dice, abilities, and skills advance as you advance in levels. If your companion dies, you may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer in the environment where the new companion typically lives. Companions that replace slain companions gain XP at 1 to 1 with their master.

Wild Empathy

At 7th level, you can improve the initial attitude of an animal. You gain advantage on Wisdom (Animal Handling) skill checks.

You are always considered **hostile** to your opposition totem animal.

Companion Rage

At 10th level, you can induce a rage in your animal companion as a bonus action. This rage can be induced for a number of rounds per day equal to 1 + your Constitution modifier. At each level after 10th, the animal companion can rage for 2 additional rounds a day. While enraged, the animal companion gains the same benefits you do while in a rage, including rage powers you know. Your companion gains all expended rounds back after a long rest.

Greater Rage

At 13th level, whenever you enter a rage, you gain a +3 to all Strength and Constitution saving throws.

Indomitable Will

Upon reaching level 16, you gain advantage on Wisdom saving throws while in a rage to resist enchantment and *charm* effects.

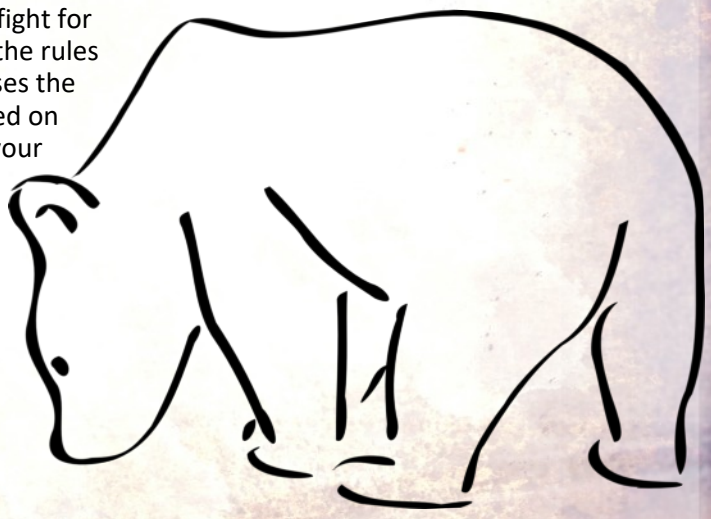
Tireless Rage

At level 18, you do not become exhausted anymore if your rage lasts a number of rounds equal to 1 + twice your Constitution modifier.

Summon Totem Spirits

At 20th level, you are able to summon totem spirits to fight for you. This ability cannot be used while in a rage. Following the rules of *conjure animals*, this spell is cast at a higher level and uses the equivalent of a 7th level spell slot (spellcasting ability - based on totem animal). This summons forth 6 totem spirits under your control for a number of rounds equal to your proficiency bonus, or until they perish in combat.

These spirits are incorporeal and only do ½ damage on melee attacks to corporeal creatures and objects, but they are immune to slashing, bludgeoning, and piercing damage done to them by a weapon wielded by corporal beings. They can be targeted by magic normally and suffer full damage from magical attacks. You can summon these spirits once before a long rest.



Witch Doctor

The spirit realm that lies just beneath our own - the realm where what is real and what is dream mingle - has always been a source of divine reverence to the Meek'ah. From the spirit realm came Kythlu and she showed the primitive Meek'ah how to live with nature and to protect the wild places where the link between worlds was weak. The Meek'ah's culture has changed much since the dawn of time, but the one constant through times of slavery and conquest, was the connection to the other realm where all life began. Witch Doctors teach their fellow tribesmen how to appreciate life and death and interprets the will of the spirit realm, for good or ill.

Role: A Witch Doctor can sense the realm beyond and shapes mana in a way that connects them to the spirits that inhabit there. The Meek'ah are the one race that can be found in all corners of Shin'ar. Many adventuring groups have known the benefit of having a pint-sized spirit talker. Their affinity for the threads of life and death give them the ability to both heal and destroy, a potent combination in any combat situation. The role of a Witch Doctor is one of support. Often overlooked for seemingly more powerful advisories, the Witch Doctor excels in casting devastating offensive spells while being able to assess allies for any injury or fatigue. The power of the spirit realm is at their fingertips and they use it to warp reality in favorable ways.

Required Race: Meek'ah

Alignment: Any

Quick Build

You can make a witch doctor quickly by following these suggestion. First, Intelligence should be your highest ability score. Your next highest ability score should be Dexterity. Next, choose the Acolyte, Folk Hero, Hermit, or Urchin background. Finally, choose the *spare the dying*, *blade ward*, and *minor illusion* cantrips, along with the following 1st level spells for your familiar: *bless, cure wounds, inflict wounds, hellish rebuke, protection from evil and good* and *witch bolt*.

Class Features

As a with doctor, you gain the following class features.

Hit Points

Hit Dice: 1d6 per witch doctor level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per witch doctor level after 1st



Proficiencies

Armor: None

Weapons: Simple weapons, blowgun

Tools: Herbalism Kit

Saving Throws: Intelligence, Dexterity

Skills: Choose three from Arcana, Acrobatics, History, Insight, Investigation, Manasphere, Medicine, Religion, Stealth, and Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- [a] a dagger or [b] any simple weapon
- [a] a component pouch or [b] herbalism kit
- A familiar of your choice and a blowgun with 10 blowgun darts

Spellcasting

At 1st level, you know three cantrips of your choice from the **Witch Doctor Spell List**. You learn additional witch doctor cantrips of your choice at higher levels, as shown in the **Witch Doctor Spell Progression** table.

Familiar

At 1st level, you form a close bond with a familiar, a creature that teaches you magic and guides you along your spiritual path. Familiars also provide aid by granting skill bonuses and can be used as an **arcane focus** for your spells. Your familiar only stores witch doctor spells. All other spells are stored normally, as noted in their class features.

You must commune with your familiar each day to prepare your spells. Familiars store the spells a witch doctor knows and can prepare. You cannot prepare witch doctor spells without your familiar. Your familiar begins play storing 6 1st level witch doctor spells of your choice.

The spells you add to your familiar as you gain levels reflect the knowledge you have gained through tutoring and study with your familiar. You might find other spells during your adventures. Having your familiar store a new spell follows the same rules as the wizard class regarding copying new spells into spellbooks, as described in the Dungeons & Dragons 5th Edition Players Handbook.



Level	Proficiency Bonus	Features
1	+ 2	Spellcasting, Familiar, Nature Sense
2	+ 2	Spirit Sense
3	+ 2	Hex
4	+ 2	Ability Score Improvement, Wild Empathy
5	+ 3	Cursed Strike
6	+ 3	Wild Shape
7	+ 3	Hex
8	+ 3	Ability Score Improvement
9	+ 4	Woodland Stride
10	+ 4	–
11	+ 4	Hex
12	+ 4	Ability Score Improvement
13	+ 5	Nature's Spiritual Allies
14	+ 5	–
15	+ 5	Hex
16	+ 5	Ability Score Improvement
17	+ 6	–
18	+ 6	–
19	+ 6	Ability Score Improvement, Hex
20	+ 6	Wild Shape at Will, Grand Hex

Table: Witch Doctor

Your familiar can learn new spells from other familiars. To accomplish this, the familiars must spend one hour per level of the spell being taught in communion with one another. At the end of this time, the witch doctor whose familiar is learning a spell must make an Intelligence check (DC 8 + spell level). If the check succeeds, the familiar has learned the spell and you may utilize it the next time you prepare spells. If the check fails, the familiar has failed to learn the spell and cannot try to learn that spell again until the witch doctor has gained another level. Most witch doctors require a spell of equal or greater level in return for this service.

If a familiar belongs to a witch doctor that has died, it only retains its knowledge of spells for 24 hours, during which time it is possible to coerce or bribe the familiar into teaching its spells to another, subject to GM discretion.

The **Witch Doctor Spell Progression** table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of witch doctor spells that are available for you to cast. To do so, choose a number of witch doctor spells stored in your familiar equal to you Intelligence modifier + your witch doctor level (minimum of one spell). The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of witch doctor spells requires time spent communing with your familiar: at least 1 minute per spell level for each spell on your list.

If a familiar is lost or dies, it can be replaced 1 day later through a special ritual that costs 100 gp per witch doctor level.

Witch Doctor Spells

Cantrips - Guidance, Light, Mending, Sacred Flame, Spare the Dying, Blade Ward, Chill Touch, Friends, Minor Illusion, Poison Spray

1 - Bane, Bless, Cure Wounds, Detect Poison and Disease, Inflict Wounds, Charm Person, Comprehend Languages, Hellish Rebuke, Protection from Evil and Good, Witch Bolt

2 - Aid, Augury, Calm Emotions, Hold Person, Prayer of Healing, Cloud of Daggers, Crown of Madness, Invisibility, Ray of Enfeeblement, Suggestion

3 - Animate Dead, Bestow Curse, Clairvoyance, Remove Curse, Speak with Dead, Counterspell, Dispel Magic, Gaseous Form, Major Image, Vampiric Touch

4 - Control Water, Death Ward, Divination, Locate Creature, Banishment, Blight, Dimension Door, Hallucinatory Terrain

5 - Contagion, Flame Strike, Greater Restoration, Mass Cure Wounds, Dream, Hold Monster, Scrying

6 - Blade Barrier, Find the Path, Harm, Heal, Circle of Death, Create Undead, Eyebite, Mass Suggestion

7 - Divine Word, Fire Storm, Regenerate, Symbol, Etherealness, Finger of Death, Forcecage

8 - Antimagic Field, Control Weather, Earthquake, Dominate Monster, Feeblemind, Power Word: Stun

9 - Mass Heal, True Resurrection, Power Word: Kill, True Polymorph

		Spell Slots per Spell Level								
Level	Cantrips Known	1	2	3	4	5	6	7	8	9
1	3	2	–	–	–	–	–	–	–	–
2	3	3	–	–	–	–	–	–	–	–
3	3	4	2	–	–	–	–	–	–	–
4	4	4	3	–	–	–	–	–	–	–
5	4	4	3	1	–	–	–	–	–	–
6	4	4	3	2	–	–	–	–	–	–
7	4	4	3	2	1	–	–	–	–	–
8	4	4	3	3	2	–	–	–	–	–
9	4	4	3	3	2	1	–	–	–	–
10	4	4	3	3	2	2	–	–	–	–
11	4	4	3	3	3	2	1	–	–	–
12	4	4	3	3	3	2	1	–	–	–
13	4	4	3	3	3	2	1	1	–	–
14	4	4	3	3	3	3	1	1	–	–
15	4	4	3	3	3	3	1	1	1	–
16	5	4	3	3	3	3	1	1	1	–
17	5	4	3	3	3	3	1	1	1	1
18	5	4	3	3	3	3	1	1	1	1
19	5	4	3	3	3	3	2	1	1	1
20	5	4	3	3	3	3	2	2	2	1

Table: Witch Doctor Spell Progression

The ritual takes 8 hours to complete. A new familiar begins knowing all of the spells your old familiar knew.

Familiars do not gain levels like Animal Companions and are described in more detail at the end of this chapter.

Spellcasting Ability

Intelligence is your spellcasting ability for your witch doctor spells, since you learn your spells through intelligent communion with your familiar. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a witch doctor spell you cast and when making an attack roll with one.

Nature Sense

At level 1, you gain proficiency with the Intelligence (Nature) skill. You gain a +2 to Intelligence (Nature) skill checks at level 4, and another +2 at level 8.

Level	Armor	Int.	Special
1	1	6	Alertness, Dismiss, Deliver Touch Spells, Share Link
5	2	8	Dodge
10	3	10	Speak with Master
15	4	12	Spell Resistance

Witch Doctor Familiar Advancement

Your Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Your Spell attack modifier = your proficiency bonus + your Intelligence modifier

Spirit Sense

At level 2, you are able to add your proficiency to any Intelligence (Investigation) skill checks regarding spiritual undead and other incorporeal creatures. If you are already able to use your proficiency, you instead gain a +2 to the skill check. You gain advantage on the skill check at level 10.

Hex

Beginning at 3rd level, you learn a number of magical tricks, called hexes, that grant you powers or weaken foes. At 3rd level and every 4 levels afterwards, you gain a hex of your choice. An individual hex cannot be selected more than once.

Unless otherwise noted, it uses your action to cast a hex. The save to resist a hex is equal to 8 + your proficiency bonus + your Intelligence modifier. At level 14, you add your Wisdom modifier as well.

Beast of Ill Omen

Creatures in range must make a Charisma saving throw or be affected by the effects of a *fear* spell cast at the equivalent of using a 3rd level spell slot. You cast this hex on your familiar at a range of up to 60 feet. The affected enemy must be no more than 60 feet from the familiar to trigger the effect; seeing the familiar from a greater distance has no effect (though if the enemy and familiar approach to within 60 feet of each other, the hex takes effect). The *fear* affects the closest creature to the familiar (ties affect the creature with the highest initiative score). Whether or not the target's save is successful, the creature cannot be the target of the effect for 1 day (later uses of this hex ignore that creature when determining who is affected).

Discord

You can make an animal or humanoid within 30 feet distrust another creature within line of sight. The target's attitude toward the other creature to become argumentative and suspicious. A successful Wisdom saving throw negates this effect. The effect lasts for a number of rounds equal to 1 + your Intelligence modifier. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day. At 8th level, this effect makes them openly hostile to each other. This is a mind-affecting charm effect.

Evil Eye

The target takes a -2 penalty on one of the following (your choice): AC, ability checks, attack rolls, saving throws, or skill checks. This hex lasts for a number of rounds equal to 1 + your Intelligence modifier. A Wisdom saving throw reduces this to just 1 round. This is a mind-affecting effect. At 8th level the penalty increases to -4.

Feral Speech

This hex grants you the ability to speak with and understand the response of any animal as if using *speak with animals*, though each time you uses the hex, you must decide to communicate with either amphibians, birds, fish, mammals, or reptiles, and can only speak to and understand animals of that type. You can make yourself understood as far as your voice carries. This hex does not predispose any animal so addressed toward yourself in any way. At 12th level, you can choose to use this hex to communicate with vermin.

Fortune

You can grant one creature within 30 feet a bit of good luck. The target can call upon this good luck to re-roll any ability check, attack roll, saving throw, or skill check, taking the better result, on the round following them gaining the good fortune. They must decide to use this ability before the first roll is made. The duration of this hex is extended by one round at level 8, and 16. Once a creature has benefited from the fortune hex, it cannot benefit from it again for 24 hours.

Healing

This acts as a *cure wounds* spell, cast at the equivalent of using a 3rd level spell slot. Once a creature has benefited from the healing hex, it cannot benefit from it again for 24 hours. At 5th level, this is cast as if using a 5th level spell slot.

Swamp Hag

While traveling through swamps, mires, bogs, and similar terrain, you leave no trail and cannot be tracked, even by magical means. You can walk through mud and even quicksand as if it were normal ground. This ability lasts for a number of rounds equal to 1 + your Intelligence modifier.

Tongues

You can understand any spoken language for a number of minutes equal to your witch doctor level, but you cannot speak it. At 5th level, you can use this ability to speak any language, as per the spell *tongues*.

Grand Hexes

Abominate

You transform a creature within 30 feet into an hideous aberration. This hex acts as *polymorph*, except the target is transmuted into a Small, Medium, or Large aberration. The creature takes on the stats and abilities of the chosen aberration, and it retains all of its class abilities and knowledge, and skills. It is, however, driven insane by the process. The creature must succeed a Wisdom saving throw at a -4 penalty to remove the effects. Whether or not its saves are successful, the creature cannot be the target of this hex again for 24 hours.

Death Curse

This hex has a range of 30 feet. The hexed creature receives a Wisdom saving throw to negate the effect. If this save is failed, the creature begins to suffer from level 1 exhaustion the first round of the hex. On the second round of the hex, the exhaustion level increases by 4. On the third round, the creature dies unless it succeeds a Constitution saving throw at a -4 penalty. Creatures that fail the first save but succeed at the second remain exhausted at level 2, and take 6d6 points of necrotic damage. Slaying the witch doctor that hexed the creature ends the effect, but any fatigue or *exhaustion* remains. Whether or not the saves are successful, a creature cannot be the target of this hex again for 24 hours.

Lay to Rest

You may target a single undead creature with this hex and permanently lay it to rest. A Wisdom saving throw negates this effect. Sentient undead gain a +4 bonus to the Wisdom save against this hex. If the save is successful, the undead creature cannot be the target of this hex again for 24 hours. This does not effect Eltra Vampires Lords, but it does effect other vampires.

Life Giver

You can touch a dead creature and bring it back to life. This functions as *true resurrection.* The use of this Grand Hex causes your to suffer from one level of exhaustion.

Wild Empathy

At level 4, you can try to improve the initial attitude of an animal. You gain advantage on Wisdom (Animal Handling) skill checks.

Cursed Strike

Beginning at 5th level, when you successfully attack a foe, you can choose to inflict a *curse* simultaneously. You must declare your intent to curse before rolling attack and can only unleash a cursed strike a number of times equal to 1 + your Intelligence modifier before a long rest.

If the attack succeeds, the target is cursed with bad luck, granting them disadvantage on all rolls for 1 round + your Intelligence modifier. This curse is negated with a Wisdom saving throw vs a DC of 8 + your proficiency bonus + your Intelligence modifier.

Wild Shape

Starting at 6th level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature once a day.

Your witch doctor level determines the beasts you can transform into, as shown in the **Beast Shapes** table.

You can stay in a beast shape for a number of hours equal to half you beast tamer level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

Level	Max. CR	Limitations	Example
6th	1/4	No flying or swimming speed	Wolf
8th	1/2	No flying speed	Crocodile
16th	1	—	Giant Eagle

Beast Shapes - Witch Doctor

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has legendary or lair actions, you can't use them.

- When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you are not knocked unconscious.
- You can't cast spells, and your ability to speak or take actions that require hands is limited to the capabilities of your beast form.
- You retain any benefit of any features from your class, race, or other source and can use them in the new form if the new form is capable of doing so.

You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions like normal. Your equipment doesn't change size or shape to match your new form, and any equipment that the new form can't wear must either fall to the ground or merge with you. Equipment that merges with you has no effect until you leave that form.

Woodland Stride

Beginning at 9th level, you may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you.

Nature's Spiritual Allies

At 13th level, you are able to summon a force of nature in animal shapes. The allies cannot be harmed by any physical attacks, but *dispel magic*, *disintegrate*, a sphere of annihilation, or a rod of cancellation affects them. A spiritual ally's AC against touch attacks is 10.

You can choose which ally is summoned. The subtype of the summoned creature is incorporeal, regardless of the animal's bestiary entry. Statistics of the creature are used only outside of battle.

Each round on your turn, starting with the turn that you used this ability, your spiritual allies can make an attack against a foe within their reach that you designate. The allies can threatens adjacent squares and can flank and make attacks of opportunity as if they were normal creatures. The allies use your proficiency plus your Intelligence modifier when it makes a melee attack. When the ally hits, it deals force damage equal to what it's physical attack would be +1 point of damage every witch doctor level past level 13. This strikes as a spell, not a weapon, so it bypasses damage resistance and can affect incorporeal creatures.

Choose one of the following options for what appears:

- One beast of challenge rating 2 or lower
- Two beasts of challenge rating of 1 or lower
- Four beasts of challenge raiting of ½ or lower
- Eight beasts of challenge raiting of ¼ or lower

The Nature's Spiritual Allies can be summoned for a total of 1 round for every 2 witch doctor levels you posses, although these rounds need not be consecutive. All expended rounds are replenished after a long rest. Summoning is done as your action and dismissing the summoned creatures is a bonus action.



Companions and Familiars

Familiar	Special Ability
Bat	Master gets +3 bonus to hearing based Wisdom (Perception) skill checks
Cat	Master gets +3 bonus to Dexterity (Stealth) skill checks
Hawk	Master gets +3 bonus to sight-based and opposed Wisdom (Perception) skill checks in bright light
Lizard	Master gets +3 bonus to Strength (Athletics) skill checks to climb surfaces
Monkey	Master gets +3 bonus to Dexterity (Acrobatics) skill checks
Owl	Master gets +3 bonus on sight- based and opposed Wisdom (Perception) skill checks in shadows or darkness
Rat	Master gets +2 bonus on Constitution saving throws
Raven#	Master gets +3 bonus on Intelligence (Investigation) skill checks
Viper	Master gets +3 bonus on Charisma (Deception) skill checks
Toad	Master gets +3 Hit Points
Weasel	Master gets +2 bonus on Dexterity saving throws
Centipede	Master gets +3 bonus on Dexterity (Stealth) skill checks
Crab	Master gets +2 bonus on Strength saving throws
Fox	Master gets +2 bonus on Dexterity saving throws
Octopus	Master gets +3 bonus on Strength (Athletics) skill checks to swim
Scorpion	Master gets +2 bonus on Initiative rolls
Spider	Master gets +3 bonus on Strength (Athletics) skill checks to climb surfaces

Table: Familiar Choices and Benefits

#The raven familiar can speak one language its master knows as a supernatural ability when it first comes into service, regardless of the master's level. This language is far from fluent, but understandable to those who have an Intelligence score of 10 or better. This does not apply to a Clockwork Raven familiar.



Familiars are normal beasts who share a mystical link to the Manasphere, and act as a conduit for those who can tap into such power. The familiar always comes into service at the same level of its master. They do not gain experience points.

Armor

Through its link to the Manasphere, the familiar gains a bonus to its AC that increases as its master gains experience. It gains a +1 at 1st level and an additional +1 at levels 5, 10, and 15.

Intelligence

The familiar's brain has been altered by the Manasphere, granting it the capacity to learn beyond the level nature intended it reach. Initial bonding with its master gains the familiar an Intelligence score of 6. This increases by 2 at levels 8, 10, and 15.

Alertness

The familiar gains advantage on Wisdom (Perception) skill checks while its master is sleeping. It can send a telepathic warning to attempt to awaken its master if it senses danger. The familiar must materialized for this ability to function.

Dismiss

A familiar can be dematerialized by the Manasphere at the request of its master. This requires you to take an action to do so. You can have it rematerialize as another action in any unoccupied space within 30 feet of you. While in a dematerialized state the familiar is free from harm. There is no way you can be magically blocked from re-materializing your familiar.

Master Level	Armor	Int.	Special
1	1	6	Alertness, Dismiss, Deliver Touch Spells, Share Link
5	2	8	Uncanny Dodge
10	3	10	Speak with Master
15	4	12	Spell Resistance

Familiar Advancement

Deliver Touch Spells

When you cast a spell that has a range of touch, the familiar can deliver the spell as if it had cast the spell. The familiar must be within 100 feet of its master for this feature to function. If the spell requires an attack roll, you use your attack modifier for the roll.



Share Link

The familiar shares a telepathic link with its master as long as it stays within 100 feet. The master can understand the familiar's mental state, and interpret their body language. Additionally, as an action, the familiar's master can see through its eyes and hear what it hears until the start of your next turn, gaining the benefit of any special senses the familiar may have. During this time, you are deaf and blind with regard to your own senses. You can dismiss this effect with a bonus action.

Dodge

At level 5, the familiar gains advantage on any Dexterity saving throw to resist damage from sources you or the familiar can see.



Speak With Master

The familiar's increased intelligence allows it to speak one language its master knows. The familiars voice is proportionate to its relative size, and its speech can be hard to understand at times because of underdeveloped vocal chords. The animal's speech, over time, does improve. It can lean one additional language at level 15. The speech is made possible by the familiar's link with the Manasphere and animals who lack the necessary organs to speak can still be understood when they talk.

Spell Resistance

Upon reaching 15th level, the familiar gain advantage on any Intelligence, Wisdom, or Charisma saving throw to resist magical spells and effects.





Animal companions share a similar link to the Manasphere that familiars do. The companion's master gains the unyielding friendship and love from the animal, and the animal receives power through their connection from the Manasphere, increasing its size and ability.

Level

Your animal companion earns exactly ½ of the experience awarded to you for combat. It takes them the same amount of experience to reach the next level as you.

Hit Dice

Your animal companion's hit dice change to match the hit dice for their level, as shown on **Table: Animal Companion Base Statistics**.

Share Spells

The master can choose to include their animal companion in sharing the benefits of certain spells. As long as the animal companion is within 30 feet of its master, it can share the benefits of spells, such as *bless* and *protection from evil and good*.

Natural Armor

Your companion's natural armor increases at 1st level, gaining them a +1 bonus to their AC. This increases by 1 at levels 5, 9, 13, and 17.

Strength/Dexterity Bonus

When your companion animal reaches level 3, it gains a bonus ability score point you can place into your choice of either Strength or Dexterity. This bonus increases to +2 at level 7, and by another +1 at levels 10, 13, 16, and 19.

Link

The animal companion and its master share a supernatural link, bolstered by the Manasphere. They are able to sense each other's presence and general well being as long as companion and master are within 50 feet of each other. This does not offer any sort of telepathic communication, but they can sense the over all mood of each other.

Level	HD	Proficiency Bonus	Natural Armor	Str/Dex Bonus	Features
1	1	+ 2	1	0	Link, Share Spells
2	1	+ 2	1	0	–
3	2	+ 2	1	1	–
4	2	+ 2	1	1	Ability Score Improvement
5	3	+ 3	2	1	–
6	3	+ 3	2	1	Devotion
7	4	+ 3	2	2	Bestial Evasion
8	4	+ 3	2	2	–
9	5	+ 4	3	2	Ability Score Improvement, Extra Attack
10	5	+ 4	3	3	–
11	6	+ 4	3	3	–
12	6	+ 4	3	3	–
13	7	+ 5	4	4	–
14	7	+ 5	4	4	Ability Score Improvement
15	8	+ 5	4	4	Uncanny Dodge
16	8	+ 5	4	5	–
17	9	+ 6	5	5	–
18	9	+ 6	5	5	–
19	10	+ 6	5	6	–
20	10	+ 6	5	6	Ability Score Increase

Table: Animal Companion Base Statistics

Alligator, Antelope, Ape, Axe Beak, Baboon, Badger, Bat, Bear, Boar, Bobcat, Camel, Cheetah, Constrictor Snake (Tundra Snake), Coyote, Crab, Crocodile, Deinonychus, Dog, Dolphin, Eagle, Elephant, Elk, Fox, Giant Frog, Giraffe, Hawk, Hippopotamus, Horned Lizard, Horse, Kangaroo, Leopard, Lion, Llama, Manta Ray, Monitor Lizard, Octopus, Orca, Owl, Pony, Rabbit, Ram, Raven, Shark, Smilodon, Snapping Turtle, Stag, Stingray, Tiger, Tortoise, Velociraptor, Viper Snake, Walrus, Weasel, Wolf, Wolverine

The above list are common animals that can be chosen as Animal Companions. The Totemist must choose their totem animal. The Horselord typically chooses the Horse, but can choose any animal that can be ridden as a companion.

The Totemist, Beast Tamer, and Horselord's companion animals use the **Table: Animal Companions Base Statistics** for progression but follow all the rules regarding Animal (Ranger Companions) Companions discussed in Chapter 3 of the Dungeons & Dragons 5th Edition Player's Handbook unless otherwise stated. Most companion animals begin play at level 1, and level up with their master. Some are met later in life, or could be replacing a slain companion.

Ability Score Improvement

Starting at level 4, your animal companion gains 1 point for you to increase any ability score other than Strength and Dexterity. They gain another point at level 9, 14, and 20.

Devotion

At level 6, your animal companion gains a +2 to saving throws made to resist enchantment and charm spells and effects. At level 12, you companion animal is immune to *charm* effects.

Bestial Evasion

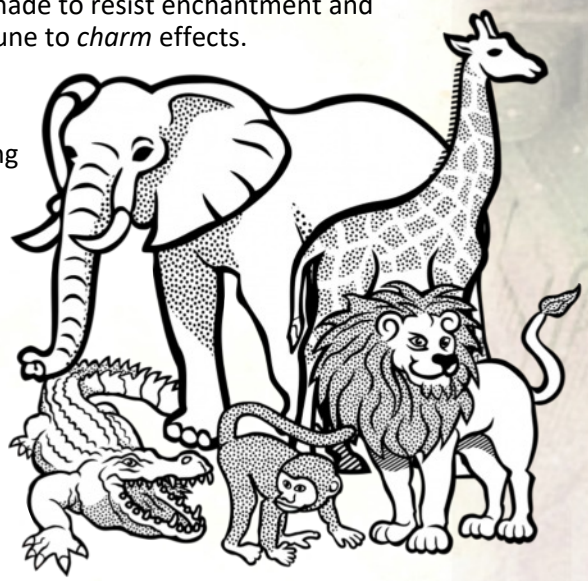
At level 7, your animal companion can nimbly dodge out of the way of certain area effects. If they make a successful Dexterity saving throw against an attack that normally deals half damage on a successful save, they instead take no damage. They gain no benefit if they are *incapacitated* or *stunned*.

Extra Attack

Beginning at level 9, your animal companion can attack twice, instead of once, whenever you order them to Attack.

Uncanny Dodge

At level 15, when an attacker that your animal companion can see hits them with an attack, they can use their reaction to halve the attack's damage against them.



Backgrounds

Each race on Shin'ar boasts peoples from all walks of life, but some encourage a certain lifestyle or background over others. Detailed below is a list of favored backgrounds for each race, and any new backgrounds or variants introduced in ***Manastorm: World of Shin'ar***.

Aravork

Favored Backgrounds: Acolyte, Criminal, Criminal (Spy), Entertainer, Folk Hero, Hermit, Outlander, Sage, Soldier, Urchin

Arryn

Favored Background: Acolyte, Charlatan, Criminal, Criminal (Spy), Entertainer, Noble, Sage, Soldier, Urchin

Calvoid

Favored Backgrounds: Acolyte, Charlatan, Guild Artisan, Guild Artisan (Guild Merchant), Sage

New Background: School Member

You are the member of a Calvoid School. You have dedicated your life to the ideals of your School, and enjoy all the perks membership provides. You rise from lowly neophyte through the social and academic hierarchy of your School to eventually obtain the rank of Master or beyond.

D8	Calvoid School
1	Thaumaturgy & Artifice
2	Engineering & Architecture
3	Law Keeping & Protection
4	Politics & Religion
5	Invention & Experimentation
6	Labor & Administration
7	Mercantile & Travel
8	Roll Again

School

Every Calvoid city and enclave has a version of the eight Schools. Some are little more than loose networks of like minded individuals who answer to a ruling council, but are otherwise left to their own devices. Some Schools are run with military precision and a strict list of bylaws and traditions its members must follow. You may select your School from the Calvoid Schools list or roll randomly.

Skill Proficiencies: Arcana, Investigation, Manasphere

Tool Proficiencies: One type of artisan's tools

Languages: Urk*

**Urk is considered a "dead language" and has not been spoken in centuries, however, a number of modern languages use Urk for a number of words and phrases. Someone who can understand Urk can understand any language derived from it, but, cannot necessarily speak that language fluently.*

Equipment: A set of artisan's tools (one of your choice), a badge of membership (which allows you to enter buildings designated by your clearance level), an abacus, a set of fine clothes (School Uniform), and a belt pouch containing 15 gp.

As a member of your School, you know the skills needed to create finished items from raw materials (reflected in your proficiency with a certain kind of artisan's tools), as well as the principles of research and study. Lower ranked members of Schools create items for use by their fellow members, or for sale to the School of Mercantile & Travel (or for sale to others if they belong to the School of Mercantile & Travel). Every Calvoid is entitled to go on a sabbatical, known as a Far Journey, and those who choose to do so often choose a time in their life just after they obtain the rank of Novice in their School. Some use this time to study the Manasphere abroad, and apply such understandings to enrich their home School once they return. Some are so enamored with the adventuring life that they run the risk of forfeiting their place in the hierarchy of their School. Calvoid can never be kicked out of their School, for any reason, but their rank can be lowered as a punishment. Criminals and other nefarious characters still retain a rank in their School, even if exiled or imprisoned, though they also often obtain the designation of *Tzuga*, loosely translated to "backs turned", meaning, the School disavows the subject. *Tzugas* do not gain the benefit of the School Membership feature.

Feature: School Membership

As an established and respected member of a School, you can rely on certain benefits that membership provides. Your fellow School members will provide you with lodging and food if necessary, and pay for your funeral if needed. In larger enclaves, your School Compound offers a central place to meet other members of your School which can be a good place to meet potential patrons, allies, or hirelings. You are always obliged to offer whatever aid you can to a School member of a higher rank then you.

You School wields tremendous political power. If you are accused of a crime, your School will support you if a good case could be made for your innocence or the crime is justifiable. You can also gain access to powerful political figures through your School, if you are a member in good standing. Such connections might require the donation of money or magic items to the School's coffers.

You must pay dues of 5 gp per month to your School. If you miss payments, you must make up back dues to remain in the School's good graces. Members of Sage rank and higher do not pay dues.

Suggested Characteristics

School members make up the bulk of Calvoid society. Once young Calvoid reach a certain age, around their 25th year, they must choose a School to join. So few Calvoid do not belong to a School that they have become the stuff of myth and whose stories are told to frighten young minds into adhering to the long established social hierarchy of their race. That is not to say that all Calvoid must take the School Membership background. The other suggested backgrounds all fit into Calvoid society in one way or another.

D8	Personality Trait
1	I believe that anything worth doing is worth doing right. I can't help it - I'm a perfectionist.
2	I'm a snob who looks down on those who are not from my School.
3	I always try and understand how things work, and what makes people tick.
4	I'm full of wit, both humorous and biting.
5	I'm rude to people who are of a lower social rank than I am.
6	I like to talk at length about the Manasphere and my research.
7	I don't part with money easy and will haggle tirelessly to get the best deal possible.
8	I'm well known for my research, and I want to make sure everyone appreciates it. I'm always taken aback when people haven't heard of me.

D6	Ideal
1	Community - It is the duty of all Calvoid to strengthen the bonds of community and the security of our Enclaves. (Lawful)
2	Generosity - My talents were given to me so that I could use them to benefit the world with my research. (Good)
3	Freedom - All Calvoid should be free to pursue his or her own livelihood. (Chaotic)
4	Greed - My research and talents are up for sale. (Evil)
5	People - I'm committed to the people I care about, not to any ideals. (Neutral)
6	Aspiration - I work hard to be the best, and to unlock the mysteries of the Manasphere.

D6	Bond
1	The workshop where I conduct my research is the most important place in the world to me.
2	I discovered something profound about the Manasphere, but have yet to find the right person to share it with.
3	I owe my School a great debt for forging me into the person I am today.
4	I pursue wealth and status to secure someone's love.
5	One day I will return to my School and prove that I am the greatest mind to ever grace our hallowed halls.
6	I will get revenge on the evil forces that have destroyed my workshop and ruined my good name.

D6	Flaw
1	I'll do anything to get my hands on a bit of research that I can sell.
2	I'm quick to assume that someone is trying to cheat me.
3	No one must ever learn I stole someone's research, and passed it off as my own.
4	I'm never satisfied with what I have - I always want more.
5	I would kill to be named a Most Learned.
6	I'm horribly jealous of anyone who can outshine my own intellect. Everywhere I go, I'm surrounded by rivals.

Eltrabi (Drampyr, Vampyr)

Favored Backgrounds: Acolyte, Charlatan, Criminal, Entertainer, Entertainer (Gladiator), Guild Artisan, Guild Artisan (Guild Merchant), Hermit, Noble, Sage, Soldier, Urchin

New Variant Background: Noble (Vampire Parentage)

One of your parents is or was a Vampire Lord of Eltra. While both the Drampyr and Vampyr can now breed true, centuries ago, the only Drampyr or Vampyr came from unions between vampires and Drazil or Illumnarus. You are one of the few who can trace their parentage to a true Vampire Lord of Eltra. Within the feudal society, this offers you a modicum of privilege over your non vampire born kin. You replace the scroll of pedigree in your starting equipment package with a writ of passage, which grants you permission to enter the grounds of your Vampire Lord (father/mother) without harassment or detainment. Your signet ring bares your House insignia, and a special rune denoting you as a direct descendent of a Vampire Lord, rather than a mere retainer. You are also granted a Royal Ranking, which based on your parentage, makes you an heir to the Eltrabi throne. Your rank would almost never rise above 300, unless all the pure blood vampires of Eltra perish, all of whom have a stronger claim then you.



Lady Desmonda Nystrom, Vampyr daughter of Lord Halster Nystrom, and four hundred and eighty first Heir to the Eltrabi Throne

Frode

Favored Background: Acolyte, Entertainer, Folk Hero, Noble, Sage, Soldier

New Variant Background: Acolyte (Deacon)

You have been raised in the Fro'kellan Church since you left the spawning pools. You have spent your life in the service of the clergy, and gain a great sense of purpose from such service. You often act as an intermediary between the clergy and the common people, helping the Church lead the masses by word and deed. You are not necessarily a cleric, but you are often called upon to perform sacred rites. You replace the set of common clothes associated with your equipment package with a set of fine clothes, and you also gain a badge of office which grants you preferred treatment in Fro'kellan Churches and other community places. Your starting purse is increased by 5 gp, to reflect the money you earn from the church for doing your holy duties.

Estanyan

Favored Backgrounds: Criminal, Entertainer, Entertainer (Gladiator), Folk Hero, Guild Artisan, Guild Artisan (Guild Merchant), Hermit, Noble, Outlander, Soldier, and Urchin

New Variant Background: Entertainer (Charioteer)

A charioteer is as much an entertainer as any minstrel or circus performer. The charioteer climbs into his rig every day and spurs his team of horses to breakneck speeds, all to the glory of The Thunderer and the praise of the crowds. They belong to a racing team, either as an amateur or professional, racing in weekly meets to qualify for the bigger races, and larger purses.

Using your By Popular Demand feature, you can find a track willing to give you a shot. Some arenas do not fall under the United Racers Association and its monopoly on the race profession in the Empire. These backwater tracks will take any racer, as long as they can provide their own rig, and they can please the crowds. You gain proficiency in vehicles (land) and you replace the musical instrument in your equipment package with a cheap, and maybe used, chariot, know as your 'rig'. The favor of an admirer included in you equipment package is replaced with a letter of introduction to the United Racers Association, granting you the privilege in racing in the lowest tier of professional races.

Jute

Favored Backgrounds: Acolyte, Criminal, Entertainer, Folk Hero, Guild Artisan, Guild Artisan (Guild Merchant), Hermit, Noble, Noble (Knight), Outlander, Sage, Sailor, Sailor (Pirate), Soldier, Urchin

Vergal

Favored Backgrounds: Acolyte, Charlatan, Criminal, Entertainer, Entertainer (Gladiator), Guild Artisan, Guild Artisan (Guild Merchant), Noble, Sage, Sailor, Sailor (Pirate), Soldier, Urchin

New Variant Background: Sailor (Privateer)

The city states of Verigal often employ disposable assets on the battlefield, those who owe allegiance to coin instead of land. The coastal cities pay captains and crews of swift boats who agree to fly the flag of the city-state and attack its foes on the open seas. You indulge in larceny on your patron city's rivals, and send their sailors to the embrace of Aquaris. Your Safe Passage feature only works in your patron's city, and those cities allied with it. You gain a writ of clemency from your patron city, which exempts you from piracy laws while in their territorial waters as well as a badge of privilege which entitles you to safe harborage in your patron city and those allied to it.

Zula

Favored Backgrounds: Charlatan, Criminal, Entertainer, Folk Hero, Guild Artisan, Guild Artisan (Guild Merchant), Outlander, Sailor, Sailor (Pirate), Soldier, Urchin

New Background: Deep Jungle Clansmen (Ondonga only)

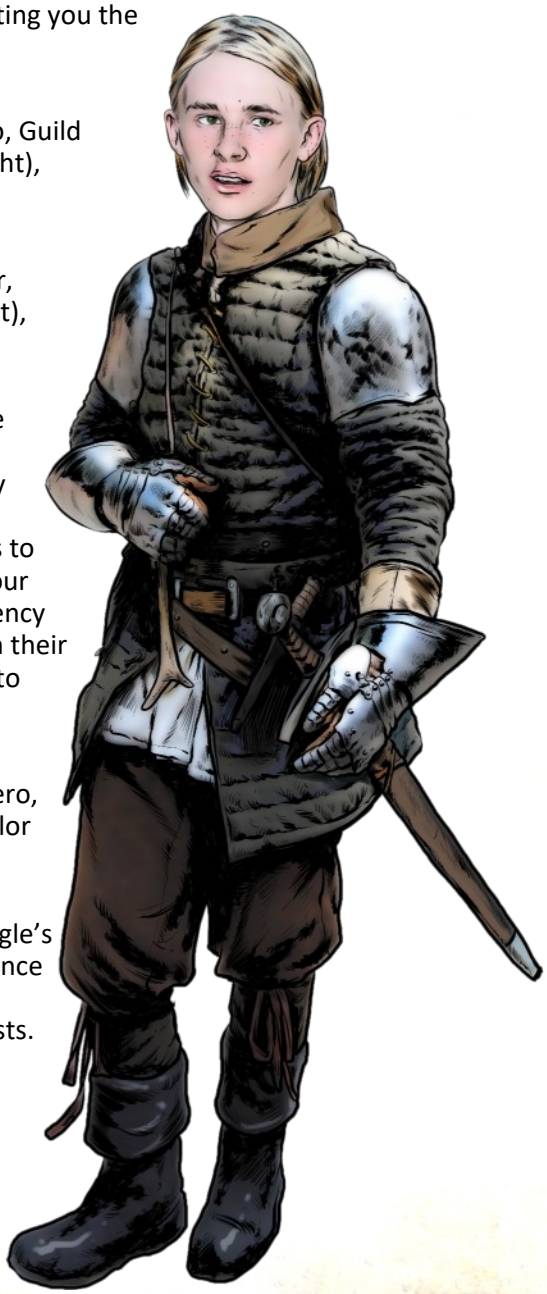
You were born and grew up in a village located in the Deep Jungle's interior. Your village has numbered no more than 100 individuals since its founding centuries ago. Small and isolated, your people have survived despite the constant dangers of Goblin raids and wild beasts. The Deep Jungle is in your blood and the way of the wilds are well known to you.

Skill Proficiencies: Athletics, Stealth, Survival

Tool Proficiencies: Poisoner's Kit

Languages: Goblinoid

Equipment: A staff, a membele, a hunting trap, a trophy from a goblin you have killed, a belt pouch containing 3 gp.



Ser Wyatt Farris - Jute Noble (Knight)



D8	Personality Traits
1	I'm driven by a wanderlust that led me away from home.
2	I watch over my family as if they were a litter of newborn pups.
3	I once ran ten miles without stopping to warn my clan of an approaching Goblin war party. I'd do it again if I had to.
4	I have a lesson for every situation, drawn from observing nature, and the words of my ancestors.
5	I place no stock in wealth or well mannered folks. Money and manners wont save you from a Goblin's spear.
6	I'm always picking things up, absently fiddling with them, and sometimes accidentally breaking them.
7	I feel more comfortable around animals than I do other people.
8	I was, in fact, raised by panthers.

Clan

The trails of the deep jungle and the territory patrolled by your clan is all you know. Your family has lived in the village for centuries, and has a reputation of honor and battle prowess. Your clan is small, but feared. Other deep jungle clans defer to your clan's judgement, though this has not earned you protection from the schemes of rival chiefs and Goblin raiders.

Feature: Attuned With Nature

You have an uncanny knack for surviving in one of the most bio diverse and hostile areas on the planet. You were taught at a very young age to live off the land. You can find fresh water and food, enough for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth. In addition, you have advantage on any Wisdom (Survival) skill check when under the canopy of any forest.

D6	Ideal
1	Change - Life is like the seasons, in constant change, and we must change with it. (Chaotic)
2	Greater Good - It is each clansmen's responsibility to make the most happiness for the whole clan. (Good)
3	Honor - If I dishonor myself, I dishonor my whole family and clan. (Lawful)
4	Might - The strongest are meant to rule. (Evil)
5	Nature - The natural world is more important than the constructs of civilization. (Neutral)
6	Glory - I must earn glory for myself, my family, and my clan.

D6	Bond
1	My family and clan are the most important things in my life, even when they are far from me.
2	An injury to the unspoiled wilderness of the Jungle is an injury to me.
3	I will bring terrible wrath down on the evildoers who destroyed my village.
4	I am the last of my clan, and it is up to me to ensure their names enter legend.
5	I suffer awful visions of a coming disaster and will do anything to prevent it.
6	It is my duty to provide children to sustain my family line, and protect the clan.

D6	Flaw
1	I am too enamored of ale, wine, and other intoxicants.
2	There's no room for caution in a life lived to the fullest.
3	I remember every insult or slight to my personal honor, or my clan's honor.
4	I am slow to trust people not of my clan.
5	Violence is my answer to every question.
6	Don't expect me to save those who can't save themselves. It is the way of nature that the strong survive and weak perish.

Suggested Characteristics

You have had next to no contact with anyone outside of your clan. Your uncles sometimes meet with a Baka trader from the west who trades gold and metal weapons for rare herbs and medicines, but you have not set eyes on any other human who is not Ondonga. The ties to your family and clan are the most important things to you.

Illumnarus

Favored Backgrounds: Acolyte, Entertainer, Folk Hero, Hermit, Noble, Outlander, Sage, Soldier

New Background: Flame Born

You are one of the Flame Born, destined to lead your people to greatness. You were born with flame red hair, an omen to the Illumnarus people that your soul has been touched by Naltia herself.

Your life has been one of pampered privilege combined with rigorous training since being named a ward of the Temple of Naltia. The burden of community is place upon every Flame Born. Some fizzle out, and do nothing of note. Some have died horrible deaths at the hands of the Drazil or Eltrabi. Others yet have gone on to lead crusades and holy wars to reclaim lost territory and relics of old.

Skill Proficiencies: History, Persuasion, Manasphere

Tool Proficiencies: One type of gaming set or one musical instrument

Languages: One of your choice

Equipment: A set of fine clothes (Holy Robes), a signet ring (baring the symbol of Naltia) which entitles you to preferred treatment in Illumnarus enclaves, a purse containing 25 gp.

D8	Personality Trait
1	My eloquent flattery makes everyone I talk to feel like the most wonderful and important person in the world.
2	I am known for my kindness and generosity.
3	No one can doubt by looking at my flame red hair that I am cut above the rest.
4	I take great pains to always look my best.
5	I don't like to get my hands dirty, and I won't be caught dead in unsuitable accommodations.
6	Despite my birth, I do not place myself above others. We all have the same blood.
7	My favor, once lost, is lost forever.
8	If you do me or my people injury, I will crush you.

D6	Ideal
1	Respect - Respect is due to me because of my position, but all people deserve to be treated with dignity. (Good)
2	Responsibility - I have a duty to my people, chosen for me by the Goddess at my birth. (Lawful)
3	Independence - I must prove that I can handle myself without the smothering of my community. (Chaotic)
4	Destiny - Wherever fate takes me, I will strive to do what I can to help my people. (Good)
5	Noble Obligation - It is my duty to protect my people from those who wish them harm. (Lawful)
6	Power - I must amass power to ensure the survival of my people. (Any)

D6	Bond
1	I will face any challenge to protect my people.
2	My community's survival must be sustained at all costs.
3	Nothing is more important to me than my people.
4	I am in love with someone deemed inferior for me by the Elders.
5	My loyalty to my people is unwavering.
6	My people must see me as a hero, always.

Feature: Community Privilege

Thanks to the color of your hair, other Illumnarus are inclined to think the best of you. You are welcome in any house, and people assume you have the right to be wherever you are. Other Illumnarus make every effort to accommodate you and avoid your displeasure. Only the Elder Flames carry more respect in Illumnarus communities. You can secure an audience with the ruling council at any time if you need to. You can also rely on a meal and refreshments from any Illumnarus household.

Suggested Characteristics

Flame Born are raised to a very different lifestyle than most people ever experience, and their personalities reflect that upbringing. Being Flame Born comes with a plethora of bonds - responsibilities to not only your family but your entire race. Flame Born are rare, and less than a hundred are ever born in a generation. Your destiny has been written, and your action or inaction, will undoubtedly impact your people for years to come.

D6	Flaw
1	I secretly believe everyone is beneath me.
2	I hid a truly scandalous secret that could ruin my reputation forever.
3	I too often hear of my destiny and I'm quick to anger at its mention.
4	I have an insatiable desire for carnal pleasures.
5	In fact, the world does revolve around me.
6	By my words and actions, I shame my people.

Kalarin

Favored Backgrounds: Acolyte, Charlatan, Criminal, Entertainer, Guild Artisan, Guild Artisan (Guild Merchant), Hermit, Noble, Sage, Soldier

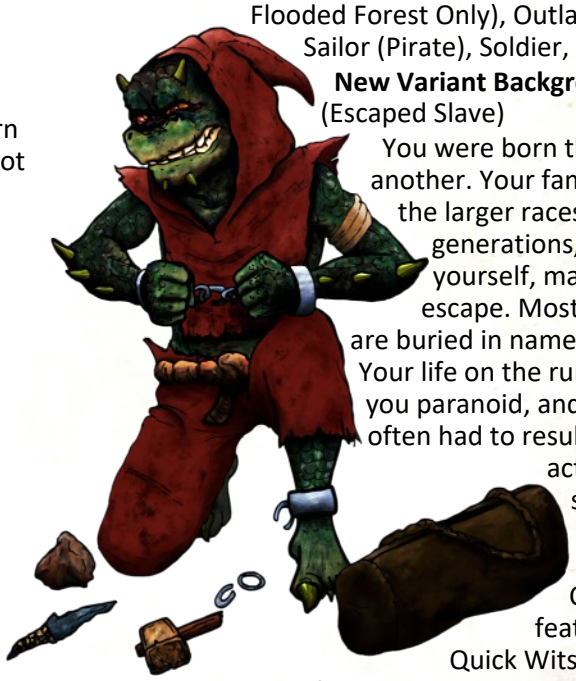
New Variant Background: Urchin (Undesirable)

The lowest of the castes, the Undesirables are more than just street urchins. They are the poor, the criminals, and the diseased. They number in the tens of thousands and are regulated to live in squallier, with little to no chance of rising up in station. The Undesirables also include any working class who do unclean jobs, such as sanitation workers, grave diggers, and vermin hunters.

Most of the higher castes will refuse to even acknowledge the presence of an Undesirable and others treat them as little more than disobedient animals. You can replace both the pet mouse and the token to remember your parents by included in your equipment package with a pet snake and a token of admittance to a *Ghate*, where the Undesirables are allowed to live, which usually consists of a series of tents and semi permanent buildings with little regard for sanitation or protection from the elements.

Meek'ah

Favored Backgrounds: Charlatan, Criminal, Entertainer, Folk Hero, Hermit, Noble (Jutan and Flooded Forest Only), Outlander, Sailor, Sailor (Pirate), Soldier, Urchin



New Variant Background: Criminal (Escaped Slave)

You were born the property of another. Your family has served the larger races for generations, some like yourself, managed to escape. Most did not, and are buried in nameless graves. Your life on the run has made you paranoid, and you have often had to result to criminal activity to survive. You replace the Criminal Contact feature with Quick Wits and Quicker Feet. This feature grants you the ability to find shelter and nourishment in the worst of conditions, provided there are sources of food and water to be located. It also grants you advantage on any Wisdom (Perception) skill checks, while in an urban setting, to notice the movements of local constabulary. The set of dark common clothes is replaced with a set of torn rags and your belt pouch only contains 3 gp.

Sytash

Favored Backgrounds: Acolyte, Entertainer, Folk Hero, Hermit, Outlander, Soldier

New Variant Background: Hermit (Tribal Outcast)

For whatever reason, you do not fit into the strict social hierarchy of your tribe. You may have chosen voluntary exile to save face, and to not dishonor your family with your antics and free thinking. Or, You may have been forced out of your tribe for some slight or misdeed. You replace the scroll case in your starting equipment package with a pouch of keepsakes and trinkets from your tribe. The Discovery feature is molded around the Desert of Urk, and its numerous ruins and hidden places.

Rusk

Favored Backgrounds: Criminal, Entertainer, Entertainer (Gladiator), Folk Hero, Hermit, Outlander, Soldier

New Variant Background: Criminal (Bodyguard)

You left the tribe to seek more of the world beyond the endless tundra of your birth. Eventually you found yourself in a city of Man, most of whom recoil at your presence, and clutch their child's hand tighter as you pass. You use this to your advantage, and have found work protecting a local charlatan or criminal. You replace the Criminal Contact feature with Take What You Please. This feature allows you to take any item from a merchant that does not cost over 1 gp. This feature is infallible in the city where you reside, or general area where you are well known. You also replace the skill of Deception with Intimidation.

Zevrish

Favored Background: Acolyte, Criminal, Entertainer, Entertainer (Gladiator), Folk Hero, Guild Artisan, Guild Artisan (Guild Merchant), Noble, Sage, Sailor, Sailor (Pirate), Soldier

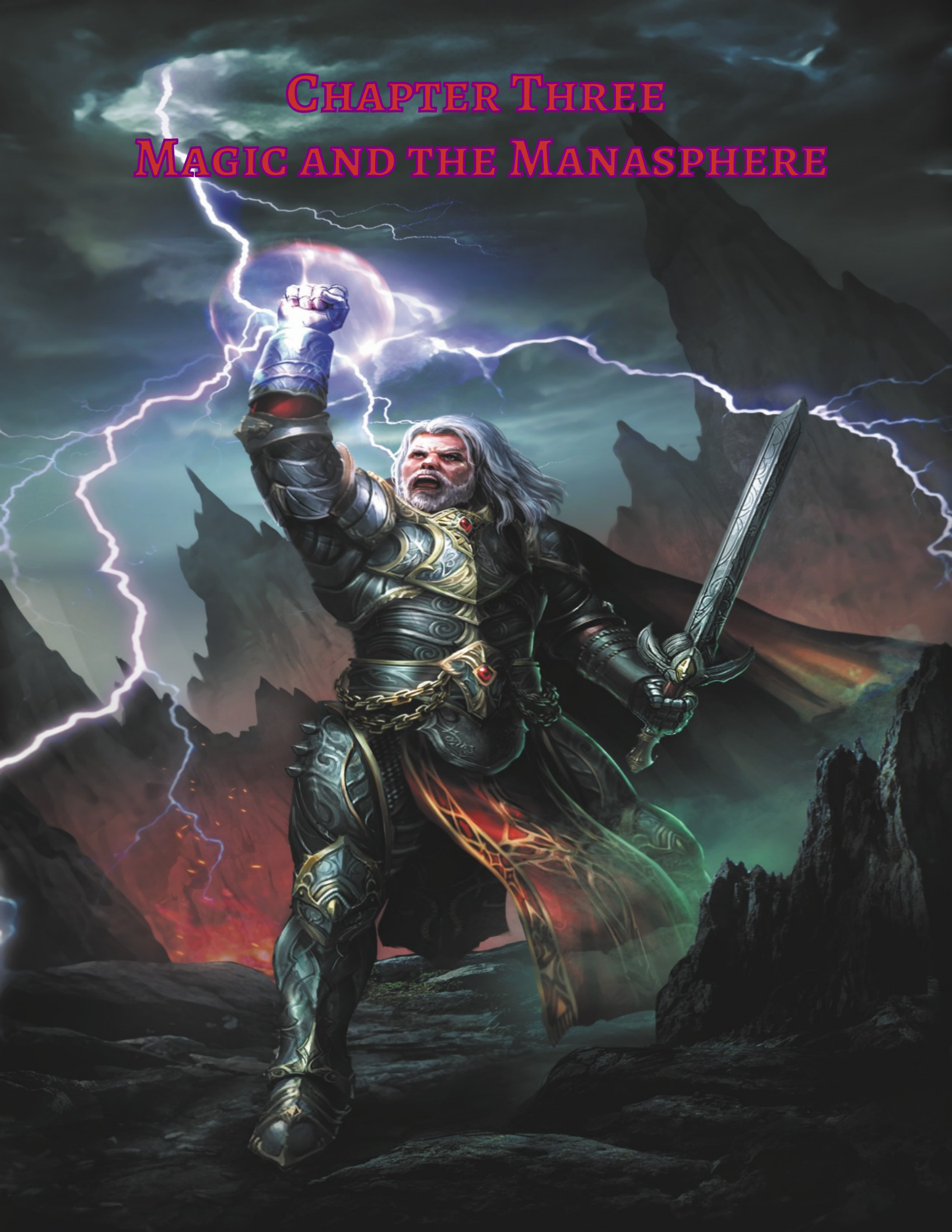
New Variant Background: Soldier (Hoplite)

Your family, like many other Zevrish families, has a long tradition of Legion service. Joining the Alterian Legion is the aspiration of all Zevrish, and there are few who never spend at least one tour in the Empire's ranks. Some Zevrish join the ranks of the Hoplite, the frontline warriors who make up the Empire's most feared military units.

Earning your service tattoo is a rite of passage, and you display yours proudly on your face or torso. You replace the insignia of rank in your equipment package with a tattoo of rank. You also gain a set of fine clothing (Parade Uniform) and an extra 5 gp in your belt pouch, for the Legion knows how to take care of its warriors.



Chapter Three
Magic and the Manasphere



The Planet of Shin'ar

Long ago, shortly after the world of Shin'ar stabilized and its surface began to cool, a rogue planetoid collided with the surface, nearly destroying both objects. The destruction caused large amounts of debris to be scattered in orbit around the planet, as well as within and across the planet. Over the course of billions of years, the planet reformed, integrating the foreign material while the debris surrounding it coalesced into a second moon. Large deposits of crystal began growing in Shin'ar's core and underground, as well as on the debris-composed moon. These crystals grew at a rapid pace, releasing a strange radiation that permeated the planet and accumulated in the atmosphere. As time passed, life began to develop and land expanded across the planet while oceans spread. Meanwhile, the crystals grew closer to the surface, causing the strength of the radiation to further increase.

As the radiation increased, it created an atmospheric bubble saturated with mana that surrounded the world. Eventually, species would learn to use the radiation (mana) to fuel magical spells and rituals. The high levels of radiation caused various problems for those who utilized the Manasphere, specifically because of its interference with inter-planar communication and travel. Spells which would normally create portals to cross planes either do not work or go awry, typically in extremely destructive fashions.

The orbit of the debris-filled moon, known as Dri-jen, is erratic, and its proximity to Shin'ar causes anomalous behavior of the Manasphere. These events are known as Lunar Quickenings to the populous, and their length varies wildly. The longest Lunar Quickening lasted over 2,700 years, while the shortest lasted only 20. During these times, the usual restrictions on planar travel disappear, instead creating completely random portals and increasing the frequency of manastorms. These sudden manastorms threaten those in their path with random and unusual effects, in addition to the normal danger they pose. Lunar Quickenings are chaotic times for the people of Shin'ar. The frequency and randomness of portals opening to other worlds and planes of existence make life on the planet much more difficult. Most such portals open near areas of large concentrations of mana crystal. Over the eons, some deposits have been worked out, subsequently making the areas safe from random portals.

Portals are able to be open to Shin'ar from other places, but once on the planet, the travelers are marooned unless the planet is in the midst of a Lunar Quickening. In the past, cataclysmic disasters have resulted from attempts to breach the Manasphere for planar travel, including one portal opening to a completely different plane and unleashing hellish monsters and the complete destruction of the fertile lands of the Urk civilization, creating a barren desert in its place.

Spells which contact other planes to summon creatures are able to function, but they are slightly altered, as the essence of the creature is summoned and manifested through the Manasphere rather than the physical body. When they are dismissed or die, the creature's essence returns to the Manasphere. Spells which 'call' or 'bind' a being from the planes do not work unless they are cast during a Lunar Quickening, when the Manasphere is in flux. If such spells are attempted, the caster is at risk for immediately gaining Mana Psychosis. However, a planar being already on Shin'ar can be called any other time by using the appropriate spell and its true name.



The Rital'aile System

Mana Poisoning and Mana Psychosis

Mana Psychosis is a disease creatures of Shin'ar suffer from with repeated, long-term exposure to large concentrations of mana. The casting of lower level spells by a class with the ability to tap the Manasphere does not risk a spellcaster, however, any time a caster would tap the Manasphere to cast a 9th level spell, they run the risk of having some of the raw mana used linger in their bodies and cause damage on an atomic level. Any time a 9th level spell is cast, the player must roll a 1d10. A roll of 1 earns them 1 poisoning point. (Constitution saving throw, DC 18) Any time the result of a roll is in the range of 2-10, there are no lingering effects and the amount of mana used to fuel the spell is harmlessly dissipated.

Mana poisoning points are also earned through proximity to large deposits of raw mana, either in crystallized or gaseous form - however, proximity to refined mana crystal does not poison a player. The amount of time one must be exposed to raw mana to gain poisoning points varies with the severity of the manastorm or the amount of raw crystal. Typically, it takes just over 100 pounds of raw crystal to give off any type of radiation which would adversely affect the body, but it takes a lesser amount if the crystal is of the highest quality. 100 pounds of raw crystal is just enough to fill a medium sized trunk or chest. The quality of the mana crystal is left up to the GM's discretion. Once a player is exposed to enough raw mana to gain a poison point, a Constitution saving throw at DC 16 is needed to stave off its effects.

Failing the save gives the creature one poisoning point. This save must be done for every hour of exposure to enough raw mana that would earn them a point.

A player can be cured of all poisoning points by a *wish* spell at any time. Otherwise, points drop off at the rate of 1 point per day so long as they are not exposed to anything that would potentially add any more points. This requires the cession of casting of 9th level spells and leaving any area of raw mana. The casting of most spells which would attempt to pierce the Manasphere to allow planar contact or planar travel outside of a Lunar Quickening gains you 9 mana poisoning points immediately, regardless of if the spell works.

Some spells allow for a special save against this, but generally, the only way to prevent the gain of these points is to have a Wisdom and Intelligence score of over 20. In this case, a Wisdom save at a DC 24 is allowed. Failing the save results in the player gaining the 9 mana poisoning points.

If they die from mana psychosis, the player will rise as a Mana Zombie within 1d3 hours unless their body is completely destroyed via a *disintegrate* spell or ability or is otherwise completely burned to ash.

People who die from mana psychosis can be resurrected normally, but the spell must be cast within the first hour after death or the soul is lost, dispersed into the Manasphere and forever unreachable, as it is not transferred to their deities domain. Those who are suffering from advanced (6 points or more) Mana Psychosis show signs of the disease ravaging their body. Their eyes take on a purple glow, and wisps of latent mana leak from their orifices, visible to the naked eye as (non-toxic) purple vapor.

Points	Effects
1	Disadvantage on All saving throws.
2	-1 hp, 5% spell failure.
3	Decrease all ability scores by 2. (Cannot be healed with anti-poison spells or potions, now suffering from Mana Psychosis)
4	Decrease all ability scores by 3, 1d4 permanent hp loss
5	Decrease all ability scores by 5, 50% chance of spell failure
6	75% chance of spell failure
7	1d4 Negative Levels
8	90% chance of spell failure
9	Intelligence, Wisdom, and Charisma reduced to 1.
10	Death and Rising as a Mana Zombie in 1d3 hours

Table 3a

Note: Effects of Mana Poisoning are not cumulative. For example: A player with 5 mana poisoning points is now suffering from Mana Psychosis and has the following penalties: *Disadvantage on all saving throws, -5 to all ability scores, 50% chance of spell failure, and -1d4+1 hp (1 hp is curable)*

Once a PC is exposed to high concentrations of mana from manastorms, exposure to raw mana crystal, or the casting of high level spells, they become poisoned. The first two points of Mana Poisoning cause the player to have a disadvantage to all saving throws, and increasing with small hit point damage and chance of spell failure. These points can be cured through normal means of curing poison from the body. However, once 3 mana poisoning points are gained, the PC is considered to be suffering from Mana Psychosis and is governed by the rules for the disease. Anytime a death from Mana Poisoning or Mana Psychosis occurs, either from Constitution loss, HP loss, or accumulating 10 points, eventual rising as a Mana Zombie is imminent unless proper steps are taken.

Manastorms plague all corners of Shin'ar, but some areas are worse than others; unworked mana crystal deposits will react with ambient mana and cause the formation of manastorms. Most civilized areas see only minor manastorms, and those happen quite infrequently. However, the uncharted wilds of the planet can be very dangerous. Not only does one need to protect themselves from potential predators, freak manastorms can crop up and be potentially deadly to even the most seasoned adventuring group. Manastorms form and react like other weather patterns, often coming with torrential rains, snows, or wind. Getting under cover and out of a manastorm can protect players from the brunt of it, but only full cover (the closing of windows, doors, etc) in an enclosed area can prevent the saturation of enough mana to give poisoning points (GM discretion).

Type	D%	D% in Lunar Quickening	D% 1-10	D% 11-20	D% 21-40	D% 41-60
Minor	85-94	36-50	Sanctuary	Color Spray	Plant Growth	Entangle
Advanced	95-100	51-60	Create Undead	Phantasmal Killer	Wall of Thorns	Conjure Elemental
Extreme	n/a	60-100	Plane Shift	Mind Blank	Gate	Heal

Table 3b

Anytime the PCs encounter foul weather, a roll of 1d100 is made to determine if it is also a manastorm. A roll of 85-94 means there is a minor manastorm happening, in addition to any other weather effects. A roll of 95-100 means there is an advanced manastorm occurring, in addition to any other weather effects. Extreme manastorms only occur during Lunar Quickenings. Once it is determined that there is a manastorm, a roll of 1d100 is made again for every thirty minutes the players are exposed to the effects of the manastorm. Depending on the severity of the storm and the number rolled, any PC caught in the storm is subject, or witness, to the magical effects that occur. Spells that affect the person give saving throws (if allowed) to stave off detrimental effects. Spells that do not affect the PCs go off near them (within 20 feet).

Amount of Raw Crystal	D% of Poisoning with exposure
<100 lbs.	1 to 5
101 lbs. - 200 lbs.	6 to 24
201 lbs. - 300 lbs.	25 to 34
301 lbs. - 400 lbs.	35 to 44
401 lbs. - 500 lbs.	45 to 54
501 lbs. - 600 lbs.	55 to 64
601 lbs. - 700 lbs.	65 to 74
701 lbs. - 800 lbs.	75 to 84
801 lbs. - 900 lbs.	85 to 94
901 lbs. - 1000 lbs.	95 to 99
>1000 lbs.	100

Table 3c

Manastorm	D% Poisoning/minute	D% increase every 10 minutes
Minor	0	1 to 5 (after 11 minutes)
Advanced	1 to 5	1 to 15 (after 11 minutes)
Extreme	1 to 25	1 to 40 (after 11 minutes)

Table 3d

Consult **Table 3c** and **Table 3d** to determine if a poisoning point is earned with exposure to specific amounts of raw mana crystal or manastorms. The percentage increases with longer exposure or with an increased amount of crystal present. To be considered exposed to raw mana crystal, the PC must be within 10 feet of the deposit. To be considered exposed to a manastorm, the PC would need to be caught without adequate cover.

Magic On Shin'ar

The Manasphere allows great feats of magic to be performed by any who are able to tap into the unlimited power the sphere provides. The radiation given off by mana crystals permeates everything on the planet, whether it be organic and inorganic. Because of this, the people of Shin'ar have grown accustom to seeing magic in all its forms. Small villages can boast magical practitioners that help to heal sick crops or use the Manasphere to divine the location of fresh water for their herds, while large cities often have colleges and schools of higher learning which teach the intricacies of spell casting and the creation of magical items. Although the Manasphere allows anyone to use it to fuel their magic, not every magic user one might meet can launch a fireball or stop a man's heart with a touch. Based on current population totals, one can find 20 spellcasters in every 100 inhabitants, although these numbers can increase in areas where magical learning is more common, such as Calvoid communities and Illumnarus enclaves. The skill level and competence of said spellcasters varies widely, of course, and the most powerful will often be found in large cities and communities. Adventurers, mercenaries, and their ilk do not count in population totals, and those groups often have a higher number of magically active individuals.

Those who wield arcane magic, collectively known as mages, sorcerers, and wizards (though some regions have their own words for such people), are the most numerous of those who can tap into the Manasphere. The majority of those who describe themselves as such are minor dabblers; village witches and hedge wizards who are self-taught or apprenticed to some powerful recluse or hermit. These individuals offer minor castings for a fee and brew potions to sell in their village or town.

It is not uncommon to come across a merchant who knows a bit of magic to better protect themselves or their wares or a noble whose education included the learning of minor spells and magics. The shopkeeper down the street might know some minor cantrips to help clean his storefront, and the serving girl at the local tavern might employ a wand to levitate her trays to the desired tables. Some communities even have shops where magical and quasi-magical items can be purchased by the populace.

Large cities or magically active communities will often have a school for the training for the young in the proper use of the Manasphere. These schools can be under the purview of the government or run autonomously with permission from the ruling elite. The inclusion of any who can wield the power of the Manasphere into these colleges is done to curb the sometimes destructive - and often deadly - rivalries that can occur between powerful and egocentric spellcasters. Those who wish to live and learn away from the predetermined curriculum of such schools can apprentice themselves to a more powerful mage in exchange for tutelage and protection. Wizards often find it advantageous to take on students who can be tasked to the many mundane chores needed for the upkeep of towers and other abodes while they focus on unraveling the mysteries of the Manasphere.

Apprentices typically do laundry, cook meals, research lore, and clean up after their master. Some are tasked with protecting their master during complicated castings, dangerous situations, or rescuing them from circumstances beyond their control. Depending on the demeanor of the wizard and their level of interaction with the apprentice, many apprentices can come to resent their master. Ill treatment and a slow rate of learning new spells and techniques can cause the apprentice to act out and endanger their masters. Because of this, some unscrupulous individuals have been known to chain their apprentices up or, even more ghastly, control their actions through spells. Some wizards treat their apprentices as little more than slaves and these individuals are often the victim of foul play or are left to die by their apprentices in dire circumstances.

Some apprentices come to adore and idolize their masters, and good-natured wizards can often rely on the help from former apprentices long after the contract between them is over. Some apprentices have even been known to avenge the death of a former master and continue their work on the Manasphere long after they have shed their mortal coil. Generally, most master and apprentice contracts are benign and go on with few problems or complications. Apprentices perform menial jobs in exchange for tutelage for a specified amount of time. Spells learned are often up to the master to teach, though apprentices with political clout or large amounts of coin can sometimes dictate the rate of learning and which spells the master will part with.

There are few rules governing the time an apprentice stays with their master, and most contracts are verbal, consisting of no more than "*You will follow me and assist me in my dealings. Doing so will grant you the knowledge you seek and the protection needed while learning the ways of the Manasphere*". On average, one to two months of service grants the learning and copying of any 1st level spell the master is willing to part with. Spells of higher level require longer stints of service and the performing of greater tasks than simple cleaning and general upkeep of shared abodes.

Once an apprentice knows enough to survive most encounters, their master might send them out on complicated tasks to retrieve spell components or other items needed in their research.

Communities without large mage collectives, guilds, or colleges often rely on their local wizards in times of conflict and war. Such individuals are not required to help in those situations, but many find it in their favor to assist the locals in dire circumstances in exchange for not being run out of town by pitch-fork wielding peasants and mobs. Some small town mages are regarded as well-respected members of the community, and the local people defend them no matter their temperament or lack of social grace. Recluse and even malevolent mages might be contacted by a local community for help if the need is dire, and if given the proper respect and placated with gifts, have been known to help those in need with well-timed spellcastings and the fabrication of magical items.

Throughout the world of Shin'ar there are numerous beings who are worshiped by the masses. These powerful individuals are known as deities, and they have a special connection to the Manasphere. Deities on Shin'ar come to power in one of four forms. The first, and most common, is that a deity came from another world or plane of existence, extremely powerful in their own right, and were augmented by the Manasphere to perform even wilder feats of magic and wonder. The second possibility is that the deity came to being on Shin'ar through the collective worship of large groups of people.

Theses proto-deities matured over millennia to become omnipotent powers who broke the Manasphere's restriction on planar travel and ascended to the Planes to establish personal domains there. Some higher powers start as mortals and, through careful (or sometimes reckless) manipulation of the Manasphere, have reached a level of power that transformed them and allowed them to connect to the Manasphere in ways little known to normal man. Lastly, the power started as the offspring of another power or powers.

The transformation into a true deity requires worship. While many can attempt to reach godhood through the Manasphere, true deities are measured through worship and are powered by the constant flow of prayer from their followers.

The nominal lip service some pay to their gods does not count as enriching the deity with power. Only through fervent worship, prayer, and sacrifice does the deity gain strength.

It is the Manasphere that allows divine spellcasters to perform magic, rather than the deity themselves, however, the deity is responsible for maintaining the connection between their worshiper and the Manasphere. The connection is there for as long as the worshiper follows their deity *or ended by the deity*. Should a divine practitioner fall out of favor with their deity, their link to the Manasphere can be severed and the loss of spells and abilities will occur. Should this happen, the spellcaster would have to achieve some sort of atonement or may choose to worship another power, with either choice restoring their link back to the Manasphere. Divine spellcasters who have no link to the Manasphere through their deity cannot cast spells or use any ability granted by their god or goddess.

Few mortals deny the existence of the gods, though there are always some who spout nonsense about cosmic realities and the chaotic happenstance of the universe. It is possible to worship more than one deity, but in order to be considered a divine spellcaster, one deity must be chosen as a primary or patron deity. Many mortals across Shin'ar make sacrifices to multiple gods depending on the situation, but also hold a special place in their hearts for one deity in particular.

The belief system of the average mortal generally centers on a specific deity, one whose own beliefs and doctrine match their own. Swearing of oaths, making sacrifices, and heartfelt prayers all power the deity if made in their name. The Manasphere collects this worship in the form of intangible power, then transfers that power to the deity no matter where in the multiverse they reside. The connection from god or goddess to mortal is felt by both the deity and the supplicant, and while the transfer of power this way cannot be seen with the naked eye, a bit of the worshipers "soul" is tethered to the deity, linking them through the Manasphere. Some people, such as the Atlanteans, cast divine magic without the support of a deity, but this is not the norm and so far, the newcomers to Shin'ar are the only ones who can do this. Some monsters have been known to cast spells or use abilities that mimic divine magic, but such things are still powered and facilitated by the Manasphere.

Divine magic plays a significant role on Shin'ar, as the Powers that are connected to their worshipers on the planet often take an active role in the world. While the Manasphere restricts travel between the planes, deities are able to send manifestations of themselves, or avatars, to Shin'ar to interact with the masses. Doing this is far less dangerous and taxing than forcing the Manasphere to open so that they can physically manifest on the planet.

Avatars typically stay on the planet for no more than two tendays, as the power needed to will into existence and control the avatar is considerable. Avatars can take many forms. Most Powers decide to manifest as a slightly larger and far more powerful version of their average worshiper. Some avatars resemble animals or monsters. Some have even taken the form of giant clockwork golems or a towering water elemental that can sink a flotilla of ships with a simple wave. If an avatar is killed or otherwise destroyed while on Shin'ar, the deity is not killed, but instead weakened.

Table 3e shows the consequences of an avatar being slain. Some Powers retreat to their abodes and brood on the death of their avatar, hiding until they accumulate enough power to manifest another. The manifestation of an avatar takes, on average, 1/3 of the overall power of the deity to create, and maintain. Only Powers who reside in the Planes or on other worlds can manifest an avatar. Beings who reside on Shin'ar cannot create avatars. Quasi-Powers living on Shin'ar are considered avatars.

D4	Result
1	The avatar melts like a rapidly burning candle, creating a pool of offal. Contact with the pool causes 4d20+10 acid damage and can ignite flammable material. The pool is corrosive for 1d8 rounds, after that it dissolves into harmless dust.
2	The avatar explodes in a conflagration of pure mana, dealing 4d20+10 damage to all within 50 feet. A Dexterity saving throw for half damage is allowed vs a DC 24. Those hit by the mana immediately suffer 3 mana poisoning points (no save)
3	The avatar dissolves into dust. (The dust is highly charged with residual mana).
4	The avatar implodes, sucking in anything within 10 feet. A Dexterity saving throw vs DC 24 is allowed to resist the pull. Creatures pulled in are transported to a random plane of existence. (GM discretion)

Table 3e

Deity Levels and Common Avatar Powers while on Shin'ar

Greater Power - Possess the following abilities: immunity to charm and compulsion magic, energy drain, disease, poison, imprisonment, banishment, mana poisoning, ability drain, and transmutations; resistance to all energy types, advantage on saving throws against magic, resistance against the damage of spells, resistance to all damage types, vulnerable to hardened mana crystal; can see and hear everything within 1000 miles of their avatar; can locate a worshiper anywhere within 10,000 miles of avatar, can infallibly teleport their avatar and up to 10,000 worshipers within 1000 miles.

Examples of Greater Powers worshiped on Shin'ar are: Marvela, Aquaris, Hiccune, Fro'kella, Roarvan, and Kythlu.

Lesser Power - Possess the following abilities: immunity to charm and compulsion magic, energy drain, disease, poison, imprisonment, banishment, mana poisoning, and transmutation; resistance to all energy types, advantage on saving throws against magic, resistance to all damage types, vulnerable to hardened mana crystal; can see and hear everything within 500 miles of their avatar, can locate a worshiper anywhere within 5,000 miles of avatar, can infallibly teleport their avatar and up to 5,000 worshipers within 500 miles.

Examples of Lesser Powers worshiped on Shin'ar are: Phoenix, Dhalla, Zephyr, Shytan, Razak, Vesh, Alo'staz, Zenuza, Alcor, Urman, Rital, and Krum.

Demi-Power - Possess the following abilities: immunity to charm and compulsion magic, disease, poison, imprisonment, mana poisoning, and transmutations; resistance to all energy types, advantage on saving throws against magic, vulnerable to hardened mana crystal; can see and hear everything within 100 miles of their avatar, can locate a worshiper anywhere within 1000 miles of the avatar, can infallibly teleport their avatar and up to 1000 worshipers within 100 miles.

Examples of Demi-powers worshiped on Shin'ar are: Vemish, Yarla, Zagol, Ardell, Arum, Odir, Malcathra, Sylo, Naltia, and Shessrok.

Quasi-Power - Possess the following abilities: immunity to charm and compulsion magic, disease, poison, imprisonment, mana poisoning, and transmutation; resistance to all energy types, vulnerable to hardened mana crystal; can see and hear everything within 50 miles of their avatar, can locate a worshiper anywhere within 100 miles of the avatar, can infallibly teleport their avatar and up to 100 worshipers within 50 miles. **Examples of Quasi-Powers worshiped on Shin'ar are**: Yai-halu, Shizzar, Bastir, Khaaz, Omra, Savok, Asura, Bortua, Vepar, Andras, Belial, Apollyon, and Uzza.

Attacking a deity on its home plane after the death of its avatar on Shin'ar is one of the only ways mortals can hope to survive an encounter with them, as, in their post-avatar weakened state, they are vulnerable to attack. Some beings have been assaulted numerous times this way, and are loathe to create more than one avatar a decade.

A fully-powered deity on their home plane is extremely difficult to kill. Powers that consider Shin'ar their home plane are considered Quasi-powers, and have all the abilities of a Quasi-power avatar, in addition to any abilities they possessed before absorbing the worship of their followers. If the avatar of a Quasi-power is destroyed, and they reside on Shin'ar, it whisks their essence to a pre-determined and consecrated phylactery to house the essence until another form is fashioned or found for the deity to inhabit. If the phylactery is destroyed while housing the divine essence, the deity is destroyed and a backlash of mana can occur. Consult **Table 3e** if this happens.

Deities have been known to willingly sacrifice an avatar or, rarer still, their lives, to force the Manasphere to perform a feat of magic impossible under any other circumstance. In game terms, the sacrifice is the last component in a *wish* spell of a level unattainable by any mortal. Such spells allow the very bending of reality on a cosmic scale, instituting a change of such size that it affects life on Shin'ar for time to come. Examples include the sacrifice of an avatar by the god Rital to give the remaining pure Lluruth an inner glow and direct connection to the Manasphere for life; the sacrifice of an avatar by the god Shytan, which was further fueled by the accumulation of raw mana due to a breach in the Manasphere, in order to transform every one of his remaining worshipers into the Sytash so they could better weather the change that he saw coming to the region; and the god Parlam, who sacrificed his life to shield his worshipers from the soul-stealing spell cast by King Alcor of Eltra. This allowed Parlam to transform his worshipers into the avian Aravork people. His rebirth into the god Phoenix is unprecedented and has remained unexplained by Manasphere scholars for thousands of years.

Deities are revered or placated through ritual and sacrifices. Some clergy have adopted extremely formal standards which must be adhered to in regards to worship and ritual. How the worship or sacrifice is given is of little consequence to the deity aside from personal preference and desires; it is the connection to the deity and the fervent of the worship that fuels the energy transfer. Good-aligned and benevolent deities might make their pleasure known in the form of ethereal music or great emotional senses of calm and joy in worshipers who delight them in the proper offerings.

Each individual deity's avatar may have additional immunities, resistance, and powers described in Chapter 7, Deities of Shin'ar.

Generally, the amount of worshipers denotes the rank of deity. There are some outlying factors that make up the power of a deity. For example: Alcor has a relatively small worshiper base but has power equal to that of a Lesser Power. This is due to the accumulation of pure energy from the soul stealing spell he cast while a mortal, swelling him with power and propelling him into godhood. The more worshipers a power has, the more powerful an avatar they can manifest.

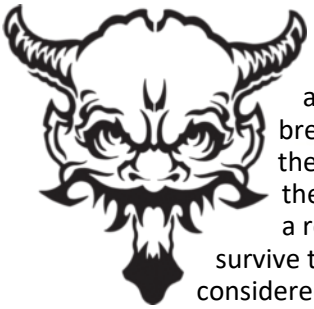
Greater Powers are able to create up to 5 avatars a year. Lesser Powers can create up to 4 avatars a year. Demi-powers and Quasi-Powers can create a maximum of 2 avatars a year. This is all that is allowed by the Manasphere without irrevocably draining the deity of power. Should a power try and summon an avatar past their allotted amount, the Manasphere drains the deity of one whole rank: Greater Power becomes a Lesser Power, etc. Quasi-Powers who attempt this find their consciousness and entire being transferred to avatar form and their connection to any remaining worshiper severed. Should they perish in this new form, they are forever dead and reabsorbed by the Manasphere regardless of further worship.

Deities who have power over nature itself might grant worshipers bountiful harvests and fair weather, while powers of evil and destruction must often be appeased in order to forestall their wrath in famines and pestilence. The deities of Shin'ar generally hold each other in check through meddling and manipulation of worshipers. The world has experienced times of great upheaval and sorrow when one or more malevolent powers have decided to flex their muscles and intervene more directly in the affairs of Shin'ar. Such things often come to bitter conclusions, the destruction and death sown unavoidable until resolved by the intervention of one or more benevolent powers and their agents.

The great majority of powers worshiped on Shin'ar are regional and racial, with very few worshipers outside the race the deity is normally worshiped by. While an Estanyan nobleman can worship Garloch instead of Alo'staz, as some do, this is not considered normal for his race and culture. Planar cults are made up of any and all races who worship powerful Outsiders that have been stranded or have simply chosen to stay on Shin'ar. Generally, only Outsiders of neutral or evil alignment cultivate worship on Shin'ar. There are cults who worship angels and other beings of good, but those tend to be small, as beings of good nature often feel uncomfortable being worshiped by mortals.

Only outsiders with a Challenge Rating higher than 13 can begin to absorb the energy transferred as worship, essentially turning them into Quasi-powers while on Shin'ar. To be given enough power to attain this rank, a being must have fervent worship from no fewer than 1000 individuals, as this is the bare minimum to be considered a "deity" on Shin'ar.

Cults smaller than 1000 individuals are unable to give their patron additional power through the Manasphere. Mortals can never be connected to worshipers via the Manasphere without first obtaining a mastery of magic that exceeds what is normally allowed. Such individuals have been known to study the Manasphere for ages, their life prolonged through magic, before they attempt any act that would allow them to transcend their mortal body and be able accept the power given off by worship. In game terms, a mortal must obtain a level beyond 20th and have an Intelligence and Wisdom score above 25 in order to attempt to breach the Manasphere and allow their personal travel to a plane of their choosing in which to establish a realm. Once this occurs and they survive the power transfer, they are considered Quasi-powers.



Temple construction and the make up of clergy vary widely across the pantheons, and churches devoted to the deities come in many shapes and configurations. Civilized lands will often see an organized structure for clergy and lay worshipers, with temples that are well constructed and tithes gained from worshipers that add to the opulence and grandeur of complexes. Shrines and smaller churches are more common in rural areas and among peoples who migrate often during the year. Settlements with a population ranging from 50 - 500 typically have a shrine or other small area of consecrated ground tended by a priest and two acolytes.

Multiple shrines can exist in a settlement, dedicated to one or more deities. Personal shrines located in homes do not count towards the number of shrines located in a settlement. Communities with populations ranging from 500 to 1,500 will have a church or other similar building tended by 1d4 priests and twice as many acolytes. Larger towns with populations that range from 1,500 to 5,000 will have multiple churches or similar buildings dedicated to one or more deities.

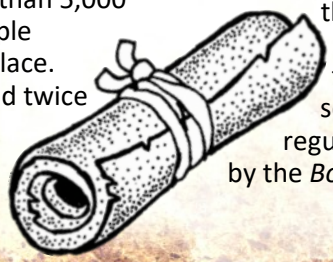
Any settlement with a population of more than 5,000 will have at least one central temple and multiple shrines or churches dispersed among the populace. Temple clergy often consists of 1d12 priests and twice as many acolytes.

Many races of Shin'ar are deeply religious and venerate small pantheons of mythical champions, creator gods, and powerful nature spirits. To many on the planet, the gods are very real and tangible, with interaction between the deity and mortals documented and told in every culture. The idea of denying the existence of the gods is ludicrous to many and dismissed out of hand by many more. The most vocal against the existence of the gods are the Atlanteans. While interaction between Atlantean and one or more deities or their avatars has occurred since the powerful humans were transported to Shin'ar, the Atlanteans insist they are no more than extremely powerful individuals rather than the omnipotent and infallible beings they are worshiped as. They have, however, directed the Great Senate of Alteria to allow the worship of its member race's pantheons, despite what

Magical Items On Shin'ar

Many cultures do not view magical items as wonders, but as commonplace items found in many shops and trading stands located throughout the land. Magical weapons and armor are common as well, owned by those with enough coin or know-how to make them. Most households benefit from one or more quasi-magical items, and even the poorest peasant families own a magical weapon, albeit one that may have been handed down from previous generations. Magic shops and peddlers can be found in most communities with populations over 500. Smaller settlements almost never have a permanent magic shop, instead relying on traveling traders and small caravans to purchase magical wares.

Not every wizard who sells potions out of their tower is considered to be a magic shop, as true shops cater to a wide variety of clientele and offer an assortment of magical goods. In civilized lands, shops are regulated by the government, and restrictions are applied to what can be sold and to whom. Some regions boast no such laws, and shops there are known for having unique and often dangerous items available for the right price. The Kingdom of Jutan has outlawed magic shops other than those run and administered by that nation's Magisters. The Kala Dominion has two types of shops - those that cater to foreigners and those who sell only to Kalarins - and Alterian cities regulate magic shops according to rules set by the *Boule* of Atlantis.



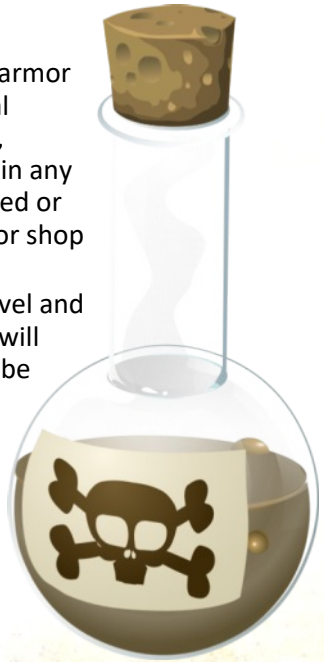
Magical items on Shin'ar can come from one of four locations. Many items can trace their creation back thousands of years, and have been lost to time. Ruins frequently deliver up troves of ancient magic, and the items found eventually see the light of day and circulation once again. Temples and organized clergies supplement income by the creation of magical items for sale to worshipers, at a discount, and to the populace. Additionally, magical items are created by spellcasters in the employ of magic shops or magic cartels.

Arms, armor, scrolls, and rings stamped with the holy symbol of the church who crafted them are common in large cities throughout Shin'ar. Spellcasters who have a keen eye for business open magic shops to buy and sell items, as do colleges dedicated to teaching arcane studies. These shops tend to be small and regional, obeying the laws of the land. They are little fish compared to the large, multinational cartels that control magic shops in multiple locales.

There are four cartels who control magic shops in numerous lands.

- **The Golden Chalice Cartel**: The Chalice is based in Barrowtown and controlled by the Ssansrokk crime family. They employ dozens of powerful spellcasters and control magic shops in Alteria, Kala, and the communities of the Northern Tip. Members of the Chalice specialize in hard-to-find items and Calvoid-made contraptions. Golden Chalice magic shops often serve as fences for outlawed magic and dangerous artifacts, as well.
- **The Men of the Trident**: This large and influential merchant coaster recently acquired numerous magic shops located throughout Alteria. The fabrication of magical and quasi-magical items from their spellcasters has doubled since then, and *Trident Shoppes* have become busy establishments, undercutting smaller shops right out of business.
- **The Sharpest Image**: This small chain of specialty shops is found in many Calvoid enclaves, as well as areas where large concentrations of Calvoid reside. The headquarters of the cartel are located in Sparks, and their School of Thaumaturgy & Artifice pumps out magical items for the School of Mercantile &Travel to sell in their shops. They specialize in optics and magic that enhance the senses.
- **Francisco's**: These shops are located in every city-state of Verigal and have been operated by the Mestas family for four generations. Their headquarters is located on the island of Bariso, a fortress built with the profits from shops catering to the lower class and those who generally can't afford new or powerful magic. The founder of this cartel, Francisco Mestas, was a powerful archmage and prolific creator of minor magic for the poor of his home city of Medra. The shops specialize in used magical items and readily available potions and scrolls. The small and dedicated staff of each shop are each rumored to be related to Francisco (false), and proficient spellcasters (true). The cartel has recently branched out to the Southern Continent and the Baka cities of its northern coast.

Shops come in three categories: **Minor**, **Medium**, and **Major**.

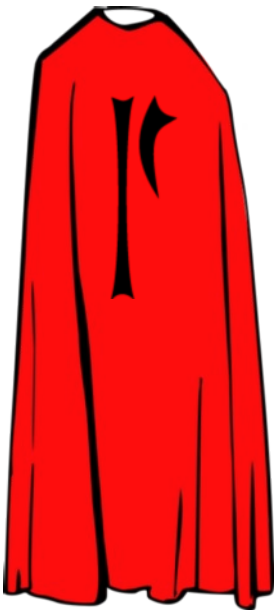


Minor shops sell potions and scrolls that mimic spells of 1st level or below. Arms and armor will have no more than a +1 enchantment, and individual items may have some additional minor property. Magical items of the person will come in the form of rings, belts, bracers, cloaks, boots, and gloves. 2d10 of these Common and Uncommon items will be available in any given Minor shop. Minor shops sometimes see Rare items for sale, but these are often used or bought at a premium from down-on-their-luck adventurers. There is a 10% chance a Minor shop will have a Rare for sale. **Traveling peddlers are treated as Minor shops**.

Medium shops sell potions that mimic spells of 2nd level or lower, and scrolls of 3rd level and below. Arms and armor will have no more than a +2 enchantment, but most of the stock will also have some minor additional property. 2d10 of these Uncommon and Rare items will be available in Medium Shops. 1d8 Common items will be available as well. Medium shops sometimes offer Very Rare items for sale, such items are usually custom orders that were never picked up or ancient magics sold to the shop by adventurers. There is a 20% chance a Medium shop will have a Very Rare item for sale.

Major shops sell potions that mimic spells of 3rd level or below and scrolls of 6th level or below. Arms and armor will have no more than a +3 enchantment, and all of the stock will have additional minor properties. 1d12 in Rare and Very Rare items will be available. An additional 1d8 Uncommon and 1d10 Common items will also be available. Major shops sometimes offer Legendary items for sale. Such items are usually custom orders or other personal projects created by a powerful spellcaster. There is a 50% chance a Major shop will have a Legendary item for sale.

Wands, staffs, and rods are almost never seen for sale in magic shops. Such items are often custom ordered, and constructed by powerful spellcasters who usually never advertise their services. The exact makeup of items available in any given shop are up to the GMs discretion.



Settlement Type	Population Range	Magic Shop(s) Present
Thorpe	<20	No
Hamlet	21-60	No (10% chance of traveling peddler)
Village	61-200	No (20% chance of traveling peddler)
Small Town	201-2000	No in settlements under 500 (30% chance of traveling peddler); Yes in larger settlements: 1d3-1 Minor Shops
Large Town	2,001-5,000	Yes: 1d4 Minor Shops, 1d3-1 Medium Shops
Small City	5,001-10,000	Yes: 1d4 Minor Shops, 1d3-1 Medium Shops, 1 Major Shop
Large City	10,001-25,000	Yes: 1d6-1 Minor Shops, 1d4-1 Medium Shops, 1d3-1 Major Shops
Metropolis	25,001 +	Yes: 1d6 Minor Shops, 1d4 Medium Shops, 1d4-1 Major Shops (+1 of each type per additional 25,000 in population past 25,000)

Table 3f



Table 3f shows the distribution and availability of magic shops in different communities across the planet. The table is meant only as guide, and magically active enclaves will generally have a greater number of magical item shops and a greater variety of items available.

Quasi-magical items are offered in all shops. Minor shops will have 1d4 quasi-magical items for sale every week, medium shops will have 1d8 available every week, and major shops will have 1d12 for sale every week.



Rune crystals of all types are also sold in magic shops, but they can also be found in most major cities being sold at small stands and mobile carts. The act of creating rune crystals is sometimes regulated by a local guild, and can be sold out of their guild house or designated dealers. All races of Shin'ar understand the danger associated with rune crystals and most reputable dealers would not sell to anyone exhibiting signs of mana poisoning or mana psychosis. There are, however, always those willing to look the other way for quick coin.



Portals On Shin'ar

The Manasphere is restrictive when it comes to the opening of portals to other planes of existence and far-off worlds, but it is able to be manipulated to allow instantaneous - or near-instantaneous - travel within itself. Portals such as these exist throughout Shin'ar, having been created by many races to link places together across the planet. Portals take many forms; stone archways and door frames are the most common, followed by pads of hardened mana crystal or polished metal. They can be made to function only when certain conditions are met or to be always "turned on". The conditions on which a portal depends can be a keyed item or phrase, but such things need to be present or spoken at creation. There is a spell that allows the keying of new items or phrases after the completion of the portal; researched by wizards from the *Asa-Aier* espionage agency, the spell has so far not made wide circulation outside of the group.

Creatures who touch or pass through the area of a portal are instantly teleported; their bodies and all items carried (up to the maximum character encumbrance) are reduced to their base atoms and transported via the Manasphere to the predetermined destination. There, they re-materialize in the exact order they were disassembled. This process is known as "skipping" due to the effect on the traveler, and is infallible during times with no ongoing Lunar Quickening and in portals that are properly maintained. During the chaotic Quickenings, all portals have a 10% chance to misfire, either causing the portal to not function (roll of 1-50 of a 1d100) or be warped by a spike in mana, sending the traveler to a random location within 1000 miles (roll of 51-100 of a 1d100). If the portal ceases to function, it does so for 1d12 rounds. If the portal sends the traveler to a random location, they are subject to the “False Destination” rules of teleportation. When traveling to a false destination, roll 1d20. A roll of 1-10 results in arrival in a "Similar Area". A roll of 11-20 means the player suffers a "Mishap". These misfires are in addition to any malfunction the portal can otherwise have.

It is not possible to poke one’s head through a portal to see what's on the other side. Once contact is initiated, teleportation takes place. A portal can only transport a creature that can fit in its opening or on its surface. If there is an obstruction of the portal at the destination, the portal does not function. Creatures can never be considered to be blocking a destination; should the destination be occupied at the time of another crossing, the traveler will be deposited in the nearest safest destination.

Portals will never close with an active traveler. Spells can never be cast through a portal, though creatures under the effects of a spell remain under the effects once they reach their destination. Unattended objects not keyed to the portal at creation cannot pass through the portal. Firing an arrow through the opening will only cause the arrow to bounce off, but putting an arrow in a box keyed to the portal at its creation will transport the arrow unattended to the destination. "Trade-Skips", as they are known, are common in Calvoid communities and have begun to filter into the Verigal city-states. Such portals are expensive to maintain, thus making widespread use of them unlikely.

Unless stated at the creation, any number of creatures can pass through a portal each round. At the time of creation, a number of items, phrases, and other conditions can be keyed to the activation of the portal. The number of conditions that can be set are 1 + the Spellcasting Ability modifier bonus of the creator. The different conditions that can be set are located in **Portal Conditions**.



Destroying a portal is incredibly difficult. Portals cannot be destroyed by physical means or by spells that destroy objects. Casting *dispel magic* does nothing to the portal, but casting at *a higher level* will cause the portal to become non-functional for 1 round. The spell *destroy portal* is the only way to permanently destroy the link to the Manasphere and eradicate the portal.

A spellcaster must be at least 11th level in order to create a portal. The casting of the spell *create portal* must be done by the creator, but other spells used in the creation of a portal can come from a scroll or be cast by a being designated at the creation of the portal as the creator's assistant. Only one assistant can be designated per portal created. The item or doorway that the portal will anchor itself to does not need to be made by the caster of the *create portal* spell.

Base Cost: In order to build a portal, the creator must spend at least 30,000 gold pieces on raw materials to create a single one-way portal covering an area up to 10 feet in radius. Smaller portals cost less, with portals covering less than 5 square feet cost half the base cost. The market value of a portal is twice its cost to create. Crafting a portal takes one day for every 10,000 gp of its market value. If there is a designated assistant, the time to create the portal is halved. The creation of a second portal at the destination linked to the first can be created at half the market value, making the portal two-way. Additional cost based on the set conditions can change the market value. The portal's dimensions are set at creation and can be set to be as small as 1 square foot and as large as 10 square feet in radius. Larger portals can be created by adding 100% of the base cost for every additional 10 square feet added. Large and Huge creatures can pass through normal sized portals, but Gargantuan and Colossal creatures require portals to match their size.

Once a portal is created, it is permanent unless destroyed by a *destroy portal* spell. Portals must be powered by refined mana crystals, and will stay powered for up to 200 crossings with the crystal used at creation. A two-way portal uses a charge for every activation regardless of destination. After these charges are expended, the portal must be maintained by draining refined mana crystal worth at least 1,000 gold for an additional 100 crossings. Portals can also be modified to use mana batteries. The cost to equip a portal with a receptacle for a mana battery is one third its market value for the necessary materials needed. Although creating the receptacle can be done after the portal is created, a successful Intelligence (Arcana) or Intelligence (Manasphere) check versus a DC 16 is needed.

Failure of this check renders the portal unable to be fitted in such a way in the future. Portals running on mana batteries have infinite charges as long as the battery is providing power. Portals that run out of charges simply do not function until powered up. Portals can also deteriorate over time and with careless upkeep. For every hundred years in existence, the portal gains a 1% chance to malfunction. Each time the portal remains un-powered for extended periods (minimum 1 year with no charge, +1% for each year with no charge), it gains a 1% chance to malfunction. These chances are cumulative, but the percentage to malfunction this way can never reach above 51% in this manner. Portal malfunctions are described in **Table 3g.** Portals located in areas that are experiencing a manastorm act as if malfunctioning for the duration of the manastorm.

"False destination" is a term to describe a place that does not truly exist or, if the player is teleporting to an otherwise familiar location, that no longer exists. This can also apply to teleportation if a portal has malfunctioned

Similar Area: The player winds up in an area that is visually or thematically similar to the target area. Generally, they appear in the closest similar place within range.

Mishap: The player and anyone else traveling with them have been "scrambled." each take 3d10 points of force damage and are considered ***stunned*** for 1d4 rounds. They appear otherwise safely in a "similar area".

A portal is considered to have a Constitution score of 15, for the purpose of determining saving throw bonuses when it is targeted by a spell.

D4	Effect
1	Portal does not function
2	Mana Backlash (1d12 force damage to creature touching portal or to item being sent; Dexterity save vs DC 14 to avoid damage), portal does not function
3	Mana Explosion (4d12 force damage to creature touching portal or to item being sent; Dexterity save vs DC 16 to avoid damage), portal does not function
4	Portal functions normally

Table 3g

When a portal is under the effects of a *scramble portal* spell or malfunctions due to age or ill upkeep, consult **Table 3g** whenever the portal is activated.

Portal Conditions

At the time of creation, portals can be keyed to respond to certain conditions. The setting of no conditions renders the portal "always on" and functions for anyone who to comes in contact with it. These portals are simply known as "Skips". Setting one condition (or no conditions) adds no cost to the creation of the portal. However, each additional condition beyond the first at creation doubles the the portal's cost.

***Items*.** Portals that operate when a specific item is held are known as "Token-Skips". Items Must be specific to those present and designated at the time of creation only, or keyed to multiple (up to 10 + the Spellcasting Ability modifier of the caster) copies of the same item present.

***Phrases*.** Portals that operate only when a specific word or phrase is uttered first are known as "Speaker-Skips". There is a maximum of 100 letters to make up the word or phrase used to activate the portal.

***Alignment*.** Portals that operate only when a being matches the alignment set at creation makes contact are known as "Soul-Skips". Spells that mask alignment or otherwise attempt to conceal true alignment do not affect these portals.

***Appearance*.** Portals that only operate when beings who match the appearance of those designated at its creation are known as "Face-Skips". These are common among wizards who wish to ensure only themselves can operate the portal. Portals are never fooled by illusion magic, disguise, or items used to alter appearance.

***Time*.** Portals can be set to only activate at specific times of the day or year. These are known as "Time-Skips". Precise wording is required at creation, vague terminology or shifting times will not work. For example: "open one second past the rising of the sun and remain open until one second past it's setting" will work but "open in daytime" will not. Portals not keyed to other conditions but Time are considered "always on" during the duration of its activation.

***Creature Only*.** These portals are known as "Skip-Traps". Only the creature who touches the portal is transported, and no equipment worn or carried is taken with them. Variations of these portals can have the creature transported to one location, and their gear to another.

Portal conditions can never be set to intangibles such as level, class, or hit points. Portals that are keyed to more than one condition are known as "Multi-Skips", and are rare to find due to their cost to create.



Analyze Portal

2nd-level divination

Casting Time 1 action

Components V, S

Range 10 feet

Duration instantaneous

By means of this spell, the caster can determine the properties of a portal: its destination, keys, age, and upkeep. The spellcaster gains a +8 bonus to a Intelligence (Arcana or Manasphere) skill check at the completion of the spell. Consult the table below once the spell is cast:

DC	Lore
10	**Type** - The caster learns if the portal is keyed in a certain way (item, phrase, time, etc.) and gains a vague understanding of what the key is (i.e. size and shape of token; general topic of word or phrase; general appearance or alignment allowed passage; etc.)
13	**Age & Upkeep** - The caster learns the exact age of the portal, its creator (and assistant if any), and whether the portal has maintained adequate upkeep to stave off malfunction.
16	**General Destination** - The caster learns the general location of the portal's destination, gaining a brief glimpse (1 second) of the destination and a general sense (north, west, etc.) of its location.
19	**Everything** - The caster learns the portals key, if any (mental image of token, appearance, and word or phrase), exact times the portal can be opened, etc.; they receive a vivid mental image of the destination's exact location, enough to teleport to the location if desired.

At Higher Levels. If you cast this spell using a spell slot of 4th level or higher, you gain advantage on the Intelligence (Arcana or Manasphere) skill check.

Create Portal

7th-level conjuration

Casting time 1 hour

Components V, S, M (described below)

Range touch

Area 10 square feet (+10 square feet, up to a maximum of 50 square feet)

Duration permanent (charged)

This spell is used to create a permanent link to the Manasphere and allows near instantiations travel from one location to another. The spell must be cast after gathering the raw materials needed and fashioning the portal itself. The portal itself must be made of one or more of these substances: iron, gold, wood, stone, or hardened mana crystal. These materials are necessary in order to anchor the link, and often take the form of a doorway, arch, or landing pad. The portal must be made by a master craftsmen and is considered a Legendary magical item but does not necessarily have to be made by the caster of the *create portal* spell - and must cost at least 30,000 gold pieces (depending on size).

Ornamentation can come in many forms, but a more intricately and well-decorated portal denotes the wealth and accomplishments of its creator. A number of conditions can be added to a portal at creation in order to activate it. The destination must be marked by the caster in a way that links them to the site and allows for an infallible point of entry for the portal. The material components of the spell are as follows: an expertly crafted portal made up of one or more of the required substances, 2,000 gp worth of refined mana crystal (which is drained to initially power the portal), a pint of blood from the caster (used to mark the destination), and gems worth at least 5,000 gp (ground up with the powder sprinkled on the portal and any items keyed to it during casting).

Portals can deposit travelers and items up to 100 miles and an additional 100 miles for every Spellcasting Ability modifier of the caster or assistant (designated before the spell is cast), whichever is greater. Conditions to the activation must be set during casting and cannot be changed once the spell is complete (unless through the spell *re-key portal*, but the spell's effects are only temporarily).

Once the spell is complete, the caster is aged by 1 year unless they succeed in a Spellcasting Ability saving throw versus a DC 18. *Wish* spells and similar magic cannot reverse this effect, as the energy is used to fuel the connection to the Manasphere. A separate *create portal* spell must be cast to link locations and make a two-way portal.

Destroy Portal

7th-level evocation

Casting Time 1 minute

Components V, S, M

Range touch

Duration instantaneous

This spell seeks to permanently disrupt the connection a portal has to the Manasphere. The caster must be able to touch the portal at the completion of the spell, as the spell does not function if physical contact is not made. The longer a portal has been connected to the Manasphere, the harder it is to destroy the connection. The portal is allowed a Constitution saving throw to remain active against a DC 16.

Age of Portal	Bonus to Save
1 - 10 years	2
11 - 50 years	4
51 - 200 years	6
201 - 1,000+ years	8

Even if the portal successfully saves against the spell, it is disrupted and ceases to function for 1+1d10 hours. The material component for the spell is refined mana crystal worth at least 500 gp that is used to absorb and harmlessly dispose of the mana the portal's closure causes to leak out from the Manasphere. The crystal turns to dust at the completion of the spell regardless of the outcome.

Re-Key Portal

5th-level transmutation

Casting Time 1 minute

Components V, S, M (see below)

Range touch

Duration 1 hour

This spell was developed by the *Asa-Aier* Agency for its covert operatives in the field. By means of this spell, the spellcaster can tune an existing portal to use a key of their choosing. This is known as "spoofing" the portal. The "key" can be an item, a phrase, be based on the appearance of the spellcaster, or a creature touched and designated at the time of the casting. The portal is allowed a Constitution saving throw to resist this effect against a DC 16.

Age of Portal	Bonus to Save
1 - 10 years	2
11 - 50 years	4
51 - 200 years	6
201 - 1,000+ years	8



The material component for the spell is a refined mana crystal worth at least 100 gp that is ground up and has its powder sprinkled on the portal and the "key" to be used. If the "key" is a phrase or appearance, the powder is sprinkled on the person who speaks the phrase to be set and/or the person whose appearance is being set. The spellcaster must be able to touch the portal at the conclusion of the spell.

Protection from Mana

7th-level abjuration

Casting Time 1 action

Components V, S

Range touch

Target creature touched

Duration 1 hour

This abjuration grants a creature limited protection from Mana Poisoning that can occur from the exposure to raw mana or the overuse of rune crystals. While under the effects of the spell, a creature gains a +8 to any Constitution saving throw to resist Mana Poisoning. This spell does not protect a caster from poisoning accrued by casting 9th level spells.

Resist Mana

2nd-level abjuration

Casting Time 1 action

Components V, S

Range touch

Target creature touched

Duration 10 minutes

This abjuration grants a creature limited protection from Mana Poisoning that can occur from exposure to raw mana or the overuse of rune crystals. While under the effects of the spell, a creature gains a +2 to any Constitution saving throw to resist Mana Poisoning. This spell does not protect a caster from poisoning accrued from casting 9th level spells.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot above 4th. The protection also increases to +4.

Scramble Portal

4th-level transmutation

Casting Time 1 action

Components V, S

Range touch

Duration 10 minutes

This spell allows the caster to cause any active portal to malfunction. If the spell is successful, then the portal will malfunction for the duration.

D4	Effect
1	Portal does not function
2	Mana Backlash (1d12 force damage to creature touching portal or to item being sent; Dexterity save vs DC 15 to avoid damage), portal does not function
3	Mana Explosion (4d12 force damage to creature touching portal or to item being sent; Dexterity save vs DC 20 to avoid damage), portal does not function
4	Portal functions normally

The portal is allowed a Constitution saving throw to resist the effect against a DC 16.

Age of Portal	Bonus to Save
1 - 10 years	2
11 - 50 years	4
51 - 200 years	6
201 - 1,000+ years	8

The portal malfunction table is consulted every time the portal is activated while under the effects of the spell.

The restrictive nature of the Manasphere tends to interfere or out right forbid the casting of certain spells while the caster is on Shin'ar. The Manasphere can sometimes take action against the spellcaster for attempting to circumvent the laws governing it's use. Generally, any spell that would attempt to open a portal or otherwise contact an Outer Plane is only possible during certain conditions.

Banishment

4th-level abjuration

Banishment cast on Shin'ar does not attempt to force a creature to another plane; instead, it forces the creatures to flee the caster for a period of 1 round + the Spellcasting Ability modifier of the spellcaster, and take 4d8 psychic damage. Targeted creatures can succeed a Wisdom saving throw to dismiss the effect and remain in place. Creatures who fail the save must remain outside of 25 feet from the caster for the duration of the effect, not to exceed 10 minutes.

Blink

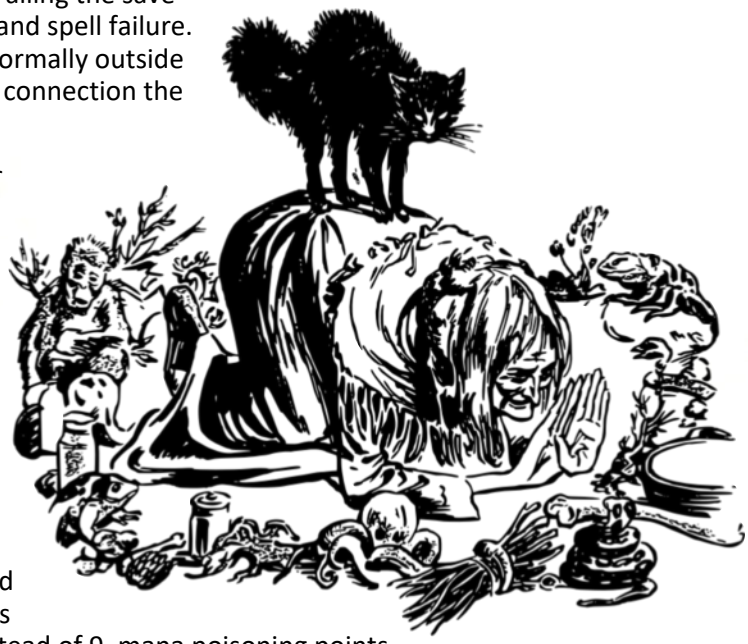
3rd-level transmutation

While under the effects of a Blink spell, the caster does not "blink" back and forth from the Material Plane and the Ethereal Plane. Instead, they are absorbed by the Manasphere and re-materialized many times. The spell functions normally but at the end of your turn you are dematerialized inside the Manasphere. While in this state, you can see and hear around you but not more than 60 feet away. You cannot be affected by any means while in this state. You return to an unoccupied space (chosen at random if more than one space is equally near) at the end of the spell. You can dismiss the spell as an action.

Commune

5th-level divination (ritual)

This spell works normally during a Lunar Quickening. If it is attempted at any other time, the caster must succeed a Spellcasting Ability saving throw vs DC 18. Failing the save results in the caster earning 1 mana poisoning point, and spell failure. A successful save is needed for the spell to function normally outside of a Lunar Quickening. The allowed save is due to the connection the caster feels with their deity - or an agent thereof.



Conjure (Animals, Celestial, Elemental, Fey, Minor Elementals, and Woodland Beings)

Spells that conjure beings from other planes instead summon a magical duplicate of the being via the Manasphere. The being created disperses back to the Manasphere upon its death or end of the spell's duration.

Contact Other Plane

5th-level divination (ritual)

This spell works normally during Lunar Quickenings. If it is attempted at any other time, the caster earns 9 mana poisoning points immediately and possible death. A Spellcasting Ability save vs a DC 20 is allowed. If successful, the spellcaster gains only 3, instead of 9, mana poisoning points and the spell works as intended.

Demiplane

8th-level conjuration

This spell only functions during a Lunar Quickening. When the Lunar Quickening ends, anyone or anything placed into a Demiplane is lost.

Drawmij's Instant Summons

6th-level conjuration (ritual)

The spell functions normally, though any item taken to another plane cannot be retrieved unless during a Lunar Quickening.

Forbiddance

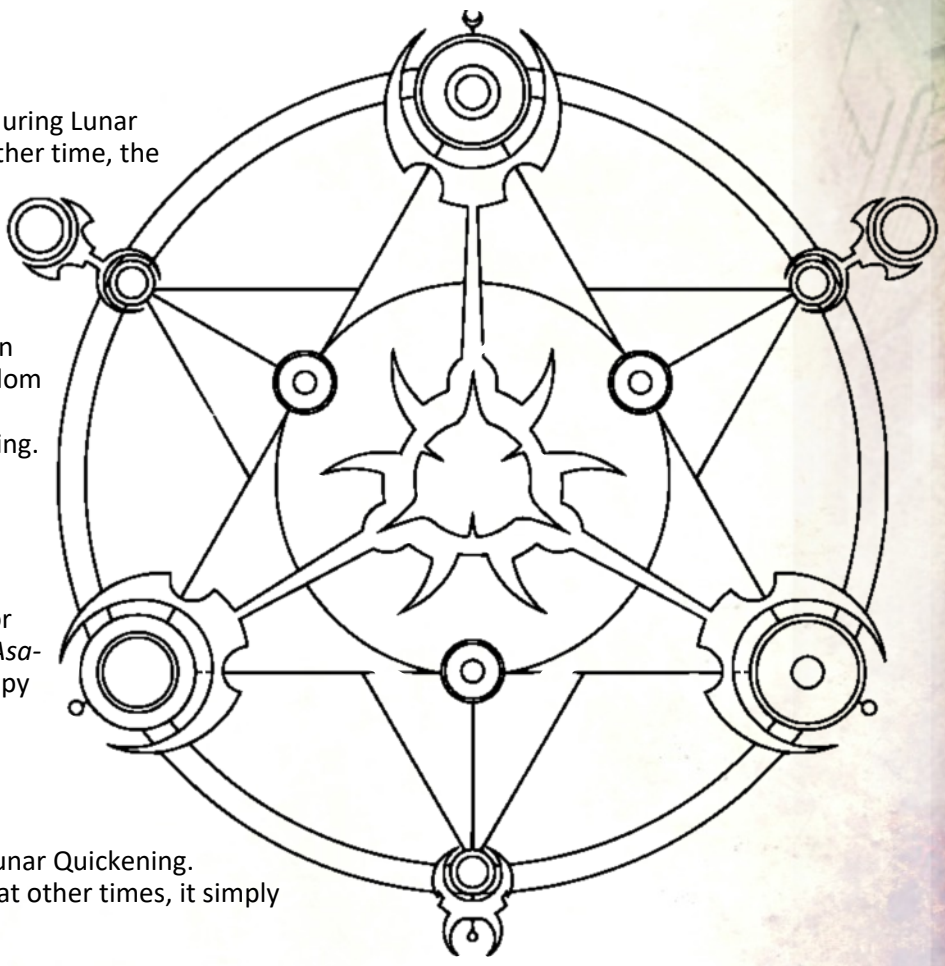
6th-level abjuration (ritual)

This spell functions normally and can be used to prevent the formation of random portals in its designated spell area during Lunar Quickenings.

Gate

9th-level conjuration

This spell only functions correctly during Lunar Quickenings. If it is attempted at any other time, the caster earns 9 mana poisoning points immediately and possible death. In addition, the spell has a 75% chance to cause a rift in the Manasphere, dealing 10d100 force damage from the magical backlash unleashed to all within 100 feet and opening a portal to a random plane of existence for 10d100 minutes somewhere within 100 feet of the casting. There is no saving throw allowed.



This spell is feared on Shin'ar, and most good aligned spellcasters would never dream of trying to cast it. Governments have outlawed its use, for obvious reasons, and even the feared *Asa-Aier* Agency is known to destroy any copy of the spell they might find.

Hunger of Hadar

3rd-level conjuration

This spell only functions during a Lunar Quickening. There is no penalty for trying to cast it at other times, it simply does not work.

Leomund's Secret Chest

4th-level conjuration

The spell functions normally, however, the chest is not stored on the Ethereal Plane. Instead, the chest is stored by the Manasphere for the duration of the spell by de-compiling the atoms of the chest and its contents and re-materializing them when called for.

Maze

8th-level conjuration

The spell dematerializes the target into the Manasphere where it is subjected to labyrinthine maze projected into their thoughts. The target reappears in the space it occupied, or the nearest safest space, if they escape the maze or the spell's duration ends.

Mordenkainen's Magnificent Mansion

7th-level conjuration

This spell only functions during a Lunar Quickening. When the Lunar Quickening ends, anyone or anything placed into a the mansion is lost until the onset of another Lunar Quickening.

Planar Ally

6th-level conjuration

This spell puts forth a call to any Outsider who matches your alignment to come and render assistance to you. The Outsider can choose to ignore the call and it does not compel them in any way. They must be on Shin'ar for the spell to work. The spell does not attempt to contact an otherworldly entity. The call goes out for 1000 feet +100 per Spellcasting Ability modifier the caster possess. If an Outsider heeds the call, the spell functions normally from there.

Plane Shift

7th-level conjuration

This spell only functions during Lunar Quickenings. If it is attempted at any other time, the caster earns 9 mana poisoning points immediately and possible death. In addition, the spell has a 75% chance to cause a rift in the Manasphere, dealing 10d100 force damage from the magical backlash unleashed to all within 100 feet and opening a portal to a random plane of existence for 10d100 minutes somewhere within 100 feet of the casting. Like *gate*, this spell is outlawed in many countries.

Rope Trick

2nd-level transmutation

This spell does not function outside of a Lunar Quickening. Casting of the spell outside of a Lunar Quickening does not harm the caster or cause breaches in the Manasphere, it simply does not work.

Speak With Dead

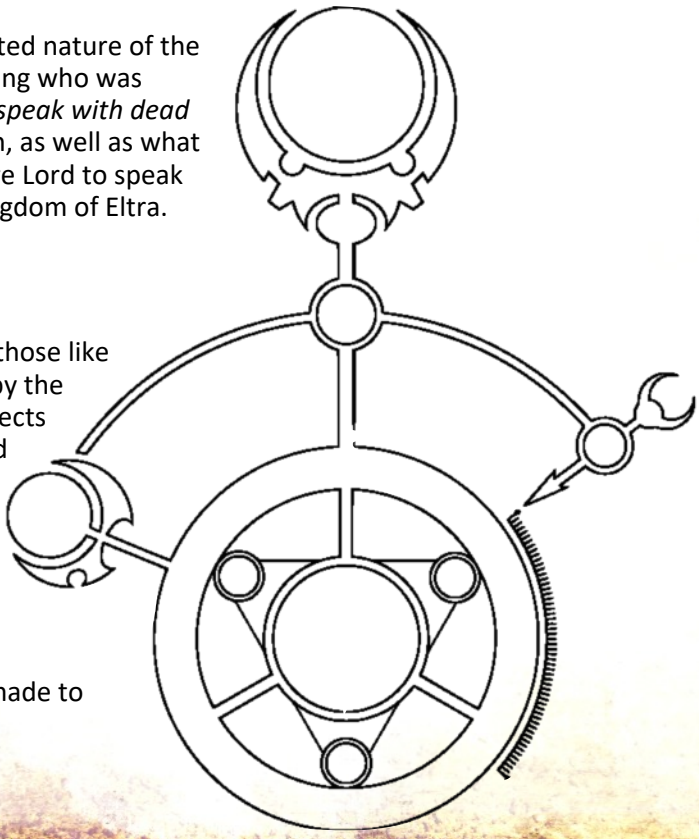
3rd-level necromancy

The spell functions normally, however, do to the twisted nature of the transformation of certain undead in Eltra, any undead being who was created by King Alcor's slaying spell can be compelled by *speak with dead* to tell of things it has experienced after its transformation, as well as what it knew in life. It can also be used to force an Eltra Vampire Lord to speak truthfully for the duration and its use is banned in the Kingdom of Eltra.

Teleport

7th-level conjuration

This spell functions normally, however, the spell and those like it (*teleportation circle*, *word of recall*) are made possible by the Manasphere, which dematerializes the recipients and objects effected by the spell, and materializes them in the desired destination. This process is similar to how portals function on Shin'ar, and is known as 'skipping' to many races.



Wish

9th-level conjuration

This spell functions normally, however, it cannot be made to circumvent the laws of the Manasphere.

Bard Spells

2nd Level

Analyze Portal

Resist Mana

5th Level

Re-key Portal

7th Level

Protection from Mana

Cleric Spells

2nd Level

Analyze Portal

Resist Mana

4th Level

Scramble Portal

7th Level

Create Portal

Destroy Portal

Protection from Mana

Druid Spells

2nd Level

Analyze Portal

Resist Mana

7th Level

Protection from Mana

Paladin Spells

2nd Level

Resist Mana

Ranger Spells

2nd Level

Resist Mana

Sorcerer Spells

2nd Level

Analyze Portal

Resist Mana

4th Level

Scramble Portal

5th Level

Re-key Portal

7th Level

Create Portal

Destroy Portal

Protection from Mana

Warlock Spells

2nd Level

Analyze Portal

Resist Mana

4th Level

Scramble Portal

7th Level

Protection from Mana

Wizard Spells

2nd Level

Analyze Portal

Resist Mana

4th Level

Scramble Portal

5th Level

Re-key Portal

7th Level

Create Portal

Destroy Portal

Protection from Mana





Chapter Four
Items of Shin'ar

Rune Crystals

The manipulation of mana crystals, the very source of the Manasphere, has been a practice performed by many cultures on Shin'ar. The Lluruth and Calvoid perfected the refining of mana crystal and both magical cultures devised ways to store within them a portion of the Manasphere that triggered magical effects when willed to do so. The miss use of rune crystals and the dangers associated with it are told to the young of many peoples, warning them early to respect and fear the Manasphere. Stories of Mana Zombie attacks are told in taprooms and around campfires all over the planet. When used accordingly, and within the rules, Rune Crystals can bring a much needed boost to any encounter.

The use of a Rune Crystal uses your action and the effect takes place immediately. If there is a hostile creature adjacent to you when you activate the crystal and if they are allowed an attack using their reaction, they can direct the attack against the Rune Crystal rather than against you. A successful attack of this sort can destroy the Rune Crystal, preventing the character from gaining the effect. A creature must have physical (skin to crystal) contact to activate a Rune Crystal. Because of this, incorporeal creatures cannot use Rune Crystals.

Overuse of Rune Crystals can lead to mana poisoning. A creature must wait at least 30 minutes per rarity of the Rune Crystal used to stave off mana poisoning, starting at 30 minutes for Common up to 2 hours for Very Rare. Use of Rune Crystals before the cooling off period runs the risk of poisoning. A Constitution saving throw must be made any time you use another rune crystal before the cooling off period (see **Table 4a**). Failed saves result in one mana poisoning point. Using a Rune Crystal before the cooling off period does not reset the time needed to avoid mana poisoning. Instead, the times are added together (remaining time on previous use and the time of the next use) in perpetuity. Once a Rune Crystal is used, it dissolves into harmless dust.

Constitution Save DC	Rarity
12	Common
14	Uncommon
16	Rare
18	Very Rare

Table 4a

Minor Rune Crystal

Common - Very Rare

Slot None **Weight** .2 lbs

Description

A small store of prepared magic is held within this crystal, demonstrated through the slight alteration of its coloring and the inscribed runes on its surfaces. Smallest of the Rune Crystals, this magical item is able to temporarily increase a specific ability score after being crushed. The creator must choose which ability score and the bonus it grants, which determines rarity of the crystal (see **Table 4b**). The increase lasts for 4 rounds, regardless of how much the crystal increased the ability score. Physical contact must happen for the activation of the crystal. You can exceed 20 in an Ability Score by using a minor rune crystal.

Increase of…	Rarity
+ 1	Common
+ 2	Uncommon
+ 3	Rare
+ 4	Very Rare

Table 4b



Medium Rune Crystal

Common - Rare

Slot None **Weight** .5 lbs

Description

Like other Rune Crystals, those designated as Medium can be used only once. These crystals can duplicate the effects of a spell of up to 3rd level that has a casting time of less than 1 minute and a range of self or touch. These can be used by the wielder on themselves, or on a creature (touch attack and saving throw may apply) they touch with the crystal. The danger from overexposure to raw mana only effects the user of the crystal, not the target touched (unless the target is the user). The spell must be one the creator knows, but it does not necessarily need to be prepared. See **Table 4c** for spell level and rarity of medium rune crystals. Skin to skin contact must happen for the activation of the crystal.

Spell Level	Rarity
Cantrip	Common
1	Common
2	Uncommon
3	Rare

Table 4c





Major Rune Crystal

Very Rare

Slot None **Weight** .7 lbs

Description

A Major Rune crystal grants its user the use of a metamagic ability as though the user had it themselves. The spell must be cast as the Major Rune Crystal is held to take effect. The stored metamagic ability can effect any spell that meets its requirements. Major Rune Crystals cannot augment a spell that is already being cast with a metamagic ability. All Major Rune Crystals are considered **Very Rare** magical items. Once the major rune crystal is used, it dissolves into dust.



Metamagic Abilities - Careful Spell, Distant Spell, Empowered Spell, Extend Spell, Fearsome Spell, Focused Spell, Heightened Spell, Persistent Spell, Quickened Spell, Subtle Spell, and Twinned Spell

Etched Rune Crystals

These magical items are made from refined mana crystal and are used by spellcasters to regenerate a spent spell slot or re-cast any spell of appropriate level that they cast in the last 12 hours. The spell slot regenerated by its use is determined by the weight of the crystal as described in **Table 4d**.

Using an etched rune crystal uses your action on your turn and the effect takes place immediately. If there is a hostile creature adjacent to you when you activate the crystal and if they are allowed an attack using their reaction, they can direct the attack against the etched rune crystal rather than against you. A successful attack of this sort can destroy the crystal, preventing you from gaining the effect. You must have skin to crystal contact for the stored magic to take effect. Because of this, incorporeal creatures cannot use etched rune crystals.

Over use of etched rune crystals can lead to mana poisoning. A creature must wait at least one hour per rarity of the crystal (see **Table 4a**) to stave off mana poisoning. Use of etched rune crystal before the cooling off period runs the risk of poisoning.

Weight	Rank	Spell Slot Level
0.1	Minor	1 to 4
0.8	Medium	5 to 7
1.5	Major	8 or 9*

Table 4d



*Use of an Etched Rune Crystal to recast a 9th level spell does not force a saving throw to prevent mana poisoning on the caster. You do not get poisoned, unless through miss use of the etched rune crystal.

Minor Etched Rune Crystal

Uncommon

Slot None **Weight** .1 lbs.

Medium Etched Rune Crystal

Rare

Slot None **Weight** .8 lbs.

Major Etched Rune Crystal

Very Rare

Slot None **Weight** 1.5 lbs.





Magical Items of Shin'ar

Amulet of Bullet Protection

Very Rare (requires attunement)

Slot neck **Weight** –

Description

This amulet is usually crafted from hardened mana crystal and grants the wearer a +3 bonus to AC against all firearm attacks. Once per day, it can be made to deflect one firearm attack back at its source.

Anti-Mana Rod

Uncommon

Slot none **Weight** 5 lbs.

Description

These two foot rods are made of iron, and topped with a chunk of refined mana crystal that has been treated to protect those around it from the harmful effects of an overabundance of raw mana. The end of the rod is usually tapered, and capped with spike to ease its thrusting into the ground. The rod shields anyone within its perimeter from mana overexposure and gives anyone within 15 feet a +4 to the Constitution saving throws needed to resist harmful effects of high mana counts. The rods are inert until the end is struck gently against a hard surface making the crystals faintly glow. Most rods will be found wrapped in cloth, or similar material, to prevent premature activation. Once activated, the rod provides continuous protection (the bonus is applied to every save while in the allowable distance of the rod) for 1 hour. The bonus given by the rod can stack with other anti-mana bonuses from items or spells.

Bullet, Shredder

Very Rare

Slot – Weight –

Description



These bullets are designed to shatter on impact, allowing razor sharp shards to burrow into flesh and soft tissue. The bullets deal an additional 1d6 piercing damage to organic creatures.

Bullet, Tracer

Very Rare

Slot – Weight –

Description



These hardened mana crystal bullets have been treated to explode on impact, bathing the target in a pale blue glow similar to the effect of a *faire fire* spell and causing the target to take a -4 penalty to its AC verses ranged attacks. This effect lasts for 1+1d4 rounds.

Crystal Slippers of Llur

Uncommon

Slot feet **Weight** 1 lb.

Description



These slippers appear to be made of hardened mana crystal, slender and smooth, sized for a petite foot. They change their size to fit the wearer when worn, but always change back to their original shape when removed. These slippers enable the wearer to move nimbly about in virtually any surroundings, granting a +5 bonus on Dexterity (Acrobatics) checks.

Goggles of Manasight

Uncommon

Slot eyes **Weight** --

Description

The lenses in this item are made from refined mana crystal, enchanted to detect dangerous mana levels and relate that information back to the wearer, granting them +5 bonus to Intelligence (Manasphere) skill checks. The lenses display a meter that measures ambient mana and warns if levels become dangerous. Once per day, the wearer can cast *detect magic* as well. Both lenses must be worn for the magic to be effective. The lenses are thick, and cloudy. Wearing them gives a -1 penalty to attack rolls and any sight based skill checks.



Lluruth Cloak



Uncommon

Slot shoulders **Weight** 1 lb.

Description

This thin cloak is made from thousands of crystal fibers, woven together so tightly they look like one large sheet of crystal. The cloak seems to pull in light and color, blending the wearer in with their surroundings. When worn with the hood drawn up around the head, the wearer gains a +5 bonus on Dexterity (Stealth) checks.

Gauntlets of Rapid Deployment

Rare (requires attunement)

Slot hands **Weight** 2 lbs.

Description

These metal gauntlets are often made of silver or platinum, and decorated with motifs that depict swift movement and martial combat. At the cost of one charge, the wearer can increase their movement speed by 30 feet for 1 turn. In addition, the gauntlets can store up to two large sized weapons or smaller, or a shield by shrinking the item and storing them in a small pocket located in the palm of the glove.

The items stored this way must be lighter than twenty pounds and must be able to be wielded in one hand. Items stored this way have negligible weight. At the cost of another charge, the shrunken items can be summoned to your hands and enlarged. They last for seven turns before shrinking and vanishing back into the gauntlets or until you dismisses them as a bonus action. Both gauntlets must be worn for the magic to be effective. The gauntlets have four charges and they regain one charge at dawn until full.

Pistol of Accuracy

Very Rare

Slot none **Weight** 3 lbs.

Description

This pistol is exquisitely made, with intricate filigree and gold plated accents. The single barrel pistol grants a +3 bonus to ranged weapon attacks made with it.

Ring of Mana Resistance

Rare - Very Rare

Slot ring **Weight** –

Description

This ring is normally made from hardened mana crystal and shrinks or enlarges to fit the wearers finger snugly. The ring grants a bonus to Constitution saving throws against the effects suffered from overexposure to raw mana. Anytime the wearer is granted a saving throw vs mana poisoning they gain a bonus depending on the type of ring worn.



A minor ring of mana resistance grants a +2 bonus.

A major ring of mana resistance grants a +4 bonus and glows dimly when in the presence of dangerous levels of mana. This ring requires attunement.

A greater ring of mana resistance grants a +6 bonus and glows brightly when in the presence of dangerous levels of mana. It can also cast *lesser restoration* once a week. This ring requires attunement.

The brightness level can be dimmed, or dismissed by mental command.

Ring of Sure Grasp

Uncommon

Slot ring **Weight** –

Description

This ring allows the wearer to cling to any surface, causing the hand wearing the ring to stick fast with metal command. The only way become unstuck is with a Strength ability check against a DC 20 or via mental command. The ring does not strengthen the arm, so even though your grip would be secure if hanging off a cliff, you would still have to contend with the force of gravity and your body weight.



You are also immune to being disarmed while you wear the ring.

Quasi-magical Items

Shin'ar societies are accustomed to displays of magic and many see the application of magic for every day use a normal thing.

A quasi-magical item is powered directly from the Manasphere, and such items retain this power for many years. A typical quasi-magical item will remain powered up for 10 years + a number of years equal to the Spellcasting Modifier of the creator. In game terms: Quasi-magical items can mimic the effects of cantrips only, and generally are not made to inflict harm.

A small sampling of quasi-magical items are:

Arcane Stamp

Common

Slot none **Weight** 1 lbs.

Description

These items etch a mark (set at creation) on any surface without harming the surface. The mark cannot consists of over 10 characters or runes. The mark can never be dispelled, but it can be removed by the same stamp that set it.

Marks put on living beings fade naturally after a month and must be reapplied. These stamps are often used by merchants to mark their wares or by slave owners to distinguish their chattel from the rest when tattooing or branding is not an option. Once set, the mark cannot be changed.



Aquar Basins

Uncommon

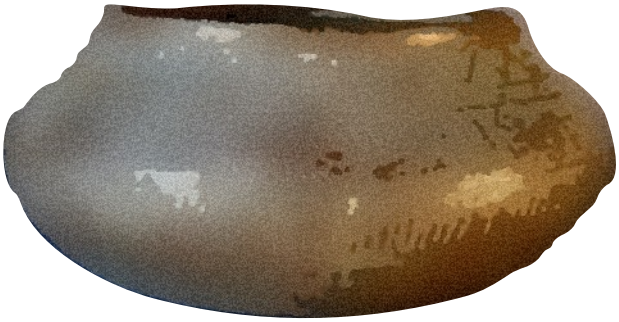
Slot none **Weight** 3 lbs.

Description

These bowls and basins are often made of gold, or at least gilded and adorned with golden handles. First created by the faithful of Aquaris in Urk long ago, they were made in such abundance that many working examples still survive to this day, and have since been copied by magical artisans around the world.

The basin will fill with 2 gallons of cool, clean, drinkable water at the utterance of a command word. The water will remain for up to 3 hours +1 hour per Spellcasting Ability modifier of the creator. The device can do this 2/day +1 additional time per Spellcasting Ability modifier of the creator.

Variations have been created since the time of ancient Urk. The Vergal have created ones that dispense holy water, and are used in all shrines and temples of Aquaris. The Kalarin have created a variation that dispenses hot water, used in cooking the race's famed rice crop the nation depends on. It is rumored the Magisters of Jutan have created basins that dispense ale and other spirits.





Emergency Lights

Common

Slot none **Weight** 1 lbs.

Description

These small stones are never larger than a human child's fist and can emit light at the utterance of a command word. The stone will glow like a torch, giving normal light in a 20 foot radius and increases the light level beyond 20 feet one step, up to normal light. The light lasts for 15 minutes before the stone de-powers. Uttering the command word again within the 15 minutes shut the light off. Unspent minutes do not count towards the next activation. Each stone can be used this way 3/day +1 additional time per Spellcasting Ability modifier of the creator. The stone must remain de-powered for 8 minutes before being used again up to its maximum allowed activations. Variations include colored lights or ones that can be dimmed one step lower than normal light with the utterance of a second command word.

EverCool Lining

Uncommon

Slot none **Weight** 1 oz.

Description

EverCool Lining can be applied to garments, pillows, cushions, or other cloth items. Such items always radiate a small field of cold, but not enough to be uncomfortable or damaging. The lining is also capable of wicking away moisture, further keeping the item cool and comfortable in hot climates. *EverCool* Lining can never be added to an item that is already enchanted, and items enchanted with *EverCool* cannot be made to take any further enchantments. Wearing an item with *EverCool* Lining grants a +6 bonus to resist the effects of heat exhaustion.



Garment of Self-Lacing

Uncommon

Slot varies **Weight** varies

Description



Expertly made garments can be enchanted to self-lace, or button themselves upon the utterance of a command word. The utterance of another command word will cause them to un-lace. This enchantment is often applied to boots, coats, robes and other such garments. The enchantment cannot be applied to an existing magical item. Once a garment is enchanted this way, it cannot be made to take any further enchantments.

Hinges of Opening & Closing

Common

Slot none **Weight** 1 lbs.

Description

These hinges can be attached to doors, chest lids, or any other similar item to facilitate the opening and closing of them without touch. Hinges can only be attached to items weighting 30 pounds of less. The hinges cause the door or lid to open or close at the utterance of a command word, or they can be made to only open when a "key" is present. The item need not be a key, but anything linked to the hinge at the time of creation. Common "keys" used are rings, bracelets, necklaces, and amulets. "Keys" must be worn for the magic to work and the hinge must be within 50 feet of the “key” to activate.



Instant Igniting Oven

Rare

Slot none **Weight** 75 lbs.

Description

These large baking ovens were first created by the Calvoid to increase the efficiency and speed of baking morning meals for the wizards and technicians who had little time to wait for ovens to warm up. The ovens self-ignites at the utterance of a command word, and its insulated structure keeps the heat at a desired temperature (set at creation) all the time. The oven does not give any bonuses to the actual cooking of items. Combustible material is still needed (wood, charcoal, etc.); the oven only regulates temperature and ignites quickly and without fail.

Purification Box

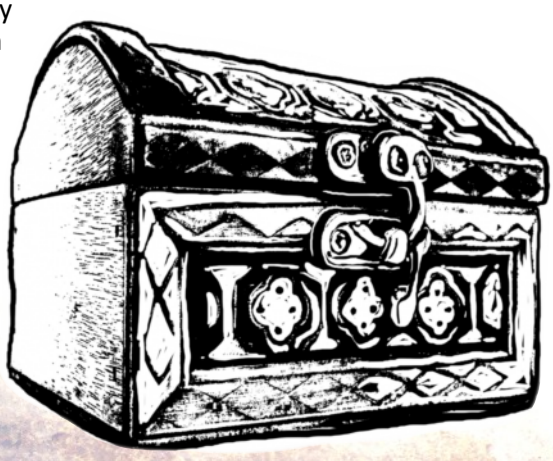
Very Rare

Slot none **Weight** 35 lbs.

Description

The underhanded and duplicitous nature of courtly intrigues and political infighting often comes to a head in the form of a poisoned meal or tainted wine. Depending on the region, taste-testers for aristocrats and royals are often used to test the food and drink before being consumed by important persons. The ancient Urk developed a way to purify and neutralize toxin from any meal. The box is large, and is often set upon some sort of rolling conveyance to ease its movement. The box can clean and purify up to fifty pounds of food and liquid 3/day +1 additional time per Spellcasting Ability modifier of the creator. The box does not make food or liquid that has spoiled naturally safe to eat, though it will reverse the effects of any premature aging or other condition that would spoil food unnaturally. The spell will neutralize any natural poisons but not synthetic ones, and it will remove any trace of natural disease.

Magical diseases or curses are not made inert by the box. Food made pure by the box can be tainted again, and those who employ the use of Purification Boxes often set trusted guards or family members to be in charge of their operation and delivery of the clean food. Some variations can be made to display wether the food was tainted or not after the purification.



Stone of Greeting

Common

Slot none **Weight** 1 lbs.

Description

Stones, bricks, or tiles can be enchanted to play a chime or melody (set at creation) when a living being steps on them. Such stones are often set in the doorways of shops and homes to announce the presence of a visitor. Other stones are set in floors of treasure chambers or wizard labs as an audible trap against unwanted intrusions. Some are even used in song and dance performances to enhance the overall experience. Only the presence of a living being in contact with the stone activates it.







Alchemical Items

Many cultures on Shin'ar have their own traditions when it comes to alchemy. The mixing of herbs and other materials is often practiced by midwives, healers, shamans, and learned individuals around the planet. Distilling the essence of a product into something that becomes beneficial or, in some cases, deadly, is an art form, and the items listed below are some of the common alchemical items found on the planet.

Adrenaline

Common

Price 50 gp per dose

This chemical is distilled by alchemists from glands taken from dire badgers or wolverines. It is turned into a concentrated liquid that once ingested gives the drinker a temporary increase of the transportation of oxygen to portions of their body, increasing their Strength and Dexterity by +4 for 1+1d4 rounds. During that time, their movement speed also increases by 10 feet. Their ability to concentrate is adversely effected, and their Intelligence and Wisdom are reduced by 2 for the duration of the drug.

Once the chemical wears off, the character suffers withdrawal in the effect of -2 to Strength and Dexterity for 1d4 rounds. A cooling off period of at least 1 hour is needed between doses. Taking adrenaline again within 1 hour of the last does runs the risk of heart attack or stroke, causing 3d8 necrotic damage and causes the *paralyzed* condition for 1d4 hours. A Constitution saving throw is needed against a DC 16 to resist the damage. You Strength and Dexterity can go above 20 by using this substance.

Alterian Fire

Uncommon

Price 200 gp per flask

You can throw a flask of Alterian Fire as a ranged weapon with a range of 20/60. The flask shatters and sparks, igniting the sticky liquid on a successful hit and deals 3d8 points of fire damage to every creature within 5 feet of the point impact. Any creature outside of 5 feet but within 10 feet of the impact is allowed a Dexterity saving throw against a DC 16 to avoid splash damage. The splash damage is equal to ½ of the total damage dealt.

The liquid is sticky and burns hot. On the round following a direct hit, all effected creatures take an additional 1d8 points of fire damage. This damage persists every round on the effected creature's turn until the flames are extinguished.



If desired, effected creatures can use their action to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a DC 18 Dexterity saving throw. Rolling on the ground provides the creature a +2 bonus on the save.

Leaping into a lake or magically extinguishing the flames with water causes the fire to burn hotter and the flames to turn blue. Damage increases to 1d12 per round and rolling on the floor no longer gives the +2 bonus.

Alterian legion attack boats have a nozzle equipped that shoots a stream of Alterian Fire, saturating the deck and hulls of target vessels. A volley of flaming arrows follows, with a conjured wave to increase the temperature of the flames. "Roasting the pig" is a tactic favored by the legions against pirate ships and enemies of the Empire. Flasks of Alterian Fire can be purchased in any major city in the Empire, but are a rare find anywhere else on the planet. This can double the cost per flask.

Armor Insulation

Uncommon

Price 300 gp (Light), 400 gp (Medium), 500 gp (Heavy)

This item is created by alchemists by treating piles of rags made of numerous fabrics; wool, cotton, and linen being the most common. The rags soak in a specially prepared concoction for eight days, until they absorb most of the liquid and each fiber is thoroughly penetrated. The rags are then dried and stuffed into previously treated sacs in three configurations: Light, Medium, and Heavy.

The sacs can be attached to the lining of armor, most specifically under the armpits, chest, and groin area (if applicable). Activation of the insulation requires the crushing of a small ampoule located inside the sacs containing the heating catalyst. Once activated, the sacs provide mild warmth, enough to stave off the worst winter chill. The sacs give a +3 bonus to Constitution saving throws to resist cold weather and resistance to cold damage for 4 hours after activation. All ampoules must be crushed to gain the bonus.

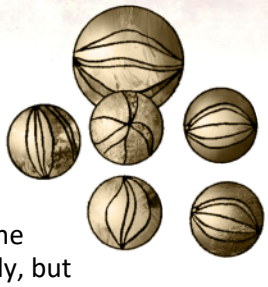
Sacs increase the time to don and remove the armor each by 30 seconds. The sacs do not add any noticeable weight to the armor.



Flash Pellet

Common

Price 50 gp



This small pellet is made of ceramic or glass, and contains another smaller pellet within. Each pellet contains a powdery substance that ignites once mixed and exposed to oxygen. The powder burns quickly and brightly, but not hot enough to cause damage. Activation of the pellet provides enough of a distraction to allow you to roll a Dexterity (Stealth) skill check if under observation. Anyone looking at the flash gains a -5 penalty to Wisdom (Perception) checks that rely on sight for 1+1d4 rounds. A Dexterity saving throw is allowed against a DC 16 to reduce the duration of the penalty to 1 round.

Surguano Salve

Rare

Price 1000 gp (1 jar with 2 applications)

Made from the sap of the Surguano plant, this sticky salve can heal wounds, burns, and neutralize most conditions and poisons on contact. The Surguano plant only grows in the Kala Valley, and its cultivation is dominated by the church of Urman. The salve can now be found around the world, though it is rare in any area with no large Kalarin presence. The stealing of plants or seeds from the Kala Valley is punishable by death. The salve cures 2d8+5 hp and applying the salve acts like casting *lesser restoration* on the target.

The salve has an additional property when used by Kalarins. The salve heals Kalarins for 2d8+10 hp, and bestows 1d8 temporary hit points for 1d4 rounds. The salve stays potent for up to three months, after that its healing is reduced by ½ and it no longer grants the benefits from *lesser restoration*. Salve older than 1 year loses all potency.



Surguano Plant

Frostcap Tea

Common

Price 25 gp



The tea is made up of dried frostcap mushrooms, along with bits of other dried material to flavor the tea. Dried frostcap mushrooms are bitter tasting, and dried citrus peel or other similar shavings are added to make it more palatable. The tea may be drunk with or without additives, the mushrooms themselves are the important ingredient. The tea gives those who drink it a +4 bonus to resist cold weather for 4 hours. Ingesting the dried mushrooms gives a +1 bonus for 1 hour, but the character suffers a -1 to Constitution and Charisma for the duration due to large purple, puss filled boils that erupt along their face and neck. Eating more than 1 gram of frostcap mushrooms is deadly for all bipedal species of Shin'ar.

Brighteye Liquid

Common

Price 100 gp (1 vial with 2 applications)

This greasy liquid is produced by alchemists and allows those who use it to see as if they had Darkvision (range of 60 feet) for 1 hour. The liquid is poured into the eyes with a small dropper, uses your action, and takes effect the following round after application. Both eyes must be treated for the effect to work (or in the case of damaged or missing eyes, any eye that is exposed to light and can see normally). The users eyes are hyper sensitive while under the effects of the liquid. They suffer a -1 to all rolls in bright light.



Blue Whisper Lotus Extract

Uncommon

Price 200 gp



This pale blue liquid is extracted from the Blue Whisper Lotus, also known as the Assassins Flower, that grows in temperate climates near river beds and ponds. The liquid is mixed with alchemical substances to form a paste that can be smeared onto metal weapons. Anyone hit by a weapon coated with the extract must make a Constitution saving throw a DC 18. Failure causes the creature to bleed for 1 hp per round for 1+1d6 rounds. The effected creature can also never be stabilized while suffering from blue whisper lotus extract. The antidote to the extract is well known, and is often included in Healing Kits found in all major cities. The antidote cures the target of the infliction the same round it is administered. Herbalism Kits that include the antidote double the price of the kit. The paste stays potent for 3 rounds after being applied to a weapon. The paste stays potent for one week if kept in a air tight container. The antidote remains potent for three months, after that it is useless. Possession and use of the extract is considered a major crime in most large cities.

ManaBoost

Rare

Price 3,500 gp



This purple liquid is made from melting and distilling small amounts of raw mana crystal (less than ½ gram) and mixing it with alchemical solvents to create a potent concoction that gives the character the ability to cast all spells as if they had the Empower Spell metamagic ability. The ability lasts for 10 minutes, but comes with severe side effects. The character instantly gains 1 mana poisoning point (no save) and takes 2 points of damage upon drinking ManaBoost. Spells cast this way cannot gain the benefit from Empower Spell from more than one source, meaning: any spell cast while under the effects of ManaBoost cannot benefit from the metamagic ability twice.

Players must wait a minimum of 8 hours before using ManaBoost again or risk serious injury. The use of ManaBoost before the 8 hour cool down period gives the character double the side effect damage and mana poisoning each time it is used this way, (2 mana poisoning points and -4 hp, 4 mana poisoning points and -8 hp, etc.) up to eventual death and rising as a Mana Zombie. The sale of ManaBoost is heavily regulated in such places as the Kingdom of Jutan, Empire of Alteria, and the Kala Dominion.

Unique Materials

Shadow Silk

Legendary

Made from the secretions of shadow worms, the silk is woven into cloth that seems to absorb light and help conceal the wearer in gloom. Clothing made from the material weigh half as much as normal and offer 2% miss chance against melee and ranged weapon attacks while worn. Clothing made from shadow silk also grant a +2 bonus to Dexterity (Stealth) checks. This chance to miss and skill check bonus increase with more items worn, to a maximum of 6% miss chance and +6 bonus to Dexterity (Stealth). Items made from shadow silk have triple the normal cost.

To create a garment of shadow silk, you must be at least level 11, and be proficient with weaver's tools or a similar artisan tool. A single bolt of shadow silk is enough to create two shirts or cloaks for a medium sized person. The bolts can only be found in Arryn controlled communities.

Hardened Mana Crystal

Very Rare

Object AC: 21 **Hit Points**: Resilient 60 (5d12) per inch

Through a lengthy alchemical process, refined mana crystal can be made extremely durable. Harder than steel and lightweight, the crystal can be further worked into fabulous suits of armor, shields or weapons. The ancient Lluruth race invented the procedure, and were the masters of its application. But in the thousands of years since their fall, many races on Shin'ar have discovered the secret, and hardened mana crystal items can be found around the world.

Armor made from hardened mana crystal grants a +1 to AC and weights half as much as normal. Illumnarus who wear armor made from hardened mana crystal can intensify their inner glow to produce an effect that mimics the spell *daylight* once per day. The effects lasts for 1 round plus 1 round per Constitution modifier they have, to a maximum of 5 rounds.

During Lunar Quickenings, or in the presence of large concentrations of raw mana (5,000 lbs or more or during manastorms of any intensity), armor made from hardened mana crystal gains an addition +1 AC while exposed. hardened mana crystal can replace metal in any form of armor. For example, you may have hardened mana crystal chain mail, but not hardened mana crystal hide armor.

Weapons made from hardened mana crystal are considered magical and grant a +1 to attack and damage rolls. During Lunar Quickenings, or in the presence of large concentrations of raw mana (5,000 lbs or more or during manastorms of any intensity), weapons made from hardened mana crystal gain an additional +1 enchantment bonus to attack and damage for the duration of exposure.

To create items of hardened mana crystal, you must be proficient with alchemist's supplies and the appropriate artisan tool for the item you wish to create. The price of the required amount of raw mana crystal needed is factored into the costs below. The cost of items made with hardened mana crystal are in addition to the item's normal cost. The cost listed are the average you can be expected to pay for an item, or how much you can charge to sell an item, in any city on Shin'ar with a population over 25,000.

Light Armor +11,000 gp

Medium Armor +22,000 gp

Heavy Armor +33,000 gp

Weapons +9000 gp

Ammunition +1,200 gp per missile

Other Items 1,400 gp per pound

Orichalcum

Legendary

Object AC: 21 **Hit Points**: 60 (5d12)

This brass colored metal is found only on the island of Atlantis and is exported in small batches twice a year to the Empire's mainland cities. Weapons and armor made from Orichalcum are lighter than others, while still offering a substantial increase in damage and stopping power. Weapons are considered magical and grant a +2 to attack and damage rolls. They are also lighter, weighing half as much as steel weapons. Armor made from the metal weights half its normal as well. The hardness of the lightweight metal grants a +2 to AC and increases the maximum dexterity bonus allowed by 1, if allowed at all. The metal radiates a faint magical aura and is extremely easy to work with.

A rarer form of the metal, known as Volcanic Orichalcum, can only be found deep in the dormant volcano that dominates the island's landscape. The Volcanic Orichalcum has a deep red coloring and grants a +3 bonus to AC. Armor and shields made from the metal reflect *magic missile* spells back to their source. Weapons made from the metal are considered magical, and grant an additional +3 bonus to attack and damage rolls. Weapons have the ability to glow a deep red color with illumination equal to candlelight when willed to. All items made from Volcanic Orichalcum grant resistance to fire equal to a ring of resistance (fire).

Gifts in the form of enchanted suits of Orichalcum armor and wonderfully crafted weapons are given to trusted imperial citizens and military commanders by the Atlanteans in recognition for their unwavering dedication to the Empire.

Magical rings made from Volcanic Orichalcum are given to a select few non-Atlanteans that grant them access to places on the island that are considered normally off limits. These rings are attuned to the various magical traps and wards that guard the areas, such as the *Atmosphaera* and the heavily guarded gardens that cultivate the *Liliaceae* flower. These rings are catalogued and able to be detected anywhere on the planet by high ranking members of any Atlantean Order.

To create items made from Orichalcum you must be proficient with smith's tools. You must also be able to cover the cost of the ore and other materials needed for the crafting. Items made of Orichalcum will only be found for sale in large imperial cities. The rings that are attuned to the magical wards of Atlantis will never be found for sale. Illegal possession of such rings is subject to immediate death.

The additional cost to items made with Orichalcum are:

Light Armor +150,000 gp

Medium Armor +164,000 gp

Heavy Armor +178,000 gp

Shields +125,000 gp

Weapon +124,000 gp

Ammunition +11,900 gp per missile

Other Items +90,500 gp/per pound



Costs are doubled for Volcanic Orichalcum and prices factor in the rarity of the metal.

Infused Mana Crystals

Infused mana crystals are specially cut pieces of refined mana crystal that are empowered by their creator, through the Manasphere, to impart abilities and bonuses to appropriate items. Weapons, shields, and suits of armor can be fitted with slots that hold infused mana crystals.

Price 150 gp (simple cut, *Common*), 300 gp (advanced cut, *Uncommon*), 700 gp (exquisite cut, *Rare*)

Infused mana crystal come in 9 shapes and three categories:

Simple - Square, Cabochon, Octagon (*Common*)

Advanced - Round, Oval, Pear (*Uncommon*)

Exquisite - Trillion, Briolette, Princess (*Rare*)

Simple cut infused mana crystals bestow a +1 bonus to certain damage if applied to a weapon. They can offer a +1 bonus to saving throws or subtract 1 point of damage from certain attacks. They offer a +1 bonus to attributes or skills. Only cantrips can be mimicked from a simple cut infused mana crystal.

Advanced cut infused mana crystals bestow a +2 bonus to certain damage if applied to a weapon. They can offer a +2 bonus to saving throws or subtract 2 points of damage from certain attacks. They offer a +2 bonus to attributes or skills. Only 1st level spells can be mimicked from an advanced cut infused mana crystal.

Exquisite cut infused mana crystals bestow a +3 bonus to certain damage if applied to a weapon. They can offer a +3 bonus to saving throws or subtract 3 points of damage from certain attacks. They offer a +3 bonus to attributes or skills. Only 2nd level spells can be mimicked from an exquisite cut infused mana crystal.

The placing of an infused mana crystal into a non-magical item does not make the item magical. Items can only be made to accept one infused mana crystal slot.

Listed below are common types of infused mana crystal found on Shin'ar.

Placing a crystal into a slot requires a lot of attention and uses your action on your turn. You may quickly switch a crystal for another as a bonus action, however, this can provoke an opportunity attack. The magic held within the crystal does not benefit you until the round following its placement. Once a crystal is removed its benefits are lost immediately.

Name	Applied to Item
Brawn	+X to Strength
Deftness	+X to Dexterity
Health	+X to Constitution
Aptitude	+X to Intelligence
Acumen	+X to Wisdom
Allure	+X to Charisma
Fortitude	+X to Constitution Saves
Reflexes	+X to Dexterity Saves
Willpower	+X to Wisdom Saves
Competence	+X to Skill Checks
Rehabilitation	Heal +X more hp with a short or long rest

Table 4e

Name	Applied to a Weapon	Applied to Armor or Shields
Burning	+X point(s) of fire damage on successful hit	Ignore X point(s) of fire damage per round
Freezing	+X point(s) of cold damage on a successful hit	Ignore X point(s) of cold damage per round
Morbid	+X point(s) of necrotic damage on a successful hit	Ignore X point(s) of necrotic damage per round
Acidic	+X point(s) of acid damage on a successful hit	Ignore X point(s) of acid damage per round
Voltage	+X point(s) of lightning damage on a successful hit	Ignore X point(s) of electrical damage per round

Table 4f

Spell effects are also able to be stored inside infused mana crystals. The spell slot used for the spells they contain is set by the creator, and any modifier or multiplier is typically derived from that. Each spell is able to be activated once a day (unless otherwise stated), meaning a 24 hour period has to transpire before the spell effect can be called upon again. They are considered a one charge item that replenishes all charges after 24 hours transpire after the last activation. The activation of an infused mana crystal's spell effect uses your action, unless otherwise stated. Infused mana crystals that hold spells can only be placed on shields or suits of armor.

Below is a list of common spells that can be stored inside infused mana crystals.

Spell Name	Effect (on person)	Category of Cut
Guidance	+1 competence bonus to a rolls for 1 round. Activation required.	Simple
Spare the Dying	Prevents further hp loss when dropped to 0 hp. Activates automatically.	Simple
Resistance	Grants +1 to all saving throws while worn.	Simple
Mage Hand	Grants the ability to move up to 5 lbs with thought up to 10 feet as long as the crystal is worn.	Simple
Bless	Grants +1 bonus to attack rolls and saves vs the *frightened* effects. Lasts for 2 rounds. Activation required.	Advanced
Longstrider	Grants an additional 10 feet to your movement speed. Lasts for 2 rounds. Activation required.	Advanced
Pass without Trace	Grants the ability to leave no tracks. Lasts for 10 minutes. Activation required.	Advanced
Ant Haul	Grants the ability to carry three times the allowed capacity for your strength level. Lasts for 1 hour. Activation required.	Advanced
Feather Fall	Prevents falling damage and allows for the safe landing from a jump or fall. Activates automatically.	Advanced
Delay Poison	Prevents damage and harmful effects from the *poisoned* condition. Lasts for 3 hours. Activates automatically.	Exquisite
Status	Grants the ability to monitor the hit point total for up to two friendly creatures touched when activating the crystal. Lasts for 3 hours. Activation required.	Exquisite
See Invisible	Grants the ability to see invisible creatures. Lasts for 10 minutes. Activation required.	Exquisite
Minor Image	Project a perfect image of the wearer up to 10 feet from their position. Minor sounds can accompany the illusion, but not understandable speech. Last for 3 rounds. Activation required.	Exquisite
Bloodhound	Grants the *scent* ability, and gives a +8 bonus to Wisdom (Perception) skill checks involving smell. You can smell poisons with a successful DC 14 Perception skill check. Lasts 3 rounds. Activation required.	Exquisite

Table 4g

An example of an item with an infused mana crystal attached is:

studded leather armor +1 (advanced slot: oval crystal of burning); the person wearing the armor would be able to ignore 2 points of fire damage per round.

Artifacts of Shin'ar

Artifacts are classified as any powerful magical item that were created during, or before, the rise of the Urk Empire. Such items are always expertly crafted, and have a connection to the Manasphere no ordinary magical item can possess. Generally artifacts can not be destroyed by conventional means. The destruction is often specific, and always extremely difficult.

Petrified Llur Elder Staves

These staves were buried millennia ago to absorb the magical energies of Shin'ar and become a magical gift with which one could control the forces of nature. However, the gathering of the staves never occurred, prevented by the Schism and Drazil raiding parties which targeted the land under which so many had been buried. Eventually, a search was called for and only five remained, having taken on the properties of the areas in which they were individually found. All the spells cast by a staff are cast as if using a spell slot equal to the level of the spell. All Elder staffs require attunement by a spellcaster (aerialist, bard, beast tamer, cleric, crystalmancer, druid, geomancer, paladin, ranger, sorcerer, spellknife, technician, warlock, witch doctor, wizard).

Elder Staff of Earth

Originally buried in the Sylvar Forest, the Staff of Earth has many different possible uses, the primary of which is entrapment and the transmutation of fauna. The more powerful abilities of the staff also include the manipulation of the earth itself. These properties can be accessed through use of the following spells:

entangle (At will)
spike growth (6/day)
plant growth (6/day)
conjure minor elementals (Earth only) (4/day)
earthquake (1/day)

The staff makes an audible grumble, not unlike the sound of stones rolling down a hill when it is in the presence (10 feet) of beings from the Elemental Plane of Earth.

***Destruction*.** The staff must be hit by the blow of no less then 10 earth elemental elders while discharging its *earthquake* ability. Doing so will open a rift to the Elemental Plane of Earth.

Elder Staff of Air

Recovered from the mountainous region of what is now the Kingdom of Eltra, this staff's effects are primarily neutral in effect.

When the reserves of mana are tapped, the user is able to evoke a great and powerful storm, something far more dangerous than the simpler abilities to transmute the air. The properties of this staff are demonstrated through the following spells:

fog cloud(At will)
gust of wind (6/day)
gaseous form (6/day)
conjure minor elementals (Air only) (4/day)
storm of vengeance (1/day)

The staff glows with a faint blue aura when in the presence (10 feet) of beings from the Elemental Plane of Air.

***Destruction*.** The staff can only be destroyed by the *wish* granted by a noble djinni which would also destroy the wish maker.

Elder Staff of Life

Found in a small grove that had once been the center of a small Lluruth town, the Elder Staff of Life was the first located, having been uncovered by a redirected stream from further north. The presence of plant life and water seemingly imbued the Elder Staff with magical properties of health and recovery.

cure wounds (At will)
lesser restoration (6/day)
mass healing word (6/day)
regenerate (2/day)
true resurrection (1/day)

The staff hums and turns dark in the presence (10 feet) of any undead, or beings from the Negative Energy Plane.

***Destruction*.** The staff can only be destroyed by negative energy channeled directly from the Negative Energy Plane and into the staff. The resulting explosion would open a rift to the Astral Plane.

Elder Staff of Fire

Found in the desolation of an inactive volcano in the Southwest Archipelago, the Elder Staff of Fire is now in the hands of the Atlanteans, having been liberated from the former Illumnarus inhabitants of the area. The Order of Atomos uses the staff as its staff of office, and the head of the Order wields it with pride.

These properties can be accessed through use of the following spells:

fire bolt (At will)
scorching ray (6/day)
fireball (6/day)
conjure minor elementals (Fire only) (4/day)
incendiary cloud (1/day)

The staff glows a bright yellow in the presence (10 feet) of any being from the Elemental Plane of Fire.

Destruction. The staff can be destroyed if it is immolated in the fires of no less than 10 fire elemental elders while unleashing its *incendiary cloud* ability. Doing so would open a rift to the Elemental Plane of Fire.

Elder Staff of Electricity

The Elder Staff imbued with electric energy was originally buried around a newly planted sapling, one that had aged and grew so large, its roots connected to the nearby petrified wood. The tree grew to an enormous height - so much so that when a manastorm struck the area, it became the conductor of a powerful bolt of lightning. When the staff was retrieved, the tree had been a blackened husk for centuries, but its roots still remained connected to the staff and charged with electricity.

These properties can be accessed through use of the following spells:

shocking grasp (At will)
call lightning (6/day)
lighting bolt (6/day)
chain lightning (2/day)

The staff hums and arcs with electricity when in the presence (10 feet) of any being from the Elemental Plane of Air.

Destruction. The staff can only be destroyed if it absorbs the blow from a direct lighting strike during an extreme mana storm. Doing so would open a rift to the Elemental Plane of Air.

Other Artifacts of Shin'ar

The Pearl of Aquaris

This artifact was created in Urkhansa, during the Empire of Urk's Second Dynasty. The "pearl" is actually a fist sized chunk of hardened mana crystal, worked smooth, and enchanted to extend a bubble of breathable air around a ship (extended no more than 3 feet around the bottom of the vessel, and no more than 20 feet from the ship's deck) that constantly renews itself from the oxygen in the water.

The ship itself travels as if unimpeded by being underwater, however, with no wind, other means of propulsion must be found. Travel between the water and the bubble is possible. The bubble keeps the water at bay and provides breathable air for all on board. The artifact can be used for a maximum of 18 hours a day before it becomes dormant. The hours do not have to be used at once, though they can never be exceeded in a 24 hour period.

The pearl must remain dormant and exposed to sunlight for 8 continuous hours to be able to be used again. The Pearl requires attunement.

Destruction. The pearl can be destroyed if hurled into a the eye of a hurricane during an extreme manastorm or if swallowed by the avatar of Aquaris.

The Crystal Star of Llur

The crystal star is a piece of hardened mana crystal the size of an apple, worked into a beautiful shape of a five pointed star. The star is smooth and warm to the touch. When willed to do so, the star shines with the brightness of the sun, increasing the illumination of everything within 2000 feet to bright light. Beyond that, the illumination increases to normal light outward to 4000 feet of the star. The light instantly banishes magical darkness, and prevents the creation of magical darkness writhen its boundaries while activated.

Creatures that take penalties in bright light double those penalties while in the area of light produced by the artifact. All non-evil aligned creatures in the area of light gain a +5 bonus on Wisdom (Perception) checks and saves to resist the *frightened* condition.

The star grows warmer the longer it is activated. It can remain activated for a total of 20 minutes before burning out. The minutes do not have to be used all at once, however, the longer the star remains active (more than 5 minutes at one time), it causes the wielder 1d4 fire damage per additional minute used after the 5th consecutive minute of use. Once a total of 20 minutes has been reached the star dims and grows dark. The star remains dark for 24 hours before being able to be used again. Creatures holding the star are immune to necrotic and psychic damage. They also gain +4 to their AC and gain advantage on all Charisma saving throws. If they already have advantage on Charisma saves, the star grants a +4 bonus instead. The Crystal Star requires attunement.

Destruction. The star can only be destroyed by the touch of a powerful evil outsider. There is a small chance (20%) the outsider and everything within 20 feet of the star will be obliterated in an explosion of pure mana.

Eternal Elder Staff (Major Artifact)

Made of Elder-oak, a long-extinct tree originally only found in the Kala valley, the wood of this staff was purposefully petrified, buried to be retrieved millennia in the future. After the Schism, however, many of the hallowed sites where the staffs had been placed were destroyed, raided by the Drazil and desecrated. Long after the razing of these sacred ruins, the Elder Flame Ka'llar ordered the sites be checked for any staves that may have completed the process of petrifaction, undisturbed by the rampages of the Drazil. Some of the staves were recovered, but at the Lluruth's formal capital, now in ruins, was another.

The Elder Flames did not recall burying it, making this staff far older than any of the minor staves uncovered. The Eternal Elder Staff was briefly in the possession of the Elder Flame Ka'llar before his death at the hands of Eltra necromancers. The staff has been lost for centuries, though tales of its appearance has reached many Illumnarus communities. Its search and discovery has sparked numerous quests undertaken by young and adventurous Illumnarus.

The Eternal Elder Staff can be wielded as a Quarterstaff +3 and increases the DC of any spell cast by its wielder by 2, including spells cast from the staff itself. Wielders of the staff are able to cast each of the following spells for the cost of three charges:

- *regenerate*
- *mirage arcane*
- *prismatic spray*
- *teleport*

Wielders of the staff can cast the following spells at the cost of one charge: *analyze portal*, *dispel magic, heal, daylight, fly, blink, protection from mana, and chain lightning*

Wielders of the staff can cast the following spells at will: *chill touch, mage hand, minor illusion, light, mending, and resistance*

For the cost of two charges, the staff allows the wielder an additional Constitution saving throw to resist the *poisoned* condition if the first save is failed.

The Eternal Elder Staff has a total of eighteen charges. It regains two charges at dawn every morning until full.

Destruction. In order to destroy the Eternal Elder Staff, the avatar of Brhuaal must come into physical contact with it during a Lunar Quickening. The magical friction created would destroy both the item and the avatar, simultaneously unleashing an extreme manastorm.

Weapons Unique to Shin'ar

The peoples of Shin'ar represent a myriad of cultures, some of which might seem familiar to some. The portals caused by the Lunar Quickenings have opened up the planet to countless races of people from far off places and planes of existence. Some of those people have left their mark on Shin'ar in the form of architecture, customs, philosophy, and weapons.

Simple Melee

Katar

Cost 2 gp **Dmg** 1d4 **Weight** 2 lbs. **Type** P or S **Properties** light, finesse

The katar has a H-shaped horizontal hand grip which results in the blade sitting above the user's knuckles. The blade can be anywhere from 10 to 30 inches in length, and can be straight or wavy in appearance. Katars are popular in the Kala Valley and are worn by all castes.



Martial Melee

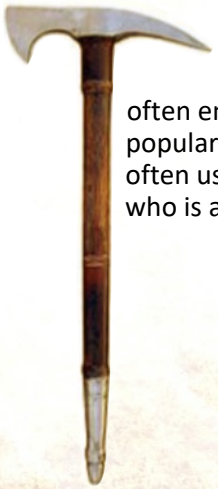
Kanjali

Cost 10 gp **Dmg** 1d6 **Weight** 2 lbs. **Type** P or S **Properties** light, finesse

The kanjali is a double-edged sword with a single off-set groove on each face of the blade. The blade is popular in Verigal and with the Estanyan people.

Sagaris

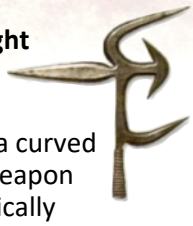
Cost 15 gp **Dmg** 1d6 **Weight** 3 lbs. **Type** S or P **Special** light, finesse



The sagaris consists of a thin metal or wooden shaft topped with an axe blade on one side and a sharp 'ice pick' like point on the other. The sagaris is most often employed from horseback and is a popular weapon in the Empire of Alteria. It is often used to trap the weapon of an opponent who is also attacking from horseback.

Exotic Melee

Mambele



Cost 2 gp **Dmg** 1d4 **Distance** 20 ft. **Weight** 1 lb. **Type** P or S **Special** light, finesse, thrown, range (20/60)

The mambele is an iron blade with a curved back section and rearward spike. The weapon consists of three or four blades and typically measures 22 inches. The Ondonga tribe of Zula carry the mambele they are given when they reach the age of maturity. The knife is used for hunting as well as in war and can be thrown up to twenty feet accurately. Zula count the mambele as a simple weapon.

Rungu



Cost – **Dmg** 1d6 **Distance** 20 ft. **Weight** 3 lbs. **Type** B **Special** light, thrown, range (20/60)

The rungu is a 18 to 20 inch narrow shaft of fire hardened wood ending in a heavy knob. It can be thrown up to sixty feet and Baka Zula learn to use the weapon with deadly accuracy. Zula treat the weapon as a simple weapon.

Pata (Gauntlet Sword)

Cost 20 gp **Dmg** 1d6 **Weight** 3 lbs. **Type** P or S **Special** light, finesse

The pata typically measures 10 to 40 inches of double bladed steel integrated into a gauntlet as a hand guard. The wielder of a pata cannot be disarmed. Popular in the Kala Dominion, the use of the gauntlet sword has since caught on in Verigal among spellknives and mercenary soldiers. Kalarin and Vergal consider the pata a martial weapon.

Exotic Ranged

Bolas

Cost 3 gp **Dmg** 1d4 **Weight** 2 lbs. **Type** B **Special** thrown, range (10/30), trip

A bolas is a type of throwing weapon made of weights on the ends of interconnected cords, used to capture creatures by entangling their legs. Originally an Estanyan weapon, it has become popular in Vergal and the Empire of Alteria. Estanyans begin play proficient with bolas and the Vergal consider them a martial weapon. Bolas can be made to trip a creature. On a successful hit, a Dexterity check vs a DC of 8 + the attacker's proficiency bonus + the attacker's Dexterity bonus is required. On a failed save, the creature is considered knocked *prone*.

Firearms

Mana powered ranged weapons are new to the world of Shin'ar, having made their debut less than forty years ago in Sparks. The Calvoid of that city have since made certain models of firearms available, in small quantities, for sale by the city's School of Mercantile and Travel fully knowing they would be copied and reproduced by other Calvoid. These models, known as "sidearms" are the most likely firearm an adventurer would encounter or learn to use. Sparks keeps other, more powerful firearms, for use exclusively by the city's army and air corp. These "rifles" have made their way into enemy hands before, only to blow those same hands off when they self-detonate. If a rotating alpha numeric code is not inputted into the rifle every three days, it explodes. Firearms are considered a martial weapon to Calvoid.

All firearms have these special features in common:

Ammunition - Calvoid made firearms use a specially crafted ammunition known as a crystal bullet or they use a metal canister containing crystal pellets called C-shot. These are made of hardened mana crystal, and can be as rare as the firearms themselves.

Misfire - All firearms have a chance to misfire, potentially detonating the round in the barrel. If the un-adjusted ranged attack results in a 1, the shot misses and you must roll a 1d4. Another roll of a 1 results in the firearm exploding, dealing its weapon damage to you and destroying the firearm. A Dexterity save against a DC of 12 results in half damage.

Mana Dependent - All firearms require refined mana crystal to power them. A refined mana crystal worth no less than 120 gp fuels the firearm for 20 + 1d6 shots.

Penetration - The force used to expel the round from a firearm is substantial, and enough to ignore most armor types. Shots made within the first ranged increment of the firearm ignore AC gained from armor and shields, unless the armor or shield is made of hardened mana crystal. If the target is further then the first range increment, the attack resolves as normal, though the AC is considered halved (rounded down) and the attack is made at a -2 penalty. Damage from a firearm ignores damage resistance, but not immunity, and does not add the attacker's ability score modifier.

One Handed Sidearms

Pepperbox



Cost 5,000 gp **Dmg** 1d8 **Capacity** 6 **Weight** 5 lbs. **Type** P **Special** ammunition, range (10/20), misfire, mana dependent, penetration, loading

This sidearm has six barrels instead of one. The barrel housing can be rotated between shots (requiring a free hand and the use of a bonus action), allowing all six bullets to be fired before the weapon must be reloaded.

Double-barreled Pistol

Cost 3,000 gp **Dmg** 1d8 **Weight** 5 lbs. **Type** P **Special** ammunition, range (10/20), misfire, mana dependent, loading

This pistol has two parallel barrels; each barrel can be fired independently as a separate action, or both can be shot at once with the same action. If both barrels are shot at once, they must both target the same creature or object, and you suffer a -2 penalty on each shot.

Single-barrel Pistol (Sparks Special)

Cost 1,500 gp **Dmg** 1d8 **Weight** 3 lbs. **Type** P **Special** ammunition, range (10/20), misfire, mana dependent, loading



This is the most common of all firearms seen outside of Calvoid cities and enclaves. It is still rare enough to be an object of envy or curiosity to most. Known as a Sparks Special, this firearm has been copied and reproduced in a number of Calvoid enclaves. This weapon fires one shot before it must be reloaded.

Two-Handed Sidearms

Hand Bombard

Cost 4,000 gp **Dmg** 2d10 **Weight** 25 lbs. **Type** P **Special** ammunition, range (15/30), misfire, mana dependent, loading

The hand bombard is a large smoothbore tube, sealed at one end except for small vents allowing the gasses produced from the expulsion of the large crystal bullet to be safely distributed. Firing a hand bombard requires a Strength ability score of 13 or higher to remain upright after the shot. Shooting a hand bombard without a Strength score of 13 or higher renders the user *prone* after the shot.

Blunderbuss

Cost 2,000 gp **Dmg** 2d6 **Weight** 8 lbs. **Type** P **Special** ammunition, range (15), misfire, mana dependent, loading

This weapon fires C-shot, a collection of small crystal pellets, in a 15 foot cone from its trumpet shaped barrel. It is a perfect fowling weapon, or a close-fighting personal defense weapon.



Firearm Equipment

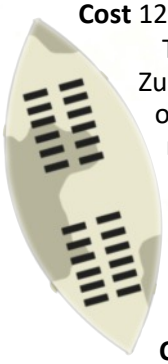
Hardened Crystal Bullet

Cost 90 gp each (1d8), 200 gp each (2d10), 90 gp each (C-Shot) **Weight** – (½ lbs per 10 bullets, or 10 C-shot canisters)

Crafted from hardened mana crystal, these bullets resemble marbles and can be sold individually, or by the pouch which generally contains 10 bullets. C-shot is a small metal canister that houses dozens of smaller bullets or pellets that widely disperse in a deadly cone when fired.

Armor & Shields

Nguni Shield



Cost 12 gp **Bonus** +2 **Weight** 6 lbs.

The nguni is the traditional shield of the Zula. It is a pointed oval-shaped shield made of ox or cowhide, but some versions are made of Goblin hide. The three Zula tribes each have their own version of the shield, though its construction differs little among them.

Linothorax (Medium Armor)



Cost 50 gp **AC** 13 + Dexterity Modifier (max 3) **Weight** 22 lbs.

This armor is made from overlapping layers of linen and thin strips of leather which are then hardened with resin. Thin sheets of metal are sewn over critical areas to provide extra protection. The armor is light and breathable, keeping the wearer cool in hot climates. The introduction of linothorax armor came from the Atlanteans, and its use can be seen primarily in the Empire of Alteria.

Miscellaneous Items

Crystal Refining Tools (Artisan Tools)

These items are the necessary tools needed to refine raw mana crystal into refined mana crystal. Precise tools are needed to preserve the mana in the crystal during the refining process. Raw mana crystal is unable to be refined without a Crystal Refining Kit. The kit offers no bonus to the refining of mana crystal.

Cost 50 gp **Weight** 18 lbs.

Clockwork Repair Kit

This kit contains a variety of tools and instruments used to build and repair mana powered clockwork devices. Proficiency with this kit allows you to build and repair clockwork devices, airships, firearms, automatons, as well as Technician golems and familiars.

Cost 35 gp **Weight** 9 lbs.

Raw Mana Crystal/Refined Mana Crystal



Mana crystal can be extracted from the ground like precious stones and other minerals. The mana crystal forms inside geodes and resembles blue amethyst. Once exposed to the atmosphere, the crystal glows dimly in its raw form. Particularly powerful samples are known to give off a low frequency hum and can have a dark purple color.

Large concentrations of raw mana crystal saturate their surroundings in pure mana. Those who work in mana crystal mines must be regularly warded against mana poisoning. The price listed below represents the average price one would find in major cities and from large merchant coasters. The price does not factor in the danger in mining the crystal or the expense in transporting it.

The price doubles exponentially for any amount in excess of 500 pounds. Small amounts of raw mana crystal can be bought in magic shops located in large cities or in areas controlled by races who have a long history with the crystal. Even if raw mana crystal is offered, it is not sold in increments greater than 2 lbs. The sale of larger quantities is usually overseen by guilds or governing bodies to ensure the proper handling and transport of the crystal. Refined mana crystal gives off no dangerous radiation and can be handled safely in any quantity. To determine the price of raw mana crystal consult **Table 4h**. The price for refined mana crystal stays the same in quantities of 2 lbs or less. Any amount greater then 2 lbs adds 80 gp to every subsequent level.



Weight	Cost
<1 to 1.0 lb	40 gp
1.1 to 2.0 lbs.	120 gp
2.1 to 5.0 lbs.	200 gp
5.1 to 10.0 lbs.	380 gp
10.1 to 20.0 lbs.	580 gp
20.1 to 40.0 lbs.	1,750 gp
40.1 to 80.0 lbs.	2,400 gp
80.1 to 100.0 lbs.	4,000 gp
100.1 to 200.0 lbs.	8,000 gp
200.1 to 500.0 lbs.	15,000 gp

Table 4h

Mana Powered Clock

These inventions attempt to accurately tell time on Shin'ar based on it's current position on the planet in relation to the sun. First seen in Farhome, these clocks have since been copied and produced on a scale that sees them readily available, in various sizes, in any Calvoid enclave or city. Expensive to maintain, but exquisitely built, these clocks are powered by refined mana crystal, and can calculate the current time (to within a fraction of a second) wherever it is located. Calibrating the clock takes an Intelligence test vs a DC of 11. Once it is calibrated, it will stay accurate with a daily winding of it's crank for up to three months before a replacement crystal is needed. Powering the clock takes a piece of refined mana crystal worth 40 gp or more, if the clock is larger than normal. Most clocks are the size of a shield, and weight upwards of 15 pounds. Smaller versions are also available, though there prices are often doubled due to the intricacy of the smaller parts. Clocks are always custom built, and such artisans can be found in Farhome, Sparks, and the Kingdom of Jutan. The Royal Family of Jutan owns a custom clock that takes up half a room and tells not only the time, but the day of the week, the month, and year as well.

Cost 1,000 gp (and more) **Weight** 8 to 15 pounds (and more)

Weapons

Proficiency	Name	Cost	DMG	Weight	Properties
Simple	Katar	2 gp	1d4 P or S	2 lbs.	Light, finesse
Martial	Kanjali	10 gp	1d6 P or S	2 lbs.	Light, finesse
Martial	Sagaris	15 gp	1d6 P or S	3 lbs.	Light, finesse
Exotic	Mambele	2 gp	1d4 P or S	1 lb.	Light, finesse, thrown, range (20/60)
Exotic	Rungu	–	1d6 B	3 lbs.	Light, finesse, thrown, range (20/60)
Exotic	Pata	20 gp	1d6 P or S	3 lbs.	Light, Finesse
Exotic (Ranged)	Bola	3 gp	1d4 B	2 lbs.	Thrown, range (10/30), trip
Exotic (Ranged/Firearm)	Pepperbox	5,000 gp	1d8 P	5 lbs.	Ammunition, range (10/20), misfire, mana dependent, penetration, loading
Exotic (Ranged/Firearm)	Double-barrel Pistol	3,000 gp	1d8 (2d8) P	5 lbs.	Ammunition, range (10/20), misfire, mana dependent, penetration, loading
Exotic (Ranged/Firearm)	Single-barrel Pistol	1,500 gp	1d8 P	3 lbs.	Ammunition, range (10/20), misfire, mana dependent, penetration, loading
Exotic (Ranged/Firearm)	Hand Bombard	4,000 gp	2d10 P	25 lbs.	Ammunition, range (15/30), misfire, mana dependent, penetration, loading, Strength Required: 13
Exotic (Ranged/Firearm)	Blunderbuss	2,000 gp	2d6 P	15 lbs.	Ammunition, range (15), misfire, mana dependent, penetration, loading

Table 4i

Armor

Proficiency	Name	Cost	Armor Class (AC)	Strength	Stealth	Weight
Medium Armor	Linothorax	50 gp	13 + Dexterity modifier (max of 3)	–	Advantage	22 lbs
Shield	Nguni	12 gp	2	–	–	6 lbs.

Table 4j



Chapter Five
Skills and Feats



New Skills

Intelligence (Clockwork)

Classes Utilizing: Technician

Summary: With this skill, a player can attempt to create a clockwork device or repair a damaged clockwork device. The clockwork automatons and machines used by the Calvoid people are delicate and require precise measurements and delicate hands to work with the components. The skill is dependent on the use of specialized tools that can only be found in a Clockwork Repair Kit. The teaching of this skill is forbidden to non-Calvoid and is punishable by exile.

Use: The skill is used to create or repair the clockwork devices used in Calvoid communities. This skill can be used on automatons, golems, clockwork familiars, airships, and other machinery powered by mana crystal.



Intelligence (Manasphere)

Classes Utilizing: All

Summary: With this skill, a player can attempt to understand the complex nature of the Manasphere and the radiation emitted by mana crystals. They can also attempt to work, or at least make sense of, mana powered contraptions.

Use: The skill is used like other knowledge skills to determine if the player understands something, remembers something previously learned, or discovers something new about the Manasphere. Consult T**able 5a** for an brief explanation of such knowledge to be had. You can also use this skill to determine if you understand the workings of a mana powered device, such as a mana engine.

Intelligence (Clockwork) would be the skill needed to build a mana engine, and to some extent, understanding how the engine works.

Intelligence (Manasphere) would not give you the know-how to build a working mana engine, but it would allow you to understand how the mana engine uses mana and converts it to energy.

DC	Effect
11	Basic knowledge: the presence of strong mana, the signs of mana poisoning
15	Intermediate Knowledge: able to discern a coming manastorm, the signs of mana psychosis
20	Master knowledge: able to discern intensity of manastorm, able to detect the presence of dangerous mana, date the construction of a portal or quasi-magical item based on its link to Manasphere
30	Sage knowledge: able to briefly (1 turn) lift the Manasphere's restriction on spells. The failure of the roll would result in some form of backlash from the Manasphere. (GM discretion)

Table 5a

New Feats

Armor Mastery

You don the spare suit of chain mail quickly, its weight already feeling familiar on your shoulders.

Prerequisite: Proficiency with light armor, medium armor, heavy armor, and shields, proficiency +4 or above

Benefits. You gain resistance to piercing, slashing, and bludgeoning damage as long as you are wearing non-magical armor or using a non-magical shield.

Craft Infused Mana Crystal

You can create infused mana crystals and set them into specially prepared weapons and armor.

Prerequisite: Ability to cast magical spells, level 4 or above, proficient with jeweler's tools and crystal refining kit

Benefit. You can create a wide variety of infused mana crystals and can craft more powerful versions as you gain experience, as described in **Table 5b**. You do not need to retake the feat to advance to the next level of craftsmanship.

Infused mana crystals can be used to augment a weapon, shield, or suit of armor, and grant the item additional magical properties. The items must have already been fitted with an appropriate receptacle, called a slot, so that a matching shaped infused mana crystal can be placed. Infused mana crystals of different shape then the item slot can not fit, and forcing the fitting ruins the mana crystal.

The adding of a slot to an appropriate item can be achieved with the proficient use of jeweler's tools and a Dexterity check against a DC found in **Table 5c**. Only one slot can be placed on a weapon, shield or suit of armor. Slots can be removed and replaced with a different shaped slot with another successful Dexterity check. Ammunition can never be fitted with an infused mana crystal slot. Attempting to add a slot to a magical item adds 3 to the DC.

Infused mana crystals come in nine shapes and in three categories. The easiest to create and the least powerful are **simple cut**, followed in complexity by **advanced cut**, and finally reaching the pinnacle of the craft in **exquisite cut** crystals. The cut and complexity of infused mana crystals are described in **Table 5d**. Creating an infused mana crystal requires specialized tools that can be found in a crystal refining kit. The crafter must succeed in a Intelligence (Manasphere) check to empower the infused mana crystal against a DC found in **Table 5d**. Once you are able to create a higher complexity of cut, you gain a +2 to any attempt to create a lesser complexity cut.

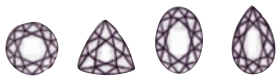
This feat is not required to place an infused mana crystal into an empty slot or to change one crystal for another.

Creator Level	Complexity of Cut
4	Simple
8	Advanced
12	Exquisite

Table 5b

DC	Complexity of Cut	Shapes	Value Added to Item
11	Simple	Square, Cabochon, Octagon	+150 gp
13	Advanced	Round, Oval, Pear	+600 gp
15	Exquisite	Trillion, Briolette, Princess	+3,000 gp

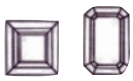
Table 5c



Round, Trillion, Oval, Pear

DC	Complexity of Cut	Cost of Materials
11	Simple	75 gp
13	Advanced	300 gp
15	Exquisite	1,500 gp

Table 5d



Square, Octagon



Briolette, Cabochon, Princess

Craft Rune Crystal



Combining magic and engraving, you are able to engrave refined mana crystals with specific spells or abilities of your choice to allow non-magic users to utilize mana crystals as offensive or defensive items.

Prerequisites: Ability to cast magical spells, level 4 or above, proficiency with a crystal refining kit

***Benefit*.** You can create any rune crystal whose prerequisites you can meet (spell or ability required).

It takes 4 hours to create a *common* or *uncommon* rune crystal. *Rare* rune crystals take 16 hours to create and empower. It takes 24 hours to create *very rare* rune crystals.

To create a rune crystal, you need a supply of materials, the most obvious being a mana crystal of suitable size and a crystal refining kit.

If spells are involved in the prerequisites for making the rune crystal, you must have prepared the spells to be cast (or must know the spells, in the case of a spontaneous caster) but need not provide any material components or focuses the spells require. The act of working on the rune triggers the prepared spells, making them unavailable for casting during each hour of the rune's creation. The spell slot returns at the successful completion of the rune crystal.

Craft Quasi-magical Item

You can create quasi-magical items that are powered by the Manasphere.

Prerequisite: Ability to cast magical spells, level 4 or above

***Benefit*.** You can create a wide variety of quasi-magical items. These items serve no purpose other than to alleviate a minor inconvenience or seek to find a solution to simple day to day problems. Quasi-magical items can never be made to inflict (intentional) harm on another or duplicate the workings of magical spells of 1st level or above. Only Cantrips can be mimicked by quasi-magical items.

To create a quasi-magical item the creator must make a Intelligence (Arcana) or Intelligence (Manasphere) skill check. The skill check is performed after the creation of the item, and is used to link the item to the Manasphere to power it. Quasi-magical items remain powered for up to 10 years, after that the connection to the Manasphere begins to erode.

For every year past 10, the item has a 10% chance to become permanently de-powered with every use, to a maximum of 90%. The DC to create any quasi-magical item is always 10. The average time to complete a quasi-magical item is 8 hours, with normal breaks for eating and sleeping. A character can only work on 1 type of quasi-magical item at a time, though multiples of the same item can be worked on in numbers equal to the creator's Intelligence modifier. For instance, a character with an Intelligence score of 16 can work on three pairs of self-lacing boots at a time, as long as their construction is identical. The DC to power multiple items at once is 10 +1 per additional item. Failure of the check does not ruin the items, however, they become unable to be tethered to the Manasphere for 24 hours.

Create Mana-Powered Construct

You have mastered the science behind creating a mana powered automaton, as well as other artificial life forms, that rely on mana for energy.

Prerequisite: Intelligence 13 or above, able to cast any spell of 2nd level or above, proficiency with a Clockwork Repair Kit

***Benefit*.** You are able to construct clockwork golems and other automatons. This knowledge is sacred to the Calvoid and the teaching of these techniques is forbidden to non-Calvoid. Those caught teaching others to create mana powered constructs are exiled.



This feat is required to empower a technician's golem with life and to create mana powered engines and batteries.

Critical Focus

You become deadlier when you wield weapons you are proficient with.

Prerequisite: Proficiency with weapon used.

***Benefit*.** You now score a critical strike on a roll of 19 or 20.

Deadly on the Ground

Being knocked down does not diminish your deadliness.

Benefit. You no longer suffer disadvantage to attack rolls while you are *prone*.

Exhausting Critical

You drain the stamina from foes with well placed strikes.

Benefit. When you succeed in a critical strike, you can force your target to make a Constitution saving throw against a DC equal to 8 + your proficiency + your Strength modifier. On a failed save, the creature takes one level of exhaustion in addition to the damage of your critical strike.

Exotic Weapon Proficiency

You are able to use one exotic weapon proficiently, chosen when you choose this feat. You may choose this feat multiple times. Exotic weapons introduced in Manastorm: World of Shin'ar include: bolas, dire crystal flail, mambele, rundu, pata, and firearms.

***Benefit*.** You are able to add your proficiency bonus when using the exotic weapon you chose.

Extra Attunement

You have a greater connection to the Manasphere then most, allowing you to use multiple magical items at once.

Prerequisite: Proficiency +5 or higher

Benefit. You can attune yourself to 1 more piece of magical equipment beyond the limit of what you would normally be allowed.

Powerful Blow

You attack foes with every ounce of power you can muster and when you manage to connect, the blow is bolstered by your fury.

***Benefit*.** When you make a melee weapon attack that uses Strength for your ability modifier, you are able to double your Strength modifier when calculating weapon damage. You are able to do this a number of times equal to your proficiency bonus before a long rest. You must declare the use of this ability before rolling for damage.

Skilled Driver

Years of training has honed your piloting skills beyond that of the average person.

Prerequisite: Dexterity 12 or higher, Intelligence 12 or higher

Benefit. You gain +4 to any roll made when driving a vehicle that you are proficient at driving, including mounts and airships.

Weapon Mastery

Your constant training and drilling with your chosen weapon pays off in ways others can only dream of.

Prerequisite: Proficiency with the chosen weapon, proficiency bonus +4 or above

***Benefit*.** You choose one weapon you are proficient with. You gain advantage on any attack made with that weapon. In addition, you cannot be disarmed while wielding a weapon of this type. For instance, if you choose the longsword you gain advantage on any attack roll made with any longsword, not just one particular longsword. If you already have an advantage on your attack, you gain a +2 to the attack roll instead.



Chapter Six
Regions of Shin'ar

Introduction

Exploring every mountain pass, hidden valley, town, village, or city-state on Shin'ar would take more time then any of us have on this world. Listed in this chapter are the ten main regions on the planet. In each region you can find a number of sub-regions and areas of interest that bear more explanation. It is our hope that the information given is enough to launch countless adventures and campaigns on Shin'ar for years to come. Enjoy!

Travel and Trade

Most inhabitants of Shin'ar seldom find the need to travel far from their homes, and in some cases, they may never travel at all. The average peasant or city-goer lives and dies within five miles of their birthplace, however, there are notable exceptions to this. The Aravork maintain multiple dwellings in aeries throughout the northern continent, and the residents of the Cashan Peninsula satisfy their formerly nomadic culture by moving between the cities and towns of the plains at least once a year. For some, the need to travel is paramount; traders, mercenaries, merchants, and those who facilitate the transport of goods, for example, often find themselves in a wide variety of locales.

Sea travel as a means of transport is dangerous and unpredictable in most waterways of the planet. In addition to already turbulent weather, underwater deposits of mana crystal that have remained untouched for eons cause some of the fiercest manastorms known on Shin’ar to occur.

The waters of the Western Shore are filled with pockets of concentrated mana and are generally avoided by the Jute merchants and navy. The areas known to be unstable are most often used by pirates and Redcap raiders as refuge from the warships of Jutan. Shipping lanes located closer to shore are typically free of manastorms and patrolled heavily by the crown in order to prevent any disruption from other sources. The waters of the world become calmer the further south you go, and the Sea of Alteria in particular contains next to no pockets of unstable water.

Bad weather in the form of high winds and torrential rains bombard the Aquaris Strait for the majority of the year. Sea travel in the area is ill-advised but dared by enough bold captains and foolhardy crews that it is still possible, albeit far more dangerous and expensive. The waters around the Southern Continent and the Eastern Ocean are calm for most of the year, but the brief period when summer transitions to fall leads to the risk of hurricanes, causing sea travel to slow to a trickle.

The safest way to travel by water is via the many rivers across the planet. There are various ways one can traverse the rivers, such as on a barge, canoe, or small boat, drifting downstream or moving upstream, with the aid of pull teams located on land when necessary. This is the cheapest way to travel long distances, and while the shipping of bulk goods is cheaper to send by sea, trade barges are common in certain areas of the planet.

Thanks to the ingenuity of the Calvoid and their mastery of the Manasphere, airborne travel has been possible for the last hundred years. Airships dock and repair at landing spires across the planet which exist solely to facilitate the maintenance and refueling of the vessels. Powered by raw mana crystal, the airships are expensive and can be dangerous to maintain, especially with mana poisoning from leaking engine compartments presenting a constant danger to crew and passengers. Nevertheless, the Calvoid continue to use and perfect the mode of transportation. Smaller versions of the mana-engine were developed in Kragum with assistance from their kin in other enclaves that hosted landing spires. These engines operate with mana batteries and can only stay aloft for a short time. However, these single, double, or triple seat craft are highly maneuverable, and pilots can outfit them with weapons and gadgets that add to their performance, making them all the more desirable.

Overland by foot, horse (or similar beast), and wagon are the most common form of travel. Some areas see palanquins and other such conveyances being carried by slaves, beasts, or hired bearers. Travelers with pack mules and small carts bring their wares to towns and villages, while caravans loaded with trade goods can stretch on for miles. The arrival of a caravan in distant cities are rejoiced by all, meaning that typically rare goods are available once again.

Although most roads are nothing more than dusty tracks, marked by the constant passage of those on the move, some oft-traversed areas boast well-made and maintained roads. Roads in Verigal run the gamut from being no more than overgrown cart tracks to paved and well maintained, depending on the city-state responsible for patrolling them. Major trade roads that connect multiple regions are few but generally well-maintained by the nations they connect.

The Empire of Alteria, for example, is connected by a network of crisscrossing paved roads from the Fist of Cashan to the edge of the Zava Hills, and these tradeways are heavily patrolled by legion troops and toll collectors. Alterian cities tend to have the best maintained travel surfaces, with hard-packed dirt and gravel being the norm in most areas, and larger cities typically boasting cobblestone or brick streets. The streets are often congested with all manner of obstacles during the day, from vendor stalls and food stands to pedestrians and marching troops. Travel during these times are faster by foot, though some cities also boast small, wheeled, single occupant carts pulled by swift-footed youths for a fee.

Unfortunately, even well-patrolled roads can be dangerous. Wandering monsters or brigands are a common enemy, but sudden manastorms can turn a simple trek to into a race for one's life. The guarding and protecting of travelers and caravans is a common profession for those who can swing a sword or cast a bit of magic, and many large cities have a centralized area in which travelers can hire temporary guards and guides. These men and women are always vetted by the city's officials and are honor bound to uphold a contract.

Most caravan owners and merchants use the services of these individuals, but there is always some risk involved. The scrutinizing of those whom the city vouches for is sub-par at best, and, in most cases, buyer best beware, lest they be left at the worst possible moment. Merchant coasters often form to combat this uncertainty, hiring only individuals whom they trust.

Coasters often hire adventurers and mercenaries in addition to their stable of trusted guards and personnel in order to assist particularly dangerous treks to hostile regions. Typical payment is 1 to 10 gp per level, per day, for routine guard duty. However, shrewd negotiators may be able to net twice the amount. Most coasters offer hazard pay to those willing to brave uncertain circumstances and show competence in protecting the caravans. Most well known coasters have a reputation for fair dealings and safety of personnel instead of goods; of course, the goods being transported are the life-blood for the merchants, and any loss is felt by the entire coaster. Guards who make a habit of abandoning their caravans in dire circumstances can quickly find themselves blacklisted in the cities and settlements in which the offended coaster operates.

Shin'ar's economy is based on the silver and gold standard. Of course, other metals- most notably copper and platinum- are used in many settlements and cities, but silver and gold coins are accepted virtually anywhere, no matter their origin or who stamped them. The Kingdom of Jutan mints their own coinage, as does the Empire of Alteria. Both use a precise weight for their coins and, as a result, theirs are the most common exchanged coinage in the world. The city-states of Verigal all mint their own coins, as well, but weights and metal composition can vary widely in the nation of loosely aligned cities. Verigal minted coins are accepted in any city-state, regardless. Coins from certain cities (Combra, Seiase, and Medra to name a few) are traded outside of Verigal at ½ value due to inconsistent minting tactics.

Kala mints a coin made from bronze that is stamped with the Lord High General's face, equal in worth to one platinum piece within the Kala Valley, but virtually worthless outside the Dominion's borders. Generally, coins are valued for the metal they are made of, not by age, rarity, or whose face is stamped on them. All coins are valued in relation to a single gold coin. A "standard" coin is circular and un-pierced, about an eighth of an inch think, and an inch across. The current Shin'ar standard is as follows: 10 coppers are equal to 1 silver; 10 silvers or 100 copper are equal to 1 gold, and 10 gold are equal to 1 platinum.

Barter is generally accepted in smaller communities, especially those with a population of less than 500. Declarations of "I owe you" are also accepted - but only if they are witnessed by multiple people. In Verigal, an "IOU" contract is accepted for sums as large as several thousand gold if signed in blood and witnessed by a priest of Zephyr. Paper currency is almost unheard of, but the Kingdom of Jutan issues "bonds" from the crown in amounts of 50, 100, 500, and 1000 gp. These bonds are redeemable only during certain times of the year, exclusively in Orinfjord, and the proceeds from these bonds goes towards public works projects, including the upkeep of the roads, and the payment of mercenary troops in times of war.

Moving large sums of coin can be both difficult and foolhardy, and smart merchants typically turn coin profits into trade bars before leaving cities. These bars are made by many cities and nations, and they are the preferred way to pay for large shipments of goods. The Empire of Alteria has set the standard for weights and measurements for trade bars, with all major cities and nations of Shin'ar accepting the standard and basing their own bars on it.

A silver trade bar weighs one pound and trades for exactly 5 gp around the world. A one pound gold trade bar is worth 50 gp. Silver and gold bars come in weights of 1, 5, and 10 pounds. The city of Sparks mints a unique trade bar made from hardened mana crystal. These bars weigh 5 pounds and are worth 1,500 gp in any Calvoid community, though they are only worth half this amount anywhere else. Trade bars are accepted widely and can be seen all over Shin'ar, though rarely anywhere but in the hands of merchants and the wealthy. Local establishments, small time traders, and the average citizen have very little use for trade bars.

While coins and bars are the most common form of currency on the planet, they are by no means the only ones. On the tundra, the Rusk tribes trade in Goblin teeth, where each tooth is worth as much as a gold coin to the simian barbarian people. The teeth, of course, are worthless everywhere else, but foreign merchants who are allowed in Ruska during the summer months stock up on them in preparation for trade with the proud race of warriors.

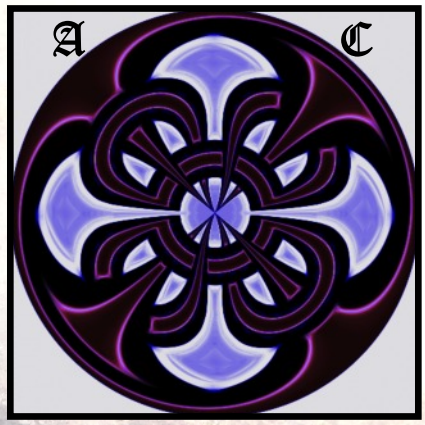
The people of the Flooded Forest use small pouches of saffron rather than trade bars. The 10 gram pouches trade equal to one 5 pound gold trade bar everywhere but the Flooded Forest. These pouches are only traded for equal value in gems in the kingdom.

Gems are also used in commerce, with the most common being pearls, rubies, and diamonds. However, coin and trade bars are still preferred currency, primarily because the price of each gem is dependent on many factors and do not have a consistent value from city to city.

Merchant Coasters of Shin'ar

'Merchant coaster' is a term applied to a group of traders and merchants who have banded together for safety and profit. The coaster acts as a business, itself, selling space in large caravans to merchants, and facilitating the movement of wares to areas which the individual merchant could never reach. Most coasters are small and regional, but some, briefly described below, have a presence in many parts of the world.

Aistrig: This small Illumnarus coaster is based in Sylvar, Verigal. The Illumnarus communities in the eastern regions are less xenophobic than their kin who dwell elsewhere, and their wagons full of potions, minor magical items, and refined mana crystal can be found in many city-states. The recent addition of Vergal to the coaster from the city of Lorago has allowed their wares to reach ports and cities that would normally be off-limits to the Illumnarus. Their caravans have been seen as far west as Jutan and as far south as the Golden Coast. The Empire of Alteria has banned the coaster from operating within Imperial borders, and they must mask their presence when traveling through imperial lands.



The Associates

Aistrig



Alverez, Colum, and Associates: Known as "The Associates" outside of Verigal, the coaster of Alverez, Colum, and Associates started as a small time weapons and armor dealer in Evorta. The conflict-rich environment of Verigal quickly saw their superior wares distributed far and wide, and Emanuel Alverez soon found himself with too many orders to fill on his own. He went into business with his good friend Placido Coulm, a well-known cooper, and the coaster was born. Years of good luck and quick thinking by their caravan masters saw The Associates' name and reputation soar.

Metal tools and accessories are their best sellers, but their weapons and armor are still much sought after. The Associates have cultivated a relationship with three tribes of Sytash that wander the Desert of Urk. Glass art objects, fine vases, and other vessels are traded for dependable tools and expertly made swords and leather armor.

The Exchange: The Conglomerate of Sparks loosely governs this coaster, though its day-to-day operation falls under the purview of the city's School of Mercantile & Travel. Dozens of Calvoid merchants, rank and file of the School, spread out from Sparks to bring exotic, mana-powered wonders to the rest of the planet. The Exchange operates three airships that take their goods to the cities of Kragum and Farhome, where they are unloaded and redistributed among land-based caravans headed to the far corners of Shin'ar.



The Exchange



The Golden Paw

The Golden Paw: This merchant coaster originated in Kala, eventually coming together in the city of Mathura for mutual safety as they spread out from the Dominion to parts unknown. In the last fifty years, the Golden Paw has secured contracts with the Arryn, the Jute, and the people of the Kingdom of the Flooded Forest. The coaster is rumored to be funded directly by the Lord High General, although speaking such ideas to any Kalarin is seen as bad form and disrespectful. A polite distance is kept between the Lord High General and any dealings with lower castes, which includes the Merchant Caste Kalarins who run the Paw.

Rice is the product that gains the group its most coin, and many farms in southeastern Kala belong to members of the Paw. In some areas, unfortunately, the coaster has earned a bad reputation for the conduct of its guards, as the Warrior and Priest caste who protect the caravans have been known to be overly aggressive in foreign cities, especially with members of the female gender, due to their societal upbringing.

The Men of the Trident: Based on the island of Omorphia, in the Alterian Empire, this coaster is known for less than respectable tactics when it comes to rivals. The Men of the Trident have dominated many facets of trade within the Empire, swallowing up or bullying numerous competitors into submission.

They constantly seek to undermine foreign trade that encroaches on their monopolies in mana crystal mining and distribution in the Empire, and rumors of infernal dealings and a cult-like atmosphere within their ranks run rampant. However, these whisperings have not deterred the Great Senate from continually renewing their business license year after year.



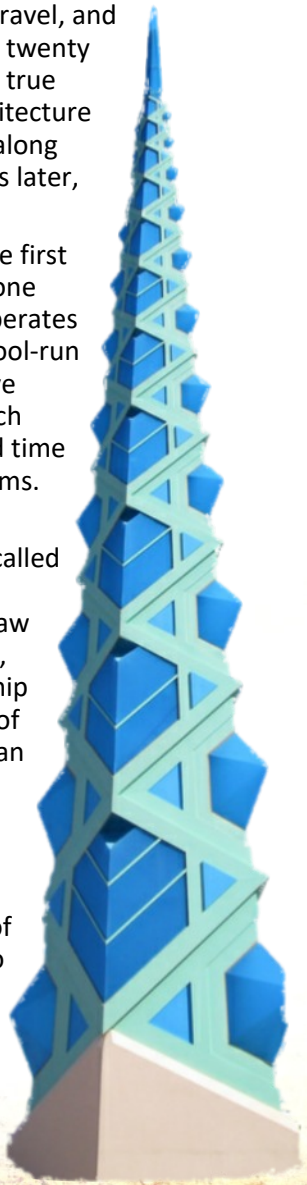
Men of the Trident

Air Travel on Shin'ar

The Calvoid have always been at the forefront of Manasphere research and development, far surpassing even the Illumnarus when it comes to unlocking the many wonders of mana and the magic it fuels. A century ago, a group of prominent Calvoid artificers tested the first mana-engine. The resulting explosion leveled three blocks and killed hundreds, but the disaster was a small price to pay, for further development of the engine. Six months after the failed attempt, the second prototype of the mana-engine was powered up and remained powered for nearly 11 minutes before exploding.

After moving their lab above-ground to one of the smaller islands near Sparks, the surviving artificers were determined to try as many times as it took to get it right. After four months of revisiting and revising calculations, they were ready to try again. This time, the engine remained powered for almost forty minutes before beginning to overheat and meltdown. Luckily, it was able to be powered down before exploding thanks to an emergency shut off valve that cut the flow of mana to the engine. Bolstered by their success and thankful to have not been vaporized, the artificers contacted their colleagues in the School of Artifice & Thaumaturgy in the city of Kragum. Together, the teams built upon their success and, within four years, they had conceived a working and *somewhat* safe prototype engine to test in the air.

The first test flight was made just outside of Kragum with hundreds of Calvoid in attendance. The engine was attached to a small boat that had been modified for air travel rather than sea travel, and once started, the engine worked without incident. The "airship" took off and landed safely twenty minutes later. The following weeks saw more test flights, and within the month, work on a true airship was started. While the ship was being developed, the School of Engineering & Architecture began working on the first landing spire. Months of planning went into building the spire, along with the facilities to house the raw mana crystal the mana-engine ran on. A few short years later, the first airship route between Sparks and Kragum was opened.



Air travel has always been, first and foremost, about commerce. Since the raising of the first spire, Schools of Mercantile & Travel have dominated the business of moving goods from one enclave to the next via airships. Every School in an enclave that boasts a spire owns and operates at least one airship, which are operated by Apprentice level members and higher. The School-run airships are generally not available to hire by outsiders. Members of Master rank and above belonging to any School are allowed to own and operate their own smaller ships. Many such people run shuttle services between Spires, and their prices vary according to distance and time of year. Prices for voyages can double in areas that see bad weather or frequent manastorms. There are no authorized shuttle services through Alterian airspace.

A typical landing spire rises nine stories above the ground. Every 15 feet is a opening, called a bay, where an airship can dock. Each level houses two bays, with adequate mana crystal storage facilities for refueling, and maintenance crews to service the ship, if needed. The raw mana crystal is carefully housed behind doors enchanted to dampen the harmful radiation, though leaks and poisonings are still uncommon occurrences. The typical cost to berth a ship is 500 gp a day, no including refueling expenses, and can double at spires that are outside of the normal routes or are within the vicinity of war or natural disasters. The price to refuel an airship varies depending on the size of the ship and quality of the mana crystal offered or desired.

Spires are manned by Neophytes and Novices from various Schools and run by the Calvoid community's Most Learned Council of the location. Journeymen-ranked members make up the command staff, and security is primarily handled by automatons. At the top of the spire are a group of Master-rank members from the School of Mercantile & Travel who employ spells and carefully created algorithms to ensure airships do not collide when leaving or landing at the spire. Safety records of the spires is a frequently discussed subject around Calvoid dinner tables, and they have even been the reason for short-lived rivalries between spires. Sabotage, unfortunately, is still a common enough occurrence that LMU automatons have been reprogrammed at spires to search for explosive devices.

Gidion's Spire; Lake of Ice

Mana-engine

The modern mana-engine has three different classes, each with their own advantages and disadvantages. The largest, known as Massive Mana Engines, or MMEs, are reserved for Frigates, as they are the only airships large enough to house them. The most common engine is known as the Standard Model 2.0, or the S2, used in smaller Corvettes and Shuttles, and sometimes altered with wild and dangerous customizations. The final class of mana-engine is the Charged Type, which comes in 1-Slot or 2-Slot variations. Each slot in the engine can house a single mana battery. Since the invention of the mana battery, older engines have been modified to use the batteries in case of an emergency situation, however, MME and S2 engines use raw mana crystal for power. The amount required to stay in the air is listed in **Table 6a**. Mana batteries are discussed later in this chapter.

The amount of raw mana crystal listed in **Table 6a** must be fed to the engine to power the airship and keep it aloft. All of the ship's systems, including its radiation shielding, are powered by mana, making any failure in the mana flow systems potentially catastrophic. The amounts listed assume the airship is moving from a dead stop and cold engines; warming the engines or keeping them running while berthed is a common way captains to cut the amount of mana needed to start moving by half. Most spires ban this practice, as the exhaust from idling engines can rapidly fill the bays with harmful radiation.

Class	Start	1 hour	5 hour	15 hour	25 hour
Massive	32 lbs.	44 lbs.	46 lbs.	48 lbs.	–
Standard	19 lbs.	20 lbs.	25 lbs.	–	–

Table 6a

Mana-engines can be modified to enhance their output, but doing so runs the risk of overtaxing the machine. Each modification takes up a Mod Slot, or MS. Massive engines have a maximum of 4 mod slots. Standard engines come with 2 mod slots, though by using one of those mod slots, another 3 can be added by installing an S2 Extender, giving a Standard engine 4 useable mod slots. Charged Type engines only have 1 mod slot, as any more would severely hinder the engine performance and make the mana battery unstable due to over taxation. Each mod adds to the taxation of the engine and can impair its performance as much as it enhances it. Every time fuel is added to a mana-engine, a taxation check is made. To do so, a d10 is rolled. A roll between 1 and 6 results in no change, and the engine running at peak performance. A roll of 7 or 8 results in minor taxation of the engine, meaning an amount of raw mana crystal equal to ½ of the current load must be added or the engine begins to shut down. A roll of 9 results in heavy taxation of the engine, making shut down imminent unless measures are taken to decrease the strain. A roll of 10 or higher (due to mods) results in the engine immediately shutting down and causing the ship's systems to fail, including radiation shielding.

The known list of engine mods are:

Cold Air Intake. Upgrading to a High Performance Cold Air Intake is one of the easiest and most affordable ways for a pilot to increase their ships' overall power. As the air coming into the engine gets colder, it also gets denser. Since the engine operates by taking in air, mixing it with mana, and burning the mixture to produce power, denser air is able to produce more power. Cold air intakes are also designed to reduce airflow resistance and unwanted turbulence within the pipes that could reduce airflow into the engine.

Size 1 Mod Slot **Taxation** +1 **Effect** Increase Power by 2

Larger Diameter Throttle Body. The throttle body regulates the airflow that goes into the engine. Installing a large diameter throttle body with bigger flaps allows more air to flow into the engine, increasing several aspects of the engine's performance. A larger throttle body delivering air at a higher rate helps the ship feel faster acceleration and a surge in engine power. Additionally, installing a throttle body spacer can further enhance the fuel economy and increase engine torque. ***Spacer.*** **Size** none **Taxation** +1 **Effect** Increase Power by 1

Size 2 Mod Slots **Taxation** +1 **Effect** Decrease Acceleration by ½, Increase Power by 1

High-Flow Exhaust System. A High-Flow exhaust system replaces the restrictive stock muffler and factory exhaust pipe of the typical airship. This superior system increases both torque and airflow to improve power. High-Flow systems also feature straight-flow mufflers to further contribute to the freedom of airflow through the exhausts for even more power.

Size 2 Mod Slots **Taxation** +1 **Effect** Increase Power by 3

Forced Induction (Superchargers & Turbochargers). Forced induction systems, such as a supercharger or turbocharger, compress the air flowing into an engine and offer the greatest performance increase. With these modifications, it is not uncommon to see an increase of more than 50%. By adding more air, the engine can also mix in more fuel, so a charged engine produces more power overall, which significantly improves acceleration. While a supercharger is powered by a belt that connects directly to the engine, a turbocharger receives its power from the exhaust system. Turbochargers are considered more efficient since they use "wasted" energy from the exhaust stream as their power source, but they do, by nature present a greater delay than superchargers. This delay is known as "Turbo Lag". Superchargers, on the other hand, offer almost instant power and are usually easier to install.

Supercharger. **Size** 2 Mod Slots **Taxation** +2 **Effect** Decrease Acceleration by 2 and Power by 1.

Turbocharger. **Size** 2 Mod Slots **Taxation** +2 **Effect** Decrease Acceleration by 1 and Power by 2

Mana Filter. Adding a mana filter to the engine draws out impurities in the raw mana fuel that could slow down the engine's performance. The addition of a filter does not tax the engine and gives a slight increase in power.

Size 1 Mod Slot **Taxation** none **Effect** Increase Power by 1

Fuel Efficiency System. The addition of this system allows the engine to burn mana more efficiently, thereby requiring less crystal and allowing the airship to stay aloft longer. Adding a fuel efficiency system is costly and involves a complete overhaul of the engine and its parts.

Size 3 Mod Slots **Taxation** +1 **Effect** Decrease Upkeep by 1 and Decrease Mana needed per load by half.

Emergency Battery System. In the event of an engine failure, installed batteries can be powered on to keep some of the ship's systems running. Engines running on emergency mana batteries reduce their stats by half. Charged Type engines cannot be fitted with Emergency Battery Systems.

Size 2 Mod Slots **Taxation** none **Effect** Special

S2 Extender. This modification allows the Standard model engine to accept more mods then it is normally allowed to have. Extenders can be unpredictable and temperamental, sometimes causing other mods to fail. Whenever a taxation check is performed, if the engine has an Extender, roll the d10 twice and take the highest roll.

Size 1 Mod Slot **Taxation** none **Effect** Special

Acceleration is measured in points which represent a number of minutes needed to reach the engine's maximum output. Airship systems run off *power*, with each system taking a certain amount of power to function. For instance, an airship's radiation shielding requires 1 point of power in order to function. Loss of power will result in the ship's systems failing.

Each *class* of airship engine must be properly maintained and checked at regular intervals, represented by the *upkeep* column of **Table 6b.** Each number in that column is equal to one full maintenance check which typically takes a trained crew less than ten minutes, depending on the size of the engine, every hour of flight time. Failure to adhere to a proper maintenance schedule can be disastrous.

For example: A frigate sized airship has a MME, with an upkeep of 4. This means four full maintenance checks must be performed every hour on the engine and mana dependent systems.

Class	Acceleration	Power	Upkeep	Max MPH
Massive	8	5	4	30
Standard	5	3	2	50
Charged	2	2	1	70

Table 6b


MANASTORM

Airships

There are 4 classes of airship: the Frigate, the Corvette, the Shuttle, and the Prop. The largest, Frigates, are mainly used for commerce, though Sparks is known to have outfitted a small fleet of frigates as combat vessels. Corvettes are smaller than Frigates and typically used for commerce and patrol. The most common airship is the Shuttle, which ferries passengers and small cargo all over Shin'ar. The recent invention of the mana battery has also given rise to a new class of airship known as the Propeller-Driven Airship, or 'Prop'. These single-, double-, or triple-seated craft are small and maneuverable, but they are also highly unpredictable and dangerous to operate.

All airships are powered by mana-engines and, depending on the type, can use raw mana crystal or mana batteries for power. Power is needed to run the airship's systems, and the number of systems that can run at any time is determined by the engine type. A list of airship systems are as follows:

Radiation Shielding. Perhaps the most important system, radiation shielding prevents the leaking of dangerous mana to the rest of the ship from the fuel storage compartment. If the system fails, every person on board the ship is subject to harmful mana poisoning and must roll a Constitution saving throw according to the mana poisoning rules every hour of exposure.

Power Required: 1

External Sensors. External Sensors allow the crew to chart weather patterns up to 50 miles away and track incoming objects within 500 yards. When used in conjunction with Weapons Systems, the sensors add a +3 to any ranged weapon attack made by the ship.

Power Required: 1

Internal Sensors. The Internal Sensors allow the crew to monitor all living beings onboard. The information displayed includes position, race, and overall health (Healthy, Injured, or Critical).

Power Required: 1

Water Reclamation System. This system provides clean, drinkable water for up to 20 people a day. Additional potable water is often stored in tanks with the ship's provisions.

Power Required: 1

Fire Suppression. The Fire Suppression system must be activated manually if it is not linked to a working internal sensor system. Fire suppression is achieved by nozzles that disburse water over affected areas. Some areas, such as the engine compartment, can be closed off to allow the suppression system to extinguish fires by starving the fire of oxygen.

Power Required: 1

Life Support. The Life Support systems are needed for any airship that flies above 12,000 feet. This system seals bulkheads and provides heat and fresh air. Airships without life support systems put their passengers and crew at risk of exposure to the elements at high altitudes.

Power Required: 1

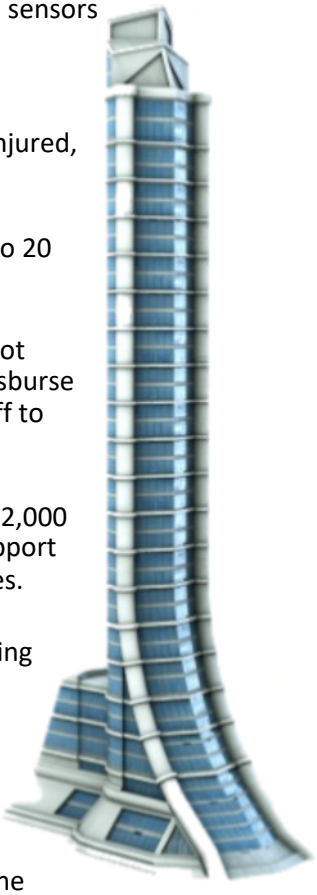
Armor Plating. This system is used to lower steel plates around the airship, providing additional AC but sacrificing speed. Armor plating systems give a +3 to the ship's AC but decreases its top speed by 15 mph.

Power Required: 1

Weapon Systems. Airships can be fitted with mana powered cannons that shoot balls of hardened mana crystal at great speeds. Mana cannons are typically made of steel and are connected to the airship via tubes that feed it mana to power each shot. Mana cannons need crew to operate them, and the minimum number of crew needed to man the cannon is listed for each cannon in the ship's stat block. The Aim statistic is measured in rounds of battle, and it takes that many rounds to sight and aim the cannon. The Load statistic is also measured in rounds and displays the amount of time it takes an average crew to load the cannon with ordinance. It takes 1 point of power to use up to 4 cannons.

Power Required: 1 (or more)

If a mana-engine shuts down due to overtaxation, systems can be shut down to prevent the airship from crashing. In game terms, whenever a mana-engine is overtaxed, the airship's total power allowance is halved (rounding down when necessary). Ship systems must be shut down and the power consumption must be equal or lower than the new total in order to prevent the engine from failing. Failure to do this causes the engine to cease all functions and the ship will begin to crash.



Sparks Central Spire, Conglomerate of Sparks

Airship Statistics

Size: The size of the vehicle is measured in feet and the measurements given are for a typical vehicle of its classification.

Cost: The vehicle's cost in gp. This cost does not include any possible modifications, fuel, provisions, or other expenses required for upkeep of the vehicle.

AC: This is the AC of the vehicle. The AC assumes the vehicle is in motion and the driver has not modified the AC with his driving skill. If the vehicle is not in motion, it has an effective Dexterity of 0 (-5 penalty to AC) and an additional -2 penalty to its AC.

HP: While a vehicle can be attacked in combat, it is often hard to deal significant damage large vehicles. When a vehicle reaches the hit point total in the parentheses, it is broken. A vehicle's hit points do not factor in its method of propulsion or the weapons, as they have their own statistics.

Base Save: Each vehicle has a Base Save modifier. All of the vehicle's saving throws have the same value. This is the vehicle's save before the driver modifies it with his driving check.

Maximum Speed: This is the fastest that a vehicle can move.

Acceleration: This is how fast a vehicle can increase its speed each round. It also determines the maximum amount a vehicle can safely decelerate each round.

Propulsion: This is the type of engine the vehicle uses to power its systems.

Driving Check: The skills typically used to make a vehicle driving check with this vehicle.

Driving Device: The typical driving device the driver manipulates when driving the vehicle.

Driving Space: The size and the location of the vehicle's driving space.

Crew: This is the number of crew members, including the driver, needed to move the vehicle. The number following the slash is the minimum amount of crew needed to make the airship fly.

Decks: The number of decks and any important information about those decks is given in this section.

Max. Passengers: This is the number of humanoid passengers the ship can carry in relative comfort. The number following the slash is the absolute maximum amount of people, including the crew, that she ship can safely house.

Max. Cargo: This number is the amount of cargo the ship can safely transport without adversely effecting the operation of the ship.

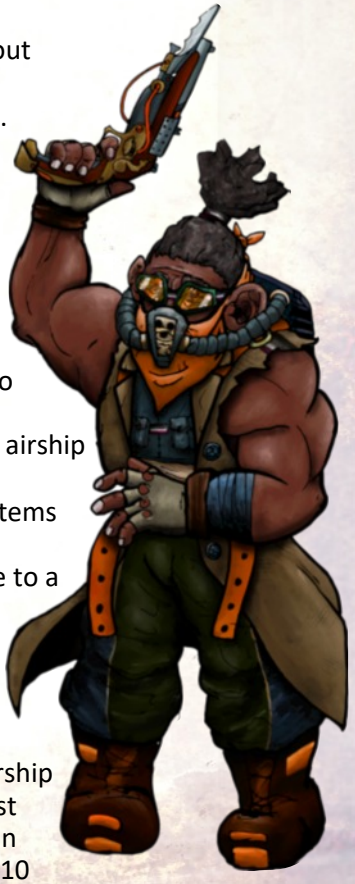
Weapons: The number and configuration of weapons the vehicle can be fitted with.

If an airship's engine is destroyed, the vehicle is considered broken and cannot maintain flight. A broken airship takes a -2 penalty to its AC, saving throws, and the DC to drive the vehicle increases by 2. If a vehicle or its means of propulsion become broken, both the maximum speed and the acceleration of the vehicle are dropped to zero. If the vehicle is in motion, it comes to a full stop after three turns, all the while losing altitude at half the rate of its maximum speed each round.

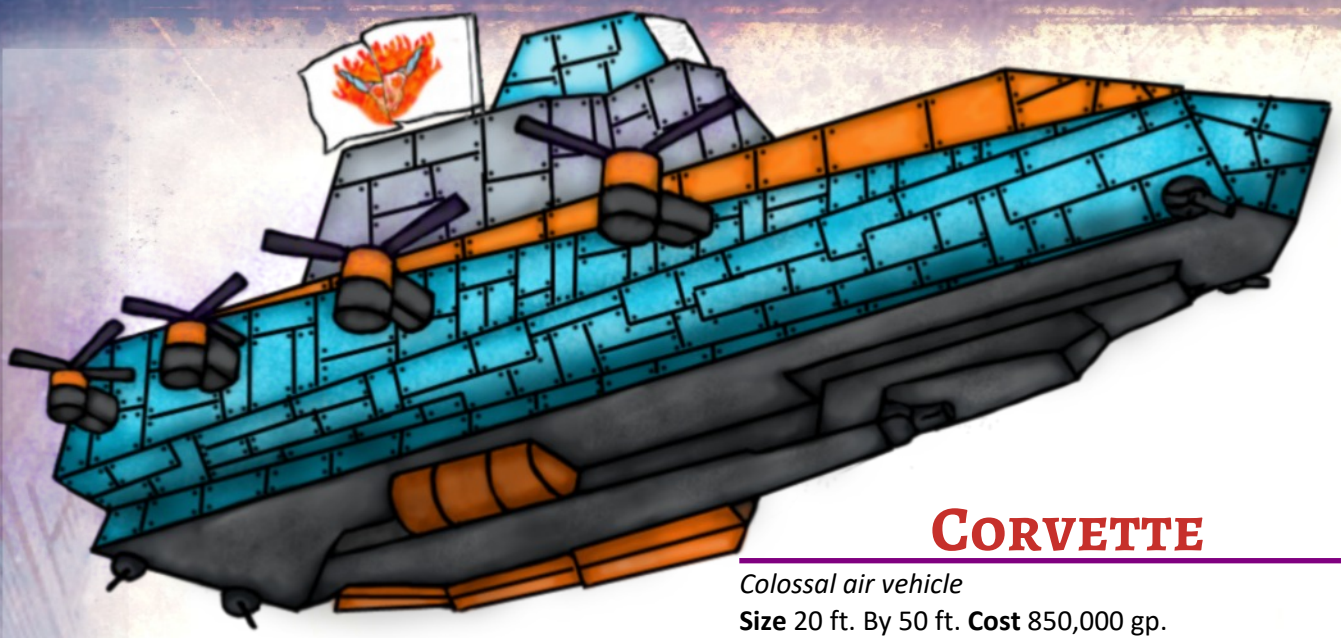
An airship gains the wrecked condition if its hit points are reduced to 0 or fewer. A wrecked airship cannot be driven and immediately comes to a full stop. It then begins to fall at half its maximum speed each round. If the airship is ever reduced to a number of negative hit points equal 1/3 its total hit points, it is considered destroyed. A destroyed airship cannot be repaired.

If an airship makes a sudden stop, its movement is reduced to 0 and all unsecured items and creatures on and in the airship are violently pushed toward whatever direction the airship had been moving a number of feet equal to ½ the vehicle's speed before it came to a sudden stop. This movement does not provoke an attack of opportunity. At the end of this movement, creatures and objects take 1d6 points of damage and creatures must succeed in a DC 20 Dexterity save to avoid being knocked *prone*.

Airships can be repaired by anyone with the Intelligence (Clockwork) skill and the necessary tools. Those with the Intelligence (Manasphere) skill can also repair airships, though any repair is made with a -2 penalty. The fastest and easiest way to repair an airship is with the *mending* and *fabricate* spells, but more mundane methods are employed first unless an emergency situation arises. In general, a days worth of work by a single person using the appropriate skill to repair an airship requires 30 gp of raw materials and a DC 10 skill check, repairing 20 points of damage on a success or 8 hit points on a failure.



Calvoid Prop Ace



Frigate

Colossal air vehicle
Size 33 ft. By 85 ft. **Cost** 1,250,000 gp.

Offense & Defense

AC 4
HP 900 (449)
Base Save +0
Maximum Speed 30 mph;
Acceleration 5 mph
Ramming Damage 3d100

Other Specifications

Propulsion raw mana (MME; AC 10, hp 165)
Driving Check Acrobatics or Manasphere (+10 to the DC)
Forward Facing ship's forward
Driving Device steering wheel
Driving Space 5 foot square on the ship's control deck
Crew 30/10
Decks 3 (Control, Mid, Cargo)
Max. Passengers 30/120
Max. Cargo 6 tons
Weapons 5 cannons (1 forward facing, 2 port, 2 starboard), each cannon is encompassed in a dome, and can swivel up to 20 degrees. (*Standard Mana Cannon* - AC 16, hp 90, 6d12 piercing damage, Crew 2, Aim 2, Load 1)
Prop Capacity 5

Corvette

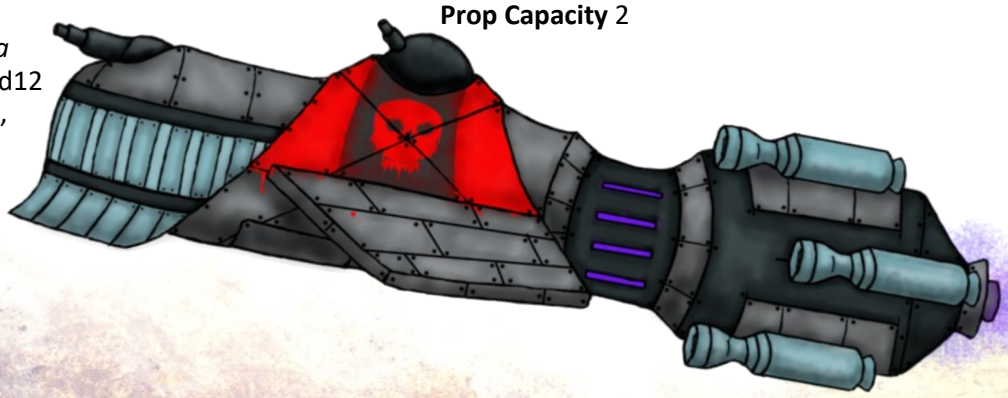
Colossal air vehicle
Size 20 ft. By 50 ft. **Cost** 850,000 gp.

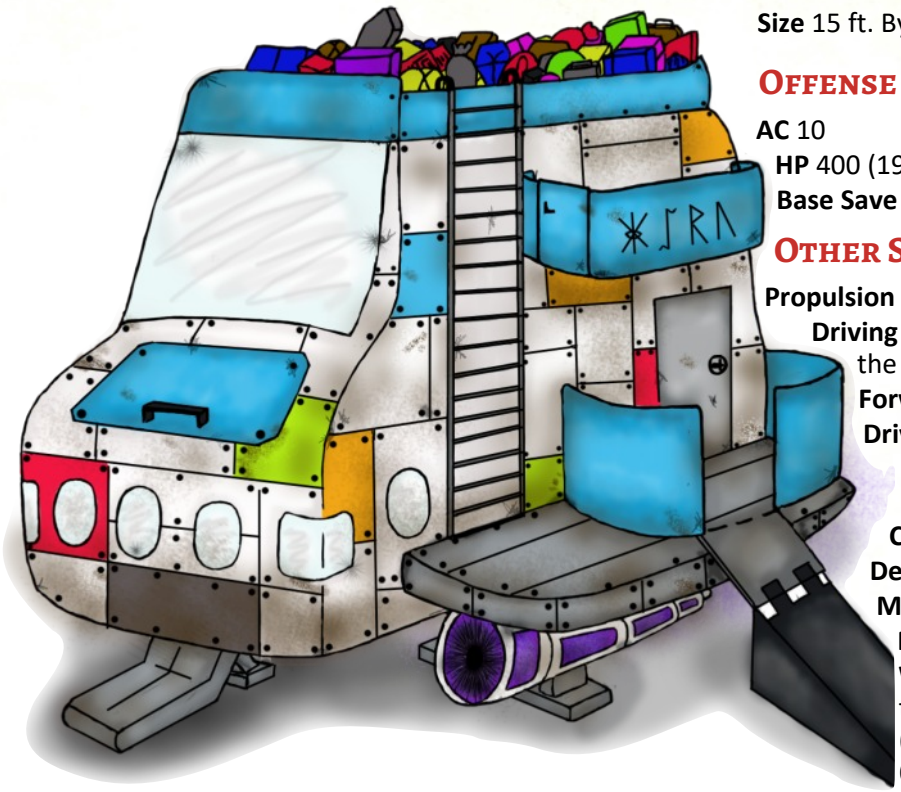
Offense & Defense

AC 8
HP 700 (350)
Base Save +0
Maximum Speed 50 mph;
Acceleration 10 mph
Ramming Damage 12d20

Other Specifications

Propulsion raw mana (S2; AC 12, hp 130)
Driving Check Acrobatics or Manasphere (+10 to the DC)
Forward Facing ship's forward
Driving Device steering wheel
Driving Space 5 foot square on the ship's control deck
Crew 15/6
Decks (Control, Lower)
Max. Passengers 10/50
Max. Cargo 2.5 tons
Weapons 2 fixed forward facing cannons (*Mini Mana Cannon* - AC 18, hp 45, 8d6 piercing damage, Crew 1, Aim 1, Load 1), 1 topside cannon encompassed in a ball turret, and can swivel up to 90 degrees. (*Standard Mana Cannon* -AC 16, hp 90, 6d12 piercing damage, Crew 2, Aim 2, Load 1)
Prop Capacity 2





Shuttle

Gargantuan air vehicle

Size 15 ft. By 30 ft. **Cost** 350,000 gp.

Offense & Defense

AC 10
HP 400 (190)
Base Save +0
Maximum Speed 50 mph;
Acceleration 20 mph
Ramming Damage 6d20

Other Specifications

Propulsion raw mana (S2; AC 12, hp 130)
Driving Check Acrobatics or Manasphere (+5 to the DC)
Forward Facing ship's forward
Driving Device steering wheel
Driving Space 3 foot square on the ship's main deck
Crew 4/1
Decks 1
Max. Passengers 12/20
Max. Cargo 1 tons
Weapons 1 cannon encompassed in a ball turret, and can swivel up to 90 degrees. (*Standard Mana Cannon* - AC 18, hp 90, 6d12 piercing damage, Crew 2, Aim 2, Load 1) or 2 cannons encompassed in a ball turret, and can swivel up to 90 degrees (*Mini Mana Cannon* - AC 18, hp 45, 8d6 piercing damage, Crew 1, Aim 1, Load 1)

Prop

Large air vehicle

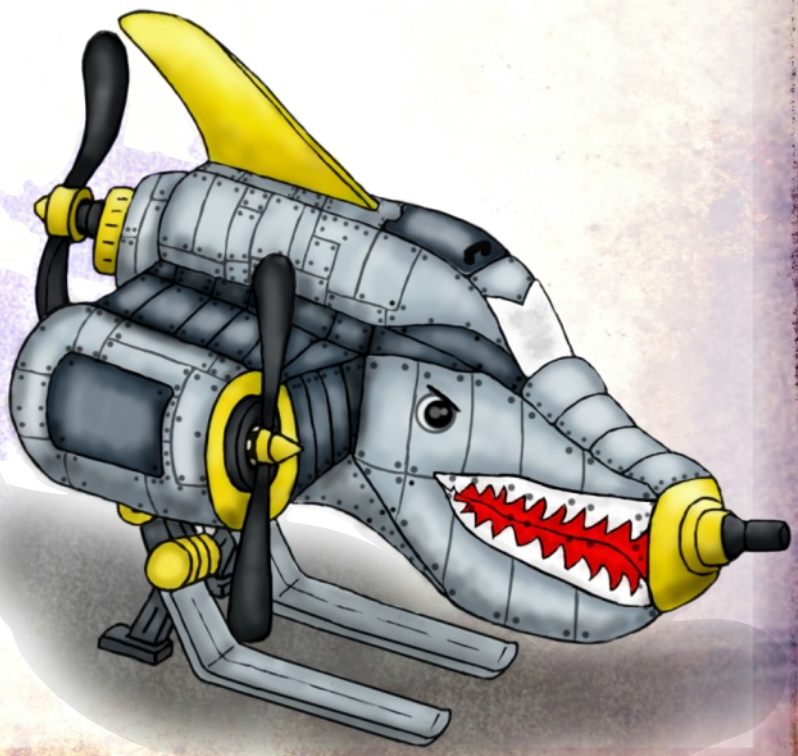
Size 10 ft. By 14 ft. **Cost** 120,000 gp.

Offense & Defense

AC 15
HP 200 (125)
Base Save +1
Maximum Speed 70 mph;
Acceleration 28 mph
Ramming Damage 8d10

Other Specifications

Propulsion mana battery (Charged Type; AC 19, hp 90)
Driving Check Acrobatics or Manasphere (+10 to the DC)
Forward Facing ship's forward
Driving Device control stick
Driving Space 2 foot square in the cockpit
Crew 1/1
Decks 1
Max. Passengers 2/3
Max. Cargo 400 lbs.
Weapons 1 forward facing cannon (*Mini Mana Cannon* - AC 18, hp 45, 8d6 piercing damage, Crew 1, Aim 1, Load 1)



Time on Shin'ar

One full rotation of Shin'ar on its axis lasts 24 hours. Day and night are each 12 hours long and divided into such based on the setting or rising of the sun. On the southern continent and the islands in the southwest, the length of night does not vary much with the seasons, with 12 hours of light and 12 hours of dark being the rule year-round. In the northern climates, the days are noticeably longer in summer and shorter in winter.

A week on Shin'ar is made up of 10 days, also known as a tenday. Some cultures have individual names for the days that make up the week, such as the Frode, and those that do generally name them after religious icons and ideals. Most people start counting the days starting with their left thumb as day one and continuing on till reaching the opposite thumb, while the Arryn use beads woven onto a string and dangled from their hair or clothing to count the days of the week.

The day is broken up into divisions of time: dawn, morning, peak, after-peak, dusk, sunset, evening or nightfall, midnight, and night's end. The names are universal among the races on the northern continent. Those on the southern continent use Urk-based names for the divisions of time, but there is little confusion between the two sets. The divisions are general representations of time, and the true length of each will differ from locale to locale. The Calvoid use, and sell, a mana-powered time keeping device that they claim is timed to the "beating of the planet's heart". These clocks break the day up further and assign each of the 24 hours a rune that lights up at the appointed time. The size of a tower shield and powered by refined mana crystal, these clocks have become all the rage in Verigal and Alteria.

In large cities and towns, temple bells mark the hours of the day based on the position of the sun. Sundials can also be found in many outdoor plazas or city centers, with the hours typically marked 1 through 12 twice, and the bells sounding once for each hour on the hour.

The calendar year is 386 AA, in the Eleventh Age of Shin'ar. The timeline is set to the Illumnarus calendar, modeled after the ancient Lluruth. Some races, such as the Arryn and the Zula tribes found on the southern continent, have their own calendars and way of tracking time. The Alterian Empire adopted the Illumnarus calendar because many of its member races used it or something very similar. The Atlanteans, themselves, use a separate calendar, and most official records of the Empire use both dates. The four seasons are known in Tradespeech as Winter, Spring, Summer, and Autumn. Many races have their own names for the seasons or use a slight variation of the common term.

The Illumnarus (formerly the Lluruth) track the years in blocks of time called Ages. The first Age began when the Traveler first manipulated the Manasphere and ended at the onset of the first Lunar Quickening. Subsequent Ages begin at the start of another Lunar Quickening and last until the beginning of the next.

1st Age: -20,000 to -19,350

2nd Age: -19,350 to -18,200

3rd Age: -18,200 to -15,800

4th Age: -15,800 to -14,700

5th Age: -14,700 to -11,980

6th Age: -11,980 to -7,800

7th Age: -7,800 to -4,515

8th Age: -4,515 to -3,880

9th Age -3,880 to 50

10th Age: 50 to 342

11th Age: 342 to Present

Lunar Quickenings

1st LQ: -19,350 to -19,030 (Lasted 320 yrs.)

2nd LQ: -18,200 to -17,000 (Lasted 1,200 yrs.)

3rd LQ: -15,800 to -15,780 (Lasted 20 yrs.)

4th LQ: -14,700 to -14,514 (Lasted 150 yrs.)

5th LQ: -11,980 to -9,200 (Lasted 2,780 yrs.)

6th LQ: -7,800 to -7,000 (Lasted 800 yrs.)

7th LQ: -4,515 to -4,410 (Lasted 105 yrs.)

8th LQ: -3,880 to -3,605 (Lasted 270 yrs.)

9th LQ: -50 to 90 (Lasted 140 yrs.)

10th LQ: 342 to 380 (Lasted 38 yrs.)

Timeline of Shin'ar

BA = Before Atlantis (Arrival)

AA = After Atlantis (Arrival)

-20,000 BA The Traveler appears on Shin'ar, drawn to the unusual radiation the planet produced. After experimenting with the unique energy he calls "Mana", he creates two beings of pure mana. The first, an animal based on a childhood pet he once had on his home world, he calls a Unicypus before going on to create multiple breeding pairs. After the success of the Unicypus, he tries his hand at creating a more advanced being. He created a humanoid of pure mana and gave it sentience. He named the being 'Rital' and began teaching his new creation how to manipulate the Manasphere. The Traveler was soon called back to his home world and left Shin'ar, leaving his creation and apprentice alone.

-19,500 BA Rital decided to test his knowledge of the Manasphere by creating a companion for himself. He names her Naltia and, for a time, they live in harmony with the planet and its many wondrous creatures. As time passed, Naltia began to long for other companionship, begging Rital to create more beings like themselves. At first, he refused, claiming that manipulation of the Manasphere to create life is a dangerous and unpredictable practice. However, he did eventually relent, and created the Lluruth people. The two of them soon began to teach the young race how to live in harmony with the planet and how to weave great magic using the Manasphere.

-19,350 BA The planet experienced its first Lunar Quickening, causing violent storms of pure mana to rage across the planet. Some of the storms were so destructive, they blasted mountains to pebbles, and their high velocity winds uprooted whole forests. Tidal waves pounded the coastlines of the large northern continent where the Lluruth had made their home. When he investigated, Rital discovered that the Manasphere reacts unpredictably when the planet's second moon came into close proximity to the planet. It required both his own and Naltia's power, in combination with their knowledge of the Manasphere, to spare the Lluruth from the most destructive of the storms. However, they could not prevent the random opening of portals all over the planet. Some were large enough to swallow whole valleys, while some were no bigger than a small child's fist. Most portals winked into existence quickly and dispersed at the same rate, while some remained open for days. All manner of strange creatures and beings began to arrive on the planet from hundreds of different worlds and dimensions.

-19,310 BA With a new knowledge of portals to other worlds and planes, and after a long period of experimentation, Naltia and Rital began to explore, relying on their own power to channel the portals through the Manasphere. As they traversed the many realms, Naltia and Rital began to learn how the Manasphere could be used in more ways than they had ever known. Upon returning to Shin'ar, the pair began to utilize the devotion of the Lluruth to empower themselves, becoming the first true deities upon the world.

-19,200 BA In the midst of a Lunar Quickening, a portal opened and transported a new race of beings to Shin'ar: the Calvoid. They arrived deep underground, in a network of natural caves and tunnels in the Southern Continent which were closely connected to various mana crystal deposits. Here, they began to build their society.

-18,200 BA A millennium later, at the onset of another Lunar Quickening, another race entered the world. Similar to feline species already found on Shin'ar, the Kalarin were bipedal and intelligent, quickly taking to the valley where they were deposited. The hunter-gatherer society was nurtured by the Lluruth people who had inhabited the valley before them.

-17,300 BA Garloch, a powerful Archdevil, discovered Shin'ar, immediately drawn to the Manasphere. Realizing the power it could bring him if harnessed correctly, he began to contact the magically savvy Lluruth, whispering lies into the ears of influential and powerful leaders in order to set his plans in motion.

-16,900 BA After centuries of Garloch's corruption spreading, Lluruth civilization erupts into civil war. The once-peaceful people degrade into bedlam as brother rose against brother, marking the first killing of a Lluruth by their brethren. Battles erupt and even the High Council finds itself split with dissent. War comes to the peaceful valley, sinking the region into darkness.

-16,000 BA The Calvoid, having worked with the mana crystals since their arrival on Shin'ar, discover something only known to the Lluruth: a link between the large crystal deposits found underground and the Manasphere. This revelation prompted the use of the crystals to power inventions of Calvoid engineers, such as crude automatons powered by mana and driven by steam that would soon be seen in many Calvoid enclaves.

-15,800 BA The Lluruth civil war reaches its climax when the High Council is destroyed, its members killed in cold blood. Naltia can no longer stand aside, and in order to save her people, she initiates the Schism. The goddess cannot hold the corruption inside her for long and “gives birth” to Brhuaal. The dark, newborn god transforms those Lluruth who held hate in their hearts into the Drazil. Later, the scant remaining pure Lluruth are given the Gift of Light and transformed into Illumnarus by Rital to assist in the battle against these new monstrosities.

-15,000 BA After centuries of battling the more numerous Drazil, the remaining Illumnarus in the Kala Valley choose to abandon their holdings and retreat west. The Elder Flame Council disbands and scatters to more defensible enclaves. The Illumnarus migrate west to other communities and former Lluruth outposts, seeking refuge away from their evil kin.

-14,820 BA The Illumnarus go on to colonize the Western Shore and found Ritvel within the Jutal Forest, with numerous smaller communities springing up in the large forest. Settlers who fled further south begin forming communities as well, and the island of Llath-durel holds the largest community of Kala Valley refugees, with a smaller enclave forming on the peninsula itself.

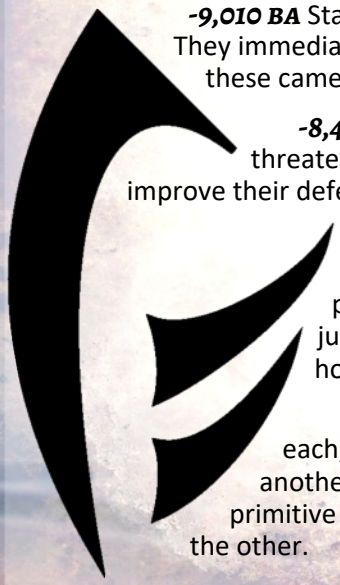
-14,698 BA After more than 400 years of strife, the Kalarins were able to defeat the Drazil at the Battle of Shadow Pass. By winning this battle, they were able to expel the Drazil from Kala Valley despite the abandonment of the Illumnarus so long ago. The once-peaceful people formed a militaristic society and rallied behind their Lord High General.

-14,500 BA During a strong Lunar Quickening, hundreds of portals to the Abyss opened on northern continent, unleashing a horde of demons on Shin'ar. With them came the powerful succubus Malcathra, who would later learn the secret to gaining power through worship from the Manasphere.

-14,100 BA Illumnarus who resided on the Western Shore and Cashan Peninsula since fleeing Kala Valley encountered primitive Meek'ah. The Meek'ah were the only race to naturally evolve on Shin'ar, as most every other race was brought from their own realm in a Lunar Quickening. The Illumnarus were friendly but remained aloof, choosing to keep to themselves and focus on rebuilding their society.

-13,700 BA The Drazil finally eliminated the last of the Illumnarus in the Dark Sun Woods, and only small groups were able to flee the carnage. Some of these survivors fled northeast to the Bleek, where they used magic to create a new, safer haven. The Drazil turned on themselves almost immediately, fighting for dominance of the large forest. The Brhuaal worshipers began to fall quickly to the more militarily minded Drazil who were swayed over by the Archdevil Garloch.

-10,000 BA Numerous races came through portals across the planet, including, but not limited to: Centaurs, Goblins, Ogres, Giants, and Bugbears. Other races entered around this time as well, but their numbers remain low, never enough to be considered native species. Although many remained together and formed their own communities, some went on to wreak havoc for other settlers, taking what they want, when they want.



-9,010 BA Stazi arrived on the world through underground portals below the Southern Continent. They immediately began constructing hive-like homes in the maze of tunnels and caverns. Some of these came close to large Calvoid cities, and skirmishes began to happen with increasing frequency.

-8,400 BA A large number of Drazil founded the city of Nariak on the Western Shore, threatening the Illumnarus who lived nearby and causing the communities to attempt to improve their defenses to protect from any forthcoming attacks. Many Drazil fled the Dark Sun Woods and the rampant persecution and slaughter of Brhuaal worshipers.

-7,800 BA The humans who would become the Zula enter the world through a portal deep in the Great Jungle's interior. They began to settle along the periphery of the jungle, running afoul of the savage Goblins and Fey tribes who had called the rainforest home for thousands of years.

-7,540 BA The Zevrish and Arryn, whose home world consisted of separate societies of each, above and underground respectively, were brought to Shin'ar. They encountered one another shortly after arriving and conflict arose immediately between the two races. The primitive Arryn were slaughtered by the Zevrish and hounded from one end of the Stormlands to the other.

-7,100 BA The Rusk migrated to the world through a series of portals in the north and begin to settle the tundra.

-7,020 BA Having endured centuries of being on the losing end of conflicts and battles with the Zevrish, a large group of Arryn chose to flee the Zava Hills, eventually founding the great city of Pursa in the storm ravaged northern mountains. The Arryn began to form a true society and culture in the impregnable mountain cavern.

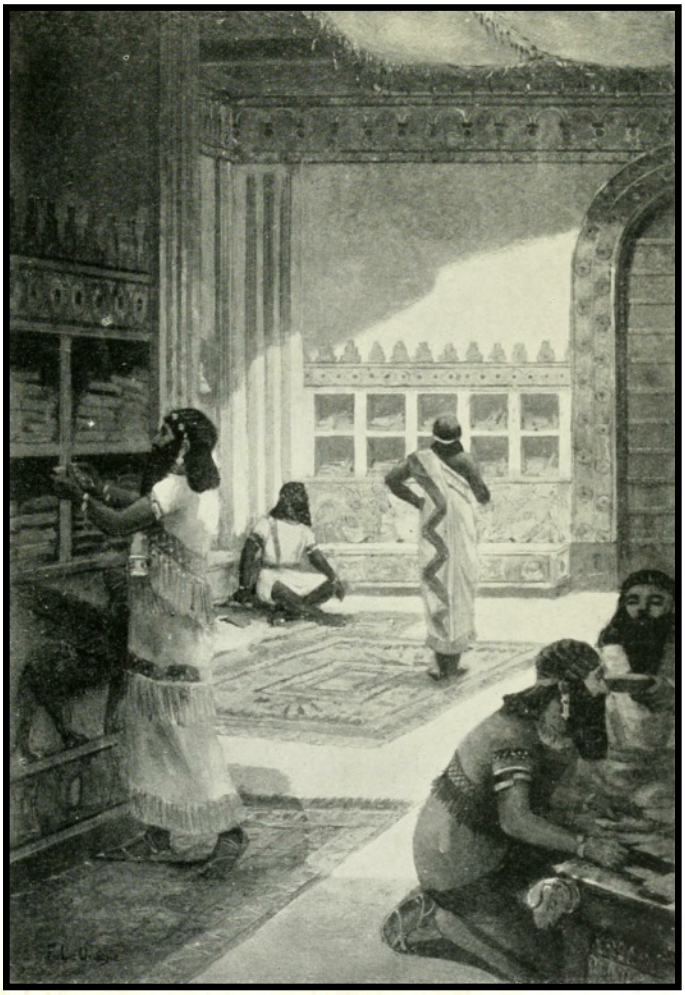
-6,400 BA The Stazi attacked Calvoid cities on the Southern Continent in force and began a war for territory and resources, especially in the mountains that held mana crystal deposits, which would last for thousands of years. The Stazi enslaved more than they killed, and thousands of Calvoid and other cave dwelling species found themselves living the rest of their days in the lightless warrens and tunnels of the insectoid species.

-5,600 BA The Illumnarus of the Jutal Forest, becoming fearful at the threat of destruction posed by the presence of the Drazil in the north, steal an important Drazil holy relic from an invading force. The Darkheart Crystal is spirited away and hidden deep within Ritvel's deepest crypts.

-4,490 BA Multiple portals opened, bringing many races from other worlds to settle on Shin'ar, including the Frode, Gnolls, Trolls, Redcaps, and human races of the Jute and Estanyan.

-4,300 BA Large groups of Zula fled from overwhelming Goblin forces in the Great Jungle, eventually settling along a fertile river plain further to the west. Some groups, who would later become the Vergal, chose to migrate north instead and settled on the coast.

-3,800 BA The Urk Empire was founded by the humans who settled on the fertile plains. It was the first human civilization to dominate a large area on the planet, with innovations in agriculture and irrigation leading to a population boom.



The Great Library of Urkhansa circa -3,500 BA

-3,690 BA The Vergal fled the Southern Continent in a flotilla of 80 ships. They managed to reach the northern continent with a loss totaling only four ships, eventually encountering and assimilating the Estanyan people into their culture. The Urk did not peruse the refugees, instead concentrating on consolidating their newly-won holdings.

-3,580 BA The Sojourner, a traveler who transverses both planes and realms, appeared in Urkhansa. The commotion at his arrival quickly settled, and the Sha-Eltra invited the alien being to live in the palace for the duration of his stay on Shin'ar. After a brief period of study, the Sojourner theorized that planar travel from the planet was nearly impossible and set about learning as much as he could about the Manasphere.

-3,500 BA The Sojourner attempted a spell to penetrate the Manasphere which backfired horrifically, opening portals to the Shadowfell and the Abyss. Hundreds of shadow monsters and demons poured into Urkhansa and escaped into the countryside, but only after destroying a large portion of the Temples District. This marked the beginning of the Nightmare War and the False Quickening. The False Quickening's duration was short, but the effects were devastating, causing the Sha-Eltra to institute a ban on all higher forms of arcana. Apprentices of the Sojourner who survived the spell casting retreated underground to teach the radical, dangerous magical formula and techniques in secret. The Sojourner's fate was reported by the few survivors. The alien archmage was apparently sucked into the portal to the Shadowfell, never to be heard from again.

-3,170 BA A large clutch of white dragons migrated to the Western Shore through a portal, enslaving the Jute and Meek'ah who had settled there. The dragons waged war against one another with their personal armies, the human barbarians who had been transformed into legions of slave soldiers and marauders, ultimately wreaking havoc on the Western Shore and nearby areas.

-3,000 BA Calvoid refugees fled the Southern Continent from both the brutal regime of the Urk Empire and the encroaching Stazi. They were assisted by Urk sympathizers who worshipped the god Parlam. Many of the Calvoid chose to settle on some of the islands found in the Aquaris Strait, where they found large deposits of mana crystal. Others continued north to disperse across the northern continent.

-2,980 BA The Estanyan mass migration began, leading west to the Cashan Peninsula, where the humans adopted the native Centaur's religion and began to live off the land as nomadic horsemen.

-2,800 BA The Urk Empire dissolved as a magical cataclysm engulfs the river valley. Portals to the Elemental Plane of Fire burn the countryside; others, connected to the Plane of Negative Energy, suck the very life from the land, leaving it a barren desert. The Eltra ruling class managed to flee north with thousands of their retainers before the worst of the damage took place, but the rest of the population were either killed or transformed into the Sytash and Veshian. Large populations of newly-freed slaves fled north and settled along the coast.

-2,750 BA The Kingdom of Eltra was founded, and the Frode are subjugated following the discovery of their existence.

-2,000 BA At the Archdevil Garloch's urging, Alcor, King of Eltra, cast a spell that siphoned the life force from all of his subjects. The power was meant to be transferred to the Archdevil, but the king instead absorbed it into himself, swelling his body and mind to the point where he gained god-like powers. The vampire ruling class was created as a result, as well as the Ezeru, from the backlash of mana expended by the spell and brief deific battle that followed. The god Parlam attempted to stop the spell, sacrificing himself to protect his worshippers. This allowed his followers to be transformed into Aravork, and himself to be reborn as Phoenix.

-1,840 BA The Eltra begin to breed with Drazil and captured Illumnarus, leading to the creation of the Drampyr and Vampyr races. The new races could not initially breed true, and were only created through a vampire's mating with one of the two. However, eventually, the new Eltrabi races were able to sustain their numbers on their own. Despite this, those born from unions with the vampires still receive higher social status.

-1,000 BA The Frode rebelled against the Eltrabi, with thousands fleeing to the west. The Eltrabi experimented harshly on the remaining Frode, creating the Fro'desh. Other experiments yielded the Adomi, a new, docile race from which the Eltrabi could feed. The Eltrabi sent waves of Fro'desh and other horrors into the mountains to the west periodically in order to harass the Frode rebels. Conflict waged for many more years before the Kingdom of Eltra made the decision to send more than mindless undead and savage monsters against their former slaves.

-989 BA The Eltrabi sent an overwhelming force of undead against the Frode survivors. The Frode quickly allied with the Meek'ah to destroy the vampire-led army, and the two races separated on good terms. The Frode began to permanently settle in the heavily wooded area west of the swamp where they had first encountered the Meek'ah, then set out to rid the forest of the Goblins and Redcaps that infested it.

-900 BA Following the success of joint ventures to cleanse the area of Goblins and Redcaps, the Frode and Meek'ah agreed to rule the area together, founding the Kingdom of the Flooded Forest. In retaliation, the Eltrabi sought to create a buffer between the two Kingdoms and began to dump large numbers of Fro'desh in the eastern swamp, now known as the Swamp of Skulls.

-200 BA The Jute rebelled against and began to overthrow their dragon overlords. The Western Shore erupted into conflict that lasted for three years. In the end, the Jute were freed and all but three young hatchlings were killed. The wyrmlings fled north with a bounty of fifty thousand gold pieces a head placed on them. The majority of the remaining population descended back into barbarism, and it was many years before the leaders of the rebellion could heal the wounds inflicted upon their people for so long.



-175 BA Jutan was unified under the Bromkar family and Alufgar Bromkar's Jarls. Order was brought to the chaos of the aftermath of the rebellion. The realm was broken into the Jarlands, and the new nobility began the long task of shaping the people into a prosperous kingdom.

-64 BA The Kalarins closed their borders, and the ruling Lord High General began to brutally bring all provinces under his reign. The famed warrior Jav Borah spreads the word of his book of *Koda*, converting Raja and petty warlords alike to his philosophies and life lessons.

-50 BA The young white dragons that had survived the Jute rebellion found and subverted the Caribou tribe of Rusk with the help of the demon Omra.

The Zevrish are magically cursed in a destructive attempt to wage war, and the Phage begins to decimate their numbers.

0 The Island of Atlantis materialized in the southwest. The survivors of the devastating transfer found that they had gained numerous preternatural abilities on this new world. A short civil war ensued, following which a new Atlantean culture began to emerge. The survivors of the civil war began to learn to harness their newfound abilities and began experimenting with the familiar form of energy they discovered (mana).

101 AA Atlantis began its conquest of the Southwest Archipelago and the Cashan Peninsula, enslaving the Goblin and Meek'ah races in the process. The powerful humans descended upon their new holdings and quickly established their dominance over the area by destroying the Illumnarus communities on the islands and on the peninsula. Most inhabitants of the peninsula fell quickly, but small hold-outs and rebel groups managed to plague the area for another forty years.

114 AA Exiled Jute nobles found Barrowtown on the Northern Tip. The abundance of sea life and untapped mineral deposits quickly attracted settlers to the previously unexplored region.

120 AA A large force of Estanyans and Centaurs mount counter-offensives against the Atlantean-led slave armies. A recent influx of Gnoll, Ogre, and Hill Giant conscripts to the slave armies crushed the first few waves, but thousands of mounted troops quickly tore into the slaves and began to turn the tide. The Atlantean commanders entered battle shortly thereafter, quickly halting the rebel's offensive. A group of just seven Atlanteans managed to kill hundreds of their enemies in minutes, causing the Human-Centaur army to break ranks and flee the battlefield. Atlantis would later decree that they would never enslave a human being, giving the remaining Estanyans cause to join the Empire rather than be wiped out. The Centaurs follow soon after, and both races were made full citizens of the new Alterian Empire.

124 AA Atlantis incidentally learns that a foreign plant which is found in abundance on the island can stave off the effects of the Zevrish's Phage. They gave the *cure* for the Phage to the Zevrish, and the Zava Hills were consequently folded into the Empire. The Zevrish quickly began adapting their culture to parallel the Atlanteans.

127 AA The Kingdom of Jutan annexed the northern Clawbite Hills, partially in response to Alteria's rapid expansion. The Illumnarus who managed to escape the Cashan massacre established a community in the Great Jungle. This community was accepted by the Zula, but each race kept to their own lands.



130 AA Atlantis and the Empire of Alteria halted it's expansion and began to consolidate its vast holdings. The Atlanteans showed the member races of the Empire how to govern themselves, then set about forming the Empire into a global power.

140 AA The last of the Estanyan and Centaur rebels surrendered or were killed, and the few fleeing Estanyan ships are sunk by the Illumnarus on the Isle of Mist. The Illumnarus attempt to prevent their unintentional discover in the future by weaving a spell that cloaked their island in impenetrable fog.

173 AA Alterian expeditions to the Southern Continent's west coast found large deposits of gold and mana crystals. Alteria promptly annexed the area and the scattered Baka settlements, using the attempted arrest of an Atlantean as pretext to move in two full legions. Most of the Baka bristle under Imperial rule, but some fell in line quickly, further cementing the Empire's hold on the region.

230 AA The White Wyrm tribe of Rusk attacked the communities of the Northern Tip. Bolstered by thousands of Goblins and Redcaps, the Rusk tribe managed to overwhelm small villages and mining towns before they turned north and marched on Barrowtown. The army was met southeast of the settlement at a small peninsula ending in a sheer cliff known as Icepoint. Barrowtown had managed to scrape together a small, but determined, human army, and while the battle was fierce, the White Wyrm Tribe was finally turned away when the Snowcat tribe arrived, accompanied by a legion of Zevrish hoplite and Centaur cavalry from Alteria. Many of the Zevrish later came back to the area to settle down after their military service was finished.

248 AA The Verigal city of Havor was destroyed for breaching the City-State Pact. A mercenary army formed by no less than eight cities descended on Havor and set it ablaze, its people sold into slavery at a cost that was said to have barely covered expenses for the attack. The ruins were cursed by the Church of Zephyr, and any future attempt to build a structure within the city limits would be knocked down by gusts of high speed wind.

280 AA Drazil from the city of Nariak managed to destroy Illumnarus enclaves in the Jutal Woods but fail to penetrate the citadel city of Ritvel. Very few refugees made it to the city's gate, with most killed before they can reach the safety of Ritvel. The Illumnarus shut themselves behind their high walls and outlast the siege.

300 AA The Illumnarus of Ritvel, pushed by a younger generation to cease their isolationist attitude, began formal talks with the Jute. These are slow, taking decades before bearing fruit, as the atrocities the Illumnarus suffered at the hands of the Jute at the white dragons' behest are still remembered. Following these talks, the Illumnarus also began to act as intermediaries between the Jute and the Fey that inhabit the Jutal Forest.

318 AA The Stazi made an attempt to push into the Great Jungle, but were repelled by the Zula tribes and Illumnarus immigrants. The two races made a pact of mutual protection, believing that if one community fell, the others were likely to follow.

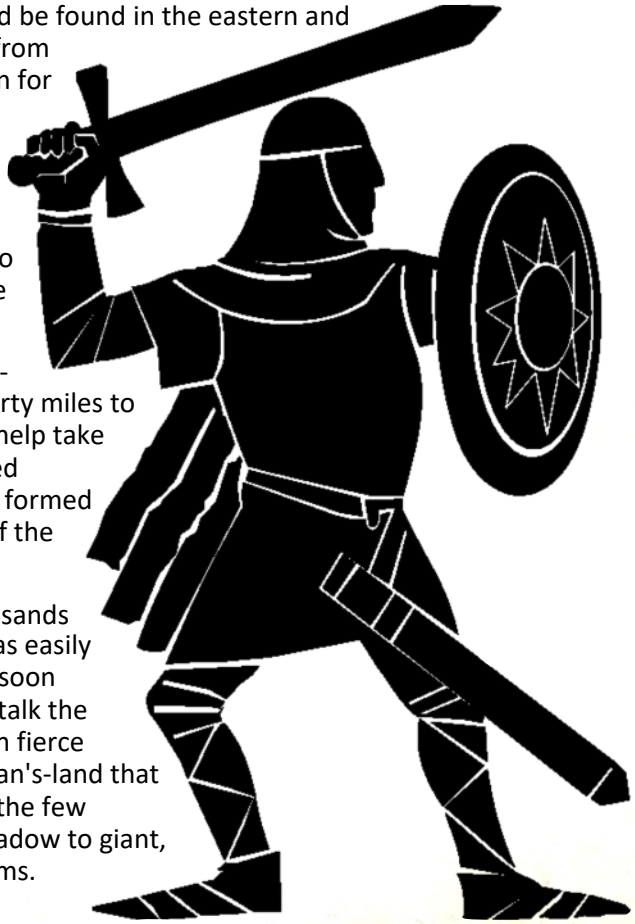
336 AA Kala reopened its borders and allowed non-Kalarin into their country for the first time in 400 years. Some areas were limited to natives, but soon, many races could be found in the eastern and south central provinces. Kalarin merchant trade exploded out from the valley, bringing exotic wares not seen outside the Dominion for centuries.

345 AA Thousands of demons, devils, and worse were released upon Eastern Verigal, traveling through newly opened portals. This chaos lead to the destruction and occupation of the city of Libon, and while hundreds managed to flee the carnage, they brought with them tales of unimaginable horrors visited on the citizens.

360 AA Survivors of Libon, with the help of numerous good-aligned Outsiders, formed the fortified town of Last Bastion thirty miles to the southeast of Libon. A call was put out to anyone willing to help take the city back. Thousands descended upon the town and pledged themselves to the cause, forming the Army of Light. The newly formed army quickly began clearing out the surrounding countryside of the evil that had infested it.

380 AA Last Bastion was the scene of an epic battle as thousands of demons and devils assaulted the town. The Army of Light was easily decimated, its survivors carried off to Libon. Groups of cultists soon moved into the ruins, raising thousands of undead horrors to stalk the streets. Magical killing storms that rain acid or split the sky with fierce lightning, roam the new crater-pocked battleground and no-man's-land that stretched from Last Bastion to Libon. Strange tales are told by the few survivors who managed to flee, from dragons made of pure shadow to giant, telepathic fish in tanks of water being carried by headless golems.

386 AA Present Day



Artistic depiction of an Army of Light soldier

Exploring Shin'ar

Each region or sub-region in this chapter starts with a small block of data that includes some basic information, as described below.

Capital. The capital city of the realm being discussed, if one exists. In most cases, this would be the seat of power in the region. Sometimes cities that have a large influence in the region, but are not considered seats of power, are also listed in the form "(city name)".

Population. Populations in most regions are always in flux, meaning that the number and percentages only total the number of sentient humanoids who count as denizens, not necessarily citizens, of a particular realm. Just because a particular race is not listed in the total does not mean they are not found or represented in the region. Totals are, at best, estimations.

Government. These are the dominant forms of government for the land discussed. ***See sidebar.***

Religion. These are the pantheons that are most represented in the region. The deities have at least one major temple, or multiple shrines, in the land and are worshipped exclusively by the majority of the populace. Deities and pantheons that are not listed may have followings in the land that are not organized enough to be recognized or sanctioned by the state.

Planar Cults include any and all worship of powerful Outsiders, most of which were at one point, or are still, stranded on the planet. Some of these beings have returned to the planes, still tethered to the Manasphere from the devotion their followers still give, while others still reside on Shin'ar and are either incapable of leaving or choose not to. Outsiders who gain power through worship are considered Quasi-powers, as their worshipers are often in far fewer numbers than established powers. Few Outsiders have gained enough power to pierce the Manasphere and return to their native plane outside of a Lunar Quickening.

Imports. This is a list of goods commonly carried into the land by foreign merchants and goods that are in demand by the people.

Exports. This is a list of goods commonly produced in such abundance that they are sold and shipped to other lands.

Alignment. Any and all alignments can be found in any region. This list displays the common alignments found among the populace. In some places, "Any" will be shown. This represents the often chaotic and shifting nature of the region or the diversity of people within.

List of popular governments on Shin'ar

Autocracy - A single individual chosen by the people (title can vary: lord, mayor, duke, etc)

Colonial - Ruled by a figure head appointed by a central government or large realm.

Council - A group of individuals rule on behalf of the people (aristocrats and nobles or chosen directly by vote)

Dynasty - Rule is centralized and held by a single family or small group of inter-married families.

Magical - Ruled by a powerful spellcaster, group of spellcasters, intelligent monster or outsider.

Military - Ruled by a military tribunal or single individual who heads the armed forces.

Overlord - A single individual ruling through power and force, and imposes their will on the populace.

Syndicate - A group of parties closely aligned sharing power and rule.

Theocracy - Ruled by the tenets and laws of the dominant faith of the area. The ruler can either be a single individual (high priest) or a group of high ranking clergy.

Plutocracy - Ruled by the most wealthy and influential merchants and wealthy families. This could be a single individual, a council chosen to represent the mercantile interests of the area, or groups of wealthy merchants that control the settlement.

Utopia - Founded on lofty ideals and maintained through the will of the people.

Tribal - Ruled by a single individual (chief) who won their place through might or right.

Monarchy - Ruled by a king or queen, sometimes both, from a dynastic family line or chosen by the people.

Some areas are ruled by a combination of two above listed governments. For example: Military Overlord or Colonial Council

The Aquaris Strait

This large body of water is what separates the northern and southern continents of Shin'ar. Prone to turbulent weather and fierce storms, the Strait is a dangerous area to cross for a good portion of the year. A large chain of islands is located roughly in the middle of the Strait, the land desolate and windblown, while the waters of the Strait are teeming with life. Hundreds of species of fish and sea creatures call the warm waters home, while large pockets of pteranodon roost on the islands, making their nests among the boulder-strewn shorelines.

The Strait was named by the Vergal people, the first to learn to live off the bounty it provided. Only the Calvoid and the Aravork have attempted to settle in the region, with the largest concentration of Calvoid located on the largest of the Barren Islands. The Conglomerate of Sparks is the center of Manasphere research and experimentation on Shin'ar. Ruled by the tight-lipped and wary Council of the Most Learned, security in the City of Spires is handled by emotionless automatons that are programmed to attack any being not bearing a specific badge of clearance on sight.

Barren Islands

Capital: None (Sparks)

Population: 111,000 (86% Calvoid, 7% Aravork, 3% Merfolk, 2% Outsider, 2% Other)

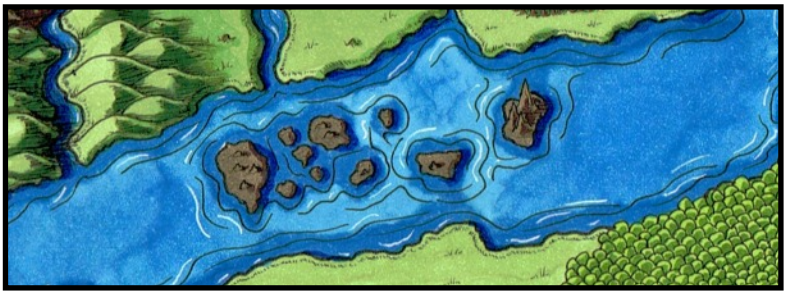
Government: Magical Utopia, Overlord, Plutocracy, Autocracy

Religions: Calvoid Pantheon, Aravork Pantheon, Planar Cults

Imports: Wheat, wool, ore, timber, ale, gems, gold

Exports: Refined mana crystal, magical items, mercenaries, alchemical items, spell components

Alignment: Any



This large chain of islands is almost completely devoid of any significant plant life, with small scrub brush and stunted grasses growing where nearly everything else can't. Although the area receives ample amounts of rainfall, the soil is loose, making it easy for the violent wind storms to uproot even the heartiest of trees. Despite the harsh landscape, life manages to thrive. Small mammals and all manner of birds and reptiles can be found in abundance on the islands while pterosaurs and other predators fight for control over the ample supply of food found in the thousands of fish, dolphins, and other sea life below the waves.

Life and Society

The people of Sparks live a life driven by the goal to accumulate as much knowledge as possible, especially when it comes to the many secrets of the Manasphere. Every aspect of life is broken down into responsibilities and duties under the purview of one School or another, with the heads of each School making up the Council of the Most Learned to ensure that each has a voice in the politics of the city. School rivalries are especially heated and bloody here, as the normal rules of ethics and responsibility in experimentation that govern most Calvoid settlements are not followed as strictly.

The Aravork control a small area of the Barren Islands, dwelling high atop the tallest mountain in the Aquaris Strait; this is the last stop for many on their journey to the Southern Continent, a trip which many have chosen to make in recent times, seeking to reconnect with their people's ancient past. There are no Aravork communities found on the Southern Continent, but that may soon change, as some of the more entrepreneurial people have set in motion plans to start new communities in some of the more isolated of the Urk ruins.

Major Geographic Locations

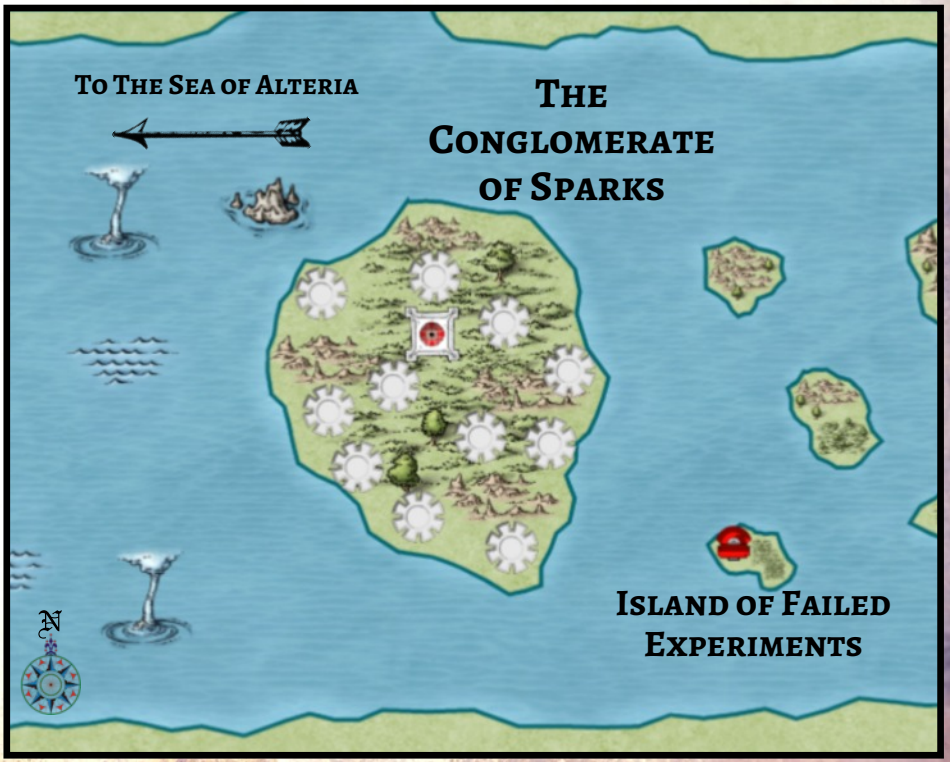
The Barren Islands are far from spectacular in sight, as most islands are simply rocky and jagged, with nothing but a small handful of animals living on them. The interior of the largest island houses the great city of Sparks, with twelve airship landing spires dotting the island. Each spire holds a small community of Calvoid living below to administer to the air traffic,while the central spire houses the bustling city of Sparks below ground. Mount Urk'jaiem rises above all else, reaching a staggering height of nine thousand feet. It is the peak where the Aravork have staked their claim, having driven off a sizable harpy population that once thrived there. Rainfall is plentiful across the islands, and each boast numerous freshwater ponds and lakes. Hidden coves and beaches have long been the launching point of pirates and worse that prowl the waters, preying on merchant traffic during the summer and autumn months, the only seasons in which the weather is safe enough to journey across the Strait.

The Island of Failed Experiments: The small, southeastern island to the occupied Calvoid land is used as a dumping ground for experiments and automatons that the people of Sparks can no longer safely contain. A special detachment of the Sparks Army hold an outpost here in order to contend not only with the dangerous and unpredictable machines, but the foolhardy, arrogant thieves who might try to steal the knowledge within for themselves. The outpost doubles as a maximum security prison for the Conglomerate. The only safe way to get into the prison is a miles-long tunnel underwater that connects Sparks to the island, as any incursion by beach or air would have to contend with the countless automatons and dangerous magical experiments that have been tossed aside to rot, out of sight and out of mind.

Mount Urk'jaiem: The tallest mountain within two thousand miles, the towering Urk'jaiem has stood witness to the comings and goings of the Strait for millennia. It was at its base that the Vergal people passed, braving the winter waters of the Strait in the fabled crossing that saved them from slavery. They named it Urk'jaiem - roughly translated as 'The Watcher of People' - and prayed to Aquaris, asking that the deity keep the mountain safe and task it to watch over the Vergal people. The island on which Urk'jaiem rests was home to thousands of harpies that seemed to have migrated from the south, but when the Aravork came to the island, they expelled the savage avians.

Important Sites

There are only four known settlements on the Barren Islands. Merchant traffic tends to stay away from the islands and the dangers found there, and most ships make full sail to pass the region as quickly as possible. The water houses a large number of settlements belonging to Tritons and Merfolk who vie for control under the waves, and they are surrounded by other dangers such as scylla, reefclaws, and saltwater merrow.



Sparks (Metropolis, 88,000): The enclave with the largest concentration of Calvoid is also one of the oldest on the planet, having been founded shortly after the Calvoid fled the Southern Continent with the help of human sympathizers and began their expansion north. The Calvoid fled a race of single-minded beings who had assaulted their tunnels and underground cities for thousands of years. A good portion of the refugees chose to stay on the island when large veins of high grade mana crystal were first discovered throughout the region, and the Calvoid were quick to monopolize.



The city is run by a council of Most Learned, and majority vote carries any issue. However, a dissenting voter may invoke the right of *Krem Shek*, or Honor Duel. In times long past, the challenger and a combatant chosen by the council would fight to the death. *Krem Shek* now consists of opposing voters fighting via proxy by giant, mana-powered golems. Such an event is now a much-enjoyed spectacle, though it is rarely invoked. The cost to construct the golems is considerable, and there is always the threat of the golem running amok, as they have before, to disastrous effect. The entirety of the city of Sparks resides underground and is connected to the smaller communities under the other spires by an intricate series of tunnels. Through years of Manasphere manipulation and failed attempts to tame the radiation that powers magic, the area aboveground is so mana rich that it can poison someone within minutes of exposure. Giant air scrubbers were recently introduced on the surface to cleanse the area, but the technicians in charge estimate it will take many years before the surface is deemed safe for any extended period of time.

Orath-Aerie (Small City, 7,100): The population of this mountaintop settlement has more than doubled in the last ten years, as recent ideas of expansion and connecting with the roots of the Aravork people have caused many of the migratory race to choose to settle here. For now, they await the finished preparations for the establishment of new settlements. The Aravork have the full backing of the nearby city of Sparks and have begun construction of an airship landing spire lower on the mountain, where the high winds and mana storms are not as severe. The Aravork claimed this area by killing or driving off the harpies that have lived on the mountain top for centuries. Now forced to live at lower elevations, the harpies are routinely hunted and killed by Aravork raiding parties. The people of Orath-Aerie have become known as expert tapestry and rug weavers, and the Conglomerate of Sparks has taken to shipping in large amounts of wool from the north and, in return, selling the decorative finished products.

Blackheart's Cove (Small Town, 900): This pirate's-den-turned-port-town is the home of the fabled Salty Seven: a fleet of seven ships, each commanded by a grizzled pirate and all answering to the Blackheart, an elected leader who runs the group's activities. Former Blackhearts have included the famed Nyssa The Red, known for putting the town of Estar to the torch, and the much-feared Whitebeard, a Rusk outcast who single-handedly slew a ship full Alterian marines.

The Orginkar Fleet

In addition to their airships used for travel and merchant enterprises, the city of Sparks operates a fleet of airships solely for mercenary work, hirable by any nation or wealthy persons. The fleet is operated by Calvoid from all seven Schools, and the proceeds from the airborne mercenary work go directly into funding current experiments and research. The Orginkar, a name which translated to ''The Brave" in Tradespeech, are Calvoid chosen for their courage and expertise in their respectful fields.

The Orginkar fly four heavily armed frigates, with a detachment of two five-man squads in fighter-craft. The fleet has seen combat mostly in Verigal thanks to that region's warfare-rich environment. The Kingdom of Jutan has hired the Orginkar before as well, and the royal family and the Council of the Most Learned have cultivated a relationship that benefits both lands.

The four frigates fly the flag of Sparks, a landing spire topped with a glowing star on a white field. The ships of the Orginkar are:

CSA Klondel (Flagship)

CSA Victory (Carrier, Vulture Squadron)

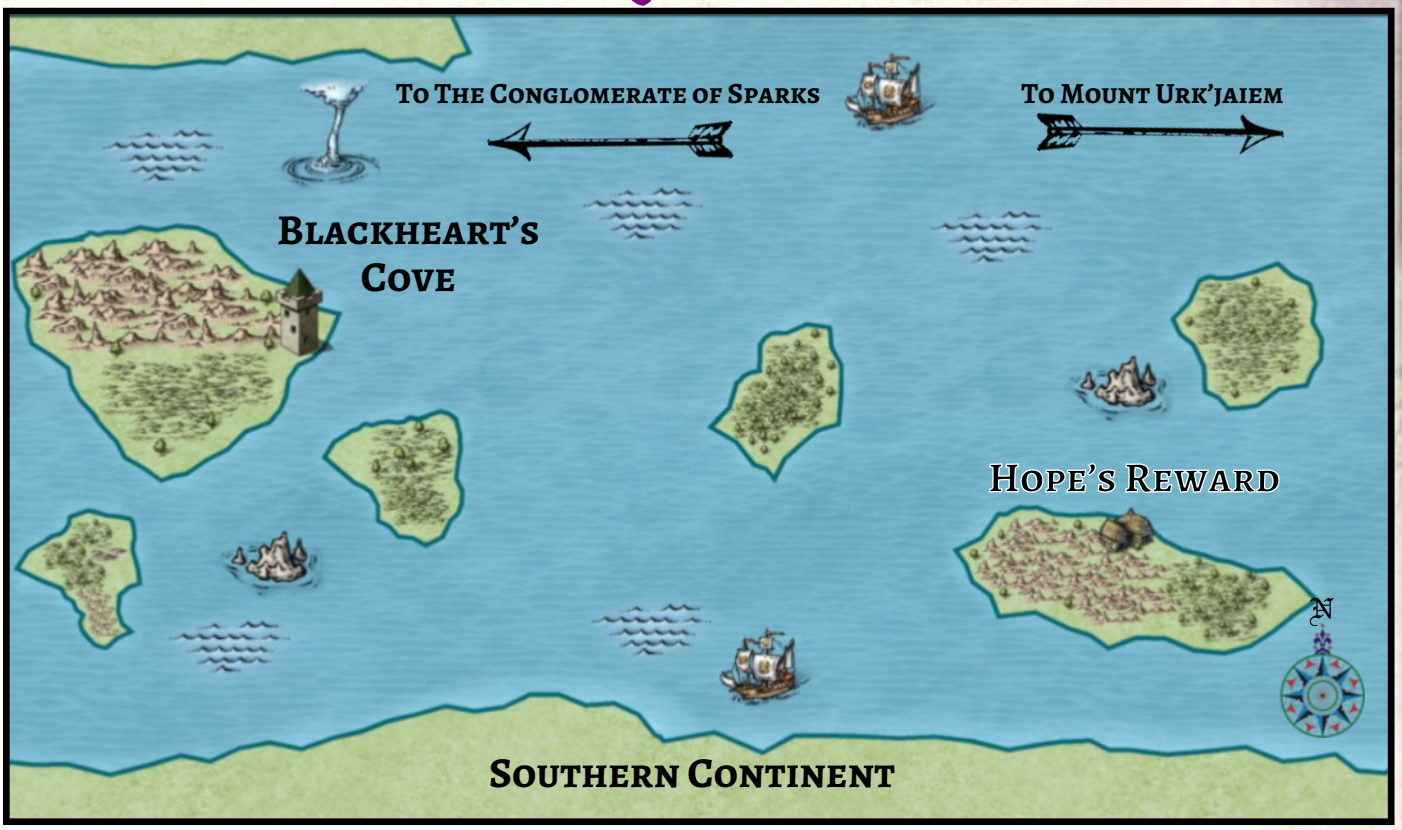
CSA Phoenix Ascendant (Carrier, Eagle Squadron)

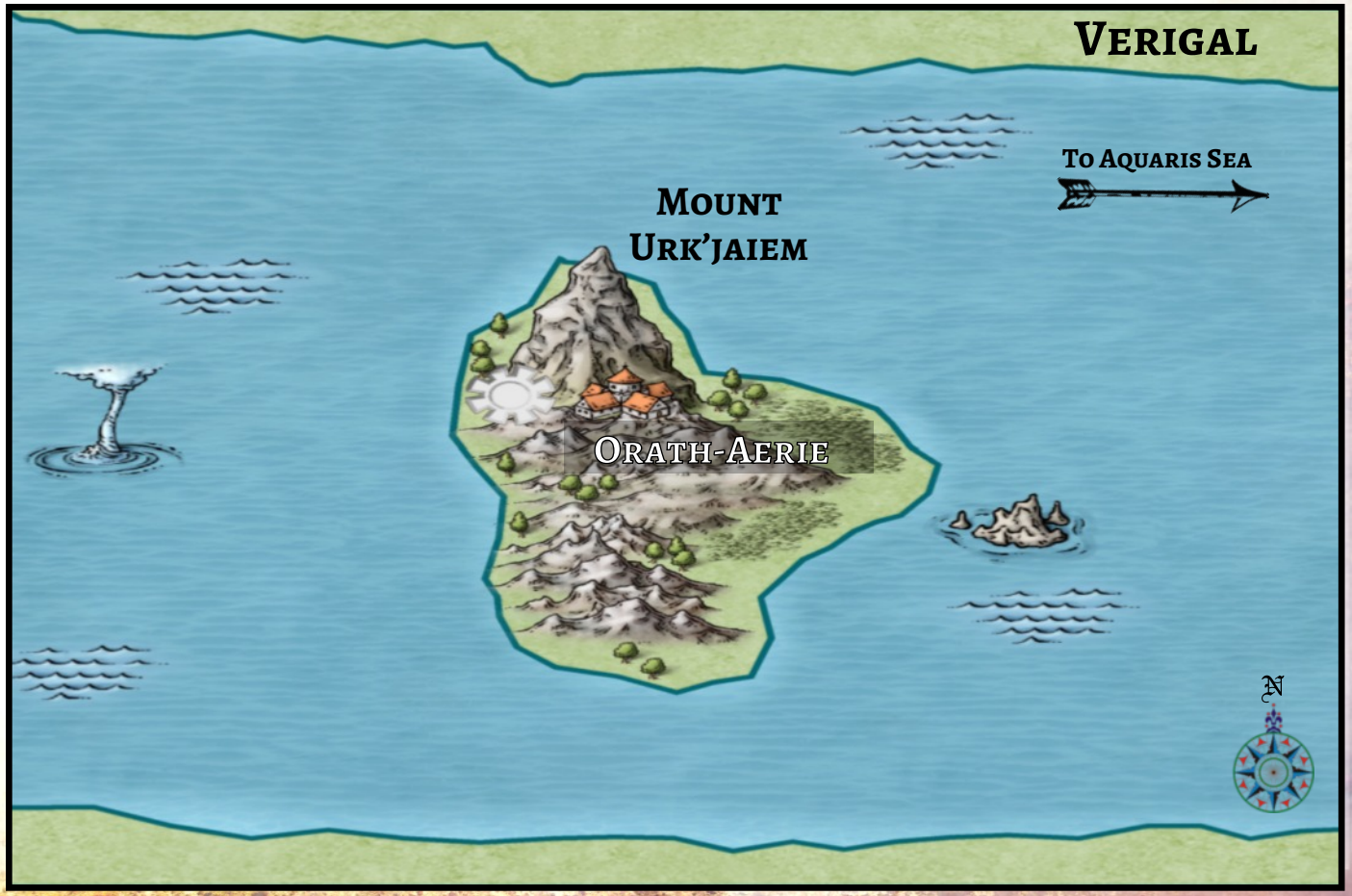
CSA Walvir Vorkas (Medical Ship)

Each frigate has a crew of thirty, but the Victory and the Phoenix Ascendant have an additional fifteen crew members consisting of pilots and technicians. The Phoenix Ascendant's crew is half Aravork, and the ship is painted like a depiction of the bird people's creator god. The Aravork act as scouts and commandos, as well as communication relays between ships. The Walvir Vorkas also has a contingent of clerics aboard that can be deployed as an emergency medical team to any battlefield.

The city of Sparks has made arrangements with several Calvoid communities that employ landing spires for the right to dock the fleet in emergencies. Refueling cost is always factored into the sum needed to hire the Orginkar, and that number alone can bankrupt small cities. However, most think the price is worth it when the fleet shows up and begins to bombard their enemies into smoldering dust.

The Aquaris Strait





The Blackheart rules for life, but some of their reigns have ended rather quickly, often due to either incompetence or arrogance. The Salty Seven have bullied most other pirate gangs that prowl the Strait into submission, but a choice few still rebel against them.

The town of Blackheart's Cove grew out of the need for both a fortified redoubt from the Verigal and Alterian fleets and a safe place to rest and enjoy the loot gained. A lucrative black market can be found here, where unscrupulous merchants can get you anything you desire - so long as your coin is good.

Hope's Reward (Large Town, 2,100): During the last Lunar Quickening, a large portal to the Elemental Plane of Water opened up near a submerged reef, depositing three tribes of Undine on Shin'ar. The blue-skinned people began a small community, with a large portion of the town underwater, and recently went so far as to establish trade agreements with Sparks and a non-aggression treaty with the Empire of Alteria.

The island in which Hope's Reward rests on is riddled with tunnels that lead to underwater caves, where the Undine have added fortifications as a last ditch retreat against outside threats.

Regional History

Shortly before the collapse of the Urk Empire, nearly all Calvoid living on the planet resided in a vassal state of the expansive human empire under the city of Nippur. Through political scapegoating, the Calvoid were blamed for setbacks and even terrorist threats by the Urk, but most especially by the increasingly brutal and racist upper class.

After a disastrous attempt to win back lost territory from the horrific Stazi in the south, the Calvoid decided to abandon the Southern Continent altogether. With the help of certain Urk factions and sympathizers, a massive migration began both above - and below-ground. After moving into the Barren Islands, nearly half the refugees chose to stay, finding large deposits of high quality mana crystal in the area. The remaining Calvoid moved further north, later settling in places such as Jutan and Verigal.

The city of Sparks grew in size quickly, eventually becoming the origin of the airship engine's invention. The Aravork and the Undine were the most recent to settle the Barren Islands, as pirates from both continents having long plagued the waters. Repeated attempts to eradicate the menace has been disastrous, but during the summer and autumn months, 1 in 10 merchant ships are lost. Luckily, piracy drops off during the winter, when shipping becomes more dangerous due to the increasingly violent weather.

Outside of the Orginkar, a small number of independent operators hire themselves and their vessels out as mercenaries or long range spies. Sparks is filled with plenty of loud and boisterous flight crews with control of a dozen frigates and corvettes, and solo flying aces that berth on the spires of the island. Some crews come with reputations for honor and sticking to the letter of the contract, while others have been known to be less scrupulous and more greedy. Most crews will not agree to fly into Alterian airspace, and the ones who do are either desperate enough for the coin to risk almost certain death or the exceedingly rare pilot who has survived the incursions and knows where the Atlanteans do not look.

There is also a growing industry of airborne passenger travel. The cost is high, but most Calvoid who have achieved social status above Journeymen in their School use airships exclusively in their travels to the various Calvoid communities throughout the planet that operate spires. The captains of these "Shuttles" will take any passenger and light cargo if the fee is met, and most reputable Shuttle operators have distinct sections to separate the Upper Class Calvoid who frequent their use from any other passengers.

Plots and Rumors

The islands of the Strait have long been the destination for criminals and renegades who wish to disappear for a while, and the wind-swept islands are riddled with abandoned cabins that once housed these exiles. Most cannot survive the desolate landscape outside one of the established settlements for long, and many of the shacks include the skeletal remains of their former occupants. Bounty hunters are frequent visitors to the islands as well, as Vergal city-states and the Empire of Alteria pay well for returned criminals and escaped slaves.

The Lights of Sparks: The surface area above Sparks is contaminated with incredibly high levels of pure mana gas, a volatile and dangerous byproduct of the large-scale mana crystal refinement that takes place in the city. The levels have recently reached a point where exposure to the gas for any period of time can cause severe mana poisoning and lead to mana psychosis within minutes.

As a result of this pollution, the area has attracted several colonies of Will-o'-wisps. These dangerous aberrations frequently attack the large air scrubbers installed to cleanse the area, causing the city of Sparks to issue a bounty of 100 gp per wisp killed, as well as an offer of 50 gp per day defending the air scrubbers.

Cashan Peninsula

The Cashan Peninsula juts out from the Northern Continent like an outstretched arm that ends in a curled fist. Blessed with a mild climate year round, the rolling plains are a never-ending sea of greens, yellows, and browns. In the north, the plains give way to rocky ground, alternating hills, and sheer coastal cliffs. These hinterlands were sparsely populated for thousands of years, until the coming of Atlantis and the establishment of the Empire of Alteria.

Off the western hinterland coast is a large island shrouded in impenetrable mist. Llath-durel was a ancient stronghold of the Lluruth, and the Illumnarus who still inhabit the island have removed themselves from the dealings of other races. Those who inhabited the Bloody Forest on the Fist were not so lucky. The peaceful Illumnarus people had lived in the towering crystal city of Ildrundos, in the middle of the forest they named Illandrine. These Illumnarus attempted to parlay with the Atlanteans when they brought their slave armies to the Fist, paying the ultimate price as a result.

On the plains, the Centaurs were the dominant race for thousands of years, fighting the resident Gnolls, Goblins, and Ogres for territory and resources. When the Estanyan people migrated from their ancestral homeland far to the east to begin a new life with far greater numbers than the Centaurs, they soon began dominating the area, pushing the original inhabitants to the fringes of their territory. The entire region came under the heel of Atlantis over 280 years ago, when the powerful newcomers and their endless Goblin and Meek'ah slave armies swept over the peninsula in lightning quick raids, taking the native populations by surprise. Now, the region is part of the Alterian Empire, divided into territories and governorships by the Atlanteans and the Empire's member races.

The Fist



Capital: Cashan

Population: 349,000 (51% Human, 16% Goblin, 9% Meek'ah, 8% Giant, 5% Zevrish, 4% Fey, 3% Centaur, 2% Atlantean, 2% Other)

Government: Colonial Council, Tribal

Religions: Estanyan Pantheon, Meek'ah Pantheon, Zevrish Pantheon, Planar Cults

Imports: Ore, gems, ale, perfume, marble

Exports: Timber, cheese, wine, tobacco, beef, milk

Alignment: Any

The area known as 'The Fist' is located at the western tip of the peninsula. The plains give way to squat hills full of vineyards and towering oaks of the Bloody Forest just north of the city of Cashan, and the land ends in sheer cliffs that rise more than six hundred feet above the water in the west. These cliffs turn south and slope down to flatlands, where endless tobacco fields can be found.

When the Atlanteans landed, it was at the very tip of the "fingers", from where they unleashed their armies on the land. Once, scattered Estanyan mobile villages and Centaur tribes roamed the land here, trading infrequently with the Illumnarus and living peacefully in conjunction with the land. The Empire of Alteria now rules, and Atlantis enjoys the fruit of their people's labor. The city of Cashan took its name from the Centaur word for "treasured land", and the Atlanteans named the entire region the same, for it was bountiful for them.

Life and Society

Life on the Fist has been heavily influenced by the Atlanteans for the last 280 years. The powerful humans, after being violently transported from their own realm, have masterfully exerted their will on thousands of people of many races, turning the area into a pacified and profitable land. The Atlanteans' numbers are few, but they are the undisputed masters of the region.

As with the rest of Alteria, the Fist is broken up into smaller territories, each ruled by a governor, and all of which send its senators to the Great Senate in Sprata. The regional governors accept the will of the Great Senate, which is shaped and manipulated by Atlantis. The races that make up the region have learned to live under the constant eye of the powerful humans, and even the Estanyans, who prize personal freedom above most else, have managed to mold their culture to fit into the new empire.

The Fist of Cashan





Depiction of an Estanyan slaying a Centaur from the book, 'A complete history of Cashan; from the Estanyan Dominance to the Atlantean Conquest'

Major Geographic Locations

The Fist is a jumble of low hills, dense forest, and miles of lowland. Cashan, the capital city, is located in a protected cove between the areas known as the "fingers" and the "thumb". Sparsely populated, the majority of the Fist's residents are located in a handful of communities spread throughout the land.

The Bloody Forest: Once known as the Crystal Forest of Illandrine, this large forest of oak and birch used to be inhabited by the Illumnarus, the creators of the beautiful crystal city within. Ildrundos was a Lluruth enclave dating back more than fifteen thousand years. After the Schism split the Lluruth, the Illumnarus defeated the small number of Drazil within the area and claimed the forest for themselves. They lived here in peace for many generations, only warring occasionally with the Ogres and Hill Giants living in the nearby Black Boulder Hills.

When the Atlanteans came to the peninsula, the Illumnarus met them south of the woods, near the future site of the town of Rypes. Here, they were horrified to find hundreds of thousands of Meek'ah and Goblin slaves, as well as various monstrous horrors the Atlantean army had brought to the land in order to conquer it. The slave army tore into the stunned Illumnarus, hounding them back into the forest, where they would continue their advancement. The crystal city that had stood for countless generations was destroyed by the might of the newcomers and their innate magical powers of destruction. Few Illumnarus escaped north, while the rest were either slaughtered or enslaved. Without the Illumnarus to protect the forest, exploitation began at an astonishing rate by clear-cutting loggers and unchecked hunting parties.

Black Boulder Hills: This area of low, rolling hills lies just east of the Bloody Forest and is settled by Ogre and Hill Giant clans loyal to Alteria. When Atlantis came to conquer the area, the denizens of the hills fought back fiercely, but they were ultimately forced to surrender to the superior force. The Ogres and Giants were folded into the burgeoning Empire as probationary citizens and, over time, the Atlanteans succeeded in completely pacifying the hills and their inhabitants. Now, the Ogres and Giants send their senators to Sprata and partake in full membership and citizenry of the Empire while the residents of the hills tend to endless vineyards and wineries. Here, Giants cultivate grapes with great care, and as a result, the area is now known for producing some of the best wine in the Empire.

Important Sites

The settlements of the Fist are few in number but densely populated. Centaurs and Estanyans once roamed the area in mobile villages, rarely settling down in one area for long, but these have since disappeared, as the Atlanteans convinced their citizens to settle down permanently to work the land.

Cashan (Metropolis, 52,400): The second-largest city on the peninsula, Cashan is an important port and military depot for the Empire of Alteria. The city is located in a protected cove with a four hundred-foot cliff face at its back. The city's inhabitants have carved out numerous caves in the cliff to act as homes for the many thousands of slaves, as well as for the downtrodden who might have no other place to call home. The Alterian military has a sizable presence here, with both the Ninth and Tenth Legion stationed within its walls to protect the area from any possible threat, internal or external. Patrols of heavily-armed soldiers are routinely sent out into the countryside, up and down the "fingers" and into the Bloody Forest.

The city itself is run by a collection of wealthy Estanyans called the Archons. The land surrounding Cashan is occupied by cattle farms that stretch on for miles, and the Archons each own a percentage of each farm. They use the revenue from the export of cheese, milk, and beef - all of which are magically preserved - to ensure their grip on the city never loosens. Most of the food ships east to the Zava Hills, for the bottomless appetites of the Zevrish people.

Gorbek (Small City, 8,700): This large settlement is located in the Black Boulder Hills and is the home of the region's Ogres and Hill Giants. The two races live side-by-side in large, stone buildings, the town surrounded by a crude wall of sharpened and fire-hardened oak stakes that were taken from the Bloody Forest. Ogres are the more numerous of the two races, often found in positions of power within the city. The Hill Giant minority is generally regulated to lesser roles, something which the race has not yet taken issue with. Most live outside the city in small hamlets and villages scattered throughout the hills, tending to the miles of vineyards that the area is famous for. Shortly after the Atlantean victory over the region, Atlantis instituted a policy of "civilizing the monstrous citizens so that they can better take part in our glorious new Empire", as stated by First Consul Taavi Zabat when the conquest of the region was complete. The Ogres have formed a society which worships wealth and values social status, while the Hill Giants have curbed their more blood-thirsty tendencies to focus on farming the land. The Eighth Auxiliary Legion protects the city and the hills.

Rypes (Large Town, 4,200): The town of Rypes is located on the western coast of the Fist, marked by no walls and surrounded on three sides by miles of farmland, with the last side resting at a sheer cliff which drops four hundred feet. The majority of the population consists of Meek'ah and Goblin slaves who toil in the endless tobacco fields, with Estanyans and Centaurs owning most of the plantations. Those that are not privately owned are directly controlled by the Empire. The love of tobacco leaf among the legions is legendary, and many tons of dried leaf are caravanned to Cashan to be shipped to every outpost and army camp in the Empire.

The slaves who work the fields have been here for generations, as, after a near-revolt a hundred years ago, the Empire agreed to stop the sale or forced relocation of slaves born in Rypes. Some plantations have even moved to a form of serfdom, granting their slaves limited freedoms and paying them a small sum in coin minted in Rypes that can only be used in town. The Third Legion protects the environs of Rypes.

Regional History

The area was sparsely populated before the coming of Atlantis, with residents including some scattered Estanyan and Centaur tribes roaming the flatland and the ever-present Illumnarus who had occupied the forest for thousands of years before the coming of the Centaurs. The ancient race was known to infrequently trade with Estanyans who migrated close to the forest edge, but otherwise, the races remained separate.

The largest threat to residents of the area were the countless Ogres infesting the Black Boulder Hills, followed by the occasional monster sighting in the Fingers. When Atlantis came and unleashed their slave armies on the region, the people of the Fist were easily overtaken, as the Estanyans and Centaurs were already in the middle of a decades long war for territory in the Fingers, weakening them to such powerful external forces and making the groups easier to subjugate.

The Ogres and Hill Giants were the most resistant, but they, too, eventually surrendered to the superior might of the Atlanteans and their endless armies of Goblin and Meek'ah soldiers. The area has been completely pacified and now, hundreds of years later, it is an integral production center for many goods shipped throughout the Empire and beyond.

Plots and Rumors

The many races found in the Empire of Alteria have learned to live in close proximity with one another in harmony, for the most part, but thousands of years of conflict between some races cannot be erased so easily. Some feuds have endured, and small-scale racial skirmishes have plagued the region since the Empire took over. The city of Cashan seemed to have an uprising every five years after Atlantis "pacified" their new subjects. Estanyan crimes against Centaurs and Gnolls were commonplace until the *Boule* of Atlantis stepped in and brutally put down any type of racial violence. Simmering feuds and back ally killings are, unfortunately, still common among the cities of the Fist. Adventurous folk have done well, working as mercenaries and hired goons for various factions and political alliances that constantly vie for control of the area.

The Atlanteans typically take a light hand in the dealings with their subjects so long as the Empire's laws are being followed and the revenue keeps making its way back to Atlantis.

Return to the Forest: While the city of Ildrundos was being sacked, a small number of refugees managed to escape by teleporting to Ritvel before the Atlanteans could breach the city's center. After centuries of exile, the descendants of the refugees have manage to convince the Elder Flames of Ritvel to sponsor an expedition back to Illandrine. A small force has been authorized and is quietly searching for non-Illumnarus to scout the area and prepare for their arrival.

The Eighth Auxiliary Legion "The Black Crows"

Supreme Commander: Urglon (LE Ogre Male Fighter 1/Rogue 1)

The Eighth Auxiliary Legion is made up of 1,500 Ogre heavy infantry, 400 Hill Giant heavy infantry, and 640 Goblin slave conscripts (light infantry). Magically active personnel are below standard, with 1 in 50 of each unit able to manipulate the Manasphere. The Black Crows patrol the Black Boulder Hills and police the town of Gorbek. They lead sorties into the Bloody Forest to capture Fey slaves for the Empire and protect logging camps from the predators of the woods.

The Third Legion "The Undisputed"

Supreme Commander: Zolus Balsomon (LN Zevrish Male Fighter 14)

The Third Legion is made up of 1,550 Zevrish hoplite, 740 Estanyan light cavalry, 310 Zevrish skirmishers, and 500 Centaur archers. The Undisputed follow standard legion placement of magically active personnel, with 1 in 10 of every unit able to manipulate the Manasphere. The Third Legion is responsible for policing the area around Rypes and the many miles of tobacco plantations, as well as protecting caravans traveling to and from Cashan. This legion was transferred from the east ten years previous following the discovery that the commander of the now-disbanded Eighteenth Legion had been taking bribes from a undisclosed party to disrupt certain tobacco shipments.



The Ninth Legion "The Crimson Fist"

Supreme Commander: Xypostos (LN Centaur Male Fighter 5/Sorcerer 6)

The Ninth Legion is made up of 1,800 Centaur heavy cavalry, 400 Centaur archers, 1,450 Zevrish hoplite, 250 Estanyan scouts, 280 Ogre heavy infantry, and 250 Zevrish skirmishers. The Crimson Fist follows standard legion placement of magically active personnel, with 1 in 10 of every unit able to manipulate the Manasphere. The Ninth is responsible for the defense of the entirety of the Fist. They operate out of Cashan and have multiple encampments in the region.



Supreme Commander Charl Tarliko

The Tenth Legion "Cashan's Own"

Supreme Commander: Charl Tarliko (N Estanyan Male Fighter 4/Rogue 4)

The Tenth Legion is made up of 1,600 Estanyan light infantry, 850 Estanyan light cavalry, 750 Zevrish hoplite, 250 Estanyan scouts, and 300 Zevrish and Estanyan marines. Cashan's Own follows standard legion placement of magically active personnel, with 1 in 10 of every unit able to manipulate the Manasphere. The Tenth Legion is responsible for the protection of the city of Cashan and act as the city's guard. They patrol the waters of the bay, as well as up and down the coastline. The Archons of Cashan have controlled the commanders of the legion through bribes or extortion for decades, and the current commander's predecessor met with a training accident when he rebuked an emissary of the Archons.



Estanyan Plains

Capital: Sprata

Population: 540,000 (42% Human, 18% Centaur, 13% Goblin, 10% Gnoll, 7% Meek'ah, 4% Zevrish, 2% Calvoid, 2% Fey, 1% Atlantean, 1% Other)

Government: Colonial Council, Tribal

Religions: Estanyan Pantheon, Zevrish Pantheon, Meek'ah Pantheon, Planar Cults

Imports: Ore, tobacco, granite, marble, timber

Exports: Horses, hides, wool, coffee, textiles

Alignment: Any



This large tract of land contains a variety of landscapes, from prairies to steppes and grasslands, and livestock such as horses, sheep, and goats outnumber all other inhabitants three to one. The Estanyan Plains are the ancestral home to the Centaur people, having been dominated by the horse-like people for thousands of years. Other races have managed to carve out small sections of territory, such as the Gnolls and Goblins, but the Centaurs have always been the undisputed masters on the prairie. A small number of Jute migrated from the north thousands of years ago to settle on the coast, but once there, they generally kept to themselves, only occasionally trading with the Centaurs. The mass migration of Estanyans from the east changed the power base of the region, even as the humans attempted to live in peace with the Centaurs. Over time, disagreements that had previously centered on religious differences between the races turned to conflict over resources, and the Estanyans went on to subjugate the northern Jute, integrating them into their society as a servant class. It was not a leap for the race to then ignite wars with the Gnolls and Goblins who encroached on their new territories. The nomadic Estanyans dominated the region until the coming of Atlantis, and after years of war with the powerful newcomers, the people of the plains would surrender and accept a place in the new Empire of Alteria.

Life and Society

The traditional lifestyle of the plains is nomadic herding; the grassland is ideal for such a lifestyle, as it provides a regenerating food supply for grazing animals. The vastness of the plains allowed tribes to maintain as many animals as they could manage - including sheep, goats, and horses - but prevented large settlements from ever developing prior to the coming of Atlantis. The most important animal for life on the plains has always been the horse, as it is used for both transportation and combat. The Centaurs loosely tracked large herds of the magnificent beasts and protected them as symbols of their creator god, and when the Estanyans came to the region, they quickly adopted the love and worship of the horse, basing their new culture around it.

The primary form of traditional social organization on the plains is the tribe. However, when great numbers were needed, be it for raiding or mutual defense, tribes often joined together in confederations. Despite these unions, tribal loyalties remained paramount, such that plains confederations were prone to civil war. Now, after over two hundred years under Atlantean rule, the peoples of the plains live in harmony with one another. Nomadic tribes have settled down, villages becoming sprawling towns and cities. A minority of plains people still cling to the nomadic lifestyle and are considered renegades by the empire; these Estanyans and Centaurs are constantly on the move, always staying one step ahead of the legions.

Major Geographic Locations

The mild climate of the plains contribute to a multitude of grasses and wildflowers that cover the area. During the late summer and continuing into winter, the area can see high winds coming from the north and slower winds from the west, leading to potential tornados slashing their way through the plains. Although the permanent settlements that have developed over the last two centuries have been built away from traditional funnel cloud hotspots, some twisters have been known to touch down near populated areas.

The Estanyan Plains



Karzik Lake: This large freshwater lake is located in the central plains that lie to the west of the city of Kazan. Named for the Estanyan chief who discovered it, the area around the lake became a favored encampment for many Estanyan tribes, especially due to the fact that it is home to many species of fish, making it a popular destination for visiting Atlanteans as well. Small pockets of freshwater merrow inhabit the lake and are frequently the target of hunts for visiting aristocrats and wealthy people, but the lake also has a somewhat bloody history. During the conquest by Atlantis, the lake was the site of an epic battle between Estanyan and Centaur holdouts and the slave armies of Atlantis. The battle seemed to go in favor of the natives, with the Centaurs managing to route the large Goblin forces and the Estanyans decimating the Meek'ah ranks, but shortly thereafter, a group of seven Atlanteans joined the fray and wiped out hundreds in a matter of minutes. This battle marked the last major engagement on the peninsula, and the remaining tribes soon surrendered, allowing order to be brought to the chaotic land.

Important Sites

Before the coming of Atlantis, there were no large settlements on the plains outside of a few scattered Goblin and Gnoll villages. The Gnolls and Goblins could be found residing on the southern plains, while the Estanyans and Centaurs maintained mobile villages, moving with the herds of horses and sheep they tended. When the Empire of Alteria established control, the nomadic races were forced to permanently settle down, leading to the foundation of dozens of communities. However, the nomadic lifestyle could not be completely squashed in the Centaurs and Estanyans, and some have found that moving between two or more residencies during the year can satisfy the cultural tradition of always being on the move.



Sprata (Metropolis, 86,000): The largest city on the peninsula, Sprata is the seat of Alterian power on the northern continent, as well as the capital of the Empire. The city was commissioned and built shortly after the Zevrish were brought into the Empire, designed to be a copy of Atlantis down to each ringed district and canal. The populace is a mix of all races found throughout the Empire, be they probationary or full citizens. The Great Senate, composed of the Assembly and the Senate, convenes in Sprata twice a week to discuss and vote on issues pertaining to all territories in the Empire - excluding the island of Atlantis. It is a loud and raucous affair, with only a single Atlantean representative: an Atlantean-chosen official with the title of First Consul.

Sprata is located at the western edge of the Zava Hills and, as such, is responsible for the protection of the Alterian Sea, utilizing a large naval fleet in order to do so. Daily chariot races draw tens of thousands to the seats of the Alterian Hippodrome, the most popular attraction of Sprata. A large temple of Alo'staz the Thunderer adjoins the race track, the seat of the Estanyan and Centaur god's worship in the region. The city itself is protected by the Fifth Legion, but the Seventh Legion's main headquarters is also located here, and the naval legion can be found in every port along the Alteria Sea.

Ysbarr (Small City, 9,600): The small city of Ysbarr, primarily inhabited by Gnolls, was quick to surrender to the Atlanteans, jumping at the chance to gain allies against the Estanyans and Centaurs, who had hounded them for centuries. The Gnolls distinguished themselves in battle and took to the new laws of the empire well; Atlantis even granted them full citizenry before the Estanyans, something a Gnoll deep in his cups is quick to point out to any within earshot.

Thanks to the Empire's control, the hyena-like people are now able to settle on the prairie and expanded their meager holdings without fear of Centaur or Human retaliation. Their area of control includes hundreds of miles of coffee fields, where the Gnolls and their Meek'ah slaves have cultivated a very potent and robust product. The city and plantations are protected by the Third Auxiliary Legion.

The Third Auxiliary Legion "The Dog Men"

Supreme Commander: Hashepip (LE Gnoll Female Fighter 4/Rogue 4)

The Third Auxiliary Legion consists of 1,580 Gnoll light infantry, 750 Gnoll archers, and 350 Gnoll worg rider light cavalry. It has less than standard magically able personnel, with 1 in 20 of every unit being able to manipulate the Manasphere. The Dog Men are made up entirely of Gnolls who have ties to Ysbarr and the community within. The legion takes pride in being the first "monstrous" race to be given full citizenship, punishing any who take action that would embarrass the legion harshly. Simple infractions such as showing up late to drill practice can earn a soldier ten lashes.

Kazan (Metropolis, 58,900): The first permanent Estanyan settlement on the plains, Kazan was formed on the site where numerous allied tribes grazed their herds, the natural choice for settling down. Kazan is ruled by a collection of wealthy horse merchants that control all aspects of the horse trade on the central plains known as "The Tazik". The city has a large Calvoid population that maintains the city's sewers, which was built at the request of the Atlanteans. These Calvoid have since become citizens of Alteria; however, Atlantis has denied their request to build a landing spire for airships, maintaining that any airships seen in Alterian territory will be destroyed. The city is protected by the Sixth Legion and boasts the largest cavalry regiment in the Empire.

Regional History

The miles of flatland and prairie have been home to many races over the years. The temperate climate and wide open spaces are said to have first attracted the Centaur, enticing many through a series of portals that opened in the area ten thousand years ago. The undisputed masters of the plains, Centaurs dominated the region until the coming of the Estanyans in a massive migration that began in Verigal and ended on the western edge of the Zava Hills.

The tens of thousands of Estanyans who migrated across the continent survived more than fifty years as they wandered west, searching for a new homeland. When they finally reached the Cashan Peninsula, they were introduced to a breed of horse that were much larger and heartier than the smaller equines they were accustomed to. The Centaurs welcomed the humans and taught them how to survive on the wide open plains, sharing the worship of their god, and helping to mold the Estanyans' new culture. The evolving mentality the race collectively adopted was easily coupled with the powerful, free spirit the prairie horses possessed, creating a society that moved in mobile villages, tending large herds of sheep or goats.

Over time, the humans would come to dominate the area, pushing the Centaurs to the fringes of their shrinking territory. This shift of power brought the two races into many conflicts, some of which lasted centuries, until the coming of Atlantis.

The Fifth Legion "The Spratan Wolves"

Supreme Commander: Izif Izmalio (CG Estanyan Male Horselord 14)

The Fifth Legion is made up of 1,600 Zevrish hoplite, 850 Estanyan heavy cavalry, 480 Centaur archers, 250 Centaur scouts, 250 Zevrish skirmishers, and 250 Estanyan horselord light cavalry. An additional 2,600 mercenaries may be conscripted in times of war. The Wolves follow standard legion placement of magically able beings, with 1 in 10 of every unit able to manipulate the Manasphere. The Fifth Legion is responsible for the protection of Sprata and the Great Senate. Known for less-than-optimal military discipline, the Spratan Wolves are well-loved by the citizens and a necessary annoyance to the Senate.



Plots and Rumors

The Estanyans still dominate the plains, but they now do so with the authority of Atlantis while enforcing the will of the Great Senate. Some small groups of the former nomads have struggled with the change in their culture, and these renegades still survive on the fringes of territory patrolled by the legions. Atlantis has so far elected not to forcibly round up the renegades, instead allowing the powers of the region to deal with them as they see fit. This way, Atlantis does not inflame a simmering anti-imperial sentiment the deaths of these outliers would incite.

The Bronze's Talons: During one of the last Lunar Quickenings, a very old and powerful bronze dragon emerged from an underwater portal just off the coast of Sprata. He was immediately set upon by warships, but was able to successfully parlay with the commander of the Seventh Legion and was allowed access to the city. There, he met with Atlantean representatives of the *Boule* and an unknown agreement was made. Acrinopfilon, or Acri the Bronze as he was quickly known, soon established a haven for adventurers in the western Zava Hills that he calls Bronzeville.

The small keep and surrounding encampments attract adventurers and mercenaries looking for employment, and Acri the Bronze, along with his agents, excel at getting like-minded and capable individuals together. These individuals are then formed into adventuring parties he names "Talons". Bronzeville receives dues from its members and, in return, gives them assistance in the form of weapon and armor repair, food, drink, and lodging. Any adventuring group formed through Bronzeville must sign a legal document stating that they will not work against the interest of the Empire of Alteria and agree to abide by the laws of the realm. Those who break this contract are disavowed by Acri and banned from Bronzeville for life. It is said that the dragon has ways of punishing those who embarrass him and endanger his business further, should it be warranted.

Talons have been seen as far off as the Great Jungle, and a number of them have made good coin in the conflict-rich environment of Verigal to the east.

The Sixth Legion "The Thundering Death"

Supreme Commander: Rinal Basherov (LE Estanyan Male Fighter 11)

The Sixth Legion is made up of 1,500 Estanyan light cavalry, 1,450 Centaur heavy cavalry, 400 Estanyan archers, and 200 Centaur scouts. The Thundering Death follow standard legion placement of magically able beings, with 1 in 10 of every unit being able to manipulate the Manasphere. The Sixth Legion is responsible for the defense of Kazan and the central prairie. The legion is said to be manipulated by the Tazik, and recent key leadership roles have been filled by officers with ties to that group.



Northern Hinterlands

Capital: None

Population: 230,000 (43% Human, 21% Centaur, 11% Goblin, 8% Meek'ah, 7% Zevrish, 4% Fey, 2% Giant, 2% Gnoll, 2% Other)

Government: Colonial Council, Tribal, Theocratic Syndicate

Religions: Estanyan Pantheon, Zevrish Pantheon, Meek'ah Pantheon, Planar Cults

Imports: Wheat, fruit, ale, timber, tobacco

Exports: Pearls, horses, wool, textiles, cheese, candles

Alignment: Any



'The Hinterlands' refers to the large expanse of land found north of the Estanyan Plains and west of The Damp Forest, as well as parts of the Southern Clawbite Hills. This land of alternating grassland and rolling hills was sparsely populated until the coming of Atlantis, when the empire of Alteria claimed all territories belonging their member races, including parts of the Hinterlands that were infrequently traveled by Centaur and Estanyan tribes. Aside from the distance to the rest of the peninsula, the Hinterlands were lightly grazed due to an infestation of Pugwampi gremlins. The dog-faced vermin numbered in the millions, making the area extremely inhospitable and dangerous to anyone making attempts to cross it, including the Estanyan migrations that rarely attempted to pass through. Small caves found in the southern Clawbite would routinely belch forth waves of the pests, and the gremlins would torment anything they came across. The Alterian legions have since scoured the region, killing the pests in such numbers that they ensured the race would never threaten the area again.

Life and Society

Much like the rest of the peninsula, life in the Hinterlands is spent tending to the many thousands of livestock, including cattle, sheep, goats, and horses. The large tracts of grassland are perfect for grazing animals, and with the gremlin menace gone, settlements have sprung up quickly. Still considered to be 'the frontier' by many, the majority of the first to put down roots were former legion soldiers who had, only a few years before, campaigned here. Now, the area sports a booming economy as the jumping-off point for merchants headed north to Jutan and parts beyond.

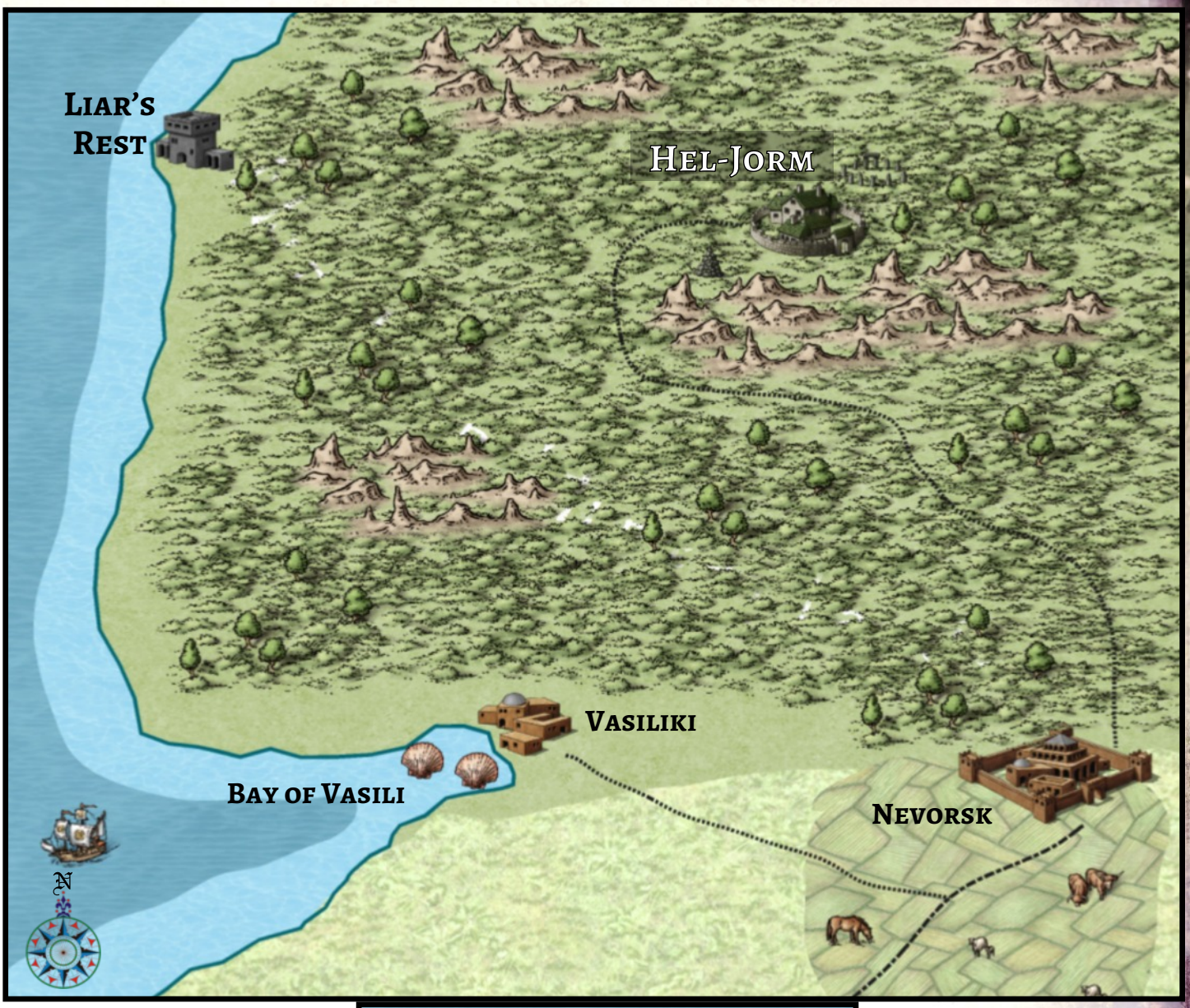
Major Geographic Locations

The Hinterlands receive more rainfall than the rest of the peninsula, and as a result, the ground is considerably soaked and muddy during the late winter and on through the spring. This unfortunately makes travel in the region difficult at best during these seasons, so to assist with travel, a road was constructed from the city of Nevorsk to the Centaur town of Hel-Jorm at the edge of the Clawbite Hills. Much like the roads built in the rest of the empire, the causeway is wide enough to handle three wagons side-by-side, which is equal to the width of a march of a full Alterian legion.

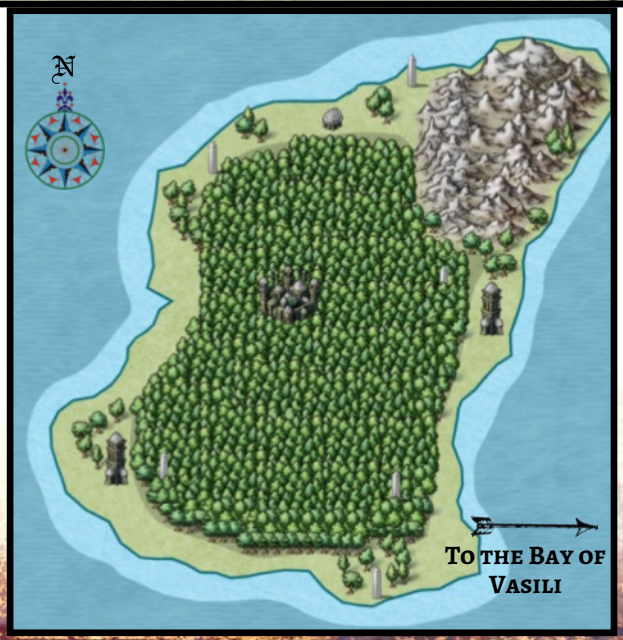
Llath-durel: This island, also known as the Isle of Mist, lies off the western coast of the Hinterlands. Llath-durel is home to a large Illumnarus community descended from refugees of the Kala Valley, where, more than fourteen thousand years ago, the city of Landrath was founded. The Illumnarus who settled on the island were masters of illusion magic, working together to cloak their holdings in impenetrable mist. While this left the island itself visible, any Illumnarus residents were rendered invisible to the unaided eye. Extremely recluse and xenophobic, the people of Llath-durel have since stayed out of the affairs of other races; anyone who wandered onto their island were politely sedated and deposited back on the beach.

At the end of the Alterian conquest of the region, however, a small group of Estanyans fled the peninsula and tried for the island. A huge tidal wave rose from the Shrouded Sea and destroyed the refugee's boats, and the entire island has been surrounded in swirling mists that never dissipate ever since. Any attempt to contact the Illumnarus has failed and, years later, Alteria would send two legions to "pacify" them. All contact with that fleet was lost as soon as they entered the mist.

Northern Hinterlands



Llath-durel; *The Isle of Mist*



The Bay of Vasili: Named for the Atlantean explorer who discovered the large bay, the waters here are crystal clear and offer an excellent view of the large coral reef that extends from the shoreline to the Shrouded Sea. A large population of giant crab call the bay home, the dominant species in the waters. When the Hinterlands were settled, Atlanteans began to construct large villas on shore, and the small town of Vasiliki was started to cater to their needs. Alterians from Vasiliki earn coin being divers and spa workers as well. The recreational facilities here are open to Atlanteans and Alterian citizens who can afford the exorbitant prices. Divers found a type of clam living in the reef that produced the most brilliant pearls the size and quality of which have made them sought after by the wealthy of many countries. Zevrish families and their Atlantean backers that control the area have become quite wealthy thanks to the discovery.

Important Sites

The former frontier of the Empire has grown immensely in the last hundred years, allowing small encampments and hamlets to blossom into towns and cities as Alteria halted its grab for territory over two hundred years ago, confident in the large expanse of land it acquired on the northern continent. Recently, some powerful senators representing interests in the Hinterlands have been voicing their desire to expand further north and bring the Clawbite Hills into the Empire. Thus far, Atlantis has overruled any vote to muster the legions for this purpose, maintaining that the current borders are sufficient for the Empire at this time.

The Hinterlands are home to a handful of deadly beasts, including the gremlins that still plague unwary travelers and merchant caravans heading into the Clawbite, although their numbers are but a small fraction of what they used to be. Many species of venomous snakes also make their home here, along with large varieties of biting and stinging insects. Even manticores and worse have been known to attack small groups of travelers making the trek between settlements.

Hel-Jorm (Large Town, 4,850): This large settlement of Centaurs is the northernmost Alterian-controlled community in the Hinterlands. Once the site of a large circle of stone monoliths, all but three have fallen and been broken up to build the low wall that circles the town. The Centaurs revere this site as sacred to their people, as legend tells that it is one of many sites from which they entered this world through portals from their home planet. Merchants headed north stop here to gain provisions, as well as to hire battle-tested and capable Centaur caravan guards to make the long, danger-filled journey to Jutan. The area is protected by the Eighth Legion, while the Twelfth Legion has a small outpost located on the outskirts of Hel-Jorm and uses the town to resupply.

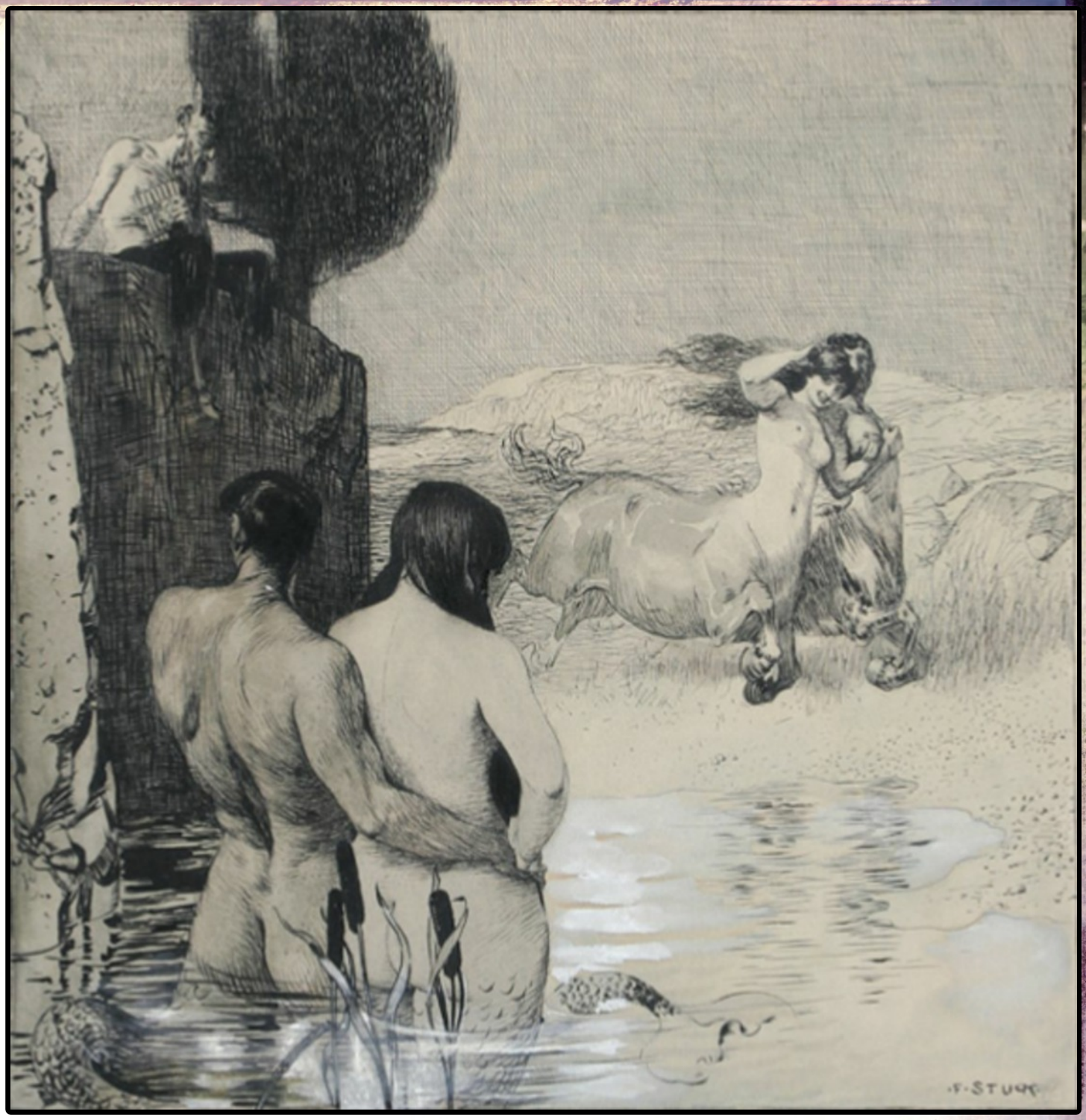
The Great Senate of Alteria

The Great Senate is broken into two main groups: The Assembly and the Senate. The Assembly is far larger, numbering 400 individuals, and are elected directly from the citizenry of the Empire. The Assembly discuss and rule on topics ranging from taxation of goods to mustering of legions. Measures are voted on and passed with a majority vote. Members of the Assembly are addressed as Assemblymen or Assemblywoman, serve five-year terms, and can be re-elected only twice.

The second group, the Senate, is filled with individuals who are elected for life. Mainly drawn from the Empire's elite, Senators have the power, by majority vote, to veto any measure or law passed by the Assembly. They can only do this if such a veto is deemed necessary by the First Consul.

The marshaling of Legions and the movement of troops is considered under the purview of the Assembly, but declaring war or creating new legions must have a majority vote by both groups, as well as the approval of the First Consul.

Two factions control both the Assembly and Senate. The first, known as the Expansionists, argue in favor of the empire pushing their borders further, especially if it means war with other races. This faction is predominantly made up of Zevrish, but it's message is felt by many in the Empire. The second, known as the Internists faction, has held sway for over a hundred and fifty years, having enjoyed the backing of the First Consuls and, through them, the island of Atlantis. Their platform of holding the current borders and focusing on exploiting the vast number of natural resources found within the empire has brought much wealth to the Atlanteans.



Imperial citizens enjoy a soak in an outdoor bath

Nevorsk (Metropolis, 44,000): The first major city to spring up in the hinterlands, Nevorsk is run by a trio of powerful merchant coasters and the guilds that owe them allegiance. Every craftsmen in the city belongs to a guild, and each guild, along with their produce, are controlled by the merchant coasters. The Brotherhood of Cattle Farmers controls the cattle farms in the area and all products made from the many thousands of livestock they own; this allows them control of the tanners, cheesemonger, and candle maker guilds. The Swift-Wind Exchange control the horse herds and the selling of quality mounts for the many caravans headed north from the Empire, as well as taking charge of the drivers, wagon wrights, and cooper guilds. The Men of the Trident control all other major businesses in the city, including tens of thousand heads of sheep located on farms which they, at least partially, own. They also control the weavers, tailors, and dyeing guilds. The Men of the Trident are the only group with a significant presence in other Empire cities. The Eleventh Legion protects the city and its environs.

Liar's Rest (Small Town, 900): Liar's Rest is a small, fortified coastal town, home to pirates, bandits, and cultists, where the law is enforced by undead guards. The origin of the town lays in a renegade Drampyr cabal which fled Eltra hundreds of years ago after an attempted, and failed, coup. These Drampyr found respite in a sheltered cove, where they built a small castle in which to continue their experiments, hoping to one day to return to Eltra and overthrow the vampire ruling class.

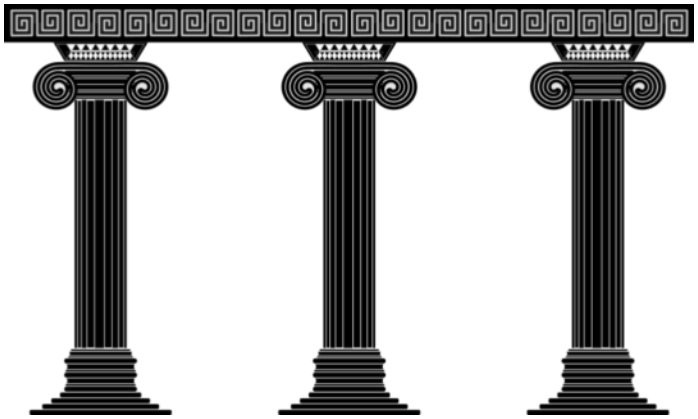
Over time, the renegade cabal has allowed pirate gangs to use the cove and bandits to shelter in the castle for a fee, as well as using the town as a safe haven from the growing might of Alteria. Thus far, the Empire has left the area alone, content on letting the troublemakers congregate in one area away from their lands.

The name of the town was derived from an incident involving the now-disbanded Fourteenth Legion and their attempt to parlay with the cabal, following which the commanding officers were seduced by the whispers of the cabals priests and cultists, swaying them to the word of Garloch. The officers, in turn, managed to convince nearly half the legion to desert. The loyal troops were subsequently slaughtered, and their battle flags now hang from the gate of the cabal's castle. Alteria has not forgotten, but plans to wipe the town off the map have stalled in the senate, and Atlantis has been suspiciously vague about their intentions regarding the town.

The Second Auxiliary Legion "Gnawbones"

Supreme Commander: Shagox (N Satyr Male Fighter 2/Bard 2)

The Second Auxiliary Legion is comprised of 550 Ogre heavy infantry, 450 Satyr light infantry, 300 Gnoll archers, 100 Satyr scouts, and 550 goblin slave conscripts who function as siege weapon operators. The legion has less than standard placement of magical personnel, with 1 in 20 of each unit able to manipulate the Manasphere. The Second Auxiliary Legion is responsible for the defense of the town of Mesembria and the nearby Apamea Woods. The sizable Satyr population in the woods were made probationary citizens of the Empire less than ninety years ago.



The Seventh Legion "The Fighting Bluefish"

Supreme Commander: Tadashi (LN Undine Male Fighter 8/Sorcerer 8)

The Seventh Legion consists of 850 Zevrish marines, 600 Gnoll archers, 325 Undine commandos, and 200 Ogre grenadiers who also work as siege weapon operators. The Seventh follows the standard legion placement of magically able beings, with 1 in 10 of every unit being able to manipulate the Manasphere. The only exception is the unit of Undine, all of whom are magically active. The Fighting Bluefish patrol the Alterian Sea and defend its ports against attack. The legion has one-third of its troop count in Sprata, while the rest are scattered among the handful of ports along the coast.

Regional History

The Northern Hinterlands have undergone drastic changes over the last two hundred years. For countless millennia, the area was home to only a handful of races, and even those were small in number, as the gremlin presence ensured that no other races settled there for long. Small tribes of Centaurs and Estanyans would graze their herds in the southern grasslands, but they quickly moved south into the greater peninsula as soon as the gremlins began to move against them. When Atlantis came to the region, they annexed the area under the pretense of protecting the interests of their member races. In reality, the powerful humans were interested in the relatively untouched natural resources the region boasted. Shortly after pacifying the peninsula, three legions were sent into the hinterlands to make the area hospitable. The death toll reached numbers too high to accurately count as the legions cut down every gremlin they could find, and soon after, the tribes who had infrequently visited the area settled down and Alteria's borders grew.

Plots and Rumors

The influx of settlers to the peninsula brought a host of problems, ranging from old racial disputes to sanitation problems in the communities that quickly outgrew their environs. The Empire has tried to entice more Calvoid to move to the region, as the self-described "Masters of the Manasphere" have proven useful in other Empire cities, solving complicated city planning problems. The major problem in getting more Calvoid is the Empire's decree that no airships are allowed within their borders and the fact that, in the last hundred years, eleven airships have been destroyed or forcefully grounded by Alterian Legions.

Gray Ghosts: The city of Nichkamsk on the coast of the Shrouded Sea has been the scene of daring and mysterious series of murders. Multiple city officials and one visiting senator have been found dismembered and drained of all blood, each of their bodies found in seemingly impossible-to-reach places weeks after their deaths, cleverly hidden atop roofs or buried in long unused cellars. The only hint to the identity of the killers is a small scrap of gray cloth stuffed into the mouths of each body. The cloth is of unknown origin and does not appear to be anything made within the Empire. Rumors that this is the prelude to an Illumnarus invasion are running rampant, although the lack of evidence gives no suggestion as to what the truth may be.

The Eleventh Legion "The Golden Ravens"

Supreme Commander: Megdat Takin (LN Estanyan Male Wizard 3)

The Eleventh Legion consists of 1,450 Estanyan light cavalry, 680 Estanyan archers, 230 Estanyan scouts, 700 Gnoll light infantry, and 250 Ogre heavy infantry. The legion follows standard placement of magically active personnel, with 1 in 10 of every unit being able to manipulate the Manasphere. The Golden Ravens patrol the city of Nevorsk and maintain a small presence in the town of Vasiliki to the west. The legion has recently undergone a change in leadership after the last Supreme Commander was found dead in a cheap brothel. A young and promising officer in the scout regiment was appointed, a move which was met with great shock from many, but he has proven himself to have a sound military mind and has gained the respect of the common soldiers.

The Eighth Legion "The Dragoons"

Supreme Commander: Hamon (LN Centaur Male Fighter 6)

The Eighth Legion is made up of 1,600 Centaur heavy cavalry, 800 Centaur archers, 200 Centaur scouts, and 150 Centaur siege weapon operators. The legion follows standard placement of magically active personnel, with 1 in 10 of every unit being able to manipulate the Manasphere. The Dragoons patrol the town of Hel-Jorm and the hinterlands. They are famous for their two pronged tactics of softening up enemy forces with concentrated catapult and ballista fire, brutally sniping enemy command structures. This tactic is quickly followed by a thundering charge of heavy lancers. The Eighth Legion has never been defeated on the battlefield, and its founding members were some of the first Centaurs to surrender and accept a place in the new Empire.

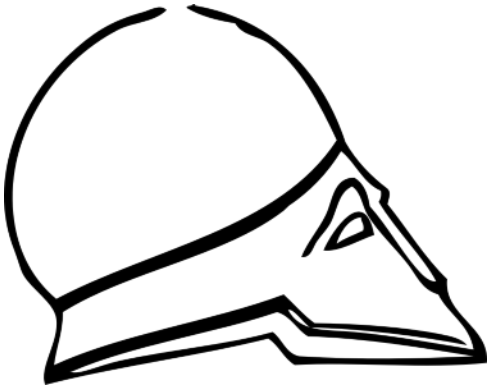


A hill giant soldier of the Iron Legion waits at his post along the coastline.

The Sixth Auxiliary Legion "The Iron Legion"

Supreme Commander: Gnurt (LE Hill Giant Male)

The Sixth Auxiliary Legion is made up of 1,500 Ogre heavy infantry, 550 Ogre grenadiers, 350 Hill Giant heavy infantry, 1,680 Goblin slave conscripts who work as siege weapon operators, and 300 Gnoll worg rider scouts. This legion follows standard placement of magically active personnel, with 1 in 10 of each unit being able to manipulate the Manasphere. The Sixth Auxiliary is tasked with the defense of the peninsula's northern coast and the protection of its shores from any possible invasion of hostile Illumnarus forces from the Isle of Mist. In order to do this, the Legion mans a series of small forts and siege weapon batteries along the coastline.



The Fifth Auxiliary Legion "The Screaming Horrors"

Supreme Commander: Ra-Sutra (LN Male Criosphinx)

The Fifth Auxiliary Legion is made up of 750 Gnoll light infantry, 300 Ogre grenadiers, 200 Hill Giant heavy infantry, and 600 goblin slave conscripts (light infantry). The Fifth Auxiliary Legion has less then standard placement, with only 1 in 20 of each unit able to manipulate the Manasphere. The Screaming Horrors are responsible for guarding merchants through hinterlands and collecting tolls from foreign caravans who enter Empire territory.

The Twelfth Legion "The Shield of Alteria"

Supreme Commander: Farit Kamatova (CN Estanyan Male Horselord 9)

The Twelfth Legion is made up of 1,480 Estanyan heavy cavalry, 670 Estanyan horselord light cavalry, 900 Zevrish hoplite, 200 Centaur scouts, and 550 Gnoll archers. The legion follows standard placement, with 1 in 10 of each unit being able to manipulate the Manasphere. The Shield of Alteria is made up of elite squads and units from other legions who were transferred as a reward for exemplary service. They patrol the entirety of the Empire on the northern continent, from the Fist of Cashan to the eastern edge of the Zava Hills.

The Dark North

The Dark North is an area typically avoided by most adventurers, leaving the rumored abundance of mana crystals and other valuable gems to be pursued by the most battle-hardened and ambitious. The land is home to both the Eltrabi and the Drazil, as well as legions of undead and other dark horrors. The area is also haven to thousands of demons and devils who seek to carve out territory on the planet, unable to return to their native planes.

The Dark Sun Woods, once known as the *Ghrian'coile*, contains the largest concentration of Drazil in the entirety of Shin'ar. The race is split into two ever-warring factions, and in spite of their in-fighting, the Drazil still dominate the forest, having enslaved most of its inhabitants in the time since the Schism. A great number of Lycans, descendants of cursed Vergal, have carved out territory in the southern woods and lived savage, bestial lives until the latest Lunar Quickening, during which many of the Lycans began to feel the pull of their former humanity.

From the edge of the Dark Sun Woods to the eastern coast of the Dark North is a virtually uninhabitable, difficult to transverse tundra known as the Bleek. Although some wander the plains, the land remains empty but for two strange forests and an intriguing town, and only a small number of creatures are able to survive the extreme conditions. These monstrous beings live both beneath the ice and within the forest, occasionally wandering the tundra in search of food and other useful items or beings.

Kingdom of Eltra

Capital: Elmesk

Population: 590,000 (35% Ezeru, 25% Drampyr, 13% Vampyr, 11% Other, 8% Outsider, 6% Fro'desh, 2% Sentient Undead)*

Government: Magical Monarchy

Religions: Eltrabi Pantheon, Drazil Pantheon

Imports: Wine, textiles, slaves

Exports: Ore, cashmere, poisons, weapons, magical items, alchemical items, gems

Alignment: LE, N, NE, CN, CE

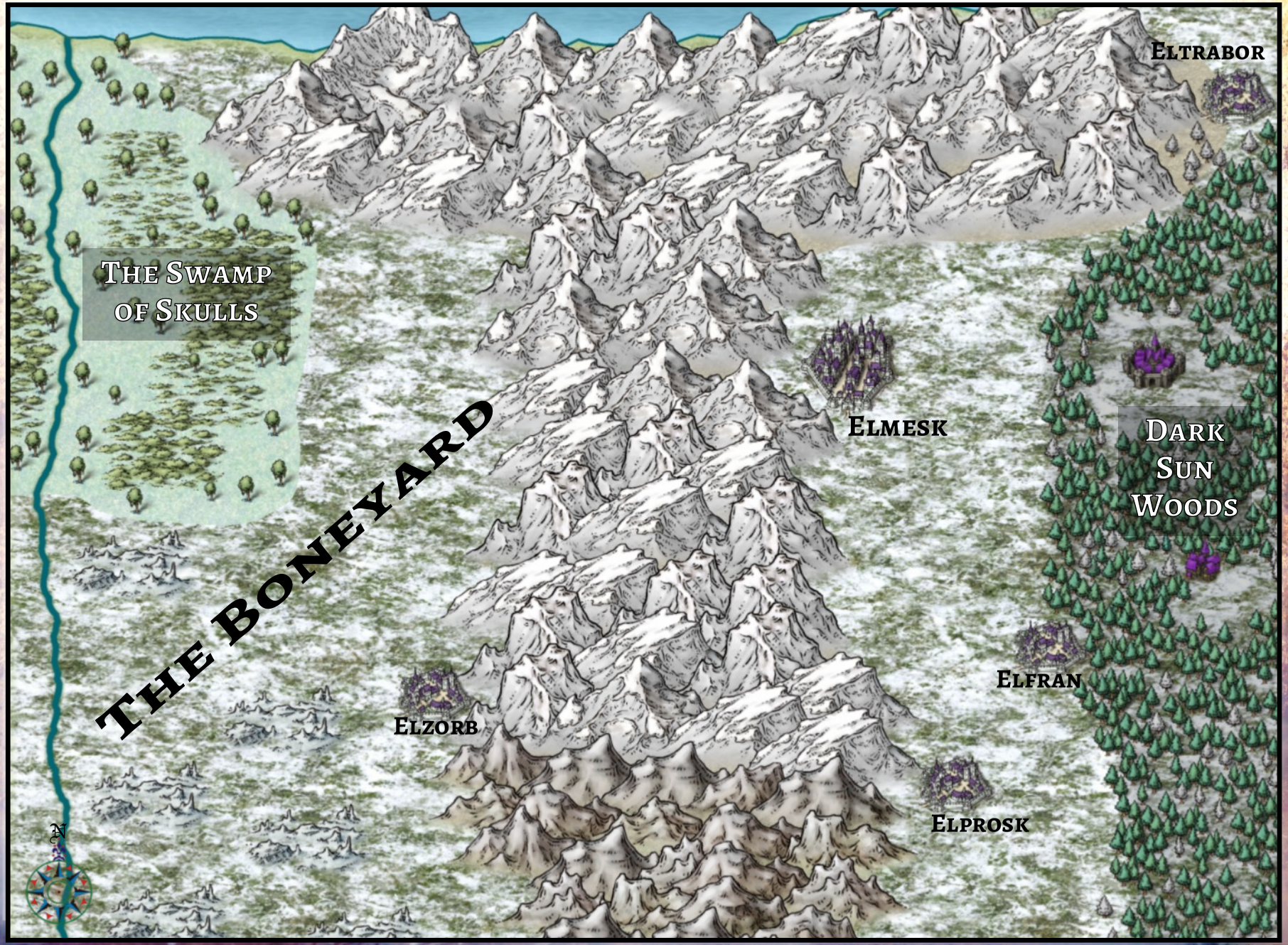
**The population total does not include the countless mindless undead that inhabit the region.*



The Kingdom of Eltra is one populated by the undead and the bastardized offspring brought forth by the union of the ruling vampires with both Drazil and Illumnarus. The dominating vampire aristocracy have, for the most part, lived well over two millennia in their undead state. Their vampirism was caused not by an outside source, but rather, a soul-stealing spell the Archdevil Garloch intended to use in a bid for power. However, Eltra King Alcor instead used the spell to transfer power to himself in a display of trickery the Archdevil had not expected. The entire population of Eltra was transformed, tens of thousands of humans died instantly as their very life essence was drained from their bodies. Men, women, and children rose again as freighting undead horrors, while the nobility of Eltra awoke to new powers and a new thirst. A small percent of the human commoners, fervent worshipers of the god Parlam, were spared this gruesome fate, instead being spirited away from the carnage by a powerful expenditure of mana caused by the sacrifice of their god. The thousands of Goblinoid and Ogre slaves were also transformed, their bodies fusing and races mixing, giving birth to a new monstrous race known as the Ezeru.

The kingdom of cruel, power-mad aristocrats and their legions of monstrous forces has long kept to itself, working in the shadows and manipulating the region for sport. However, with a new queen on the throne, forces are marshaling and the evil of Eltra is preparing to be unleashed.

Kingdom of Eltra



Life and Society

In Eltra, the common people are treated little more than slaves, and slaves are treated as food. Mindless undead are tasked with much of the labor in the kingdom, such as mining ore and mana crystal, as well as protecting the kingdom's borders. Sentient undead act as agents for their vampire overlords and the Eltrabi, while the hybrid races of Drampyr and Vampyr, although considered a higher class than the undead citizens, typically lend their talents to less mundane work such as mercenary groups, magical pursuits, mercantile groups, and foreign relations.

The citizens of Eltra include thousands of Eltrabi half-breeds, most of which belong to one noble house or another and the Ezeru. Sentient undead also reside in the kingdom, though they contribute little to the kingdom or the well being of its citizens. The noble class of vampires contributes very little to Eltrabi society beyond a firm enforcement of their regulations within the country and a means through which the citizens can export their goods. The Ezeru perform tasks for their masters, and each large clan belongs to a noble family. Some Ezeru live within the cities and towns, working and living like normal citizens, but remaining at the beck and call of their vampire lord. Some Ezeru live in the mountains and hills, brutal and savage, a buffer of sorts against invasion. The Fro'desh have been left to govern themselves in the swamp far to the west. Most of the demons who call the land home live in the mountains, with the exception of a group of succubi who serve the nobility as priestesses of Malcathra. Devils can be found living in the cities and towns, and some are even counted as advisors to the throne.

Major Geographic Locations

Although most life within Eltra died along with its citizens, there are a few locations which have been created as deterrents for any unwanted travelers to the kingdom. Filled with monstrous beings both magically-created and natural, those on the western Eltra border have learned not to trifle with the nation of undead.

The Boneyard: For adventurers choosing to enter the Boneyard, the identity of whomever they step on is a mystery. Although the area is used as a secondary protection from the Flooded Forest, which continues to grow as a potential threat, it is also the grave for many adventurers who sought passage on this route. All manner of undead roam the area, and thousands of skeletons can be found littering the ground, rising up at the presence of the living. Packs of ghouls and shadows can be found in the eastern Boneyard, closer to the mountains where Drampyr cabals call home and use the undead in their experiments. The results of these experiments account for many of the outrageous stories that have come from the lucky few who survived a trek through the Boneyard.

The Swamp of Skulls: A makeshift border between the Kingdoms of Eltra and the Flooded Forest, the Swamp of Skulls is home to the Fro'desh, known elsewhere as Boggards, and a small number of Froghemoths. The Fro'desh were once Frode, magically experimented on after the slave rebellion and sent to ensure their former brethren posed no further threat. They now reside in the Swamp of Skulls, following the same orders they were given so long ago: to harass and kill any Meek'ah or Frode who venture into their territory. The Swamp of Skulls is also the only known location where one can find a deadly fungus known as 'Deathbloom', named for the mushrooms' similarity in shape to a blooming flower. This fungus is used by the best of assassins and is harvested regularly to be sold discreetly to those who want it. Harvested by the Fro'desh and made into the deadly poison at remote Drampyr outposts, Deathbloom is a preferred poison used in nearby Verigal for its tasteless and odorless qualities.

Important Sites

With most of its population consisting of the undead, communities are few and far between, and those that exist are typically small in number. There are only a few larger cities or towns outside of the capital, most of which act as major hubs for some of the country's most valued resources and products.

Elmesk (Metropolis, 37,000): The Capital City of the Kingdom of Eltra is home to nearly all vampire nobles. However, Elmesk's population still consists primarily of Ezeru, various sentient undead, and the vampire hybrids, Drampyr and Vampyr. Within the city confines, there are many abandoned buildings, most of which lost their residents to mindlessness under the soul-stealing spell or having been killed in the time since. Regardless of the empty homes, the city's market is always bustling, be it night or day; citizens barter their wares amongst themselves and, on occasion, with the nobles who grace the bazaar with their presence long enough to pick up a new slave or rare spell component or two. Many Drampyr cabals vie for control of the city, some owing allegiance to noble families and some acting on their own, but the number of resident Vampyr in the capitol is a comparatively small number.

Eltrabor (Small City, 9,800): Located at the base of a large mountain, Eltrabor is the source of most ores and mana crystals in Eltra. A single trail leads east through the range, used by the mindless undead to courier the materials from the caves and mining camps to the town. Upon arrival, they are refined or sent to Elmesk in the same condition they were first taken. All mana crystal sites are worked by the mindless, as they are immune to the psychosis that plagues all else who might dare to remain among the crystals. Most regular ore sites are manned the same way, although unruly slaves may be sent to those as punishment.

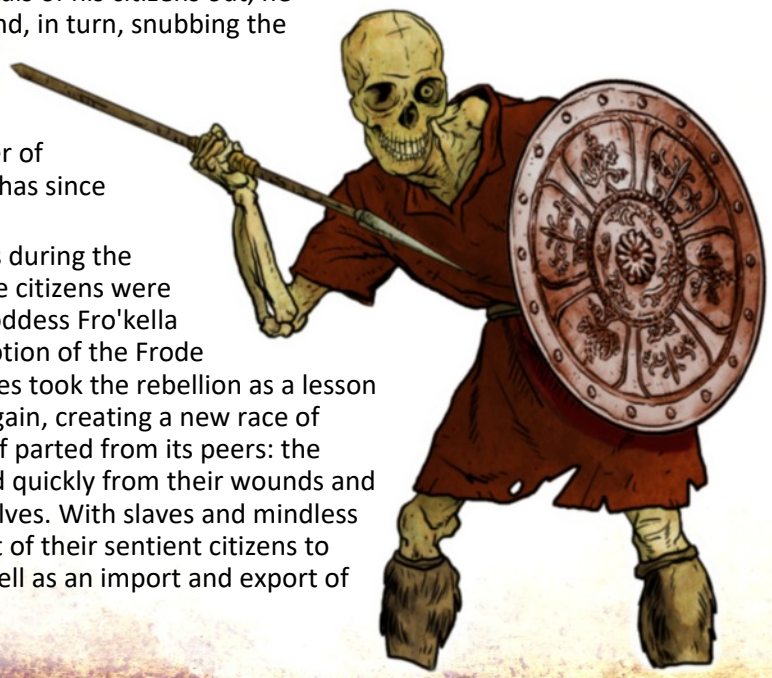
Eltrabor's population mostly consists of slaves, from those who have been chained their entire lives to those who were caught trying to mine the precious resources for themselves. The town is controlled directly by the throne, and the Queen of Eltra's agents can be found along the roads, ensuring that other noble families do not take more than they are due.

Elprosk (Small City, 7,500): Positioned on the edge of the southern mountains, Elprosk is a town renowned for producing the best cashmere in the realm. It has the highest number of Vampyr in Eltra, being the southernmost community with a significant population, and many believe that its location is the reason for their success. Although there are also a number of mining sites nearby, they are rarely used, as there are far fewer mindless undead surviving so close to the kingdom's border, which is frequented by adventurers who search for a challenge that might hone their skills. Rather than having these oft-killed undead tend to the fields here, Ezeru take care of the many thousands of goats that graze in the miles of protected fields. The majority of Ezeru clans here belong to the Kyzer family, a group of nobles who can trace themselves back to Urk itself. Their Vampyr agents oversee the largest goat farms and mana crystal mines.

Regional History

Once a diverse area of high tundra and lower grasslands, the Kingdom of Eltra has become a near-wasteland where roaming skeletons and zombies pose a threat to any adventurer who dares to set foot on the unholy ground. Before this drastic change, the region was colonized by survivors of the Urk civilization - namely the rich and powerful who had escaped their country's explosive demise. Although other citizens eventually found their way to Eltra, a large portion of the population were born noble and had never truly had to work for a living. This problem led to a barbaric solution: the enslavement of the Frode, a large number of whom had been residing to the northeast. The Frode were stripped of their names, language, and tradition; use of any of these was grounds for punishment or, in the worst cases, execution.

The nobles became increasingly brutal over time, with the ruling family becoming the worst of all. Over time, the area became known as a haven for demons and devils who were trapped on the planet. The Archdevil Garloch, upon finding the growing kingdom, with their cruel and selfish solutions, began to speak to King Alcor, whispering of unlimited power from a single source: souls. Although Garloch intended to take this power for himself, when King Alcor began casting the spell and drew the souls of his citizens out, he instead took them into himself, becoming a god and, in turn, snubbing the Archdevil. While the common people were transformed into all manner of undead, the noble houses were gifted with immortality in the form of a magical vampirism. Although the number of vampire nobles was originally in the thousands, it has since dwindled, now counting a mere three hundred.



The largest number of vampires to be lost was during the Frode rebellion, a millennium after the souls of the citizens were drained. It is believed, amidst the rebellion, the goddess Fro'kella was birthed into divinity through the fevered devotion of the Frode and possessed a young Frode maiden. The vampires took the rebellion as a lesson and began experimenting with the Manasphere again, creating a new race of people, docile and subservient, unable to survive if parted from its peers: the Adomi. The perfect food source, the Adomi healed quickly from their wounds and only communicate telepathically between themselves. With slaves and mindless undead under their thumb, the vampires left most of their sentient citizens to their lives, allowing trade within the country, as well as an import and export of goods to improve upon their wealth.

The nobility continues to rule the land with an iron fist and a heavy hand. The Undead Queen, wife of Alcor, was recently murdered by her daughter, and the throne was seized by she and her Vampyr consort. Most of the nobility fell in line quickly, as the new queen seemed to have the backing of both her father's church and her mother's devilish former advisors. The Vampyr minority quickly rose in status as the Lord Consort began to institute reforms among the nobility with the full backing of the queen. Vampyr ambassadors have been received in some Verigal cities, and a non-aggression treaty was recently signed with the Empire of Alteria.

Plots and Rumors

While information about the noble vampires is closely guarded, any change within Eltra is quickly taken note of. Word travels fast, and within a few days, most people in the region have an understanding of events. One of many causes for change are the Drampyr cabals that vie for control of the country against the nobility and the crown constantly seek to undermine the authority of the ruling class and institute their own agendas.

Undead in the South: Recently, there has been a reported increase in the number of mindless undead in the southern mountains. Normally the area that directly borders Verigal is kept free of roaming undead, but the normal checkpoints and measures taken by the Ezeru that live there are not working. Vampyr agents for the crown have descended on the area to investigate, as rumors of a powerful necromancer, a coven, or even hags has sparked the vampire nobility to action, not wanting any incident to drive the Vergal to act.

The Bleek



Capital: None (Farhome)
Population: Unknown (No official census has ever been taken)
Government: Magical Tribal, Magical Plutocracy, Tribal Theocracy, Tribal
Religions: Calvoid Pantheon, Planar Cults, Vergal Pantheon, Illumnarus Pantheon, Frode Pantheon
Imports: Magical Items, weapons, foodstuffs, wine
Exports: Mana crystals, alchemical items, rare plants, furs, oil
Alignment: All

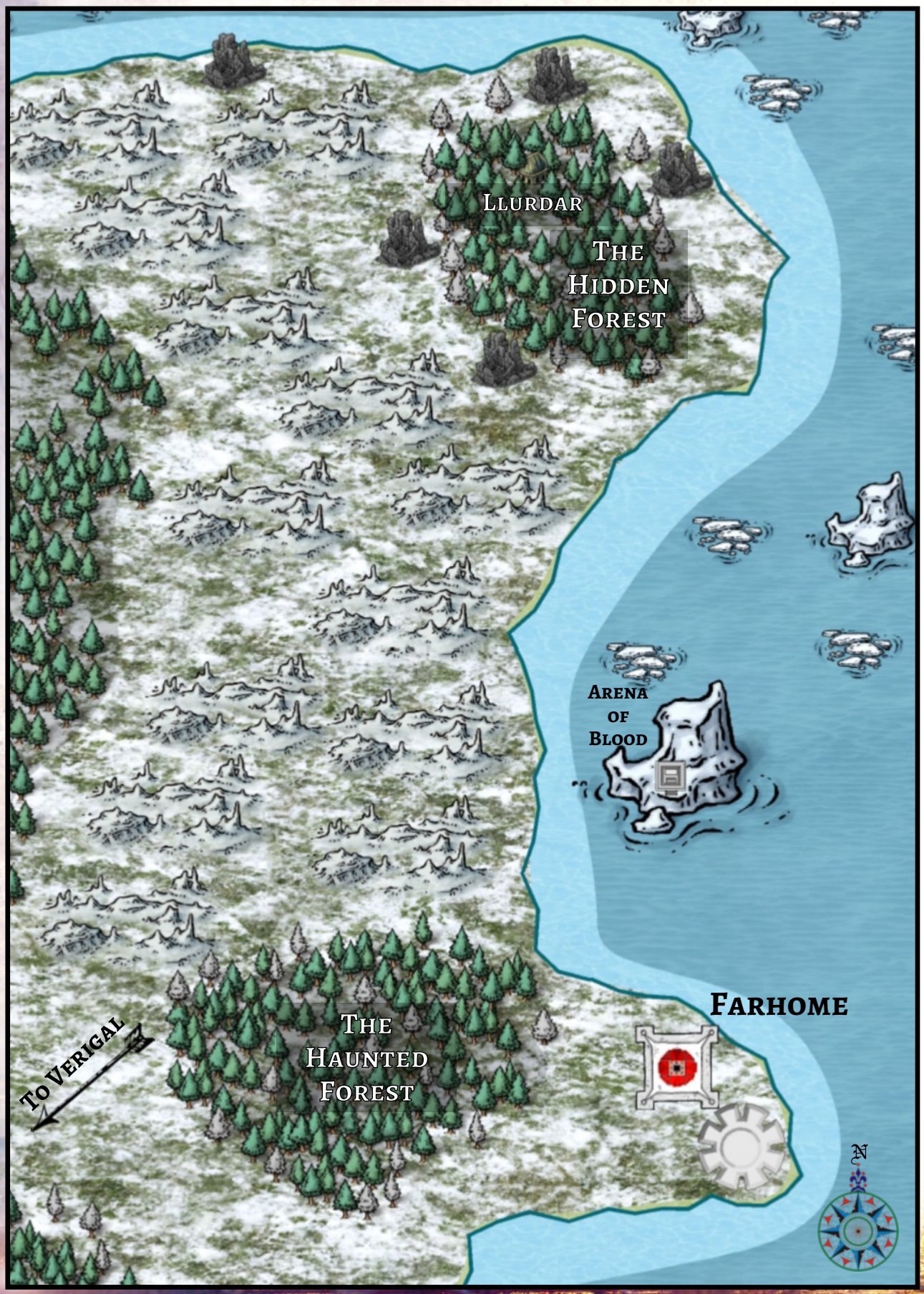
A desolate tundra, the Bleek is sparsely populated, with most of its population comprised of deadly creatures who travel through the barren land when necessary, creating temporary camps that disappear the next day as they set off. Sages believe the name for the region was taken from the ancient Frode who dwelt here thousands of years ago, originally spoken in a language that none can remember. The Dark Sun Woods separate the Bleek from Eltra, creating a border that connects to the Black Ice River as it flows from the northern sea. Despite the proximity to the Dark Sun Woods, few Drazil are found in the Bleek, just as the small community of Illumnarus in the Hidden Forest hoped when they fled the massacre of their people so long ago.

Those who dare to wander the wastes of the Bleek face a multitude of obstacles, not only from other creatures or monsters, but from the environment itself. Many an adventurer has met their end at the freezing hands of hypothermia. More experienced travelers typically fashion themselves special attachments for their boots to distribute their weight evenly, preventing the all-too-common plunge into snow too soft for a stray foot. Danger is ever-present, whether a party finds themselves on the tundra plains or under a forested canopy, and to lose focus in the Bleek is to die.

Life and Society

Life in the Bleek is rare and difficult to find outside of the two forests, although it is not entirely absent. One could come across any number of wandering creatures, from Lamia to Cyclops; occasionally, even Yrthak can be seen flying far above the cold plains, their 20 foot wingspan minuscule with the distance. Beneath the many layers of snow and ice lie the remorhaz, centipede-like monsters, waiting in their underground caves to sense any unaware wanderers who might walk above them. Once they find prey, the remorhaz are quick to tunnel to the surface and attack.

The Bleek


Llurdar
The Hidden Forest
Arena of Blood
Farhome
The Haunted Forest
To Verigal
N

Fortunately, not all of the Bleek is barren; two forests and a large town can also be found, rife with incredible adventures. The Haunted Forest is home to a coven of Winter Hags, who inspired the name, but it is also populated by various other monsters who helped to inspire fear in all those who survived a journey within. Tanuki are relatively plentiful in the Bleek, found in both the Hidden and the Haunted forests. The only two settlements to be found within the Bleek are near exact opposites, with one hidden away, its existence kept silent, and the other flaunting its existence as a bastion for any and all who wish to escape judgment and live with other races in peace.

Major Geographic Locations

Although the Bleek is composed primarily of endless tundra, there are a few notable exceptions: within the wintry confines where most life struggles, two forests defy destruction, creating a haven of life. The two are polar opposites, with the Haunted Forest housing monsters of every shape and size, and the Hidden Forest protecting an unknown Illumnarus enclave which has stood the tests of time and nature.

Haunted Forest: The Haunted Forest obtained its name through the presence of a coven of Winter Hags who are known to abduct various creatures that happen upon them or travelers unlucky enough to be caught within the forest. The woods hold many tribes of different kinds, the most noticeable being that of the Cyclops - a race of giants with a single eye who had only recently come to Shin'ar. The Tanuki who live in the forest often play tricks on any victim they can find, including the hags, the Cyclops, and even travelers who venture too close to the forest. On some occasions, they choose to spread their trickery to Farhome- although they obey the strictly enforced laws, the mischievous Fey can easily change their tricks from harmless to spiteful if they believe that their target deserves it.

The Hidden Forest: A relatively small woods compared to other forests on Shin'ar, the Hidden Forest is a magical haven formed by the Illumnarus in order to escape from the Drazil. While it was initially only inhabited by the magical race, after a few hundred years, Tanukis began appearing in the region. The Fey began to find their own homes within the northern field of trees, and so long as their mischief remained harmless, the Illumnarus and Tanuki lived in peace.

The forest has also recently seen an expedition of Frode and Meek'ah from the Flooded Forest. The two peoples camped in the forest for a fortnight, searching for what they claim are ancient Frode ruins from a time before the enslavement of that race.

Important Sites

Although there are some settlements of Goblins, Bugbears and the like, there are only two established communities of note in the Bleek. While one is well-known and inclusive of all sentient beings, the second, Llurdar, is known only to its inhabitants.

Farhome (Large Town, 4,500): A unique enclave controlled by the Calvoid, Farhome lives up to its name, providing an escape from the rest of the world and welcoming all with open arms - so long as they obey the laws set by the diminutive magical race. Everything from Celestials to Fey and monstrous beings can be found here, but there is no fighting permitted in the town, forcing even Illumnarus and Drazil to maintain a short peace within the walls.

Nearly anything can be bought in Farhome's markets, from magical goods to items banned in most other regions. Farhome also functions as a Calvoid airship destination, but it is a difficult place to travel, making scheduled stops far more rare than other airship ports. A large part of Farhome's success can be attributed to the large deposit of mana crystals lying below. This is the town's main export, although a good number of the crystals are also sold in the markets, providing a great profit. The town is policed by a series of ten foot tall golems and automatons who answer to a council of Most Learned. Any type of bloodshed is outlawed, and the penalty for violators is disintegration.

The town is home to the largest gambling den on the northern continent. The Golden Ziggurat casino is run by the Most Learned, and its profits are funneled into the dangerous and exotic research the town is known for. Dozens of games of chance are played in this four story building, but most come here to see the nightly gladiator matches. A large teleportation pad can be found on the casino's top floor, taking patrons to an arena built out to sea, away from the rule against bloodshed in the town.

Llurdar (Small Town, 500): This small enclave, nestled within the Hidden Forest, is home to a number of Illumnarus who managed to flee the destruction of their homes in the Dark Sun Woods. The more numerous and sadistic Drazil slew every Illumnarus they could find, putting their settlements to the torch.

A small number managed to cloak their escape and fled east, seeking refuge where they believed even the Drazil would not tread. The first attempt to claim an area in which they might find peace turned disastrous for the Illumnarus when, instead, they created the Haunted Forest. The area was quickly overrun by monsters, causing the refugees to seek out a Lluruth outpost further north, a location that had been lost to time.

The only Elder Flame who had lived to accompany the refugees sacrificed her life in the Illumnarus' second attempt at creating a refuge. The ensuing spell grew a grove of trees and cloaked it's presence to all, allowing the the Illumnarus to live in total isolation for centuries. They slowly began to lean towards savagery, living a hunter-gatherer lifestyle beneath the magical canopy. Three large clans now roam the woods in mobile villages and encampments, taking shelter behind the crystal walls of the small Lluruth outpost in times of severe weather or when all of the people are called to assembly. In the last hundred years, small bands of Tanuki have discovered the forest and begun to settle in its southern reaches. The Illumnarus have left the Fey alone once it became apparent that they did not come in search of them, specifically, and they made no attempts to harm the forest, itself. The area boasts a small number of ruins that once housed the Frode people long ago, but such ruins are now little more than crumbling stone foundations, with little trace of their original inhabitants.

Regional History

The Bleek has always been a barren place, even before the Illumnarus refugees descended upon the region, fleeing certain death in the Dark Sun Woods. The Haunted Forest was created in an attempt to find a new home in the forsaken place, and one that went awry, at that. Although their use of the Manasphere was insurmountable compared to other races at the time, shortly after cultivating the forest, a misstep created a localized portal that allowed monstrous beings of all kinds to appear and infest the wood. The Illumnarus immediately fled further north, hoping to create a new home that might remain safe. Ultimately, the Hidden Forest was created, and the Illumnarus have inhabited Llurdar in silence ever since. The Illumnarus made no contact with the small amphibious beings who inhabited tiny hamlets along the icy coast where, in times long past, the Frode made their home, living in houses carved from ice and snow. After their abduction by the Eltrabi, the villages were swallowed by the snows, leaving little trace that the creatures ever lived there.

The town of Farhome was established much later, within the last 500 years, and has only gained fame in the past century. Initially, the town was meant as a home for those who had been exiled or were otherwise unwelcome in other regions, but as time went on, more intelligent creatures began pleading for entrance, wishing for safety and nourishment so that they might survive. The Calvoid that had first founded the city maintained a strict hold of it, enforcing a rule of neutrality. Disputes were handled by an impartial council and enforced by a legion of mindless automatons. As these laws were created, a peaceful town bloomed, bringing attention to itself even in the furthest east reaches of the north and bringing more respectful citizens to the door.

Plots and Rumors

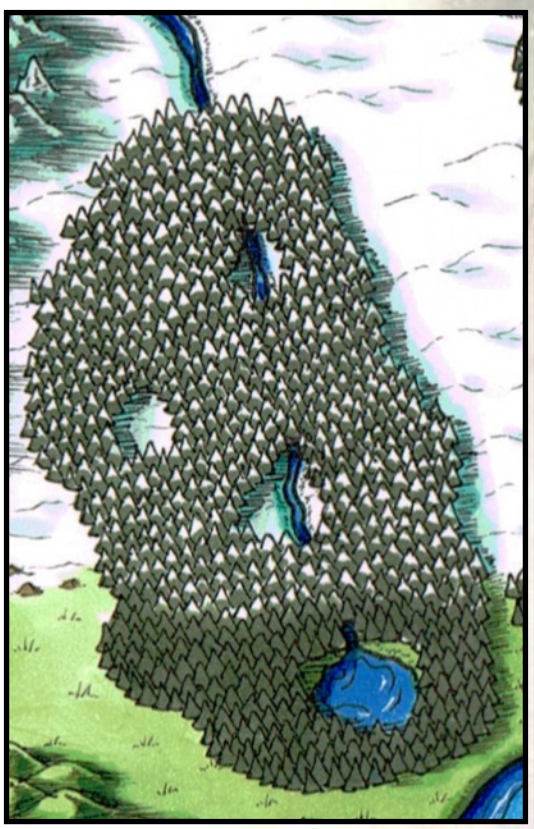
Rumors are slow to spread in the Bleek, as the low number of people entering the region means some events can go years before anyone even catches word of it. Stories are created from the survivors of attacks on their journey to Farhome and the loss of expected traders and others who find their way to the town regularly.

Enslaved Cyclops: In the past few weeks, there have been an increase in reports of Cyclops attacks, as well as an increase in delayed traders. Without trade, Farhome is sure to suffer, and travelers continue to be at risk. The Cyclops are not known to be so aggressive, and strangely, they have taken to rifling through and taking specific items from their victims, although it is anyone's guess as to what the giants are searching for. Rumors range from a Drampyr cabal to a coven of Night Hags giving the giants trouble. Whatever the reason, the increase in attacks near Farhome have spurred the Most Learned into action. A large sum of gold and mana crystal has been offered to any group or individual who can put an end to the giants attacks and make the area safe for traders and travelers again.



The Dark Sun Woods

Capital: None (Falzik)
Population: 530,000 (65% Drazil, 15% Goblin, 6% Ezeru, 6% Bugbear, 5% Other, 2% Fey, 1% Lycanthrope)
Government: Military Theocracy, Tribal Council, Overlord, Autocracy
Religions: Drazil Pantheon, Planar Cults, Vergal Pantheon
Imports: Poisons, ore, slaves, magical items
Exports: Timber, gems, mana crystal, weapons
Alignment: LE, N, NE, CN, CE



Home to the highest concentration of Drazil on the planet, the Dark Sun Woods is true to its name, with thick trees blocking out any light that might shine on the forest floor. It was once a significant Lluruth enclave, and the ruins of that ancient civilization can still be found throughout. The settlements found here took to the taint of corruption that spread from the Kala Valley quickly, and the majority of its inhabitants have long since succumbed to the whispers of unlimited power and world domination spoken by Garloch and his devils. When the Schism began, prompted by the Goddess Naltia and leading to the birth of the amorphous Brhuaal, the Lluruth of the former *Ghrian'coile* were transformed into Drazil by the tens of thousands. The remains of the Lluruth empire were broken down or scarred, previously cool-colored crystal columns becoming dark and chipped and, over time, transforming, growing protrusions that became sharp limbs, growing towards the sky as though reaching for the unattainable sun.

Within these terrible woods, other life has managed to survive as well. Many fleeing Ezeru have attempted to hide in the trees, and some Tanuki from the east have decided the area could use more mischief. A large number of Lycans also reside in the south, only recently having regained their humanity after a Lunar Quickening, the same kind of event which plunged their ancestors into feral thoughts

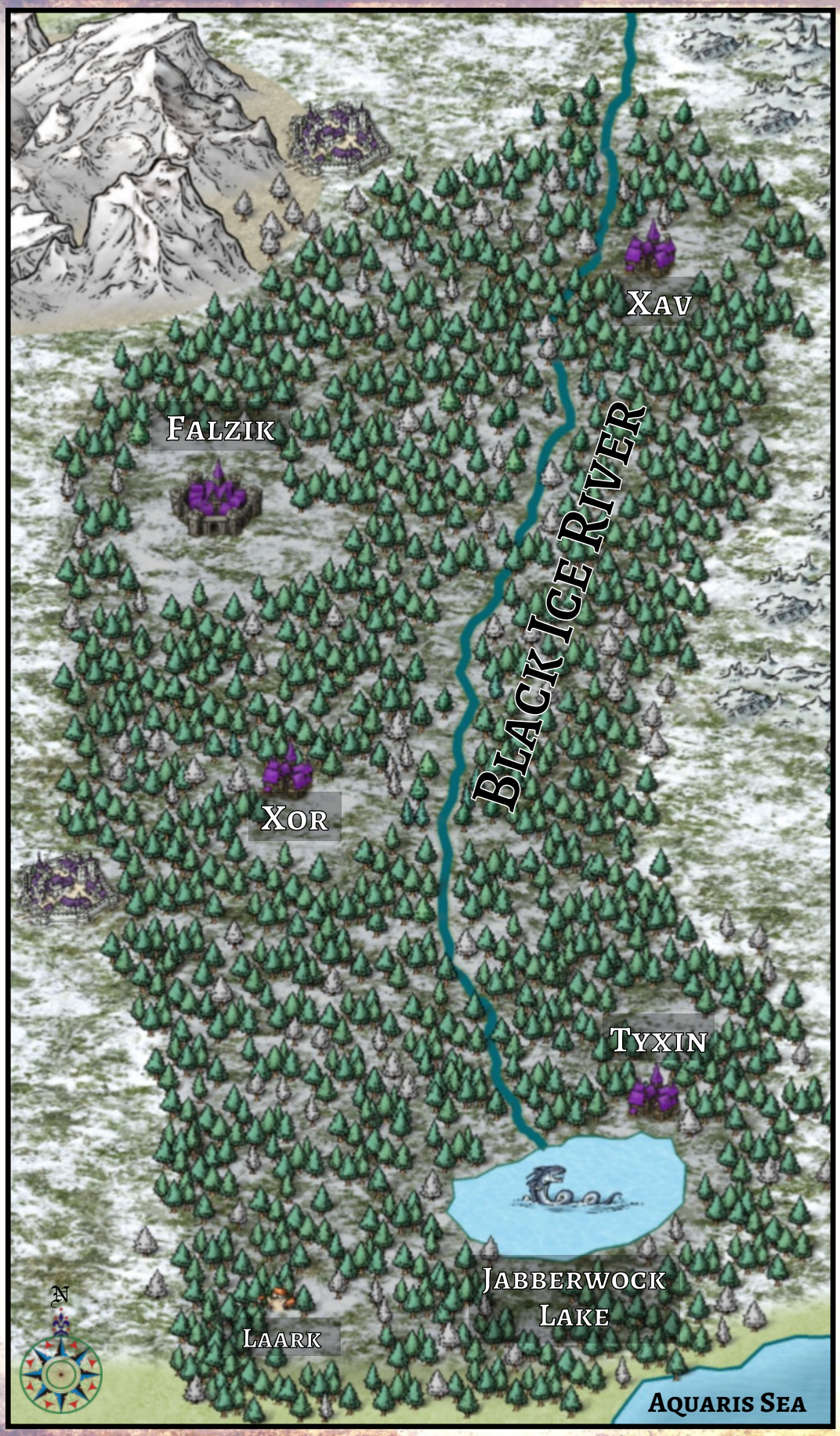
Life and Society

Life in the Dark Sun Woods is dangerous, even as the various cities maintain a semblance of control in their immediate environs. The Drazil of the north live in high-walled cities, bristling with siege engines and manned by legions of deadly soldiers, while the Drazil of the south are more chaotic and wild, held together only by the sheer will of powerful chieftains and their priestly advisors. The Brhuaal-worshipping Drazil are currently losing a protracted war with their more militaristic and dangerous, Garloch-worshipping kin to the north.

Within the past few centuries, groups of Lycans have carved out large tracts of land in the Dark Sun Woods, away from the Drazil and other monsters found in the southern woods. The cursed people have recently begun to settle down permanently, a sudden contrast to the roaming tribal society they had lived as for so long.

A large portion of the Drazil living in the forest have turned their worship away from their original creator, Brhuaal, instead devoting themselves to the original corrupter of the Lluruth, Garloch. Only one town remains that worships their creator, and it is only such due to its location at the southeast of the woods, furthest from Eltra. Brhuaal, them self, protects Tyxin, having gifted a group of powerful spellcasters with the means to create demonically tainted wildlife that might guard and protect the city's people. At present, an unknown entity rules the town with an iron fist, appearing cloaked at all times and always in the presence of an Entropic Jabberwock that enforces their will. In contrast, the cities dominated by worship of the Archdevil Garloch are controlled by the church, with the clergy from each working together - albeit each with their own plans - and forming a Triumvirate. Their rule is harsh, and punishments strict - to disobey is tantamount to death or worse. The rule of law is maintained by the heads of the Triumvirate, known as the Overlords. The Overlord of the largest city boasts an army numbering a hundred thousand disciplined troops.

Dark Sun Woods



Major Geographic Locations

The Dark Sun Woods are a difficult place to navigate, filled with twisting trails that end suddenly, ruins around nearly every corner, and plenty of dangerous monsters lurking about. There are few landmarks worth notice, with only the Black Ice River standing out in the maze of twisted trees and corrupted crystal menhirs.

Black Ice River: Beginning in the Northern Sea, the Black Ice River gained its name for the layers of ice which cover it, translucent and allowing a mere glimpse of the dark waters rushing below. Although the ice is thick in most places, it is easily worn down and pieces will regularly break off, making it dangerous to cross the majority of the year. Despite the danger, many within the forest use the river to ice-fish, obtaining a good portion of their nutrition from the cold-adapted creatures below.

The Drazil from the city of Xav have attempted to dam the river on several occasions, a decree by the Overlords of the Triumvirate, but have been stopped in the past due to bad politics and regime changes. Work has begun anew and is scheduled for completion soon. A group of Tanuki have recently begun a guerilla war against the Drazil and their slave workers, halting construction and saving many communities down river that rely on the water for their continued existence.

Jabberwock Lake: Few dare to follow the Black Ice River to its end, where the water pools, a surprisingly temperate location in the cold forest. Although it may seem like a haven to travelers, those who enter unwary are likely to end the day in the Jabberwock's stomach. It is one of only three such creatures known to reside within the forest, with only two living in the wild. Although the clean, green area may not seem it, the lake was the location of Brhuaal's last avatar's death. Upon this death, he brought forth two of his Jabberwocks, gifting the third to Tyxin shortly after. Worshippers of Garloch in the area are immediately set upon by the guardian, but Drazil who worship Brhuaal are said to be welcome. The lake's waters are poisoned, and a mere sip of it's brackish water can kill a grown man in seconds, with the exception of worshippers of Brhuaal. For those who remain loyal to them, the waters instead heal, clearing all lingering magical effects. Drazil from the nearby city of Tyxin have begun to build a large temple complex to their dark god on the edge of the dark water.



Important Sites

Within the Dark Sun Woods, there are many other intelligent beings of great power, including various Lycanthropes descended from the Vergal, small groups of troublesome Tanuki, three Jabberwocks, and a number of Goblin and Bugbear slaves. The Lycanthropes hold a small portion of the southern region, with small communities dotting the land as they struggle to build their own culture and civilization after years of following single minded, feral instincts.

Tyxin (Metropolis, 36,500): Very little care or thought is given to lawlessness within Tyxin, where rule is given to whichever powerful chieftain holds the most sway with the priesthood of Brhuaal. The most powerful rule the city how they see fit, punishing those that cross them and, in some cases, attempting to bring justice where they deem necessary. The city is packed with beings who delight in chaos and destruction, with rule enforced by demons who answer to the ruler of the settlement, honoring a pact with the powerful Drazil god.

The ruler of the settlement changes often, almost always at the point of a sword, but the last hundred years has seen the rise of a mysterious figure who manipulates the chiefs and clergy of Brhuaal from the shadows and ensures their manipulations go unchecked by their personal bodyguard, the Jabberwock. The city has begun pushing back against the more numerous and better organized Drazil of the north, the raiding parties from Tyxin having succeeded in stalling southern expansion by the Triumvirate and it's Eltrabi allies.

Falzik (Metropolis, 148,000): The dark city of Falzik is one of the largest population centers on the world of Shin'ar, the center of the Drazil controlled territory in the northern woods and the highest concentration of the race. Its Overlord, the head of the Church of Garloch within the Forest, commands the respect from countless of his kin and devils alike, dominating the region and exerting his will on the rest of the Triumvirate through his legions of elite soldiers and agents. The city covers five square miles of land, clear-cut from the surrounding forest, a sore of belching smoke and noise. Army service is compulsory, and every citizen is expected to lift a blade in the defense of their homes. Falzik patrols out to an area of thirty miles in all directions and has killed or enslaved any being unlucky enough to be caught. The other Garloch-worshipping cities found in the forest started as satellite communities of Falzik, and each of them still answer to it.

The city's industry is centered on weapons making, and ore imported from Eltra are turned into deadly weapons of war that are, in turn, sold via intermediaries to the conflict rich lands of Verigal. The Drazil of Falzik have held control over the majority of the forest for countless generations, and cooperation with the Kingdom of Eltra has certainly contributed to its flourishment. The current Overlord and the new Queen of Eltra have been seen in each other's company in Elmesk and again while the Queen was touring the new battlements built in conjunction with Eltra forces along their mutual border, but the recent upturn in couriers sent between the courts indicate something large may be happening in the near future.

Laark (Large Town, 2,080): A relatively simple town, Laark is home to many of the Lycan people who have chosen to break their isolation, forgoing the long-held solitude of the tribes in an effort to live as they once did. There are many who believe the Lycans are stronger through brotherhood than the life of tribal warfare and savageness. Werebears, Werebats, and Werecats make up the majority of the population, but small groups of Wererats and Werestags also wander in from the forest from time to time, trading what they might have before retreating to their secluded enclaves. The Werewolves and Wereboars are the only Lycans who have chosen to maintain the savage lifestyle they have become accustomed to living, although they pose no threat to their fellow Lycans so long as they are left alone.

Laark is patrolled heavily by the town's militia, which includes many powerful druids and sorcerers. The Lycans pray to Aquaris the Lifebringer, a faith they recently rediscovered after reclaiming their humanity and control over their bestial wants. A delegation of Vergal from the town of Fase has reached Laark and extended friendship to their former countrymen, and since then, Lycan from the southern Dark Sun can be found in the ranks of many mercenary companies that ply their trade in the land of City-States to the south.



Regional History

Millennia ago, when the Lluruth lived in peace with nature and one another, the Dark Sun Woods was known as the Ghrian'coile, and large enclaves were founded among it's towering fir and redwood trees. Large crystal towers dotted the forest floor, and the Lluruth people thrived. The cities that took shape here traded with one another and rose to heights of Manasphere research and experimentation that no other Lluruth enclaves had been able to reach. However, when corruption began to spread throughout the population, the people began to take issue with trade agreements, bristling under the supervision of the elder council in the Kala Valley. Garloch's taint spread quickly, making its way throughout the land, creating a divide that would end in civil war and, ultimately, the Schism. In the short amount of time during which divine interventions were wrought, a vast majority of the forest's population transformed into Drazil, while very few became Illumnarus. A slaughter began almost immediately, forcing the Illumnarus to find haven in the trees, hiding from those who had once been their brothers and sisters. Small villages formed high in the trees, using excess brush to hide themselves. They began making wood bridges, creating intricate settlements that connected the few who lived there. The disguise was effective, keeping them hidden from the Drazil for nearly 1,000 years. It took another millennium for the Illumnarus to meet their end in the forest, and although some escaped, a large portion of the population within were massacred.

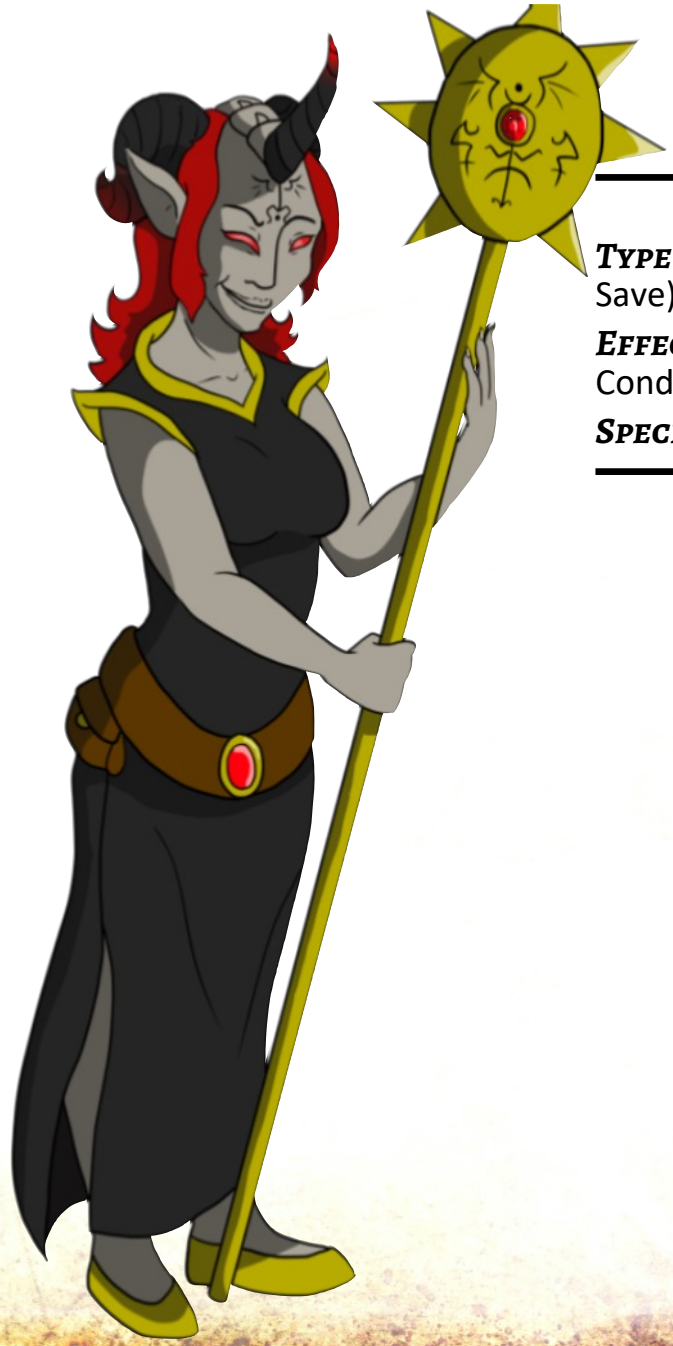
The Drazil, themselves, split almost immediately, with a large portion continuing to worship their creator god, Brhuaal. The amorphous god of darkness held sway for many centuries, the Drazil honoring their divine patron with fervor and bloodthirsty worship. When Garloch returned to the region, he began to whisper in the ears of powerful Drazil from the northern forest, reminding them of the promises he made thousands of years prior. He quickly succeeded in gaining the worship of many Drazil, and because of the increase in divine power, managed to destroy an avatar of Brhuaal that had been sent to the forest to cleanse the heretics in the north. With their power base disrupted, Brhuaal retreated to the Abyss - but not before leaving three Entropic Jabberwocks to guard their remaining worshipers.

The southernmost region of the forest is populated by Lycanthrope whose ancestors dwelled in a Vergal town located south of the forests border. The Vergal were cursed during a Lunar Quickening, transforming the population of the large town into all manner of lycanthropic creatures. The people lost themselves in their new forms, abandoning the town and retreating into the woods. There, they lived in savage tribes until a subsequent Lunar Quickening, at which point most of the Lycans began to exhibit the ability to transform back into human form, something their ancestors had lost so many years ago.

Plots and Rumors

To enter the Dark Sun Woods is to wager your life; between the divided Drazil factions and the wide variety of dangerous monsters residing within, casual travel in the forest is ill advised. Although the Garloch-worshipping Drazil are fond of sacrificing intruders to their god, it is a far better fate than that of the Brhuaal worshippers, whom it is rumored hunt their victims for entertainment or sport before ending their lives in the most gruesome of ways.

The Poison Water: The poisonous property of the water found in Jabberwock Lake makes it prized by many assassins of the south, most notably in Verigal. Many down-on-their-luck Vergal brave the horrors of the forest to attempt to collect the water for sale on the black market, a last ditch effort to pull themselves out of potential poverty. One in three make it out of the forest, and those that do guard their secret ways into and out of the Brhuaal-worshiping Drazil's territory. A single ounce of the liquid can fetch as much as five hundred gold in certain cities, and it is the preferred poison in Farhome, where bloodshed of any kind is outlawed. The Drazil are aware of the market for the water but consider every drop sacred to their god; as such, anyone caught around the lake is either fed to the Jabberwock or made to guard the area forever as some form of mindless undead horror.



Jabberwock Lake Water

Type poison (ingested); ***Save*** Constitution (-3 to Save)

Effect 10d10 poison damage; Poisoned Condition for 48 hours

Special Anti-Toxin does not help



Kala Valley

The people of the Kala Valley live in a land of extremes. The terrain is varied and includes high mountain ranges, lush forests, miles of wetlands, and fertile river deltas. Occasional extremes of weather have plagued the area, and droughts followed by great monsoons are common. Two great civilizations have risen in the valley: the Lluruth, the first, living in towering crystal cities located throughout the valley, and, later, the Kalarins who came to live there. At first, the primitive felines lived in a simple hunter-gatherer society. However, as time went on, and through careful manipulation by the Lluruth, the cat-like people were taught the mysteries of the Manasphere. Soon after, they began to develop a more refined culture. The Kalarins quickly developed an affinity for the elemental forces that bind all things, rooting their culture's magical traditions in this affinity. Because of this, the valley has become a haven for all manner of genies and elemental beings.

The Lluruth civil war brought darkness and death to the Kala Valley, and the Schism would throw the entire region into chaos. The Illumnarus eventually abandoned the valley and the besieged Kalarins whom they had nurtured for so long. The cat people would go on to push the Drazil from the valley, but not without suffering great loss. These losses led to Kalarin culture turning militaristic, dividing the people and beginning centuries of inner racial warfare between various warlords and dictators. Eventually, one warlord would unite the people, his dynasty lasting over four hundred years. The borders of the nation were closed to all outsiders for many hundreds of years, until the current Lord High General decreed the borders re-opened only fifty years ago. Since then, the Kalarins have slowly begun to filter into the rest of the world. Foreigners to the valley are common in the Eastern Provinces, but rather uncommon in all others. Any non-Kalarin found in the Western Provinces are detained by the military, and only a writ from the Lord High General or his closest advisors can free them.

The Kala Dominion

Capital: Shima

Population: 940,000 (92% Kalarin, 6% Outsider, 2% Other)

Government: Military Overlord

Religions: Kalarin Pantheon, Planar Cults

Imports: Wool, incense, spices, gems, gold, silver, dyes

Exports: Ore, weapons, jewelry, wine, rare herbs, pottery, rice, potions, stone

Alignment: LG, LN, LE, N, NE, NG



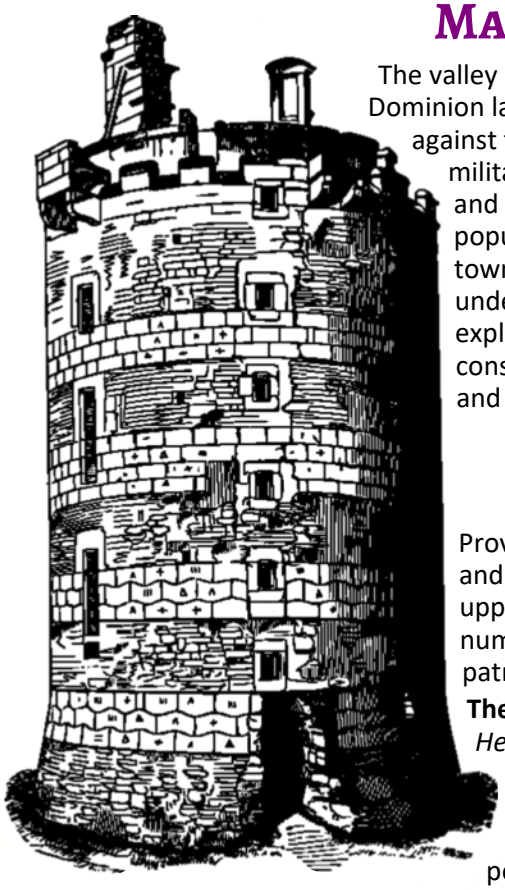
The Dominion came about four hundred years ago, when the warlord Jav Borah forcibly united the provinces under his rule. Before this unification, the Kala Valley was fractured into dozens of competing states, its people and borders in a constant state of flux. Concerned with foreign influence on his people, Jav Borah ordered his restructured military and its new Warrior caste commanders to close all roads into the valley. In addition, he ordered the navy to form blockades on the Starfall Sea to the north and the Sea of Storms to the south. His underlings went about enforcing his rule throughout the land, as well as establishing a caste system that separated the people and ensured his dynasty's rule. The country now maintains a large military force made up of over a hundred thousand professional soldiers of the Warrior caste and tens of thousands more lower caste conscripts and militia.

Life and Society

Kalarin culture is defined by it's rigid caste system. The *Naitkata Pulsa*, a religious group dedicated to keeping Kalarin society functional, is in charge of keeping the castes separate. Their members are drawn primarily from the Warrior and Priest castes but are administered by those of the Noble caste. The book of *Koda* was written over four hundred years ago by the warlord Jav Borah during his rise to power, and it details long lists of moral and social codes, as well as the laws that the country follows. The *Naitkata Pulsa* enforce these laws on the populace, and infractions can lead to punishments that range from fines to beatings, jail time, and forced labor.

Each of the castes has a specific role to play within the Kalarin society. The Warrior caste runs the country through the power of the Lord High General and his Rajas. The Noble caste are administrators and government officials that see to the day to day operations of the cities and provinces. The Priest caste fill many roles in Kalarin society, which is deeply religious and dedicated to their small pantheon with fevered worship. The lower castes, however, are the true backbone of the Kala Dominion. The Labor, Craftsmen, and Servant caste make up the majority of the populace, while the Merchant caste remains a strong minority. The Merchant caste started as an offshoot of the Craftsmen caste about a hundred years ago, and their status has risen quickly thanks to lucrative and profitable dealings with certain Warrior caste factions. The final caste are the Undesirables. These are the poor, the criminals, the renegades. The small population of genies and elemental outsiders that call the valley home do not fit into the caste system and are, instead, considered *Hor'loka*, or 'Other People'. The *Hor'loka* are not quite looked down upon like foreigners, but they are still not allowed to reach the same social heights as Kalarins.

Major Geographic Locations



The valley is broken into three territories. The Eastern Provinces include all Dominion land east of the Starflow River. This area was the main battle ground against the Drazil thousands of years ago, and the site of the Kalarin's greatest military victory at Shadow Pass. The Central Provinces include the capital city and main port city on the Sea of Storms. The Western Provinces are sparsely populated, the people here mostly live in high mountain villages and mining towns. The Western Provinces also include many intact Lluruth ruins that are under constant guard by the army to prevent anyone or anything from exploring their secrets. All buildings in the Dominion share similar construction traits. The architecture is made up of multiple geometric shapes and painted in combinations of bright reds, yellows, blues, and greens.

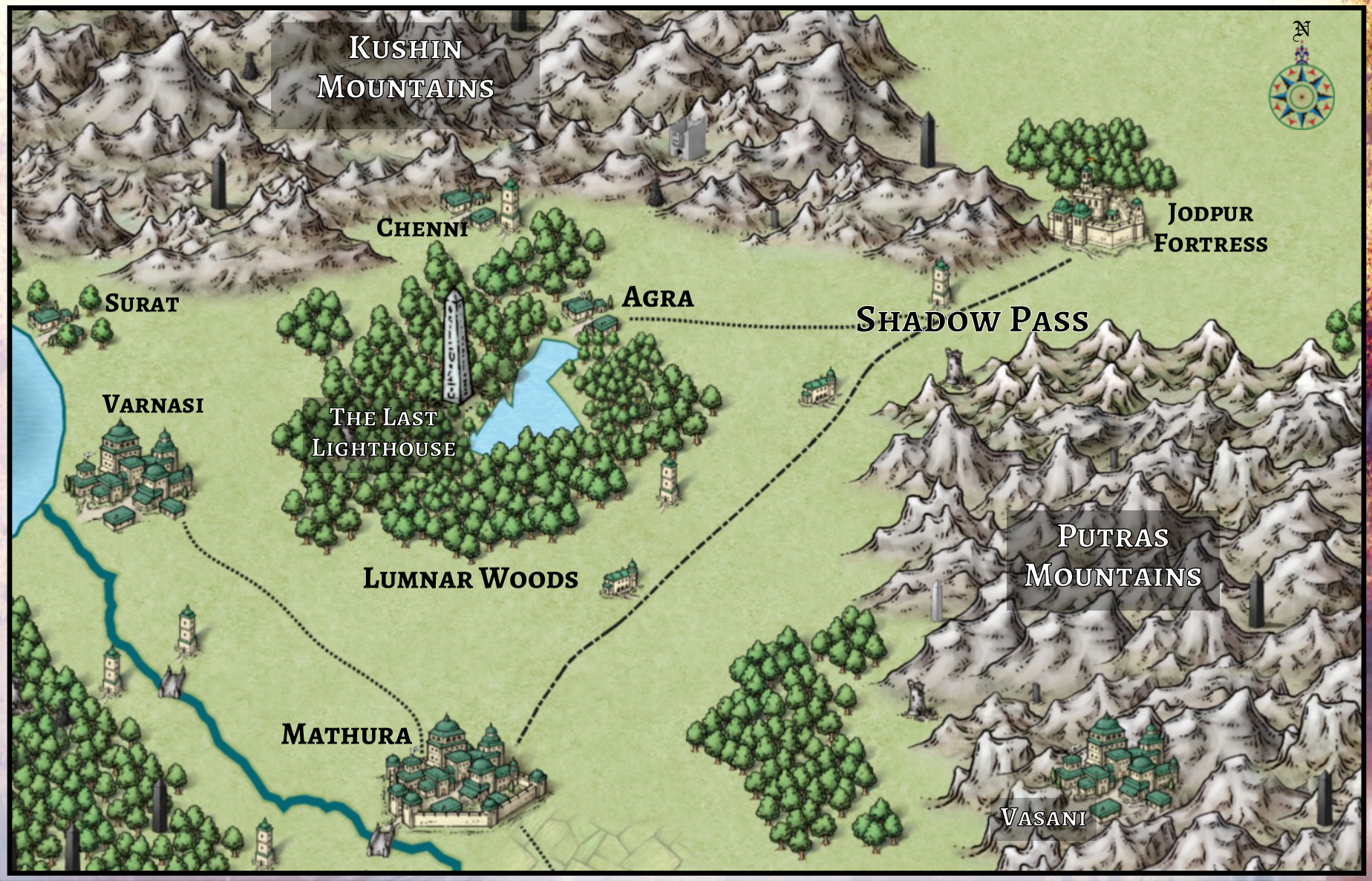
Eastern Provinces

A little more than half the population of the Dominion lives in the Eastern Provinces. The Starflow River boasts three major ports and dozens of towns and villages. The primordial Lumar Woods is dotted with dozens of cabins and upper caste only hunting retreats. The army has a strong presence, with numerous forts and encampments found here and all roads being heavily patrolled. The Eastern Provinces are the provinces of Taxila and Putra.

The Lumnar Woods: This large forest of teak and walnut was the sight of the *Helrial-anshen* - 'The Gift of Light' - to the Illumnarus people by the avatar of their god Rital. After the Schism, the Lluruth who remained pure and true were being quickly decimated by the newly-created Drazil, so, in order to save them, Rital sacrificed an avatar and a considerable amount of personal power to infuse each of the survivors with a sliver of his essence. The new Illumnarus pushed the Drazil from the forest and set up defensive redoubts and checkpoints. The innocent Kalarin people were ushered into the woods under the protection of the Illumnarus, and it was here the fight to retake the valley began. A large crystal tower, all that remains of the citadel raised here, shoots out from the middle of the forest, rising high above the canopy. The Last Lighthouse is home to a noble Djinn and his school of Elemental Air magic known as Windhaven.

Shadow Pass: A ten and a half mile gap between the Kushin mountain range and the Putras mountains, the Shadow Pass was the site of the greatest military victory in Kalarin history. It was here that the race made its final push to rid the valley of the Drazil. Fresh from victories in the west, the first Lord High General gave the call to lure the sizable Drazil force into the pass. There, cloaked by powerful illusion magic thanks to a group of genies that joined the feline people's fight, the Kalarins set off multiple ambushes and lightning quick maneuvers that tore into the Drazil ranks. Day turned to night as the Drazil cloaked the battlefield in magical darkness to try and disorient the Kalarins. The myths tell of a young Kalarin soldier who swelled with divine power and began to shine like a miniature sun, banishing the darkness and cementing his peoples' victory. The pass is the only way into the valley from the east allowed by the Dominion. Any non-Kalarin or elemental outsider coming into the country anywhere else on the eastern border is immediately detained and interrogated. The army has a series of checkpoints on the large road from the fort that defends the pass to the city of Mathura.

Eastern Provinces - Kala Dominion



Important Sites

The cities and towns of the Eastern Provinces are crowded and noisy, while the villages and mountain towns are quieter and more selective regarding who is allowed to dwell there. The countryside is safe thanks to years of military presence and diligent local militias, and the largest threat to most places is banditry or the rare attack by rogue elementals or cultists.

Mathura (Metropolis, 64,900): This city lies on the eastern bank of the Starflow River. The city is renowned for its exquisite pottery, thanks primarily to the red clay found on the river bank, which turns a vivid purple when fired. The city is also the destination of most foreigners who enter the Dominion from the east, known to be the most cosmopolitan in the country, and its merchants have greatly benefited from the increase in outside trade. A small detachment of the navy called the River Security Division patrols the Starflow from its base in Mathura, sailors seeing to it that nothing enters the Central Provinces that does not belong. The Raja of Taxila Province resides in the city and commands its army contingent. The Calvoid have set up residence just outside the city, with permission from the Raja, and have begun construction of a landing spire. The Conglomerate of Sparks has signed a lucrative trade agreement with the Lord High General, and the first airships loaded with refined mana crystal are expected before the coming of the next rainy season.

Agra (Small Town, 300): This small collection of log cabins and outdoor pavilions, Agra is the destination for the upper caste to unwind from the cares of government work and courtly life. Located on a private lake on the eastern reaches of the Lumar Wood, the town of Agra is considered sacred ground to the Kalarin. This is where the frightened ancient Kalarins retreated to after the Schism brought darkness and death to their valley homes. On the shore of Pridefather Lake, the feline race persevered and, with the help of the new Illumnarus, they began plotting to retake the region. Agra is also revered as the mustering point for the Kalarins before the battle of Shadow Pass. Now, only the upper caste and their servants can live here permanently, while lower caste citizens traveling from the nearby village of Kasura to work the shops and spas during the day.

Vasani (Small City, 9,580): This city is located in the Putras mountains and is the home to many people who count a drop of blood from the Elemental Plane of Earth in their lineage. Legend tells of a portal to the Plane of Earth opening in the middle of town, bringing forth a rush of all manner of odd beings. The then-small mining village was overrun with earth mephits and enraged elementals, followed directly by a large group of Dao genies. The portal closed and trapped the genies, who quickly brokered a deal to round up mephits and elementals in exchange for acceptance in the village. Over the years, many of the Kalarin have intermingled with the genies, and now have a greater affinity for elemental earth magic. The number of Dao has dwindled to less than half the original number that came through the portal thousands of years ago.

Regional History

Three weeks after the defeat of the Drazil at Shadow Pass, the Lord High General died from a poisoned blade wielded by his son who, unbeknownst to all, had joined a cult of Khaaz. The son was beheaded and the next heir took his own life, filled with shame at not seeing the evil that had taken hold of his sibling. The region exploded into inner strife as the Rajas appointed by the slain ruler divided the newly-liberated country amongst themselves. Raja Kapoor took control of all territories south of the Lumar Woods, retreating to his fortress in the Putras mountains. Centuries later, a horde of vermin-like Fey called Mites would pour from hidden caves and overrun the area. This threat would fracture the Kapoor dynasty and see the rise of dozens of petty warlords and bandit kings.

The Mites plagued the area until the coming of Jav Borah and his legions of fanatical soldiers, who swiftly decimated their numbers. Since the formation of the Dominion, the people of the Eastern Provinces have stayed true to their independent thinking and unwillingness to follow the leader. Even when the institution of the rigid caste system by the Borah Dynasty changed the overall political structure of the region, the spirit of the people remained true. When the borders were reopened, the cities and towns of the Eastern Provinces benefited the most. The church of Urman the Golden holds sway in many of the larger settlements, but the Pridefather still has a considerable following in the area, primarily thanks to the sizable population of army personnel tasked with the defense of land and its people. The army has constructed numerous checkpoints and dozens of detention centers in central Taxila and along the Starflow River.

Plots and Rumors

Banditry in the Eastern Provinces has tripled since the reopening of the country to the outside world. The influx of new coin and opportunities has drawn some of the larger Undesirable gangs out from the shadows and into the light, preying on unsuspecting Calvoid, Vergal, and Alterian merchants. The army leaves the policing of cities and towns to local militias, some of which are rumored to be little more than fronts for the gangs and cults.

Darkness Descends: A powerful being of unknown origin has taken control of a small ruin in the Kushin mountains. The former Lluruth village is home to a large cult dedicated to Khaaz that has tormented the countryside for years. A detachment of soldiers was sent to clear out the ruin but met their destruction at the hands of the cultists and what was described as beings of pure shadow. The Lord High General has issued a relocation order for all castes who dwell within twenty miles of the ruin, and the army has been forcibly moving people for months in preparation of a second offensive against the entrenched enemies forces.

Central Provinces

The Central Provinces of the Dominion are the heart of Kalarin culture and society. The northern half of the region is dominated by the Forest of Sorrow, where large detachments of soldiers guard the boundary of the dark woods, keeping the horrors that prowl under its canopy from spilling out into the countryside. The province of Gangel, where the forest is located, is sparsely populated, with most of its inhabitants living on the shore of the Starfall Sea. The Lord High General rules the Dominion from his palace in Shima, the capital city. Shima is located at the southern edge of the dark forest, and young Warrior caste launch sorties from there to prove their worth, defeating shadow monsters and the undead horrors that infest the woods. The Central Provinces include the provinces of Gangel and Ayodya.

The Forest of Sorrow: The canopy of the ancient neem and rosewood trees that populate this forest looms high and, thanks to the corrupted twisting of the tall trees, the forest floor is always shrouded in shadow. This was not always the case, as, thousands of years ago, this forest was the heart of a great civilization, bathed in tranquil light. Here, the Lluruth people raised great crystal towers and cathedrals, living in perfect harmony with nature, the absolute masters of the Manasphere. It is believed that the Archdevil Garloch first entered the world through a portal that opened in the central forest, near the Lluruth city of Ka'shal, but it is known for certain that the Goddess Naltia manifested an avatar in Ka'shal and instituted the Schism, drawing in all the corruption that had latched onto the hearts of her people in an attempt to cleanse them of the spiritual rot.

The birth of Brhuaal turned the sacred woods into a place of umber light and deep shadow; beneath these trees, the Drazil were born, and the backlash from that birth has turned the forest into a place of nightmares. Packs of shadow creatures roam the forest floor, dark twins to the fauna that used to call the forest home. The Lluruth who remained after the birth of Brhuaal and the transformation of so many into Drazil were slaughtered en masse, and their spirits live on as undead shadows. These undead are unique, as they reform quickly after being destroyed, sometimes after hours, sometimes days. They resist any attempt to banish their essence from the plane, forcing the army to patrol the edge of the forest in great numbers, unable to be rid of them completely. The wall that encircles the capital city rises eighty feet on its northern side, the one that faces the dark forest.

Starflow River: The large, swift-flowing river marks the border between the Eastern and Central Provinces. The river is patrolled by the army on the western banks, but it is not without its water-based defenses, with swift attack boats on the water itself and the Lord High General's power to call upon several powerful water elementals who make the river their home. Marids and other aquatic outsiders swim the river that joins the Starfall Sea to the Sea of Storms, and the underwater road is patrolled by a group of undine who answer to the Raja of Ayodya. Fishing is permitted by the government on the river during certain hours of the day, but the early morning is open to only those of the Upper castes and their servants. The middle part of the day is when Labor and Craftsmen castes can fish, and the waters are closed to all but authorized boats in the evening, up until one hour before midnight. The waters are open to all from that time until just before dawn. This when most Undesirables do their fishing and moving about, as being caught on the river when you are not allowed is grounds for immediate arrest.

Central Provinces - Kala Dominion



Important Sites

More densely populated then the other Dominion holdings, the Central Provinces boasts residence of the nation's wealthy and elite. Although it is patrolled less than the other territories, the army does have a strong presence here, as it is the seat of the Warrior caste's power. Forts and redoubts dot the countryside, protecting miles of cotton and wheat fields. Rice is grown at the mouth of the Starflow, where it meets the Sea of Storms, and at least half of all the rice grown is sent south and sold to the Arryn, who have fallen in love with the exotic long grain variety that grows so well in valley.

Shima (Metropolis, 78,200): The capital city of the Dominion is located on the southern edge of the Forest of Sorrow. The high wall protects the many thousands of Kalarins and the Lord High General, himself, from the horrors found in the dark woods. To the south of the city lay miles of fertile farmland, where dozens of villages and small towns can be found, as well as the larger farms and manors. The majority of the Noble caste owns property in the city, with the notable exception of the large Warrior's district.

The Lord High General's palace is located in the center of the Warrior's district and is adjacent to the Pridefather's Throne, a sixty foot high statue of Roarvan sitting on a throne of gold that is studded with thousands of precious gems. The statue is where new Lord High Generals are sworn in, and the catacombs beneath is where they are entombed. The rise of the Merchant caste and the opening of the country to outside trade has brought a resurgence of opulent building the likes of which the country has not seen in centuries. New buildings are often gilded in gold and silver, and homes are being decorated with gem-studded furniture and fixtures. Temples and shrines to Urman are covered in gold leaf, and new shrines are being built using marble and granite columns that are imported at great expense from Alteria. The eastern side of the city is the only place non-Dominion citizens are allowed, and is also the home to the cities thousands of Undesirables. Only the gates separating the districts are patrolled by the city's militia.

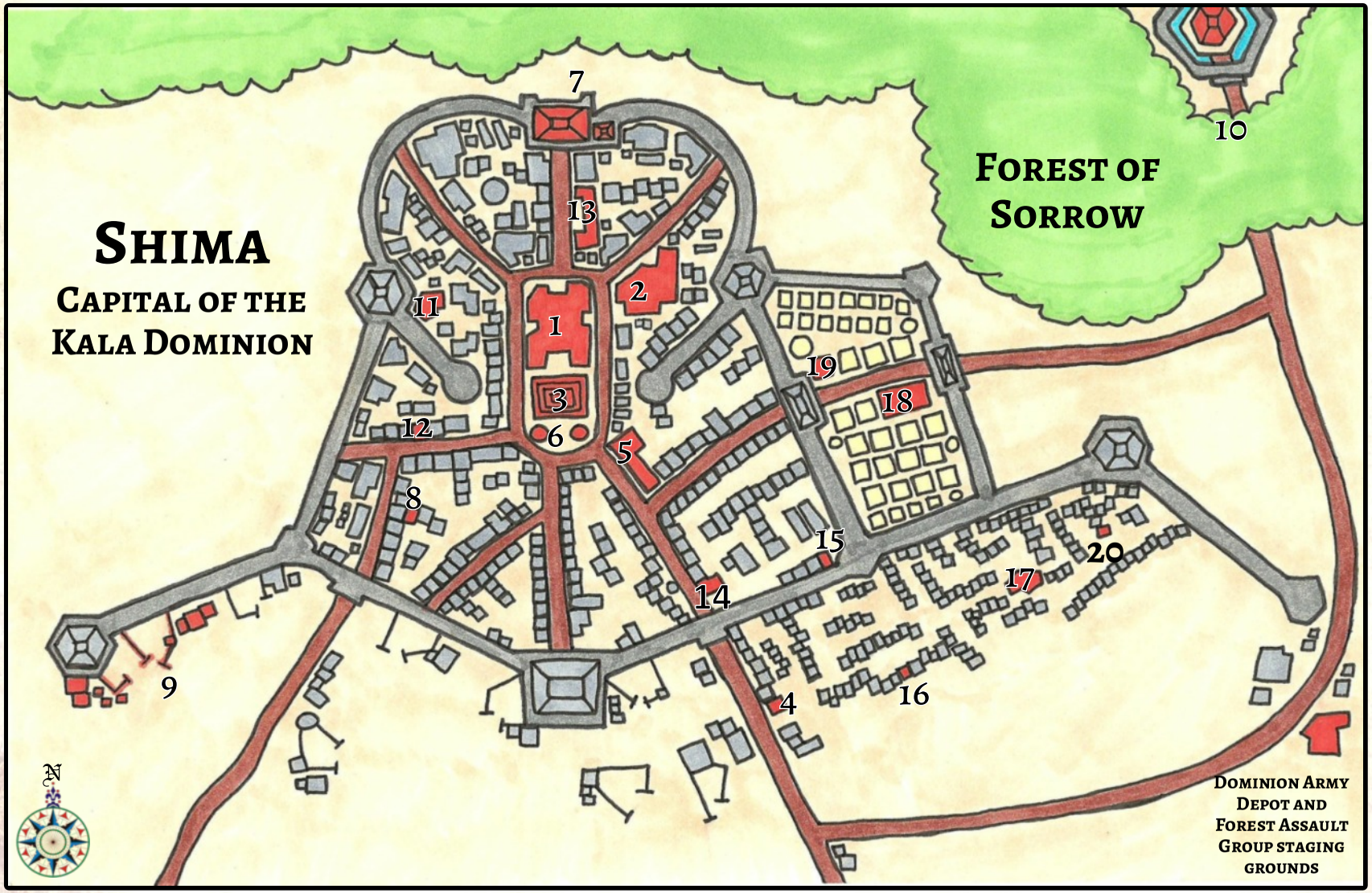
Patalpurta (Metropolis, 56,800): This port city lies on the banks of the Sea of Storms and is the largest Dominion port in the Central Provinces that accepts foreign merchants and travelers. Because of this, the Warrior caste has a strong presence and patrols the large road from the port to the capital in the north. No travel is allowed off-road into the countryside without permission from the Raja of Ayodya province. The city, itself, is home to a small number of Arryn who live in a newly-constructed embassy. The Arryn have come to love all things Kalarin, and trade between the two nations is growing, in spite of an incident ten years ago that nearly resulted in the Arryn being expelled, when the *Asa-Aier* were uncovered trying to recruit Kalarin agents among the Warrior caste. The city is sustained by a large fishing fleet, with most of the larger boats owned by the Noble caste. The boats contest for select waters where giant tiger prawns come to feed, and there is a small community of Marids who call the port home. The genies live in underwater manors along the wharf and hire onto fishing vessels as scouts in exchange for a cut of the haul. A few more enterprising genies have set up a series of feast halls and brothels that cater to the rough-and-tumble Labor caste who work the boats.

Regional History

The land that would later be called the Central Provinces has borne witness to the glorious rise and violent fall of the greatest civilization to ever live on the planet. The Lluruth lorded over the world as complete masters of the Manasphere and the very elements of nature itself, but years of corruption instigated by the whispers of the Archdevil Garloch tore the race apart and launched a civil war that raged for centuries.

In the first and greatest city of the Lluruth, the goddess Naltia manifested an avatar and drew all the evil and darkness found in her people's hearts into herself. The subsequent birth of Brhuaal and their transformation of those Lluruth who once succumbed to darkness into Drazil was the death knell of the race; generations would pass before the Kalarins would clear the last of the Drazil from the valley, but just when the region began to heal from the blight of evil that had infected it, it was thrown into chaos when the Lord High General died. The Lord High General's Rajas quickly carved up the land between themselves, and centuries followed with warlords and petty kings fighting over the miles of fertile farmland and coastline. The horrors of the Forest of Sorrow went unchecked for years, often boiling out of the forest and terrorize the countryside.

Jav Borah brought his reformation to the land and instituted the building of dozens of forts and checkpoints around the forest, containing the evils and freeing the people from its darkness. The people of the Central Provinces took to the word of the sacred *Koda*, and the Dominion began to take shape. He made the city of Shima his capital and took the title of Lord High General, the first to call themselves such in centuries.



1) The Lord High General's Palace
2) Grand Temple of Roarvan
3) The Pridefather's Throne (Statue of Roarvan and Crypt of the Lord High Generals)
4) Arryn Embassy
5) The Golden Hall of Prosperity (Temple of Urman)
6) The Pillars of Victory and Sorrow
7) HQ of the *Naitkata Pulsa*
8) The Everbright Torch (Tavern)
9) The Golden Paw Merchant Coaster Compound
10) South Eastern Beacon Tower (Tower of Eternal Light)
11) Alterian Empire Embassy
12) The Kingdom of Jutan Embassy
13) Dominion Army Barracks
14) Saffi's Exquisite Entertainment (Feast Hall and theater)
15) Kingdom of the Flooded Forest Embassy
16) Javi's Potions and Elixirs
17) The Lady's Refuge (Temple of Sylo)
18) Warrior's Rest (Dominion Army Crypt)
19) The Un-Named Tomb (Undesirable Crypt)
20) Bedu's Supplies (General Store)

Plots and Rumors

The plots of the Upper castes are numerous, and since the opening of the borders, foreign operatives have made plenty of coin from them. The Merchant caste has had to hire extra caravan guards from the ranks of the Warrior caste at great expense to guard against banditry and sabotage that has risen in the countryside, and rumors of large Undesirable gangs working as fronts for Noble caste families is the topic of many Kalarins who end up deep in their cups.

The Missing Princess: The granddaughter of the Lord High General has been reported missing, and all efforts to locate her have failed. She was last seen in the presence of a group of individuals who may or may not have been cultists of Khaaz. No information has been given on her possible involvement with the cult, as all reports detail that she left with the individuals willingly. Possible dark magic is suspected. The Warrior caste has authorized the formation of search groups to seek out the princess and the cult in the Forest of Sorrow. Any person willing to help find the princess should present themselves to Tower of Eternal light. The Lord High General has offered a large parcel of land and title to accompany it in the province of Taxila to the east for the safe return of his granddaughter.

Lord High General Succession

When the Lord High General dies, the new leader of the Dominion is chosen from a group of Raja who are picked by the leaders of the Priest and Noble castes. The vote takes place one week after the death and is conducted by secret ballot at the funeral, which lasts four days.

The family of the previous ruler is afforded an elevated status in the castes and is granted permission to live on the palace grounds for as long as they like. Some former wives and sons of Lord High Generals have lived in the palace for several subsequent rulers.

The remaining sons always command large armies, and are sometimes elevated to Raja, while the daughters are always married into influential families. The widows live in the east wing of the palace and act as informal ambassadors for the current Lord.

Western Provinces

The mountainous Western Provinces are the least populated in the valley, and the majority of the small population live in mining towns and small fishing villages. The soil here is thin and rocky, not suitable for large farmsteads. The people of the Western Provinces consider themselves to be the forgotten people, and even Noble caste from here are often from lesser families; families who don't have the political power to change much of anything. The Priest caste is well respected here, and clerics of Roarvan can often be found administering to worshipers under open air shrines and mountain top temples. The Paranj mountains make up the Dominion's western border, and the Warrior caste field numerous patrols here, both guarding from outside incursion and protecting some of the best preserved Lluruth ruins found on the planet. The Western Provinces are made up of the provinces of Kashen and Kalges.

Mount Masjij: This large mountain is home to hundreds of Outsiders who hail from the elemental plane of fire. Azer, Efreet, and Salamanders vie for control over the area and the large deposits of mana crystal found deep within the mountain. The Dominion operates two crystal mines here in conjunction with the Azer and a small Fire Giant clan that migrated from the Firepeaks in the north, while the Salamanders and their Efreet overlords frequently attack and seek to overtake the Dominion forces protecting the area. The mana crystal found here is some of the most potent in the region, and the reason the mountain is plagued with fierce manastorms that have been known to kill anyone caught within it in minutes.

Daipur Forest: Long thought to be the site of the portal that first brought the Kalarin to Shin'ar, Daipur Forest is a place of eldritch beauty. The grove of tall rosewoods sheltered the race as they acclimated to the new world, and it was here that the Lluruth made contact and began to usher the development of the race. The first Kalarins were hunter-gatherers, and the forest provided all that they needed. Over the years, the roaming clans began to leave the safety of the woods. The first permanent dwellings were made on the banks of the Sea of Storms, just south of the forest. Largely ignored by most, the forest is home to plentiful game and only lightly logged. The woods are sacred, and any desecration is dealt with harshly.

Western Provinces - Kala Dominion



Important Sites

The Western Provinces boast only two large cities, and the majority of the populace live in small towns and mining villages. The eastern and central provinces have largely been pacified of all monster activity, but that is not so in the west, as the mountains are home to large clans of Harpies, Goblins, Mites, and Bugbears. The army is constantly sending out patrols, and the areas around Kalarin towns and villages can be considered safe - however, anyone caught outside those boundaries find themselves in danger of attack from bloodthirsty Goblins or vicious Harpies. Foreign travel is heavily restricted here, and only those who gain writs from the Lord High General or his inner circle can traverse the Western Provinces without interference by the army.

Aligar (Metropolis, 52,700): The largest city in the area is also the home of the Raja of Kalges province. A powerful and influential member of the Warrior caste, he is said to be the next in line for Lord High General. Both men can often be found on opposite sides of political topics, but they have been lifelong friends and colleagues. The Raja is tasked with the defense of the western border and has come under fire lately by some in the Noble caste for not protecting certain mining sites and hamlets. Talk of a powerful Red Dragon has sparked the mustering of forces in the city, and the Raja plans to lead the forces himself. The city of Aligar is located at the base of low hills that, at one time, held a large crystal watchtower belonging to the Lluruth. The tower has since fallen into ruin, and much of the magical crystal has been worked into an enormous gate to the city that is rumored to rebound all magic cast on it back at the caster.

Faridabal (Large Town, 4,300): This town is the home of the Dominion's greatest gem cutters and jewelry makers. Precious stones are mined in the nearby mountains and exported to Pursa and the Zava Hills; finished pieces are shipped via secure couriers and can fetch several thousand gold pieces. The church of Urman has a strong presence here, and they sponsor numerous guilds and independent craftsmen. A large school of Geomancers can be found in the town as well, and the *Sekula* of Iron and Stone has gained a reputation among the Upper castes as upstarts and trouble makers. The school has been known to accept those of the Undesirable caste, putting it at odds with the Nobles and Warrior caste of the area.

Jaipur (Large City, 18,700): This walled city lies on the coast of the Sea of Storms and was the first permanent settlement of Kalarin in the valley. Located north of the sacred Daipur Forest, the city grew with the help of the Lluruth people, and in its height, it boasted a dozen crystal towers belonging to the magical race. The Lluruth taught the early Kalarins the ways of civilization and how to tap into the power of the Manasphere, but during the Lluruth civil war the then-town was put to the torch by Garloch worshiping cultists. The evil Lluruth used superior magic to bar the city gates and set the small docks on fire, trapping hundreds and sealing their fate. The city was rebuilt by the Raja Putrel and claimed in the name of his ancestor, the fabled Geomancer Cedi Putrel, who was credited with helping save a large number of people from the inferno on that day. The city and its people fought back against Jav Borah and his book of laws when the reformation came, and eventually, the Putrels and Jav came to an understanding; some secret agreement that saw the gates opened to Borah's forces and the peaceful surrender of the city. The head of the Putrel family was officially named Raja of Jaipur and protectors of the sacred Daipur Forest. The current Raja commands thousands of elite Warrior caste and Priest caste forces and is greatly influential in the politics of the Dominion.

Regional History

The mountains have served as a natural barrier to the interior of the region for thousands of years, and the Lluruth built dozens of redoubts and watchtowers scattered among the peaks to take full advantage of this barrier. The civil war would bring untold destruction to the land as Lluruth archmages and powerful sorcerers razed whole villages and dropped mountains on opposing forces. When the Drazil were created, they burst forth from the Forest of Sorrow, rampaging in all directions, with a great many moving west and into the mountains. The war to rid the valley of their taint was slow to come to what are now known as the Western Provinces, as the demonic beings were entrenched in newly delved cave systems and former Lluruth ruins.

When the Illumnarus finally chose to abandon the valley, they fled via the mountains to parts on the Western Shore and beyond. They gathered all their forces and took the fight to the Drazil, cutting their way through the mountain passes and trying to lessen the burden they were putting on the young feline race. When the Kalarin forces came to scour the mountains of the Drazil, they found the evil beings far less powerful than previously reported, and the victories here bolstered the worn down people, giving them the will to continue on until no Drazil were left on their lands.

Following the fracture of the first Kalarin Empire, the Western Provinces were ruled by dozens of petty warlords and preacher kings who were generally good to their people, rarely warring among themselves. Jav Borah's reformation came late to the area, and it was hotly contested by the independent populace. The Dominion has a strong presence here now, with the numerous forts and castles manned by army personal year round, continuing to try and rid the region of the monstrous blight found in some of the old Drazil tunnels and caverns.

Plots and Rumors

The distance and hardships one must traverse to get from one population center to another in the Western Provinces has lead to wild rumors and over-embellished stories of all kinds. The people of the Western Provinces know to listen to every tale, demonstrating a well-honed sense for picking out what's real and what is added after the fact.

Merchant caste who hail from here are looked down upon by others of their caste from the rest of the Dominion. They are said to be full of lies, with wares inferior to all others. These are, of course, lies started by some to discredit the very rich merchants and prevent them from making great sums in the shipping of fine art and jewelry produced by the expert craftsmen found in the high mountain towns.

The Earth Trembles: Rumors of a powerful Red Dragon in the Paranj Mountains have been confirmed, with sighting of the great wyrm made by scouts reporting to the Raja of Kalges province. The dragon seems to be rallying lesser beings to its banner, and many Goblins and Bugbears have been seen marching near the beast's lair. Raids by Goblins have increased in the past weeks on the small hamlets and mining towns found near the lair, and an official request by the small Noble caste families that administer the region has been sent for protection. The Warrior caste has issued a proclamation for the formation of auxiliary units to assist in the slaying of the deadly beast and its forces before they overpower the area.

Travel in the Dominion

The Kalarin Army issues travel papers to non-natives of the valley that detail the appearance of the traveler, their point of origin, point of arrival in Kala, and any restrictions to their travel. Foreigners must give over their papers whenever any member of the Upper caste calls for them, and failure to do so will result in arrest. Most papers allow up to a maximum of two weeks in Kala, but longer stays are allowed. The papers are given for free but restrict the traveler to the province they entered, with payment required for stamps of approval to travel to other provinces.

The government has allowed foreigners to live in the Dominion only for the last ten years. Those wishing to do so must submit their claim and have one member of each Upper caste vouch for them. Land is only available for purchase in the Eastern Provinces.



Northern Tip

The Northern Tip is a harsh and unforgiving landscape, filled with wandering Rusk tribes, renegade dragons, and other peoples who are merely trying to survive. The winters here are brutal, with strong winds blowing south from the Great Ice Islands, easily freezing any man who might wander through without proper protection. Blowing snowstorms pound the tundra all winter and fall, and freak manastorms of great intensity plague the region in the south east, around the Starfall Sea. Springtime sees the temperature rise enough to stop the snow, but the weather remains wet, quickly turning the hills mud. The summers are short, although they can seem never-ending when the sun does not set for days at a time. Not much can grow out on the tundra, and most people who dare to call the region home live off the meat and milk of the abundant fish and fauna that live off grasses and dwarf shrubs that cover the hills.

Despite the unforgiving nature of the Northern Tip, there are a number of thriving populations. The Rusk stake out a living on the tundra, from the ice-capped mountains and the Ice Scale Woods of the north to the Firepeaks and Darkfrost ranges of the south. At the tip of the Glacier Sea of the West, on its furthest northern peninsula, lies Barrowtown, founded by exiled Jute and populated by a variety of other beings. In the Frozenblood Hills roam tribes of Ice Trolls, while just east lies the Kingdom of the Flooded Forest, home of the Meek'ah and Frode.

The Aravork have claimed territory in the Firepeaks and the Bronze Mountains, building their aeries high up, where they are virtually inaccessible. The Gorlan Hills make up the center of the region, home to three large tribes of Rusk. Some animals thrive in the cold wasteland, but one of the most notable is the White Dragyl, a draconic creature with a freezing breath weapon, utilized by the corrupted White Wyrm Rusk tribe's totemists as an animal companion and fearsome ally. Foxes, wolves, elk, lemmings, snakes, bear, rabbits and caribou make the tundra their home, as well as tens of thousands of arctic buffalo. The tundra also has its fair share of monsters, such as the remorhaz and ice worms stalking the flatlands, along with Frost Giants and yeti who make the mountain peaks especially hazardous. Goblins and Ice Trolls infest the hills and pose a constant danger to the wandering Rusk

Rusk Tribal Lands

Capital: None (Ruska)

Population: Unknown (estimated numbers based on an Alterian census: 190,000; 87% Rusk, 5% Goblin, 3% Minotaur, 3% Other, 2% Human)*

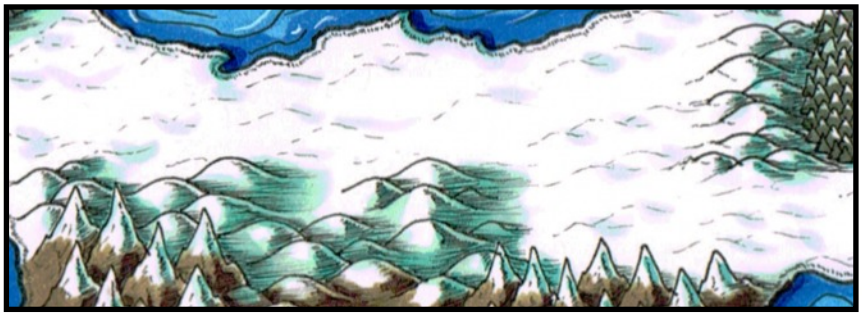
Government: Tribal

Religions: Rusk Pantheon, Planar Cults

Imports: Wine, weapons, rugs

Exports: Fur, un-tanned hides, gems, copper, gold, rare herbs

Alignment: CN, CG, CE



**A visiting Atlantean ordered a census taken of the region when he saw how many Rusk there actually were just in Ruska during the summer he spent there. Numbers are based on a year of study and investigation done by the Alterian ambassador and his staff. Numbers for hostile races were, admittedly, guesses based on reliable information.*

The largest sub-region of the Northern Tip, the Rusk Tribal Lands range from just south of the Ice Scale Woods to the edge of the Flooded Forest, following the hills to the Starfall Sea and just west. Each of these locations are claimed by one tribe, although there are some points within the area that are considered a shared hunting ground. Most notable, the Ice Scale Woods are held by the White Wyrm Tribe, the northern coast by the Polar Bear Tribe, the edge of the Flooded Forest by the Arctic Owls, and the northernmost point of the Starfall Sea by the Tundra Snakes.

The Snowcat, Elk and Arctic Rabbit tribes can be found in the center of the hilled region, beginning at the southern edge and reaching to near the territory of the Polar Bear tribe. The Wolf tribe claims territory just north of the western mountain range, the most reclusive of the tribes, second only to the White Wyrm. This vast space connects the rest of the Northern Tip and is largely barren in regards to communities. With the ever-wandering Rusk a threat to intruders, few risk settling down in any one place for more than a fortnight, making the Rusk the primary population of their Tribal Lands. The only other sizable population are the savage Goblins who live in scattered tribes, infesting the hills.

Rusk Tribal lands



Life and Society

Rusk tribes spend the majority of the year afoot, following herds of animals and picking off the weakest members, not only in order to feed themselves, but to ensure that the species is not entirely killed off. The Rusk live in concert with the land, taking only what they need from the tundra and nothing more. The Rusk are intensely war-like and territorial, fighting one another as well as the other denizens of the tundra for the few resources the land provides. All but one Rusk tribe roams their territory in the autumn and winter months, moving every five days in an effort to stay just ahead of the snows. When spring comes and the ground begins to turn to mud, the tribes move southeast, to Ruska. The settlement is built where the Gorlan Hills end and turn to flatland, only a short distance from the Starfall Sea. The White Wyrm is the only tribe that does not leave its territory and travel to Ruska, although it does move into the Ice Scale Woods for the winter, from where they can better cater to their dragon master's needs during the time of year when they are most active.

Major Geographic Locations

The tundra is strangely beautiful, taking on an eerie and breathtaking silence when the wind dies down and the sun is shining. The rolling hills give way in the north to flatland shoreline, the northern sea is full of icebergs the size of small islands, and the entire area is covered in a scrub bush the Rusk call volska. The roots of the plant are edible, giving off a nutty flavor when roasted. The leaves are collected by the Rusk and ground into paste, which is set to ferment in copper stills and eventually becomes a potent spirit. Vorka is taken into battle by every Rusk warrior and served at every Rusk meal; it is a clear liquid that is deadly to any species besides the Zevrish (whom it just makes sleepy) or the Rusk. Some Jute have been known to survive drinking it, but those that do often go blind.

Gorlan Hills: The hills take up a large portion of the tribal lands, and three large tribes call them home. They start just south of the Frostwater and go as far down as the Western Shore, stretching from the western coast and the Darkfrost Mountains, east to the Starfall Sea. The Elk Tribe roams the central hills, following herds of their totem animal and protecting them from all others. The Snowcat Tribe calls the southern hills home and have a trade pact with the Empire of Alteria, sending gems and rare herbs they cultivate in mobile greenhouses south. The Wolf Tribe claims the western hills, but they routinely enter Elk and Snowcat territory to raid and make war. The Wolf have been known to work with the White Wyrm Tribe, actions that, if they continue, will see them banned from Ruska just as the former Caribou were. A savage race of Goblins inhabit the hills as well, living on the fringes of Rusk territory, scraping by on whatever game they can get without encroaching on the Rusk. Some of the central hills hold caves and house larger and more organized clans.



Towards the end of the last Lunar Quickening, a large group of savage Minotaurs entered Shin'ar via a portal that opened into a world of steamy jungles and barren desserts. The bull-headed people were unprepared for the harshness of the tundra, but contact with the Elk Tribe saved them from a frozen doom. After two fierce skirmishes, the Minotaurs managed to parlay with the Elk Tribe, earning the right to speak to the chief by demonstrating tenacity in battle. The chief gave them permission to build two small settlements on Elk lands, in exchange for helping the tribe against its fight with the Goblins and a promise to not make war on the Elk or harm the tribe's herds. The coming years saw an increase of Minotaurs throughout the hills, and a small mining village was recently established at the foot of the Darkfrost Mountains, deep into Snowcat Tribe territory. The Minotaurs and the Snowcat have skirmished a handful of times, but both sides have yet to escalate the attacks.

Iceblood Hills: To the east of the Gorlan Hills lies an area of smaller, more rolling hills, where trees begin to grow taller than the dwarf varieties found in the region. These are the home of the Arctic Owl and Tundra Snake Tribes of Rusk. The two tribes are constantly at odds, fighting over territory and any perceived slight to their tribes honor. The hills are also infested with countless Ice Trolls, some of which have been pushing into Arctic Owl territory, at the edge of the Flooded Forest. The Frode have offered a defense pact with the Arctic Owl and the two now patrol their shared border. Rusk scouts lead Frode paladins in sorties into the Hills to cleanse any Ice Troll presence. The two races have found each other's culture to be alien and confusing, but they share a bond when it comes to combat, and the Rusk respect the frog-people's tenacity and martial prowess.

Important Sites

There is not much to see on the tundra, as the hills are sparsely inhabited and the majority of its denizens travel in mobile villages. There is only one settlement, and even it stands abandoned for most of the year. There are a handful of tiny Jute villages in the Darkfrost Mountains that rarely see contact with anyone, and most of these savage Jute worship Vemish, the God of Blood. The barbarians tell of a time long ago when their god was young and ruled over the tribes of men found in the Darkfrost.

Ruska (Metropolis, 100,000+ in the late spring and summer months only): During the autumn and winter months, this collection of squat stone buildings and storehouses lie empty, abandoned until the late spring, when Rusk tribes begin to filter in from the surrounding lands. The site is then covered with thousands of large tents that stretch on for miles during the summer. When the Rusk came to Shin'ar, they tell of a time when the god Krum spoke to them, promising them the land of the north. He decreed that the tribes should wander and protect the land, and, as a reward, during the hot summer months, any Rusk who dwells in Ruska will be free from harm. No Rusk is allowed to kill another within the city's boundaries. Those that break this sacred law are strapped to the Tree of Woe and left to die. Their family is exiled and their names are never spoken again. Each tribe (except the White Wyrm) is given a portion of the city to control, and a council of chiefs convenes once a week to discuss tribal dealings and foreign relations.

Non-Rusk are allowed in Ruska only during the summer, and they must vacate the site before the coming of autumn. Jute and Alterian merchants make the dangerous trek through the Gorlan Hills to trade their wares for the gems and metal the Rusk dig up from the land during the spring, as well as for furs and hides. The largest building in Ruska is the arena, where nightly gladiator matches are held to entertain the populace. Rusk who fight Rusk do so with blunted weapons, as not to defy the sacred law, and traveling Atlanteans introduced the Rusk to a form of wrestling they claim was popular on their home world. The Rusk have taken to this new form of combat, and young Rusk grease themselves up and fight it out in the arena, much to the cheers and jeers of the audience. Combatants of other races have been known to make a name for themselves and earn respect among the tribes by participating in arena battles, but they are warned that the restriction from killing in Ruska only applies to Rusk, and those who pick up arms in the arena are fair game.

Regional History

The tundra of the Northern Tip is a harsh, windswept place where only the strong survive. Before the coming of the Rusk, Trolls and other dangerous creatures wandered the hills and flatlands, and thousands of years ago, Goblins came to the Gorlan Hills and northern tundra. The savage humanoids carved out kingdoms and warred with one another constantly for the limited resources found in the north. When the Rusk came, they did so in such great numbers that the other primitive races on the tundra were quickly displaced. The shaggy, furred humanoids split into tribes and began to worship the animals found in their new territory as aspects of their powerful creator god, Krum.

The tribes etched out territory and defended it fiercely. They pushed the Goblins and Trolls to the fringes of the tundra or deep underground, as they did in the central hills. The tribes wander the tundra in the autumn and winter, protecting their territory and their herds from predators. In the early spring, each tribe began to move southeast, to the general area where portals deposited them many years before. There, they built Ruska, the Summer City. While in the confines of the city all Rusk were under the protection of Krum, and given the blessing of safety for surviving the winter and protecting the tundra. The tribes began to feud over the years. Tribes whose totem animals were naturally opposed began to bicker and plot against each other. Ruska became a place where all tribes could come and reach peaceful solutions and make alliances that would keep them safe on the tundra.

Two hundred years before the coming of Atlantis, a trio of young, white dragons fled the Jute rebellion on the Western Shore and found a new home in a patch of ancient forest in the northern tundra. The dragons quickly subdued the Caribou Rusk tribe that claimed the land just south of the forest. The Caribou were made to serve the dragons, bringing them ore and gems they mined in the nearby Bronze Mountains. The dragons rule the tribe now, and have renamed them 'the White Wyrm'. The Caribou were a peaceful tribe, content on tending their herds and living off the land, but the dragons awoke a deep-seated bloodlust in their new slaves. The White Wyrm have been a thorn in the side of the other Rusk for centuries, savagely raiding any and all territories. They are no longer welcome in Ruska for breaking the sacred pact of Krum, and any White Wyrm tribe member is attacked on sight.

Plots and Rumors

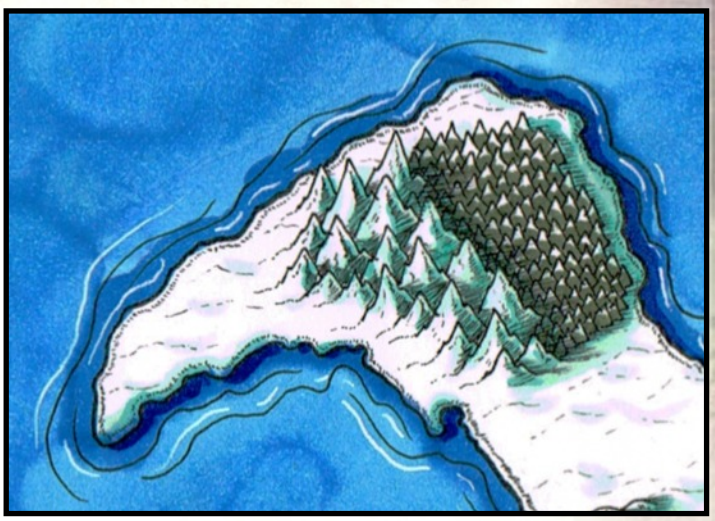
News from the tundra comes from traveling merchants headed to and from Ruska during the summer, or from the rare adventurer who manages to pass through Rusk territory and live to tell about it. Inter-tribal disputes are common and little understood by outsiders. Rusk tribes have been known to war over perceived slights, as well as encroachment in their territory. The poaching of tribal herds is punishable by death: slow, and with as painful as possible. The arctic buffalo is the most sought-after animal. Its hide, bones, sinew, and meat are prized in northern Jutan, but the Rusk have been known to strip poachers naked and stake them spread eagle on the tundra. They are force-fed vorka and die convulsing so hard that their backs break.

Worms In The City: Something is attracting giant frost worms to the area in and around Ruska. Rusk know to leave these burrowing menaces alone, and once worm sign is spotted, the immediate area is cleared until it moves on. The Snowcat and Tundra Snake tribes have reported a recent upturn in worms moving south and east, towards Ruska, in groups of twos and threes, previously unheard of behavior in these solitary predators. The Snowcat have sent an envoy to Alteria to ask for assistance in clearing the worms should they breach the city, something the other tribes have voiced strong opinions against. A contingent of Zevrish hoplite have been dispatched to the area under the leadership of an Alterian aristocrat and speaker for the merchant coaster called the Men of the Trident.



The Elk Tribe has enlisted the aid of the Minotaurs in hunting the worms before they reach the city. Three war bands of Elk Tribesmen and fifty fierce bull-men have left for Ruska in an attempt to dispatch the worms before the Alterians show up. The Minotaurs seem to harbor a strong dislike for the Zevrish and their Atlantean masters.

Seal Point



Capital: Barrowtown

Population: 78,800 (30% Human, 18% Zevrish, 12% Calvoid, 11% Meek'ah, 8% Fey, 6% Goblin, 6% Aravork, 3% Giant, 2% Rusk, 2% Kobold, 2% Other)

Government: Syndicate Council, Tribal, Overlord, Autocracy

Religions: Jute Pantheon, Calvoid Pantheon, Zevrish Pantheon, Meek'ah Pantheon, Planar Cults

Imports: Tobacco, ale, spices, foodstuffs

Exports: Oil, copper, bronze, gold, wool, mana crystal, furs

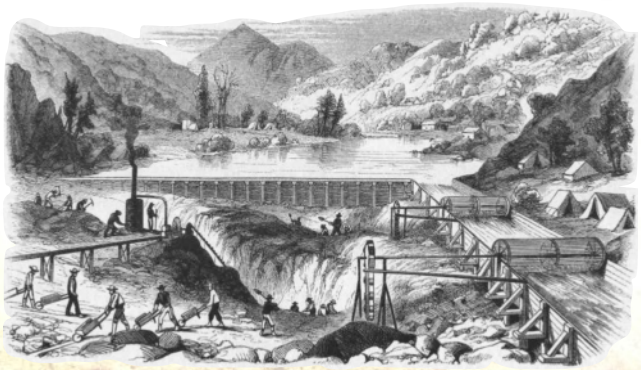
Alignment: Any

The peninsula known as Seal Point is sparsely populated, with few races having staked a claim in the area. The land is cold, with wind blowing off the Frostwater that could freeze a person within seconds, and a small chain of mountains on the southern end of the peninsula are home to multiple Frost Giant clans. East of the mountain chain, in the Ice Scale Woods, a trio of dragons reside, providing further threat to the residents of the area. Some small Aravork communities have been established further up the Bronze Mountains, out of reach of the Frost Giants, and the community of Barrowtown, founded by fleeing, disgraced Jute nobles are the most notable settlements within the area. The abundance of sea life around Barrowtown sustained it until more travelers came to settle there, and as it expanded, small mining villages were established at the base of the mountains, grazed by mountain goats and sheep. However, these villages' presence instigated a brief conflict with the dragons to the east, eventually ending in an uneasy truce with the inhabitants. The recent discovery of gold in the mountains has summoned more adventurous settlers lately, attracting the attention of the dragons once more.

Life and Society

The few people who endure in the harsh climate of Seal Point do so by sheer tenacity and the know-how taught to them by the pioneers of the past. The villages and mining towns found in the mountains are controlled politically by the ruling families of Barrowtown, and most settlements belong to one camp or another, with only a select few being entirely independent. The influx of Zevrish in the last hundred years has swelled the population, but the porcine people have refused to throw in with one family over the other, instead choosing to remain neutral, and their businesses reflect this. Fishing villages dot the coast, and the peoples there see heavy traffic from Jute and Alterian ships who brave the trek north for barrels of whale oil and casks of dried seal meat, a delicacy that has become popular among the Jute nobility. The Calvoid of the area operate a small landing spire east of Barrowtown, but mana crystal deposits are small compared to other areas of the north, and the airships that make the journey here do so primarily for wool that is then spun into fantastic tapestries by Aravork weavers in the southeast.

Major Geographic Locations

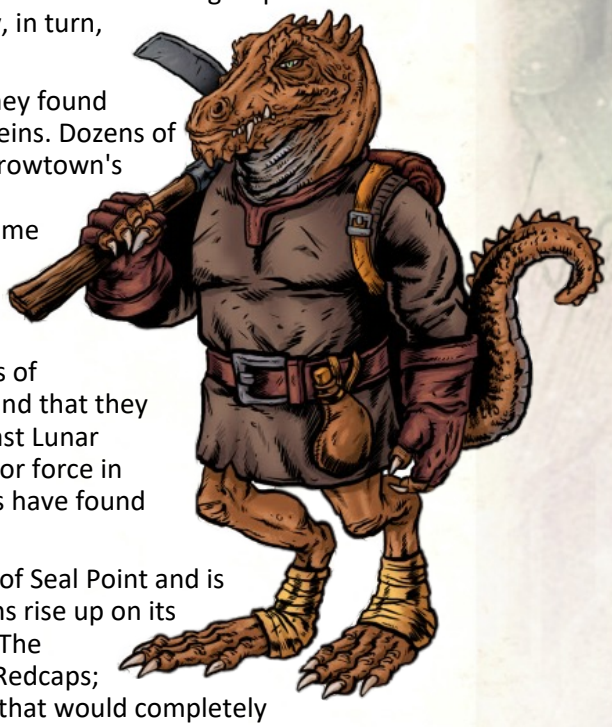


The area around Barrowtown is cold and dry, and winter months see the region plunged into large snowstorms and frigid winds that blow from the northwest. Barrowtown's harbor is closed during these months, and the town itself enters a kind of hibernation, with businesses taking the time off and people retreating indoors for long stretches of time. The winds can become even more fierce, blowing off the mountain peaks to the east and making the western valley floor impassable during the winter. The only trading done during this time is dominated by the Calvoid, when they bring goods in from their landing spire and trek them via tunnels to the outskirts of Barrowtown.

Seal Point


Ulstr
Barrowtown
Agar's Pass
Ice
Scale
Woods
Brocton
Antor-Aerie
Gulburd
Icepoint
N

The Bronze Mountains: This chain of peaks lies just east of Barrowtown and the tip of Seal Point. The mountains here are home to Frost Giant clans for countless centuries, and they are entirely self sufficient - as well as xenophobic. The giants shun contact with other races, preferring to live in their own communities and trade within their borders. When the trio of white dragons carved out a realm in the nearby Ice Scale Woods, the giants knew it would only be a matter of time before they, too, were made to come to heel like the dragons forced the mighty Rusk who roamed the southern valleys. After a long and bloody conflict, what's left of the clans that had called the mountains home for thousands of years now serve the dragons as a vassal state. A group of chiefs were elevated by the wyrms as a ruling council, and they, in turn, rule over the scattered settlements.



When the humans and other races came to the mountains, they found copper and tin deposits in abundance, as well as unworked iron veins. Dozens of mining towns and villages sprung up within a generation, and Barrowtown's council reaped all of the rewards. The Frost Giants were forced to attack the humans during the battle of Icepoint, at which point some clans switched sides in favor of inclusion in the human's territory and protection. Three tribes have moved from their ancestral homes to the base of the mountains and into new settlements.

Recently, a group of reptilian creatures emerged from a series of underground caverns. These Kobolds, as they call themselves, found that they were trapped here many years ago, seemingly at the end of the last Lunar Quickening. They quickly established themselves as a low cost labor force in exchange for food and safety, and many of the sniveling creatures have found homes among the Frost Giant communities.

Ice Scale Woods: This large alpine forest lies on the eastern edge of Seal Point and is surrounded on two sides by the Frostwater. The Bronze Mountains rise up on its western side, and to the south lies the edge of Rusk Tribal Lands. The forest is home to thousands of Goblins and a large population of Redcaps; the two races fought bloody conflicts for every inch of land, wars that would completely decimate the populations of both races for generations at a time. When a trio of young white dragons descended on the woods, it took them little time to subjugate both peoples and install themselves as undisputed rulers of the forest. The dragons were pleased to find a large population of white dragyls,which they used to lure the Caribou tribe of Rusk away from their god and into the worship of a demon lord the dragons entered into a pact with.

The dragons have expanded their territory slowly but effectively and count many Frost Giant clans in the west as subjects. The dragons mustered a large force and sent them west to destroy Barrowtown, but they were defeated by a combined force of Jute mercenaries from the north and Rusk and Alterian soldiers from the south. The dragons retreated to their holdings, buying time and gaining more power as they await the time they can extend their claws into more of the region.

Whitebone Islands: This small island chain is located far to the west of the Darkfrost Mountains and are home to thousands of malevolent Fey known as Redcaps. The sadistic Fey sustain themselves on the bounty of the sea, as well as plaguing merchant and fishing boats that cross into their territory. The Redcaps pilot peculiar vessels, small and low-sitting in the water, they are swift and very maneuverable. The Jute have warred with the Redcaps for centuries, even launching attacks on the Whitebone Islands to attempt to scour them of the evil menace. All such attacks have failed, and the Redcaps continue to harass and attack anything daring enough to cross their path. Every fifty years or so, the Redcaps mount huge raids into Jute territory and pillage along the Red Shore. Sages believe the Whitebones cannot sustain such high numbers of people and that the Fey mount these excursions to thin their numbers while simultaneously causing death and destruction to their enemies.

Important Sites

Settlements are scattered and small this far north. While many different races have staked claims throughout the region, their populations never rise above a number of which the land can sustain them. Merchant caravans are few as well, and are generally only seen in the summer months, when the snow is melted and mud is baked hard enough for wagons to safely trek. The main exception to this is Barrowtown, as its natural harbor and wind-breaking cliff face attract the majority of settlers and people who, for whatever reason, wish to exist far away from the rest of the world.

Barrowtown (Small City, 6,900): Eons ago, a section of cliff face broke off and fell into the ocean, creating a three square mile area of beach and shoreline. The area quickly attracted legions of seals and walruses, and orca, humpback, and sperm whale pods crowd the ocean just off the coast. Over two hundred and fifty years ago, exiled Jute nobles came to the area, refugees of a failed coup. The flotilla of ships survived Redcap raids and other dangers to come north, searching of a much whispered land that Jute sailors had been known to speak of when deep in their cups.

The noble house responsible for the coup managed to flee Jutan with most of all of their possessions and wealth, and three lesser noble houses fled with them rather than face the High King's justice. The nobles and their retainers took unused paths through the dangerous waters which tore apart all but three ships, but following their arrival, the Jute used any reclaimed wood they could find to build the first buildings and a dock. The first few years were harsh, and the fledgling settlement almost did not survive. However, soon enough, news of the new community spread and new settlers began to arrive every summer. Barrowtown grew and gained a reputation as a place where anything goes. Criminals and runaways came by the boatload, some finding work on the whaling ships, others in the shadows. Three families run the town via its corrupt merchant council, and each family has its hands in a variety of businesses and ventures.

The small mining towns found in the Bronze Mountains are all controlled, one way or another, by the Barrowtown Families. The people of Barrowtown are hardworking, hard drinking, freedom loving folk who wish nothing more than to live in peace away from the laws of kings and nobility.

Antor-Aerie (Small Town, 1,480): This Aravork settlement is located atop the highest peak in the Bronze Mountains. As with many Aravork communities, most of the populace stays here for a limited amount of time, choosing to migrate between various holdings, but there are some who choose to make the aerie a permanent home. A small collection of Calvoid also operate an airship landing spire and refueling station here. The spire is higher on the peak then the town, and the Calvoid keep the stockpiles of mana crystals used as fuel away from the community. Calvoid merchants gather ore and wool from the surrounding communities and bring them here to be shipped to the south, as the wool from the hardy mountain goats and sheep is much prized by tapestry and rug makers for its strength and softness.

Gulburd (Small Town, 360): This community of Frost Giants sustains itself by mining copper and gold for the Barrowtown Families in exchange for protection and trade. The Hastlin Family has the most pull here, and most of the merchants dealing with Gulburd belong to businesses controlled by the former lesser noble house. The gold mines are a recent addition, as Frost Giant miners happened upon a large vein eight years ago. They have since used the new wealth to begin to build a fortified redoubt north of the town, a place of safety to which the giants can retreat, should the white dragons decide to converge on the area once again.

Regional History

The history of Seal Point revolves around the settlement of Barrowtown and its rise to prominence in the area. While other races have called the land home for eons, it was the humans who came here a few hundred years ago that would change the power base of the region forever.

Barrowtown grew steadily as time went on, and the ruling families began to expand their influence east by forming mining communities in the Bronze Mountains. This move brought them to the attention of the white dragons who controlled the nearby Ice Scale Woods, as well as all of its inhabitants. The dragons ordered their Frost Giants vassals to attack the humans, starting a war that would last for five years. Whole towns were destroyed, their people either enslaved or put to the sword. The people of Barrowtown pushed back, torching Frost Giant settlements and sending mercenaries into the forest to harass the dragons and their minions.

Eventually, the war culminated in the Battle of Icepoint. The dragons mustered thousands of Fey, Goblins, Frost Giants, and Rusk and sent them marching on Barrowtown. Hundreds of Jute mercenaries, backed by Calvoid mages and automatons, marched south to meet them.

The battle was fierce, and victory was all but assured for the dragons - until a second force arrived from the south. Hundreds of Snowcat Tribe Rusk and an Alterian detachment of Zevrish hoplite arrived, pinning the dragon's forces between themselves and the Barrowtown army.

The monstrous army broke ranks, with even the White Wyrm seen fleeing, something the other tribes still talk about around the fires of Ruska. In the wake of the battle, three Frost Giant clans moved from their homes high up in the Bronze Mountains and into hastily built encampments at the base of the range, now under Barrowtown's protection. The camps would soon turn into a town, and the giants have been a welcome addition to the civilized lands. Frost Giant whalers have been especially sought after, and the few giants who choose to learn this new profession do well for themselves and their families.

The giants are a sight to see jumping into the freezing water to wrestle a two ton whale into submission. Despite the relative peace, there have been small scale skirmishes with the dragons forces since Icepoint, serving as small reminders that the threat remains.

The Barrowtown Crime Families

The Barrows: The town founders are still going strong, with the former noble family controlling most of the land in the original settlement and making a fortune every month in rents and docking fees. The family controls much of the whaling industry on Seal Point, and has its hands in various vices, including drugs and gambling.

The members of the family still consider themselves nobility and carry themselves as such. They have controlled the development of the town for centuries and put up the most gold to hire mercenaries in the war with the dragons. They also made sure to take all the credit for stopping the dragons' forces. Violent and arrogant, Barrow family members value respect as much as coin, and those who don't give their due in both are soon found face down dead in the snow.

The Hastlins: This Family can trace itself back to the first group of settlers that came to Barrowtown, the Orgiird lesser house, and a bold sellsword who fled with the exiled traitors. Ulfiir Hastlin claimed to be the bastard son of a Jute Jarl, and upon landing in Barrowtown, he made a name for himself as someone not to be trifled with. He sold his sword to whoever could meet his fee. Eventually he fell in love with the daughter of a client, the head of the disposed House Orgiird, and was soon married.

Ulfiir then convinced his father-in-law to invest in expeditions to the Bronze Mountains, and when copper and tin were found in abundance, Ulfiir murdered his father-in-law to assume control of the new holdings. Iron mines soon followed, and the Family controls two of the three mana crystal mines found in the area. The Hastlin Family now controls the lion share of mining operations on Seal Point.

They also make a fortune in exporting wool from their massive herds of sheep and arctic alpaca.

The Sansrokk: This Family is more of a motley collection of ruffians, thieves, and leg breakers than the rest. The Sansrokk Family is led by a trio of Meek'ah sisters, priestesses of Shessrok, the God of Greed. The Family's money comes from a very profitable loan sharking business - if someone owes another money on Seal Point, they are also certain to owe money to the sisters, since everyone owes money to them. They have their hands in everything, legitimate or otherwise. Failure to pay is never an option. The Sansrokk Family is multi-racial, and Sansrokk collection squads can include any combination of Rusk, Meek'ah, Arryn, Calvoid, or Humans.

The Zevrish: Newcomers to Seal Point, many of the Zevrish who served in the Alterian legion that rescued the town decided to settle here once their time in the army was done. The Zevrish brought with them their families and friends, and they have been the cause of a welcomed influx of new people to the region. Many in Barrowtown know it was the might of the legion that broke the dragon's armies at Icepoint, and rather then get embroiled in the squabbles of the ruling Families, the Zevrish instead decided to remain neutral. They quickly set up protection services, both defensive and offensive, for the town. Some services were offered for free, such as fire service for the docks, the lifeblood of the town.

This choice naturally brought them into conflict with the Barrows and Hastlins, who had already cornered the market on protection in town. The Zevrish proved the victor in many shadowy ambushes and assassination attempts, and eventually, an agreement was made: The Zevrish were to stay out of all other business and stick to protection, even going as far as acting as a neutral police force for the town, and the Families would not combine forces and run them out, leading to open war in the streets. The Zevrish agreed and have flourished on Seal Point since.

Plots and Rumors

Barrowtown and its environs are a hotbed for underhanded dealings and back room negotiations. The shadows rule the streets thanks to the power of the three Families, and no business in Barrowtown or its satellite communities is safe from their shakedowns or strong-arm tactics. Those who ply their trade in the shadows find a ready home and gainful employment on Seal Point, and mercenaries, adventurers, thieves, and assassins flock to the tip of the world, where life is ripe with lurking danger and steady coin.

Power Play: The Hastlin Family of Barrowtown has recently discovered, through intermediaries, what local sages believe to be a Lluruth ruin high up in the Bronze Mountains. A most peculiar device of unknown origin was unearthed and brought back to Barrowtown. After weeks of failed experimentation, and in a bid of good will, the Hastlins have decided to share the find with the other Families. Calvoid in the employ of the Sansrokk Family have called in favors, and an expert in Lluruth artifacts has agreed to journey from Sparks to Antor-Aerie to examine the device. The Families are looking for experienced and able bodied adventurers to safeguard the item in transport. A contingent from each Family will also accompany the device. Once a neutral party is found, word will be sent to Sparks and the expert will start his journey, which takes about ten days via airship.

Kingdom of the Flooded Forest

Capital: Fro'zek
Population: 590,800 (52% Meek'ah, 47% Frode, 1% Other)
Government: Military Theocracy
Religions: Frode Pantheon, Meek'ah Pantheon, Planar Cults
Imports: Cotton, ore, wheat, rice
Exports: Salt, herbs, spices, dyes, alchemical items
Alignment: LG, LN, N, NG



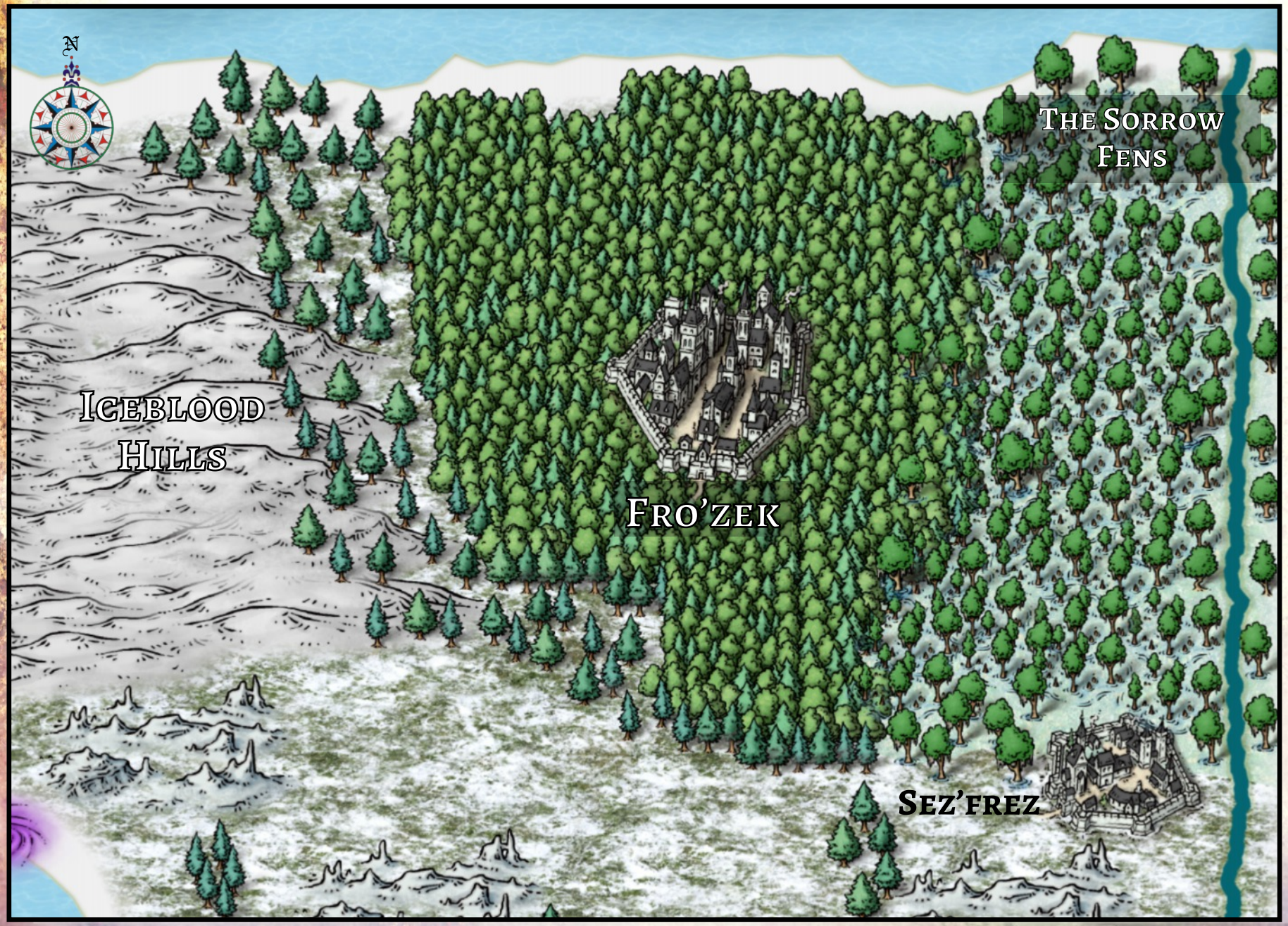
The area that would later become the Kingdom of the Flooded Forest is located on the Northern Tip's eastern reaches. The swift-moving Bitterflow River splits the large swamp in half, but the entire area is warmed by numerous geothermal vents, turning the otherwise tundra landscape into swampland and allowing forest to grow despite the climate. The area was densely populated by Meek'ah who called the swamp and forest home for hundreds of thousands of years. The Meek'ah contended with Goblins and Redcaps for control over the area, and the three races would wage large campaigns to rid the land of the others regularly. The coming of the Frode and the circumstances of their flight from the east prompted the Meek'ah to put aside their internal tribal disputes and band together with the newcomers to finally rid the region of their enemies.

Life and Society

Life in the kingdom is regimented and structured according to Fro'kellan church doctrine. The Frode are deeply religious, and nothing goes on in their society without the blessing and consent of the Church. The Meek'ah majority have learned to live under the strict edicts of the Frode, and the two work hand in hand to defend their holdings. The Church controls the military, which controls the country. The kingdom is ruled by a council of Fro'kellan paladins and priests, as well as prominent Meek'ah officials and generals.

Outsiders are not permitted further than the city of Sez'frez on the swamp's southern border. Very few foreigners are allowed within the kingdom past there, and even then, they are only permitted if they are first cleared by multiple Church officials and escorted at all times by army personnel. Pious actions and good nature are rewarded in the kingdom, while deceit and selfishness are ferreted out and punished. The various faiths of the Meek'ah can be found in the kingdom, their churches smaller and more intimate than those of the Frode. The Fro'kellan church is all-encompassing and tolerant of the other faiths - as long as they fall in line and don't disrupt the status quo. The cult of Savok acts as a common enemy the two races combat when they are not battling plots from Eltra, the Frode's former slave masters.

Kingdom of the Flooded Forest



Major Geographic Locations

The kingdom encompasses both the forest and swamp and is bordered by the Iceblood Hills on the west and the Bitterflow River on the east. To the north of the kingdom lies the Frostwater, along with miles and miles of seal and walrus breeding grounds. The Meek'ah are vegetarian, while the Frode eat a modest amount of meat in their diets. The great majority of marine life is allowed to flourish, but they also also act as a beacon for poachers. Those found killing the kingdom's animals without consent are harshly dealt with. The first offense is always met with maiming, branding, and exile. If the poacher is fool enough to return, death is the penalty for a second offense. Tundra lies on the southern border, stretching to the Starfall Sea.

The Sorrow Fens: This area of swamp lies on the kingdom's northeastern border, along the Bitterflow River. This is the site of a climactic battle between kingdom forces and legions of undead and other horrors, the second wave of enemies to besiege the new kingdom from their former masters in the east. The Eltrabi let loose hundreds of aberrations and mutated minions against the Frode and Meek'ah, in addition to countless undead fodder, and a cabal of Drampyr went so far as to curse the area, making it so that anything succumbing to death would return as undead. Hundreds of Frode and Meek'ah zombies wander the area, cursed to un-life as a reward for their bravery. The area is off-limits, and the horrors within are held in check by four army checkpoints and depots. The Frode and Meek'ah undead have resisted any attempt to soothe their suffering, and the Church refuses to destroy them until a solution is found that can somehow save their souls.

Important Sites

There are numerous towns and villages located throughout the kingdom. The swamp and forest are also home to dozens of forts, redoubts, and waystations. Most of the population live in small communities, but there are a handful of large settlements, the largest being Sez'frez. The Meek'ah live mostly in the swamp, in the same towns and villages that they have occupied for thousands of years. The Frode have taken over the forest and the old territory once ruled by Goblins and Redcaps, but they have started communities in the swamp as well.

Sez'frez (Metropolis, 54,300): The cosmopolitan city of Sez'frez is the gateway to the Kingdom of the Flooded Forest. A former capital of a short-lived Meek'ah empire, the city lies on the southern edge of the swamp and on top of a thermal vent that allows the growing of crops within the city's environs. The church of Fro'kella has a strong presence here, and the large temple to the Frode goddess dominates the landscape. No races other than Frode or Meek'ah are allowed beyond the city and into the kingdom, and the army has numerous checkpoints and guard detachments stationed in and around the city to enforce this rule. Human and Kalarin merchants can be found within Sez'frez, as well as Calvoid and Aravork. Rusk can be seen rubbing shoulders with Arryn minstrels in the many outdoor bath houses and spas the city has become famous for, and the healing properties of the sulfuric waters that well up in secluded springs throughout the city attract many from far and wide. Also known as the City of Spices, Sez'frez is the destination for many merchant caravans loading up on saffron, garlic, and pepper.

Fro'zek (Metropolis, 48,000): The capital of the kingdom is located deep within the forest, and it is surrounded by a ring of forts every five miles that are manned by Frode and Meek'ah soldiers. The only road to and from the city is heavily patrolled. The city's population is predominantly Frode, and the seat of the church lies within it's high walls. The temple complex lies in the center of the city, and extends via wings and bridges into every district. Every day, twice a day, the temple's bells can be heard ringing throughout the countryside.

All Frode are expected to attend church services at least once a day, while the small Meek'ah population in the capital is made up of mostly soldiers and visiting merchants who are exempt from this. Life is peaceful, but should the need arise, church officials can be found everywhere, and disputes between neighbors are dealt with by priestly mediators. Most of the citizens fall in line with church doctrine and routine, something that is ingrained in them the day they leave the spawning pools. Individuals who bristle under the constant scrutiny of the church are encouraged to move elsewhere, and those who stay in the city and intend to cause trouble are removed in a manner befitting their crime.

Regional History

The swamp and forest have been occupied by many races over the eons. Goblins and Redcaps dominated the forest for thousands of years, but it is believed that the Meek'ah have lived in the region the longest. Evidence of stone age Meek'ah ruins have been found by the Frode in the north of the swamp, and it is known that, centuries before the coming of the Frode, the various villages of the swamp were united by a charismatic young clan chief into the Kingdom of Sas'keen. The Meek'ah prospered for a while, winning engagements in the west against the Goblins and pushing the Redcaps out of the swamp for good. They had traded with the small human town on the northern banks of the Starfall Sea, but the success of the fledgling kingdom drew the attention of Eltra in the east and they sent an ambassador to treat with the king. The nobleman (who masked his undead presence with magic) was invited to the king's palace in Sez'frez and was greeted by a dozen clan chiefs and their families. After a brief ceremony, the ambassador turned on the king, killing him and his guards. The vampire noble cast a spell to unleash a cloud of poison vapor and teleported away with ten of the attending children. With the death of the king and much of the kingdom's chiefs and officials, the rest of the populace turned on themselves.

Any progress that was made in the previous eighty years since the founding of Sas'keen was ripped apart as the remaining chiefs turned on each other. Sez'frez was all but abandoned until two hundred years later, when the Frode and Meek'ah would sign a historic charter, combining forces and creating a realm that could not only defend the land, but repel all future incursions.

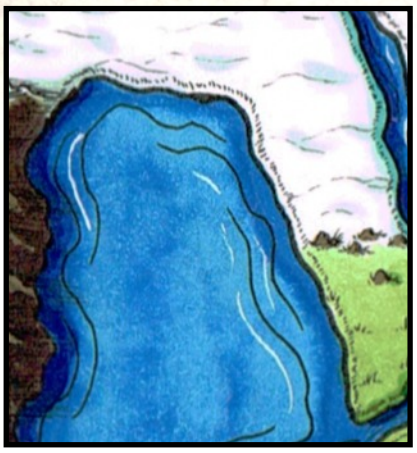
Plots and Rumors

Sez'frez is the only place foreigners can get any sense of what's going on in the rest of the Kingdom of the Flooded Forest, making the taverns and feast halls hotbeds for rumors and gossip coming in from capital and the surrounding communities. Those wishing to sneak past the many patrols and into the interior of the kingdom have a better chance of surviving by hiring a guide in Sez'frez rather then try and cross the border alone. Certain Meek'ah merchants have been known to smuggle in the rare foreigner for large sums of coin and gems - of course once they are beyond the initial patrols, the merchants are smart enough to leave them in the wilderness rather than jeopardize their lives and businesses any further.

Cult of Personality: Citizens who chafe under the constant watch of the church tend to congregate in border towns and encampments. A few of these small communities have banded together under the leadership of a young Frode who preaches the tenants of the church while damning it's officials in the same breath. He claims that the divine Saint Krozan has spoken to him and told of the displeasure Fro'kella feels for the current state of her church. Fro'kellan priests and paladins have descended on the area to arrest him, but he has gone to ground. A reward is issued for anyone who comes in contact with the heretic and gives information leading to his capture.



The Starfall Sea



Capital: None

Population: 8,800 (62% Human, 22% Kalarin, 8% Aravork, 4% Calvoid, 2% Meek'ah, 1% Frode, 1% Other)

Government: Elected Council, Colonial, Magical Utopia

Religions: Jute Pantheon, Kalarin Pantheon, Calvoid Pantheon, Aravork Pantheon, Planar Cults

Imports: Ore, stone, timber, foodstuffs

Exports: Oil, art (scrimshaw), pottery, mana crystal

Alignment: Any

The region that includes the northern half of the Starfall Sea is sparsely populated. Freezing winds blowing from the tundra meet warmer air over the sea, which is warmed by geothermal vents deep underwater. Billions of years ago, debris from a celestial collision peppered the area with large meteors. Most broke upon impact, throwing molten rock into the air to settle back down again to form the nearby Gorlan Hills. Larger meteors crashed relatively intact, creating the nearby Lake of Ice, formerly known as the Lake of Stars, and the Starfall Sea. The area around the northern shoreline is plagued with random and powerful manastorms, a byproduct of the rich mana crystal deposits found in the Firepeaks and underwater.

Life and Society

Few settlements dot the shoreline of the Starfall Sea, as frequent manastorms make multiple large settlements almost impossible. The Aravork live up high in the Firepeaks, in a small alpine village. Most Aravork split their time between here and Antor-Aerie in the northwest. The human town of Siimas was founded by a large group of Jute slaves who fled Jutan hundreds of years before the rebellion that would free their people. Over time, many more Jute made the journey, leaving everything they ever knew behind for a chance to live free. The humans survive by fishing from the warm waters of the sea, but they are cautious enough to stay close to shore to avoid the sudden and deadly manastorms that spring up on the water. The Kalarin are newcomers to the region, the small town of Mumbay one of the first new colonies started by the feline people since the opening of their borders. Located on the sea's eastern shore, its population has steadily increased over the years thanks to the abundant sea life and profitable trade with its new neighbors.

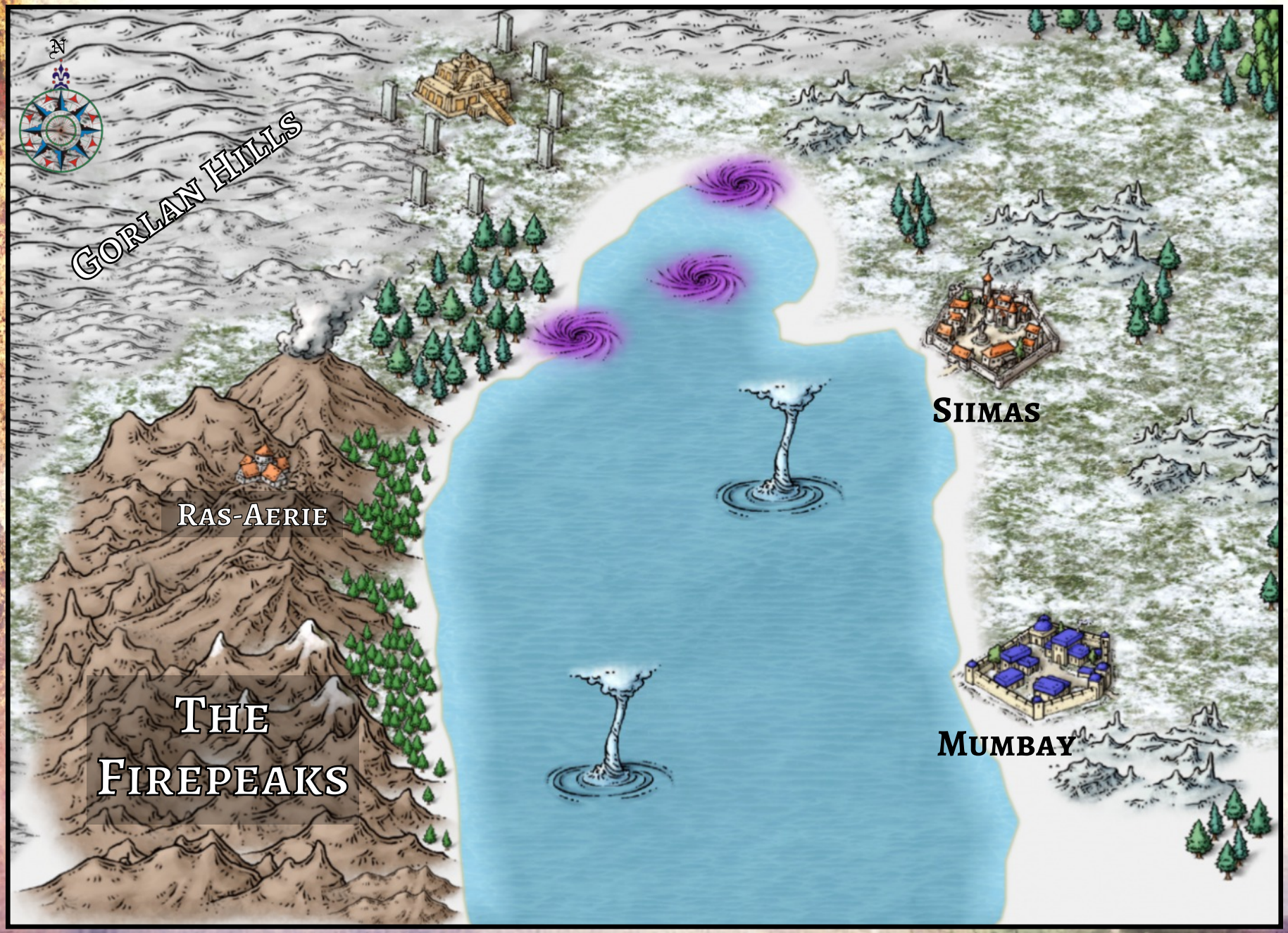
Major Geographic Locations

The sea, itself, is the dominant feature on the landscape. Its northern waters border the tundra to the north and east, as well as the Firepeak mountain range to the west. The sea continues south, into the territory of the Kalarin. During its four hundred year self-exile from the rest of the world, the Kalarin navy blockaded the waters approaching their country. Now, ships from Siimas bring traders from the north, and Frode, Meek'ah, and the occasional Rusk make their way into the Land of Genies.

Starfall Sea: This large, freshwater sea is warmed by numerous geothermal vents found deep underwater. The vents also give the water a slight sulfuric smell and taste, but the dark water is teeming with life, with all kinds of fish and crustaceans found in abundance. Large populations of dolphins can be found here, as well as otters and manatees, and every year, millions of geese migrate to the northern shore to roost. The seabed is riddled with caves that lead deep within the planet and large mana crystal deposits, leading a small group of Calvoid to begin experimenting with an offshore platform located on the sea's western shore. The testing of underwater mining operations thus far have not yielded any results that would constitute further investment in the site.

Major predators include multiple schools of reefclaws, nightmarish scylla, and there have even been recent sightings of naga, prompting Siimas to suspend fishing to the north of town. Sea drake sightings go up in the winter months, when the normally solitary creatures can be seen in pairs along the coast. Their mating season disrupts fishing in Siimas and Mumbay for months.

The Starfall Sea



Important Sites

The few settlements that can be found around the sea are located along its eastern coast. Small villages can be found within a day's ride north or south of Siimas, small satellite communities that fall under the protection of the larger town. The manastorms that batter the area are stronger in the north and west, closer to the Firepeaks and Rusk tribal lands.

Siimas (Large Town, 4,890): The town survives in the harsh landscape and frequent manastorms by the might of a secretive group of mages that have called the site home for thousands of years. Refugees from the ancient Empire of Urk, the *Vash'urk*- or 'Hidden Ones'- fled the destruction of the Empire on the Southern Continent and came north with a larger group of people known as the Eltra. The small group of white-necromancers left Eltra around the time Alcor's ascension to the throne, fleeing the kingdom before the killing spell that would plunge the area into darkness was cast, creating tens of thousands of undead horrors overnight.



The *Vash'urk* came to the Starfall Sea and created an enclave in which they could practice their magic in peace. Sometime later, groups of Jute fleeing the Western Shore would arrive and begin a colony of their own. The two peoples lived apart, each sticking to their sections of shoreline, but over time, some *Vash'urk* began to interact with the newcomers, eventually coming to form a sort of symbiotic relationship with them. The town grew and, for the most part, the people left the *Vash'urk* alone, aside from providing food and other amenities to the wizards in exchange for magical protection from the storms. The mages feared being exposed to the Eltra, and many preferred to keep their contact with the townspeople to a bare minimum.

The *Vash'urk* have saved the town twice, once by preventing its destruction by a huge tidal wave (inadvertently caused by Calvoid Manasphere manipulation in the west), and again only a hundred years ago, when Eltra sent an army of undead horrors on the town following a failed incursion attempt into the Flooded Forest to the northeast. Protecting the town against the undead army forced the mages to reveal themselves, something the younger generation yearned for. The *Vash'urk Ptwan* - Hidden Ones No More - now take an active role in the politics of the region and have extended the offer of protection to other communities in the area as well.

Mumbay (Small Town, 1,700): The northernmost colony of Kala, Mumbay is also the newest, considered to be the far frontier to the feline people. Many of the original settlers were from the Merchant and Warrior castes, as the town serves as a jumping off point for Kalarin merchants headed to the Flooded Forest and the many spices found there. The harbor is protected by a small fleet of the race's famed *Kharomcana* attack boats. The influx of new settlers has increased lately, likely due to the Lord High General choice to make it his place of summer retreat. The population swells in the summer months, with Noble caste vacationers seeking colder climates than can be found in Kala's central provinces. Many merchants have diversified and run upscale inns and alehouses during these months, catering to the Kalarin elite.

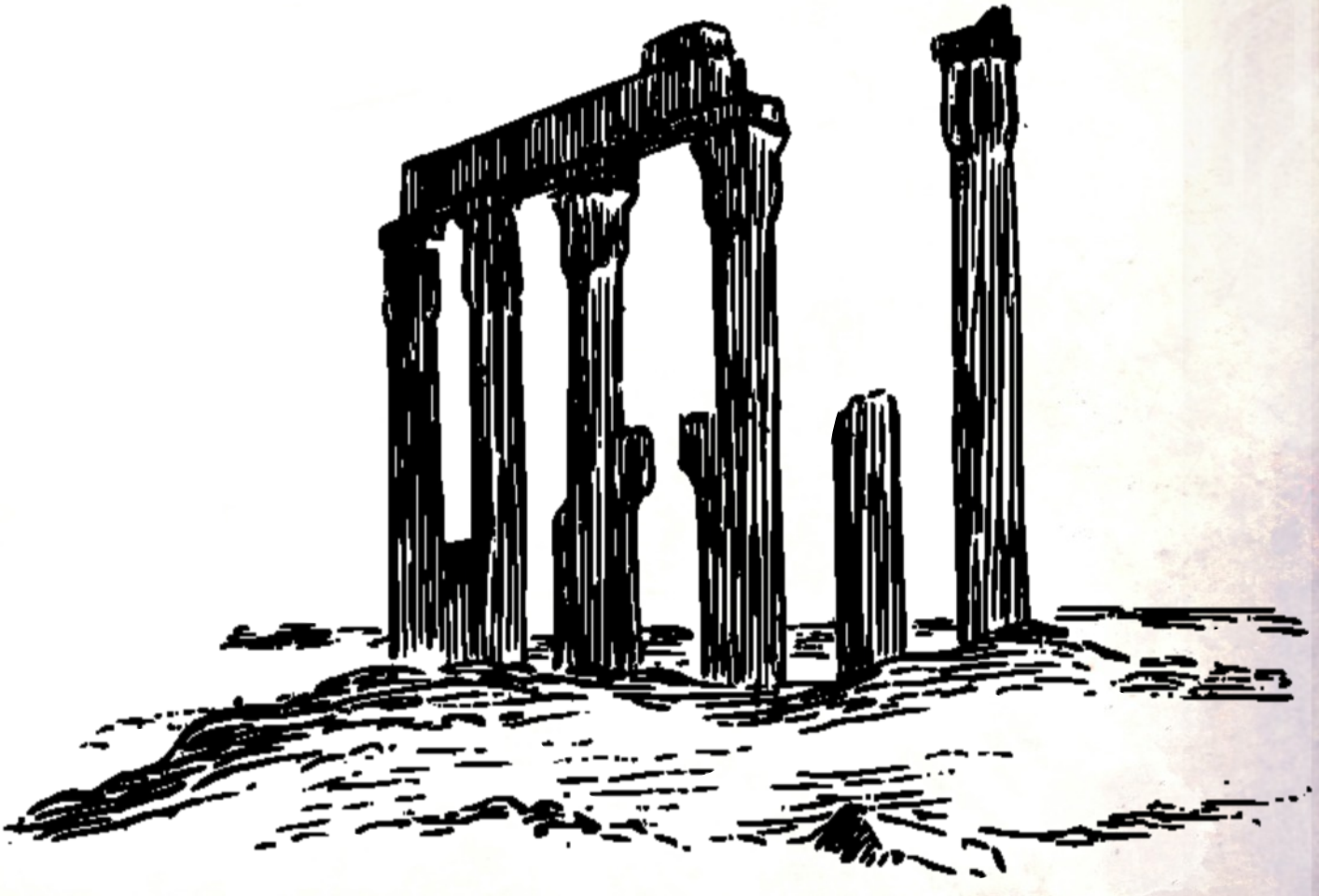
Regional History

Billions of years ago, a rogue meteorite collided with the planet, obliterating itself and sending a shower of molten metal, rock, and crystal into the air. Most of this debris came back down, but some instead circled the planet for millions of years. Over time, the larger rocks would fall into the atmosphere, creating great explosions of fire and sound. One such meteor is thought to have fell and created the Starfall Sea. The area was of great interest to the Lluruth, who would later come to colonize the planet and discover the secrets of the mana crystal found in abundance here. After the fall of the Lluruth civilization, the area remained abandoned for a long while. The humans were first to come, albeit in small numbers. The Aravork built a mountaintop aerie and invited the Calvoid to help them mine the mana crystal found in the Firepeaks. Recently, Naga have claimed the northern sea as their own and have begun to sternly warn off any boat encroaching on the area.

Plots and Rumors

The major settlements found around the sea are far enough apart that news from either place is slow to travel and often peppered with falsehoods and conjecture. The Kalarin merchants are notoriously tight-lipped when it comes to gossip or any potentially damning information to their bottom lines. News from Mumbay comes primarily from the servant and laborer caste that make up the seamen and caravan workers who toil for the upper castes, and the new openness of the *Vash'urk Ptwan* has seen an influx of shadow activity in Siimas. Eltra agents have been ferreted out and publicly executed, and the townsfolk have begun to succumb to conspiracy theories and inflaming rhetoric.

City of Ruin: The Calvoid have discovered a ruined Lluruth city on the sea's bottom. Unable to successfully explore the city due to nearby Naga activity, the Most Learned of Outpost Starfall has put out a call for any group or individual with the means to explore the city and give a full and detailed report. Based on the report, the outpost would decide whether to invest the time and coin into further expeditions. The Most Learned will, of course, disavow all knowledge of any agents seen despoiling or otherwise desecrating Lluruth artifacts, but they will pay handsomely for any said artifacts found. Inquiries can be made at Siimas or Ras-Aerie.



Southern Continent

The Southern Continent is a large landmass found south of the planet's equator. The continent is dominated by three major geographical regions of various types- mountainous, desert, and jungle. In the west are the Goldfoot and Zagos mountain ranges. While not nearly as large as some of the mountains found to the north, these ranges are dense and rocky, jagged peaks mixing with wind-blasted buttes and plateaus. The desert found in the middle of the continent is one of the most deadly and inhospitable environments on the planet, but it was once a lush expanse of fertile farmland fed by the largest river on Shin'ar. Now, the sun-bleached sands hold death for any unprepared for the hardships encountered. In contrast, the Great Jungle houses thousands of species of animal and plant life - the cycle of life can be seen every day in the tropical rainforest, life to death and back again in an everlasting wheel of necessity and providence.

Despite the harshness of the environment, life has flourished on the Southern Continent. The strip of land west of the mountains are home to dozens of Zula enclaves and fishing towns, while the Empire of Alteria has annexed the area around the Chysos River and made the city of Helopia their base of operations. Two races have dwelt and adapted to living in the desert since it was first transformed: the mouse-like Sytash and serpentine Veshians. The Sytash roam the sands in large tribes, wandering from fortified oasis to ancient ruin all year and never staying in one place longer than the rise of a new moon. Veshians, however, live primarily in the ruins of the once-great Urk Empire, remaining there, in small tribes rarely wandering as they eke out a living. The snake people survive of scavenging and banditry, savage in their assaults against the peaceful but martially-minded Sytash.

The Stazi, a third race that endures the hardship of the desert, are the undisputed masters of their region. These enigmatic ant people communicate via telepathy and kill anyone they can't enslave. Talk around campfires tell of thousands of humans who have evolved to life away from the sun, toiling for the Stazi in the southern desert, an area known to all as the Badlands. Just north of the desert's edge lies a small strip of savannah where the Zula people have endured for centuries. The northern coast boasts many cities and towns, some raised on top of ancient Vergal ruins, of the industrious Baka tribe.

The Great Jungle is home to many races, all of whom have contested for the bounty provided by nature for thousands of years. The most numerous of the Southern Continent dwellers are the Zula and the Goblins; the two races have fought a protracted war for resources and territory since shortly after the humans entered the world through a series of portals that had opened in the jungle's dark interior. The Zula tribes that continue to live in the jungle have endured and prospered, but still they live a life centered on warfare and the constant vigilance they must maintain to secure the land from encroaching predators.

The Great Jungle

Capital: None

Population: 590,500 (37% Goblin, 32% Human, 10% Meek'ah, 9% Fey, 7% Giant, 3% Outsider, 2% Other)

Government: Tribal, Plutocratic Council, Overlord, Magical Autocracy

Religions: Zula Pantheon, Meek'ah Pantheon, Illumnarus Pantheon, Planar Cults

Imports: Ore, textiles, gems, gold, mana crystal

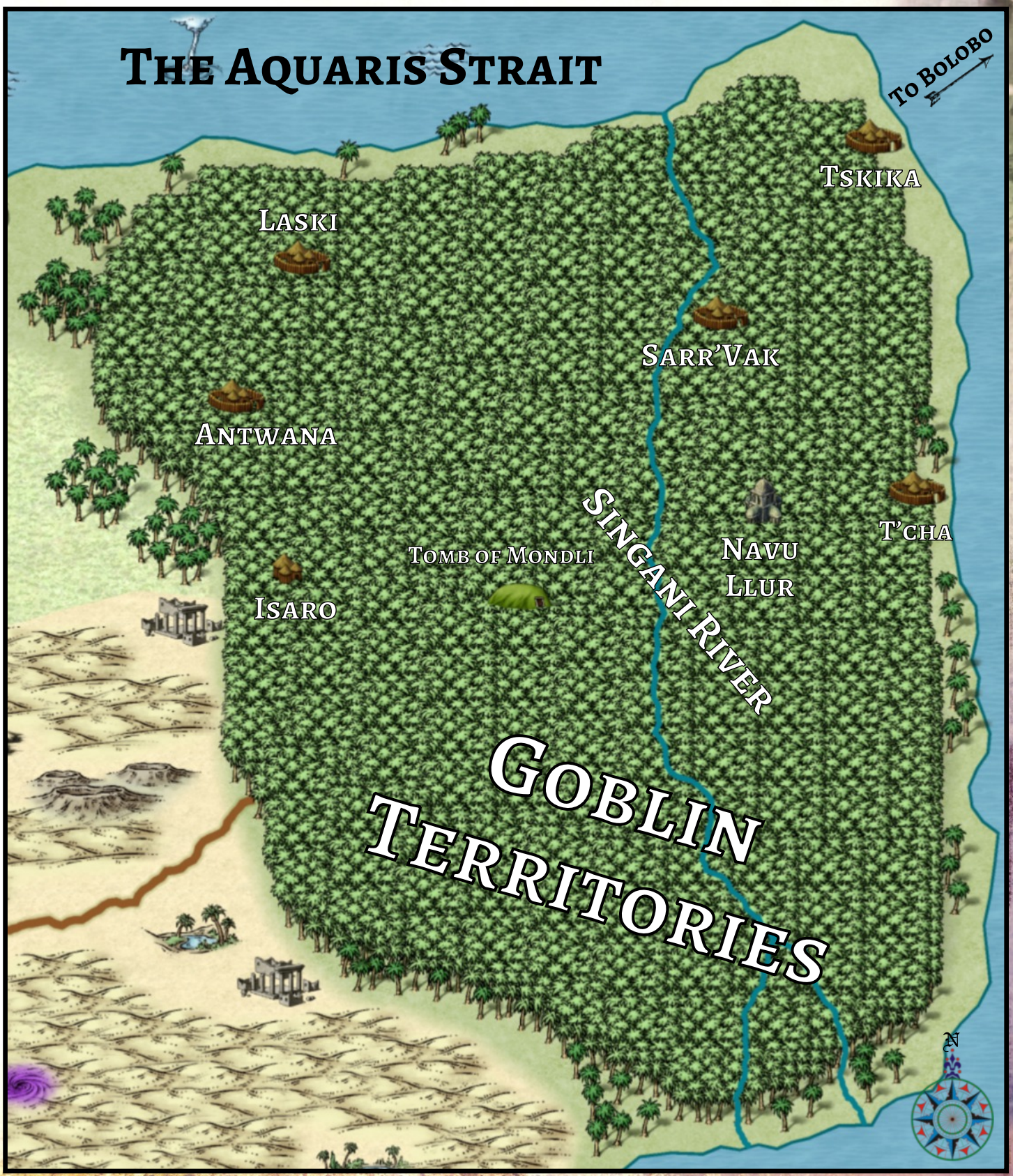
Exports: Timber, copper, herbs, spices, coffee, cocoa, oil

Alignment: Any





The Great Jungle



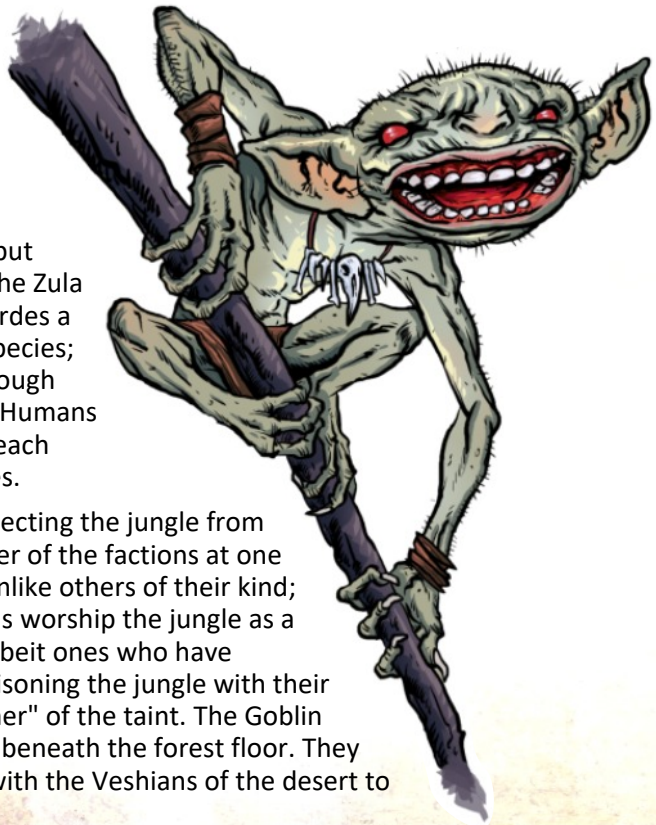
One of the most bio-diverse areas found on the planet, the Great Jungle is a tangled mass of oil palms and mahogany trees. Each tree bristles with epiphytes and all manner of fungi, thousands of species of birds and mammals live under the canopy, as well as countless insects and other, more monstrous beings. The jungle is split between the Zula tribes of the Ondonga in the northwest and the Ver'wija in the northeast, along with the fractured Goblin kingdoms in the south. Recent conflict between rival chiefs have turned bloody, however - the Ondonga have not warred with each other in over two hundred years, and any in-fighting now would see the region destabilized and the rise of the Goblins and their allies in the south.

The dark interior of the rainforest is full of dangerous predators that range from packs of allosaurus and other dinosaurs to swarms of giant mosquitos and other dire forms of dangerous animals. Ondonga scouts have reported seeing green-scaled dragons battling drakes with scales the color of night itself, and overgrown ruins so ancient that no trace of their original purpose or builders are apparent. The dark interior is a no man's land in the war between the Goblins and the human tribesmen, yet life in the jungle is filled with boundless joy one can find in the primordial cradle of nature herself and of the certain death in all things, as they go to feed the living, and the balance is forever maintained.

Life and Society

The Ondonga live in small villages and towns cleared from the jungle and ringed with two sets of tall, palisade walls, fire-hardened and sharpened to a point. Inside the walls live a people whose culture revolves around the hunt and the ability to protect what is yours. Everyone learns to fight early in life, and the strongest of the tribes are made to rule as chief. The clans sustain themselves by farming small groves of palm for their oil and sap, which is then used for wine. They grow rows of cassava root and serve it with the fruits of the hunt: antelope, monkey, hippo, or buffalo. The tribes worship nature and seek to maintain the balance of the jungle, which they believe is gift from their god, Hiccune.

The Ver'wija are a group of Zula who have moved away from the traditional beliefs of their people and, through repeated contact with the Vergal, have formed a separate culture. The Ver'wija dwell in villages and towns that dot the eastern shoreline. The people are sustained by the ocean and its bounty as well as that of the jungle. Villages located within the rainforest log the area and ship the timber out to build the tribe's famous Dreadnought war vessels. The Ver'wija settlements are ruled by a council of the richest captains; as the masters of the eastern ocean, many captains are politically tied to various Verigal city-states. Offshore, fishing vessels fight in over-packed waters for the best spots to catch the various types of fish and shellfish the eastern ocean provides, eager to make a decent profit from their time.



Small villages of Meek'ah live closer to the interior of the Southern Continent lands, each independent in peace time, but known to unite in times of war. They are loosely allied with the Zula and have joined them in defending the north from Goblin hordes a number of times. The forest is also home to numerous Fey species; Satyr, Pixies, Dryads, and Grig can be found throughout, although they try their best to remain neutral in the war between the Humans and Goblins - despite this, they have, in the past, sided with each depending on which outcome would most benefit themselves.

Jungle Giant clans roam the forest as well. Intent on protecting the jungle from any who would despoil it, the clans have also sided with either of the factions at one time or another. The Goblins found in the Great Jungle are unlike others of their kind; while still true to their brutal and war like ways, these Goblins worship the jungle as a being of immense power. They see the Zula as interlopers, albeit ones who have resided here for thousands of year. To them, the Zula are poisoning the jungle with their presence, and it is every Goblin king's duty to rid their "Mother" of the taint. The Goblin kingdoms live in the trees and in honeycombed warrens dug beneath the forest floor. They mine for copper and other precious metals and trade them with the Veshians of the desert to the west.

Major Geographic Locations

The jungle is immense, and one can very easily get lost in its twisting tangles of trees and overgrowth. Areas under the control of the Ondonga are safe and patrolled out to five miles every day, but otherwise, there are few major landmarks in the rainforest. The ground is flat in the west and rises slightly to form small hills near the interior. It flattens out again closer to the eastern shore, where the jungle ends in miles of pristine white sand beaches.

Singani River: This long and winding river flows from the Aquaris Strait to the Bay of Nyika. The waters plunge down several spectacular falls in the dark interior, where the ground rises and falls from hills to lowland swamp. The razor mouth salmon spawn in the small lakes and pools fed by the river, then live their lives downstream in the open waters before eventually returning to these waters from the southern ocean. All species who live in the jungle take sustenance from the river: the Zula fish the waters and use the river for commerce between the clans, and the Goblins worship the river itself as the blood of their "Mother". They patrol the waters in their territory and punish outsiders by draining the blood from captives into the river. The largest Goblin kingdom, one that has broken from the traditional ways of their people, has artificially split the river and diverted a portion of it to fuel countless mills and waterwheels. The war machine being produced is the largest the region has seen in centuries.

The Tomb of Mondli: This artificially-created mound complex lies on the western edge of the jungle's interior. The site was chosen by Mondli's son as the final resting place of his far-wandering father. Mondli was an Ondonga chieftain's third son who left his village early in life to see the wonders of the world. His many travels and exploits are chronicled in a series of fables and stories written about him by an unknown author. Most who own a copy of the book think Mondli a fictitious person, but the Zula of the Great Jungle know better. He returned to the jungle with extensive experience and knowledge in the ways of other cultures. When his brothers died in a Goblin raid, he advised his elderly father on tactics learned from his wanderings. His father's village soon began to win engagements with the Goblins and succeeded in doubling the clan's territory, and Mondli himself went on to be a much-loved chieftain.

His dynasty was short-lived, however, when the son who built his massive tomb was killed by a poison dart in a raid to the south. The village eventually became overrun, and the refugees retreated north to other Ondonga settlements. Mondli's legacy lives on in his stories and experiences, as well as in the tactics and innovations he brought to his people to help them against the hated Goblins. The tomb itself is protected by powerful magic, sealing the door with a mighty curse that causes anyone not of Mondli's bloodline who attempts to open it to wither and die.

Important Sites

The population centers in the jungle tend to be small but numerous, and the Zula who inhabit the forest are split into two distinct tribes. The Ondonga claim to be the first humans to set foot on Shin'ar, their heavily-fortified towns and villages found in the north and west. The Ver'wija tribe has settled in the jungle's northern and eastern groves, a seafaring people who have built large towns on the shore and even expanded onto the small island chain located in the Aquaris Strait. The Ondonga tribe has split into two smaller factions within the jungle. While the *Mizani* seek to uphold the traditions that have sustained the tribe for thousands of years, attempting to adhere to the old ways and fearing any change that comes to the jungle, the *Mabadiliko* wish to throw off the outdated thinking of their elders and push the race to great heights. Change such as this has not happened in centuries, since the Ver'wija broke off and began to form their own culture in the eastern jungle.

Laski (Large Town 4,700): The Ondonga town of Laski is known for its well-protected and expertly tended coffee fields. The Zula here are mostly farmers and craftsmen, and the townsfolk make beautifully carved wooden panels that are added to cabinets and furniture made in the nearby Baka city of Talis. Their coffee is sold in the marketplaces of the Baka and is prized by Vergal sailors that frequent those ports. Laski has been fortunate enough to stay out of the recent conflict brewing in the other Ondonga settlements, but it's only a matter of time before the chief is forced to pick a side. Most of the clans in town favor the *Mizani*, but the chief has not declared for either faction; for now, he remains neutral and has offered Laski as a safe place for peace talks should they be called for. The townsfolk engage in light logging of the forest, felling sick and dying trees for trade and use by its craftsmen. The clans of Laski hold true to the Zula spirit of balance, and they deal with those who despoil the forest harshly.

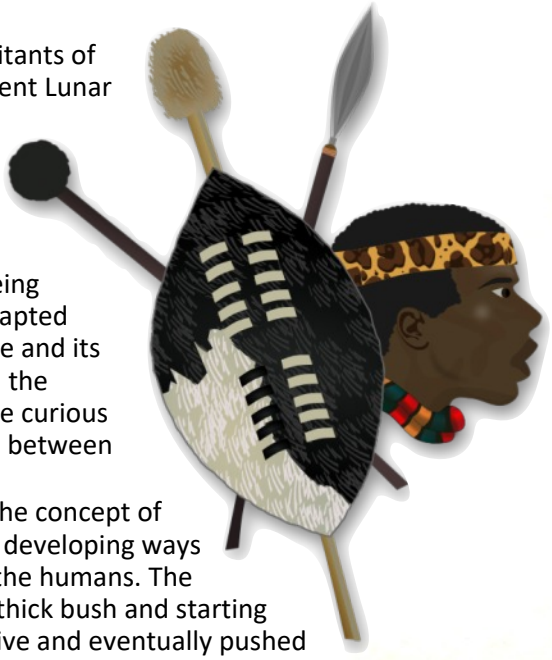
Isaro (Small Town, 900): This small Ondonga settlement has been under siege by Veshian bandits from the nearby desert. Raiding parties of the snake people have been common enough occurrences, but last year, a large force of Veshians assaulted the town and killed the chief. A series of small-minded and weak chiefs have followed, and the bandits have returned numerous times to demand tribute from the townsfolk. A disastrous attempt at freeing themselves of the bandits through an attack on the Veshian's stronghold in the ruins of Kirkuk ended with the death of another chief and the capture of a dozen warriors.

The town is ruled now by a sniveling coward who enforces his decrees with the help of a trio of powerful Veshian sorcerers. Most of the town's warriors were killed or enslaved and taken back to Kirkuk in chains. A small resistance movement has started, and runners have been sent to other Ondonga towns for help. Only time will tell if the other clans are willing to see past their own brewing conflicts to help the besieged town.

Bolobo (Small City, 7,400): This port city is located on the island of Kijani in the waters where the Aquaris Strait meets the Eastern Ocean. The Ver'wija here are famous for their seamanship and mastery over the waves, as well as the lush forest found on the island, logged and shipped for use by some of the most dedicated and expert shipwrights in the south. The city boasts a fleet of Dreadnought warships that assist in enforcing its will on the other settlements of the islands. Bolobo's merchant council has its hands in almost every industry found on the island. Coffee and cotton are grown in cleared fields and shipped north to Verigal and parts beyond. The small forest found on the island is home to hundreds of Pixies and Dryads, and these Fey have banded together in defiance of the Ver'wija's unchecked logging and exploitation of the woods. Attacks have increased in the last decade, and the merchant council has responded by hiring Vergal mercenaries to cleanse the forest of the Fey. Other Ver'wija towns in the island chain have been secretly funneling supplies to the Fey, in hopes of destabilizing Bolobo's grip on the small island chain.

Navu Llur (Small Town, 400): The newest settlement to form in the jungle, Navu Llur is filled with Illumnarus refugees from the Cashan Peninsula and settlers from the Western Shore. The Illumnarus were once inhabitants of the city of Illandrine, having fled during its destruction at the hand of the Atlanteans. Most who attempted to run died in the conflict, but some managed to teleport north to Ritvel. Once there, a surviving Elder Flame proposed an expedition to the Southern Continent to seek residence far from those who wish the race harm. A select few stayed in Ritvel, including the Elder Flame, but hundreds of refugees and settlers, bolstered by warriors from Ritvel, made the long trek to the Great Jungle. Using ancient magic, the Illumnarus raised a wall of magical crystal to surround the small enclave they started. The wall reflects all magic back at its caster and allows no admittance to any non-Illumnarus unless specifically granted permission to enter. Those without permission are teleported two miles into the air, their bodies landing with a sickening thud just outside the settlement. The newcomers were welcomed by the Zula once it was apparent that they would be joining the fight against the Goblins of the south. Thus far, despite the town's infancy, they have repelled two Goblin raids and a rare attack by Stazi who nearly succeeded in breaching the crystal wall. The Illumnarus recently discovered untouched copper and silver deposits in the small hills outside of their new town and have begun to trade with the Ver'wija wonderful copper statues and other works of art that have become the rage among the merchant nobility.

Regional History



The Ondonga tribe of Zula are the oldest continuous human inhabitants of Shin'ar. The first of the race to emerge through portals during a turbulent Lunar Quickening, the Zula came into a life far different from their own. The Zula oral tradition tells of a world at war with ape-like beings, the early tribesmen constantly on the run from gangs of savage simians. The tales also tell of a time long before the eternal war, when they lived like scholar kings in gleaming towers.

It was during a terrible storm that the portals opened, and the fleeing race chose to take a chance, entering the world of Shin'ar. The Zula adapted quickly, but not without great hardship as they acclimated to the jungle and its many dangers. The people almost immediately came into contact with the Goblins who had called the forest home for centuries; the Goblins were curious about the newcomers who had come from a far-place, and interaction between the peoples started off about as well as could be expected.

The Goblins taught the humans the ways of the jungle, as well as the concept of the forest as a living thing. The Zula people began to worship Hiccune, developing ways that differed than the Goblins, who were seen as cruel and savage by the humans. The Zula retreated to the north and began to form clans, clearing areas of thick bush and starting small communities under the dense canopy. The humans began to thrive and eventually pushed out from the interior and northern jungle. Two large groups left the forest to settle new lands thousands of years ago. Some went north, following the coast west until they neared the ranges that would be known as the Goldfoot Mountains. The second group would follow the mighty Urkriha River west out of the jungle and eventually form the Urk Empire.

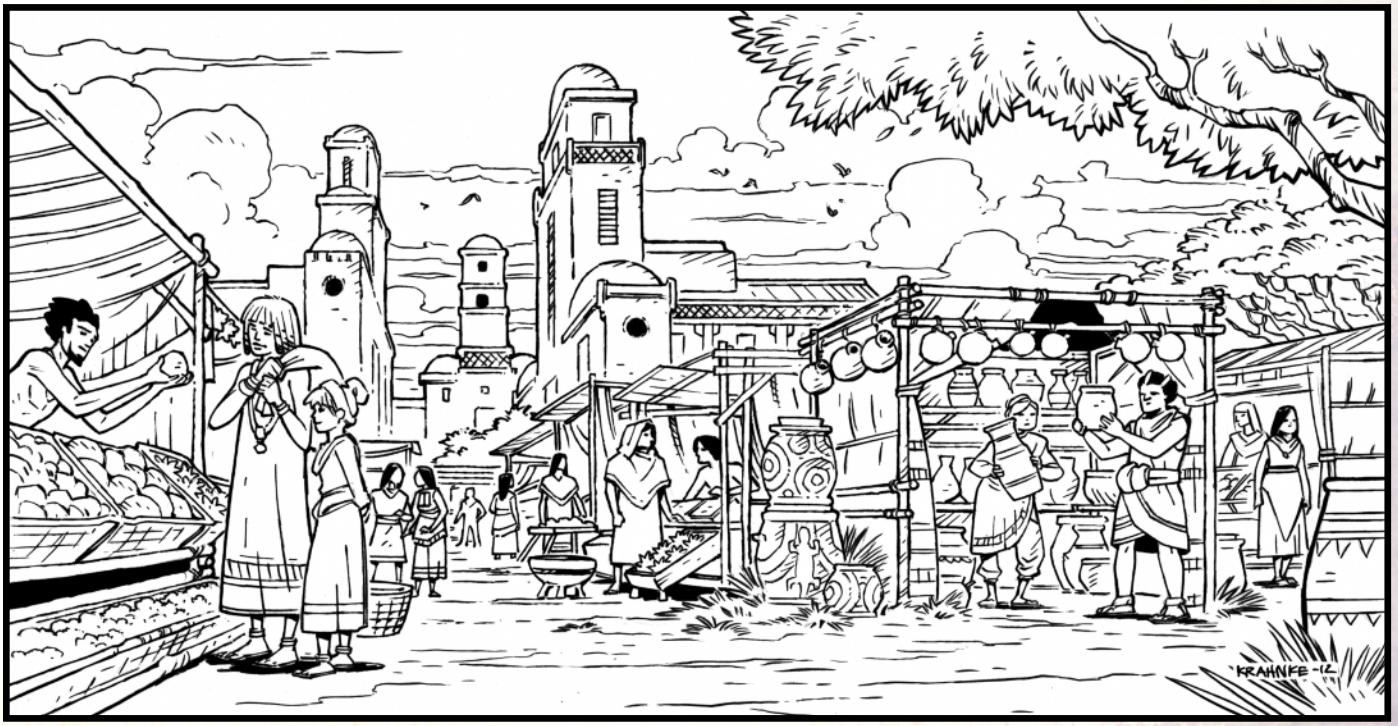
The Zula that stayed in the jungle would continue to thrive, despite the many hardships they endured. Goblin raids and attacks by large predators has honed the clans into groups of elite fighters and expert hunters. A few centuries ago, a group of clans who lived in the eastern forest began to change from the traditional Zula culture to one that relied on the ocean and sea-going travel. Centuries of contact with the Vergal changed them to the point that they began to call themselves the Ver'wija, loosely translated to 'Friends of Verigal'. Little more than safe ports for Vergal merchants, the Ver'wija towns grew into enterprising settlements as its people came to master the eastern waters. The races of the jungle continue to struggle against the impartial hazards that make up the rainforest and fight for the lion's share of the bountiful resources the canopy provides.

Plots and Rumors

The Ondonga deplore rumors and see those that spread gossip as lower than low. Stories are sacred to them, and the Zula oral tradition is alive and well in every clan. The Ver'wija, however, treat every story as potential for embellishment and outright lies. The merchant culture that dominates those clans delight in exaggerations and bluffing to seal a deal. Newcomers to the region have learned the hard way that although the Zula tribes share many customs, they are still three distinct groups. Adventurers and mercenaries who ply their trade in the jungle are advised to learn the customs within or risk being exiled at best, and strung up by their entrails at worst.

The New Slavers: The Urk Empire raided the homes of their kin in the Great Jungle for decades, and at one point, one in ten of all Zula were enslaved. After the nation's spectacular collapse, many of the slaves escaped north to the coast and formed the Baka people. The Zula who live in the jungle are now free from the heavily-armed slaving parties for good and have been for thousands of years. Recently, the Stazi have begun to penetrate the jungle from the south. The ant people had previously been unseen in the rainforest, and it was thought that they were being repelled by some unknown force. Now, the Stazi have been attacking Ondonga and Goblin settlements.

Many are killed in these raids, but more are taken away under mental thrall. Scouts have reported the enslaved being force-marched out of the jungle and into the desert. Towns on the border of the jungle and the desert are the most vulnerable and have sent many representatives north to Vergal to plead for alliances from the city-states, something the more conservative *Mizani* clans do not agree with.



Visitors are advised to brush up on their haggling - nothing is sold at face value in a Ver'wija market.

Desert of Urk

Capital: None

Population: 150,000 (50% Sytash, 30% Veshian, 9% Outsider, 4% Goblin, 4% Gnoll, 3% Other)*

Government: Tribal Theocracy, Magical Theocracy, Tribal, Autocracy

Religions: Sytash Pantheon, Zula Pantheon, Planar Cults

Imports: None

Exports: None (Glass, dried fruit, mana crystal, magical items)

Alignment: LG, LN, LE, N, NE, CE

Totals are estimated and do not include the Stazi.



Once a great expanse of fertile farmland and towering cities, the Desert of Urk is now a bleak and desolate desert of scorching wind and shifting dunes, the sands threatening danger with every step taken. Sinkholes can be found throughout the region, the largest of which can swallow an entire caravan in seconds. The Sytash have mapped out the safest routes between the oases they control, and the proud race of former-humans have adapted to living on the sand. Through their understanding of the desert, the Sytash have managed to secure a sizable territory for themselves in both the north and the east. Lamia, dragons of blue and brown, and oversized varieties of deadly insects prowl the desert sands in search of easy prey. The Veshian snake people, also formerly humans of Urk, live in the ruins of the once-great empire. They raid the Sytash and ambush weary travelers who seek riches in the ruins of the greatest human empire to rise on Shin'ar. The ruins also hold large amounts of mana crystal, stored here for thousands of years by the empire for use in its rampant and unchecked Manasphere manipulation that ultimately led to the civilization's destruction.

Life and Society

The Sytash people live in large, extended family groups that belong to one of eleven tribes. The tribes are nomadic, moving from one place to another as frequently as once a month. Larger oases can house two or more tribes at once, and most of the tribes are friendly with one another. All tribes share the common worship of Shytan the Dutybound, with his priests and paladins administering to the faithful in large, mobile shrines. The Sytash raise goats, camels, and groups of large lizards that they domesticated long ago. Many of the ruins that the Sytash camp in also have protected groves of date trees and melon patches.

The Veshians can be found in some of the same ruins, contesting the Sytash for food and fresh water on a daily basis, while the Stazi live in hundreds of miles of tunnels dug under the desert, as well as in large caverns and tall, earthen mounds that are found in the area known as the Badlands. The Stazi are an enigmatic race that constantly wars with others in order to increase their territory. They enslave all they can and put those slaves to work in the large, hive-like warrens in which the race dwell. Little is known about them, their society, or their culture, but they are indiscriminate when they raid the surface.

Major Geographic Locations

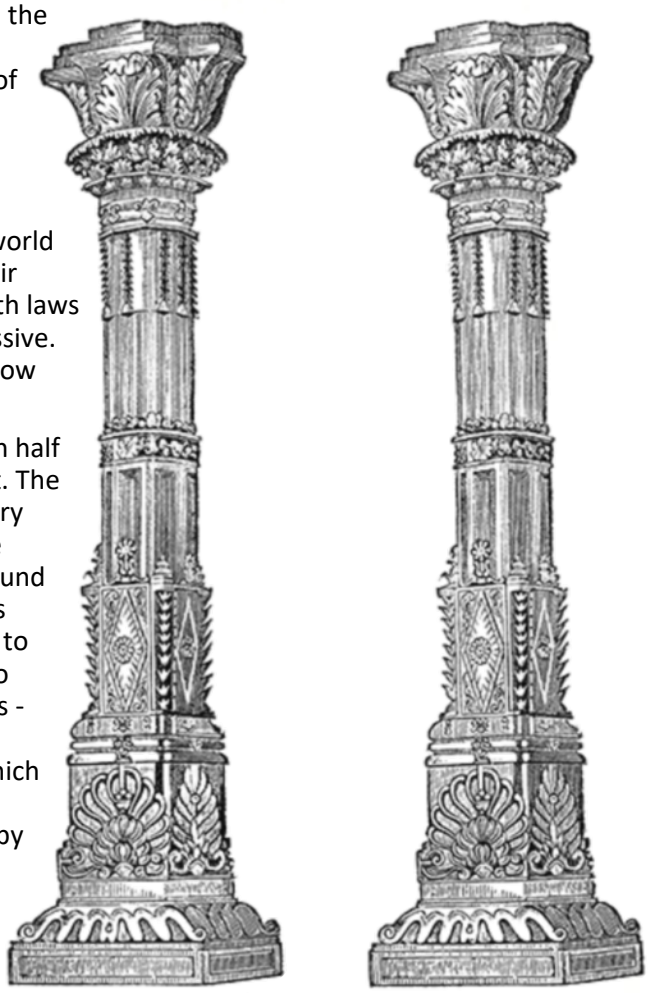
The desert landscape is dominated by endless miles of barren sand and wind-blasted crags. The Urkriha River once sliced through the region, flowing from east to west from the Great Jungle, but has since dried out. Now, the dried riverbed is home to sinkholes and geysers of superheated acid. When the magical cataclysm engulfed the region, pockets of negative energy sprung up and killed all life around them. These areas are known as voids, and while some are smaller than a few feet across, others encompass miles of sand and rock. Nothing lives in these voids, and all living creatures avoid them, for within these areas of negative energy can be found undead horrors just waiting for a living body to happen by before they spring up from the sand and attack.

Desert of Urk



The Firesands: This area of scorching dunes is found to the southwest of Urkhansa and was once the site of a large college of arcane study in the old Urk Empire. The ruins of the school are buried under tons of volcanic rock that bubbled up from a multitude of portals that opened to the Elemental Plane of Fire amidst the cataclysm. The mounds have since cooled and formed small hills of jagged volcanic rock, and the sands surrounding them are home to tribes of Salamanders, Fire Mephits, and Efreet that came to Shin'ar through those portals so long ago. The area attracts Sytash exiles and desert scavengers, while cultists and Veshians vie for territory and the precious few resources that can be found scattered among the volcanic dunes.

Ruins of Urkhansa: The largest ruin found in the desert was the capital of the Urk Empire and the seat of the highly magical society. What began as a collection of villages found south of the Urkriah River formed into the walled city of Urkhansa, the Golden City. Its people were responsible for countless innovations in agriculture, metallurgy, science, and mana manipulation, with many breakthroughs coming due to unchecked experimentation and unwise adaptation of off-world techniques. The former Zula culturally broke away from their parent race, developing a society focused on knowledge with laws based on science and station. The ruins themselves are massive. They cover both sides of the former river, its parched bed now marked with quicksand and large sinkholes.



Two large bridges connected the northern and southern half of the city, but the western bridge is the only one left intact. The eastern span has mostly fallen, and the rubble chokes the dry riverbed below. Random pockets of chaotic magic roam the ruins, accounting for the periodic localized portal activity found here. A byproduct of the cataclysm, local space around sites where the Wayfarer portal network that linked major cities to each other was installed has caused small portals to open to other places on Shin'ar - never to the planes or other worlds - and deposit unwary travelers and creatures throughout the ruin. The portals are one-way and completely random in which way they open. Some places in the ruins have a stronger concentration of portal events and have been mapped out by numerous treasure seekers and adventurers. Inhabitants of the ruins include all manner of beings stranded by the portals, as well as those who flock to such places. Demons and devils infest the northern half of the city, contending with a small resistance force of celestials who ally with the Sytash when their migrations take them near the ruined city.

The southern ruins are infested with undead horrors and deadly aberrations, results of experimentation by the former humans who dwelt there. Large underground deposits of mana crystal mined thousands of years ago have been unearthed by adventurers, and these caches are under the protection of various factions found in the city, guarded by deadly spells and guardian beasts. Veshians can be found here in great numbers as well, living in the shadow of their former lives in the ruins of their greatest city.

The Badlands: Little is known about this expanse of rocky hills, dotted with towering mounds of earth built by the Stazi. Little in the way of vegetation can be found here, and it is known that the area was changed little by the cataclysm that befell the lands just to the north of it. Old Calvoid myths tell of this area being the land in which their race first entered the planet. The ancient Calvoid's first attempt at civilization can be found in the ruins located under the hills of the Badlands. The Stazi came to the planet through large portals from their native plane, and all that is known of the area in which they reside is that it is home to no less than six separate hives, constantly warring with one another for domination of the land. Stazi have since moved out from the Badlands, and it is theorized that the hives found in other places on the continent were created when one hive grew too large to sustain its population.

The hives found in the Badlands were the first of the Stazi to emerge through the portals during a Lunar Quickening. It is not known if the Stazi have purposefully opened other portals during subsequent Lunar Quickenings in order to bring more of their people here, nor if the race has that kind of power. This explanation would account for the rapid increase in Stazi activity during Lunar Quickenings, as have been recorded by the Calvoid and can be found in texts within the ruins of Urk. Countless slaves live in the hives, as well- Humans, Goblins, Calvoid, and other races mingle in the pens of the insect people, bred to live underground and to serve the will of the hive.



Miltith Duur: This underground ruin was once populated by a hundred-thousand Calvoid, the last place the race called home on the Southern Continent. The diminutive race originated in the south, but through thousands of years of warring with the Stazi, the Calvoid were forced to flee north and eventually took refuge in the Empire of Urk. The Sha-Eltra refused any refugees in Urkhansa, forcing the downtrodden people to migrate further north, to the city of Nippur. The Calvoid began construction of Miltith Duur below the Urk city, all the while ensuring that none of the tunnels and caverns intersected with existing tunnels the Stazi now inhabited. Decades before the cataclysm, the Calvoid migrated further north and all but abandoned their new city. The ruin is now home to large numbers of Troglodyte and Goblin clans, both of which fight an everlasting war for control of the fresh water springs fed by mana-powered pumps that are still operational, even after all these years. Storehouses of ancient Calvoid knowledge and notes on early Manasphere experimentation have been found by adventurers and treasure seekers over the years, and Calvoid communities are known to pay exorbitant amounts for any bit of scroll or text retrieved from the area.

Important Sites

The Sytash roam the sands in large tribes, all their belongings kept light and mobile. The other races live in small communities and enclaves that occupy ruins, living by scavenging off the land and each other. Dangerous monsters, demons, and devils roam the sands as well, making any permanent settlement impossible to defend from the multitude of dangers that would assail it.

Qatiff Oasis: This small freshwater lake is found in the northern desert, where the sands end and the savannah begins. Large groves of palm shelter Sytash tribes from the heat, and the pool refreshes any tribe that would pause here as they spend part of the hottest time of the year here. It is also the site where foreigners can approach the tribes camped there in peace. The Baka come to trade with the desert people for mana crystal and beautiful glass art objects the Sytash are renown for, and those wishing to hire a desert guide are directed here, as some other oases are off limits to outsiders.

Yrrbon (Small Town, 1,200): One of the largest permanent settlement in the desert is located in the western sands, where the Zagos Mountains begin to rise. The Gnolls who inhabit this place do so at the behest and guidance of a trio of powerful Outsiders who have claimed the surrounding lands. Three Kolyarut, members of the Inevitable race, found themselves stranded on Shin'ar during the last Lunar Quickening after falling through a portal on their native plane. They landed in the Zagos Mountains, where they encountered a roaming band of Gnolls. The Outsiders took no time in co-opting the hyena people's beliefs and instituting themselves as god-like beings. They called all clans to their banner and began to reshape the Gnolls' culture to suit themselves. The trio united the Gnolls, put an end to their nomadic ways, and built the settlement of Yrrbon. The Gnolls welcome any traveler who can make the dangerous journey either through the mountains or through the desert, as the Kolyarut seek all knowledge of the region and the planet and have been known to be very generous to travelers who get them what they seek. The Gnolls control two small springs and sell water and provisions to those in need, as well as mining small deposits of mana crystal in old Urk mines found in the area.

Regional History

The Desert of Urk was once a large expanse of wheat and barley fields, creeks, lakes, and forests. It was also home to hundreds of thousands of beings in one of the grandest empires to rise on the planet.

Five thousand years ago, a large collection of Zula clans left the Great Jungle and followed the mighty Urkriah River west. The people settled along the southern shore and found a land rich in resources. Thanks to the rich soil and their innovative irrigation techniques, three villages banded together under the leadership of a young and charismatic chief. They called their shared territory Urkhansa. It was only a short time later when the people of Urkhansa dominated the surrounding land and folded all of the villages under its banner.

The people of Urk would rise quickly, villages becoming booming towns and packed cities. The formation into an empire saw the rise of an elite class of citizens called the Urk'Eltrabi. Over the years, the Empire of Urk would come to encompass all of the land between the Great Jungle and the western mountain ranges, from the Badlands in the south to the grasslands of the northern coast. After a one-sided war, the small Vergal settlements in the north were annexed by the Empire as well. The size of the empire's holdings demanded a workforce that the current population could not sustain, so the Urk began to raid the jungle, enslaving their kin. Zula were rounded up by the thousands and made to work in the wheat fields and cattle farms. They became the dung sweepers and the servants, freeing the Urk to pursue other interests.



The land was dotted with colleges and other such institutions of learning. Knowledge was prized, and the more learned you became - or seemed - the higher your station in society. Ultimately, despite their knowledge, there was but one event that would shape the empire's future and set the course for the destruction of the land: the arrival of the Sojourner, and his subsequent inability to return to his native plane. The Sojourner's arrival sparked the rapid and, at times disastrous, experimentation and tampering with the Manasphere. With time, the alien archmage had trained a number of talented Urk to assist him in his attempts to breach the Manasphere. His failure to do so only succeeded in damaging the Manasphere severely, causing it to react wildly, as it would during a Lunar Quickening. The False Quickening lasted a little over twenty years, and the Nightmare War that it unleashed nearly destroyed the Empire. The people of Urk persevered and the Empire endured for another seven centuries.

The fall of the Empire came after decades of civil war between the worshipers of the gods Vesh and Shytan. The Urk'Eltrabi and their retainers managed to flee the destruction, traveling north to found a new kingdom. A great number of Zula slaves were also spared, now making up the Baka people. For the remaining citizens of the vast empire, survival only came in the form of transformation into Sytash or Veshian, made possible through the tremendous backlash of mana from the cataclysm. For every one saved, however, at least one hundred would die in the maelstrom of fire and chaotic magic. Hundreds of small portals would open throughout the Empire, sucking the life essence from the land. What remained was a parched wasteland, a vastly different landscape than that of the life-giving river valley it once was.

Plots and Rumors

The sands of the Urk Desert are unforgiving; the heat does not care for noble quests or madmen's cries. Stories that make it out of the desert tell of a place where the land itself is your enemy.

The Sytash, however, delight in telling fantastic stories and epic tales. Although the race is known to abhor lies, and it has been acceptable in the past to lie to foreigners and strangers, telling falsehoods to another Sytash is taboo. As such, a fine line has been drawn between lies and embellishment.

Moon Over Mosuul: A large coven of Lunar Naga have conquered a sizable portion of the ruined city of Mosuul, located where the desert gives way to the Great Jungle. These nocturnal witches have developed a small cult of various races that they have encountered since entering this world twenty years ago. The Moonwise, as they are known, have put the call out to any brave souls who wish to join them in a new utopia. The cult has fortified the former palace of the Sha'Eltra, the ruler of Urk, when he frequented the city.

Various Outsiders, from demons to celestials, have begun to filter into the ruins, looking to parlay with the Naga. The coven claims they have developed a way to predict Lunar Quickenings, as well as the means to manipulate portals during the disturbances. Bidding for the information begins on the third full moon of the new year.

Northern Savanna



Capital: None (Cathage)

Population: 490,000 (72% Human, 11% Meek'ah, 10% Outsider, 7% Other)

Government: Autocracy, Dynastic Plutocracy, Military Overlord, Utopian Council

Religions: Zula Pantheon, Meek'ah Pantheon, Planar Cults

Imports: Glass, gems, gold, ore, magical items

Exports: Textiles, leather, hides, oil, alchemical items

Alignment: LN, N, NG, NE, CG, CN

The people of the Northern Savanna can trace their heritage back to the thousands of slaves who fled the cataclysm of Urk. Those who were far enough from Urkhansa or the Wayfarer portal network that amplified the destruction were spared the horrible fate that befell the empire. The formerly enslaved people known as the Baka were thankful for their freedom and began to settle just north of the desert's edge. The coastal cities had been vassal states of the empire, but the Urk there could do nothing against the flow of refugees retreating from the empire. Thus, when the slaves of the cities heard that thousands of their brothers were on the move north, they rose up and took control of the area. There was some discord as new governments were formed and the fires of rebellion were snuffed out, but the Baka people are now known as an industrious race of craftsmen and farmers. The cattle farms of the savannah sustain a growing population of proud merchants and expert leather workers and weavers, and Baka tapestries and rugs are prized in every noble house and wealthy manor in the north. While very able upon the sea, the Baka do not consider going abroad to sell their wares to be a valued profession. Still, sailors ply their trade on the many fishing vessels and patrol boats that clutter the waters.

Life and Society

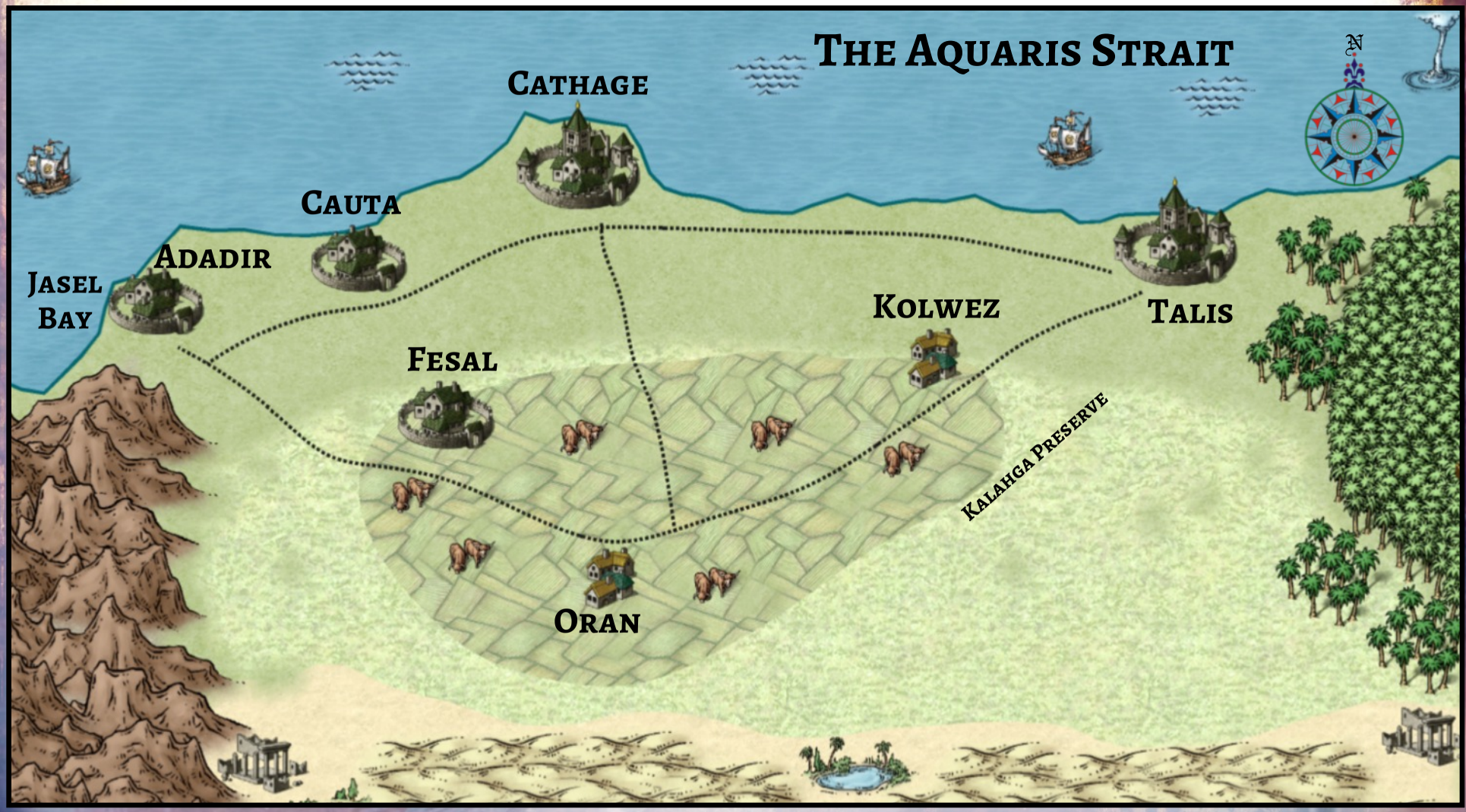
The Baka culture revolves around the acquisition of coin and the notoriety from being the best in one's chosen field. Guilds rule all forms of commerce in the cities, and working independently is frowned upon, seen as an affront to good sense. Multiple guilds exist in the same field, the rivalries and business dealings that arise often becoming deadly. Half of the population lives in a rural setting, tending thousands of head of cattle and working the land that provides for them. The rest dwell in crowded cities along the coast where the expert leather workers, weavers, and other craftsmen ply their trade. Most cities are friendly to each other, as trade is valued over all else - however, some cities have warred in the past over bad deals and poor resource management. Despite the relative safety of the area, the countryside can still be dangerous at times. Giant beetles, ankheg, and krenshar can be encountered in the grasslands, and bandits prowl the roads, known to attack anything short of a caravan with a full guard detachment.

Major Geographic Locations

The Northern Savanna is a region of tropical grassland with warm temperatures year round and most of its rainfall coming in the summer months. There are small pockets of trees that dot the land, but no closed canopies as one might find in the Jungle to the east. The Baka post guards on all cattle herds, not only to protect them from thieves, but from any of the numerous predators who wander the region as well, as lions, hyenas, and cheetahs are known to prey on the numerous herbivores that migrate across the grasslands. Should their hunting excursions be less than fruitful, the cattle would certainly be considered an easy meal.

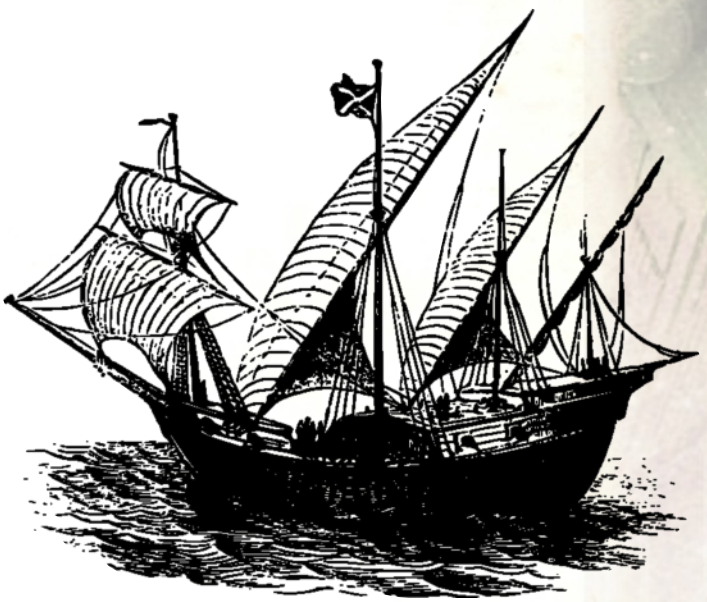
Jasel Bay: This area of water is known for being the southern spawning ground for giant sea snakes, the thirty-foot reptiles gathering here in great numbers during the summer months. Fishermen out of the nearby cities of Adadir and Cauta brave these waters during that time to catch these delicacies, as a single fresh carcass can earn enough coin for a crew to live well for days. The best crews, often the most practiced, have been known to earn so much coin that they skip the next two fishing seasons. The snakes do not go quietly, however, and the death rate for sailors here is almost thirty percent.

The Northern Savannah



The Kalahga Preserve: This area of protected grassland is home to hundreds of pegasi. Once a large breeding farm for wealthy Urk, the pegasi here were breed for war and sport, forced to serve humans who were cruel and selfish. When the cataclysm came to the region, the retreating Baka overthrew the Urk who lived here, some of whom had been transformed into Veshian snake people. The Baka released the remaining stock of winged horses into the wild, where the magnificent beasts have since thrived. They area is under the protection of many nearby communities, and the people of the area consider themselves the guardians of the flying horses.

Important Sites



The cities of the savanna are built upon the ruins of ancient Vergal settlements that were once a vassal state of Urk. The majority of the populace identify as Baka, descendants of the slave population that fled the cataclysm and overtook the empire's northern outposts and towns. There is a small minority that can trace some lineage to the Urk who once ruled the land, but most who can either keep it a secret or do their best live it down.

Cathage (Metropolis, 61,000): The largest city on the coast, Cathage is an important port city and known as the Gateway to the South. The extensive harbor is packed day and night with Vergal and Alterian merchants seeking the wealth of the southern continent. The city is run by a collection of guild masters known as The Wise Experts, each of whom is a skilled craftsmen and successful merchant. The Wise Experts have built a city based on the fundamentals of honest business tempered with back alley handshakes and clandestine dealings. The city's Book of Standards and Practices that governs all business is followed to the letter; however, it does allow individual interpretation of certain sections in order to create loopholes that take advantage of the large criminal underworld that thrives in the city. The city guard is unfortunately small, under funded, and hard-pressed to stop any of the prominent thieving factions, even if they wished to. Crime lords have carved up Cathage and the surrounding landscape, each finding their own territory, and it is said that no Wise Expert can attain their position without the backing of one of the powerful thieving guilds. In order to maintain peace, the Wise Experts hire mercenaries to protect the city in times of war and pay captains of swift ships to protect its waters from pirates and monsters of the sea. The port city also sees a good share of foreign travelers and adventurers seeking fame and fortune in the desert to the south.

Fesal (Large Town, 3,800): The town of Fesal is the home of the largest cattle farm on the savanna. The Shining Pastures has been run by the Kalimba clan since their ancestors rose up and overthrew the Urk landowners thousands of years ago, and the town sprung up around the southern end of the farm. At least half of the town's citizens are employed by the Kalimbas, the head of which has acted as the de-facto mayor of the town since its founding.

The mayor holds the title of *Huuras-quat*, an ancient Urk word for the slave who was put in charge of other slaves, translated as the Golden Hand. The meaning is not literal to the Baka, however, and the descendants of the slaves have changed the word to mean something closer translated to ‘one who rules over his peers’. Outside of the cattle the town is known for, it is also home to some of the best leather workers and armor makers on the savanna. Multiple guilds compete for business from the adventurers and mercenaries that frequent the shops in search for the best tailored and expertly crafted suits.

Cauta (Large City, 28,300): This city started off as a small Meek'ah village. The reptilian people were conquered first by the ancient Vergal, then by the Urk. They were put to work on the docks and forced to live in shacks along the wharfs, but when the cataclysm destroyed the empire, the slaves of the city rose up. Chaos ruled the city for a number of years, and the Meek'ah, now free, fortified their section of the city the best they could. They accepted refugees behind their walls and protected any who wished to live in peace. The mobs that ruled the streets left the enclave alone, instead focused on tearing themselves apart. After three years of anarchy, the Meek'ah and their allies had mustered enough power to take the rest of the city by force. Cauta is now run by a coalition of Baka and Meek'ah called The Betterment Society. An inner council sits at the head of the society and governs the population with decrees that benefit both races.

The city has become a haven for those who wish to live in peace, away from any prejudice they may have once faced in their homelands. The people of Cauta are protected by a large volunteer army of militia units and down on their luck adventurers who sign on for short tours of duty.

Regional History

Before the coming of the Urk Empire, the towns and villages found in the savanna and on the coast were populated by Zula who had left their jungle home around the same time as the clans that would later form the Great Empire of Urk. The peaceful people began trading with the Calvoid that came down from outposts in the western mountains. After a while, the towns of the savanna were happened upon by an Urk scouting party, and the new empire immediately sent ambassadors and merchants north to represent them. During a time of civil war within the empire, the losing faction chose to escape to the cities of the coast, disappearing from the ire of the ruling Sha. The Empire used their enemy's choice as an excuse to make war on the north for harboring the fugitives, following which a large group of Vergal chose to leave their homes and brave the winter waters of the Aquaris Strait. The rest of the population descended into infighting, searching for the fugitives of Urk to stall or prevent the enormous army from marching north and overtaking them.

Nevertheless, the Urk seized the settlements and installed military commanders to administer the cities until order was restored; following the apprehension of the last of the rebels, the cities were given self-governance once again. Ultimately, the area was spared the destruction of the empire, but it was forever changed by the aftermath. At the end of the empire, the cities and towns of the savanna had slave totals that reached close to sixty percent of the population. Without the might of Urk and its armies, the slaves revolted and were later bolstered by the thousands of Baka who had fled the south. Now, the descendants of those slaves rule some of the most industrious cities on the planet. The Baka made goods are prized all over Shin'ar, and the people of the savanna have built a culture dedicated to hard work and an appreciation for freedom and perseverance.

Plots and Rumors

The Baka have formed a culture built on haggling, and nothing is ever sold at face value. Those who have the gift of gab do well as brokers and middlemen in the cities of the coast, putting together deals for foreign merchants with local craftsmen. The area is well known for its criminal underground and the large thieves guilds that ply their trade. Independent rogues who wish to set up shop on the savanna do not last very long, and those who don't eventually join guilds end up food for carrion birds and packs of hyena.

The Trident's Tine: The city of Talis has recently confiscated a merchant ship hailing from the city of Cashan in Alteria. The ship had been to the port city many times, trading in rugs and other textiles for bales of tobacco from the Cashan Peninsula. However, a recent tip to the harbormaster alerted the city guard to a dangerous passenger being held in the ship's hold. Two units of guard detained the crew, but the captain escaped by teleporting away.

The passenger was identified as a young Meek'ah girl child, apparently suffering from some sort of plague or pox, who was put down by the guard. This action has outraged the small Meek'ah community that lives in the city, and they are calling for the jailing of the guards responsible for the girl's death. Tensions in the city are high, as the Meek'ah control two of the largest guilds and have been applying pressure to the mayor and his advisors. The crew of the ship have undergone magical interrogation and have given no actionable information. The city is asking for help in identifying the captain (known only as Red Pauli) and his whereabouts. They are also looking for information regarding the girl and the affliction she suffered from.



The Golden Coast

Capital: Helopia
Population: 300,800 (58% Human, 14% Zevrish, 10% Meek'ah, 6% Goblin, 4% Arryn, 3% Giant, 2% Merfolk, 2% Outsider, 1% Other)
Government: Colonial Council, Dynastic Syndicate, Overlord
Religions: Zula Pantheon, Estanyan Pantheon, Zevrish Pantheon, Meek'ah Pantheon, Arryn Pantheon, Planar Cults
Imports: Wine, tobacco, weapons
Exports: Timber, gold, gems, mana crystal, textiles, coffee
Alignment: Any



The strip of land stretching from the Aquaris Strait to the southern seas, from the twin mountain ranges in the east to the crystal blue waters of the Sapphire Sea, this coastal region is known as the Golden Coast. Pristine beaches turn to miles of grassland, slowly rising into forested hills. The Goldfoot Mountains tower in the northeast, home to dozens of Giant clans, while small kingdom of Ogres controls the Zagos Mountains to the south. The Ogres have been losing a war against the Stazi for generations, and have begun to retreat west, away from their traditional lands. North of the Chrysos River has been populated by the Baka people for centuries, the scattered fishing villages and towns found near the river's mouth having been built by the former slave people on the ruins of ancient Urk outposts.

The people here thrived in the previously unspoiled wilderness, and settlements grew rapidly. Abandoned gold mines found in the mountains turned towns into cities, and fortune hunters from all over descended on the region. However, two hundred years ago, the Atlanteans came, and the powerful newcomers to Shin'ar wasted no time in securing land for their new empire, and the flag of Alteria now flies over many of the cities and towns, protectorates of the Empire and held by the might of its legions.

Life and Society

The Baka who settled along the river and coast live working the bounty of the land and sea. True to the race's industrious nature, the land surrounding the inland towns are filled with cattle and other domesticated breeds. Miles of grassland feed the animals, but they also attract predators such as lions, cheetah, and ankhegs. The Baka mostly stayed out of the mountains, preferring to travel to the northern savanna via ship. When gold was found three hundred years ago, the region was soon pounced upon by thousands of fortune hunters. Some towns quickly gained bad reputations and criminal enterprises sprung up quickly. The people now live under the thumb of the Alterians, and although the Atlanteans have a law against enslaving humans, the Baka have been forced to be second class citizens in their own cities.

Major Geographic Locations

The region is a mix of grasslands, hills, and miles of pristine coastline. The land rises high in the east as the hills give way to the two ranges of jagged peaks and red clay canyons, and the Chrysos river springs forth from the Goldfoot Mountains, flowing swiftly down to the Sapphire Sea. Small groves of coconut, mango, and avocado trees dot the coast, while the forests found inland are mostly composed of acacia and mahogany.

The waters of the Sapphire Sea are teeming with fish and are controlled by Alteria through the vast number of Merfolk and Undine settlers who descended upon the area from the West. There are few pockets of unstable water here, and shipping routes from the Empire's coastal cities are virtually unchallenged. Pirates from the Aquaris Strait have quickly learned to steer clear of ships flying the Empire's flag. This avoidance has led to the amount of shipwrecks off the northwestern coast of the continent growing steadily every year, and the pirates have come to call this stretch of water The Last Gamble.

The Golden Coast





Some Baka will never bow down to Alteria and their native mouthpieces

Temple of the Sky: This ruin is located in the Zagos Mountains at the top of the largest mesa. Oversized steps have been carved in a double-switchback up the south side. The temple seems to have been built for a people well over ten feet tall, and worn hieroglyphs have been found on the stairs as well as on the temple itself. Sages have been unable to decipher the hieroglyphs to gain any understanding of the temple's builders. The doors to the temple lie in ruin, seemingly destroyed by some sort of explosion. No race who now inhabit the mountains have claimed ownership of the ruined temple, even the Giant clans who wander the crags here. The area inside the temple is a zone of null-magic, and the Manasphere apparently cannot penetrate the walls of the temple. No apparent reason to this can be explained.

Karsamba Forest: This area was the last annexed by the Alterian Empire as part of a push north from Helopia to bring all Baka settlements on the coast to heel. Resistance fighters used the forest as a base from which they could attack Imperial merchants and legion scouts out of Tharce. Two Alterian legions descended on the forest and put the crude forts to flame. The Baka rebels have since gone to ground, their leadership disbanded and its members instructed to return to their normal lives - for now. The forest is comprised of large teak and mahogany trees. The Baka from the nearby settlements are known for being expert cabinet and furniture craftsmen, something the Alterians have put to use with the clear-cutting squads of Goblin slaves that now infest the woods. The tenth auxiliary legion is headquartered in a small fort at the forest's edge.

Important Sites

Cities here tend to be crowded, a mass of people behind high walls. The coast has the greatest concentrations of settlements, as the bounty of the water sustains great urban centers. The grasslands that stretch from the coast to the mountains are sparsely settled, but the towns here are small and well protected. Predators can be found in the region, including ankeg, pumas, and giant beetles. Large herds of black rhino roam the area, as well as bison and giraffes.

Additional rumored sightings of dragons in the Goldfoot Mountains have not stopped the thousands of fortune hunters descending on the area every year, searching for untapped gold veins.

Helopia (Metropolis, 49,400): Helopia is an Imperial-run city, the first to send senators to Sprata to represent the people of the Golden Coast. When the Alterians arrived, the city was known as Daloaa, and the Baka here had grown wealthy by catering to the gold hunters and fortune seekers who frequented the port. The council of merchants that ran the city welcomed the Alterians and their coin, but over time, they found the imperials to be demanding and brash.

An eventual attempt at arresting an Atlantean following a dispute lead to the death of twelve city watch members, creating an excuse with which the embassy could justify its attack on the merchant council chambers and seize the city. Two legions were teleported just outside the city in an impressive show of magical force, and any opposition was quickly squashed. In the two hundred years since, the city has tripled in size and stands as a testament to Imperial might in the region. The port is busy day and night, with galleons bringing tobacco and slaves to the continent. The Baka of the city have become full imperial citizens and have grown accustomed to seeing people in bondage despite their own history as someone else's property. The city is protected by the thirteenth legion. The soldiers patrol ten miles from the city's walls and employ swift river skiffs to police the nearby Chrysos river.

The Thirteenth Legion "The Fortunate Ones"

Supreme Commander: Eulogionus Zappa (LE Zevrish male Fighter 15)

The Thirteenth Legion is made up of 1,500 Zevrish hoplite, 700 Estanyan light cavalry, 450 Centaur archers, 250 Baka scouts, 200 Ogre heavy infantry, and 175 Zevrish skirmishers. The legion follows standard magical placement, with 1 in 10 of every unit able to manipulate the Manasphere. The legion is responsible for the protection of Helopia and enjoys an easy assignment, as the population of Baka has generally accepted Imperial control. Most of the officers have also enjoyed a steady stream of coin from the kickbacks given by miners for "protection" in the mountains. Small units are routinely rotated from the city to the mountains to protect Imperial interests there and to ensure that the gold and mana crystal make their way back to the city safely.



Portrait of Tenda the Quick - Supreme Commander of the Forth Alterian Legion

Tharce (Large City, 23,700): This area was the first Baka settlement on the coast, founded over a thousand years ago. The ruins of the original settlement can be found north of the city's wall, and until recently, it was the home of a large resistance cell determined to rid the area of Imperial presence. The cell was responsible for the death of two legion commanders and countless Imperial citizens. The Alterian governor chose to take direct action following the cell's bold attack on his palace, killing half of his servants and guards before detonating an alchemical bomb that ended up maiming his daughter. He ordered the building of a large gallows and rounded up all suspected resistance members. The hangings took place day and night, a cycle of death until the leader of the cell gave himself up in exchange for the freedom of the remaining prisoners. The man was stripped naked and staked to the ground in the middle of the city while the same alchemical substance that was used in the bomb was poured over his body. Half of the remaining prisoners, including all women and those under the age of sixteen, were set free. The rest were killed and raised as undead, set to wander in the ruins to deter any future use of the site. Attacks ceased and the city entered a period of uneasy truce.

The city is known for its expert woodcarvers. Timber from the nearby Karsamba Forest is used to churn out expertly-built crafts such as chests, barrels, and cabinets. Despite being located on the water, the city sees little traffic at the port. Most merchant ships decide to head to Helopia instead unless specific business brings them here. The city is protected by the fourth legion.

Tiagba (Small Town, 1,500): The largest free Baka settlement on the coast, Tiagba has remained so despite being so close to Helopia due to the large and yearly tithes given to Atlantis in the form of the highest quality mana crystal ever seen. The town is built on a cliff face that plunges four hundred feet below and is riddled with tunnels and caverns once occupied by Urk miners. This ancient outpost was lost to time until happened upon five hundred years ago by curious villagers from the east. After a costly campaign to rid the area of dangerous mana zombies, the mines were reopened and Baka from all over flocked to the site despite the dangerous manastorms bombarding the area in the hopes of earning top coin working in the mines. The town is protected by a group of powerful magic users who call themselves 'The Shrouded'. These individuals appear masked and cloaked at all times and have demonstrated enough power to keep Alteria at bay. They have extended their protection to a number of small Baka villages south of the Chrysos and are the main reason why Alteria has not advanced south of the river to date.

The Tenth Auxiliary Legion, "The Golden Horde"

Supreme Commander: Bakarish (LE Gnoll male Fighter 8)

The Tenth Auxiliary Legion consists of 1,600 Gnoll light infantry, 300 Ogre heavy infantry, 570 Gnoll archers, 250 Gnoll scouts, 200 Satyr commandos, and 600 Goblin slave conscripts (light infantry). The legion follows standard magical placement, with 1 in 10 of every unit able to manipulate the Manasphere. The Horde is responsible for policing the Empire's interests on the Golden Coast. Situated mostly in the north, the soldiers of the tenth auxiliary have won renown by rooting out rebels in the Karsamba Forest and obliterating their resistance forces.

The Fourth Legion "The Swift Daggers"

Supreme Commander: Tenda the Quick (NE Baka male Rogue 11)

The Fourth Legion consists of 1,350 Zevrish hoplite, 690 Baka light cavalry, 440 Gnoll archers, 200 Estanyan scouts, and 170 Baka commandos. The legion follows standard magical placement, with 1 in 10 of every unit able to manipulate the Manasphere. The Daggers were reformed after the battle of Karsamba Forest to include Baka soldiers from nearby Tharce. The city has long been a hotbed for anti-Imperial sentiment, and the Great Senate decided to include Baka in the defense of the city in order to try and bridge the gap between the Empire, who are generally seen as invaders, and the native population. The commando unit is made up of expert spies and assassins who are responsible for the deaths of dozens of rebel leaders and sympathizers over the years.



1 - Lighthouse
2 - Tharce Hippodrome (Temple of Alo'Staz)
3 - Temple of Hiccune
4 - Atlantean Compound
5 - 4th Legion HQ and City Jail
6 - Amphitheater of Laughter and Song (Temple of Ardell)
7 - Guild of Woodcarvers and Furniture Makers
8 - Trident Shoppe
9 - Imperial Transfer Station (Slave Auction)
10 - Governor Yahkin's Palace Grounds
11 - Senator Milongo's Mansion
12 - Sapphire Sea
13 - Fort Overlook
14 - The Rotted Log (Tavern)
15 - Milongo Family Compound and Farms

Rodisa (Large City, 11,000): One of the largest Arryn settlements outside of the Stormlands, the city of Rodisa originally began as a small outpost but quickly grew thanks to the discovery of gold and silver veins in the nearby Zagos Mountains. The city has a reputation for letting in anyone who can pay the gate or port fees, and one can often see races not normally accustomed to being in close proximity gathered together in the many taverns and feast halls. The city is crowded and loud, parties and festivities are always going on at any time of the day. Unruly and disruptive people are handled by a large city guard, augmented by mercenaries, and the few laws enforced are done so with swift efficiency. Lawbreakers consider themselves lucky to be chained and sent to the mines in the east rather than being dismembered and fed to the sharks. The city has been in talks with the Ogre kingdom of Urskmal to possibly ally against the Stazi, who have been pushing west from the Badlands and into the mountains, displacing many of Urskmal's citizens. The Arryn-controlled mines lie on the edge of the kingdom's western border, and many Ogre refugees have flooded the area, setting up temporary encampments that have since turned into small villages. The Arryn employ the Ogres in the mines as guards and have sent word to Pursa to send an ambassador to speak for the ruling family.

Regional History

The coastline's terrain and temperament remained unspoiled for thousands of years, surviving the destruction of Urk in the east with only remote outposts and no connection to the Wayfarer Network of portals that linked the ancient empire's city centers. The population remained small, isolated to the Mountain Giant clans and the Ogres in the south. Later, the Baka came and began to settle across the coastline and river mouth. The people here lived in tune with the land, and settlements remained small for centuries. Gold was discovered in the Nimba Mountains by shepherds who grazed their goats in the hills that fed the Chrysos river, and further investigation would find four abandoned mines, still filled with ore, covered with symbols and hieroglyphs that proclaimed them property of the Urk Empire. The small Baka towns in the region soon began to swell with gold hunters and the downtrodden who wished for a reversal of fortune in the renamed Goldfoot Mountains.



The influx of people saw the territories of the Baka grow, leading to all manner of problems. The Mountain Giants launched pre-emptive attacks on the miners almost immediately, and they continued to be a thorn in the side of prospectors for centuries until the Alterian legions pacified the clans. Miners routinely disturbed roc nests and sent the giant raptors into frenzies that would terrorize their surroundings. The Alterians came slowly at first, mostly merchants trading goods for coin in the port of Daloaa, but advanced legion scouts arrived in 173 AA and quickly sent word to Atlantis and Sprata about the large gold mines, as well as rumors of larger ones that had yet to be discovered. The Empire of Alteria took total control of the city of Daloaa and, over time, folded in all Baka settlements found north of the river Chrysos into the Empire. The Baka rebelled almost immediately, but the might of the legions and the power of Atlantis wore down a majority of the populace. Rebel groups crop up every year, mostly made up of the young and disenfranchised. The main opposition to Imperial rule has all but been wiped out, and the fight has been drained from the older generations, tired from years of brutal and sadistic reprisals from the Atlanteans.

Plots and Rumors

The settlements belonging to the Empire are hotbeds for rumors and shadowy dealings of all kinds. The Baka have learned that large-scale rebellion against the powerful Empire is futile and only leads to countless innocent deaths. The new generation has adopted a movement out of Tharce known as *Alfaj-mpya*, or 'New Dawn'. The small cells trade in information; troop movements, guard strength, and imperial gossip from the rest of the empire. The cells are kept small, no more than a handful of individuals, each of which have their own separate group of contacts and specialties. So far the empire has not caught wind of these groups, and their impact on imperial rule has been minimal.

Shadowy Stalkers: The streets of Helopia have gone to war. Two of the largest thieving guilds have joined forces against a group of newcomers, Fetchlings from the Shadowfell. Descended from a group of Outsiders who were transported to this world against their will by the Sojourner's spell long ago, they have lived quietly underground, away from the light and the ever encroaching Stazi. Three years ago, a large group of the Outsiders came to the city and began to take over the vice trade with the introduction of the drug Umbra. The hallucinogen caught on quickly, boasting both intensity and a short duration. After years of consolidating power, the Fetchlings began to assassinate the competition, igniting the war. The legion has thus far remained neutral and will likely continue to do so, as half of their soldiers have become addicted to Umbra.

Southwest Archipelago

Over two dozen islands make up this region, each its own lush tropical paradise, and the ancestral land of the Meek'ah race. The diminutive reptilians are the only true natives of Shin'ar, having evolved on the planet naturally over millions of years. While the race can be found in all corners of the world, the Archipelago is home to the greatest number and is thought of as the cradle of their species. Over the last twenty thousand years, portals opening during Lunar Quickenings have deposited countless species and monsters on the islands. The primitive Meek'ah have endured numerous hardships including wars with, and enslavement by, numerous larger and more powerful beings. Each cycle of bondage and prolonged war has changed the politics and power base of the region for thousands of years, and before the coming of Atlantis, the Meek'ah of the Archipelago were at the height of a four century long "Golden Age".

During this time, most tribes cooperated and respected traditional territorial boundaries. They untied against the Goblins and Fey that also called the islands home, reducing them to minor nuisances at best. The Meek'ah fought off an invasion by the Zevrish and welcomed Illumnarus settlers on their shores, growing as a civilization, their culture becoming known as one that demanded respect on the world stage. Early in the Tenth Age, an enormous portal opened just south of the island of Sran'klok. Here, the portal deposited an entire island; one that seemed to be in the middle of a violent geological event. The Meek'ah of Sran'klok send ships to the new island and found it populated with humans. The newcomers were at first afraid of the Meek'ah, but the survivors of the crossing were in no shape to refuse aid, especially after communication was established via magical means. Within weeks of being on the new planet, most of the adult population of Atlanteans began to exhibit strange powers and abilities, leading to a division of the population in which Atlanteans with similar powers grouped together. Fear and prejudice began to creep into their thoughts, leading to the expulsion of the Meek'ah as the humans' fragile grip on civilization beginning to crumble. After a quick and bloody civil war, the island was united under the *Boule* and peace was restored. Eventually, the noble people would bounce back from the disaster wrought by the portal and dominate the region. They went on to conquer and enslave the Meek'ah along with the rest of the inhabitants of the islands.

Atlantis



Capital: Atlantis

Population: 45,000 (40% Meek'ah, 28% Atlantean, 17% Goblin, 9% Fey, 6% Other)

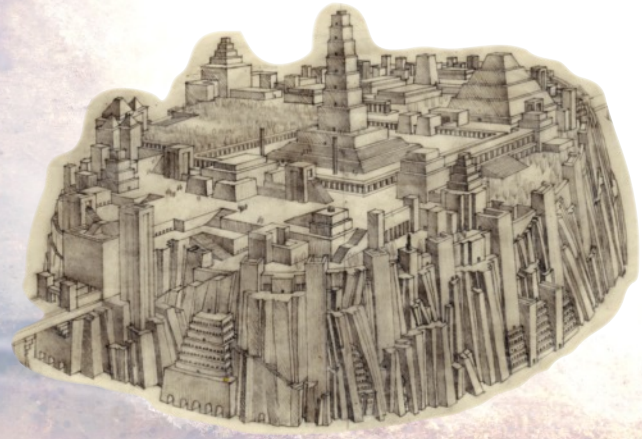
Government: Magical Syndicate

Religions: None (Meek'ah Pantheon, Zevrish Pantheon, Estanyan Pantheon, Planar Cults)

Imports: Gold, mana crystal, pottery, wine, coffee, textiles, gems, magical items

Exports: Herbs, alchemical items, potions, spell components, slaves, orichalcum, magical items

Alignment: LN, LE, N, NE, NG



The island of Atlantis is home to the Atlantean people and their multitude of slaves. The powerful newcomers to Shin'ar have dominated the region for three centuries, having conquered hundreds of thousands of people, to the point of controlling an empire that spans both continents. Although human in appearance, the Atlanteans were transformed by contact with the Manasphere and the radiation that created it. Each Atlantean is a magical powerhouse, and the culture's obsession with magical items makes them even more deadly.

Reports from the battlefields during the conquest tell of small groups or even single Atlanteans laying waste to hundreds of combatants. The Atlanteans have developed a civilization built on amassing power and have become quite adept at manipulating the other races of Shin'ar into providing exactly what they need.

Life and Society

Life for Atlanteans is spent in the pursuit of power, both personal and collective. The *Boule* that rules the land does so poised on a razor's edge, as constant jockeying for prestige and prominence is what drives the Atlanteans. Atlantean society puts very little stock on blood patronage, as all Atlantean children are raised in communal housing known as *Nearospitti*. Dozens of *Nearospitti* can be found all over Atlantis, filled with well-cared for children. The *Nearospitti* are administered by the *Boule* and nurture the children until they are ready to enter the *Atmosphaera*, where they will fully come into their powers. Following their introduction to the *Atmosphaera*, Atlanteans are considered to have reached maturity and are put into one of the five Orders for life.

The *Pachni*, loosely translated to "Game" in Tradespeech, is a significant part of Atlantean culture which is played by all adults. It is comprised of dozens of rituals and formalities that must be adhered to, lest the player be penalized. Favors are traded as a commodity between the Orders, each growing more indebted to the others in a never-ending cycle. The *Boule* dictate the rules of the *Pachni* and judge transgressors, but the average complying Atlantean spends their day in leisure, never wanting for anything.

Legions of slaves attend to every need of their masters, and the countless other subjects of the empire enforce their will upon the world. Much time is spent plotting and conducting business for the Order to which one belongs. In addition to the working inhabitants of the islands, all manner of animal life are present as well, including a species of pygmy elephant that is used for transportation and as pack animals. Monkeys and tropical birds thrive in the forests while fish and crustaceans crowd the waters off the coast. The rare puffer fish and its prized meat is the most sought after by the Atlanteans, leading Meek'ah and Goblin slaves to vie for the best fishing grounds in hopes of pleasing their masters with a bountiful catch.



The Atlantean *Boule*

The *Boule* of Atlantis was formed after a short but bloody civil war that came about after the race arrived on Shin'ar. The group is made up of 27 individuals, all Atlantean but for two who hold ceremonial positions only and wield no power within the group itself. Each Atlantean Order sends five representatives, which are elected by lot every five years, to the *Bouleuterion* to live for the duration.

The two non-Atlanteans live in the *Bouleuterion* full time. One is the High Priestess of Zorma who sits on the *Boule* and oversees the production of the Zevrish *cure*. She rarely meets with the *Boule* itself, but her position in the group allows her unmolested access to virtually anywhere on the island. The second non-Atlantean present on the *Boule* is the Lord Commander of the Alterian Legions, an Alterian citizen in charge of all of the empire's soldiers. This position is usually held by a Zevrish or Estanyan, but Centaurs and Gnolls have served as Lord Commander as well. The commander sits in on *Boule* meetings that they are invited to, providing opinions and expertise when needed.

Each of the five Orders rules for a selected period of time. The *Boule* meets semi-regularly, and at least once a moon, all members must convene. Still, many other less formal meetings are known to be held at higher frequency. The *Boule* rules by majority vote, with the ruling Order in charge of putting forth measures to vote on. Most things pertain to the running of the *Pachni* and settling disputes between the Orders and their members who have broken a rule or accuse another of misconduct.

Matters pertaining to the Empire require the presence of the First Consul, a title awarded to one of the 25 *Boule* members by lot at the formation of a new *Boule*. The First Consul serves for five years and enforces the will of the *Boule* over Alteria from Sprata.

Favors given and favors owed is the currency of Atlantis, for citizens and rulers alike. The Orders trade favors between one another in exchange for all manner of things, up to and including votes on any given measure or even trading away portions of time that a member's Order gets to be in charge. Alliances between the Orders are common, as is backstabbing, done quietly and without fanfare, per the rules of the *Pachni*.



A member of the *Boule* speaks to a group of assembled Alterians

Major Geographic Locations

The island of Atlantis is breathtakingly beautiful, a serine paradise full of gum, fig, and palm trees that stretch from the white sand beaches to the mountains in the north. The mountains house at least two active volcanoes, both of which erupted during the crossing from Earth to Shin'ar. In the three hundred and eighty six years since that day, the island has flourished, much in part due to the magic used by the Atlanteans to heal their island's wounds.

Mount Fantasma: The largest mountain on the island is also an active volcano, held in check by powerful magic. When the island was ripped from Earth, a large deposit of mana crystal that had lain dormant inside the mountain further fueled the great expenditure of energy used to pull the island through the portal. Zevrish legends claim that it was this hidden deposit of crystal that Zorma locked onto and used as a focus for her to redirect the portal to Earth and the island where the *cure* for her people could be found. Unfortunately, the power of the portal caused the eruption of the volcano, sending devastating earthquakes and plumes of hot ash down on the people of Atlantis. Once the island was fully materialized on Shin'ar, the volcano subsided, but earthquakes and magma flows still plagued the survivors. It took six months following the formation of the *Boule* to calm the volcano and cease its rumbling. Now, the Order of Atomos is responsible for the protection of the island from the volcano, and its members tend to the magical force field that is bottling its power. The ore known as Orichalcum is mined here in small batches, considered to be of better quality than other deposits found on the rest of the island.

Important Sites

The island once housed a population of over a hundred thousand people, however, the devastation wrought by the crossing and the civil war that followed claimed a great many. The island had been dotted with towns and villages, mining camps and picturesque retreats, almost all of which were buried, burned or destroyed by the subsequent earthquakes and lava flows. The city of Atlantis managed to survive the catastrophe, however, providing a beacon of hope to a people who, at the time, faced a new world filled with frightening beings and great power. The Atlanteans who survived the crossing chose not to rebuild on the old sites, and the island has reclaimed many of them. Ruins can be found scattered across the island, some still intact enough for exploration. Even if one could survive the exploration of such ruins, anyone caught within would be at the mercy of one of the most powerful races to inhabit the planet. Trespassers on the island are branded and sent to die in one of the many fighting pits located in Atlantis or Alteria. Some have been known to earn their freedom, but they are few in number and only manage such if their antics amuse the populace.

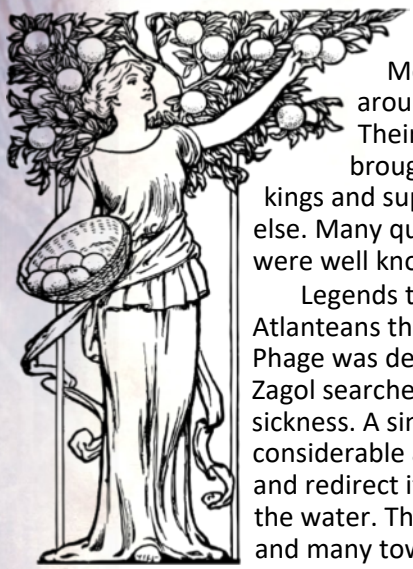


Atlantis (Metropolis, 40,000): The great city of Atlantis is dominated by a large central hill, at the top of which one can find the buildings that govern the land. The largest building was once a temple of Poseidon, but his worship virtually disappeared and was eventually banned when it became apparent that he cared nothing for his people. Ultimately, Poseidon was blamed for allowing the crossing to take place and the temple was re-purposed, split into two important buildings. One houses the *Atmosphaera*, where young Atlanteans undergo the ritual that sees them come fully into their powers. The other building is the *Bouleuterion*, where the *Boule* reside and meet. The city below is cut into districts by three circular canals that eventually drain into the sea. The Atlanteans make their home in the innermost district, closest to the great hill. The second district is where Citizens of Alteria live and work, made up of shops and other businesses that cater to every whim of the Atlanteans, as well as large public parks and plazas. The last district is home to thousands of slaves who tend to the fields outside the city and all the mundane menial tasks in the cities upkeep. Beyond the city's walls lie fertile plains that grow an abundance of foodstuffs.

Even the slaves on the island eat well, as the island provides more than enough for everyone. The fields outside the city are surrounded by yet another canal, this one fed by mountain rivers and streams. The climate of the island allows for two harvests a year: one in the winter, fed by rains, and one in the summer, fed by irrigation from the canal. Rare herbs are grown in carefully tended gardens by Meek'ah slaves. The majority of the herbs and botanical ingredients grown here survived the crossing from Earth and can only be found on the island. The *Liliaceae* flower that is key to the *cure* to the Zevrish Phage is grown in protected gardens and overseen by the Order of Hagios and the church of Zorma. Citizens of Alteria can come and go from the city as they please, but probationary citizens are only allowed in certain districts and never permitted to wander the island. Foreign guests and dignitaries are either put up in the *Bouleuterion* or housed with a member of the Order who invited them.

The city and island have no army protecting it, but there is a small group of Zevrish volunteers who police the city's non-Atlantean population. The Orders are responsible for the defense of the island, but in an emergency, multiple legions can also be teleported to the island.

Regional History



The people of Atlantis were once the masters of a far-reaching empire on their native planet. The island itself was located in an area known as the Mediterranean Sea, and from here, the Atlanteans ruled colonies and outposts around the globe. They traded with many nations and received tithe from many more. Their army and naval fleet were unsurpassed, and the tactics and weapons they brought to the battlefield often turned the tide of war. The island was ruled by scholar kings and supported by an elite aristocracy that prized art, philosophy, and science above all else. Many quasi-magical wonders were routinely deployed by the Atlanteans, and the people were well known for being expert alchemists.

Legends told of a field of energy produced by the island itself, the true savior of the Atlanteans that allowed them to perform the miraculous feats they are known for. While the Phage was decimating the Zevrish people, the goddess Zorma and her divine granddaughter Zagol searched the multiverse for anything that could counter the effects of the devastating sickness. A single option was found, located on a distant planet, and Zorma sacrificed a considerable amount of personal power to disengage a portal that had opened to the Abyss and redirect it to Earth. The portal opened below the waves, two miles below the surface of the water. The expenditure of energy caused volcanic eruptions and powerful earthquakes, and many towns and villages were destroyed as the island was ripped from Earth and deposited on Shin'ar. Lava buried much of the island, flooding destroyed coastal villages and towns, but the grand city of Atlantis remained.

Weeks after their arrival, the Atlanteans began to manifest strange powers. Many found they could perform wondrous feats and cause magical effects through thought alone. The people divided among themselves, expelling the Meek'ah who had come to offer help, and descending into barbarism. A civil war between the new factions lasted until the next new moon, when a gathering of the most powerful forcibly ceased hostilities and drew up articles of conduct. The Rule of Five was instituted, and the Atlantean people have been governed by the *Boule* since. Five Orders were created, and five of each serve for a period of five years. After 100 years of isolationism, the people of Atlantis spread out and began to explore their new planet. The races found on the islands closest to them fell first, and the powerful humans subjugated them by the thousands. The Atlanteans used the slaves to fill the gap in their culture for skilled workers and those necessary for menial tasks that they now considered themselves above. To the Atlanteans, everyone on the planet was inferior to them and existed to serve in some way. Now, over two hundred years after their conquest, Atlantis is a beacon for Manasphere research and development rivaled only by the Calvoid. Unlike the Calvoid, Atlantean and Alterian scientists and wizards do not share their findings with others, as Atlantean culture is supported by the accumulation of power, be it through magic, influence, or coin.

Plots and Rumors

Little goes on in Atlantis without the *Boule* knowing. The ruling body has spies everywhere, and each Order maintains counter-espionage tactics at all times. Atlanteans are taught to never trust anyone from another Order, or rather, to trust that they have their Order in their best interest at all times and in all dealings. Alliances are commonplace, and keeping face and honoring contracts are encouraged in the *Pachni*. Playing both sides and double-dealing is also encouraged, but it must adhere to the strict rules of the *Pachni*, lest the offending Atlantean be sanctioned or worse.

Poseidon Returns: A powerful merchant coaster made up of wealthy Alterians has begun to monopolize certain goods making their way to the island from the empire. The flow of mana crystal, especially, has been taken over by the Men of the Trident, and all crystal headed to Atlantis has at one time passed through their grasp. The coaster has the secret backing of certain members of the Order of Hudorn and is rumored to be controlled by a powerful Outsider. Time will tell if the current *Boule* will sanction the coaster or continue to allow it to operate, skirting the laws of the empire.

Phantasia



Capital: Apollonia

Population: 380,000 (46% Meek'ah, 17% Goblin, 9% Fey, 7% Human, 5% Zevrish, 5% Merfolk, 5% Giant, 3% Gnoll, 2% Other, 1% Atlantean)

Government: Colonial Council

Religions: Meek'ah Pantheon, Zevrish Pantheon, Estanyan Pantheon, Planar Cults

Imports: Wine, marble, wheat, textiles

Exports: Coffee, slaves, fruit, timber, oil

Alignment: Any

The largest island in the archipelago, Phantasia was the first to fall to the Atlanteans. The island was known as Sran'klok to the Meek'ah, and it was the seat of a loose confederation that counted over two dozen towns and villages spread across the region. When the island of Atlantis materialized on Shin'ar, the Meek'ah of Sran'klok hastily made their way to the new landmass to investigate and offer assistance. The newcomers were coolly receptive of the diminutive reptile people and, at the onset of their civil war, were quick to expel the Meek'ah from their shores. A hundred years later, the powerful humans would come in force and take the island from their would-be rescuers, forcing their will on the inhabitants, renaming the island, and subjugating the populace. The island is now home to the diverse group of races that make up the Empire of Alteria. Many wealthy Estanyans and Zevrish own property here- picturesque villas and hunting lodges, surrounded by miles of coffee fields tended by thousands of docile Meek'ah and Fey slaves.

Life and Society

Life on the island is slow-paced. Many of its inhabitants work endless coffee fields and in noisy logging camps in the service of wealthy Alterians. The Meek'ah and Fey races have lived for generations under the yolk of Atlantis, and many have resigned themselves to their fate. The ill treatment of slaves, at least publicly, is outlawed by in the *Pachni*. The member races of Alteria do not participate in the machinations of the empire's rulers and are not subject to the laws governing the *Pachni*, however, any Alterian who is brought to their attention as accused of abusing a slave is harshly dealt with. A large gray area exists in the empire on what counts as abuse of property and such cases, while taken seriously by the Atlanteans, do not always end up going well for the abused.

Major Geographic Locations

The island is temperate all year round, warmed by southwestern trade winds, as well as the currents bringing warm water from the southeast, near the southern continent. The island sees a torrential rainy season from mid-spring to late autumn.

All manner of tropical mammal and avian call the island home, and it also boasts large colonies of giant bees that are harmless if left alone, but deadly if provoked. Dire forms of jungle cats stalk the interior, formerly placated by the Meek'ah and Fey with sacrifices of fresh meat; bribes to keep them away from villages and settlements. After Atlantis conquered the island, the cats were hunted to near extinction. Dire jaguar pelts were very much in fashion for hundreds of years, but more recently, conservative *Boules* have enacted laws to protect the few dozen still alive in the jungle.

Mount Skan'lokk: This dormant volcano is worshiped by the Meek'ah as the place where their goddess Kythlu slumbers, encased in an impenetrable egg made of mana crystal. Long revered as the birthplace of their goddess, the Meek'ah built a large temple at its base. The Nest temple complex is one of the oldest structures on the planet, its foundations even outdating some Lluruth towers and keeps in the north.

Phantasia


N
Toricrus
Imperial Education Center
The Nest
Mount Skan'lokk
Sran'kro
Apollonia
Ket'seek

When the Atlanteans came to the island, many Meek'ah fled to the safety of the temple, which encompassed miles of tunnels and caverns at the time. The powerful humans laid siege to the complex, destroying much of the ancient structure in the process. The final surrender of the island's forces took place outside the temple, and the Meek'ah race joined the Fey and Goblins of the island in servitude. The smooth transition into bondage earned the Meek'ah many concessions over the years, as the Atlanteans began to work with and trust the diminutive reptiles more and more. A hundred years ago, Atlantis even gave permission to rebuild sections of the temple.

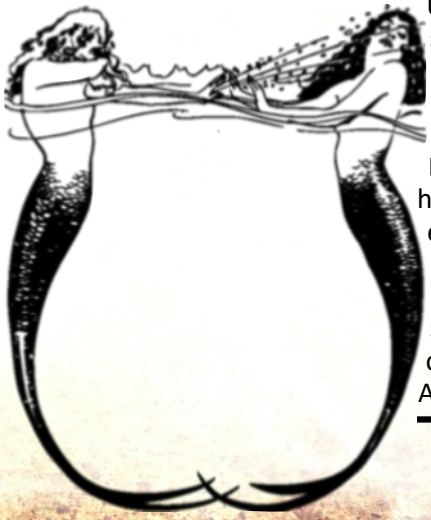
The clergy of Kythlu, who remained in positions of power and respect in the slave quarters, were allowed to continue to teach the word of their goddess. They began to preach of Kythlu's slumber, and her eventual awakening. When the Atlanteans got word that the clergy was preaching possibly inflammatory views, they sent representatives to the Nest to investigate. Censure was issued and punishment was levied against the clergy responsible for the inflammatory speech, however, the team sent by the *Boule* also confirmed the presence of an unknown power emanating from deep within the volcano. Subsequent divinations have been unable to detect the power again, and the original report was dismissed.

Important Sites

The jungle was once densely populated by Fey and Meek'ah communities, with peace dependant on the fragile alliances between the peoples. The Goblins of the island were long since marginalized, pushed to the southeast fringes of the jungle's palm and klek'sok pine trees dense canopy. The line of trees is broken only by the rise of the Ket'sor mountain range in the north.

Apollonia (Metropolis, 40,000): The largest city on the island is also the largest settlement outside of Atlantis in the region. Ruled by the *Boule* through local Estanyan and Zevrish merchant princes, the sprawling city is located on the western coast of the island, built on the area where the Atlanteans first landed. Miles of jungle were clear-cut, and endless fields of coffee were planted, now tended by thousands of Meek'ah slaves. Most foreign traffic lands here, and ships load up on coffee beans, palm oil, and timber. The city boasts a large number of Brownies and Pixies, who became the favored servants in many Zevrish homes and businesses after the slave reformations in the Zava Hills a hundred years ago. Atlanteans of any Order can be found here, and many own villas outside of the city, traveling from there to the jungle's interior, where the Meek'ah communities thrive. The city and its environs are protected by the First Legion.

Toricrus (Small City, 8,600): This city has a sizable presence below the waves. Almost half of its inhabitants are Merfolk or other aquatic beings, while the area above the water is a collection of large farms and plantations. Thousands of slaves work the coffee fields, overseen by Ogre and Zevrish land owners.



The division between the two races is very apparent, as the Zevrish often refuse to deal with the Ogres and vice versa, much to the detriment of the community.

The Merfolk of Toricrus inhabit dozens of caves that honeycomb the interior of the island. The underwater and aboveground communities meet in a special chamber built under the largest building on the docks. Here, tanks of sea water fill in order to allow the representatives to meet and discuss the dealings of the city. Most council sessions dissolve into shouting matches between the Zevrish and Ogres, and the Merfolk continue on as they had before. The city is protected by the Seventh Auxiliary Legion.

The First Legion "The Pride of Alteria"

Supreme Commander: Leon Zellors (LN Zevrish male Fighter 12)

The First Legion is comprised of 450 Zevrish hoplite, 300 Zevrish marines, 150 Centaur scouts, 300 Estanyan light cavalry, 250 Gnoll archers, 150 Ogre heavy infantry, and 95 Undine commandos. The legion follows standard placement of those able to manipulate the Manasphere, with 1 in 10 of every unit being magically active. The Pride of Alteria was the first to be formed during the Legion Restructuring Act of 140 AA. Given the honor of protecting the first major city of the empire, the legion prides itself on unwavering dedication to Atlantis and the ideals of the Empire. The legion operates a half dozen small attack vessels that patrol the island's coastline and ferry important individuals to Atlantis and back.

Ket'seek (Large City, 18,000): The largest Meek'ah community on the island is overseen directly by the *Boule* of Atlantis, and members of each Order can be found directing Alterian personnel in the governance of the area. Since the waves of slave reformation made over a hundred years ago, the Meek'ah of the island have lived better than they have since the coming of Atlantis. While still property of the Empire, the Meek'ah have won concessions and little freedoms thanks, in large part, to the race's unfortunate history of being a conquered people and the subservience that came along with this.

Meek'ah are the preferred servant of the Atlanteans, and the powerful humans have engrained the diminutive reptiles into every facet of their culture. The Meek'ah here live much the same as they did before the conquest, tending to the needs of their people in conjunction with the life-giving jungle. Meek'ah slaves are no longer purchased in the same fashion as others; instead, Atlantis abides by the Choice of Three, an amendment to the Meek'ah Treatment Act of 290 AA. The entirety of the jungle is patrolled by the Ninth Auxiliary Legion. Two thirds of the city is Meek'ah, and almost all belong to the work details and Alterians who own the land.

Regional History

For countless millennia, the island of Sran'klok has been the home of the Meek'ah and the Fey races that call the jungle interior home. Since the onset of the first Lunar Quickening, the island has been conquered over eleven times by outside forces. Dragons, devils, and even a trio of powerful Deva have ruled the races of Sran'klok at one time or another. The Meek'ah have endured each subjugation, and their history is filled with ages both of bondage and of unparalleled freedom.

Before the coming of Atlantis, the Meek'ah and Fey communities of the island, along with dozens of others located throughout the archipelago, formed a loose federation of like-minded peoples who shared commerce and good will between them. The small number of Goblins at the time were pushed to a small strip of territory in the eastern jungle. Little more than troublesome raiders, their numbers were long held in check by the more numerous and better organized Meek'ah. When Atlantis came, the Goblins quickly threw themselves at the mercy of the powerful humans. Disgusted by the evil beings, but recognizing the need for willing slaves and soldiers, the Atlanteans conscripted the Goblins en mass and continued their assault on the Meek'ah and Fey of the island. Whole Brownie and Pixie settlements were destroyed; Dryads and Nymphs were rounded up and sold as entertainment for the powerful conquerors.

The Seventh Auxiliary Legion "The Sharks of Phantasia"

Supreme Commander: Sorian (N Satyr male Bard 4)

The Seventh Auxiliary Legion consists of 690 Satyr light infantry, 550 Gnoll archers, 610 Merfolk warriors (light infantry), 145 Undine commandos, 90 Jungle Giant heavy infantry, and 650 goblin slave conscripts who work as light infantry and siege equipment operators. The legion has standard placement of those able to manipulate the Manasphere, with 1 in 10 of every unit being magically active. The Sharks police the city of Toricrus, and the supreme commander tries his best to keep the population from tearing into each other. The underwater troops not only protect the inhabitants under the waves but also serve rotations between the city and an underwater prison located on the seabed to the north.

The Ninth Auxiliary Legion, "The Emerald Legion"

Supreme Commander: Hyrissb (N Gnoll female Ranger 11)

The Ninth Auxiliary Legion consists of 600 Gnoll light infantry, 200 Ogre heavy infantry, 145 Satyr scouts, 90 Jungle Giant heavy infantry, and 400 Goblin slave conscripts (archers and scouts). They legion has less than standard placement of magical users, with 1 in 20 of every unit being magically active. The Emerald Legion is responsible for protecting all communities that reside in the Phantasia jungle. Abuse from legion troops on the Meek'ah have been a problem in the past, and the commander of the legion has been replaced eight times in the last five years. The current commander has earned the respect of the Senate for weeding out offenders and the complacent captains responsible.

The Meek'ah retreated to the Nest temple complex and endured a siege that lasted half a year. Their surrender marked the end of armed resistance against the Atlanteans and ushered an uneasy peace on the island. Twenty years passed as Atlantis tightened its hold on the islands in the Archipelago before turning north for the mainland. The Meek'ah and Goblins of Sran'klok, now known as Phantasia, were the first to set foot on Cashan, spearheading the Atlantean conquest of the Peninsula.

Plots and Rumors

The ruling peoples of the island include many Estanyan and Zevrish families and merchants who hail from the mainland. The island is a hotbed of intrigue coming from Atlantis, and many Atlanteans who dwell on Phantasia play the *Pachni* well. Banditry and death from jungle predators are the common way to perish on the island, though disease is another prevalent cause of death. Many native inhabitants have become immune to the many strains of flu and sickness one can find in hot and humid environments, but the jungle has been known to take the life of many human and Zevrish who brave it's interior.

Prison Break: Povrichios Prison is located underwater, off the northern coast of Phantasia. The building was carved from a natural coral formation and houses the Empire's most dangerous prisoners. The most infamous of these is an Elder Flame of Illandrine. The aged Illumnarus wizard is locked away in a small cell, guarded day and night. Recently, and only after decades of failed attempts, the Elder Flame managed to charm a Merfolk guard to deliver a message for her. There is no way to tell if her message reached its intended target, but hopes of a rescue have not been dashed. The plan rests on the guard rotation, and the Merfolk of the seventh auxiliary legion have not changed the way they do things, a sure sign that the messenger was never apprehended.

The Choice of Three

The Choice of Three was an amendment to the Meek'ah Treatment Act of 290 AA which states that any Meek'ah born on the islands of the Archipelago, including Atlantis, can choose one of three options to which they will dedicate the rest of their life after reaching the age of maturity.

- An Alterian Work Detail. These groups are at the beck and call of the Atlantean Orders, as well as the Great Senate. Members join for life, and they can be relocated (along with their family) anywhere in the empire. Members work for a period of 4 month cycles, with a period of two weeks off in between. These work details are responsible for new public works projects and buildings. Overseen by the Great Senate in Sprata, the details are the backbone of the Empire. Life in a work detail is hard, back-breaking work, often involving long, 14-hour days. The workers are well-fed, and their safety is addressed as a primary concern of the higher-ups. Still, most deaths are due to accident or monster encounter. A worker's family is taken care of by the Detail, and children are encouraged to follow their parents' footsteps and join the Detail when they come of age. If the worker survives over thirty years in the Detail, they are given probationary citizen status in the Empire.
- They can join an Atlantean household as a servant for life. This happens one of two ways - the Meek'ah must either have an existing relationship with an Atlantean (as a child of a servant) or must go to Atlantis and put their names forth for Atlanteans (mostly new Atlanteans who just emerged from the *Atmosphaera*) to choose from. Some Meek'ah find this to be the preferred way to live out their lives. The *Pachni* ensures the life of a servant owned by an Atlantean is one of relative safety, and the powerful humans have instituted the Meek'ah into every facet of their new culture. Still, a servant is just that, and the life can be hectic and, at times, demeaning. The death of a servant is seen as a necessary loss in the *Pachni*, and trusted Meek'ah are often targeted by rivals in attempts to destabilize a household. Atlanteans are allowed to grant probationary citizen status to anyone they want, and some trusted Meek'ah servants earn this after years of exemplary service.
- They can sell themselves to an Alterian citizen. This happens one of two ways. The Meek'ah sell themselves to an Alterian they know and respect, sometimes earning enough to purchase a probationary citizen writ from the Great Senate for their child or spouse. They join their chosen household or business for life. They can also sell themselves to a brokerage house, a business that deals in the transport and sale of slaves throughout the Empire. The brokerage house gives out a modest sum, based on the market, and the Meek'ah signs over their life to the service of whoever purchases them. Nine percent of the purchase is taken by the brokerage house, with one percent going to the Meek'ah. Meek'ah who choose this life are at the complete mercy of their owners and are subject to property laws governing the empire.

Only Meek'ah born on the islands of the Southwestern Archipelago are subject to the Choice of Three. Meek'ah born in Cashan or the Zava Hills are all considered property and are subject to the laws governing such. All Meek'ah are free from legion service, and have been since 140 AA, but they can still join local militias if probationary citizens.

Omorphia



Capital: Pyrgros

Population: 290,000 (55% Goblin, 23% Meek'ah, 8% Fey, 5% Human, 4% Zevrish, 3% Outsider, 2% Other)

Government: Colonial Council

Religions: Meek'ah Pantheon, Estanyan Pantheon, Zevrish Pantheon, Planar Cults

Imports: Wheat, tobacco, coffee, horses

Exports: Ore, mana crystal, gems, gold, steel, timber, weapons

Alignment: LN, LE, N, NE, CN

The island of Omorphia is the center of mining and logging in the Archipelago. The mountainous and rocky island was home to a large goblin population before the arrival of Atlantis, outnumbering the Meek'ah and goodly fey ten to one for thousands of years. The entire island, like many others in the region, was ruled by a powerful extraplanar being who found themselves marooned on Shin'ar during a Lunar Quickening. When Atlantis came to take the island, they found a population of beaten-down Goblins, relegated to savage barbarism deep within the mountains, while the small Meek'ah population ruled the surface in relative peace. Atlantis conscripted thousands of Goblins and gave them the power to overthrow the Fey and Meek'ah, which they did with glee. All inhabitants eventually were shackled by the powerful humans, and the island has become the destination for Alterian miners and loggers who enjoy ready coin for hard labor, stripping the island for all its worth.

Life and Society

Life on the island is hard; the constantly-shrinking jungle is torn down and carted off faster than new growth can catch up, and the mines found in the rocky hills and jagged peaks are being worked clean, the bounty shipped to all corners of the empire. The majority of miners are Goblins, working the same tunnels and caverns that sustained their people for thousands of years prior. A select few join the legions as soldiers, and a surprising number have ended up as probationary citizens of the empire. The Meek'ah primarily work on the surface and in the cities, servants and low class workers, surviving on the scraps of the humans and Zevrish elite. A large number of Tiefling also call the island home, descendants of a large group of devils who ruled the area a thousand years ago. These Tiefling are mostly of goblin-mixed blood, but they hold themselves apart from their kin and are treated as probationary citizens of the empire, often employed as overseers and work detail commanders.

Major Geographic Locations

The island of Omorphia is scarcely more than a rocky outcropping with a small jungle on the northeastern side. Large, jagged peaks tower over squat hills, dotted with miles of tunnels and caverns. The peaks are home to harpies and all manner of winged predators, such as the eagles who call the mountains home, reaching the size of small elephants and known to attack miners and slaves who venture too close to their nests. The Meek'ah raise sheep and hardy mountain goats, frequent targets for the eagles and other dangers from the peaks.

The Glimmering Cavern: Deep within the largest mountain on the island lies a large cavern whose walls are lined with refined mana crystal, polished to a mirror-like sheen and maintained through subtle magic. The walls of the cavern are able to reflect all spells back at their caster two-fold.

Two thousand years ago, a group of astral devas found themselves trapped on the planet during a Lunar Quickening. They found themselves at the mercy of a devil-worshiping kingdom of Goblins who captured and tortured the angels. The Ashmede Devil who ruled the Goblins constructed the room to be a prison, tormenting the angels within for centuries. The Goblins' society declined over the same centuries, and the angels were eventually rescued by a group of adventurers, two of which perished in the cavern. The souls of those adventurers are being held by the walls and the magic they bare. Any Goblin who enters the cavern is set upon by the specters immediately and killed. The ghosts have been exorcised before, but they always seem to reform days later. Now, the Atlanteans use the cavern as a place to deposit troublesome slaves and rabble-rousers amongst the Goblin population.

Omorphia


N
Sor'ske
Sas'kel
Zil's
Trading
Post
Pygros
Trident
Keep
Povrichios
Prison

Important Sites

The island's settlements are densely populated and noisy. The slave quarters are often left in various states of disrepair, and while work details assigned to the island live slightly better than the slaves, they still struggle for the most basic of needs.

Pyrgros (Metropolis, 38,000): The skies above the city are constantly choked with smoke emanating from the numerous foundries and smelters. They work day and night to turn the iron ore mined deep in the mountains into steel, after which the city ships the resulting steel bars to smiths and metalworkers across the Empire. Pyrgros is also the destination of the small amounts of mana crystal mined on the island, refined onsite and immediately shipped to Atlantis. The city is ruled by an Alterian merchant coaster called the Men of the Trident, and the multi-cultural group owns over half of the businesses and land on the island.

The Zevrish have a large population here as well, and many of the porcine people work as foundry supervisors and mining bosses.

The city has a successful criminal underground run by Tiefling cultists who control the lucrative drug trade and black market. The pit fights sponsored by the cultists are held in the mining camps located to the north of the city, and they draw crowds by the hundreds. The Second Legion, which is responsible for the protection of the entire island, has maintained a hands-off approach to their dealings with the Tieflings in the past, as the soldiers stationed in the city make up some of the groups best customers, and the captains have enjoyed years of kickbacks for looking the other way. Rumor claims that the Legion's commander is a member of the Men of the Trident, and that the two groups watch each other's back. So far, Atlantis has been silent on this not-so-secret arrangement, and the city continues to be run like a personal fiefdom of the group's members.



Regional History

Formerly the island of Grivok, roughly translated from Goblin to Tradespeech as "Lovely Home", the island now known as Omorphia is one of only two islands in the archipelago to have a larger Goblin population than Meek'ah. The Fey and Meek'ah on the island lived in fortified villages and settlements on the island's eastern side, as the mountains and hills were dominated by the Goblin clans. The island would fall prey to many powerful Outsiders, but it was devils who ruled here the longest. For over three thousand years, the Goblins were made to worship and serve a group of devils. The Meek'ah and the Fey were hounded to the fringes of the island, either killed or enslaved. A few centuries before the coming of Atlantis, a group of powerful adventurers and good-aligned Outsiders toppled the last of the devil lords and their Goblin worshipers. The island was given back to the Meek'ah and their Fey allies, and the Goblins who remained hid deep in their caverns.

The island was slowly restored, primarily thanks to powerful druidic magic, and the shrinking jungle was brought back to life. When the Atlanteans descended on the island, the Goblins were quick to join them, much as their kin had on Phantasia. The Meek'ah and Fey fell quickly, as years of peace led to sub par defenses and only a token fighting force. The Fey were slaughtered and the Meek'ah were thrown in chains.

Hundreds of years later, the island is the center of production in the region, with thousands of slaves and work details strip-mining the iron, gold, and mana crystal. Logging camps the size of large villages clear-cut the jungle, providing timber for the Alterian fleets. The Goblins enjoy an elevated status here only on paper, but they are the preferred slave for work in the dangerous mines found in their traditional territory. The Meek'ah born on the island are given the Choice of Three, and a surprising number choose selling themselves into slavery, earning enough coin to purchase a probationary citizen writ for a loved one and a chance for them to leave the island for good.

Plots and Rumors

The island has earned a dark reputation in the Empire. Stories of evil cults, depraved madmen, and power-hungry individuals fill tavern talk from Cashan to Zor-Mal. The island's history of devil worship is widely known, but the Atlantean ban on unsanctioned religions keeps most residents feeling safe. The unchecked destruction to the island itself has caused some conservative Orders to lean on the *Boule* for stronger regulations, but measures to curtail the strip mining and logging have failed for over eighty years.

Eco-Warriors: A group of Meek'ah and Fey have banded together under the leadership of a powerful young Meek'ah druid and her Dryad lover. The Companions of the Palm take their name from the dryad's tree, part of a grove of palms that have stood for thousands of years, untouched by the island's many conquerors. The band has been responsible for the destruction of two logging camps and the death of a dozen foreign work detail crew-members. The small grove that serves as their hideout is hidden by powerful illusionary magic that have fooled the Second Legions scouts time and time again.

The Second Legion, "The Steel Spears"

Supreme Commander: Rusol Galverof (NE Estanyan Male Rogue 12)

The Second Legion consists of 1,100 Estanyan light infantry, 500 Zevrish hoplite, 250 Estanyan archers, 180 Ogre heavy infantry, and 150 Tiefling scouts. The legion follows standard placement of magically active personnel, with 1 in 10 of every unit able to manipulate the Manasphere. The Spears patrol the entire island of Omorphia, enjoying an elevated status of power in the city of Pyrgros thanks to their close ties with the Men of the Trident merchant coaster. Many former legion soldiers find employment as caravan guards and thugs for the coaster throughout the empire. The Atlanteans have dissolved legions for less serious infractions than bribery and abuse of power, so the silence regarding the behavior of the Second Legion baffles many throughout the Empire.

Pneuma Island Chain

Capital: Dorylaion

Population: 250,000 (30% Meek'ah, 20% Goblin, 12% Fey, 10% Human, 9% Giant, 8% Zevrish, 6% Merfolk, 3% Atlantean, 2% Other)

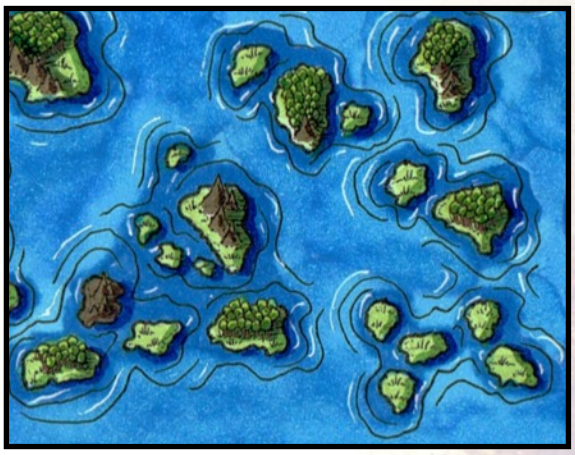
Government: Colonial Council

Religions: Meek'ah Pantheon, Zevrish Pantheon, Estanyan Pantheon, Planar Cults

Imports: Wheat, tobacco, ore, wine

Exports: Oil, mana crystal, timber, gems, coffee, wool

Alignment: LN, LE, N, NE, CN



Nineteen islands make up this sub-region, more than half of which boast no intelligent life or, at the very least, no settlements larger than the occasional legion forts and work detail encampments. The populated islands are found in the south of the island chain, featuring logging towns and picturesque resort villages where wealthy Alterians spend their winters. The native races fell shortly after their kin on the larger islands, a small Illumnarus outpost having been completely wiped out by the Atlanteans, it's surviving people enslaved and sent back to Atlantis in chains. Wealthy Estanyan and Zevrish land owners in the region work their slaves tending to the coffee fields or harvesting palm oil.

Life and Society

Life differs little from island to island, with the native races toiling in the fields for their masters and living a life of endless drudgery. The island of Gort has a large native Ogre population, and the savage people have grown civilized under the yolk of Atlantis - the senators from Gort are now some of the most outspoken in Sprata, demanding increased autonomy for their people. The small islands found at the eastern tip of the archipelago are home to Brownie and Pixie communities that have survived thousands of years unspoiled by outside interaction before the annexation of their island by Atlantis, who wasted no time before installing a legion naval base.

Thousands of Merfolk call the water around the inner islands home, refugees from the Plane of Water who have now sworn allegiance to Alteria. The merpeople tend large underwater kelp fields and secure gardens of rare spell components and alchemical herbs.

Major Geographic Locations

The southern islands are lush and tropical, large jungles stretching from one pristine beach to the other. The inner islands are a mix of rocky and barren to flat and windswept, while the eastern islands are rocky and filled with iron ore and mana crystal deposits. Large manastorms plague the area, making travel to the city of Dorylaion difficult in the winter months.

Red Crystal Island: This island is located east of Phantasia, in an area of the chain known as the Inner Islands. Once the home of a sizable Meek'ah settlement and a small Illumnarus outpost, the island was a beacon for learning during the Golden Age the region experienced prior to the coming of Atlantis. When the powerful newcomers landed on the shore, the Illumnarus retreated behind the crystal walls of their outpost and advised the Meek'ah to do the same. The Scorching of Sor'kra is a well-known tale told of the battle and the devastation the Atlanteans brought to bear. The story tells of the fires the Order of Atomos brought upon the settlement, leaving nothing but blowing ash as thousands of Meek'ah perished in the flames, few managing to escape and flee to the outpost.

The Illumnarus lasted for nearly two weeks under siege, but the might of the Atlanteans combined with their use of the substance known as Alterian Fire eventually left the remaining inhabitants without homes to return to. The few survivors were shackled and shipped back to Atlantis, and a small group of Atlanteans sent by the *Boule* raised a large crystal monolith at the center of the island, ultimately sacrificing a dozen Meek'ah and Illumnarus to infuse the monolith with their blood, causing the entire island to radiate a unholy presence.

Nothing will ever grow here, and any who perish on its shores are doomed to rise as the undead. The Atlanteans have used the island as a dumping ground for problem citizens in the past, but a "trip to the red crystal" has not been used as a form of punishment by the *Boule* in over two hundred years.

The Fifteenth Legion "The Bold Few"

Supreme Commander: Shahib Yelski (LN Estanyan female Wizard 11)

The Fifteenth Legion consists of 400 Zevrish marines, 290 Gnoll archers, 140 Estanyan light cavalry, and 180 Estanyan scouts. The legion follows standard placement of magically active personnel, with 1 in 10 of every unit able to manipulate the Manasphere. The Few were formed from the remnants of other legions over the years, and their numbers are always low, as their duty is seen as simple work compared to other regions. They operate a half-dozen swift attack boats that they use to police the southern islands of the Pneuma Island Chain.

The Seventeenth Auxiliary Legion "Markov's Menagerie"

Supreme Commander: Markov (LE Efreet)

The Seventeenth Auxiliary Legion is composed of 750 Tiefling light infantry, 400 Gnoll archers, 180 Ogre grenadiers, 190 Ifrit commandos, and 550 Goblin slave conscripts (marines and siege weapon operators). The legion follows standard placement of magically active personnel, with 1 in 10 of every unit able to manipulate the Manasphere. Markov was a favorite of the Great Senate, a famed orator and barrister who smooth-talked his way into a commander position when the Seventeenth Auxiliary Legion lost its last commander to mana poisoning. Over the next ten years, he handpicked officers and brought a small community of Outsiders from the Plane of Fire into the Empire and his legion. His contacts in the Order of Atomos keep him in power and ensure the Order has a go-to man, should the need arise.

Pneuma Island Chain



Important Sites

Less than half of the islands in the Pneuma hold settlements, and of those that do, most are found on the southern islands amid lush jungles and miles of coffee plantations. Some mining towns are scattered among the eastern islands, but saltwater merrow infest the waves to the south and east, posing great danger to the inhabitants of the islands for generations. The legions have always had a hard time against the aquatic Ogres, and any attempt to pacify them as the Atlanteans had their land dwelling cousins have failed.

The entirety of the island chain is policed and patrolled by three legions; the Fifteenth Legion is responsible for the defense of the southern islands, the First Auxiliary is stationed on Gort, and the Seventh Auxiliary calls Dorylaion home. The high troop count for the area is due to the many Atlantean facilities and land under the control of each Order, although the Orders employ private security in addition to the legions at their beck and call.



Dorylaion (Metropolis, 28,600): The city of Dorylaion is located on one of the largest eastern islands. Rocky terrain with poor soil, the island is home to more sheep and cattle than people, although miners can be found in the hills, searching for mana crystal. The Estanyans who settled here brought horses with them, leading to the construction of a large racing track. The races happen twice a month, and the entire city shuts down to attend the all-day affairs. Citizens from around the archipelago travel to the city to see the races, the coin they bring stuffing the coffers of the ruling elites, primarily comprised of Estanyan race veterans and Zevrish land owners. Pixies and Brownies are the preferred slaves here, and the diminutive Fey can be seen darting back and forth for their masters, delivering gambling payments and reciting memorized messages.

Ephesus (Large Town, 4,100): Located on the southern island of Kel'srak, the town of Ephesus is home to wealthy Alterians who have retired to the quiet life away from the intrigues of the Empire. Sprawling mansions and villas dot the shoreline, with private beaches and exclusive spas catering to only the most elite clientele. The majority of workers and servants here are Meek'ah, born on the island and having knowledge of no other life. A large collection of Fey known as Muses are native to the island as well. The beautiful and cultured Fey have endured centuries of bondage along with the rest of their kin, now the favored companion and plaything for Atlanteans and Alterians who are deemed worthy enough to own one. The island is home to expert wood carvers and furniture makers who create the chairs known as Atlantean recliners, which can be seen in every villa and mansion in the region.

Gortyn (Large City, 11,000): This Ogre city is enormous and covers a large portion of Gort island's northern tip. The rocky island is home to almost twenty thousand civilized and peaceful ogres who pride themselves on being very much unlike their ancestors. Their existence before Atlantis is seldom discussed, and when it is, it is only in hushed tones or in playful rhymes taught to the children so that they might learn how much better off they are now, under the supervision of the great people of Atlantis. Gortyn boasts a large fishing fleet, with boats manned by Goblin fishermen and Ogre overseers. Red beryl and aquamarine are mined from the quarries and shipped by the cartful down to the city to be worked into fabulous pieces of jewelry and art. Many of these, raw and worked alike, are traded to the Merfolk who approach the ships to trade with the Ogres.

Regional History

The natives of the Pneuma Islands share a tale similar to those told on the larger islands of the archipelago, wherein the Meek'ah and Fey races warred with the Goblins for resources and territory for millennia, each gaining as much as they lost over the years until Atlantis brought order to the chaotic settlements. The Ogres of Gort were eager to emulate their masters in every way, and the island was used as a testing ground for the *Boule's* attempts at educating and civilizing monstrous races. The centuries following the conquest of the region have seen the islands of the chain prosper as resort destinations and small communities of expert craftsmen.

Each Atlantean Order has a presence on the islands, and the landscape is dotted with storehouses, libraries, and chapter houses protected by powerful wards and guardians. The slaves who tend these redoubts are often the target for kidnappings and assassinations perpetrated by rival Orders, as the secrets of each Order are priceless to the others, and any information regarding projects and Manasphere research are highly sought after. A vast majority of *Pachni* infractions happen on the island chain, and the *Boule* constantly issues sanctions against offending Orders for pushing the boundaries of acceptable behavior when regarding these facilities.

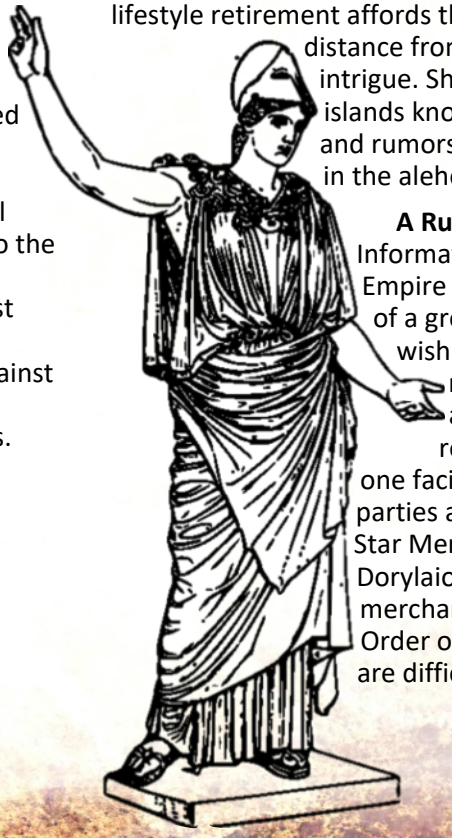
The First Auxiliary Legion "The Stone Hammers"

Supreme Commander: Orggo (N Ogre male Fighter 1)

The First Auxiliary Legion consists of 1,500 Ogre heavy infantry, 400 Gnoll archers, 300 Merfolk commandos, and 650 Goblin slave conscripts (marines and siege weapon operators). The legion follows standard placement of magically active personnel, with 1 in 10 of every unit able to manipulate the Manasphere. The Stone Hammers protect the island of Gort and the rest of the inner islands. They have only five ships at their disposal, and these travel between the islands under their charge regularly, but the city of Gortyn can be mustered to add another four thousand Ogre heavy infantry if necessary. The position of Supreme Commander is one of respect among the islands' population, and former commanders often go on to become senators for the island.

Plots and Rumors

Most communities located on these islands are starved for information from the rest of the Empire. While some settlements revel in the slow-paced lifestyle retirement affords them, some bristle at the distance from the epicenters of courtly intrigue. Ship captains sailing to the islands know to stock up on gossip and rumors that trade as well as coin in the alehouses and wine shops.



A Run At The Shadows: Information brokers all over the Empire have been spreading word of a group of individuals who wish to contract highly motivated and experienced adventurers to assist in the relocation of assets from one facility to another. Interested parties are to contact the Bright Star Merchants Guild in the city of Dorylaion. Rumor has it that the merchant guild is a front for the Order of Atomos, but such things are difficult to substantiate.

Stormlands

The Stormlands take their name from the frequent rain storms and strong winds blowing from the northwest; when the warmer temperatures of the Stormlands collide with the cold from the north, they produce violent storms that create extremely wet conditions for seven months out of the year. The large forest west of the sea was once the home to Lluruth enclaves and gleaming crystal towers, but the civil war and subsequent Schism of the race turned the woods to a place of shadow and death. Thousands of years after the war, the Drazil still dominate the forest, killing or enslaving any who dare encroach upon their territory.

The Zava Hills are the home of the Zevrish and under the control of the Empire of Alteria. The porcine race of warmongers have found a new place under the leadership of the powerful humans from Atlantis, and for the first time in the race's history, each city and town are allied together to serve the will of the Great Senate in Sprata. The Zevrish have bounced back from the deadly plague that was well on its way to erasing the race from the face of the planet, and their addition to the Empire has brought the imperial juggernaut increased power and influence in the region, as well as tens of thousands of well trained and disciplined Zevrish soldiers for the legions.

The seemingly carefree Arryn people live in an enormous cavern complex deep within the Arryas Mountains. The four-armed race is well known for its debauched attitude toward life and love, and they have begun spreading across Shin'ar with increased frequency since the establishment of a non-aggression treaty with their powerful imperial neighbors. The miles of flatland surrounding the mountains are covered in wildflowers and roaming herds of bison, axe beak, and antelope, ultimately ending in a two thousand foot sheer cliff face. The swift-moving Divide River ends at the cliff in a thundering and breathtakingly beautiful waterfall. The Calvoid and Aravork people have carved out homes and enclaves both deep underground and along the cliff face itself, but increased imperial presence on the plateau has caused some communities to begin retaliating against what they see as the inevitable annexation of their homeland.

Zava Hills

Capital: None

Population: 650,000 (66% Zevrish, 13% Fey, 7% Human, 5% Goblin, 4% Giant, 3% Gnoll, 2% Other)

Government: Colonial Council

Religions: Zevrish Pantheon, Estanyan Pantheon, Planar Cults

Imports: Tobacco, ore, gems, cheese, ale, slaves, timber, foodstuffs

Exports: Wine, weapons, wool, textiles

Alignment: Any



The hills of the Stormlands are home to one of the most aggressive races to dwell on the planet of Shin'ar; the Zevrish people came from their native world as refugees from a disastrous civil war that had raged for a hundred years. Myths tell of a world covered in tall mountains and deep valleys; of a people who conquered all others, then turned on themselves. The Zevrish who would later come to live on Shin'ar fled by the thousands into a series of caves, waiting for the enemy army to descend upon them and strike the final blow. The people were saved when a series of portals opened deep in the cave system. It took three days before the last Zevrish refugee would emerge in the Zava Hills to a new life for their battle-hardened race. The hills were populated by countless Goblins and other monstrous dangers at the time, and the porcine people wasted no time in taming the hills, claiming everything they saw for themselves.

The Zava Hills



Life and Society

Life in the hills has changed since the Zevrish first made their crossing to the planet; the area is now dominated by large cities that include many smaller towns and villages under their charge. The Zevrish are incredibly territorial, taking immense pride in their home environs. Most people raise sheep and goats, and these animals can be found in the hills by the millions, as the appetites of the Zevrish are legendary, and eating up to eight meals a day is considered normal. Much of the race's culture revolves around preparing for battle, battling their enemies, and celebrating victory in battle; every young Zevrish child learns to wield a multitude of weapons, eagerly awaiting the time they can finally participate in such merriment.

The decimation brought upon the race by the Phage turned the industrious city streets into places of horror and death. Before the coming of Atlantis, the Zevrish degenerated into barbarism, turning on one another for what little resources can be found. The population plummeted by the year, and the once-proud and numerous people became a shadow of their former selves. After receiving the *cure* and joining the Empire of Alteria, the Zevrish bounced back with a reckless abandon that the race is well known for. Years of multiple births per Zevrish couple has seen the population totals of the hills climb to near pre-Phage totals, and with their recovery has come a new age as the Zevrish began to model their culture after everything Atlantean. It is clear that the porcine race worships their saviors in everything they do.

Major Geographic Locations

The hills start in the west, at the end of the Cashan Peninsula, and continue east until they rise to a height of over eleven hundred feet. Here, they flatten into a large plateau covered in miles of tall grass and blooming wildflowers. The rains come early to the hills, with average precipitation during the late winter and early spring reaching as much as six inches a day and turning the area into a muddy quagmire. During the worst storms, flash floods are a common occurrence. The summers, by contrast, are hot and humid, baking the mud solid enough to allow wagons to make the trek from city to city with little problem. Dangerous monsters are no longer a hazard in the hills thanks to centuries of vigilance by the Zevrish people, although hags have been known to make lairs on the coast, closer to the Eastern Cliffs. While most dangers have been dispersed or destroyed, hags have long plagued the area. Found mostly hole up in partially flooded caves, these evil beings have long nurtured a hatred for the Zevrish and the way the race has come to dominate the hags' native lands.

Large herds of giant boars roam the hills, held sacred to the Zevrish as a manifestation of their god Razak. As such, the boars are left alone and protected. Some are chosen as steeds for army units, but owning such a beast is forbidden by the church of the Unstoppable One. The church does, however, allow particularly valorous cavalrymen to keep their mount after their military service is finished.

Lluano Valley: Once home to a small Illumnarus community, this small and secluded valley is found where the Damp Forest meets the northern hills. When the Zevrish came to Shin'ar, they did so on the heels of another race from their home planet: The Arryn. The Arryn people lived in total isolation in a series of caverns and tunnels deep within the bowels of the Zevrish's home planet, and the two races had never before had reason to cross one another until they were both deposited via portals in the hills. The Zevrish wasted no time in hunting the Arryn, hounding the four-armed people from one end of the hills to the next for centuries. One hunt in particular found a large group of Zevrish at the mercy of well-armed and organized Illumnarus warriors who had chosen to protect a small band of primitive Arryn. The Zevrish, who hailed from the city of Zobrek, were defeated and sent back to their territory in shame. The Illumnarus told the Arryn of a series of defensible caves deep in the mountains to the east. Years later, the Zevrish would come back to the valley and set the Illumnarus outpost aflame, forcing them to retreat to their enclave in the Damp Forest. In present time, two Atlantean Orders have set up facilities on the site of the ruined outpost, and Alteria has raised a fort manned by the Eleventh Auxiliary Legion.

Darkflow Chasm: This gorge stretches from the Arryas Mountains all the way to the Alterian Sea, splitting the Zava Hills in half. The chasm houses the mighty Darkflow river, its waters fed by the torrential rains that the area sees for a better part of the year. The walls of the gorge reach as high as six hundred feet near the mountains but taper off towards the coast. The home for thousands of Ogres and Goblins for centuries, the entire area was cleared and claimed by the Zevrish through multiple campaigns to bring the monstrous inhabitants to heel. Two hundred years before the Phage, the Ogres and Goblins were finally pacified. When the disease took hold of the Zevrish people, the might that held the tribes in check failed, and the area was free again.

The Ogres mounted offensives against the cities of Zidess and Zalkir while the Goblin slaves rose up in other Zevrish communities. Shortly after the hills joined the Empire, the legions set about pacifying the people of the gorge once more. The Ogres were given the chance to join the Empire, something the Zevrish were very much against, and ultimately accepted.

The chasm is now bridged in three places. The Coastal Bridge is located to the west of Zalkir, while Oogok's Bridge is found further north, halfway down the gorge's cliff face, and The Siege Bridge, built by the Zevrish, is found at the northern tip of the gorge. Once used to bring large catapults and other siege weapons close to the mountain that houses Pursa, the bridge has since been ceded to the Arryn as a show of good will from the Empire.

Important Sites

Each Zevrish city is responsible for the protection and upkeep of the dwellings within fifty miles from its gates, and many smaller towns and villages owe allegiance to one of the larger cities. The Zevrish are very territorial, and death has often been the punishment for encroaching on their lands - to this end, Zevrish cities have warred with each other extensively, with these conflicts sometimes lasting decades. Martial prowess and victory in all things drive the Zevrish to push the limits of social behavior to new bounds, and foreign peoples in their cities often fail to understand this simple fact. Duels and other challenges are commonplace, though less lethal now than they have been in the past. In an effort to facilitate trade, Alteria commissioned a series of roads to be built, not unlike the existing road system put in place by the clergy of Zagol. Imperial work details have linked the roads with the ones in Cashan, and now, goods traveling overland can reach one half of the Empire from the next in record time.

In addition to the millions of sheep and goats one can find in the hills, the Zevrish also keep small herds of axe beaks. These flightless predatory birds are prized pets, and some have been trained to fight in small arenas and fighting pits.

Zor-Mal (Metropolis, 41,000): One of the hardest hit communities by the Phage was the city where it all began: Zor-Mal. The people of Zor-Mal have traditionally been more aggressive than the average Zevrish, responsible for starting more wars than any other city. It was here that the necromancer Paldus cast his spell, enacting the curse that would ultimately decimate his race. Originally intended to destroy the city of Zalkir, the spell instead spread to all Zevrish. When Atlantis came to the hills, the city was already partially destroyed, with fires started by looters and rampaging Goblin slaves having gutted the eastern part of the city.

Order was swiftly restored by the legions, and the people of Zor-Mal were given the *cure* with the rest of their race - despite the wishes of every other Zevrish city. To appease the other Zevrish, the city was not allowed to send senators or assemblymen to Sprata for one hundred years. During this time, they city and its inhabitants were administered directly by the *Boule* of Atlantis, and each of the five Atlantean Orders build chapter-houses in the city, using it as a personal playground. A large portion of the population still answer directly to the Atlanteans, serving as agents for the Orders who still maintain a presence here, and the representatives the city sends to Sprata are kept out of political parties along with frequently being shouted down by other Zevrish of the Great Senate. The Twenty-First Legion protects the city.

Zalkir (Metropolis, 59,200): The city of Zalkir has the distinction of being the first permanent settlement of the Zevrish on Shin'ar. The portals which deposited the thousands of refugees opened up to the east of the city, where the coast meets the hills. Disputes in leadership and differences of worship caused mass exoduses from the "First City", and it has twice been sacked, rebuilt only to be sacked or occupied again.

Four hundred years before the coming of Atlantis, the city won its independence from the city of Zor-Mal and was instrumental in forming the "Eastern-Gorge Alliance", a group of three Zevrish cities that lie to the east of Darkflow Chasm. The formation of this alliance caused the hills to descend into an everlasting cold war of espionage and diplomatic fencing. The culmination of this war was the Phage and the aftermath of destruction that followed. During the dark time that befell the hills, the city was attacked and completely overrun by Ogre savages. Many survivors managed to flee over the Coastal Bridge to Zor-Mal, only to be set upon by the survivors there.

Following their intervention, Atlantis ordered the city rebuilt after removing the Ogres who remained, and the people of Zalkir have since grown into the most fervent of disciples under the powerful humans. Miles of vineyards now occupy the former battlegrounds, once home to a multitude of defeats and victories, and the undead have been known to occasionally plague the slaves who tend the vines. Statues of prominent Atlanteans line the boulevard through the city, and visiting Atlanteans are often followed by crowds of citizens hoping to catch a glimpse or a touch of their saviors' robes. The city is protected by the Seventeenth Legion, which also patrols all settlements on the coast.

Oogoksten (Large City, 14,800): The city of Oogoksten is spread out over multiple levels descending the west and east cliff walls of Darkflow Chasm. The Ogres of the hills retreated here after losing their territory to the Zevrish, but bottled up in the chasm, they, and their Goblin slaves, were repeated targets for combat sorties and training exercises for the Zevrish of the area. When the Phage hit the people, the raids all but stopped, and a war chief by the name of Oogok called for his people to rise. The chasm Ogres poured from the gorge in all directions, the largest group heading south to sack the city of Zalkir. Oogok returned to the chasm and declared himself king, transforming the name Oogok, over time, into more of a title, passed from son to son down the line of leadership until the coming of Atlantis.

The powerful humans made the Ogres come to heel, quickly removing them from Zalkir. The Oogok was given a choice: surrender his people and join the Empire or die; a handful of Ogre legion officers from the west were able to prevent further bloodshed, convincing the people of the chasm to lay down their weapons and become imperial citizens. The Ogres of the Zava Hills became full members of the empire, much to the outcry of the Zevrish. A bridge was commissioned and built, and the line of Oogok ended when the city instead began sending its senators to Sprata to represent their constituents. A large number of Changelings reside here, products of the union between Hags and Ogres long ago. Unlike others of their kind in the world, the Changelings here are able to breed true with Ogres, producing more Changelings and finding a home in the Empire as favored personal guards of many Atlanteans. Despite the change in rule, the Ogres of the chasm are still very martially minded, much like their hated neighbors the Zevrish. The city and its environs are protected by the Twelfth Auxiliary Legion, which is populated entirely by Ogres from the chasm. Outside of Oogoksten, the legion shares the duty of patrolling the contested area between the hills and the Divide River far to the east with the Twentieth Legion stationed in Zidess.

Regional History

The hills of Zava have a blood-soaked past that spreads back to long before the Zevrish, when the area was covered in hundreds of Goblin warrens and crude Ogre villages. Monsters such as wyvern, phase spiders, leucrotta, and packs of axe beaks roamed the area. Cloud and Mist Dragons were known to frequent the coast, and Hags by the dozens formed powerful covens that manipulated the weak-minded Goblins and Ogres into doing their bidding. From the Hags sprang the Changelings, differing from their kin elsewhere on the planet, as the union of Hag and Ogre produced male as well as female children.

The Twelfth Auxiliary Legion, "Oogok's Vanguard"

Supreme Commander: Grags the Plump (LE Ogre male Fighter 4)

The Twelfth Auxiliary Legion is made up of 1,200 Ogre heavy infantry, 300 Ogre grenadiers, 250 Changeling scouts, and 700 Goblin slave conscripts (archers and light infantry). The legion has below standard placement of magically active personnel, with only 1 in 20 able to manipulate the Manasphere. The legion is responsible for protecting the city of Oogoksten and Oogok's Bridge. Twice a year, a third of the infantry and half of the slaves rotate to the east to patrol the disputed territory there in conjunction with the Twentieth Legion out of Zidess. The two legions grudgingly work together, but most shared duty between them ends in fist fights and all-out brawls. Despite their disagreements, the two have managed to work together on a number of occasions against the Aravork who call the cliffs home. The bird people resent the presence of the Empire on their lands, and the Ogres of the Vanguard are favored targets for airborne snipers.

The Twenty-First Legion "The Powerful Repentant"

Supreme Commander: Altticus Fanch (LN Zevrish male Fighter 19)

The Twenty-First Legion is made up of 1,800 Zevrish hoplite, 500 Zevrish skirmishers, 450 Zevrish archers, and 340 Zevrish boar rider scouts. The legion follows standard placement of magically active personnel, with 1 in 10 of their number able to manipulate the Manasphere. Consisting of Zevrish that call the city of Zor-Mal home, the soldiers of the Twenty-First Legion come from a tainted history. Even before the Phage, the city of Zor-Mal has been spoken of by other Zevrish as a place of charlatans, dirty deals, and deranged cultists. It was no wonder that the Phage originated here, and the rest of the Zevrish people never let the people of Zor-Mal forget it. The legion never leaves its territory, and its commander has traditionally been appointed directly by the *Boule* instead of the Great Senate.

The Zevrish came to a region already torn by tribal warfare, under constant threat from the multitude of dangerous monsters and animals that called the hills home. The refugees quickly acclimated to their surroundings and formed into a mobile army, springing out from the protected encampment they had quickly built to clear out an area totaling two miles every day. By the end of the year, dozens of fortified camps had been built along the coast, spreading as far west as the edge of the steep gorge that split the area in two.

Centuries would pass, and the Zevrish pushed out further, conquering all before them and hounding the lesser races into deep warrens or protected caverns. Within two hundred years of their crossing, the porcine people completely dominated the region. Towns and villages grew into large cities that enforced their will on the land around them, but the years of peace the region held were equal to, if not exceeded by, the years of war the Zevrish brought against themselves. When the Estanyans migrated west from their homeland in Verigal, they were hounded all the way through the hills by the Zevrish. Some cities shut their gates to them, while others would send armies to harass them as they passed through their lands.

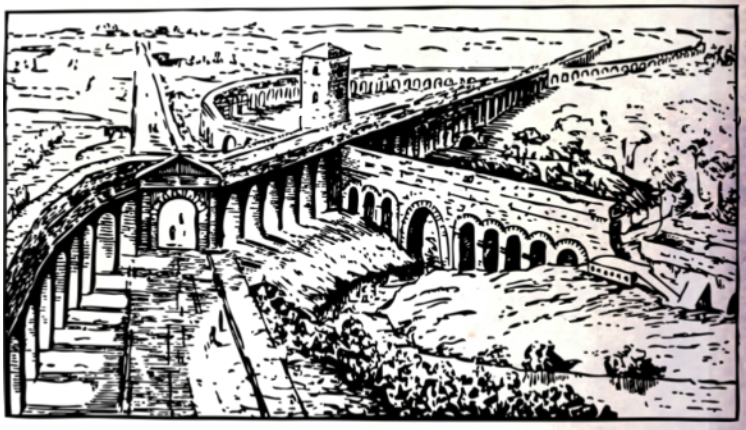
The Phage would turn the disciplined warrior race into savages, cruel and unforgiving survivors of the worst calamity to hit their people since the original crossing to Shin'ar. Barbarism erased much of the culture and civilized ways the people had achieved, allowing the Ogres and Goblins to rise up and take back portions of their lost territory.

When Atlantis came with its armies, they quickly overtook the token resistance sent by the dying people. After it was learned the key ingredient for a *cure* to the Phage grew on their island, the Atlanteans began to work with the clergy of Zorma in distributing it as quickly as possible. The total surrender of the Zevrish people took place outside the gates of Zalkir later that same year. Since then, the Zevrish have recovered from the brink of total destruction and become the backbone of the Empire. Zevrish soldiers fill the legions with disciplined fighters and expert tacticians. Their senators and assemblymen fill the Great Senate in Sprata with loud voices and the not-all-too uncommon fist fight. The Zevrish people continue to mimic all things Atlantean, new development always seeking to copy existing buildings techniques found on Atlantis.

The Seventeenth Legion "The Zavan Dragons"

Supreme Commander: Comita Alocar (CG Zevrish female Fighter 4/Cleric 2)

The Seventeenth Legion consist of 1,400 Zevrish hoplite, 600 Zevrish marines, 250 Estanyan light cavalry, 300 Gnoll archers, and 190 Undine commandos. The legion follows standard placement of magically active personnel, with 1 in 10 of their number able to manipulate the Manasphere. The Dragons patrol the streets of Zalkir and all coastal settlements along the Alterian Sea, going as far east as Zafadda. They operate five swift attack boats with the intent of defending merchant traffic from pirates and sea monsters. The role of commander has been in the Alocar family since the formation of the legion in 140 AA. The current commander is the third daughter of Senator Alocar, and a very capable military tactician. She has won the respect of the older officer core by demonstrating sound judgment and a keen mind for battle by routing a band of renegade Goblins that had been causing trouble on the road to Zidess.



The Great Marinus-Hagnon Aqueduct; Zava Hills

Plots and Rumors

Boasting about one's prowess on the battlefield, in the bedroom, or in the buffet line is common practice for the Zevrish. Both sexes routinely splice stories and tales involving themselves with white lies and great embellishments. Being called a liar is a serious offense, and one that can easily earn a duel in the street. In the past, such duels were to the death to avenge the honor of one's family. Since the Phage and the coming of Atlantis, however, duels have been permitted only if scheduled and done in view of at least ten witnesses, one of which must be a member of the church of Zorma. The fights are timed, and the weapons used are blunted. Still, deaths and serious injury still occur. In either case, the first to spill blood is usually declared the winner.

Bandit Woes: The city of Zafadda is offering a bounty on the heads of a bandit group who call themselves "The Five Deadly Woes". The bandits have been responsible for attacks on two dozen caravans and travelers on the road from Zalkir. The group is said to be made up of many races and thought to include both a Kalarin geomancer and a Rusk female who has been known to pull the heads off her victims. Any attempt to locate their base of operations have failed, and the War-Council of Zafadda is being pressured to send the legion after them. Doing such would cause the council to lose face, and they would prefer to give the matter over to a small group of adventurers.



Odyrsus the White, creator of the Zevrish *cure*

The Twentieth Legion "The Bronze Shields"

Supreme Commander: Corviin Strouds (LN Zevrish male Fighter 8)

The Twentieth Legion consists of 1,600 Zevrish hoplite, 400 Zevrish boar rider cavalry, and 400 Zevrish skirmishers. The legion follows standard placement of magically active personnel, with 1 in 10 able to manipulate the Manasphere. The Bronze Shields protect the city of Zidess and patrol the roads from Oogoksten and Zalkir. Twice a year, a third of every unit is rotated to the east to help patrol the Empire's eastern border. The Shields have made a name for themselves as a very disciplined and formal legion, and slight infractions against uniformed Legion code are met with harsh penalties. Recently, officers in the cavalry have been replaced with Zevrish who hail from cities outside the Zava Hills. The new officers have been quick to endear themselves to the rest of the legion, even offering common soldiers promises of jobs after their tours guarding caravans that belong to a large merchant coaster they have ties with.

The Eleventh Auxiliary Legion "The Black Rain"

Supreme Commander: Grimhoof (LE Centaur male Ranger 5)

The Eleventh Auxiliary Legion consists of 800 Gnoll light infantry, 450 Centaur archers, 300 Ogre heavy infantry, and 600 goblin slave conscripts (archers and scouts). The legion has less than standard magical placement, with 1 in 20 of every unit able to manipulate the Manasphere. The legion is responsible for protecting the Lluano Valley and the interests of Alteria in that region. They are quartered in a series of forts at the edge of the Damp Forest, a first response force against the Drazil and other denizens there. The legion occasionally sends sorties into the forest to probe the strength of the Drazil or to try and locate the Illumnarus enclave rumored to lie within, and some units have been known to escort Imperial merchants to fortified Drazil towns in the northern wood.

The Damp Forest



Capital: None

Population: 180,000 (50% Drazil, 20% Fey, 10% Outsiders, 9% Goblin, 8% Illumnarus, 3% Other)

Government: Magical Council, Theocratic Overlord, Tribal Council

Religions: Drazil Pantheon, Planar Cults, Illumnarus Pantheon

Imports: Gold, weapons, gems, textiles

Exports: Slaves, spell components, foodstuffs

Alignment: Any

This ancient grove of cedar, spruce, and fir is lush and alive with the beat of dozens of ecosystems and sentient species. The forest was originally settled by the Lluruth people early in their civilization, and the canopy housed two score small villages with gleaming crystal towers. During the civil war, all but two villages were burnt down, the towers smashed by the magical might of the corrupted Lluruth.

The Schism saw more than half of the remaining Lluruth in the forest transformed into Drazil, the pure survivors fleeing to the safety of the last village and its magical wards. After becoming Illumnarus, the survivors kept themselves isolated for centuries in fear of their darker kin. The Goblins arrived from the north in numbers great enough to give the Drazil trouble to manage, bringing with them the worship of a powerful devil which quickly spread to some of the Drazil clans that dominated the forest. The next to arrive in the forest were the Fey; Korred, Faun, Brownie, and Pixie arrived via portals from some verdant realm that was in the midst of a terrible blight. The wet conditions of the forest have given rise to a multitude of fungi, including a number of sentient fungus-based creatures. Myceloid raids never discriminate, and the mushroom people make regular, daring attacks against the other races of the forest, intent on gaining food and slaves.

Life and Society

The Drazil of the forest are split into two warring camps: those who worship their progenitor, Brhuaal, who roam the interior of the forest and those who worship Garloch, holding fortified towns and encampments in the north. Despite their differences, both factions have enslaved the Goblins of the woods and are a constant bane to the peaceful Fey in the southeast.

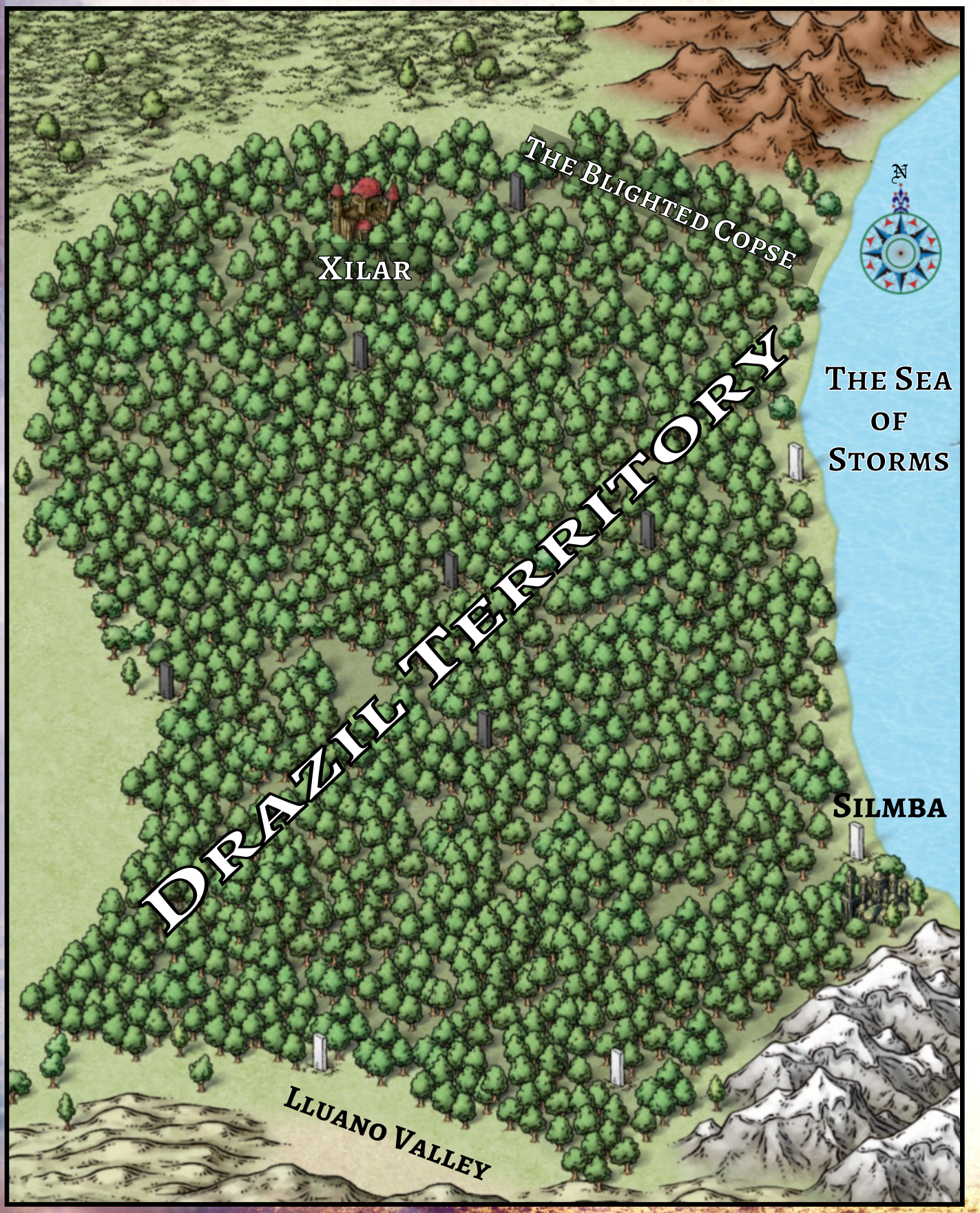
The Illumnarus have kept a minimal presence in the forest for thousands of years, intent on holding their small territory near the Arryas Mountains, tending sheep and living off the bounty of the land. They allow very few to enter from outside their wards and never allow any past a small crystal watchtower that lies at the edge of their territory.

The Goblins of the area farm fungi and fish the numerous small freshwater lakes to feed themselves and their masters. The Fey tend to keep their settlements small, as fear of the Drazil and Alterian slavers has left many once vibrant Fey communities a shadow of their former selves. Newcomers to the forest are the Shae and Fletchlings; deposited here from the Shadowfell during the last Lunar Quickening, the Outsiders have claimed an area of the forest in the east, where the canopy ends and the Sea of Storms begins.

Major Geographic Locations

The forest is made up of towering redwoods in the south and east, while the rest of the forest is primarily spruce and cedar, with hills forming in the north and south of the woods. The rainfall the region sees is considerable, making flash floods and mudslides a danger for much of the year. Life can be found under every rock and in every tree, as the forest is home to hundreds of species of mammal and avian, with many dire varieties accompanied by monstrous kin. The southeast forest is wetter than the rest of the wood and home to plant creatures and intelligent fungi that thrive in the environment.

The Damp Forest



The Blighted Copse: A number of trees in the northeast of the forest have succumb to a withering disease. The trees grow sick but do not die, instead taking on sentience and growing tendrils that emit a sickly sweet yellow vapor. The area is protected by dozens of animated zombies, primarily Drazil and Goblin, who have wandered too near the copse and perished there. The dead do not leave the area, even to chase down prey. Tales of a fallen rock from the stars that exploded over the area centuries ago give rise to numerous theories of the origin of the trees' sickness, though no one has been able discover the cause of the blight, nor a way to combat it

Important Sites

The forest holds two types of communities: enclaves that are walled and warded, secluded from all outsiders, and small and scattered settlements. A group of Drazil who worship the Archdevil Garloch have fortified an area in the northern woods, while their more numerous and chaotic brethren live in mobile camps and in secluded glades, sweeping across the forest and terrorizing anything in their path. The Drazil attack themselves as much as the other races and wildlife of the forest.

Silmba (Large City, 14,000): The Illumnarus city of Silmba is the last redoubt of a shattered people who claimed the forest long ago. Built over eighteen thousand years ago by the Lluruth people, the settlement of Silmba has grown from its original purpose as a secluded mana research center to a large and thriving city. During the height of the Lluruth civilization, the forest was home to tens of thousands living in dozens of enclaves and towers. After the Schism, the Drazil greatly outnumbered those who stayed true Llur, and they were hunted and exterminated. The survivors of the onslaught reached Silmba and sealed themselves behind powerful wards. The Illumnarus remained here for ten thousand years, expanding the compound tenfold and linking it with a series of caves and tunnels under the Arryas Mountains. An attempt to move beyond their wards ended in disaster when the small outpost in the Lluano Valley was destroyed by the Zevrish.

The city has three levels, the top of which consists of the original compound and surrounding woods. The majority of Illumnarus who reside on the surface are tasked with protecting the city and seeing to its wards. A thick door made of hardened mana crystal leads to a tunnel system that houses a great deal of the city's working class. Expert craftsmen and artists live and work in magically reinforced tunnels and clefts, and many of the tunnels end in a large cavern that holds a temple dedicated to the Illumnarus goddess Naltia. The cavern is home to the city's ruling class and its two Elder Flames, and four thousand years ago, thousands of Pech were deposited via a portal that opened up on the cavern floor. The diminutive elemental Fey have found a home in Silmba and are great admires and protectors of their Illumnarus neighbors. The city sustains itself through trade with the Arryn people via a heavily guarded and spell-trapped tunnel that runs from Silmba to just outside the city of Pursa.

Xilar (Large City, 11,000): Home to thousands of militaristic and extremely cruel Drazil, the city of Xilar is a smoke-belching sore located in the northern forest. An area of ten miles has been clear-cut and fed to the forges of the city, constantly churning out weapons of war to be used to dominate the lesser races of the woods. The current Overlord of the city has only recently come to power after assassinating his uncle and wiping out the rest of his family. He has led sorties against the chaotic Drazil of the forest, managing to destroy more of his blasphemous kin than previous Overlords in less time. The city has begun trading with merchants from the Empire of Alteria, and the flow of Fey and Goblin slaves for weapons and gold has solidified the Overlord's hold on his people. Word of the trade has sent a panic through the Great Senate, but two proclamations to cease the trade have been voted down. Alterian caravans protected by legion troops make the trek from Zobrek to Xilar twice a year and will continue to do so until ordered to stop.

Regional History

Eighteen thousand years ago, the Lluruth came to the forest, raised gleaming crystal towers and lived in small communities that spread out under the tall canopy. A popular destination for young and impulsive Lluruth who craved adventure, the race used the forest as a base to spread throughout the southern hills and eastern mountains on monster hunts and magical experimentations. The whispers of devils in the service to Garloch filled the ears of both young and old, and the corruption spread like wildfire. In short time, most of the peaceful settlements began to exhibit signs of evil intent. When civil war erupted in the north, the corrupted Lluruth spared no time in launching attacks on their kin.





Dark vs Light

Many towers and villages were destroyed so brutally and quickly that little trace of the settlements were left standing. The pure Llur held a fraction of their territory against the onslaught for as long as possible, but in the end, they were forced to retreat behind powerful wards and tons of stone. The Drazil who remained turned the forest into a place of savagery and death until Goblins came to the forest in great numbers, overrunning some small Drazil encampments. The Goblin Invasion lasted for hundreds of years and ended with the defeat and subjugation of the diminutive evil humanoids by the Drazil. A great majority of the Goblins worshiped Garloch, the same Archdevil who had first begun to corrupt the Lluruth long ago. Over time, some of the Drazil began to worship him as well and turned from their creator god Brhuaal.

The Drazil who turned from their creator imposed order over their chaotic lives and settled in the northern woods. The Fey would come to the forest much later, in smaller numbers than the Goblins. Content to stay in small, hidden groups, the Fey folk of the woods settled in the south east. During the last Lunar Quickening, portals to the Shadowfell opened in the interior of the forest and deposited hundreds of people on the planet. Shae and Fetchlings were set upon by the savage Drazil almost immediately, and were forced to retreat to the east to an area of the forest that was normally left alone. Here, they struggle to survive, now remaining in three small villages ringed by pockets of territory claimed by Myceloids.

The coming of Alteria to the region has threatened to change the balance of power in the forest once again. The steady flow of Goblin and Fey slaves from the Drazil feed the Empire's need for free labor and cannon fodder, but the Illumnarus have begun to question their self-imposed exile and are debating showing their might in an effort to end to the darkness that has claimed their home for thousands of years.

Plots and Rumors

Non-Drazil found in Drazil territory are considered one of only two things: slaves or entertainment. Those who fall into the entertainment category often endure prolonged torture before death. Slaves can look forward to a healthy dose of torture as well, but the release of death is not as quick. The Drazil of the north don't trade in rumors and give no stock to obviously puffed up stories and accountings, while the savage Drazil that roam the interior lie as naturally as taking a breath and will use any means to capture and torture an enemy. The rare Arryn merchant who is allowed in Silmba would tell of a place far too quiet, home to dour people who refuse to lie, the Illumnarus within viewing deceit as the first instinct of the ignorant and the last resort of the intelligent.



Fanning The Flames: A deep cover *Asa-Aier* agent in Silmba has reported that the Elder Flames have given consent to increase Illumnarus presence on the surface despite repeated Alterian sorties probing the city's wards. The formation of several elite groups of agents at the disposal of the Elder Flames have been issued, and hundreds of young and talented Illumnarus are getting ready to leave the safety of their city. Their mission is to gather intelligence on the surrounding lands and to leave good impressions on the races who dwell in the region. Two of the groups are instructed to approach the city of Zobrek and demand to speak to an Atlantean representatives. Competition for a slot in one of the groups is something desperately sought after, and rumors of favoritism and magical coercion have been levied.

Arryas Mountains



Capital: None (Pursa)

Population: 480,000 (68% Arryn, 8% Outsider, 7% Calvoid, 6% Bugbear, 4% Giant, 4% Aravork, 3% Other)

Government: Dynastic Utopia, Tribal Overlord, Autocracy, Magical Council

Religions: Arryn Pantheon, Planar Cults, Calvoid Pantheon

Imports: Wine, rice, art, gold

Exports: Ale, cheese, foodstuffs, gems, textiles, mana crystal, weapons, armor

Alignment: N, NG, NE, CG, CN, CE

The tall peaks of the Arryas Mountains are dense and extremely hard to traverse. Rising as high as six thousand feet, they are the home of the Arryn people and the source of their salvation. When the four-armed race came to Shin'ar, it was at an early time in their development as a species, when the Arryn had only learned to harness fire less than a generation before. Hounded by the Zevrish and set upon by the natives of the land, the people scattered and were forced to come to terms with their new surroundings while on the run.

Only centuries later would the remainder of the Arryn people come to find a large, natural cavern system deep within the mountains. Here, they were safe from the Zevrish and, with time, were able to dominate the range. Through peaceful negotiations, they brought a large group of Azer into their fold, as well as hundreds of mysterious beings known as D'ziriak. These creatures from the Shadowfell were stranded on the planet thousands of years ago and have lived deep within the mountains ever since. The Azer, however, are relative newcomers, having crossed over from the Plane of Fire during one of the last Lunar Quickenings. Additionally, two large clans of Cloud Giants rule the peaks, one of which has conscripted thousands of Bugbears to their banner to assist in the assault on their peaceful kin. The Arryn have begun aiding the good-natured Cloud Giants against the Bugbears, who have also been a thorn in their side for thousands of years.

Life and Society

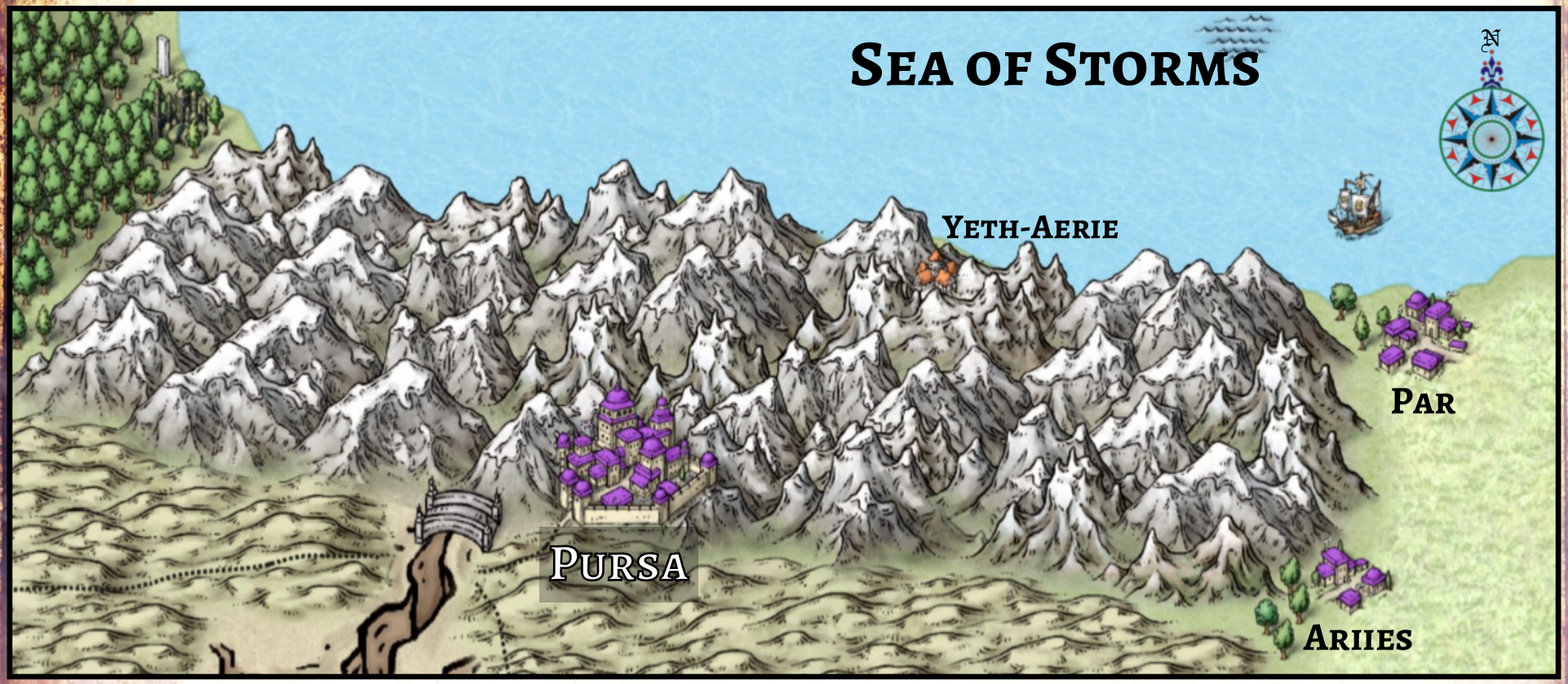
The Arryn culture is constant in its chaos, hard to comprehend for most outsiders. Communities seem to only revolve around pleasure and the pursuit thereof, much to the detriment to all else. Parties and celebrations happen daily, with festivals, holy days, masked balls, and debauched orgies seeming to occupy much of the population's time and energy. The average work day consists of two to three hours of diligent work, a three hour break for food and wine, than two hours to finish affairs. A minority group of Arryn dedicate their life to filling the gaps of necessity in the society, shunning all vice and focusing on hard work and a pious lifestyle. The inclusion of the Azer has greatly increased the productivity of Arryn communities, without taking away from the race's 'party first, work last' attitude.

Major Geographic Locations

The mountainous peaks hold several ecosystems with the moderate temperature and ample rainfall making them a haven for countless species of mammals and birds. Thousands of deer occupy the lower elevations, often prey to packs of hyena and wyverns. Higher elevations see sure-footed goats scaling sheer mountain sides, dire bears and badgers hunting those they can on the flatter areas. Freshwater lakes teem with merrow and other dangers, hunted by the Bugbears that call the region home.

Mount Alborz: This large peak holds the majority of the city of Pursa in its interior. When the Arryn first happened upon the mountain and the cavern below, it was occupied by thousands of pygmy bison, blind from thousands of years underground. Fed from dozens of large freshwater pools and cisterns, the bison were quickly domesticated by the Arryn and were instrumental in the race's survival. The slopes of the mountain bristle with artillery placements and watchtowers. The mountain has never been breached, and the entirety of the Arryn's standing army of Pursa is housed in multiple redoubts and forts that surround it. Discipline in the Arryn army is notoriously lax compared to other races standards, but the forces of Mount Alborz have never been defeated. In 200 AA, the Empire of Alteria ceded the Siege Bridge over to the Arryn, and they have filled the abandoned Zevrish forts with mercenary forces loyal to Pursa, overseen directly by the ruling family.

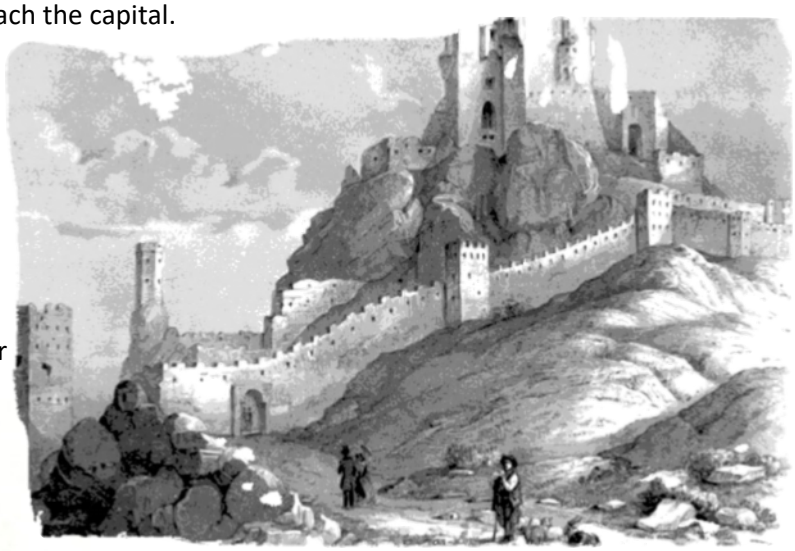
Arryas Mountains



Lake Elbur: This freshwater lake lies in a valley east of Mount Alborz, and the water has long been thought cursed, causing the Bugbears and Giants of the mountains to steer clear of it. Despite the superstition, the water is not poisoned or otherwise unsafe to drink. Animals live near and in the lake, and the Arryn have a small outpost located on the shore. The outpost is a safe house and meeting place for the espionage group known as the *Asa-Aier*, allowed a presence here by the lake's resident, an aboleth of advanced age and power. The aberration guards the safe house in exchange for slaves, treasure, and information about the outside world. The slaves are charmed and forced to serve the aboleth in its underwater lair until it tires of them, eventually consuming each as it loses its appeal.

Important Sites

The lands atop the mountains are home to thousands of Bugbears living in crude villages surrounded by dry moats and wooden palisades. At higher elevations are the Cloud giants, dwelling in their castles of stone or rough-hewn homes. The Arryn have a relatively small presence on the surface, having only dared to venture out from Mount Alborz in the last two hundred years. The new settlements found in the east are linked to the safety of Pursa via miles of underground tunnels, just in case the city ever needs to be evacuated. The tunnels are lined with all manner of deadly traps and magically-frozen guardian monsters that can be activated to detour invaders who might attempt to use them in an attempt to breach the capital.



Pursa (Metropolis, 190,000): The cavern complex that houses the Great City is enormous, with the majority of the city located in a cavern that measures roughly six miles across. Dwellings stretch up the walls and dangle from the ceiling, while the cavern floor is a chaotic warren with no apparent order or thought to planning. The largest portion of the cavern floor is taken up by the temple of Zenuza, the Arryn goddess of joy and pain. Clergy members number in the tens of thousands, often playing the instigators of many festivals and celebrations. The city never seems to sleep, filling the cavern with noise at all hours, something which visiting races have been known to find unsettling.

Tunnels have been dug into the mountain over the centuries, and new housing developments have been built to accommodate the race that feared venturing back into the open under any circumstances. An intricate ventilation and sewage system that goes back thousands of years keeps the multitudes of people who live in the cavern city free from disease and safe from the other dangers overcrowding can bring. Since the Zevrish Phage, the Arryn have braved showing themselves on the surface once again, and the subsequent treaty with the Empire of Alteria has bolstered the people to branch out from their protected city.

The city is run by a ruling family who was considered the victor in the last Great Upheaval, a time of anarchy when one regime is deposed and another takes the mantle. The city has seen twenty-two Great Upheavals since its founding. There are currently one hundred and sixty families considered in the running for the next Upheaval, and another three hundred lesser families who owe them allegiance. The current dynasty, The Feroz Family, has lasted over two hundred years, a respectable amount of time to rule the city, and the people seem content on allowing them to continue, as the Feroz are responsible for the continued success of the race through their expansion on the surface and establishment of new alliances with the Kalarin and Calvoid of the region. The influx of thousands of Azer has led to numerous new sources of income for the city in the form of masterful works of metal crafting and smith work. The main cavern in which Pursa lies is the only place on the planet where the spotted gray mushroom grows, and it used by the Arryn in a multitude of things, a staple in their diet. Spotted Ale, derived from the fungus, is a favored drink in Verigal taverns in particular for its rich flavor and mild hallucinogenic properties.

Yeth-Aerie (Large Town, 2,200): This Aravork community started out as a small hamlet high in the northern mountains and has grown considerably since its creation. Since the Alterians began to shoot down Calvoid airships, the diminutive race required a new port along the northern route to accommodate the traffic rerouted from the west. An agreement was made with the small Aravork settlement, and the Calvoid were allowed to build a landing spire in their territory. Within a decade, the hamlet grew into a busy port town filled with work crews and travelers. Aravork from other settlements began to use the town as a migration destination in larger numbers than ever before, although the relative lack of mana crystal deposits and the unpredictable weather over the Sea of Storms make the town a necessary stop-over rather than a desired one. The town has earned a dark reputation in some circles as a haven for the down-on-their-luck and those wishing to vanish from previous lives.

Par (Small City, 9,000): The first Arryn settlement on the surface has grown into a busy port town on the Sea of Storms. The Arryn are not a seafaring race, and the city itself has very few sailing vessels. It is, however, the destination of Kalarin merchants and Vergal traders looking for shadow silk and casks of Spotted Ale. The docks are a chaotic jumble of warehouses, ale houses, and whore houses, much as one would expect in a city whose rulers consider pleasure a virtue. The *Asa-Aier* maintain a sizable presence here, using the city as a jumping off point for agents moving to the north and east. The ruling family has given governance of the city to the Raz Family, longtime supporters and allies after the last Upheaval. The current head of the family is the highly intelligent and extremely attractive Lady Kashi *tel* Raz. She has recently been in the company of notable Imperials, her guests at numerous revels and dinner parties.

Shroud (Small Town, 500): This town is located almost three miles below Pursa in a cavern that is dominated by an underwater lake, populated by the D'ziriak who found themselves here after a portal deposited their village on the banks of the dark water thousands of years ago. After years of failed attempts to return to the Shadowfell, the people settled down and began to form a new culture on Shin'ar. Shortly after the Arryn founded Pursa, a delegation of D'ziriak met them and the two people agreed to live peacefully. The people of Shroud mostly tend to the thousands of shadow worms that they nurture, pets brought with them from their native plane. The worms produce shadow silk, and the D'ziriak collect and weave the fibers into bolts of cloth which they trade to merchants in Pursa. The Outsiders also make fabulous works of art from solid light, prized possessions among many Arryn families.

Regional History

The mountains have been home to Cloud Giant kingdoms, dragon lairs, and demon-worshiping Bugbear hordes for thousands of years. Under the towering peaks were some of the deepest and most extensive cavern complexes and tunnels on the planet. Large concentrations of mana crystal scattered throughout the region have added to the extreme storms the peaks see over the course of the year. Torrential rains and blizzards assault the mountains in the winter months, and scorching heat and humid conditions terrorize the denizens during the long summers. The Arryn came to Mount Alborz at a time when the very survival of the race depended on finding a location safe enough to finally settle down, away from the Zevrish death squads and Goblin savages. The four-armed people would find a home deep within the mountains, and years of uninterrupted life led to a population boom the race desperately needed.

The interior of the mountain contained everything they needed to flourish: fresh water from deep wells, native edible flora and fauna, and a security from outside forces that only tonnes of rock can afford you. The wars against the Bugbears who assaulted the outlying communities and tunnels, combined with the repeated attempts by the Zevrish to breach the mountain, hardened the Arryn people into a culture who respected the moment, good or bad, and lived life day by day in the pursuit of more joy and personal bliss. The Cloud Giant clans kept to their own territories for millennia, constantly warring with one another over philosophical differences. After the last Lunar Quickening, the Skystone clan has bullied numerous Bugbear tribes into attacking their rivals and likely would have overrun the castles of the Mistwalker clan if it were not for Arryn reinforcements and Calvoid air support. The new Arryn settlements continue to grow on the surface, and the race is rapidly gaining a reputation abroad as resourceful, fun-loving people.

Plots and Rumors

Information is a commodity traded by the Arryn as readily as mana crystal or bolts of shadow silk. Disinformation is also prevalent in Arryn society, and the quick-witted must decipher which bits are embellished and which is a bold face lie. Information brokers live and die by the integrity of their contacts, and those who gain a reputation for lies are quickly put out of business - permanently. Scandal and gossip are favored past times for the Arryn. People are afforded numerous occasions to make a scene, good or bad, at the never-ending celebrations and parties being thrown.

Did You Get That Thing I Sent You?: The *Asa-Aier* is recruiting in the city of Ariies for operatives to be deployed on the Southern Continent. All races and backgrounds are welcome to try out, and potential candidates will be given a large signing bonus with the usual *geas* and selective memory erasure. Knowledge of the Urk Empire and the Cult of Vesh is a plus.

Eastern Cliffs

Capital: None
Population: 98,000 (58% Aravork, 27% Calvoid, 10% Outsider, 5% Other)
Government: Magical Council, Plutocracy Council
Religions: Aravork Pantheon, Calvoid Pantheon, Planar Cults
Imports: Foodstuffs, wine, textiles
Exports: Mana crystal, gems, ore, spell components
Alignment: Any



This area is dominated by hundreds of miles of flat grassland, with the Sea of Storms to the north and sheer cliffs at a height of nearly two thousand feet above the water to the south. The Zava Hills in the west become more rocky and steep as they move towards the east, ending in a high altitude plateau that has been claimed by the Empire of Alteria. The native inhabitants include thousands of Aravork and Calvoid who live in settlements carved into the cliff face and consider the grasslands and its herds under their protection.

The Empire has not moved into the Eastern Cliffs in greater numbers than small legion units and mercenary guarded caravans headed to Verigal and beyond, as the Aravork have attacked imperial interests and repeatedly risked the ire of the Great Senate, notably more so since the last Lunar Quickening's end. Debates rage in Sprata on the topic of mobilizing the legions to pacify the area, and the Calvoid have been busy playing both sides while still managing to remain neutral in the conflicts. Despite their neutrality, the flow of mana crystal to the Empire from the region is strictly controlled by the Calvoid, a sore point in many negotiations with their traditional Aravork allies.

Life and Society

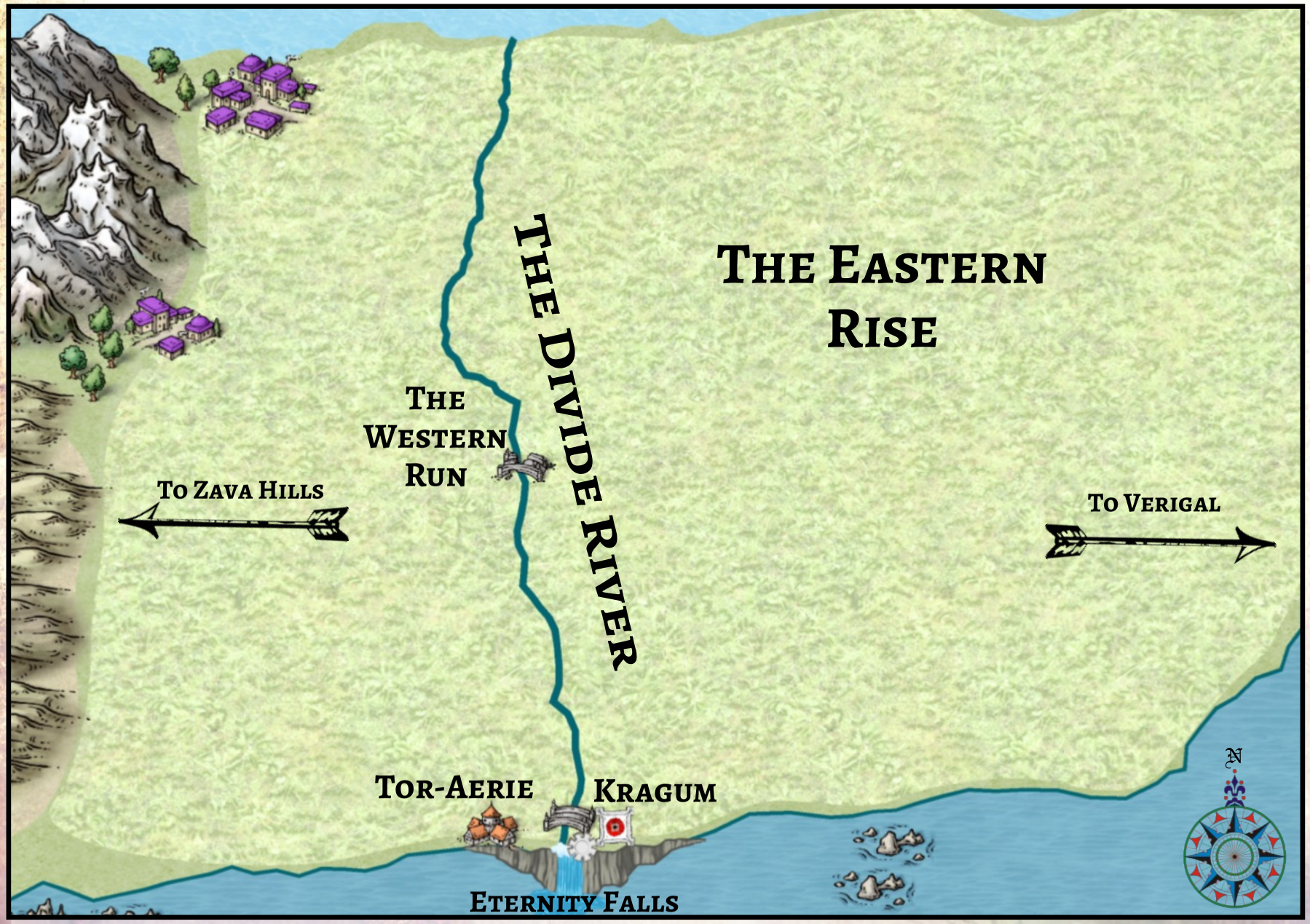
The Calvoid mine crystal, gems, and ore that are used in mana research and experimentation, as well as being traded in Verigal and Alteria, while the Aravork tend the herds of bison and other grazing animals that call the great expanse of grassland home. The cliff face towns can only be accessed via flight or mana powered elevators that are operated by Calvoid technicians, making the area particularly secluded from outsiders. Tritons and undine use the river as a swift-moving road from their communities under the waves of the Sea of Storms to trade with the settlements of the cliff. Thousands of bats are tended by the Aravork, their guano collected in large quantities to be sold in Verigal magic shops and to mercenary company mages as spell components. Rare herbs and fungi are also grown by the bird people, typically traded for good wine and strong weapons to use in repelling the imperial invaders and stopping Alteria's plans for the region.

Major Geographic Locations

The endless miles of plateau are split by a mighty river before stretching on east and beginning a slow decline into the Plain of Sylvar. Wildflowers and tall grass cover the shelf and feed the millions of bison and other grazing animals that call the area home. Cheetah, hyena, lions, and axe beak prey on the herds, and crocodiles prowl the shoreline of dozens of tiny freshwater lakes. The region sees an ample amount of rainfall each year, but the elevation and fast winds keep all but scrub varieties of trees and hearty bushes from growing here.

Divide River: This fast-moving river flows from the Sea of Storms and empties into the Aquaris Strait in a two thousand foot drop down the Eternity Falls. Denizens of the sea to the north often use the river as a means of travel to the communities that live on the cliff's edge, where the aquatic races trade the bounty of the sea for mana crystal and beautifully crafted weapons and jewelry. Water Orms and pockets of kelpie from the sea have been known to slip into the river looking for a meal, and those who take residence in the swift waters have made life for the undine and tritons very dangerous; eventually, these aquatic predators are found out, hunted down, and killed.

Eastern Cliffs



The river is bridged in two places, almost impossible to cross without a boat or the aid of magic elsewhere. The Slick Bridge is a small, Calvoid-built span of stone and steel found one mile upriver from the Eternity Falls. The bridge is sprayed all day by the fast-churning water as it slams into the large portcullis that anchors the bridge to the riverbed, and it is the last stop for all ship traffic before the falls, a well-traveled location thanks to the additional nine story landing spire that rises from the bridge's eastern side.

The second bridge was built by the Zevrish six hundred years ago, when a large force from two allied cities attempted to invade Verigal. The bridge is built north of the falls, closer to the Sea of Storms, where the river is only a few hundred feet across. The attack was unsuccessful, and the retreating armies named the bridge 'The Western Run'. The bridge has seen better days, with the stone showing signs of neglect and wear across its entirety. Imperial work details have been harassed by Aravork militants, delaying any repairs to the bridge.

Eternity Falls: This majestic waterfall plunges over two thousand feet down to the Aquaris Strait. The current is powerful, able to pull even the most proficient swimmer over. Large catch baskets have been installed by the Calvoid as a safety measure, but some victims of the current have survived the plunge only to be battered and broken on the baskets' iron bars. The baskets also catch fish and other sea life. At various levels down the falls, great turbines spin with the force of the water and, in conjunction with mana-powered generators, power lights and other mechanical wonders found in the Calvoid communities that call the cliff home. Recent innovations in mana power have allowed the Calvoid to begin selling a moderate amount of power to the Aravork once the nearby Aerie establishes the necessary modifications to their infrastructure.

Important Sites

There are no settlements of note on the plateau. Although hunter camps and traveling caravans make temporary residence, the constant rainfall and fierce winds have driven off most who would settle here. Despite the conditions, ruins can be found here under the fields of wildflowers. Lluruth crystal towers have been unearthed, as well as a series of ruins near the sea that have baffled scholars and sages attempting to determine their origin. Aravork villages and hamlets dot the cliff face, most allied to one of the two large cities their people founded in the region. Along with these villages, miles of tunnels and caverns with aerial entrances for the Aravork people to live can be found, created by the Calvoid as a debt paid for their ancestors help long ago.

Tor-Aerie (Large City, 22,000): Located to the west of Eternity Falls, this Aravork city is built into the cliff face, accessible only from the air or through a narrow tunnel descending from the surface. The Aravork here have been separated from outside to the extent that they have become far more xenophobic than others of their race. Those who choose to make the city their permanent home have begun to influence politics, gaining enough control over the city that they have jeopardized future migrations of their people.

Traditionally, the Aravork people travel between multiple homes throughout the year. Some choose to settle for a time, usually in old age or because of some oath or commitment, but in the last fifty years, a movement has arisen of young people choosing to stay and forgoing any migrations. This group has even gone so far as to turn hostile against those who still choose to migrate and those who arrive from other Aeries.

A militant group calling themselves the "Home Guard" have engaged Alterian Legion troops on the plateau and declared the region belonging to the Aravork people. Thus far, there has been minimal disruption to the normal life of the average citizen. The bird people still tend the herds of the plateau and trade with their longtime Calvoid allies, and the city still accepts traders from the surface, but those who approach the tunnel to the settlement must be escorted by volunteers from the Home Guard until safe inside the city.

Kragum (Large City, 24,000): The entirety of this city is built deep underground and is only accessible via mana-powered elevators. A magically warded sea entrance is only used in emergencies, lying at the bottom of a winding stone staircase that descends for a thousand feet. The Calvoid of Kragum have harnessed the power of the Eternity Falls and use it to fuel mana-powered generators that bring light to their dark caverns. The mana power is also used to bring to life great clockwork automations and mechanical devices that have made the Calvoid of Kragum the envy of the race, and the breakthroughs that have made the city the center of mana power research for decades have only just begun to filter to the rest of the race's settlements.

Less scrupulous Calvoid in other communities have managed to build knock-off versions of the Kragum Battery, but these pale in comparison to the real things. Some automatons and other wonders are able to run off batteries that store mana for a short time before being burned out and require replacement. Dangerous and expensive to produce, and even more dangerous to export, these batteries have nevertheless brought much fame and coin to the city. The council of Most Learned have voted unanimously against exporting their technology to Alteria, though the city still trades with the Empire in other things. The city also includes a small population of two thousand Oreads who were stranded deep underground by the last Lunar Quickening. The plane-touched humanoids have found a home in Kragum and have insinuated themselves as a worker class, marveling at the wonders produced by their benefactors.

Regional History

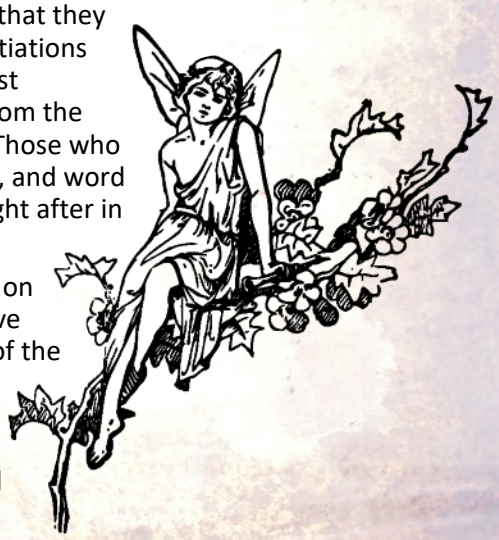
The plateau and sheer cliff face have been home to the Aravork people for thousands of years, dating as far back as the Urk people's transformation into Aravork, shortly after which they settled here. Small Calvoid enclaves gave the newly-transformed race succor, instrumental in creating the ledges and caverns that would house them safely as they began to establish a new culture to fit their new forms. Always relatively small in number, the Aravork spread out slowly from the cliff face, colonizing towns and villages throughout the northwest. The Calvoid have occupied the area longer, and the city of Kragum and its satellite settlements have long been a beacon for those who wish to push the limits of mana research without the typical explosive results, as the council of Most Learned have fostered an atmosphere of cooperation and strict adherence to safety procedures. The breakthroughs coming from the region have propelled the city into decades of unparalleled prosperity, with even the airship engine, invented in Sparks to the south, being perfected by the Calvoid of Kragum. Smaller versions of the engine that run off mana batteries instead of raw crystal have begun to filter to other Calvoid communities. Smaller, personal aircraft and fighter planes are still rare, and only the insanely rich can so far afford the new technologies.

When the Empire of Alteria first came to the region, it was in small batches. Legion scouting units and brave merchant caravans traveled the plateau and quickly ran afoul of the Aravork who had claimed the area. Skirmishes were quick and deadly, with early victories for the avian people bolstering an already growing anti-foreigner sentiment felt in some of the larger settlements.

The Calvoid have issued warnings to their Aravork friends not to engage the Imperials any further, but so far, such warnings have fallen on deaf ears. Debate rages in Sprata on the issue of formally annexing the plateau and cliff communities, and the formation of new legions to do so has thus far been stalled by the First Consul and the Atlantean *Boule*.

Plots and Rumors

The Calvoid of the region have been called overly scrupulous by their kin and traveling merchants, taking things like lies and deceit very seriously, believing that such things have no place in a civilized society. This is not to say that the Calvoid of the region do not practice deception or tell falsehoods, only that they abhor such use of low cunning and regard it as a last resort of sorts in negotiations and life in general. The Aravork communities, meanwhile, are closed to most outsiders. Some of the avian people have begun to exclude migrating kin from the dealings of the region, something that has thrown their society for a loop. Those who are allowed to trade with the avian people bring news of the outside world, and word from the empire and the dealings of the legions in particular are much sought after in places like Tor-Aerie.



Tiny Spies: Alteria has begun to send specially-trained Pixie and Grig to spy on the cliff communities in the disguise of runaway slaves. Over two dozen have made their way to the region and have found succor with the settlements of the cliff face. Magically-tuned necklaces allow them to communicate via telepathy with Imperial handlers in Sprata, and so far, their mission of fact-finding has not been noticed by the Aravork or Calvoid. The possibility of probationary citizen status and a legion commendation for land (granted to qualifying legion troopers) on the plateau when it is formally part of the Empire has lured many of the airborne Fey slaves to volunteer.

Kragum Battery
(Mana Battery)

Built of platinum, gold, and hardened mana crystal, these devices are the size of an adult Calvoid's head and hold enough mana charge to power a compatible device for up to eight hours of normal activity. Batteries meant for automatons only hold enough charge to power them for four hours. A Technician's Golem do not and cannot use the batteries, as they are semi-sentient and are powered by the life-force of their creator. Every hour the battery is in use, roll a 1d20. A result of 1 causes the battery to lose function and begin leaking mana (nonpoisonous) into the atmosphere, draining the battery completely. A roll of 20 causes the battery to explode for 4d20 damage to anything within twenty feet. A Dexterity save for half damage is allowed.

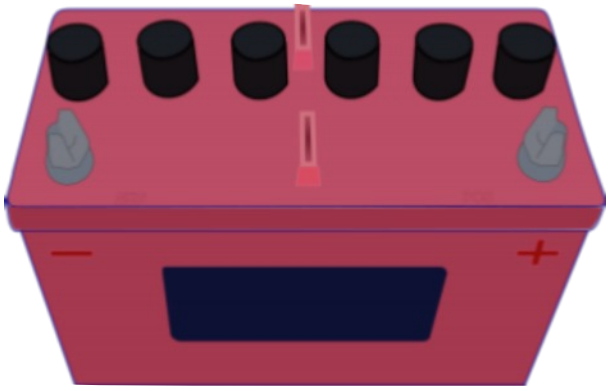
Knock-Off Mana Battery

Virtually identical to the Kragum version on the outside, these batteries are made with less than optimal parts and know-how, produced by unscrupulous and sometimes less skilled, Calvoid in other enclaves. The batteries function normally, but they are only good for three hours of mana charge regardless of what device or automation they are powering. Every hour the battery is in use, roll 1d20. A result of 1-4 causes the battery to lose function and begin leaking mana, causing all within ten feet to make a Constitution save vs Mana Poisoning. A failed save causes 1 point of Mana Poisoning. On a roll of 19 or 20, the battery explodes and causes 4d20 damage to anything within twenty feet. A Dexterity save for half damage is allowed.

Mana Batteries are sold in any Calvoid enclave. There are some merchants who attempt to conceal any defect or distinguishing mark that would bring to someone's attention to the fact that they are selling knock-off batteries. Most merchants, though, will be up front with such information and price the battery accordingly. The term "knock-off" refers to any battery not made in the city of Kragum. Unfortunately, because of top secret and proprietary techniques, any battery not make in Kragum is considered more volatile, regardless of where it was made.

Kragum Batteries are distinguished not only by their superior craftsmanship, but each battery is stamped with the official seal of both the School of Thaumaturgy & Artifice and the School of Mercantile & Travel of Kragum.

You can distinguish between them with a successful Intelligence (Manasphere), Intelligence (Clockwork), or Intelligence (Arcana) check against DC 14. Calvoid are allowed to double their proficiency bonus when rolling a check to distinguish a Kragum battery from a Knock-off.



Name	Cost
Kragum Battery	5,500 gp
Knock-Off Battery	1,350 - 2,700 gp

Verigal

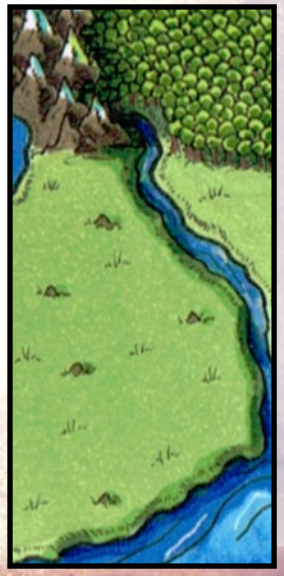
This eastern nation of city-states is the largest human civilization on Shin'ar. The survivors of an ancient conflict on the Southern Continent, the Vergal people braved impossible odds to cross the Aquaris Strait in the hopes of leaving their lives of potential servitude. Winter storms were known to claim any vessel trying to cross, but the brave Vergal loaded their every possession and fled the land of their birth. It is said in myth and song that the god Aquaris calmed his seas and brought forth favorable winds, allowing the survival of all but four of the eighty ships that started the journey. Three of those were lost to a sea dragon attack, and one to sickness.

Shortly after the ships landed, the Vergal came in contact with a primitive human culture living on the coast. The native Estanyans welcomed the newcomers, and the two people quickly began to merge. The small villages of the Estanyans were barely able to hold the refugees, and the first six months of co-existence saw the two people come desperately close to starvation, only spared such a fate thanks to the ample fishing of the Strait. The Vergal were eager to move on and explore the new land, leading to the deconstruction of their ships to make wagons on which the people could move west, following stories told by the Estanyans of a mighty river and lands full of dangerous creatures. The settlers reached the Porchesa and claimed the land for Verigal, where more ships were dismantled to build the beginnings of the first city, Combra.

Generations of bountiful harvests and successful campaigns against the dangerous wildlife saw population booms that swelled the city to bursting. New towns and villages were founded almost yearly in the early years of the nation, and eventually, over the course of many centuries, the Vergal would spread out over the region. In time, Combra's satellite cities would bristle under her rule, with the city of Medra being the first to declare its independence. In the next one hundred years, other cities followed suit, leading to a time known as the Bloody Century by the Combrans and the Vergal Spring in the rebel cities.

The city-states of Verigal share common customs and worship a single pantheon, and pride in one's place of birth is felt by every person, in every city. The people are united in many such things, but the city-states have never unified as one true nation. Each city and the lands it claims is a nation unto itself. Towns and villages are common all over the region, and while some have turned into sprawling cities over time, they are still not large enough to be regarded as city-states.

All settlements owe allegiance to one of the thirteen remaining City-States who signed the City-State Pact. The loss of life from the constant warfare that regularly gripped the region quickly became too much for the church of Aquaris, leading them to flex their spiritual muscles and interfere in the politics of the land, despite having sworn never to do so. Delegations from each city-state met with the Wavelord on the Isle of Sand to come to terms and define a code of conduct in war. Since the signing of the Pact, only one city has been punished for breaking the divine treaty and the mighty cities have been free from siege and attack. All conflict was to be held away from the cities themselves, instead taking place on disputed land or a neutral battlefield. Conflict became civilized to the Vergal, bloodshed limited to skirmishes and clashes between mercenary companies. The treaties would define new borders and be overseen by the church of the Lifegiver to ensure adherence to the Pact.



Sylvar

Capital: None

Population: 400,000 (66% Human, 11% Fey, 8% Meek'ah, 6% Calvoid, 5% Illumnarus, 3% Outsider, 1% Other)

Government: Council, Magical Autocracy, Tribal

Religions: Vergal Pantheon, Meek'ah Pantheon, Calvoid Pantheon, Illumnarus Pantheon, Planar Cults

Imports: Coffee, tobacco, wheat, ale

Exports: Textiles, wine, parchment, hides, leather goods, horses

Alignment: Any

Sylvar - Verigal



Known as the Sylvar Plains and Sylvar the Verdant, the southwestern most region of Verigal is home to three city states and the numerous villages and towns that owe them allegiance. One of the largest provinces of Verigal, Sylvar is home to a large cattle industry. The beasts graze on the endless grasses of the plateau as it slowly declines from the west before reaching the slow-moving Porchesa River. The city-states of Sylvar have traditionally allied with one another against expansionist and militaristic cities of the east, especially given that the Sylvar Forest has long been the target of profiteers looking to exploit the ancient woods vast resources. Despite the potential gain, the people of Sylvar have co-existed with the people of the forest and have learned to live without destroying the land.

Life and Society

The people of Sylvar hold tightly to traditions of working with the land to produce bountiful harvests and healing any wound left by humankind's presence. Farms are small and sustainable, with focus given more to quality of product than quantity or speed. Care is given to every aspect of production, and the people of Sylvar seem to move slower than their kin to the east. While slavery is legal in the region, the city-states of Sylvar have enacted laws carefully describing exactly what the term means. The Vergal custom of selling oneself into slavery is still a common practice, but such people are called indentured servants, and not slaves.

Major Geographic Locations

The rain brought by storms from the west keep the area lush and green all year round. Tall grasses go on for miles, an inland sea of green. Lions and hyena are a constant threat to the cattle farms and villages, and most communities keep their herds small and easier to defend rather than hunt down the predators just looking for a meal. Axe beaks are trained as guard animals and are bred by farmers and handlers as natural deterrents against the dangers of the wild.

Porchesa River: The Porchesa River, despite its narrow width, is surprisingly deep. The water fills an underwater gorge that houses pockets of galvo and kelpie, where the two races fight each other for territory, rarely surfacing to menace those on the shore. The slow-moving river is bridged in three places, the largest and best maintained of which is the Lion's Bridge. Leading to the town of Lixa, the Lion's Bridge was the site of a great battle against forces from three eastern provinces that rose against the cities of Sylvar. The famed Fateran General Rosso Cortel, also known as Rosso the Lion due to his flowing, blonde hair and thunderous voice, held the line against a superior force, sacrificing himself so that his allies could attack from a better position.

The Esta Bridge, built near the mouth of the river, was where the Estanyans crossed from their ancestral land to wander westward, seeking a new home. The smallest bridge is built at the bottom of a steep chasm to the east of Fatera. The 'Stone Steps' are a series of large, stone blocks carved by magic and suspended by cables connected to two towers on opposite sides of the river. Built by the Calvoid over two thousand years ago, the bridge has seen better times, and the Calvoid of Fatera have promised the city a new bridge in exchange for the right to build a landing spire to connect to their kin. The city has agreed and work is expected to begin before the next season.



Sylvar Forest: This large forest is home to many Fey races and communities of Illumnarus who defy their kin's preference of remaining apart from the other races of Shin'ar. Small Lluruth outposts remained in the hands of the untainted during the civil war and, following the Schism, were able to expel or destroy any Drazil that arose. The Illumnarus have long dominated the woods, until the Fey came. Korreds, Fauns, Satyrs, Brownies, and Grigs came in large numbers from dozens of portals during a single Lunar Quickening and swiftly disbursed into the trees. Darklings and Quicklings soon followed, infesting the forest in great numbers. The Fey and Illumnarus came to blows early on, but after small skirmishes, the goodly Fey proposed an alliance. In the coming centuries, Darkling raids and Quickling assaults would wear down the allies, and supremacy of the forest flowed between light and dark for thousands of years. Lunar Quickenings would deposit other beings over the years, bringing forth angels and demons to join the fight for Sylvar, but it was the coming of the humans that would turn the tide once and for all.

The Vergal migrated from the south and east for centuries before daring to set foot in the ancient forest. Illumnarus representatives befriended the settlers and quickly earned themselves new allies.

The Darklings were eventually hunted to near extinction, and the large Quickling communities were destroyed or forced to flee underground. Peace has reigned in the woods for hundreds of years, and the people of Sylvar work with the denizens of the forest hand in hand to protect the great bounty the land provides for them.

Important Sites

Sylvar is home to a plethora of flora and fauna, many species making up a very diverse ecosystem. On the plains, large herds of cattle share feeding grounds with goats, sheep, and horses. Horse farms are small here and concentrate on quality of stock and expert breeding. The mountains hold small Bugbear clans, as well as thousands of tiny malevolent beings known as Mites. These evil Fey boil out of their caverns every decade to rampage across the sounding settlements. The city of Fatera has issued a bounty on the Fey, and adventuring groups often delve underground to earn coin and prestige.

Lorago (Metropolis, 56,000): The smallest of the Sylvar city-states, Lorago is also the closest to the Sylvar Forest, standing as the forest dwellers' greatest ally in the region. Centuries of attempted exploitation and would-be conquerors have been forestalled by the might of the city's army and the power of the Illumnarus defenders in the woods. Two political parties vie for power in the city. The Emerald Brotherhood has dominated politics here for generations, and have since branched out to other Sylvar city-states. They advocate solidarity with the Sylvanar (the Illumnarus and Fey of the Sylvar Forest), as well as of strong defenses and safe merchant traffic. The Crimson League shares the core fundamentals of the priorities their colleagues in the Brotherhood believe, but they push for expansion at the tip of a sword; conscripting a larger army and moving on a city in the north has long been their platform.

The council has been in the Brotherhood's hands for decades, sometimes only by the slightest majority. Recent Eltra activity in the north has begun to weigh on the minds of both parties. The Sylvanar fear Drazil incursion to the region from the Dark Sun Woods is only a matter of time and urge the two factions to work together for the benefit of all. The city also refuses any goods from the Empire of Alteria based on moral grounds, leading a black market for Imperial goods to rise, controlled by four powerful thieves guilds who operate on an uneasy truce that is rumored to be tied to a blood pact between the four guild masters.

Chaven (Metropolis, 69,000): This bustling port city is located in a protected bay on the Aquaris Strait. One of the first new cities to be founded during one of the many mass migrations of the Vergal people, Chaven has grown to be a powerful city-state and naval power. The people here are ruled by a council of sea captains chosen by lot every fifteen years or upon the death of a Councilor. To be called a captain in the city is an honor, and only those who own and sail a ship can be called that.

The docks are an impressive feat of mismanagement and corrupt dealings, and the title of Wharfmaster is a coveted one, not only for the elevated status in life, but for the fortune in kickbacks and bribes that the job comes with. Wharfmasters are appointed by the council on a majority vote. The navy is made up of three dozen swift-moving corvettes with expertly trained archers and boarding parties. These vessels protect the waters sailed by the city's fleet of carracks and galleons that brave the Strait and it's turbulent weather.

The city accepts merchants from Alteria but has banned the entrance of any Atlantean. Zevrish and Centaur merchants often bring bales of tobacco from Cashan and coffee beans from the western islands, much to the delight of the numerous coffee houses that can be found on nearly every corner of the city. Chaven has been slow to engage in the politics of the province, and recent generations have paid lip service to treaties and pacts with the other city-states.

Regional History

A century after landing on the continent, the residents of Combra began an era of exploration and foundation of new colonies. Settlers scattered to the west by land and to the east by sea, all across which the people found a land overrun with dangerous predators and monstrous beings. The tenacity of the Vergal won over, leading to the foundation of towns and villages in rapid succession up the Porchesa River and west on the plateau. Small fishing villages grew into powerful port cities, and mining encampments blossomed into industrial powerhouses. The people of Sylvar share a love for the bountiful land they settled on and chose to learn to take from it no more than what was needed. When the humans who settled near the tree line of the Sylvar Forest met with the Illumnarus, they were drawn into a thousand year conflict under the dark canopy. The human forces helped turn the tide in the war for the forest, and the goodly communities of the wood have repaid the humans with assistance and knowledge over the years, facilitating their growth in the region.

Centuries would pass, and the rise of the Vergal city-states would bring war and conflict to Sylvar. The city of Seiase in the north marched on the Sylvar Forest but was repelled by the alliance of Sylvanar and the city of Lorago. As the city of Chaven grew, they pushed further into Combra's territorial water and ignited an often-simmering, sometimes-bloody war at sea with the First City.

Settlers followed the river north until it reached mountains, where they found small Calvoid research outposts. The two people lived side-by-side for decades before combining their holdings into the city of Fatera. Five hundred years ago, a group of farming communities and small towns on the plateau formed a federation and refused to pay tribute to the city-states they owed allegiance to. Fatera responded with diplomatic envoys while Chaven responded with the mobilization of troops. A small skirmish was fought between the farmers and the troops of Chaven, marking the only time the Vergal of Sylvar took up arms against one another. A show of might from Fatera in the form of hastily-teleported troops and an envoy from the Sylvanar were required before the Chaven would back down.

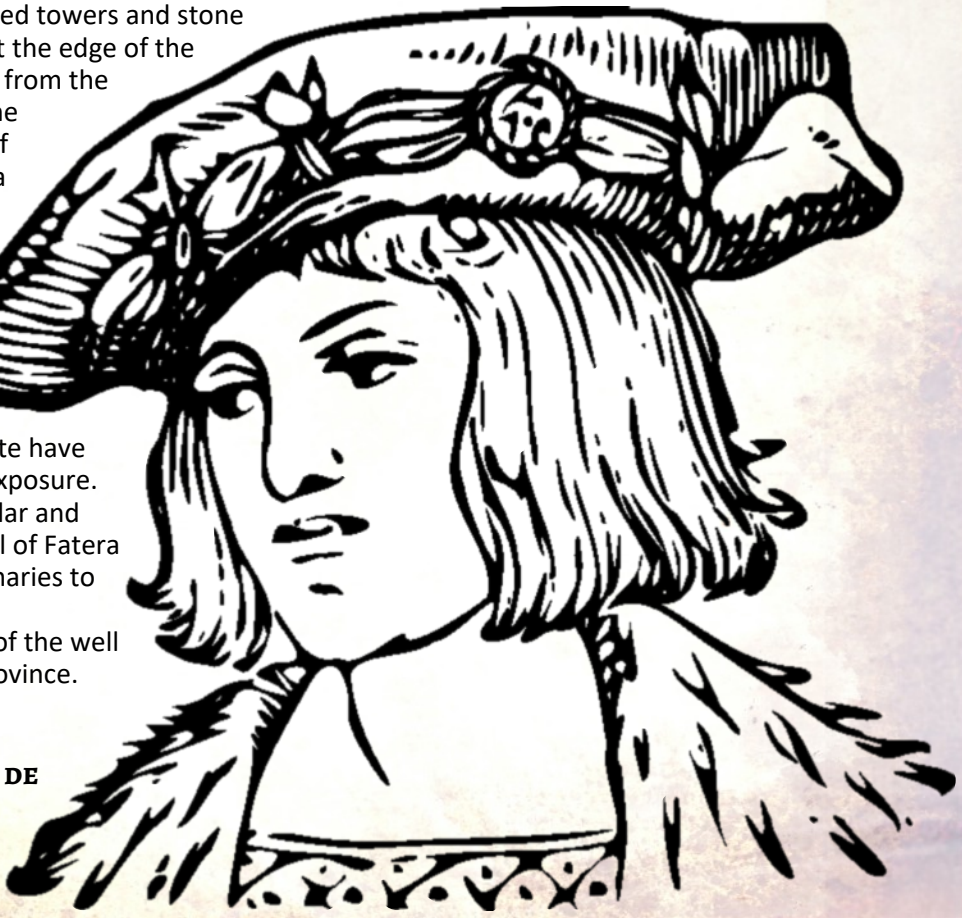
The treaties signed after that battle have lasted to present day and unite the people of Sylvar against their kin in the east. The Sylvar were proud signers of the City-State Pact, and since then, the province has been a reluctant participant in regional politics. The Pact did nothing to stop the attempts from the east to conquer and exploit the west, but it does ensure the safety of the cities, themselves. Mercenary companies formed in Sylvar are known for upholding contracts and have a code of honor they try to follow on the battlefield.

Plots and Rumors

Often called 'treelover' and 'fey' as insults by their kin in the east, the Vergal of Sylvar are quick to accept the barb with a smile and follow it with a punch to the face. The Sylvar are a hard-drinking lot who work to bring the bounty of the land to their tables without destroying the renewable and vast resources found here. While the sentiment is shared by many throughout the region, the province of Sylvar is known and often vilified for it. Black market profiteers and thieving guilds rule the shadows of the cities and move outlawed Imperial goods through the province.

Ruins By The Sea: A series of collapsed towers and stone foundations have been uncovered at the edge of the Sea of Storms, west of Fatera. Sages from the city have been unable to decipher the runes still visibly etched into some of the stone work. Seemingly built for a short people, squat stone furniture and stairs made for legs shorter than a humans have been found, as well as signs of blacksmithing and a possible foundry.

The area around the ruins are mana-rich, and workers at the site have become poisoned from prolonged exposure. The recent discovery of an intact cellar and deep dry-well has caused the council of Fatera to block off the site and post mercenaries to guard them. Word of hauntings and disappearances since the discovery of the well have been circulating around the province.



Councilman Alberto Lopazi de Chaven; heir to the Lopazi family and Vice Admiral of the Lopazi Shipping Fleet

Esta



Capital: None

Population: 510,000 (80% Human, 7% Fey, 5% Giant, 3% Meek'ah, 2% Outsider, 2% Merfolk, 1% Other)

Government: Council, Tribal, Overlord

Religions: Vergal Pantheon, Planar Cults, Meek'ah Pantheon

Imports: Coffee, tobacco, wheat, wine

Exports: Timber, oil, textiles, stone, mana crystal

Alignment: Any

This province is home to multiple natural wonders, dominated by the Estalla Forest, the Aderia Mountains in the north, and miles of coastline along the Aquaris Strait. The Estalla Forest is thought to have once been part of a larger wood, one that included the Sylvar and perhaps the Dark Sun to the north. There are no Illumnarus found here, likely for the better, as they are seen as suspect by the Estan. The area near the mouth of the Aquaris Sea is extremely rocky and hard to navigate, forcing ship traffic to and from the Strait to bypass this side of the coastline in favor of calmer waters in the east. The Vergal people originally landed here, refugees from the southern continent and a one-sided war against the mighty Urk Empire. Upon landing, they encountered a primitive human culture, the Estanyans, and folded them into their new society as a working class.

The coast is home to large towns and sleepy villages, with the first major Vergal city on the northern continent located to the west of their arrival point, near the Porchesa River. Combra, the First City, is where the Vergal people began to flourish, as multiple years of peace and bountiful harvests brought to a population boom. Combra has long coveted the bounty of its former colonies and, since the signing of the City-State Pact, has made its intentions on such well known.

Life and Society

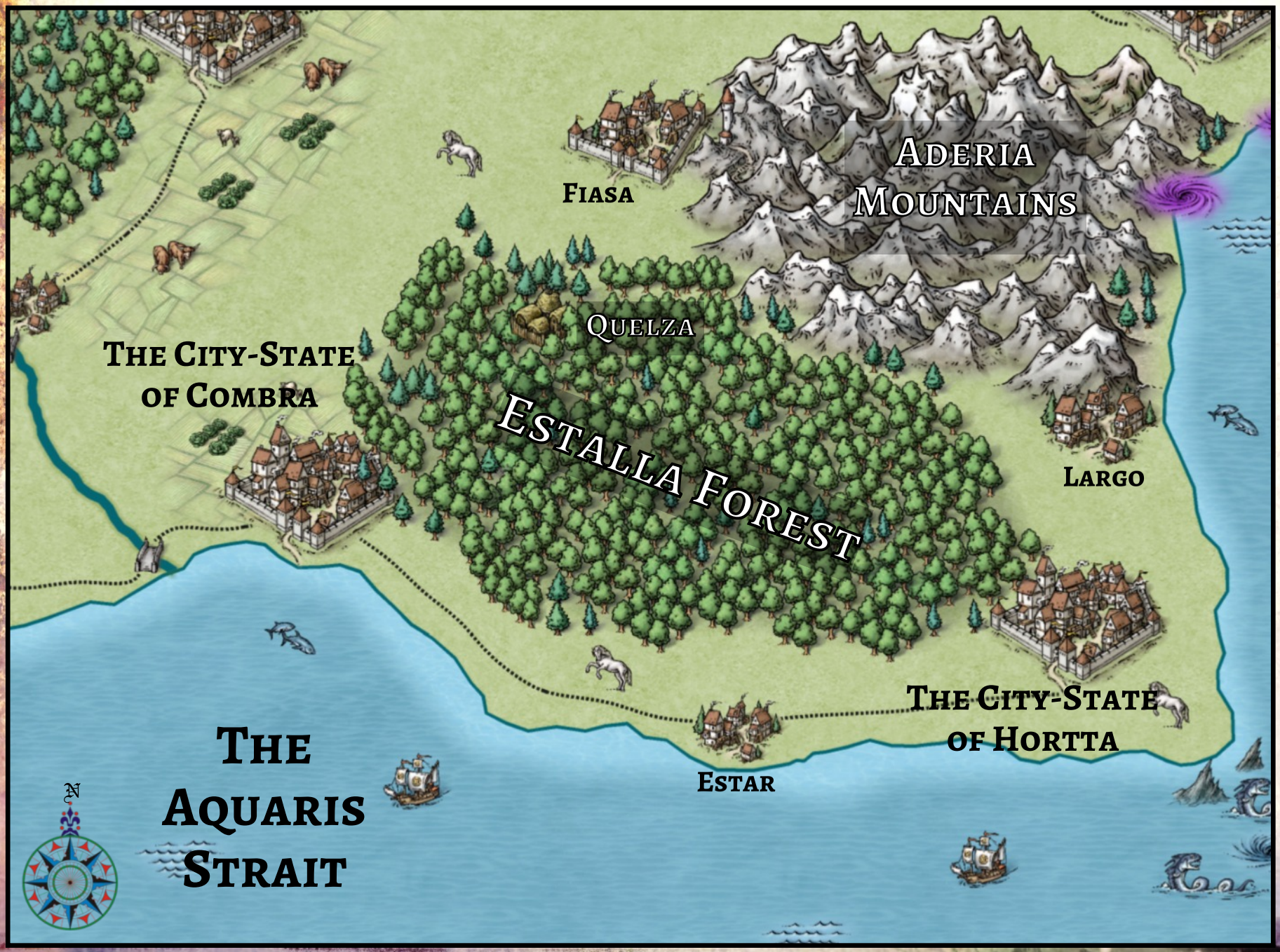
The people of Esta consider themselves to be the 'true' Vergal. The families that stayed and worked the land they were blessed with by the divine Aquaris have grown into a bloated and corrupt group of sycophants and elitists. This prevalent elitism makes the division between the haves and have nots increasingly apparent in the cities of Esta. Slavery is legal, as in the rest of the region, and is regularly used as a form of punishment in the province. Fishing, logging, and mining are the professions of choice in Esta. Because the humans see the very land as having been given to them by their god, they often treat the small native populations of Giants and Fey poorly in addition to using the small Meek'ah towns along the banks of the Porchesa and coast as cheap labor when building projects throughout the province. The diminutive reptiles can also be found living in small enclaves found in the cities and towns.

Major Geographic Locations

The waters off the coastline spreading east from Combra to the mouth of the Aquaris Sea are some of the calmest on the Strait. Only near the shore rounding the mouth of the sea does the water become violent and dangerous. For two thousand years, this area has been the home of kraken, dire sharks, and charybdis. The monsters rarely stray from their territory, and they are thought to be the castoffs from some underwater army from the Plane of Water or similar aquatic lands that was stranded here long ago.

Estalla Forest: These woods have provided for the Vergal people for centuries. The bounty of the forest has allowed the people of Esta to grow rapidly, fueling numerous migrations over the years. The southern wood has become home to villages and towns that cater to the logging camps deeper in the woods. The native Fey populations have long since been relocated, forcibly at times, to the northern woods. A large population of Wood Giants reside in this area of the forest, and their community has since been overrun with Fey refugees pushed out by the Vergal in the south. Most camps tend not to clear cut, with loggers descending on the forest at various times throughout the year- however, the Vergal see the entirety of the forest as their own and do not recognize the legitimacy of the Fey or other previous denizens claim to the woods.

Esta - Verigal



Large work crews from the coastal settlements have managed to pave roads linking the mountain towns, and the flow of quarried stone and iron ore fuel the industry in Combra and Hortta. Mercenaries guard Vergal interests in the woods, well-paid by the city states of Esta, as the dangerous dragonkin known as dragyls can be found here in great numbers.

Aderia Mountains: This range of tall peaks and narrow valleys is rich in iron and silver, as well as large deposits of mana crystal that were discovered three hundred years ago deep underground, closer to the Aquaris Sea. The coastal city-states wasted no time in exploiting the discovery, allowing unsafe conditions to flourish in their rush. The lack of safety lead to a miner revolt that was put down by mercenary companies in the employ of Hortta. Explosions soon buried the deep tunnels, and hundreds of workers were lost. Conditions have since greatly improved, but the crystal mines of Aderia are still thought of by many as haunted and cursed due to their bloody history. The peaks are home to roaming Stone Giant clans and Ogres who choose to stay out of the miners' way, although some Ogre tribes act as servants to some clans and as emissaries to the Vergal for trade.

Important Sites

The waters off the coast here are calm compared to the rest of the Strait and teeming with fish and sea life. Dolphins greet fishing vessels in the early morning, the aquatic mammals thought to be divine messengers of Aquaris. Dolphins caught in nets are quickly released, and the death of a dolphin brings great shame to a fishing crew. Dire sharks, reefclaw, and devilfish are the principle dangers in the waters here, and wise sea captains usually hire mercenaries to protect their crew from the dangers of the deep.



Combra (Metropolis, 84,000): Known as the First City, Combra is recognized as the place where the Vergal refugees first permanently settled on the northern continent. The brave souls who fled the Urk landed far to the east, where the town of Estar is located, and it was only after years of searching that they finally came across the land that would become their city. Ample farmland and clean water from the nearby river lead to numerous population booms for the humans, and Combra soon sent its native sons out to all corners of the land.

The city would wax and wane with the mass migrations, and those who chose to stay would feel a sense of pride in that decision, leading to a pathological arrogance from its people. Despite this arrogance, Combra has seen hardship in its history. Twice it was defeated by the Sylvar cities, including a disastrous war at sea with Chaven. Its fields were burned by Fatera, and the city was made to pay tribute to Lorago for one hundred years. Since the signing of the City-State Pact, the First City has found a renewed vigor. Its navy has tripled in strength, winning engagements and new territory at sea. Focusing east, the city and its ally Hortta defeated the city of Medra, earning new shipping rights to the settlements east of the mouth of the Aquaris Sea. Combra makes liberal use of foreign mercenaries and troops in the city's employ. It is also well known that Combra has a standing agreement with the city of Sparks to use their airborne forces when needed. Speculation as to how much this agreement costs the city is fuel for many rumors and conspiracies in the other city states, but just knowing they have the airships on call has caused more than one rival to concede to the First City.

Largo (Small City, 11,000): This small mining town saw an influx of settlers when mana crystal was discovered. Within two years, the population had tripled, and walls were commissioned built. Largo became a rough town where gold flowed as readily as the blood in the streets. The city-state of Hortta sent troops almost twice a year to pacify the populace for the first decade after the mines were discovered, but following a disastrous revolt, both Combra and Hortta joined forces in administering and protecting the settlement. The council is chosen by the people, but the city is protected by mercenaries in the employ of Combra. Since the signing of the City-State Pact, Largo has been the target of rivals seeking to destabilize the coastal city-states.



Portrait of Izabella Vaspuchi de Combra, Daughter of Councilman Roberto Vaspuchi

Eighty years ago, the mercenaries repelled a giant invasion backed by the city of Braga to the north. The walls were smashed in two places, and the loss of life was significant. Hortta ultimately defeated Braga in that conflict, and the northern city-state paid for the repair of Largo's walls. The people of Largo are split between those who welcome aid from the larger cities and those who wish to fully govern themselves. It is a sentiment shared by many smaller settlements throughout Verigal.

Quelza (Small City, 14,200): The city of Quelza is located in the northern Estalla Forest and home to Wood Giants and Fey refugees. The Wood Giants largely kept to themselves, trying to remain apart from the dealings with others. The city was once a gathering place for the small clans of giants who roamed the woods, but most of those clans have been forced to retreat from their ancestral territory to the safety of Quelza. The giants began to accept Fey refugees and, in doing so, have earned themselves the further ire of the humans. The Vergal attempted to set up reservations where the Fey could live, and some chose that life, but many more ran from the humans' camps and were received by the giants of the woods. Skirmishes with human mercenaries became common, and the peaceful giants fear the anger growing in the Fey who they have sheltered. A meeting of giant elders and Fey leaders led to the formation of a permanent armed force, meant only for the defense of Quelza. New walls and magical wards were commissioned around the settlement, and contact with the humans in the south has been outlawed.

Regional History

When the Vergal ships landed on the northern continent, they encountered a primitive human culture thriving in the area. The Estanyans were primarily fishermen, but some small villages were also found at the edge of the forest to the north. The Vergal interacted peacefully with the natives, sharing their customs and soon merging their cultures. After a time, the refugees uprooted themselves from the temporary lodgings the Estanyans offered and wandered the coast westward, searching for a promised land. Legends tell of the god Aquaris speaking through his high priest, telling of a fertile land near a river teeming with fish. The city of Combra was founded shortly after its discovery, and the new people came to dominate the land and sea around them. Generations of population booms and mass migrations left the land with plenty to provide the Vergal who chose to stay and live off the promised land. The First City's colonies eventually each won their independence, and many are counted as small nations in their own right now. The city-states of Vergal can all trace their ancestors to Combra, where it all began, but the only colony to still recognize Combra for its achievements in propelling the race to its current heights has been Hortta. The last to declare itself independent, the city-state of Hortta has stayed allied with its neighbor to the west and the two cities' fates are intertwined in the politics of the province as a whole.

Centuries after the establishment of the Vergal on the continent, the small minority of people who could still trace their heritage to pure Estanyan began a movement to leave the region and search for a new homeland. At first the Vergal forbid talk of leaving, as many of the Estanyan families had become a valued working class in the communities, but the debate raged for years, often taking a violent turn as more and more Estanyans throughout the region rallied to the thought of moving West. Arrests and punishments of the leaders of the movement had the opposite effect on the population than the authorities of Combra wished for. Popular sentiment won out as the council of the city were forced to release the remaining leaders and allow them to take their people away. Tens of thousands of Estanyans gathered in Combra over the next six months and began their trek west to a new land. The Vergal of Esta endured the time as well as they endured dozens of other mass migrations from their city and lands. The people who consider themselves native Esta are arrogant in their love of their native soil, overly protective of every grain of sand. Mercenaries working in Esta have made great coin in the provinces schemes and often unprovoked territory disputes with its neighbors.

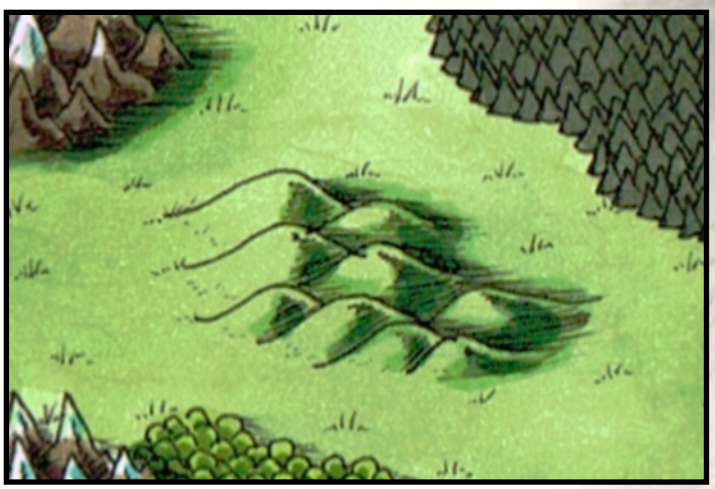
Plots and Rumors

The people of Esta are known for being hot headed. From peasant farmer to high-born aristocrat, a sense of bloated ego is ingrained in every child born in the province. The pride in staying in the promised land rather than leaving in search of fortune and independence is felt by every citizen of the coastal city-states and their vassals. Mercenaries from the province are known for their unwillingness to follow a proper chain of command that does not include others from Esta.

Animal Messengers: *Asa-Aier* agents have discovered that the Sylvanar have been sending Lycanthropes as messengers to communities in Esta, most likely those found in the northern Estalla Forest. Any agents in the area of Lorago are advised to make contact if available for an assignment to Combra to gain more information and report on the pros and cons in selling this information to interested parties. Agents of Vergal heritage are a plus, as is a willingness to be polymorphed.

Palous

Capital: None
Population: 197,000 (76% Human, 8% Giant, 6% Goblin, 5% Gnoll, 3% Eltrabi, 2% Other)
Government: Council, Magical, Tribal
Religions: Vergal Pantheon, Planar Cults, Eltrabi Pantheon
Imports: Wine, ale, wheat, fur, cloth, tobacco
Exports: Ore, stone, gems, textiles, weapons, cashmere
Alignment: Any



The snows come early to the province of Palous, the cities here having been some of the last founded by the Vergal during their centuries long migrations from the south. Although the settlements here are known for their quiet hospitality, such mild acceptance masks a harsh view on all who are not from Northern Vergal. The people of the north have learned to contend with the violent weather on the hills and the bitter snows on the mountain passes, and respect is earned in the north by hard work, not old money as it is in the rest of the region.

Many of the wealthy families in Palous began as simple farmers willing to endure the hardships of the land, persevering in the face of bitter cold and danger. Councils of the north are made up of simple folk and aristocrats alike, as all citizens of Palous are allowed equal say in the politics of their city. Two hundred years ago, the city-state of Seiase defied the will of their allies and ceded half of the town of Menco to the Kingdom of Eltra. This move caused the city of Montero to march on the town, only to be turned aside by waves of undead attacking from the mountains. Since then, Montero has championed the cause of "The True North" and has commissioned a series of forts between its territory and the town of Eltra-Menco.

Life and Society

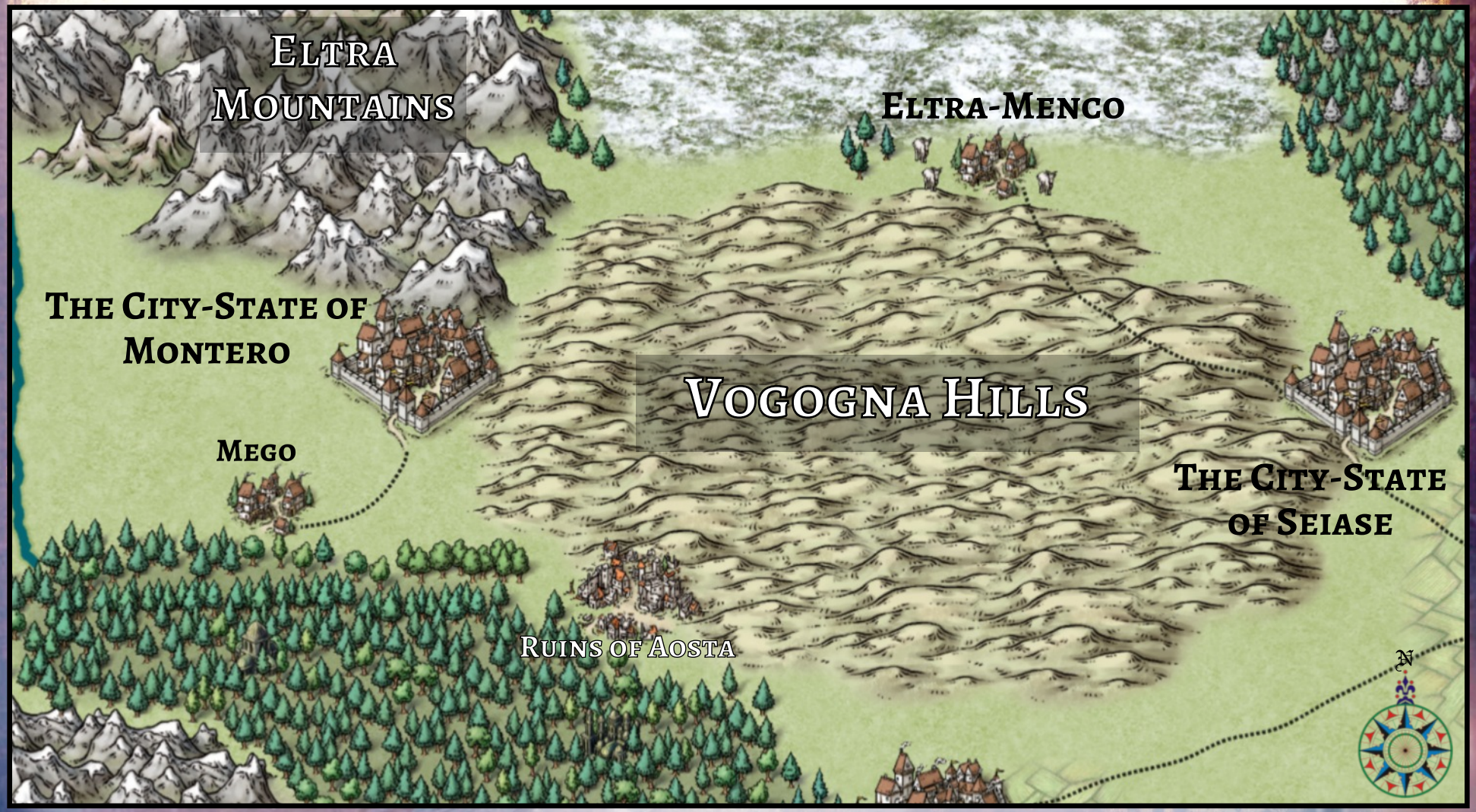
The people of Palous are hardworking, plying their trade with grim determination and earning respect by achieving great skill through dedication and practice. Many towns and villages proudly house dozens of expert blacksmiths and craftsmen who have worked for years to hone their abilities. There are other jobs which pose more threat to those tackling them, such as mining ore and gems in the southern tip of the Eltra Mountains. Giant clans and Goblin savages share some of the same territory as the mining towns, having been pushed further south than ever before by the undead menace from the north. The people who dwell in the hills have begun to set themselves apart from their southern kin, as long-valued alliances between the city-states of the north have crumbled, and the generations that have come since have learned to distrust their former allies and friends. The Vergal of the north collectively look down on their southern kin as soft compared to the life they live. The generosity of the north is widely known, but what is also known is what northerners do to those who take advantage of them or overstay their welcome.

Major Geographic Locations

The weather in Palous is said to be the one constant in the land. The four seasons are felt in all their glory here; cold winds and snowstorms in the winter subside in spring, bringing new life to the hills and plains south of Eltra. Summers are short and hot, and the fall often brings as much rain as the spring.

Vogogna Hills: This area of rolling hills is the traditional territory of Gnoll and Hill Giant clans that have warred with each other for centuries. When the Vergal came to the region, the humans purged the hills of hostiles and established themselves as the dominant species. The city of Seiase is located at the eastern end of the hills, protecting a dozen villages and towns that have spread out from it. The Giants have been driven northwest to the foot of the Eltra Mountains, and they pose a constant thorn in the side of the city of Montero. The Gnolls have largely been left alone, content to live on the fringes of Vergal settlements, and even trading with the humans on occasion. Meanwhile, Gnoll clans that live close to the Dark Sun Woods have been fighting a losing battle with groups of Lycanthropes that inhabit the southeastern part of the forest.

Palous - Verigal



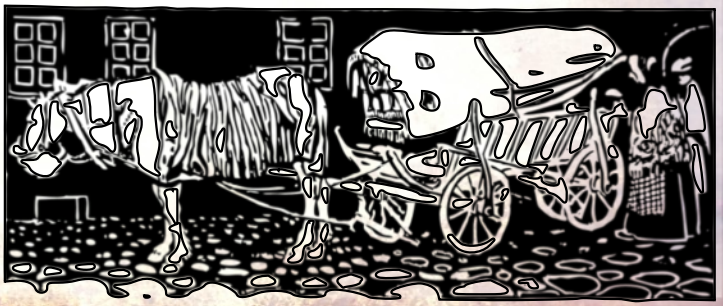
Ruins of Aosta: The region once boasted three city states, the city of Aosta being the smallest. Four hundred years ago, the city entered a disastrous war with the city of Montero and paid the ultimate price. The city was known for its aggressive stance in the region and, despite its size, its powerful army. After winning engagements against the monstrous inhabitants of the area and beating the city of Seiase for control of a handful of towns in the southern Vogogna, the city's council decided to pick a fight with Montero in an attempt to secure mining rights in the Eltra Mountains. Montero, a city that had long kept out of the dealings of its sister city-states, met the Aosta army in battle. Three days of bloody conflict saw the Aosta forces flee south to the safety of their walls, where the Montero army chased them and laid siege. Four months later, the walls of Aosta fell and the city was put to the torch. Most of its inhabitants were killed or sold into slavery, and the towns and villages that Aosta had controlled were occupied by the Montero army to transition them to the city-state's rule. In a show of good faith, the settlements Seiase lost to Aosta were given back. The ruins are now inhabited by small Gnoll clans that make use of the deep wells and crumbling stone to shelter them from the elements. Rumors of hidden treasure and underground tunnels that connect to the Eltra Mountains see adventurers and fortune hunters descend on the ruins year round.

Important Sites

The settlements of Palous are small compared to the other Verigal provinces. South of the ruins of Aosta, just inside the tree line of the Sylvar Forest, one can find villas and hunting lodges abandoned since the destruction of the city. The hills are used to graze thousands of hearty sheep and are constantly in danger from the persistent chupacabra infestation despite years of hunts and attempts by the Vergal to eradicate the menace.

Eltra-Menco (Large Town, 5,800): This northernmost Vergal settlement is located at the edge of the hills and has a long and bloody history defending its walls against countless undead horrors that come down from the north. Established by settlers from Seiase, the town has long been a problem for the city-state and a drain on its coffers. Relief forces sent from the south have saved the town six times from annihilation, but each time, the city-state hesitates longer and longer, its councils bogged down by politics and coin counting. Two hundred years ago, following a period of long term peace from undead attacks, the town was abruptly torn in half when Seiase troops met Eltra forces and divided the town in two. The city-state took control until a new council could be voted on from the new population. Meanwhile, Eltrabi and their Ezeru servants moved into the northern half of the town, evicting residence with large sums of coin or the tip of a sword. Three years of a razor-thin truce led to a new council of Vergal and Vampyr residents. The Eltrabi brought with them dozens of hearty breeding stock of the famed mountain goats from which they acquired cashmere. The town of Eltra-Menco, and through it, the city-state of Seiase, has since become very wealthy from the partnership. The recent completion of a temple to Alcor has sparked some renewed controversy in the province, and Montero has begun voicing its objection to the presence of the Eltrabi in Palous once again, beginning to court eastern cities as a prelude to force.

Montero (Metropolis, 56,400): The Stone City is called such thanks to its protective walls, rising over three hundred feet tall. Bristling with artillery placements and built over deep wells, the city-state of Montero has outlasted over a dozen sieges since its founding. The greatest loss of life ever suffered by the people of Montero came from a great fire that gutted and destroyed over two thirds of the city, and although the rebuilding took many generations, over its course, the city was still able to repel attacks from both Stone Giants and Goblins, never losing ground despite the desperate times. The rebuilding was funded by a handful of families that managed to come through the fire largely unscathed. Chief among them were the Jocoppo and their patriarch Francisco. In the wake of the devastation, Francisco Jocoppo funded dozens of rebuilding projects, including aqueducts and temples. The family came to dominate the politics of the city, and in time, each member would serve terms on the council. When the city marched on Menco, it was Alphonse Jocoppo, Francisco's great grandnephew, who led the relief force to save the army as it was besieged by hordes of undead. The city briefly flirted with elevating Alphonse to king, but he refused and instead took the title of Head Councilman, a new position that has been elected every ten years. Alphonse was re-elected after his first term ended, but died two years later. Since then, subsequent Head Councilmen have reigned over years of prosperity while championing the cause of the "True North". Montero has begun fortifying towns and villages under its protection in the anticipation of war with Eltra.



Regional History

The last province to be settled by the Vergal, Palous is considered the true frontier of the region. The Vergal pride themselves on their ability to adapt to any situation, and the people of the north are no different. Centuries of living so close to the kingdom of Eltra and the undead horrors that regularly migrate south have caused most every settlement to be heavily fortified, especially those closest to the mountains and northern hills. The Palousins pride themselves on their hospitality, something that evolved from the remoteness of the settlements compared to the rest of the region. Villages and towns would welcome any trader and wandering adventurer with open arms, and those who stuck around without giving back to the community soon found themselves at the business end of a halberd or run out of town by a hail of arrows. The humans took their time to tame the area, with clashes with Gnolls and Hill Giants lasting centuries before the Vergal succeeded in clearing the majority of the hills for themselves.

Just over two hundred years ago, a secret envoy from Eltra met with the council of Seiase and worked out a treaty in exchange for an undisclosed amount of coin and refined mana crystal. The vampire spawn moved into Menco quickly, bringing with them hundreds of servants - among them, no undead, as they had been explicitly barred. The city of Montero swiftly mobilized its forces and marched on Menco, only to be waylaid by thousands of undead monstrosities from the north. The waves of undead halted the army's advance and forced them into a retreat. If not for the relief force sent by Montero, thousands of Vergal soldiers would have joined the undead horde for eternity. Things have simmered since then, and the city-states of Palous have entered into a time of uneasy peace, poised on a razors edge. Seiase keeps itself well defended with elite mercenary troops augmenting their forces, enough might to make Montero pause before openly declaring war against their rivals.

Plots and Rumors

The northern Vergal are pragmatic lot. After long hours working fields or in a hot smithy, ale flows freely, and the Palousins enjoy loud songs of battle and weepy ballads of lost love. Many barbs are thrown against their kin in the south; soft, cushion-sitting louts who live off the hard work of others. Visitors to the region are always welcomed, and adventurers and merchants find every village and town receptive to outsiders. Those who offer to rid a farmer of pests or plow his field in exchange for provisions are blessed by the Palousins, and respect is earned for such hard work. However, adventurers who are loud and obnoxious soon find themselves missing a few teeth and left unconscious in the snow.

Drampyr Espionage: Rumors of spies in Montero has the city in lock down. Merchant caravans are triple-searched, first by mercenaries on the road, then at the city gates, and again at the bazaar. The recent assassination of a councilman by an assailant who could manipulate shadow has the powers-that-be afraid of Eltrabi incursion. Ambassadors to the city-states of the east have been informed to expedite their talks before more deaths occur.

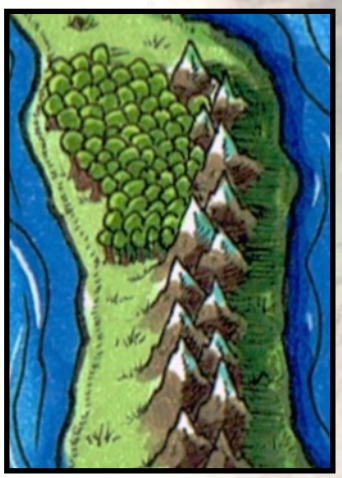


An Estanyan mercenary contends with not only the weather, but the wildlife as well, while serving his contract in Palous.

Macehead

Capital: None
Population: 270,000 (44% Human, 22% Outsider, 11% Meek'ah, 9% Giant, 7% Goblin, 7% Other)*
Government: Council, Tribal, Overlord
Religions: Vergal Pantheon, Planar Cults, Meek'ah Pantheon
Imports: Gems, wine, horses, coffee, tobacco
Exports: Ore, stone, weapons, textiles, mana crystal
Alignment: Any

**Totals include only Outsiders such as Aasimar, Tiefling, and Genasi, of which there are many, and not the countless demons, devils, and other planar beings that infest the region.*



This Verigal province is located in the northeastern area of the country, at the top of the peninsula known as the Mace. Settled by people who had tired of the constant warring in the southwest, the Vergal of Macehead came to the land seeking peace and prosperity. The province only boasts two city-states, and most of the population lives either in or within fifty miles of the walled enclaves. The Milian Woods nearby are home to dangerous predators and vicious dinosaurs that could swallow a man whole, and the Macehead Mountains are the traditional home to many Stone and Cloud Giant clans that have, on occasion, put aside their differences to ally against the expansionist humans from the south.

The ruins of Libon are a testament to how much the world of Shin'ar can change over the course of a single Lunar Quickening. During one of the last Quickenings, the city was overrun by demons from the Abyss. While a number of the residents managed to escape the slaughter, many more were killed or captured by the nightmarish creatures. Months after the demon invasion, the city was once again rocked by portals that spat out devils and other monstrosities from the lower planes, all of which quickly set upon the camps of the few survivors who had managed to flee. Years would pass before the people of Vergal could attempt to gather enough people to try and take back the city, but before the battle could take place, the demons and devils of Libon, apparently working together or for some yet-unknown being, attacked the town of Last Bastion and tore into the new Army of Light. Northeast Macehead has become a pock-scarred area of desolation, where evil lurks behind every scrub brush and stunted tree. It has earned the title of The Umbral for its constant and unnatural cloud cover that shadows the land in perpetual twilight.

Life and Society

The people of Macehead are much like their kin to the south, albeit less martially minded. They work their fields and tend their herds, all the while keeping a watchful eye on the northeast. The land itself is not as bountiful as other parts of the country, and the Vergal here vie for limited space to grow. The people of Abrantos and its environs are a type of arrogant, in traditional Vergal fashion, that only tall mountains and a strong army can produce. The lucky few who managed to escape from the disasters at both Libon and Last Bastion have found solace in the coastal valley, but only after being turned aside repeatedly by the council of Abrantos. The villages and towns that were under the care of Libon have been left adrift, and settlements near the Umbral have begun to disappear. More and more people crowd into the small city of Bratasa or brave the mountain passes to get to the safety of Abrantos, although not all survive.

Major Geographic Locations

The land is dominated by the mountain range that lends its name to the region and separates the Macehead from the Handle. The eastern coast is dominated by the Lazio Valley, the center of the provinces agriculture industry. Small farms dot the valley, fed by numerous creeks and streams that flow from the mountains to the west. The city of Libon once boasted the most farmland in the area, but its settlements have since been destroyed or enslaved by demonic overlords.

Milian Woods: This large forest has only been lightly settled by the Vergal, and small villages can be found on the western tree line, closest to the Aquaris Sea. The woods are predominantly made up of oak and beech, with a mixing of Sylvar chestnut groves in its interior, but the trees in the northeast have become stunted and twisted by the unholy energies that leak from the Umbral. The demonic presence to the northeast has begun to infiltrate and corrupt the Treants, creating a dark version of the tree people that attacks anything in sight and kills intruders without hesitation.

Macehead - Verigal



Green dragyls, giant centipedes, giant wasps, and wargs join allosaurus in prowling the dark interior while forest drakes fight for territory in the southern woods. The mysterious beings known as Mandragora have overrun the northern woods, threatening Vergal loggers and trappers out of Bratasa.

The Umbral: Formerly an expanse of fertile farmland under the control of the great city-state of Libon, the area has since fallen to darkness in the wake of decades of demonic rule. Towns and villages lie abandoned or, worse, host horrors and nightmare creatures waiting for a fresh kill. The ruins of Libon now stand as a testament to the arrogance of the Vergal people. When the portals first belched out demons, the army of Libon met the creatures and won a series of engagements that only fueled the notion that the city-state could handle the incursion themselves. When the portals continued to open, bringing forth more demons, each more powerful than the last, the council still refused to send for help, even turning aside half a dozen ships loaded with troops from the city of Abrantos. This choice would bring about their downfall, as the city was overrun by demons and more than half its people were killed or enslaved.

The refugees who managed to escape reached as far as the mountains before being set upon by devils and aberrations that came through the portals opening right on their heels. The very ground is cursed, as anything that dies in the Umbral not only rises as an undead being, but is empowered by demonic energy, making it all the more difficult to destroy. Magical killing storms roam the land, randomly discharging lightning bolts and hailstones the size of a grown man's fist on anything unlucky enough to be caught in them. The unnatural cloud cover caused the area to be bathed in perpetual twilight during the day, and a deep, foreboding darkness at night. Demons, devils, and worse roam the land in search of prey, paying no heed to matters such as time.

Important Sites

The city-states of Macehead are powerful industrial centers, rich in mercantile traditions and known for their hard work in taming the land. The city of Libon was one of the first signers of the City-State Pact, tired of the repeated attempts to breach its walls by its neighbors. Libon's contracted mercenary companies defended the city bravely, but many were seen fleeing with the refugees once the demons broke through the hastily constructed blockades.

Bratasa (Large City, 16,000): The city of Bratasa has been held in fear of utter annihilation for over twenty years. Once a protectorate of Libon, the city of Bratasa supplied the city-state with timber for its powerful fleet. The farms outside of the city were large and productive, long coveted by the city of Almada to the west. When Libon fell, the city saw less than two hundred refugees make it to its walls. The half-starved survivors told tales of unimaginable horror, and only the grace of Zephyr fated them to survive. Years of mandatory militia conscription and emptying the city's coffers to entice mercenary companies to side with them has left Bratasa as little more than a large, fortified military enclave. The outlying farming towns and villages are patrolled by mercenaries and powerful adventurers on retainer from the city council, and adventurers are especially wanted for incursions into the Umbral to assess the strength of the Dark Horde.

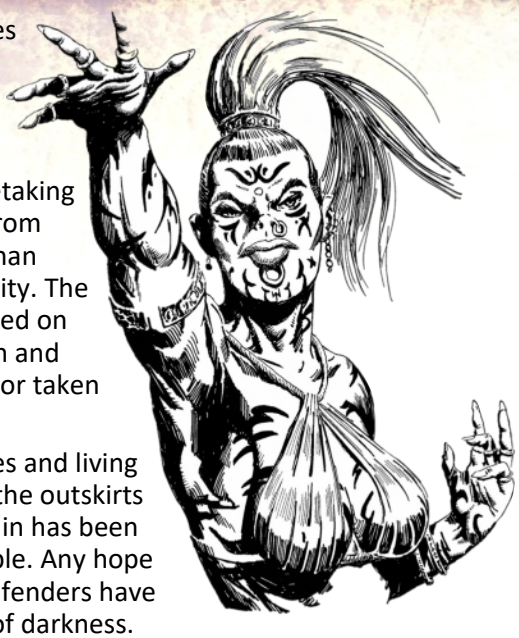
Bratasa faces increasing pressure from the city-state of Almada to give over territory, including several large agriculture centers. Envoys from the city have been sent to the Isle of Sand to petition the Wavelord for special status that would protect them while the other city-states are forced to vote on its validity to become a new city-state and signatory of the City-State Pact. Even if the vote goes against Bratasa, acceptance of the petition could afford years of protection as the deliberation continues, allowing it to further strengthen itself against its enemies.

Last Bastion (Small Town, 400): The town of Last Bastion lies in partial ruin. Fifteen years after the destruction of Libon, its handful of survivors who managed to flee to the safety of Abrantos joined with hundreds of good-aligned Outsiders and others who intended to win back the city from its evil inhabitants. The fortified town was built at the foot of the Macehead Mountains, thirty miles from the crumbling walls of the fallen city-state. Mercenaries swelled the ranks of the growing Army of Light as it prepared to march on the ruins, and



The Battle of Last Bastion devastated the Army of Light

sorties into the Umbral wielded positive results as the paladins and angles won decisive battles against the fringes of what was dubbed the Dark Horde. More and more settlers flocked to the town from around the province, bolstered by the presence of so much good and bravery. The town outgrew its original walls, and new buildings were built weekly to accommodate the newcomers. The Army of Light switched focus from retaking Libon to fortifying and defending the new settlement that had erupted from their original fort and village. Twenty years would pass with little more than routine patrols into the Umbral and scattered hot spots of demonic activity. The town would fall eventually to the Dark Horde as it unexpectedly descended on the town from the north in such force that the Army of Light was overrun and forced to retreat to the inner walls, leaving thousands to be slaughtered or taken captive by the evil invaders.



Cultists have since taken over part of the ruin, conducting unholy rites and living as slaves to the demons who prowl the Umbral, which now stretches to the outskirts of the town. The walls have held for the last six years, and everyone within has been conscripted into the army, working to hold back the evil as long as possible. Any hope of a relief force from Abrantos has long since been dismissed, and the defenders have come to terms that they may very well be on their own against the tide of darkness.

Abrantos (Metropolis, 71,000): The last city-state of Macehead, Abrantos controls the coastline from the Handle to the ruins of Last Bastion. Its territory is hemmed in by the Macehead Mountains and consists of the strip of land known as the Lazio valley. Farmland is scarce in the rocky foothills that lead down from the mountains, but the land is filled with herds of sheep and goats that feed the people of the valley. Wheat and barley are grown closer to the city, which provides an abundance of fresh fish from its large merchant fleet. The army of Abrantos is large and well-trained, patrolling the outlying settlements with the hired mercenaries. The borders are closed in all but three places, and merchants wishing to reach the city-state must use approved roads or come in by sea. When Libon fell, the city massed troops at its northern border, even repelling refugees for a short time before accepting the few who managed to make it to the safety of the mountains.

The survivors were put up in crude camps for over a year before being allowed to move further south, closer to the city. Fifty years ago, a plague ravaged the mountain settlements, killing whole villages and mining towns. The Spitting Sickness caused its victims' lungs to fill with liquid, causing fits of coughing and choking, fever, and hallucinations. The final stage was fatal in nearly all cases, cardiac arrest claiming the lives of many, both old and young. The army of Abrantos put villages to the torch and closed its gates, but nevertheless, the sickness found a way through. Ultimately, it was the church of Aquaris that played the largest role in eradicating the disease before it overran the city. During the plague, the city briefly fell to corrupt mercenary captains and the forces they commanded. The heroics of a group of foreign adventurers, with the help from city officials in hiding, managed to slay the mercenaries and return control of the city to its council. Since this incident, mercenary forces are not welcome in the city itself and are only used as border patrol troops and caravan guards.

Regional History

The people of Macehead can trace their ancestry to the powerful city-states of the south, on the Handle of the peninsula. Tired of the constant wars the cities endured, many decided to settle new territory where one could raise a family away from the intrigues and double-dealings of the south. Communities in Macehead remained small for a long time, intent on working the small scraps of land they managed to clear for themselves. The dangers of the mountains and forest left only the coasts to be settled at first, and small fishing towns soon grew into bustling ports. Libon and Abrantos rarely clashed with one another, but it was also rarely that they came to each other's aid. The prosperity felt by Libon marked it as a target for the cities of the west. Armies from Almada and Evorta threatened the expanse of land north of the Milian Woods that was controlled by Libon for centuries. Settlements north of Bratasa changed hands almost twice a year for many decades as troops clashed in the fields, fighting for some unnamed mill or small, unmapped creek. Libon was besieged four times, but its walls were never breached until the coming of the Dark Horde during a devastating Lunar Quickening, when portals from the Abyss opened within sight of the city-state's high walls. Legions of demons and their servants poured out and scattered across the countryside. Within months, the walls of the great city-state fell and blood-soaked violence befell the populace.

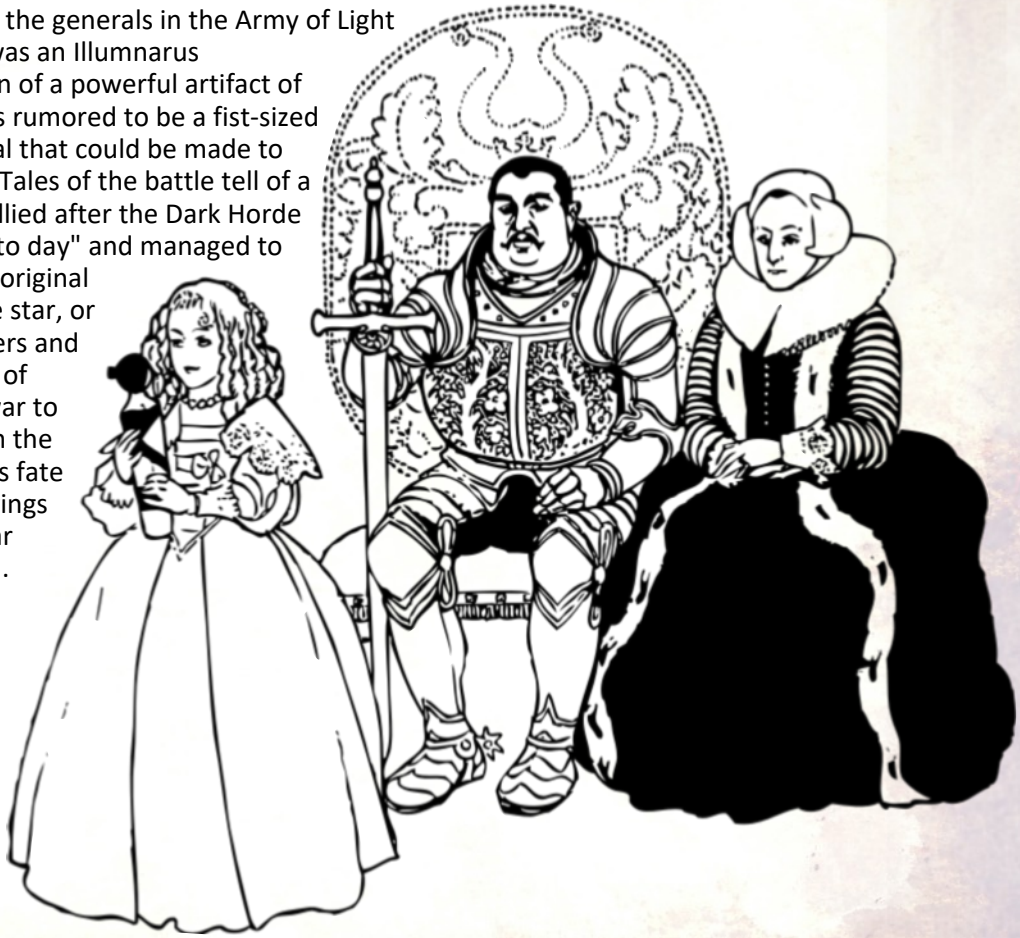
The council, in their arrogance, forbid citizens from fleeing the city until it was too late; small ships of survivors made it to Abrantos, only to be turned away or sunk, finally forced back north along the coast to where crude camps were being built. Very few made it on foot through miles of demon-controlled territory, and those who did were quickly set upon by devils and their ilk from new portals that opened behind them. The sky around the fallen city darkened and cast the area in hazy darkness. Sometime later, the survivors of the ordeal would travel back to the area, intent on regaining control of their city. After creating a new settlement, the Army of Light decided that retaking Libon would be next to impossible with their current numbers and switched focus on beating back the forces of the Umbral, one mile at a time. Things went well for a long while, but as the Army of Light grew stronger, so, too, were the chaotic masses of the Dark Horde.

Thousands of demons, devils, and otherworldly horrors descended on Last Bastion and decimated the town and its inhabitants. Hundreds of cultists have now come to occupy the ruined town and have since branched out into the Umbral itself. Demon and devil worship fuels the powerful outsiders who claim territory here, making taking back the northern peninsula almost impossible.

Plots and Rumors

Communities in Macehead tend to be tight-lipped and reclusive, and some villages have even been known to turn away travelers unless part of a fortified merchant caravan. Thieving guilds control the shadows in Abrantos, the most powerful of which is rumored to be controlled by the only mercenary captain to escape justice during the plague. Rumors of demon worship have started a fever of witch-hunts and unfounded accusations among the population. The uncovering of plots by cults and evil necromancers have become commonplace as the province slowly succumbs to darkness.

The Crystal Star of Llur: One of the generals in the Army of Light during the fall of Last Bastion was an Illumnarus Crystalmancer in the possession of a powerful artifact of his people. The Crystal Star was rumored to be a fist-sized chunk of hardened mana crystal that could be made to shine with the light of the sun. Tales of the battle tell of a brief period where the army rallied after the Dark Horde was stunned by "night turning to day" and managed to retreat behind the walls of the original settlement. Legends told of the star, or others like it, tell of other powers and its long history fighting the evil of Shin'ar, from the Lluruth civil war to the expulsion of the Drazil from the Kala Valley. The cyrstalmancer's fate was unknown, but magical scryings have put the location of the star somewhere within Last Bastion.



Councilman Hector Rosantos de Abrantos and his family

The Handle



Capital: None

Population: 400,000 (62% Human, 15% Meek'ah, 10% Merfolk, 8% Gnoll, 5% Other)

Government: Council, Tribal

Religions: Vergal Pantheon, Meek'ah Pantheon, Planar Cults

Imports: Ore, timber, stone, weapons, mana crystal, coffee, tobacco

Exports: Wheat, foodstuffs, ale, horses

Alignment: Any

The great expanse of fertile land on the Handle has given rise to some of the largest settlements found in Verigal. The residents of the Handle have endured countless centuries of warfare, their city-states martially-minded and focused on keeping strong armies, all of which are backed by the best mercenaries coin can buy. Settlements here are very well off, with large farms that produce enough surplus to ship nearly half of everything grown in the province west in lucrative trade alliances and, in some cases, reparation payments to a victor city. A sizable Meek'ah second class tend the majority of the fields, especially those around the city-states themselves. Human-worked farms can be found in rural areas and settlements closest to the Aquaris Sea. City-states of the Handle have carved the province between themselves, with the Polvor River as the natural boundary. The only city to have broken the City-State Pact lies in ruins here. The city-state of Havor attacked a trade caravan flying the colors of the city Medra while it was protected-in-treaty, pushing Medra and Granda to put aside their hostilities and join the other cities' armies and mercenaries in sacking Havor, destroying the city. The survivors of Havor, including the council and their families, were sold into slavery and the ruins were cursed by the church of Zephyr. No settlement is allowed to expand within fifty miles of the city's crumbling walls.

Life and Society

The settlements of the Handle all share a similar political view on freedom, work, and the powers of state. They are so much alike that the councils of both city-states have been dominated by the United Workers Association for over three hundred years. Core values such as providing every person with a job and place in society are shared by both cities, but the two differ ideologically, causing two people to have a great distrust for one another. Being from "the other side of the river" immediately marks you as suspicious to everyone, and an intense dislike often follows. The councils are voted on by party members only. Anyone can belong to the party, but those who do must adhere to their strict code and set of morals. Not belonging is not against the law on either side, but those who do not belong are treated poorly and have little rights. Farms are run by the state, and free bread is distributed to every citizen in the cities. The armies of the Handle are well fed, well trained, and well tested, as the signing of the City-State Pact did nothing to curb the warmongering the province is known for.

Major Geographic Locations

The Handle is made up of miles of flat plains, broken by a wide, slow-moving river. The Macehead Mountains rise in the north and stretch from the Aquaris Sea to the Eastern Ocean, cutting the peninsula in half. Small hills quickly flatten out as the river moves south, finally emptying into the Aquaris Strait. The province also includes five sparsely populated islands.

The Isle of Sand: Found near the mouth of the Aquaris Sea, this island is home to the seat of the Lifebringer's church at Wavelord Citadel. The largest and most influential clergy in all of Verigal, the church of Aquaris can be found in every city-state and territory controlled by them. Priests take a vow to dedicate themselves to the betterment of all Vergal, disavowing any city allegiance or family tie. The Wavelord is the head of the church and speaks for every priest of Aquaris in the country. Divinely chosen to be the voice of Aquaris on Shin'ar, the Wavelord and his council mediate city-state disputes and oversee all treaties. Forbidden to take sides in any conflict, the church of Aquaris administers aid to any city or Vergal settlement. Despite this, there have been a small number of past Wavelords who have used or outright abused their power, often leading to internal strife in the clergy.

The Handle - Verigal



Representatives from fifteen city-states signed the City-State Pact at the Wavelord Citadel, and the church of Aquaris blessed the parchment, making it a holy relic. To breach the pact is an affront to Aquaris, and all retribution taken upon the offender is considered divine recompense. Nothing grows on the island, so provisions are shipped in from numerous cities and communities throughout the county. Rumors of a drowned army of mindless soldiers held in stasis under the citadel have persisted for generations, in part because of a secret ritual where a recently-deceased Wavelord is resurrected and immediately held in stasis under the citadel until the time is needed for their power and wisdom once again. There are over three dozen powerful spellcasters ready to defend the citadel if the need is dire.

Polvor River: This river is regarded as the de facto border between the city-states of the Handle. After the destruction of Havor, whose ruins lie on the banks of the river on the eastern side, the remaining powers divided up the fallen cities holdings. Control of the river itself is administered by the church of Aquaris and the Wavelord Citadel. Merchant traffic and public use of the waterway is protected by priests and mercenaries paid by both Medra and Granda. Triton communities found in the Aquaris Strait have begun to use the river to trade with the villages and towns found on its banks, paying tithe to the church at a small way station found at the mouth of the river, where its cool waters meet the warmer water of the Strait. Two gold, and an additional five gold per hippocampus pack mount, must be paid before the aquatic people are allowed to venture up river.

Important Sites

Many communities of the Handle are found along the coasts and near the river. Smaller farming settlements dot the interior of the province, but they tend to be somber places where party overseers make sure quotas are met and people fall in line, where foreign merchants are welcome and foreign adventurers are not. The territories of the Handle's city-states are heavily patrolled by both local militias and hired mercenaries. Axebeaks are the most dangerous things found on the plains here, and even their numbers are kept small, with some caught and trained as guarding animals in the small Meek'ah communities found near the river.

Medra (Metropolis, 81,500): Also known as 'The Gateway to the Sea', Medra is a powerful city-state that has dominated the province through its powerful navy for years. The mouth of the Aquaris Sea is less dangerous off the coast of Medra, and as such, the city is a major stop in the shipping lane of traffic headed from the strait to the sea. The city was the first to declare itself independent from Combra, sparking a century of "independence fever" in the other Vergal colonies. A reluctant signer of the City-State Pact, Medra had perfected naval bombardment tactics that left the cities of Granda and Combra in flame in past engagements. Since then, Medra has fielded mostly mercenary armies on land, preferring to choke a city by destroying its sea borne trade.

Medra's council has been dominated by the United Workers Association and claims ownership of the party name. Many of the city's residents consider the other city-states as lesser, claiming that the city of Granda is run by imposters and pretenders, while regarding Medra as a rival prior to its destruction. Medra gained the most from the destruction of its rival city-state, taking control of the land located south of the mountains on the western bank of the Polvor from the destroyed settlement.

Two hundred years before the signing of the City-State Pact, the Wavelord at the time, who was born in Medra, was accused of favoring the city of his birth. Corrupt dealings and cult-like sects found in the city that swore allegiance to the Wavelord caused a scandal, and since then, any Wavelord who hails from the city, of which there have been two, is viewed with suspicion by the rest of the country.

Granda (Metropolis, 76,000): The Eternal City is a haven for free thinkers and pious individuals. Learned men and women take part in public debates, and every citizen is allowed to vote. Party membership in the United Workers Association is mandatory to vote, though this is thought to be a formality and throwback to older times. The councils of Granda have, over the past hundred and fifty years, transformed the city into a paradise of acceptance and a destination for individuals who wish to belong in a community that does not judge based on look or creed.

Volunteer militias and armies protect the city's interests and defend the people east of the Polvor. Mercenary companies in the employ of the city tend to be small and well-trained. The city boasts a number of non-Vergal residence, including a large Meek'ah population and Ver'wija Tribe Zula. The people on the coast of the Eastern Ocean have the best relationship with the tribes of the northeastern jungle, although Granda has in the past be known to flex its might on their kin. Both Abrantos and Libon were favored targets of the coastal power.

Since the destruction of Havor, its longtime ally in the province, the city has looked to defend its holdings rather than making trouble with its neighbors. Its territory is comprised of numerous forts and castles, and patrols of swift warships prowl the coast.

Bariso (Large Town, 3,400): This town is located on the island of Porcida, a protectorate of Granda. The island is home to a native Meek'ah population and has been settled by both Vergal and Ver'wija Zula. The site of an epic battle between mercenaries in the employ of Medra and native militias, the island was a contested territory during the last war between the city-states of the Handle. During the conflict, villages and small farms were destroyed, their fields sown with salt by invading troops. The people of Bariso managed to stop the mercenaries before they reached the town, holding them long enough for Granda forces to relieve them. Since then, to trace ones heritage to a member of that brave militia is a mark of honor to many.

Porcida is the only place on Shin'ar where the Baris Orchid grows. The flower is not native to Shin'ar and is thought to have been brought by someone who had been trapped during a Lunar Quickening. The orchid is bright blue in color, with red and white coloring on its pedals. Poisonous only to humans, it is a prized ingredient in Zevrish cooking. The flower is often served as a garnish and is loved by the porcine people for its sweet flavor. Other non-humans enjoy it as well, a staple of the native Meek'ah's vegetarian diet, its petals also often dried and added the to braziers around Arryn homes, bringing a sweet scent to the air. The smoke is also known to ward off biting insects for a short time. The stems of the flower are loved by Rusk children who chew them as a treat, giving their mouths a mild numbness which the youths find enjoyable. Every restaurant in the Zava Hills serves it, but attempts to cultivate stolen seeds in the empire have failed. Sages believe the position of the island on the planet relative to the Manasphere has something to do with the flowers flourishing on the island, while others believe a tale told by the Bariso Meek'ah of a curse put on the seeds by Kythlu, making them unable to flourish away from the island.

Regional History

The people of the Handle have withstood thousands of years of conflict between themselves and their neighbors. City-states of the province have always had a strong military mindset, and their armies have seen battle as far off as Sylvar and Palous. However, the majority of conflict in the Handle had been reserved for one another. The cities of Havor and Granda have traditionally allied together against Medra and its bullying tactics, but the only major loss the Medra navy has endured or publicly recognized was the disastrous attempted invasion of the Zula city of Cathage. Two hundred years ago, Medra's fleet set about attacking Cathage's merchant vessels, leading up to a bombardment of the city itself. The southern city was ready for the fleet, and when it arrived, the navy vessels found themselves being attacked by a trio of Sea Dragons who had been enticed to help Cathage with promises of gold and other treasure. The dragons managed to cripple the Vergal fleet while Cathage's privateers finished off the damage vessels. Medra acknowledges its defeat, but they are quick to add the southern city saved itself only by emptying its coffers and that the loss of its merchant fleet was enough for Medra.

The Meek'ah who live on the eastern side of the river live better lives than their kin in the west. While still treated poorly compared to places such as Jutan or the Flooded Forest, the diminutive reptiles have a small voice in the area's politics and have a growing presence among the citizenry. Less than one hundred and fifty years ago, the city-state of Havor attacked a merchant caravan from Medra while Medra was protected by a treaty that had been formed following the city of Braga's loss of three consecutive naval battles to them. The two cities signed a treaty at the Wavelord Citadel and were protected by the City-State Pact. It was claimed that the council of Havor was given false intelligence on the makeup of the merchant caravan; some say the city was under the impression it was from the city of Fatera, far to the west. By attacking the caravan while the city of Medra was protected-in-treaty, Havor went against the Pact, and subsequently earned the animosity of every city-state in the country. Havor unsuccessfully tried to forestall their destruction, but eventually, an army comprised of troops and mercenaries from eight cities descended on them.

Havor was allowed to send any citizen under the age of twelve out of the city before the army attacked. The children were not sold into slavery with the rest of the survivors; most of them were taken by the church of Aquaris, and some were sent to neighboring communities and cities on the Handle. Havor put up a good fight, but their walls fell and the city was eventually put to the torch. City councils would complain after that the sale of the survivors were not even enough to recoup losses spent on mercenary troops for the attack, so the fallen city's holdings were divided among the remaining city-states of the province, with Medra getting the lion share. Since then, the province has seen almost constant conflict as Medra continually tries to expand its holdings and make itself the dominant city-state in all of Verigal.

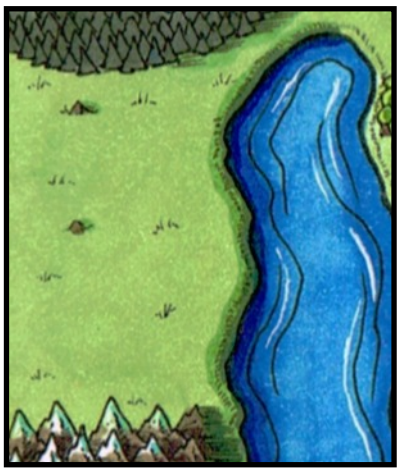
Plots and Rumors

The Vergal under the protective umbrella of Medra are a tight lipped lot. "Loose lips sink ships" is the motto of the naval power, and it instills a sense of keeping things close to the chest in its people. The people of Granda and its protectorates are the polar opposite, with gossip and rumor as the topic of the day, spread by the citizens who gather at public wells and in coffee houses. The espionage group known as the Asa-Aier conduct brisk trade in the province gaining information and selling it to relevant parties.

Underwater Allies: Several Merfolk communities in the Aquaris Strait have contacted the city of Granda in an attempt to reach a mutual understanding between the two peoples. Upset at the coin spent by its merchants to reach communities up the Polvor River, the Tritons have asked the council of Granda to speak to the Wavelord on their behalf. In return for favorable concessions, the Tritons have offered to join Granda in an alliance against the arrogant and dangerous people of Medra, who have treated the Merfolk of the Strait poorly in the past.

Northsea

Capital: None
Population: 400,000 (67% Human, 11% Merfolk, 9% Meek'ah, 5% Outsiders, 4% Other, 3% Calvoid, 1% Gnoll)
Government: Council, Tribal, Magical Overlord
Religions: Vergal Pantheon, Meek'ah Pantheon, Planar Cults
Imports: Ore, timber, stone, weapons, coffee, tobacco
Exports: Wheat, foodstuffs, ale, wine, oil, horses
Alignment: Any



Another war-like province, the people of Northsea have intense pride in their homes and harbor a great distrust of anyone unfamiliar to them. The city-states were settled by wealthy families from the southern coast, most notably from Combra and Medra. Failed coups in those cities led to a mass exodus a thousand years ago in which waves of settlers explored and conquered the area surrounding the Aquaris Sea. Large expanses of fertile land were tamed to feed the growing population. Within a generation of their founding, the cities of Northsea were at war with each other, an often simmering conflict that has lasted numerous centuries. Small battles were fought to ensure each city would be the first to sign the City-State Pact, and the conflict in the province delayed the ratification of the document for over half a year.

Life and Society

Like with other provinces, retrieving the bounty from both land and sea are the main vocations found in Northsea. The Maris Plains provide an ample amount of foodstuffs for the province have, as a result, seen some of the most bloody fighting in the counties history. The cities of Evorta and Braga have carved up the plains and its farms between themselves, but the borders set have shifted constantly. The cities have also marched large armies through their fields in effort to lay siege to cities found in the west, most notably targeting Lorago and Seiase. Mercenary forces that work in the province earn their keep twice over in dozens of small skirmishes and battles fought for control of lucrative fishing rights and large tracts of farmland.

Major Geographic Locations

The majority of the province is flat, made up of miles of prairie and shoreline. The southern Dark Sun Woods loom over communities in the north of the province, presenting a danger to all. Since the last Lunar Quickening, Drazil raiding parties and other threats from the area have slowed to a trickle of their former frequency, thanks, in part, to the Lycans who have taken control of the southern woods. Axe beaks and chupacabra prey on livestock and mercenary groups make extra coin guarding large herds.

Northsea - Verigal



Maris Plains: Named for the wealthy family who first settled the area, the plains are home to hundreds of farms owing allegiance to one of the two city-states found on the western shore of the Aquaris Sea. The people who live in the villages and towns on the plains live in tune with the land, working hard to fill the quotas imposed on them by their patron cities. The plains have borne witness to hundreds of battles, leaving rusted bits of armor and broken weapons that many farmers still turn up when they plow new fields.

Centuries ago, Drazil from the Dark Sun boiled out of the woods and laid waste to anything in their path. They killed or enslaved hundreds before being halted by the army of Evorta and mercenaries in their employ. Evorta sent a portion of their mercenary forces into the woods themselves after the victory, but they lost all contact with the troops shortly after. The boots of countless thousands have trampled over the plains through the years as the Vergal of Northsea attempted to enforce their will on their kin time and time again.

Aquaris Sea: Historically, the Aquaris Sea has featured prominently in political, economic, and military affairs, particularly in Verigal, but also globally through the power projected by Northsea cities worldwide. Much of this power is the result of the popularity of goods and services from the province, as they are in high demand in places like the Empire of Alteria and the Kingdom of Jutan. The coast of the Aquaris Sea presents a diverse range of geological and geographical features. In the north, deep fjords and sheer cliffs mark the Northsea coastlines, far sharper than in the south, where the coast consists primarily of sandy beaches and wide mudflats. Due to the dense populations of the city-states, heavy industrialization, and intense use of the sea and the area surrounding it, there have been a number of environmental issues affecting the sea's ecosystems.

Over-fishing has begun to affect the balance of power on and below the waves; communities of Merfolk who were content to remain out of the affairs of land dwellers have begun to decline. After years of failed attempts to peacefully seek solutions with the Vergal, the Merfolk have started fighting back, scuttling ships and magically warding areas of the sea itself. The Merfolk settlements were once responsible for the low number of deadly creatures and underwater monsters the sea was known for in when the Vergal first charted its waters, but since discussion has failed, they have allowed certain areas of the sea to "go wild", letting reefclaw and devilfish return in great numbers, menacing merchant shipping like never before. The growing number of monsters underwater are just an addition to the dangers sailors face on the Sea. Pirates are numerous, falling into two categories: Privateers who are in the employ of a city-state and fly its flag as a symbol of loyalty, and neutral captains and crews who prey on any and all potential targets, never bowing to the powers of the region. Some who claim the title of pirate are honorable to a fault, simply choosing to live free from the complications allegiance to the city-states comes with. Other crews are little more than savages: murderous and bloodthirsty, most often belonging to a cult of Typho.

In addition to these individual threats, the waters near the Aderia Mountains are prone to freak mana storms. In many Lunar Quickenings past, they have been the destination of multiple portals. Elemental outsiders and demons have made the area dangerous for thousands of years, causing even the merfolk to steer clear of the area, though they regard it as the location of their own arrival on this planet.

Ruins of Cassca: The ruins of this large town are found on the Maris Plains, just south of the Dark Sun tree line. The wall surrounding the town has crumbled in many places, and its homes lay abandoned. Three hundred years ago, the inhabitants were cursed during a Lunar Quickening, causing all within the town limits to transform into various Lycanthropes. The residents lost their humanity and succumbed to their bestial sides, even losing the ability to return to human form. The survivors fled into the forest and began to live life as savage monsters, each year losing a little more of their former selves. Generations would pass before the descendants of the people of Cassca would begin to regain the spark of humanity again. The last Lunar Quickening saw a great number of the Lycans of the southern Darksun regain the ability to take human form. They have yet to return to their ancestral home, still empty after so many years, as the Vergal believe the land itself is cursed and have left the ruin alone.

Important Sites

The city-states of the province are all situated on the coast of the Aquaris Sea, the inland settlements kept small but defendable. Forts and castles protect miles of farmland and the communities that work them, and most settlements have their own walls as well. With walls made of either wooden palisades or imported stone, the villages and towns of the province are built to withstand invading armies and have all been put to the test at one time or another. Like with other places in the county, axe beak are raised and trained as guardian animals. Northsea cities and mercenaries use the carnivorous birds to kill the horses of opposing cavalry and set them off in ambush tactics, disrupting marching troops.

Evorta (Metropolis, 56,000): Known as 'The Gateway to the North', Evorta is a somber city filled with quiet folk who keep to themselves and rarely raise their voices in cheer. The city has a long history of abusive council members that have included cultists, necromancers, and disguised devils. The city controls all territory and settlements north of the city of Marisco, which has been attacked by both undead from Eltra and Drazil spilling out from the Dark Sun Woods. Six hundred years before the signing of the City-State Pact, the city of Evorta was controlled by a Cult of Garloch and councils were made up of its members. The cult would abduct people off the street and experiment with unwilling subjects from backwater villages. The city lived in fear for a decade, leading to the social custom of turning away from those in need and minding one's own business. Nobody knew who would be next to disappear. Forces sent by the Wavelord uncovered the cult and killed or exiled its members from the city. Evorta recovered, and the city built a new reputation with its powerful army, backed by a new merchant class that took control over imports and exports in the wake of the cults demise. The city has the weakest navy on the Aquaris Sea, choosing instead to empower a number of privateers to fight for them on the waters. Recent skirmishes with Merfolk have lost the city precious fishing grounds in the north, and the demand for foodstuffs from their farming communities has caused talk of rebellion.



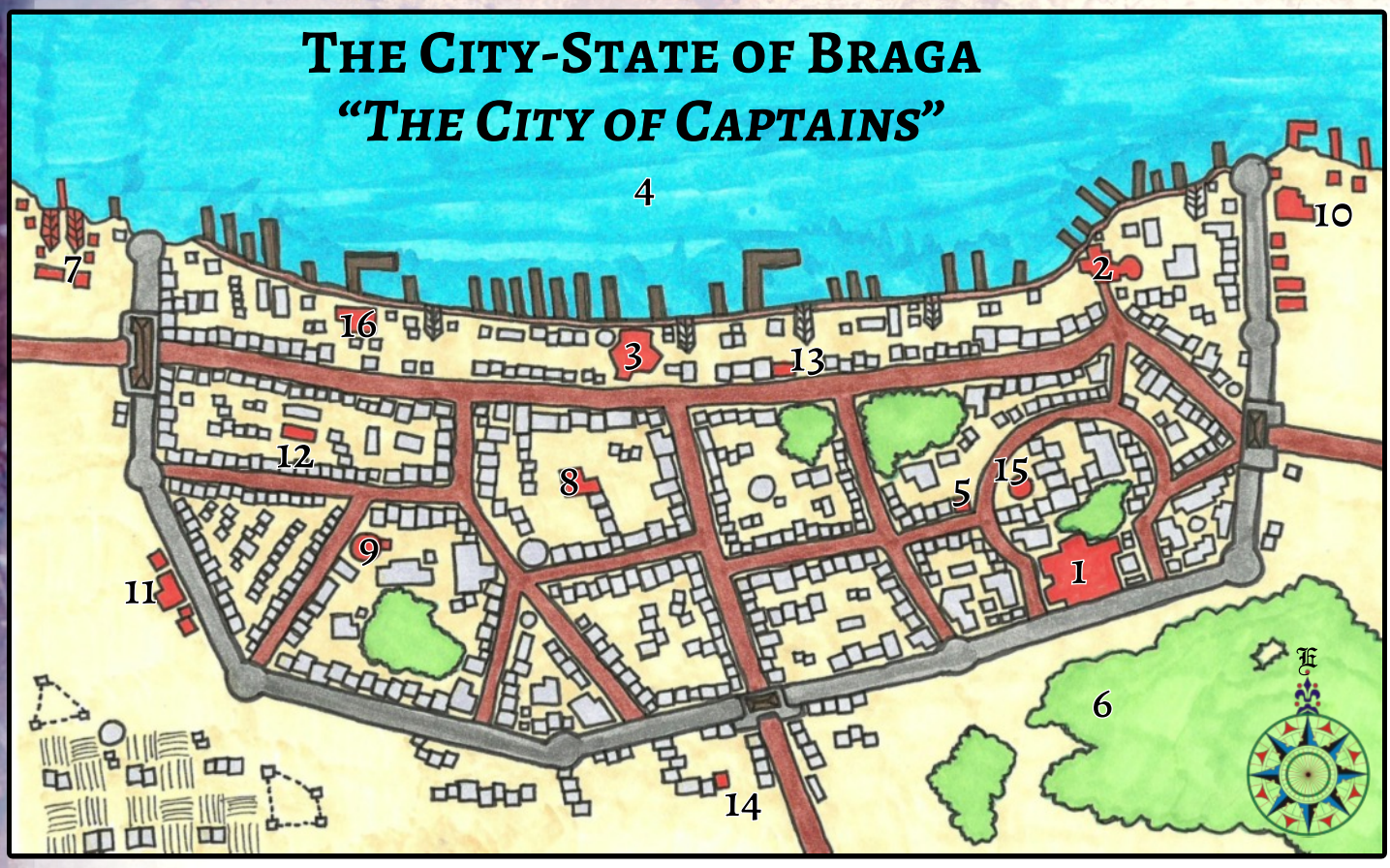
Portrait of Councilwoman Olivia Ornato de Evorta; also known as Lady Swan

Braga (Metropolis, 68,000): Located on the western shore of an area of the Aquaris Sea known as the Bulge, the city of Braga boasts a strong navy and is known for its aggressive stance towards its neighbors. Also known as the "City of Captains", all Braga councilmen are captains of their own vessels or former naval commanders. Since the signing of the City-State Pact, the city has won land and settlements in two other provinces. The Bragan army is large and made up of well-trained soldiers who drill constantly. The city hires mercenary companies as scouts and caravan guards only, preferring the glory of conquest to go to its native sons. Its powerful navy trains constantly in the waters south of the city, keeping devilfish and rogue elementals from endangering their merchant traffic. A small minority of undine also live in the city and contribute to its seafaring tradition. The Outsiders from the Plane of Water are regarded as expert fishermen, sailing some of the most profitable vessels belonging to the city. Mana crystal deposits have also been found in the mountains south of the city, caused it and the city of Hortta to come to blows a handful of times since then. Thus far, Braga has managed to hold onto a small mining town and two profitable mines, but it has yet to establish a larger presence due to giant activity stirred up by the conflict between the two cities. A small community of Calvoid have also migrated from underground enclaves in the south towards Braga, and have begun construction of a landing spire in the hopes of connecting to their kin and bringing new revenue streams to the city-state that has welcomed them.

Regional History

Wealthy families from the south gambled everything they had and left their cities in search of new land and new opportunities. They found both in abundance on the banks of the Aquaris Sea. It took the Vergal years to establish colonies along the coast of the sea, but once started, the towns grew quickly thanks to the abundance of sea life found in the cool waters. Industry fueled more expansion as settlements were founded in rapid succession to the west and continued north along the seashore. The cities came into conflict repeatedly over lucrative fishing grounds and sizable agricultural centers, and towns and villages on the plains switched hands so much, most people in that area can trace their lineage to ancestors from both of the city-states that fought over them.

The City-State of Braga
"The City of Captains"



1) The Captain's Keep (City council chambers and city jail)
2) Strong-breeze Citadel (Braga Navy HQ)
3) The Cresting Wave (Temple of Aquaris)
4) Aquaris Sea
5) Alonzo's Fine Spirits (Tavern)
6) Dog Head Forest
7) Fair Wind Shipyards
8) The House of Carnal Embrace (Temple of Yarla)
9) The Windlord's Respite (Temple of Zephyr)
10) The Red Falcon Mercenary Company Compound
11) The Silver Shield Mercenary Company Compound
12) The Purple Worm Trading Coaster Warehouse
13) Mother Beatrix's Fine Edibles
14) The Outside Inn
15) Captain's Fountain
16) The Fraternal Order of Sail Makers and Shipwrights Guildhouse

The cities, unable to gain much from the Dark Sun to the north, have long coveted the abundance of timber and other resources found in the forests to the south. Braga, especially, has started wars with both Lorago and Combra for logging rights in their territory. Losing more than they gain, the city has been a thorn in the side of its kin to the west for centuries. Since the signing of the City-State Pact, the province has also become a hot spot for mercenary forces. The communities that employ them do so regularly, and some companies have gained a reputation for being little more than city-state rank and file in all but name. The maximum allowed time a company can be hired by a city in accordance with the Pact is always pushed to the limit in Northsea, as the cities prefer to use trusted forces rather than shop around like other city-states in other provinces.

Plots and Rumors

The cities of Northsea see their fair share of criminal activity from thieving guilds, assassins, and pirates. Adventurers are drawn to the conflict-rich environment, often earning coin as hired bodyguards and mercenary troops for a season or two. Rumors of underwater caches of mana crystal south of Braga lure fortune seekers and the foolhardy to the dangerous waters known for sea serpents, devilfish, and rampaging elementals.

Deadman's Chest: The famed pirate captain Jak Pardal and his crew aboard the Maiden's Kiss have been lost at sea searching for the fabled Deadman's Chest. Centuries ago, a necromancer from Evorta loaded a small ship full of stolen coin and art he took from his victims and fled the city. The ship was manned by the undead and controlled via the staff the necromancer held. Mixed in with his treasure was a small coffer which is rumored to contain a powerful artifact from the lost civilization of Urk. The coffer held a fist-sized gem of unknown origin which allowed a ship to descended underwater and sail surrounded by a bubble of clean air which renewed itself from the oxygen in the water. The necromancer's ship was sunk by a force from Braga as it tried to flee south into the Aquaris Strait, and there are legends of a curse put on the ship that forces all ships sailing near its wreckage to experience a run of bad luck.







The Western Shore

The Western Shore is dominated by the human kingdom of Jutan, populated by a people once enslaved. Thousands of years ago, a large flight of White Dragons enslaved the Jute and Meek'ah peoples native to this land. The two races toiled for their masters, mining precious gems and ore in the mineral rich mountains and islands as the dragons warred constantly with one another and their neighbors, most notable of which were the Illumnarus of Ritvel and the Drazil in the Thornfang Forest. Over 400 years have passed since the Jute rose up and fought for their freedom, igniting a devastating war for independence in which the Jute and their Meek'ah allies slew all but three young dragons, who fled north following the death of their draconic goddess' avatar, breaking the power of the wyrms. No dragon has been seen on the Western Shore for hundreds of years.

The Drazil city of Nariak is ruled by the Raven Queen Lillandra, holding court on an obsidian throne as she and her evil kin wage constant war on their ancient cousins to the south. Nariak was founded over 8,000 years ago by religious zealots who were driven out of the Dark Sun Woods far to the east. The power of this dark city was held in check by the might of the dragons for thousands of years, however, recent times have seen the Drazil beginning to gain a larger foothold in the region. With the recent subjugation of the numerous Goblin tribes and Hill Giant clans in the Gorlan Hills, the Drazil now have sufficient might to threaten the balance of power in the region.

Compared to the growing numbers in the Thornfang Forest, the Illumnarus population has been on the steady decline for centuries. Thousands of years of battling the dragons, their Jute slave armies, and the Drazil have left the citadel city of Ritvel in dire straits. Illumnarus villages in the northern Jutal Forest have begun to vanish under repeated attacks by the Drazil and the albino lizardmen who inhabit the Swamp of Frozen Tears just to the north of the forest. Thus far Ritvel's high walls have not been breached, but the Illumnarus grow increasingly worried that the time of prophecy is upon them and a great darkness will finally overcome the region. In the furthest depths of their crypts, the Illumnarus guard an evil relic for fear of what the Drazil might accomplish, should they ever get their hands on it.

Since its founding, the Kingdom of Jutan has had a standoffish relationship with its neighbors. While the Drazil have raided Jute settlements in the past, they have never been a threat to the more numerous and better organized Jute. Guilt over being slave warriors and the many atrocities they perpetrated in their draconic master's names has strained any diplomatic ties with the Illumnarus, although recently, talks have been underway to improve the relationship between the two people.

The Kingdom of Jutan

Capital: Orinfjord

Population: 1,186,920 (80% Human, 10% Meek'ah, 5% Calvoid, 5% Other)

Government: Dynastic Monarchy

Religions: Jute Pantheon, Meek'ah Pantheon, Calvoid Pantheon, Planar Cults

Imports: Horses, textiles, wine, pottery, coffee, tobacco

Exports: Fur, weapons, ore, wool, wheat, timber, ale

Alignment: Any



The largest nation on the Western Shore, the Kingdom of Jutan has been ruled by the Bromkar family for over four hundred years. The Jute are a hardy people, forced to be more pragmatic in life because of both their history of their bondage and the harshness of the land. The summers are short and hot, while the spring heralds the beginning of the fishing season. Winters here are fierce, but the growing season is long enough to ensure the endless wheat fields in the Basket are plentiful enough to provide.

Life and Society

The population of Jutan is evenly divided among a handful of large metropolitan cities and the numerous small towns and villages that dot the countryside, with roughly half of the population living in a rural area. The people toiling across the land are known as "citizen serfs", working the land belonging to their liege lord who, in turn, pays homage to a noble family of higher rank. The large gap between citizen serf and noble born has never felt so large until recent times, and generations of bad leadership combined with the increasingly haughty nobility have put a strain on the country.

Most Jute live a simple life of a farmer or miner, the professions found in particular abundance in Jutan thanks to the fertile land that gives way to towering mountains filled with rich ore veins. The kingdom is split into seven Jarlands, each ruled by a Jarl who answers only to the High King. The throne has been held by the Bromkar family since the founding of the kingdom, when Alufgar Bromkar united the fractured Jute following the rebellion and gave his six most trusted war commanders large tracts of land to rule. The seventh Jarland was formed later in response to Alteria's rapid expansion to the south.

The seven Jarlands are run as semi-autonomous lands that answer to the High King and the will of the two royal councils that convene in Orinfjord. Each Jarland is governed by a High Noble house who is served, in turn, by a handful of Middling Noble houses who administer the counties within the Jarland. Any number of Lesser Nobles Houses can be found paying homage to their respective Counts and administering directly to the citizen serfs.

The High King rules the Dragon Council, which is made up of representatives of the High Noble Houses and oversees the kingdom's armies, navies, foreign relations, and noble disputes. The Crown Prince oversees the People's Council, which deals with issues pertaining to justice, commerce, taxation, and public works. It is made up of representatives elected by the citizen serfs from the populace, as well as Middling and Lesser Houses, and two seats on the People's Council are always occupied by Meek'ah to represent the Meek'ah minority population in the kingdom.

Major Geographic Locations

The Jarlands

Each Jarland is ruled by a High Noble house that can trace its beginnings to before, or just after, the rebellion. The Kingdom formed over a period of twenty-five years after the last dragon was killed or run off, but many of the Jute were slow to accept a ruler after centuries of enslavement. The respect the people had for Alufgar Bromkar eventually won over many, but it still took time to consolidate the fractured land into a kingdom. The vast area over which the Jute were spread out made it almost impossible to rule the entire kingdom from a centralized location, but the idea of the Jarlands quickly solved this problem. Alufgar gave over stewardship of the six domains to his most trusted battle companions and generals. The Jarls and their bannermen have shaped the kingdom into a prosperous land of hard-working folk who value personal freedom equal with pride in one's birthplace and home.

Crownlands

This Jarland is ruled by the Bromkar family and includes the areas first liberated by the Jute during the rebellion. The capital of Jutan, Orinfjord, is the major population center of the Crownlands. It is situated along the western coast, with the seat of the Jarland in Freetown and administered by the Bromkars from Wyrmfire Keep. The High King spends half of the year in Orinfjord and half at the Wyrmskull Citadel, which was once the seat of the most powerful dragon overlords but has since been re-purposed as the symbol of Jute dominance in the area. The Crownlands include the counties of Wyrmskull, Bronshyr, and Helviir.

Wyrmwood: This dense forest lies just north of Freetown, the site of the climactic battle that all but ended the Jute rebellion. Originally called the Aurnshyr Forest, this thicket of mostly birch and maple trees is now considered sacred land, as it is where the then-demigoddess Marvela slew the avatar of the draconic deity that was summoned. Such a summoning was a great risk, meant to provide a last defense for the last dragon survivors fleeing to the forest to escape the killing spell that was unleashed in northern Jutan and the rebel army that dogged the dragons every move. Dragon bones litter the ground throughout the forest, and it is a great taboo and crime to disturb any draconic skeleton. A roving detachment of Dragon Guard roams the forest in a mobile camp on the lookout for poachers and cultists.

Jarland of the Crownlands - Kingdom of Jutan



Wyrmskull Citadel: This fortress lies in a secluded cove on the coast of County Bronshyr. Its massive walls encircle an enormous castle and outbuildings, once the home of a clutch of White Dragons who called themselves the Frostscarred. These dragons ruled the largest territory in Jutan and were the first to suffer devastating defeat at the hands of their human slaves. Re-purposed after the rebellion by the Bromkar family, it now is the seat of royal power in the kingdom.

Helviir Islands: Located to the west of the Wyrmskull Citadel lies a chain of islands rich in ore and precious stones. Originally the site of the portal that unleashed a horde of dragons upon the region, the island chain is also thought to be the site - or one of many sites - where the original Jute emerged through their own portals. The clans that hailed from these islands were known to be dark-haired and ruthless when they raided; the first to fall to the dragons, these Jute spread death to their fellows with glee. The mainland-dwelling Jute were so deeply terrorized by these clans that it is still considered an ill omen for a Jute child to be born with black hair.

The Helviir consider themselves Helviir first and Jute second, and after the rebellion against the dragons, the islands were the last to swear fealty to the Bromkars. Now, they are governed by House Bjorg, who has twice tried to rebel and twice neared destruction at the hands of the Bromkars and their bannermen. The main island is home to the nation's largest prison, Stonekeep.

Important Sites

The Crownlands have three counties; two are ruled by Middling Noble houses, both of which have been linked to the royal family by marriage and blood for generations. The County of Wyrmskull, however, remains in the hands of House Bromkar. The ruler of Wyrmskull and all the Crownlands is the king's youngest son, Jarl Ervin Bromkar (NE Jute Male Wizard-Necromancer 8).

Orinfjord (Metropolis, 59,900): Located in a protected fjord along the western coast, the capital city of Jutan lies in County Bronshyr and is home to House Viemen, longtime bannermen to the royal family. Orin Viemen was Alufgar Bromkar's personal valet and close friend during the rebellion, and the First High King personally chose the fjord as the site of the capital, giving governance of it to his most trusted companion.

The Iceflow River empties into the ocean through the fjord, and the majority of the city lies on the river's southern bank. Large, noisy mana powered boom gates can be lowered into the river upstream to defend the city from an attack up-river. A small population of Calvoid call Orinfjord home, operating the gates in partnership with the Dragon Guard that are stationed there. The High King spends the autumn and winter months in the capital and the rest of the year at the Wyrmskull Citadel to the north.

Stavil (Small City, 9,400): The city of Stavil is home to one of the largest temples to the Trinity in the kingdom. The Three Ladies Court temple complex takes up half of the town's eastern side, with one in every ten townspeople working for, or in, the temple. House Olkaskar's castle is nestled within the temples walls, and the pious noble house has long been instrumental in leading the Ladies' church, which was founded by Marvela's squire shortly after she ascended to the heavens. Its modest fleet of fishing boats sail from the harbor daily, and the smell from the day's catch often mingles with the strong incense odor coming from the temple grounds. It's said that when you can "smell the Ladies", you are less than a day's ride from Stavil's gates.

Regional History

The Crownlands are under the direct control of the royal family. House Bromkar's seat of power lies to the east of Freetown, on the edge of the Wyrmwood. Wyrmfire Keep was built shortly after the rebellion, and the skeletal head of the last dragon to die in the Wyrmwood is displayed over the gates. Freetown was founded on the site of Alufgar Bromkar's village that was put to the torch, the very incident that set the events that would lead to the dragons' demise into motion on the Western Shore.

The people of the Crownlands were the first to rally to Alufgar's banner, at his divine daughter's urging, and throw off the yolk of slavery. Unfortunately, the rebellion floundered twice in its infancy. The first incident was when Alufgar put his trust in the wrong person, and he and his companions were sold out by a man whom he had freed and thought to have turned against the dragons. Alufgar barely escaped the trap laid by the man and his draconic master, namely due to the heroics and fierce fighting of his young daughter. A few months later, the rebels were in dire straits. The dragons began to burn and salt fields as they retreated to the coast and the safety of Frostscar Keep. Food was scarce, and the rebel soldiers began to desert the army to return to whatever life they could scrounge for themselves. The remaining rebels endured a harsh winter on the run. When the snows started to melt, they found themselves at the northern tip of the Jutal and took shelter with a group of druids who had remained largely unmolested by the dragons. A druid by the name of Kiivan Falvir persuaded the neutral druid circle to side with the rebels and the druids brought forth the bounty of the land to feed the shrinking army.



1- Fjordwatch Keep
2- Orin's Keep (House Viemen Castle)
3- Castle Jutan
4- Temple of the Trinity
5- Orinfjord's Office of the Magisters
6- Statue of Alufgar Bromkar
7- Brunhilde's Potions & Tonics
8- The Gutted Rusk Tavern
9- Mana-Powered Rivergate
10- Bay of Dragons
11- Iceflow River
12- Aelfgnar's Tower (House Viemen's Magister)
13- Conglomerate of Sparks Embassy
14- Rivergate Inn
15- Bjorger's Ready Provisions & General Store
16- Tower on the Wall ("Walltower", Prison)
17- Korvi's House (Feast Hall)
18- Nutteson Brewery

With renewed vigor and the backing of the druids, the rebels set off for the north once more to engage with the dragons. Swift victories saw the ranks of the rebellion swell, and within three months of returning to the area, Alufgar slew the dragon who ordered the torching of his village. The rebellion grew following this decisive act, and it would ultimately change the power base of the region for centuries to come.

Plots and Rumors

The people of the Crownlands are generally content with their lot in life. The citizen serfs enjoy an easy life under the Bromkar's and their bannermen, however, the capital of Orinfjord is a hotbed of courtly intrigue and back alley dealings. Noble houses both large and small have begun to question the validity of the Bromkar's right to rule for so long after the Jute won their independence.

The Men of the Trident: Trade with the Empire of Alteria to the south has always been a double-edged sword for the people of Jutan. The increased wealth that flows into the cities and towns are much welcomed and appreciated, but with it also come the schemes and plots of the Empire's rulers, the Atlanteans. Recently, a group of wealthy Alterian merchants calling themselves the Men of the Trident have all but cornered the market on a number of Alterian goods that are regularly seen in Jutan markets. The merchant coaster has petitioned House Viemen for space in Orinfjord to establish a regional office and warehouse.



While such a petition is not out of the question, it does seem worrisome for certain members of the Dragon Council. Allowing a powerful foreign merchant coaster to have a significant presence in the kingdom's capital city is seen as foolish at best to some, and extremely dangerous to others. The Men of the Trident have secretly begun to whisper in the ears of certain Jarls and their trusted bannermen, promising great riches to those to do not impede their actions.

House Bromkar

"Freedom with Fire"

Colors: Red and Sable

Sigil: Flaming dragon skull

Head: High King Rastin Bromkar (LN Jute Male Anointed Knight of Marvela 17); King of the Jute, Protector of the Meek'ah, Sword and Shield of the Trinity

Heir: Crown Prince Torstin Bromkar (LN Human Male Jute Anointed Knight of Marvela 12); Defender of the People, Heir to the Dragonbone Throne

Bannermen: House Bjorg, House Olkaskar, House Viemen



The Dragon Guard

The Dragon Guard are the house troops of the royal family and the army of the kingdom. They formed shortly after the rebellion by Alufgar Bromkar from the remains of the rebel army who had no homes to return to. The Dragon Guard are called to settle disputes between noble houses and patrol Bromkar family holdings, as well as being dispatched to other Jarlands as a relief force when needed. They are very rarely sent as an attacking force, but such has been necessary in the past when a Jarl has decided to go against the will of the High King and the Dragon Council. Dragon Guard soldiers serve for life, unlike most noble troops, who are conscripted from the Jarland's citizen serfs.

Merdah

The northernmost Jarland, Merdah is divided into the counties of Darkfrost and Prator and has been held by House Stanz since the end of the rebellion. The landscape is dominated by the Darkfrost mountain range, at the bottom of which lies the city of Yardir, widely considered to be the home of the best weaponsmiths in all of Jutan. The wild Gorlan Hills lie to the east, acting as a buffer between Jute territory and the area controlled by the Drazil of Nariak in the Thornfang Forest.

Big Horn Forest: This dense wood is home to the region's large, many-horned lizards. These lizards can reach the size of large dogs and have thus far defied repeated attempts at domestication. However, their smaller cousins found to the west are all the rage as pets for wealthy Jute and citizen serf alike. Game is plentiful here, prompting nobles from the surrounding countryside to build hunting lodges and cabins along the northern edge of the forest.

Darkfrost Mountains: These towering peaks serve as the de facto northern border of the Kingdom of Jutan, and it is a widely held belief that the first Jute to set foot on Shin'ar did so through portals that opened up high in these mountains. For centuries, the Jute lived in a well defended valley, finding a great many mineral deposits in the mountains and making war on their kin to the west and south. A handful of savage Jute still live in secluded valleys or high up on unforgiving peaks, refusing to recognize the authority of the Crown and owing allegiance to no one but themselves. They are an infrequent thorn in the side of the people of Darkfrost County, but attempts by House Stanz to fold them into the kingdom have failed time and time again.

Important Sites

Merdah consists of two counties: Darkfrost and Prator. The majority of Darkfrost County is taken up by the mountain range that lends its name to the area. House Stanz rules the Jarland from its seat at Frostforge Keep just south of Silver Town, on the eastern slopes of the mountain range. Chilled winds blowing south from the mountains makes the area unsuitable for large farms, though the area is well-suited for the grazing of sheep and goats.

Yardir (Metropolis, 49,600): The Steel City of Yardir is home to the kingdom's most skilled and accomplished smiths. People from all around come to Yardir to buy completed works and even iron ingots that were mined from deep within the mountains. Jutan iron and steel is regarded as the best in the world by many, and the city sees its fair share of foreign trade because of it.

Recently, a series of Goblin raids suspected to be led by Drazil destroyed some outlying farms and villages. The Count of Prator has petitioned House Stanz to send more troops into Presbur, leading House Stanz to order their bannermen in Yardir to send two companies of pikemen to defend Presbur from assault. Outside of this, the noble house has not made any effort to protect Jute holdings in the wild eastern countryside.

House Stanz

"Made to Last"

Colors: Silver and Blue

Sigil: Two crossed swords or axes over a stylized anvil

Head: Jarl Florem Stanz (LE Jute Male Fighter 15); Lord of Merdah

Heir: Egil Stanz (NG Jute Male Bard 11); Lord of Yardir

Bannermen: House Dormek, House Lurbrok, House Ziefweld, House Bly



House Talvin

"Undeterred and Unsinkable"

Colors: Red and Blue

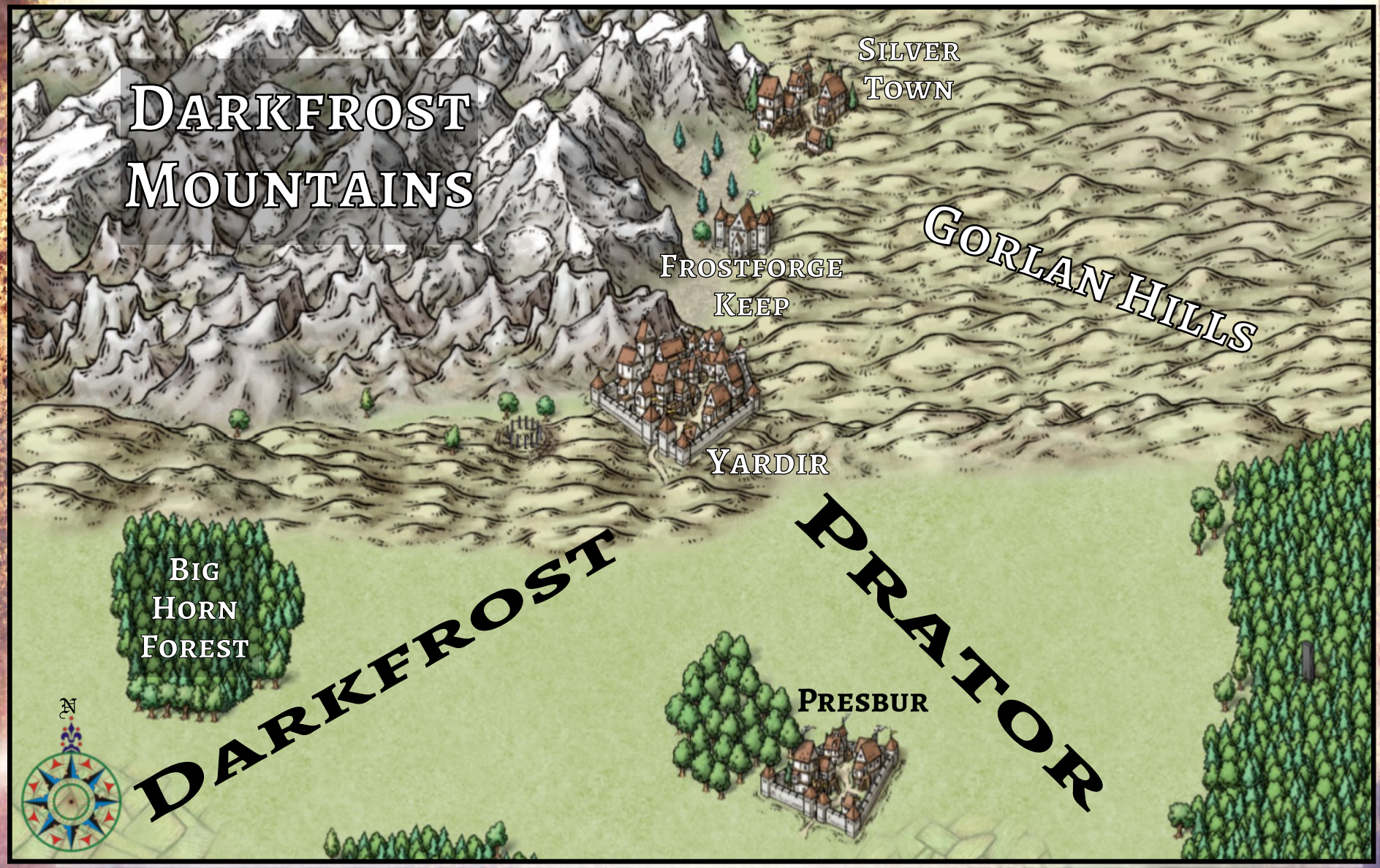
Sigil: Twin ships facing sinister

Head: Jarl Marren Talvin (LN Jute Male Fighter 11); Lord of the Red Shore

Heir: Arvid Talvin (NE Jute Male Rogue 9); Lord of Stanton

Bannermen: House Markor, House Balson, House Vingk, House Trskrum

Jarland of Merdah - Kingdom of Jutan



Regional History

The Jarland of Merdah was named after the famed Jute wizard who devised the deadly spell that wiped out half of the dragon population (as well as thousands of Meek'ah) on the Western Shore in a fortnight. Merdah Wyrmsbane was Alufgar Bromkar's chief rival for leadership of the fractured Jute after the rebellion, the two rarely seeing eye-to-eye and having come to blows on a number of occasions. Merdah was born in a small village just east of the Big Horn Forest and learned magic in secret from an old hermit who lived high up in the Darkfrost Mountains. At the time, the dragons allowed very few slaves to learn magic, and those who did were controlled very tightly. Merdah joined the rebellion after Alufgar and his army liberated the area. The famed Jute wizard was instrumental in the victory over the dragons, but instead of accepting the Jarlship from Alufgar, he went south and later formed the Magisters' College to train future Jute in the workings of the Manasphere. Governance over the Jarland instead went to Algfurd Stanz, Alufgar's chief weaponsmith and close friend.

Plots and Rumors

Life in Merdah is, for the most part, routine, with the people mining or herding the vast numbers of sheep that graze in the squat hills south of Yardir. Life is occasionally broken up by the rare manastorm or savage barbarian raid from the mountains, but recent Goblinoid and Hill Giant activity in the Gorlan Hills has begun to worry many. There have been rumors of Drazil-led raids into Jute territory and the torching of whole villages, but response from Frostfire Keep has been slow and, so far, ineffective.

Threat from the Thornfang: The tiny hamlet of Urfloorg was destroyed by what one eyewitness says was a force of Goblins led by a Bugbear atop a fearsome horse, the steed apparently snorting sulphur from its nose with its hooves were ablaze. Evidence found at the ruins by Count Dormek's troops would suggest the story was true, and the handful of other eyewitnesses speak of similar tales, though one goes even further and adds a sighting of Drazil walking among the destruction, although there have been no reported Drazil raids in Merdah in over two hundred years. The High King, upon hearing the news, was livid and ordered a detachment of Dragon Guard to Merdah at once despite Jarl Florem Stanz having made it clear that the Dragon Guard are not to enter his Jarland until he personally calls for assistance.

The High King is served by a body of advisors simply called The Royal Council. They are appointed directly by the king and serve at his behest. The council only advises and act on the king's wishes, not making laws or foreign policy, tasks relegated to the Dragon and People's Council.

The Royal Council members include:

• **The Magister Magus** (Headmaster of the Magisters' Collage)

Lord Urns Balskil (LG Jute Male Wizard 18)

• **The King's Voice** (Viceroy of Jutan and Lord of the Heralds)

Thane Ragor Ericson (CG Jute Male Bard 11)

• **The Master of Ships** (Commander of the Jutan Navy and Protector of Waterways)

High Admiral Orgil Jorbjor (LN Jute Male Fighter 16)

• **Master of Arms** (Commander of the Dragon Guard and Eyes of the Crown)

First Flame Rallo Walson (LN Jute Male Fighter 2/Anointed Knight of Marvela 11)

• **The First Spear** (Commander of the Shield Maidens and High Shield of the Blood)

Steel Sister Lagratha Fortun (CG Jute Female Fighter 14)

• **Master of Coin** (Protector of Trade)

Lord Anils Bly (LN Jute Male Wizard 8)

• **The Ladies' Voice** (Speaker of the Trinity)

High Priest Jalcome Calmor (LG Jute Male Cleric of Marvela 16)

The King is never out of sight of his trusted friend and housecarl: Thane Ulfgrod Olkaskar (LG Jute Male Paladin 6/Anointed Knight of Marvela 9)



The Red Shore

This Red Shore lies along the western coast north of the Crownlands and includes a number of islands found just off the coast, as well. House Talvin is the second noble house to have dominion over the land, as over 250 years ago, House Barrow rebelled against the High King. This rebellion was put down, in part, by the efforts of House Talvin, whose head at the time was the father of Jarl Oran Barrow's new bride. The two houses were never close, and Lord Simmon Talvin never fully trusted his new son in law, but Barrow was his liege lord and gave no contest to his daughter's hand. House Talvin is one of the Bromkar's strongest supporters on the Dragon Council, and the family has voted the High King's way for generations.

Crimson Isle: This large island off the northwest coast has been all but abandoned, save for a small Jutan naval base nicknamed "The Wringer". Once the home to many thriving fishing villages, years of repeated raids by the Redcaps who sail from the desolate Whitebone Islands in the northwest have forced the inhabitants to flee the island to the relative safety of the coast. Many of the villages still stand, albeit in various states of disrepair, hastily abandoned years ago during a time known as the Summer of Red Water.

The Jutan Navy now uses a protected cove on the island's western side as a staging ground for a group of swift longboats. These boats are held ready to repel any Redcaps who threaten the fishing boats out of Stanton, fishing for the much-loved and sought-after galroon eel who spawn in the contested northern waters.

Small Horn Forest: This small grove of mostly birch and maple trees is home to many small, horned lizards that the Jute capture and domesticate to keep as household pets. The lizards capture and eat vermin much like cats and were especially popular during the time of the dragons. The dragons discouraged humans from "owning" reptiles, thus leading the lizards to be kept secret for a long time. Now, they are as common as any other domesticated animal and can be found in many homes throughout Jutan.

Balorr's Rest: Balorr the Bold was a folk hero who lived more than four hundred years ago. He once captained Alufgar Bromkar's personal longboat and was famed for his eagerness to board other vessels, taking the ships by force. After the rebellion, he refused a Jarlship in favor of being able to sail wherever he wanted. His voyages are the stuff of legend, documented in the Jute folktale "Balorr's Far Journey". He sailed as far as the Aquaris Sea and rounded the Southern Continent but eventually died of scarlet fever aboard his flagship the "Reliant" off the coast of the Great Jungle. His body was returned to the island of his birth and buried with the majority of his treasure in a crypt deep inside the island's interior. A dozen Magisters wove a spell around the crypt that would cause any who dared come within one mile to immediately turn around and travel the opposite direction. To this day, nobody has looted his crypt, though many have claimed to have done so. Those who were fool enough to claim so out loud quickly found themselves set upon by any Jute within earshot and beaten senseless.

Important Sites

The Red Shore consists of two counties: The Long Shore and Rilavan. The county of The Long Shore includes the Crimson Isle and Balorr's Rest. House Talvin rules the Jarland from The Red Keep on a small peninsula south of Stanton, the Jarland's largest city. The Red Shore has a strong naval tradition, and many citizen serfs work as fishermen or in the fishing industry.

Stanton (Large City, 24,500): Stanton is home to Jutan's northern navy, which patrols the dangerous waters to the northwest. Admiral Knutte Talvin (CG Human Male Jute Fighter 8) commands eleven galleons and twice as many longboats in the defense of Jutan's northern coasts. Stanton also has a large fishing fleet, and the city is home to some of the best sailmakers and shipwrights north of Orinfjord. Folk from Stanton see hardships and danger on the waves that the southern cities don't, as the ocean to the south is much more pacified then the north. Redcaps, bunyips, and sea drakes are a common danger to the people of Stanton that their southern cousins have never had to deal with. The city has a long-standing feud with the city of Yarvel, far to the south.

House Daskil

"Ours is the Bounty"

Colors: Yellow and White

Sigil: A bundle of wheat

Head: Jarl Lartha Daskil (NG Jute Female Wizard - Diviner 11); Lady of the Basket

Heir: Lord Halvor Daskil (N Jute Male); Lord of Bresken

Bannermen: House Fortun, House Korval, House Sep'sesth

Jarland of the Red Shore - Kingdom of Jutan



Talport (Small Town, 1,800): This town is the playground of the Talvin noble house; the majority of property is owned by the noble house, and they even rent out land to the local temple of the Trinity. The Talvin's personal fleet is stationed here, ready to protect the family's considerable interests on the ocean. The fleet rarely engages in battle other than to protect the House's assists and family-run merchant ships. Many of the captains are former naval officers who tired of constant fighting with Redcaps and other creatures and retired in favor of light duty protecting heavy-laden caravels headed south.

Regional History

The history of the Red Shore is long and bloody. The waters to the north and west of the Jarland are dangerous and filled with all manner of horrible things; most notable of these are the Redcaps living on the far off Whitebone Islands. These malevolent Fey prey on fishing boats and merchants alike, sinking ships with lightning quick attacks and dark magic. Attempts to scour the Whitebone Islands of the Redcaps have been met with disastrous defeat numerous times, as the Fey propagate quickly and the Jute can never seem to do away with them for good. The area was loosely governed during the time of bondage, with only a small handful of dragons making their territory along its coastline. Because of this, it was one of the last places to be freed by the rebellion. The last three dragons to survive the rebellion hailed from here, having seen what was coming once the battle of the Wyrmwood was over, pushing them to flee to the north, never to return.

Plots and Rumors

Life on the Red Shore is hard, and the Jute who hail from here are pragmatic and slow to trust any situation that seems too good to be true. House Talvin had become increasingly strict and demanding of their citizen serfs lately, and talk in dockside taverns turned to hate and veiled threats of rebellion. Things have calmed down, and the nobles of the Jarland have taken note of the feelings of their lowest citizens. Some unpopular decrees were repealed, and all seems to have returned to normal.

The Pox Islands: A small island chain west of Talport was once home to captured and interned Meek'ah who fought on the side of the dragons during the rebellion. Those who surrendered in battle were given quarter and ordered taken alive by Alufgar in hopes that the majority of the Meek'ah who threw in with their masters against the humans would soon see the light. In the last months of the rebellion, Merdah Wyrmsbane devised a killing spell that sucked the life force from any dragon within its range and turned that energy against them, giving the dragons a terrible, incurable disease from which they soon died. Unfortunately, and unintentionally, the spell also seemed to target any Meek'ah caught in range.

Thousands of Meek'ah prisoners were killed on the islands, unable to escape the mana-charged killing cloud that was dispersed from the Darkfrost Mountains. Since then, no Jute has set foot on the island in fear of the many wandering undead spirits of vengeful Meek'ah who remain. Recently, a cult of the Meek'ah god Savok has built a shrine on one of the islands and begun to harness the evil energy lingering there. The people of the Red Shore are almost certainly unprepared for the evil that they plan to unleash.

The Shield Maidens

The Shield Maidens was formed shortly after the rebellion by a group of all-female warriors who followed Marvela into battle as her personal bodyguard. The Maidens accept any woman of Jute descent who can pass the test of combat and who swear loyalty to the Bromkar family. The required test of combat for the young girls is against their oldest male relative.

Sometimes the fight is merely a formality, staged as to comply with the rules of the test of combat. If the male relative objects to his kin joining the Maidens, the combat is fought to the fullest, unfortunately leading to more than one girl having been severely injured and humiliated. Shield Maidens give up any noble title and station in society. They serve for a period of six to ten years, then at such time, if they choose, they are taken from active duty and transferred to Wyrmfire Keep (if they are not already stationed there) and paired with a member of the Dragon Guard. Marriage is highly encouraged between Shield Maidens and Dragon Guard, though it is not forced in any way. Nevertheless, most partnerships yield marriages. Any male children from the unions are raised to join the Dragon Guard once they come of age. Any girls are raised normally, but are given a chance to join the Maidens should they choose to.

The Shield Maidens are the personal bodyguard of the royal family. They swear to protect the same blood that flowed in Marvela's veins, traveling with the Bromkars and keeping them safe from harm. They act as guards in the personal wing of Wyrmfire Keep and the royal castle in Orinfjord. They protect all Bromkar family dwellings and lands, so long as there is a Bromkar living there. Otherwise, the Dragon Guard holds dominion over the defense of the area.

The Basket

The most populous Jarland is also the center of the countries agriculture industry. Blessed with fertile farmland, the golden wheat and barley fields stretch on for miles, allowing no citizen serf of the Basket to go hungry. House Daskil is large and well loved, and their citizens defend their name wherever they go. The Jarland is also home to the kingdom's largest Meek'ah population, the Dragonblood Swamp home to a dozen tiny Meek'ah villages and one large town. The eastern edge of the Jarland borders the ancient Jutal Forest. The Jarland was once smaller than its current boundaries, but during the time of bondage, the dragons ordered their slaves to clear miles of forest here and north in the Riverfields in order to make room for their growing territories. Following these orders, the Jute slave soldiers burned and destroyed whole Fey communities that had called the forest home for generations. The Jarland includes the counties of Mornarch, Rivershire, and Goldenfields.

The Goldenflow River: This swift-moving river branches off from the much slower Wyrmflow from the north, and its waters are home to a large species of catfish called Goldencats. This river feeds the endless wheat and barley fields that the Jarland is famous for, and just beyond where the river passes the city of Bresken, it ends at a Calvoid-run facility. This facility harnesses the river to power a towering, steam-driven elevator that connects to a landing platform built nine stories high. The Calvoid operate two airships from this spire that were a gift to the kingdom from the city of Sparks in the Aquaris Strait.

Dragonblood Swamp: This enormous swamp takes up a large portion of County Mornarch. Before the rebellion, the swamp was called Ker'shek, a Meech phrase meaning 'Life-giver'. These are the ancestral lands of the Meek'ah of the Western Shore, and are populated by many poisonous insects and wildlife, making human presence minimal at all times.

Most Jute who live or trade with the Meek'ah do so in Kes'sok, the town on the swamp's eastern side. When Alufgar Bromkar and his rebel army descended on the swamp, they did so as liberators, as, by this time, the Meek'ah slaves had finally thrown in with the humans. When the killing spell was unleashed in the northern territories, it killed thousands of Meek'ah as well. It took weeks of diplomatic maneuvering and no small amount of luck to bring the Meek'ah into the rebellion following the disaster. Alufgar promised that the Meek'ah of the Western Shore would always have a place in Jutan and a voice in the country's policies. The dragons of the swamp fell quickly, and the rebels were carried on the momentum of their victories to push through the Basket.

The Metal Sisters: Three small islands lie just off the coast of County Mornarch, where the Wyrmflow empties into the ocean. Each island is rich in metal, one in copper, one in tin, and one in iron. The copper and tin mines were worked out generations ago, leaving the two islands all but abandoned. There are still two small iron mines open, utilizing Jute and Meek'ah labor to pull the ore from the ground. The famed Meek'ah smith Herrk the Mighty hailed from Iron Sister Island and only worked with ore he pulled from the ground, himself. Many of his swords are still used by noble houses throughout the kingdom.

Important Sites

The counties of the Basket are spread out but densely populated, each hamlet or sleepy farming village only a day's ride away from the next. The vast majority of the Jarland that is not swamp is farmland. The farms in northern Mornarch are mostly barley and corn, and the nobles of this county have become rich thanks to the animal feed they sell to the Jarlands of the north who rely more on livestock than crops. The famed Basket Ale is also produced within this Jarland, the distillery located just next to the Goldenflow River. House Daskil's Golden Keep overlooks both the river and the Honeyflame Distillery. The potent spirit is favored by the nobility and serf alike, and has the distinction of being the only alcoholic beverage strong enough to get a Rusk drunk - aside from their infamous Vorka, of course.

House Falvir

"Old and the New"

Colors: Green and Brown

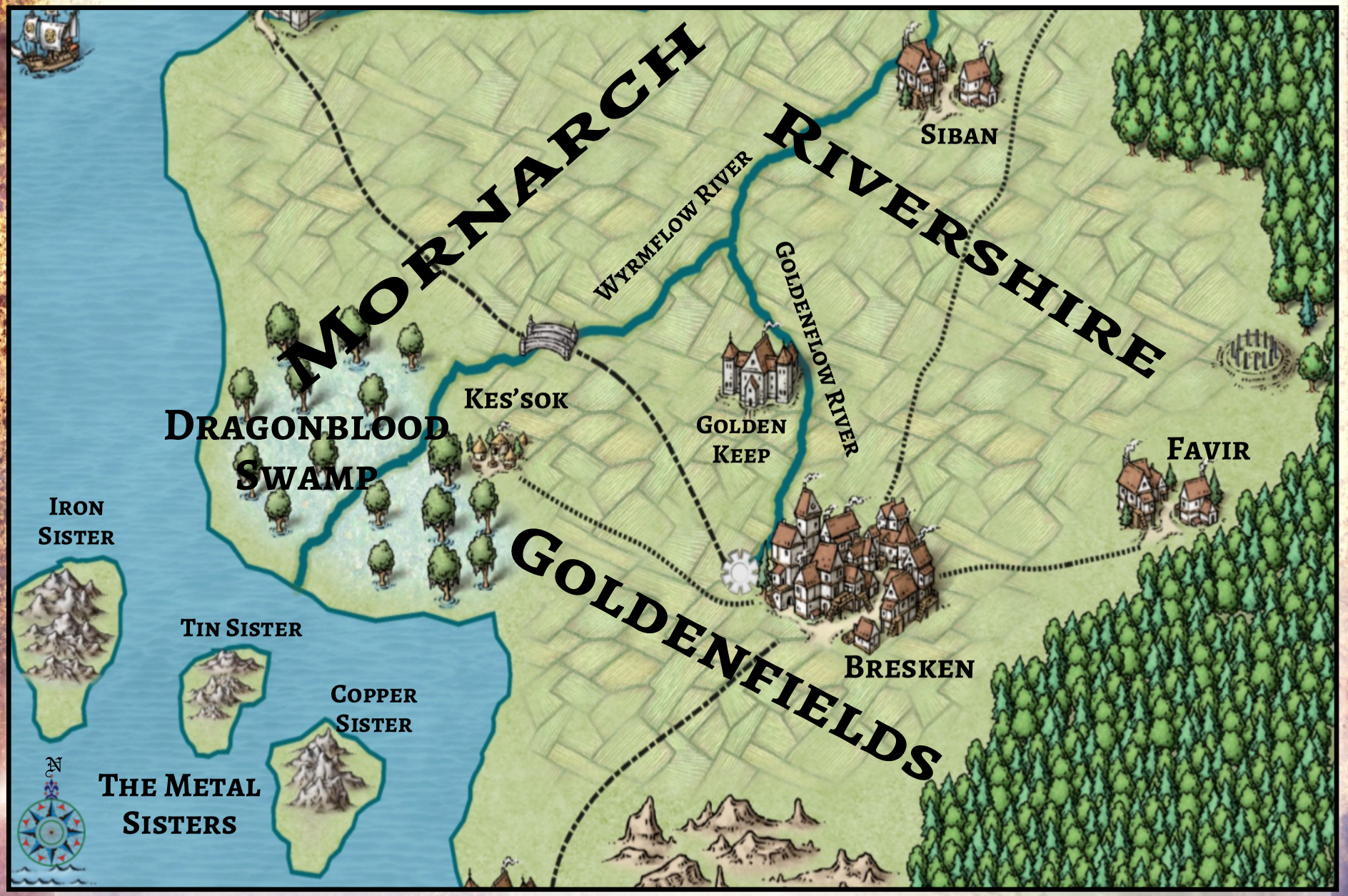
Sigil: Long handled axe in a tree stump

Head: Jarl Olaf Falvir (NG Jute Male Anointed Knight of Tralla 9); Lord of the Riverfields

Heir: Lord Gudbran Falvir (LE Jute Male Wizard - Abjurer 4); Lord of Norvey

Bannermen: House Scormor, House Bilrorr, House Telskom

Jarland of the Basket - Kingdom of Jutan



Bresken (Metropolis, 67,500): The largest population center in the Jarland is the sprawling city of Bresken. The city has no wall and covers both sides of the Goldenflow River. Also called the Caravan City, Bresken is the end point for merchants from the north, the location at which they finally unload their wares into the many markets and auction houses. Some goods purchased here are then transported to the southern Jarlands and beyond.

House Daskil has dominion over the city, and the majority of its house troops are stationed here. They patrol the entire Goldenfields from here, and it is because of them that thievery and highwaymen are few and, when found, harshly dealt with. The young heir to House Daskil is titled the Lord of Bresken, but it is his uncle Lord Orlaf Korval (LN Human Male Jute Anointed Knight of Marvela 10) who rules the city in his stead. The boy is almost of age to gain control of the family, but he was thrown from the saddle as a child and it is known to have addled his wits. His mother holds his Jarlship in regency and has no plans to vacate the position any time soon.

Favir (Small Town, 900): This small town of foresters and craftsmen is found at the eastern edge of County Goldenfield, where the county meets the Jutal Forest. The town is run by a council of druids who worship the Jute goddess of nature, Tralla. This is one of the few places in Jutan that is not under the direct control of a noble family. A small detachment of Dragon Guard call the town home and are quartered in a nearby fort, but even their local commander responds to the whims of the druids. It was here that the Illumnarus approached the Jute to open formal talks to reconcile their past, hoping to move towards an alliance against their shared enemy in the Drazil.

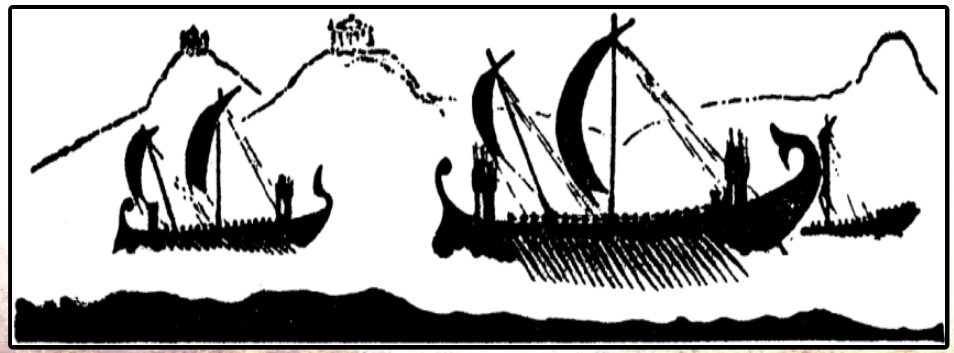
Regional History

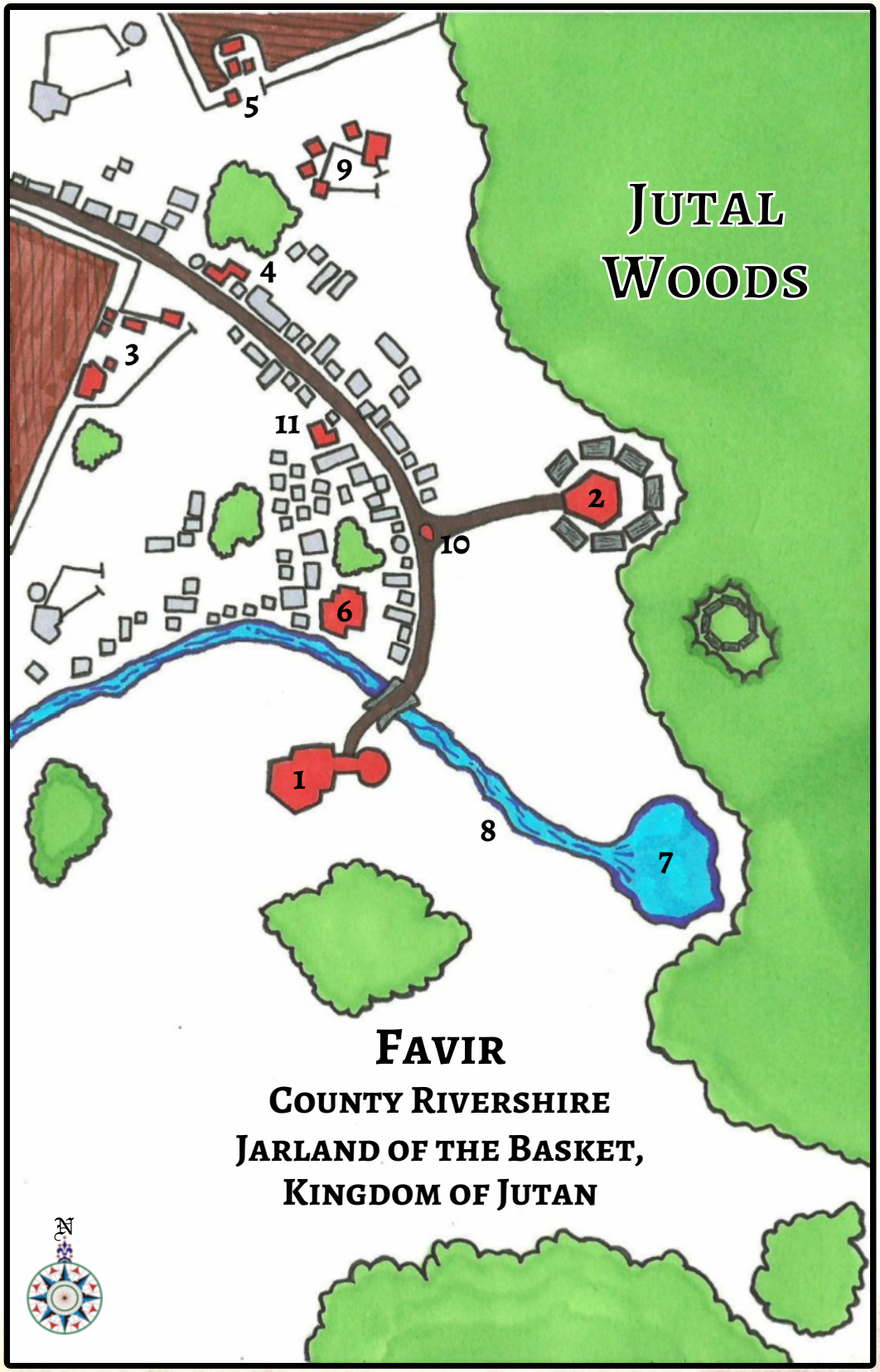
Dominion over the Basket was given to Ulfsgiir Daskil by Alufgar Bromkar after the rebellion. Ulfsgiir was a simple farmer, but he was much loved by the every-man, and many looked to him for his wise words and simple perspective. When his village was destroyed and his fields burned by retreating dragons and their minions, Ulfsgiir vowed to see the Basket whole again and every Jute provided for. His noble house instituted free bread programs for their citizen serfs, and he built silos and granaries throughout the Jarland. At Alufgar's urging, he accepted a Meek'ah noble house as his bannermen and integrated the Meek'ah onto his lands. Life in the Basket is slow moving and timed to the beating heart of the land and its life-giving crops. The Jarland has had the most formal contact with the Illumnarus lately, and the High King has recently allowed Ritvel to send a permanent ambassador to live in Favir to further the talks between the two peoples.

Plots and Rumors

The people of the Basket are gluttons for gossip. Rumors and crackpot theories are abound in every village mead hall and community gathering place. Fierce rivalries are also common in the Basket, with pride in one's village apparent every spring when House Daskil sponsors a series of games in Breskin. Here, citizen serfs compete for honor and coin. Fisticuffs and beatings in the street increase in frequency during the week-long event, and the city watch is hard pressed to contain it all. In recent years, House Daskil troops had to be called to disperse riots. The time before the games begin is rife with schemes and underhand dealings.

The Deal Makers: The cult of Xemish has gained a solid foothold in Breskin during the past few years and have set up shop brokering deals with locals and competitors that come to watch the games. They have set up lucrative gambling rings and have gone as far as rigging certain events in their favor. The Trinity Church refuses to believe Xemish's cult could be responsible right under their noses and attributes the rise in crime to outside influences drawn by the games. The city watch struggles to deal with the influx of people descending on the city as it is during the games, and thus do not have the capacity to police the games themselves. House Daskil's presence is spread throughout the Jarland at this time, their forces typically found policing the roads, and has left the door open for the Dark Whisperer's priests and other unsavory parties to move in.





1) Forest-edge Castle
2) Temple of Tralla
3) Arnson Farm
4) Shrine to the Trinity
5) Lornbrok Farm
6) The Copper Pipe Inn & Tavern
7) Stillwater Pond
8) Nidalselva River
9) Forester's Cabins
10) Statue of Kiivan Falvir
11) Falcor's House (Illumnarus Embassy)

Riverfields

This Jarland lies to the east of the Crownlands, and the large, slow-moving Iceflow River splits the Jarland in two. The northern part of the river is home to villages, orchards, and small river towns that cater to barge traffic moving down river towards Orinfjord. The southern half of the Jarland is less populated and includes Jute-controlled areas of the Jutal forest. House Falvir was founded by Kiivan Falvir, a druid and companion to Alufgar Bromkar. His descendants have held dominion over the Jarland since the rebellion and, for a while, lived in harmony with the forest and its inhabitants - however, recent generations have begun to stray from the ideals the House was founded on. The Jarland includes the counties of The Fork and Vayreth.

Tearflow River: This icy river starts at the Lake of Ice far to the east and flows through the Swamp of Frozen Tears before it reaches the Jarland, and albino Lizardmen who call the swamp home have used the river to attack Jute settlements in the past. The river ends and splits into the Iceflow, which continues west, and the Jutt River, which branches south through the Jutal Forest. House Falvir's castle, Flow-Watch Keep, overlooks the three rivers and the fork that separates them.

Fort Journey: This large castle lies on the eastern bank of the Jutt River inside the Jute controlled area of the forest. House Telskom mans the battlements and protects merchants using the river to bring goods south to the Clawbite Hills. House Falvir and House Karvel of the Clawbite have cleared five miles east and west along the Jutt River through the Jutal Forest. The denizens of the forest fought tooth and nail against the Jute and the project took twice as long and cost hundreds of human lives. Three forts were build along the river to police the area, all are still periodically attacked by the Fey that call the forest home. The church of Tralla has tried to mediate the disputes and even sided with the Fey and forest dwellers on a few occasions, much to the dismay and anger to the Jarland's nobility.



Important Sites

The Riverfields are the eastern border of the kingdom and have always been seen as the frontier by those in the west. While Jute have hailed from this area for thousands of years, the proximity to the Jutal and Thornfang forests have keep all but the most courageous from settling here. The county of The Fork is controlled by House Falvir, and their troops constantly patrol the edge of their territory against invaders. Attacks from Lizardmen, Drazil, or Fey seem to happen with less frequency than in the past, but the Jute have long memories and remain vigilant all the same.

Vayreth county is twice the size of The Fork and encompasses both sides of the Iceflow River. Most of the Jarland's citizens inhabit settlements within a few miles of the river on either side, but some logging camps, and the villages that cater to them, can be found at the border of or within the forest itself.

House Ranv

"Follow the Way"

Colors: White and Blue

Sigil: Ship following a star facing sinister

Head: Jarl Dagon Ranv (LN Jute Male Anointed Knight of Marvela 7); Lord of the Southern Shore

Heir: Lord Merdah Ranv (LN Jute Male Wizard - Transmuter 7); Lord of the Shield Islands

Bannermen: House Jorbjor, House Tarnath, House Agrath, House Oly

House Karvel

"Vigilance through Violence"

Colors: Brown and White

Sigil: Axe-splitting a Troll skull

Head: Jarl Jacome Karvel (N Jute Male Fighter 4/Ranger 4); Lord of the Clawbite Hills

Heir: Lady Jorunn Karvel (NG Jute Female Rogue 2/Sorcerer 2); Lady of Midlan

Bannermen: House Calmor, House Rokram

Jarland of the Riverfields - Kingdom of Jutan



Norvey (Large City, 17,500): This walled city is the first stop for merchants bringing their wares to the markets of Orinfjord to the west by river barge. The slow-moving Iceflow is packed with traffic during the spring and summer months, but it becomes too dangerous to navigate in the late autumn and winter. Timber cut from the Jutal is packed onto barges and brought downriver to the many shipwrights and dry docks found in the coastal cities. The city takes up both sides of the Iceflow, with the southern side receiving and loading timber that comes through. The northern half of the city is where the populace lives. Merchants can be found loading barges full of fresh fruit, apples and pears mostly, as well as the occasional nuts, in the northern half of the city. House Falvir has control over the city, and the family's heir has made himself very rich on the taxes and kickbacks he's received from the citizen serfs and lesser nobility. It is said that nothing is sold in Norvey without Lord Gudbran getting a cut of the profits. His own personal guard, drawn from the sycophants and ruffians he surrounds himself with, have been known to enforce his will at the tip of a sword to anyone who dares disagree with him.

Jutensley (Small Town, 1,350): The proximity to the Thornfang Forest has made this town a target for Drazil raids and Lizardmen attacks in the past. To combat this, a small detail of Dragon Guards bolster the already sizable House Falvir presence in defending the town. The two groups do not get along, and the commanders have been known to fight one another in the streets over minor disputes.

There is a large shrine to Welkor on the eastern edge of town that is connected to a larger temple-monastery further to the east, on the Lake of Ice. The Knights of the Frozen Tear maintain a small chapterhouse at the shrine for members of its order to rest and resupply before making the dangerous trek down the banks of the Tearflow, through the swamp, and finally to Winterkeep on the lake.

Regional History

The dragons who ruled this Jarland were especially harsh to their slaves and the inhabitants of the Thornfang and Jutal Forests, using Jute slaves in the Riverfields to constantly wage war against the Drazil and forest dwellers. When the rebellion freed the area, Alufgar gave the Jarlship to the only person he believed could repair the damage the Jute had done for centuries under their wyrm masters.

The druid Kiivan Falvir resigned from the druid circle he belonged to and accepted the noble title of Jarl. He took a local forester's daughter for a wife and started a family built on the ideals he learned in the church of Tralla. Falvir ordered his bannermen to build on the north side of the river and to leave the forests alone. For a long time, even following his death, the Jarl's wishes were respected, but eventually, the nobility wore down the Falvirs. Each generation pushed further and further into the forest, and House Falvir gave in time and time again, always under heavy pressure and veiled threats from the Jarland's nobility. Eighty years ago, the nobility gained an ally in the head of the Falvirs, Jarl Horm Falvir, who restructured the Jarland and turned on tradition. He gave the order to build the forts along the Jutt River and pushed the Jarland's borders further south than ever before. He even redesigned the House Sigil and words to their present form. His great-grandson, the current head of the house, has tried his best to return to the old ways, but the damage has already been done. Even the current Jarl's ties to the church of Tralla could not stop the progress the Jute have made in the forest. He fears his mortality and leaving the family to his greedy first born and has begun grooming his nephew, an Anointed Knight of Tralla and member of the militant arm of her church, to take over the family in secret.

Plots and Rumors

Life in the Riverfields is one of hard labor and constant vigilance against the denizens of the forests. The nobility of the land are harsher on their citizens then other Jarlands, and revolts and riots are as common as Drazil and Fey raids from the forests, but despite these uprisings, the nobles keep their power through the might of their armies and the luster of their coin. The logging industry has brought the Jarland untold riches, and the exploitation of the Jutal Forest has lured the most adventurous and greedy citizens from around the kingdom.

Fort Shallows: This small fort, a little over halfway down the Jutt River towards the Clawbite Hills, is home to a mix of troops loyal to House Telskom and House Karvel. The Jute stationed here went recently on the offensive against the Fey and pushed into the heart of the forest. They burned a swath through the ancient wood, slaying anything in their path. Fey attacks ceased and river traffic has been unmolested for weeks, but little do the Jute know that they unwittingly awoke a trio of Norn who have slept in the forest for centuries. The powerful Fey have begun to call the scattered Fey tribes to their banner and plan on attacking the Jute in hopes to rid the forest of humans for good. The Illumnarus have so far persuaded the Norn to hold back their growing armies in the hopes that they can mediate a settlement. Envoys to Fort Shallows have been met coldly, and the Illumnarus can only hope that the High King will intervene quickly - before the Norn launch an attack that will dash any hope of peace in the forest.

The Southern Shore

This Jarland's population is centered mostly along its coastline, with a sizable populace among the Shield Islands located off the western coast. The northern half of the Jarland borders the expansive Goldenfields in the Basket, and from here, the land gives way to hard, rocky dirt that is ill-suited for large farms. Further south finds small foothills forming to the east, where they expand and form the dangerous Clawbite Hills. The vast majority of the population take sustenance from the ocean, as lucrative fishing can be found around the islands and in the calmer southern seas. The land was given over to Flokii Ranv, a distant cousin of Alufgar Bromkar, on his mother's side. Flokii and Alufgar grew up together as children, but his family was sold to another dragon whose territory included much of the Southern Shore. When the rebellion freed the Jute here, cousins were reunited and fought side by side for freedom. The Jarland includes the counties of Orthan and Dorvel.

The Shield Islands: Oak, Hide, Buckler, and Steel Island make up a natural defensive barrier to seaborne invasion. The closest island to the coast is Oak Island. Heavily forested, this island is densely populated by craftsmen and woodcarvers whose works are prized all over the kingdom. Every noble castle can boast furniture made on Oak Island. Two smaller islands are just west of Oak: Hide and Buckler islands. Sheep outnumber humans twenty-to-one on Hide Island, while Buckler is smaller and home to many noble villas that overlook pristine beaches and wooded glens. The largest island is Steel Island. A full two thirds of the island is mountainous, rich in iron ore and boasting dozens of mining camps and villages that dot the valleys between towering peaks. The ground gives to small hills and flatland in the northeastern part of the island. Tower-town can be found here, home of the Magister's College.

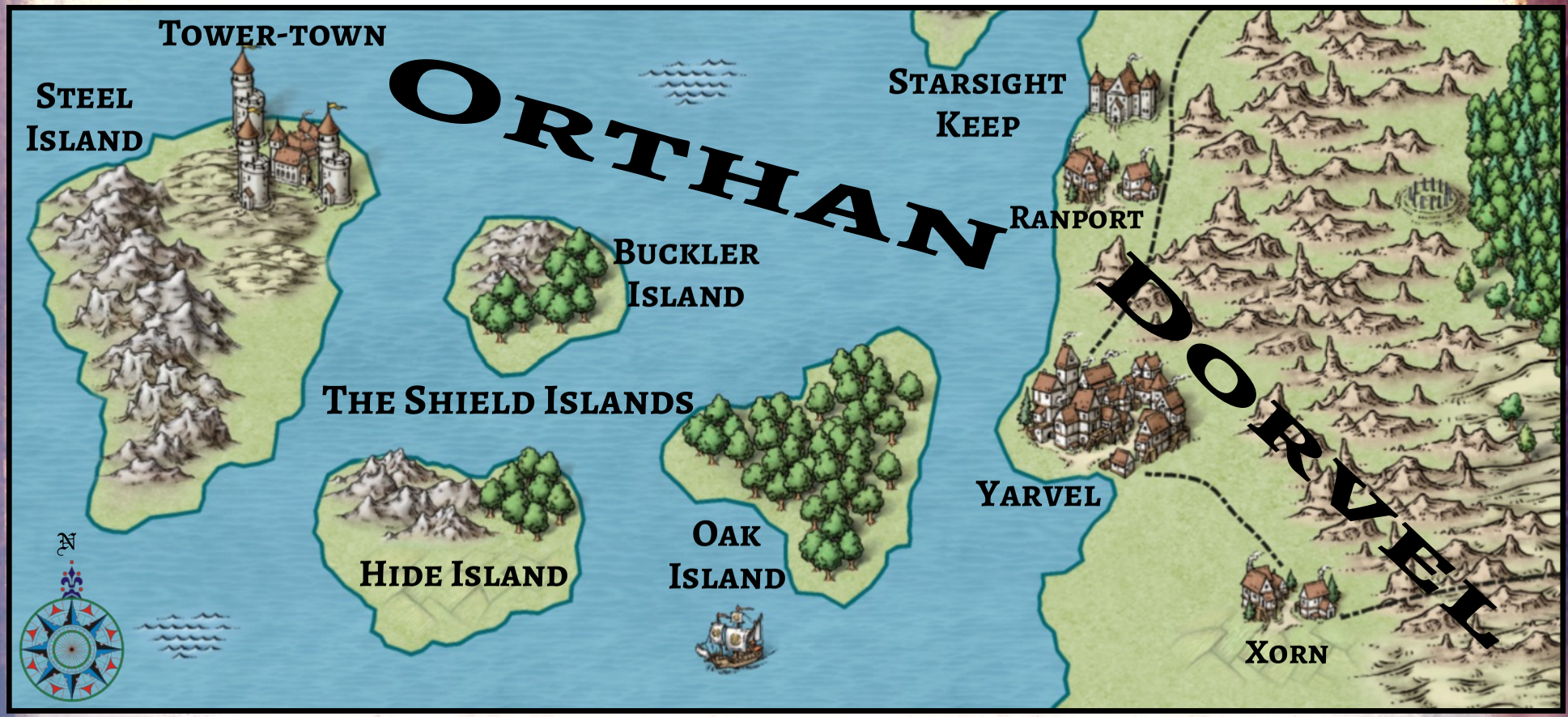
Starsight Keep: This towering castle was constructed by Merdah Wyrmsbane through his incredible mastery of the Manasphere. The walls are inky black, seeming to absorb light and pulsate during the day. At night, they glow in the light of a million far off stars and nebulas, a mirror for the heavens high above. After Merdah refused a Jarlship, he went south with his large group of supporters. He claimed to have a dream that the goddess Marvela told him to build the keep and look west from it's highest battlements. The aged wizard did as he was told and witnessed a meteor falling, marking an area where he would build his school. He gathered his followers and took a ship west to Steel Island and founded the Magister's College. The battlement is linked via teleportation pad to another in the courtyard of the college. New students wishing to enter must activate it (via simple cantrip) and brave the crossing, one that purposely leaves the student feeling queasy and nauseous. This after-effect is meant to remind them of the dangers that come with unlocking the mysteries of the Manasphere. New students who vomit upon entering the courtyard are looked upon poorly by other students and the facility, though they are not usually singled out in any way. The keep also serves as the seat for House Ranv, who inherited it after Merdah's death. In his old age, Merdah fell in love with Flokii Ranv's sister and took her hand in marriage. They had no children, but the keep came with their collection of over two hundred cats, some of which have, over the years, become familiars to Ranv children who showed magical promise.

Important Sites

The Jarland is rich in seafaring tradition. Many of its citizens live within earshot of the ocean and make their living from and on the waters. Although this lifestyle is seen as easy living by Jute from northern Jarlands, Southern Shore citizens find it anything but, as the area is prone to vicious storms blowing in from the northwest. The soil on the mainland is too rocky to sustain many crops, and while the southern half of county Dorvel boasts large nut orchards, most of the residents of this Jarland rely heavily on the seas for food. Luckily, the water is calmer and filled with fish around the Shield Islands and southern ocean, providing a sure source of nutrition the majority of the year. Despite this area of relative calm, merchant fleets coming and going from Alteria and their sizable territories are often plagued by pirates and worse - wild tales of sea monsters found off the Cashan coast the size of small islands sinking whole fleets are common dockside tavern talk.

Yarvel (Metropolis, 48,900): The City of Sails is the largest Jute city found in the southern Jarlands, and the docks are always noisy and crowded. The Jute navy has a large presence here, and its swift longboats patrol the waters around the Shield Islands, protecting the merchants headed to Alteria and beyond as far south as they can. Admiral Serk'sek (CG Meek'ah Male Fighter 9) is the latest in a long line of commanders of the kingdoms southern fleet. The last four admirals met with grizzly deaths, each in their command for less then a year. Admiral Serk'sek has thus far earned the trust of the motley group of sailors the crown assigns to the less dangerous southern waters. He is coming up on a year in office, and it is rumored that he has begun to leave his cabin aboard his flagship less and less.

Jarland of the Southern Shore - Kingdom of Jutan



The Wyrm's Gullet can be found here, arguably the best, and most infamous, feasthall in the kingdom. Run by the Lornbrok family, a lesser noble house who dates back to the Time of Bondage, the building is shaped via magic to look like a sleeping white dragon. The chefs of the feast hall have a reputation for cooking anything they are brought, and are known to have successfully cooked such things as manticore, dragon turtle, kelpie, and phase spider - to name a few.

Tower-town (Large Town, 3,100): This sprawling town takes up miles of cliffside land on Steel Island's eastern side. The large Magister's College is located here, standing behind high walls of solid black marble fused together with magic. The only ways in and out of the College are by flight or teleportation. Three two-way portals are located in Tower-town: one at the marketplace, a second at the docks, and the third in a secluded spot near the home of the island's ruler. The portals can be deactivated at any time by any of the College's senior staff, including the one located far off at Starsight Keep. Only the Headmaster, the Jarl, his heir, and the Dean of Transmutation carry specially-tuned tokens that allow travel via the portals even while deactivated.

The town grew around the college, and most businesses cater to the students and teachers, with parchment shops, ink-peddlers, and rare spell component shops found in abundance. The name of the town comes from the hundreds of tower residences, large and small, built here by the Magisters over the years.

Regional History

The Southern Shore once held dozens of dragon territories, and the Jute here lived their lives on the move, constantly being sold from one dragon to another. It was not uncommon for a Jute or Meek'ah slave living in the Southern Shore to be sold more than five times in their life. The worst territories to live were those closest to the Clawbite Hills, as slaves here fought a constant battle against the Gnoll, Troll, and Goblin tribes that infested the hills. The dragons who ruled Steel Island worked their slaves to death toiling in the mines, and as a result, many of the mountains there have gruesome names such as Deathpeak and Hope's End.

When the rebellion came to the land, most people were quick to rise up. Swift victories in the Basket gave the rebels the clout to easily overtake the area's northern territories, but the fighting on the Shield Islands was some of the most brutal seen in the war.

Buckler and Oak Island were full of Jute who, for generations, were made to worship their dragons as gods (something that was not that uncommon during the time), and they fought the rebels for every foot of land on their islands. Alufgar Bromkar was severely wounded by a poisoned arrow while taking Oak Island, the projectile fired by a young boy. Alufgar ordered the boy found and captured alive, and that no retribution was to be had on him or his family. The boy was found hanged with the rest of his village for failing to die while fighting the rebels. The sight of dozens of hung villagers bolstered the rebel's resolve, and they pushed on. The large oak that was used as a gallows was preserved via magic and blessed by priests of the Trinity as a symbol of the innocent lives lost to the hated wyrms.

The Magister's Collage

The Magister's College is a collection of ten buildings standing behind a high wall of fused black marble. The college grounds include buildings dedicated to the various magical disciplines, as well as a dorm, a large observatory and an armory. The college was founded by Merdah Wyrmsbane to teach the Jute the secrets of the Manasphere and produce skilled magic practitioners that would serve the kingdom.

Graduating Magisters serve noble houses as advisors and troubleshooters, and they swear fealty to the noble house for life. Many second - or third-born nobles find themselves at the college and return to their house upon graduation to serve, although the ratio of citizen serf to noble student at the college is about equal. A noble house's Magister is also responsible for magical defense and the training of house troops in the use and misuse of magic. The original goal of the college was to educate the Jute in the mystical ways of the Manasphere, something the race had fallen severely behind due to the laws of the dragons during the time of bondage.

Not all Jute who manipulate the Manasphere attended the college, and there are as many independent wizards as there are Magisters in the kingdom - however, Magisters are afforded a greater status in the hierarchy of the kingdom, as they all belong to one noble house or another.

All who manipulate the Manasphere in the kingdom must be registered by the Council of Magical Implementation and Study. The CMIS, or "*ceemiss*", is headquartered at the college and is responsible for the tracking and licensing of all magical practitioners in the kingdom. The CMIS is headed by a quartet of powerful magic users, one of which is the Headmaster of the Magister's College. The other heads of CMIS are a high

Plots and Rumors

The Jute who hail from the south are looked on by the northern Jarlands as soft and easy-going. While life on the Southern Shore is not as harrowing as some of the Jarlands that border hostile territories, it is by no means a simple living. Citizen serfs toil on land and sea as often as their northern brethren, dealing with hardships faced by many in the same position. While raids by evil humanoids and Fey are a rare occurrence, the Jarland's citizens are often prey to pirate gangs, cultists, and thieving guilds.

The White Hand: A secretive group of assassins called The White Hand operates in the Southern Shore. Known for skillful and seemingly impossible assassinations, the group is responsible for the death of numerous nobles and wealthy merchants, as well as the death of multiple citizen serfs as collateral damage. The White Hand is called when a message needs to be sent, and the fractured and scheming nobility of the Southern Shore have been their best clients. It is rumored that the head of the group, a woman who goes only by the name Sanguine, is a priestess of Vemish and dedicates every death to his name. An attempt by House Ranv to uncover and root out the assassins met with disaster when Sanguine herself, in one of the few public sightings, murdered the Jarl's wife in the middle of Starsight Keep, in full view of her family. Sanguine disappeared in a puff of black smoke and any attempts to locate her via magic have failed.



priest of Marvela representing the Trinity Church, The People's Magician - an elected official who speaks for the non-Magisters of the kingdom - and a Most Learned Artificer, representing the Calvoid of Jutan.

Very few Meek'ah have ever attended the college, not because Meek'ah don't have strong connections to the Manasphere, but out of cultural protest against the founder of the college. As a result, there have only been eight Meek'ah Magisters in the history of the college.

The college and CMIS also have satellite offices in all the Jarlands. Here, Magisters can meet with colleagues and trade research and spells. Magic-using citizens can also petition the CMIS from here for registration or pay their dues to continue legally practicing magic in Jutan. Foreign magic users are afforded two weeks in the kingdom to use magic, but if they stay any longer, they must be registered. Unlicensed magicians face stiff penalties that can include exile or death.

The Jarls pressured the Bromkars to create the CMIS to curb the rampant magic use occurring shortly after the rebellion. Its loudest opponent was Merdah Wyrmsbane, who thought that any Jute who wanted to tap the Manasphere should be allowed to without fearing someone looking over their shoulder. This, of course, was not practical, and the CMIS was born to keep tabs on the Jute who wished to learn the secrets of the Manasphere.

Magisters are known by their staff of office. First year students are given a simple staff of oak, enchanted with minor magic. As they progress, their staff becomes more powerful and elaborate. High ranking Magister staves have been known to allow them to cause violent earthquakes or call forth a rain of meteors from the sky. When Magisters who don't know each other meet, they display their staves before them. Magisters are trained to read the intricate runes and carvings a staff can have that identify their owners. Only citizens of Jutan can become Magisters.

The Steel Goddess - by Floki Torfson

A painting depicting the Jarl of the Southern Shore's slain wife as the Goddess Marvela

Clawbite Hills

This land of granite hills stretches from the Southern Shore's eastern border all the way to the Demon Haunt Woods. The northern hills are heavily forested and home to scattered Gnoll clans, who count the southern Jutal as a part of their territory, and the western Clawbite hills are crawling with Trolls and other nasty surprises. A single road was carved by the Jute that links the town of Xorn in the Southern Shore to the fortified town of Midlan in the County of Westriver. 'The Troll Road', as it is called, is patrolled by experienced Dragon Guard armed with flaming weapons and adept at dealing with the many dangers that plague the route.

The road from Midlan to the Jutt River is safer, though occasionally the target of Hill Giants that still plague the area. The Calvoid have recently begun construction of a railway system that parallels the road, and they plan on extending on past Midlan, across the Jutt River and on to the capital of the Jarland, Hastins. House Karvel was once a Middling Noble house and sworn to the Bromkars, but when the High King put the call out to any House willing to lead an expedition into the Clawbite, only three answered the call. House Karvel, along with two Lesser Houses and three detachments of Dragon Guard, plunged into the Hills and put the monstrous inhabitants to the sword. Two centuries later, the Jute now have a dozen permanent settlements that have endured repeated attacks from the denizens of the hills. Despite their endurance, the pacification of the hills has been slow and, at times, reversed itself when a Jute village was lost to Gnolls or marauding Goblins. Areas that are completely under Jute control are counted as any settlement and at least five miles around it.

The Jute have build a string of forts along the southern border of the kingdom, all of which are manned by a combination of troops pulled from all noble houses. Command of the Southern Armies changes between noble houses once every five years or upon the death of the General. The current commander is General Bjorn Dormek (LE Human Jute Male Fighter 11), the second son of Count Willf Dormek of County Prator in the Jarland of Merdah. The General is a hard man to please, and he has made his displeasure known about the constant flow of "green" or "problem" troops he is continuously sent. The Southern Army has long been the dumping ground of soldiers who, for whatever reason, a noble house has to spare or wants to get rid of. The Jarland includes the counties of Westriver and Eastriver.

Demon Haunt Woods: The majority of this dark forest lies outside of Jute territory, the southwestern tip of which holds Fort Alufgar, the easternmost castle under Jute control. The woods were once part of the larger Jutal Woods that lie to the west until, centuries ago, a group of demons made the forest their home and began to corrupt the scattered Goblin tribes who claimed the eastern Clawbite. The Illumnarus of Ritvel battled the demons, scorching the area between the demon-held forest and their territory in the Jutal. The area was named Fel Pass, and it acts as a buffer for the Illumnarus against the demons and their Goblin slaves. Fort Alufgar's garrison is also under constant pressure from Goblins, but the Jute have held firm and stopped any Goblinoid or demon armies from threatening the city of Hastins. Adventurers participating in the Thing can turn in bounties at Fort Alufgar.

Blackskull Keep: The home of House Karvel was built on the site of an epic battle, where thousands of Gnolls who had once called the area just west of the Jutt River home faced a noble-led army. Here, the army descended on a secluded valley where dozens of Gnoll clans had made their camp. The Magisters and other wizards accompanying the army launched multiple fireballs from all directions, catching the majority of the Gnolls by surprise. The resulting firestorm scorched the hyena people's bodies to blackened husks, allowing the Jute an easy task in mopping up the survivors and marking the day as a resounding victory. This battle ended the Gnoll's control of the northern Clawbite Hills and southern Jutal Woods around the Jutt River. The area is now heavily patrolled by House Karvel troops and, by working in conjunction with those participating in the "Thing," the land has been kept safe for the Jute for hundreds of years.

Important Sites

The Jarland is the true frontier of the Kingdom of Jutan. Jute here are scrappy and have endured countless hardships to tame these hills, although the area is not suitable for farming. Quarries can be found in the region, where brave citizens carve granite and marble from the hills for shipping to the rest of the kingdom and beyond. In addition to the quarries, small tin and copper mines dot the area, and logging camps can be found across southern Jutal. The timber is caravanned south to Midlan, where it is sent via the Troll Road to the settlements along the Southern Shore. The residents of the Hills are sustained by the large sheep and cattle herds that graze on the plentiful scrub grasses found here.

Jarland of the Clawbite Hills - Kingdom of Jutan



Brave merchants take their goods south through the hinterlands that separate Jutan and the territory controlled by the Empire of Alteria. Many of the Lesser Houses of this Jarland are less than two hundred years old, the youngest nobility in the kingdom. Some of these new houses were formed by former Thing contest winners, made famous by their exploits in the Clawbite, while others rose up in stature on the coin earned from exploiting the resource-rich hills despite the many dangers.

Hastins (Large City, 19,400): The largest settlement in the Clawbite is the high-walled city of Hastins. It is named after Olggar Hastins, a grizzled veteran of countless battles, who single-handedly slew the Goblin chief who ruled this area of the hills and his followers when the noble army set about clearing the area. He was the first to be named Thane of the Clawbite, and his family was raised up to the nobility of the new Jarland. Unfortunately, House Hastins has diminished in number over the years, its heirs often meeting grizzly ends in the Clawbite. The city is also the place where registration for the Thing takes place and prize money is handed out.

House Karvel maintains a minimal presence in the city, with the Jarl appointing one representative to oversee the Thing and handle all disputes. The current Overseer is Selina Karvel (NG Human Jute Female Fighter 2/Ranger 2), the Jarl's youngest daughter. A former member of the Shield Maidens, she was granted special leave to return to her Jarland and accept the appointment from her father. She leads a small detachment of Karvel troops to enforce the rules of the contest.

Dorvii (Small Town, 300): This small town at the border of the Jutal Forest is made up entirely of Gnolls. The Hydescar Clan swore allegiance to House Rorkram a hundred years ago and turned against their kind in hopes of preserving their homes and lives. They have not been the only Gnoll clan to do so, as a handful have sided with the Jute against their race in the past, but the Hydescar are the most numerous to do so and have lasted the longest without being wiped out by their fellow Gnolls.

A small, ten-man detachment of House Rorkram troops man a signal tower on the outskirts of town, prepared to signal Blackskull Keep in the west should the Gnolls ever grow violent or the town is attacked by outside forces. Contestants in the Thing are warned to stay away from Dorvii, as the Gnolls are given permission to kill any intruder that enters their territory not under the flag of a noble house on sight. Every year, the town must send twenty males and females of fighting age to Castle Rorkram to be trained in courtly duties in an attempt to "civilize" the humanoids.

Tabiz (Village, 170): A group of newcomers have set up a fortified village in the southeastern Clawbite. Two wealthy Arryn families have sent settlers to carve out a small section of the hills for themselves after appealing to the High King and the Jarl of the Clawbite and being given permission to settle a seldom-ventured corner of the hills. The village has thus far repelled three Goblin attacks in the two years since its establishment, the last of which was only stopped thanks to assistance from a group of adventurers who were participating in the Thing. New Arryn settlers are arriving every month, attracted to the many copper and tin mines found in the area.

The Thing

The Thing is the name of a contest sponsored by the Crown and held under the purview of House Karvel that rewards adventurers and mercenaries for fulfilling bounties put out on the numerous and varied dangers of the Clawbite Hills. The contest is broken up into four seasons, and participants must sign up in the city of Hastins to be formally recognized by the Thing before they can begin to receive bounties. The pay given is 10 gp per level, and registration must be done within the first week of the new season. Only those holding a season pass can legally receive bounty points and prize money.

Nobody is turned away from The Thing as long as they can pay the registration fee. To earn credit for the bounty, some form of identification must be provided. Identifying body parts of monsters killed are called "marks", and some marks are worth more then others. For example, Goblin ears are worth less than Troll fangs (the only part that does not regenerate when removed from a troll's body). Marks can be turned in only at designated places, and while point totals for marks can be awarded to individuals or groups, there are separate prizes for each. Marks are counted up until five hours before the end of the season, and winners are announced in Hastins the day after.

Competition is fierce in the contest, with only a handful of rules that are loosely enforced by House Karvel troops when infractions are brought to their attention. Stealing kills and marks is a common occurrence despite the abundance of active bounties, often perpetrated by unscrupulous individuals and groups who prey on less experienced participants.

Those who are found guilty of breaking the Thing's rules, of which kill-stealing is the worst offense, are hanged. The Thing is dangerous, and one in three participants do not live through the season.

Regional History

The Clawbite Hills are practically the definition of danger. Numerous races of evil humanoids and vile monsters carve out their territory here and have battled each other for dominance for millennia. The Jute largely ignored the hills, as most of the dangerous beasts kept within its borders aside from the rare Gnoll raid or Troll sighting on the Southern Shore, which were never excuse enough to send troops into the dangerous hillside. This changed following the coming of Atlantis. The newcomers to Shin'ar wasted little time before beginning to carve out an empire for themselves. The quickness in which Alteria expanded its territory worried many on the Dragon Council, and the High King at the time called for any noble house to lead an expedition into the Clawbite to expand the territory of the kingdom and to give the Jute a buffer between the growing influence of Alteria.

House Karvel, a bannermen of the Bromkars, and two Lesser Houses of The Southern Shore were the only nobles to volunteer. Their large, noble-led army began in southeast Dorvel County and marched straight for the Jutt River. Months of battle brought victory after victory to the Jute, who were able to scatter the unorganized humanoid and monster races. House Karvel was swiftly raised to High Noble, and Ignor Karvel named Jarl. A second expedition of Dragon Guard and volunteer troops from a variety of other nobles followed two years later to begin building and manning a series of forts and castles along the new southern border of the kingdom. After the forts were completed, the Dragon Guard returned to the north, leaving behind a small detachment to police the new roads that were being built between the newly formed settlements. The remaining troops formed the new Southern Army, which is forbidden from entering any other Jarland and answers to a General chosen from the noble houses with soldiers in the army. They, in turn, answers only to the High King and the will of the Dragon Council.

Plots and Rumors

Monster attack was the primary cause of death in the Clawbite for the few centuries, but recently, the Jute have won a series of large victories against the humanoid races who dwell in the hills. Thanks to years of successful seasons of the Thing, the Jarland continues to attract more and more adventurous settlers every year. New hamlets are formed quicker than others are destroyed, and the land is poised to become completely Jute-controlled by the end of the next century.

The Balor of Fel Pass: Recent Goblin activity in the Eastern Clawbite suggests that one or more of the tribes there have fallen under sway of a powerful demon. The Illumnarus have provided intelligence to the Jute that a Balor of some power has been seen in the company of lesser demons stalking Fel Pass. The Jute of County Eastriver are preparing for an attack, and the Lesser Nobles of the region have put out a special bounty party on Goblin ears, increasing the mark count to 2 points each with an immediate reward of 1 gp per pair. House Karvel has sent a detachment of troops from Blackskull Keep to Fort Alufgar to bolster the already beleaguered Southern Army garrison there.

The top earners in every season typically earn enough prize money to live like a "fat wyrm," as the saying goes, for the rest of their lives. However, most do not, instead spending their coin on fast living and sobering up just long enough to register for the next season.

Prize money totals can vary by season. A percentage of all registration money for that season is added to a pot, with a minimum of 550 gp for individual hunters and 1000 gp for groups, that the crown puts up. Groups are considered to be one or more hunters, with a maximum of six hunters per party. Other noble houses and wealthy citizens can add to the pot by hosting special bounty parties to entice contestants into clearing a particular area of the Clawbite, but otherwise, virtually the entire Jarland is considered contest territory.

Special bounty parties can increase the point total per mark and give rewards upon the turn in of mark, rather than just the accumulation of points. Areas up to five miles around forts and the town of Midlan and the city of Hastins are considered off-limits to hunt for contestants, but all other Jute settlements welcome contestants to keep their territory clear of monsters. The Dragon Guard and troops of the Southern Army are not allowed to participate in the Thing, and although some soldiers would like nothing better then a group of expendable adventurers to do their work for them, others see the contestants as un-organized and armed rabble who trample about the Jarland virtually unchecked.

Bounties and point totals for turned in marks:

Troll fangs: 10 points a pair

Gnoll scalps: 3 points each

Goblin ears: 1 point each

Chimera tails: 15 points each

Bulette armored head fins: 20 points each

Dire Puma pelt: 25 points each

Wyvern stinger: 10 points each

Fiend Claws: 65 points each

Giant Spider fangs: 5 points each

Hill Giant thumbs: 20 points each

Gorgon horns: 25 points each

Manticore manes: 15 points each



Thane Bjorn Ragnason
Most Points Earned
(Lifetime)



Britta Wildeye
Most Points Earned
(Single Season)

Thornfang Forest



Capital: Nariak
Population: 70,000 (66% Drazil, 16% Goblin, 9% Bugbear, 6% Giant, 3% Other)
Government: Theocratic Monarchy
Religions: Drazil Pantheon, Planar Cults
Imports: Granite, marble, ore, slaves
Exports: None
Alignment: LE, N, NE, CE

The Drazil are undisputed rulers of this area of the Western Shore, sheltered beneath the primordial canopies and killing or enslaving any beings who dare to encroach on their territory. The dark city of Nariak was founded over 8,000 years ago in a series of caverns nestled in the Firepeaks, a group of mountains that surround the nearby Lake of Ice and mark the northwestern border of the Starfall Sea. The Drazil who came to live here had fled their ancestral home far to the east in the Dark Sun Woods, refugees of a holy war that splintered the land and drove out some large clans of Brhuaal worshipers.

The Drazil almost immediately began to battle the Illumnarus of the Jutal for dominance of the region, waging war for thousands of years. The more numerous Drazil succeeded in grinding down the Illumnarus, destroying village after village, until the coming of the dragons. The arrival of these would-be gods and their resulting takeover of the region held the evil of the Thornfang in check for centuries, as the dragons would routinely send their Jute slave armies into the forest on clear-cutting expeditions, leading to many Drazil enclaves being put to the torch. Since the formation of the Kingdom of Jutan, the Jute have largely stayed away from the Thornfang, hoping the Drazil would keep to themselves or occupy their time by ridding the area of their hated kin to the south. The Drazil have successfully pacified the numerous Goblin tribes of the southern Gorlan Hills and the small Hill, Mountain, and Fire Giant clans who call the Firepeaks home. Unfortunately, the Drazil of Nariak have begun to flex their muscle once more, and the Western Shore's other races are sure to be hard-pressed to repel the onslaught to come.

Life and Society

Life in the Thornfang is chaotic, littered with Goblins, Bugbears, and Giants who have since settled following the Drazil's pacification efforts. While these communities are largely self-sufficient, they all owe allegiance and are, in reality, little more than slaves to the Raven Queen in Nariak. The Goblins and Bugbears, in particular, have become adept at raising and training the many types of giant spider that call the forest home. Thousands of ettercaps also inhabit the woods, but they have been pushed to the fringes of the forest, used by the Drazil as a buffer between their territory and that of Jutan to the south and west. Every few years, the Drazil have been known to stir up the ettercaps and send them out of the forest in a frenzy to cause death and chaos in region.

Small Drazil outposts dot the interior, surrounded by tall trees that have been twisted and warped by thousands of years of Drazil influence and occupation. Towers of murky crystal jut out from the forest floor, supporting large platforms of siege weaponry and signal fires that can warn Nariak of any invading force.

Important Sites

The Thornfang only includes one settlement of note, the dark city of Nariak, as Drazil villages in the forest are little more than small camps and their inhabitants change constantly. There is very little to see in the forest, but even if there were, the Drazil do not welcome visitors, either killing or enslaving most. Those that do escape tell of the many horrors found there and are haunted by their experience for the rest of their days.

Thornfang Forest



Nariak (Large City, 34,000): The City of Ravens takes up four large caverns nestled deep in the Firepeak Mountains. Numerous entrances can be found in the forest in the form of caves deep underground that lead to the city. These caves allow the Drazil to emerge virtually anywhere in the forest, and some Jute have speculated that the tunnels travel under the Gorlan Hills to the northwest as well. The city is ruled by the Raven Queen Lillandra, the latest in a long line of powerful priestesses of Brhuaal. Her predecessor lost her life attacking the citadel of Ritvel 100 years ago. While the assault failed, it showed that the Drazil were on the cusp of finally ridding the region of their most hated enemies. Since then, Lillandra has instituted a mandatory military conscription among the chaotic Drazil and ordered the final subjugation of the lesser races that lived on the outskirts of Drazil territory. While the taking of slaves always improved the mood of the Drazil, the ridged new decrees given by her have not endeared her to her more chaotic-minded kin. She has thus far stayed in power by promising the total destruction of the Illumnarus and Jute, as well as the complete dominance over the region. Dark promises will keep her detractors at bay for only so long, and the Raven Queen needs to have some victories quickly, before another ambitious priestess takes her unaware and deposes her.

Regional History



The Thornfang was once part of a larger forest, one that included the Jutal, Demon Haunt Woods, and the many small groves found in the northern Jutan Jarlands. However, during the dragon occupation of the region, hundreds of Jute slaves from territories in the Riverfields clear-cut miles of woods along the banks of the Tearflow river. Such expeditions always seemed to stir up the Drazil and the evil inhabitants of the forest, and the Jute of the Riverfields still have a panic-inducing fear of spiders of any size.

The Drazil who would come to colonize the forest hailed from an area far to the east. After the Schism that led to the creation of the Drazil and Illumnarus, most Drazil retreated to their holdings in the Dark Sun Woods. From there, they fought amongst themselves as much as they plagued the races of the region. After numerous defeats at the hands of the Kalarin, the Brhuaal-worshiping Drazil found themselves outnumbered in their forest home. Many Drazil there had turned to the worship of Garloch, the Archdevil who had sparked the corruption of the Lluruth. Thousands of years of a protracted holy war finally saw the expulsion of a great majority of Brhuaal worshipers from the Dark Sun Woods, and a large group, led by a line of powerful priestesses, fled to the Thornfang and founded a city for themselves.

The Illumnarus at the time were thriving in the Jutal, fighting their dark kin for dominance of the land, but millennia of war has since worn the less prolific Illumnarus down. The total destruction of the race in the region was forestalled only by the coming of the dragons, as the megalomaniacal white wyrms and their slave armies kept the evil of the Thornfang bottled up for centuries. In the last few hundred years, attacks from the Thornfang have increased, and the Drazil have once again begun a campaign of destruction in the Jutal Woods that have seen numerous small Illumnarus and Fey communities that called the northeastern part of the great forest home torched. So far, the Raven Queen has been smart enough not to openly engage the larger and more organized Jute, but a time is coming where the evil of the Thornfang will spill out of its boundaries and plunge the entire region into a dark war.

Plots and Rumors

Not a lot of information makes it out of the Thornfang, although outrageous rumors and outright lies about the dealings of its inhabitants are often told in many Jute taverns and feast halls. The Illumnarus have been busy trying to secure alliances with the goodly races that call the region home in hopes of defending their shrinking territory against the growing might of the Thornfang, but they have been unable to confirm information that has reached them about certain Jute nobles who may have been approached by the Drazil in secret in an attempt to plunge the kingdom into civil war. Such rumors could destroy the growing trust the Illumnarus have been cultivating with the Jute, and the Drazil know this. A force of Jute and Illumnarus descending on the Thornfang is what the Raven Queen fears the most, and she works tirelessly to prevent that very thing from happening.

The Dragon Who Sleeps: Icyarracick the White Death was a dragon of immense power and wealth. He was one of the first dragons to come through the portals that opened far to the west on the Helviir Islands, and his territory included much of the Riverfields, defended by the fiercest of the reigning dragons' slave armies. When he reached an advanced age, Icyarracick split his territory among his offspring and flew east along with a large portion of his treasure. He landed on the western bank of the Lake of Ice near the Thornfang Forest, then called the Lake of Stars. Here he carved out a tomb for himself and sealed the chamber with great magic, and there he slept, waiting for the day of his death.

However, before he flew away from the shore, a powerful Jute witch cursed him, sacrificing her life to fuel the dark spell. When he finally died, Icyarracick's soul became trapped in his body as it slowly decomposed. The great dragon became some hideous form of lich, trapped inside his own mind, unable to move the now-skeletal body. Shortly after the last Lunar Quickening, Icyarracick gained enough control over his form to send out a large pulse of negative energy that killed all life within five hundred feet of his tomb. This pulse was detected by not only the Drazil in nearby Nariak, but by a group of Eltrabi who had infiltrated the town of Siimas on the shore of the Starfall Sea.

Jutal Forest



Capital: None (Ritvel)

Population: 150,000+ (est.) (Possible census based off Illumnarus records: Fey 72%, 12% Other, 8% Gnoll, 5% Illumnarus, 2% Centaur, 1% Aranea)*

Government: Dynastic Council, Autocracy, Utopian

Religions: Illumnarus Pantheon, Planar Cults

Imports: None

Exports: None (Timber, food stuffs, rare plants and fungi, fur)

Alignment: LN, N, NG, NE, CG, CN, CE

**Totals do not include Humans living and working in the forest, those are given under the Jutan entry.*

The largest forest west of the Starfall Sea, Jutal Forest encompassed twice its size in area prior to the coming of the dragons. When the dragons arrived in the region, they ordered their slaves to clear vast tracts of woodland in order to make room for their growing territories. The Jute slew countless Fey and other inhabitants of the forest, destroying settlements that had stood for thousands of years. The Illumnarus had founded a community here more than fourteen thousand years ago, the population made up of refugees from the Kala Valley and the ancestral home of the Lluruth people. They scattered among the forest's eastern wood, establishing small enclaves where they believed they would be safe from their evil kin, the Drazil. The oldest and most powerful among the Illumnarus raised the citadel city of Ritvel, and while they remained friendly with the smaller communities of their race scattered amidst the forest, the Illumnarus of Ritvel became more militant and xenophobic.

When the dragon's slaves came to the Jutal, it was the famed Knights of Silver Light who repelled them, descending on the slave rabble and turning them away from the Illumnarus villages. The slaves fought back, burning as they went. The Illumnarus refer to this time as the Firelight Wars, which lasted in one form or another for centuries. While most Illumnarus settlements remained untouched by the Jute, the Fey and other forest dwellers were not so lucky. Whole clans of Gnolls, Centaurs, and Brownies were slaughtered by the Jute slave soldiers, their meager riches brought back to the dragons to add to their hoards. Now, what's left of the Fey communities have banded together in a loose federation, and the Illumnarus have been forced to abandon all enclaves in the wood, retreating behind the high walls of Ritvel.

Life and Society

The multitude of different races that call the forest home each have their own unique lifestyle and outlook on life. The Fey communities share similar beliefs and rituals, the population of which is primarily comprised of brownies, followed by the satyrs and pixies.

The Jutal Forest



The Brownies dominate the politics of the loose collection of Fey settlements who have banded together against their enemies, found both in and outside of the forest. The Gnolls were once much more numerous in the southern Jutal, but when the Jute came to the Clawbite Hills, they set about pacifying the southern woods as well. As a result, thousands of Gnolls died at the hands of Jute soldiers, just as they had hundreds of years before, during the human's time of bondage.

The dense thickets of the interior woods are home to the seldom seen Forest Giants. These peaceful peoples are expert craftsmen and woodcarvers, slow to anger and only known to raise their hand to defend themselves. The Forest Giants are the only forest dwellers to have little or no contact with the Jute. The Centaurs of Jutal hail from further south, where, three thousand years ago, small clans made their way north from the Cashan Peninsula in an attempt to escape the humans encroaching on their ancestral homes. These centaurs have found a new home under the canopy of the forest and, since their arrival, have been some of the fiercest defenders of the woods from outsiders.

The Aranea are perhaps the most peculiar of the forests inhabitants; created by dark magic that fused spiders with Jute slaves, these experiments grew too difficult to control for their draconic creators and were dumped in the forest to harass the Fey and other races. The Aranea instead retreated to the dark interior and kept to themselves, rarely leaving the relative safety of their new home. Despite the creatures' elusiveness, a bounty on Aranea fangs still exists in most Jutan counties that border the forest, as the Jute fear the monsters who can take their shape and see the Aranea as a horrific symbol of their past.

Important Sites

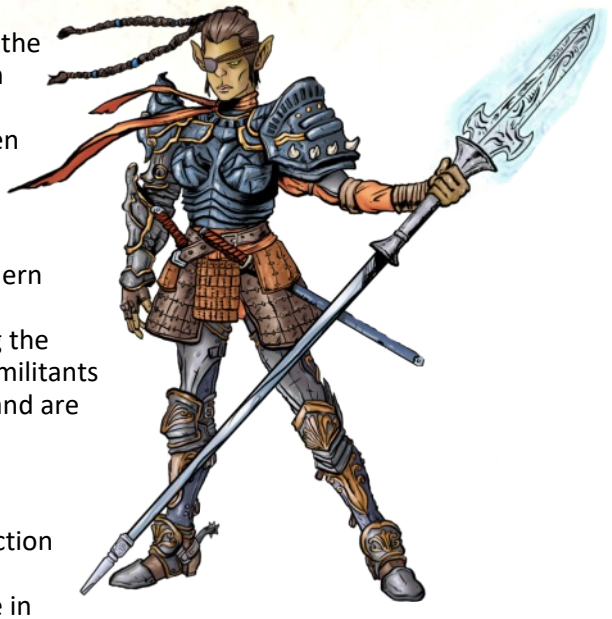
The forest has countless dells, glens, and hidden areas that exemplify the magnificence of nature in its glory. Many Fey settlements dot the forest, some populated by no more than a handful of beings. The larger settlements are closer to the interior, far away from the axes and fire of the Jute or the raiding parties of the Drazil. The Illumnarus have long since abandoned their holdings in the forest - with the sole exception of Ritvel - leading some of these enclaves have been resettled, with permission, by other races. The Jute operate three forts along the Jutt River in the eastern forest, policing an area around the river and protecting barges that travel south to the Clawbite, often loaded with food and ore from the northern Jarlands.

Ritvel (Small City, 7,500): The citadel city of Ritvel, also known as the Shining City, is the last bastion of the Illumnarus on the Western Shore. The city is built on a series of natural caverns that connect to a variety tunnels that are rumored to stretch as far west as County Goldenfields in Jutan. Its high walls are four hundred feet of fused crystal, offering nothing in the way of breaks or holds where one might attempt to climb them. A heavily-fortified and constantly guarded magical gate is the only way in or out, as spells to prevent teleportation surround the city and the land out to five miles from its walls. The Illumnarus are sustained by large greenhouses, built of the same crystal as the walls, and a species of blind lizard akin to the lizards found in the forests of northern Jutan. Ritvel is self-sufficient primarily thanks to the deep wells that were magically created thousands of years ago and are linked to the large freshwater sea to the east.

Ritvel has long guarded a secret, one that the Elder Flame Council and the leaders of the Knights of Silver Light have kept for over five thousand years. Although most Illumnarus alive today only remember the war that was fought when the Drazil first came to the region by what is written in the histories and told by the Elder Flames, there are pieces of the story that have been kept silent. The truth is that of the theft of the Darkheart Crystal, a lump of corrupted mana crystal that held the essence of the evil god Brhuaal. The holy relic made the trek to the Thornfang with the first priestess-queen of Nariak and was the religious focal point that directed the Drazil armies in the first centuries following their descent upon the region. The Drazil thought the relic lost in battle, destroyed by the Illumnarus, and should they ever possess the relic and learn the proper spells and incantations, they could pierce the Manasphere and allow Brhuaal to assume avatar form without the cost of personal power by the twisted god. An attack by the Drazil with the might of the avatar of their god behind them would destroy Ritvel and plunge the region into darkness for thousands of years.

Hel-Jutal (Small Town, 900): This town is found in the southwest of the forest bordering County Orthan of the Southern Shore Jarland. This Centaur settlement was founded by refugees from the south, fleeing a protracted war among the Centaurs and the Estanyans who had come to dominate the plains. While not the largest Centaur enclave in the forest, its ruling council is well respected by the Fey, and the Centaurs of Hel-Jutal have proved themselves to the woods through wise words and heroic deeds.

Recently, loggers in the employ of House Wachel were attacked by a group of Centaurs and Fey when their camp came too close to Hel-Jutal. The humans were incapacitated but otherwise unharmed, and the Centaurs called for a druid of Tralla to mediate between the races. The captives were sent back to Jutal and the lesser noble house promised to respect the towns borders but warned that others might not do so. The High Druid of the area has taken up the cause personally and has been seen visiting every noble castle in the county, riding on the back of a strong centaur warrior. The town's ruling council is hoping a dialogue can be opened between the two races and that some type of mutual agreement can be made for the stability of the area.



Rathburgun Lake (Small Town, 1,100): This large community of Brownies can be found to the west of the Jutt River, in the northern forest. The town is a hotbed of anti-Jute sentiment in the Fey community. The town has never been found by the Jute who log the northern forest, but not for a lack of trying. A group of brownie militants who call themselves "The Tree-Ghosts" operate from the town and are responsible for more and more logger deaths each year.

Regional History

The forest has seen countless millennia of death and destruction of not only it's many varied inhabitants but of itself by the clear-cutting of vast tracts of ancient trees by the Jute. The first to live in the forest were the Fey, brought there through a series of portals that opened deep within the woods during one of the first Lunar Quickenings. Brownies, Satyr, Dryads, Treants, Pixie, and others dispersed among the trees and founded many communities. The Illumnarus came to the forest later, finding the area to the east of the Jutt River a perfect location to build a new home, far from their evil kin.

Years later, the Forest Giants came and claimed the dark interior of the forest for themselves, followed by Gnolls and Goblins descending upon the forest. The Gnolls arrived from the south, the Clawbite Hills, intent on carving out territory under the dense canopy of the Jutal. The Goblins came from the north and the southeast, the three large clans coming from the Gorlan Hills and battling the Brownies that had claimed the northern forest. The Goblins from the southeast would laid claim a large section of the forest that would later be separated and called the Demon Haunt Woods.

When the dragons came to the Western Shore, they set their slaves to carving out larger territory with axe and fire, and centuries of war once again engulfed the forest. The woods have never gone more than a few decades without some type of conflict brewing under its canopy, but following the Jute's success in winning their independence, they stayed away from the forest and focused more on stabilizing their fledgling kingdom. Unfortunately, the greed of men eventually won over, and the Jute began to log and exploit the resource-rich forest. Once again, they battled the Fey and other forest dwellers for control of the forest, a continuous war that seems to have no end in sight.

Plots and Rumors

The denizens of the forest generally keep to themselves and rarely leave the confines of the woods. Recently, rumors of a gathering Fey army have reached the ears of the Counts and Jarls whose territory borders the ancient forest. The Count of Vayreth has petitioned his Jarl for troops to re-enforce the logging camps and villages that call the northern Jutal home, as the Jute there have recently been the victims of lighting quick attacks by Fey forces that seem to appear and disappear without notice. These attacks reportedly left the bodies of dead loggers stacked like cordwood just outside village walls.

The Nixie Sisters: A trio of Nixies have been seen traveling the Jutt River between Fort Shallows and Fort Granzi, attacking barges and luring sailors to their death. A bounty on them has been put out by the commander of Fort Granzi in the southern Jutal, offering 50 gp per head to anyone who can end the menace to the Jute shipping industry. A small community of Pixies and Dryads have been sheltering the sisters between attacks, and if the Jute found the Nixies hiding there, the Fey hamlet would be utterly destroyed - a fact which the Fey are acutely aware of. Word has it that the Brownie freedom fighters known as the Tree-Ghosts have offered to shelter the sisters if they can make it to the northern Jutal alive.

Lake of Ice



Capital: None (Winterkeep)
Population: 9,800 (73% Lizardmen, 15% Human, 5% Calvoid, 4% Bugbear, 2% Other, 1% Aravork)
Government: Tribal, Military Theocracy, Magical Utopia
Religions: Jute Pantheon, Calvoid Pantheon, Aravork Pantheon, Planar Cults
Imports: Foodstuffs, paper, spices, tobacco
Exports: Fur, oil, ore, mana crystal
Alignment: LN, LE, N, NG, CE

This large lake was once known as the Lake of Stars, named for a large meteor that crashed and produced the crater that would later fill with clean freshwater from an underground aquifer. The lake was heated by geothermal vents found on the lake bed and the small island that rose from it's center, thought to be the tip of the large meteor that created the lake long ago. The lake has since been completely frozen over, and has remained so for over four hundred years, year-round. The geothermal activity that can be found in the Firepeaks Mountains surrounding the lake have never managed to thaw the water. The changes in the lake are often explained through tales of planar rifts leading to the para-elemental plane of ice on the lake bed, often told around campfires.

Thousands of albino Lizardmen live just south of the lake in a cold, marshy swamp, and they have been known to travel west along the Tearflow river to harass the Jute settlements found there. A large monastery dedicated to the Jute god Welkor occupies Star Island in the center of the lake, and the resident priests of the God of Winter protect the handful of small Jute villages that cater to the deep snow trappers, mountain men, and fishermen that have called the region home since before the rebellion. These Jute do not consider themselves to be a part of Jutan and pay no heed to any decrees coming from that nation. The area around the lake is periodically plagued by cold-based monsters and devils that seemingly appear out of nowhere to attack the inhabitants of the region.

Life and Society

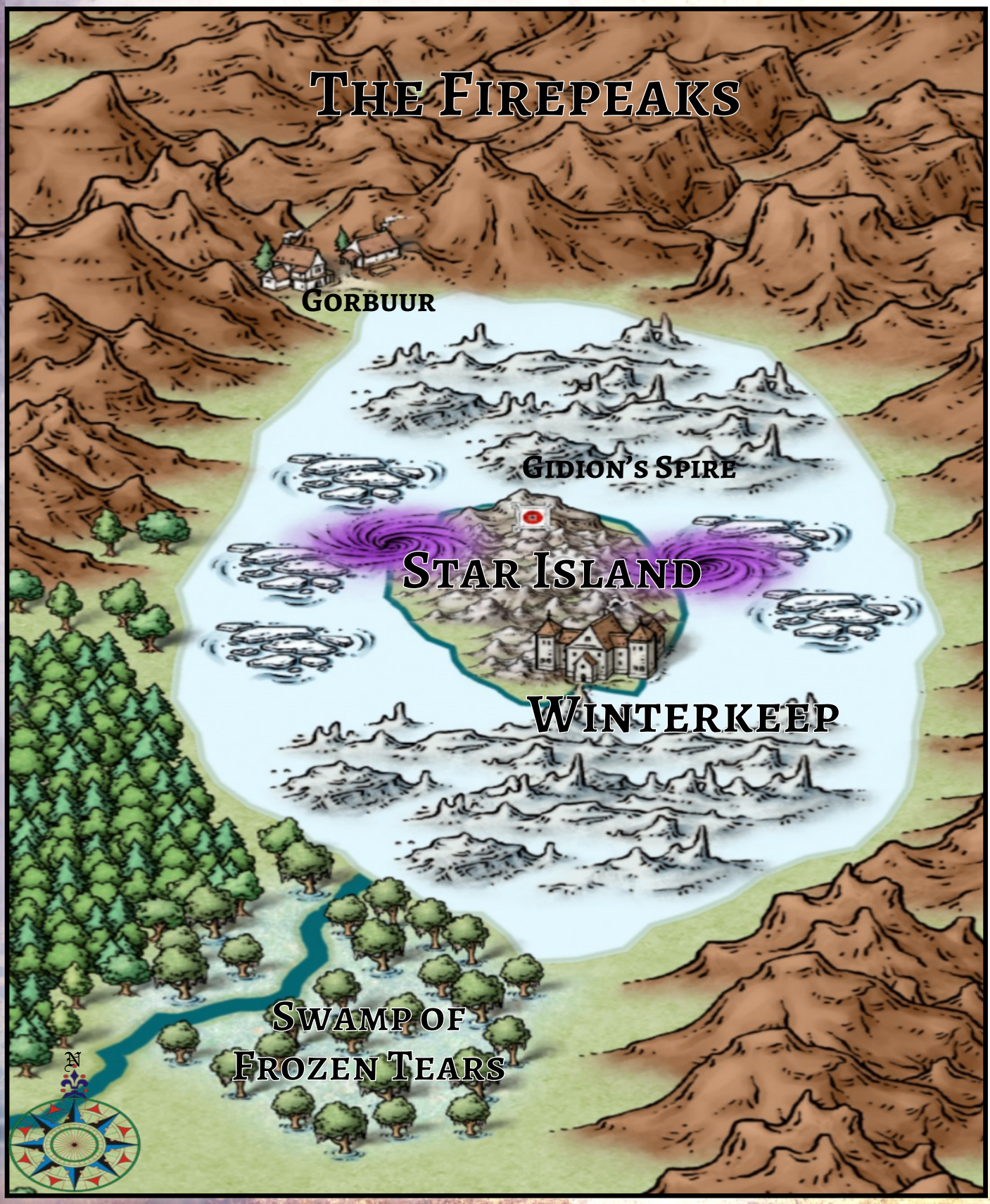
The lizardmen of the swamp are collection of several large tribes who share a common worship in the Archdevil Garloch. Despite their common worship, they continue to fight amongst themselves as much as they harass the brave but few merchants and adventurers who make the trek from Jutan to the lake. The small Jute hamlets that dot the northern lakeshore are primarily self-sufficient, trading with each other and the nearby Knights of the Frozen Tear at Winterkeep, but otherwise remaining reclusive. In addition to these hamlets, there are three tiny Jute settlements made up of hearty fishermen who dwell on the southern lakeshore closest to the swamp and delta where the Tearflow River starts. Pike and sturgeon are plentiful in the upper Tearflow, and the Jute have pushed into the Lizardmen's traditional hunting grounds, claiming a stake in order the access this bounty.

The Calvoid operate a small airship landing platform on Star Island, catering to the odd airship traveling between the eastern Calvoid communities and those found in Jutan and further north. A small group of Aravork have also claimed territory high up in the Firepeaks, north of the Thornfang Forest. The bird people mostly keep to themselves, and the nearby Calvoid act as intermediaries between them and the Jute living on the lake.

Major Geographic Locations

The mountains surrounding the lake are thought to be dormant volcanoes, as many tales told by Fey communities in the Jutal Forest speak of a time, many thousands of years ago, when the mountains spit fire and rained down ash over the region. The frozen lake is unlike any other lake that might freeze during the winter months, as not only does the lake stay frozen all year, but it is completely frozen, ice spreading all the way down to the lake bed. The only spot where the ice begins to melt is along its southern shore, where the lake meets the swamp.

Lake of Ice


The Firepeaks
Gorbuur
Gidion's Spire
Star Island
Winterkeep
Swamp of
Frozen Tears
N

Firepeaks: This collection of mountains surround the lake on three sides and continue south until they become the Paranj Mountain range in western Kala. A series of dormant volcanoes and the geothermal energy they produce keep the area warm and hospitable year-round. A small population of Bugbears call the mountains home, infesting a handful of caverns and warrens found honeycombed through the peaks. Small pockets of Fire Giants also reside on the mountains, but they generally avoid most other races. Many more Bugbears and Giants have recently been enslaved by the Drazil out of the Thornfang Forest who raided the southern Firepeaks in the area where they meet the dangerous woods.

Star Island: The tip of this small island juts out from the middle of the frozen lake. Covered with small hills and miniature grooves of hearty weirwood trees, this island was thought to be the remains of a large meteor that crashed into the planet billions of years ago, forming the crater which the lake occupies. The island has long been plagued by strong manastorms that are whipped up seemingly with no warning. Star Island is home to small Calvoid settlements that operate a landing spire for airships and who are cordial to the Jute of Winterkeep, located on the southern end of the island, and trade with the humans who live on the lake and nearby mountains.

The Knights of the Frozen Tear operate the large castle monastery, Winterkeep, in dedication to the Jute god Welkor. The monastery was built on the site of a deific battle between the Archdevil Garloch and Welkor that followed Garloch's interest being drawn to the area's heavy concentration of raw mana. Deep in the island's interior lie some of the largest previously untouched deposits of mana crystal on the Western Shore. Sages believe that the battle between Welkor and Garloch tore a hole in the Manasphere on the lake bed, where a small portal to the Para-Elemental Plane of Ice has remained open, freezing the lake solid. This theory is recognized by the Knights of the Frozen Tear, and the castle was built to defend the area against the various monstrosities that the portal occasionally belches out.

Swamp of Frozen Tears: The original name of this swamp is lost to time, forgotten even by the Lizardmen who have lived here for millennia. The white-scaled lizardmen residents exist in eight large clans that have carved the swamp into eight territories of various sizes, over which they have waged war upon themselves for resources and land. When they first settled this area, the clans were less violent towards one another and united often to fight their neighbors. This changed five hundred years ago, when the Archdevil Garloch came to the region and quickly set about conquering the Lizardmen. He used their worship to gain strength before attempting to move further into the Western Shore. After being defeated by the Jute god Welkor, the Archdevil fled to the east and left the Lizardmen in chaos.

The nearby lake froze and the river it fed shrank, subsequently shrinking the swamp and the territory of the Lizardmen along with it. The tribes turned against each other, much to the delight of the small Jute settlements on the lake that survived the freezing. The swamp is now forever cold and home to numerous poisonous snakes and vermin. The few brave merchants and pilgrims who come from Jutan purposely add an extra three days to their journey to avoid entering the swamp.

Important Sites

The region of the Lake of Ice is thinly populated. Before its freezing, there were twice as many Jute settlements, many of which were started by Jute fleeing the rebellion and the dragons' wrath. After the kingdom was established, they remained independent, sharing the same ideals and beliefs as the rest of the race but choosing to bow to no king or noble born. The Jarlands largely ignore these and other Jute communities outside of the kingdom, but some trade does occur between them. The Calvoid in the area typically rotate to this outpost from other settlements. They majority come from the city of Sparks, far to the southeast in the Aquaris Straits.

Winterkeep (Small Town, 750): This large compound serves as a monastery to the Jute god Welkor, as well as the headquarters of the church's militant arm, the Knights of the Frozen Tear. Located in a secluded cove on the southern end of Star Island, the castle is partially built into a cliff face. The Knights live and train in the interior of the cliff, while the outer keep is home to a few hundred lay worshipers of the God of Winter who work behind the scenes to ensure the Knights are well-fed and taken care of. The Knights patrol the entirety of the Lake of Ice, searching for and destroying the various cold-based abominations found here, and protecting the Jute communities from harm. The castle's walls are built of a peculiar bleached stone not found on the Western Shore. It was imported from far off Verigal at great expense to the church of Welkor centuries ago. The stone is said to have mana dampening properties, protecting the keep and its inhabitants from the manastorms that rock the small island.

Gidion's Spire (Village, 320): One of three small Calvoid communities in the area, Gidion's Spire is the only one located aboveground. The nine-story landing spire connects the Calvoid to their kin in the rest of the world, although the airships that stop here do so primarily to refuel on the abundant mana crystal deep within the island that is mined by the Calvoid. A mana-powered elevator brings large quantities of mana crystal to the surface for refinement and transport. The Calvoid here have perfected a way to power devices and automations from raw mana taken from the powerful storms that swirl about the island. Exposure to raw mana is heavy at the spire, and work crews are rotated regularly to avoid excessive mana poisoning. In addition to the Calvoid, the spire is home to a small number of Aravork who work on airships as scouts and navigators.

Gorbuur (Hamlet, 90): This tiny collection of cabins and fur-covered huts is nestled under the overhang of a giant cliff located in the Firepeaks. The hamlet is built over a geothermal duct that warms the area and keeps the harsh snows at bay, and the Jute who live here work as goat herders and deep snow trappers, living off the bounty of the land. Gorbuur is one of a half-dozen small Jute communities scattered throughout the Firepeaks around the lake. The Jute of Gorbuur are unique in that they worship not Welkor, or the Trinity, but the evil Vemish, god of Murder. The worshipers of the blood god raid the surrounding area and take captives back to their hamlet for sacrifice in gore-soaked rituals. The Knights of the Frozen Tear have clashed with them on numerous occasions, even leading sorties into Gorbuur to rescue captives. Any attempt to wipe out the cult have proved disastrous and ineffectual, and the cultists have been known to retreat deep underground for years, emerging again later to rebuild, more savage than ever.

Regional History

The area around the lake was once one of the most secluded, seldom-seen spots on Shin'ar, the scenery beautiful, mysterious, and mana rich. While mana crystal exists throughout the planet, found deep underground and occasionally closer to the surface, the mana crystals deposits found in Star Island are some of the largest on this side of the northern continent.

The scatterings of people who eventually would dwell in the area learned to live with the increase of manastorms that blew across the water, centered chiefly on the small rocky island in the middle. When the lake froze over after the avatars of two gods fought hand-to-hand in a secluded cove on the island's southern shore, the great expenditure of mana released by the Manasphere drew the eyes of numerous Calvoid enclaves across the planet. The master mana manipulators were quick to descend on the area and establish a foothold there. They discovered not only the enormously abundant deposits of mana crystal, but that the manastorms could possibly be harnessed.

The Jute, however, have had settlements around the lake and the surrounding Firepeaks for a thousand years, with some Jute able to trace their lineage back to escaped slaves who had fled the coast long before the rebellion. The freezing of the lake was so sudden that whole Jute villages sitting along the banks were destroyed, boats frozen in place and the bodies of those unlucky enough to caught in the water still visible beneath the ice. Now the lake is frozen solid, an iceberg surrounded by volcanic mountains, and the people of the region have learned to adapt to the constant cold and blowing snow. Life around the lake has endured.

Plots and Rumors

The secluded and thinly-populated settlements found around the lake can often be hotbeds for rumor and outright conjecture. Some of the more remote communities only get visitors every few years, so any news from Jutan or the rest of the region is treated as a commodity and traded for fish oil and bits of ore as if it had a value, itself. Once, a priest of Xemish thought he could do well for himself trading falsehoods and lies for food and lodging. When he was found out, the Jute villagers strung him up by his entrails and hanged him from a tree. The warning has spread and discouraged any others from attempting such deceit - the Jute of the lake severely punish those who break oaths and trade in lies.

The Devil You Know: A cabal of Drampyr necromancers and shadowgiests have succeeded in establishing a small shrine to Garloch on the southern lakeshore. It is hidden by powerful magic, cloaked from the Knights of the Frozen Tear that patrol the area. They plan on contacting the Lizardmen tribes of the swamp to transform them into a vanguard force meant to storm the Western Shore and bring the Jute to heel. To this end, the cabal has gathered as many devils as they could muster, unable to summon more until another Lunar Quickening. A powerful Gelugon leads the devils and has promised his support to the cabal for a period of ten years.

The Empire of Alteria



The Empire of Alteria is the largest nation on the face of Shin'ar. Officially formed in 101 AA, its roots go back to the crossing of the island of Atlantis from its native planet to Shin'ar. After a century of acclimating to their new surroundings and forming a new society that dealt with the immense power the humans came to wield thanks to the Manasphere, Atlantis set out to conquer. The first to fall were the many islands of the Southwest Archipelago; although the natives put up great resistance, they all eventually fell to the magical might of the powerful humans. Thousands of slaves were conscripted and trained in ways that would become the foundation of the mighty legions to come.

The slave armies were set loose on the mainland in 120 AA. Over one hundred thousand Meek'ah and Goblins stormed the "fingers" of the Cashan Fist, decimating the scattered Estanyan and Centaur populations while the Atlanteans laid waste to the Illumnarus city of Ildrundos and sent the small handful of survivors back to Atlantis in chains. After a few short engagements with the Ogres and Hill Giants native to the Black Boulder Hills, the monstrous humanoids surrendered and joined the Atlanteans in further pacifying the region. Years would go by before the Cashan Peninsula could be considered under the complete authority of Atlantis. During this time, the Gnoll population joined the invaders along with thousands of Estanyans and Centaurs who had been beaten in battle or surrendered without incident. For every single Estanyan and Centaur who surrendered, there were five who would not; despite this continued opposition, the Battle of Karzik Lake would mark the end of organized resistance to Atlantis on the peninsula. In 123 AA, Atlantis announced they would never enslave a human being and began to teach the conquered people a new way of governance. They forbade tribal lifestyles and forced all the nomadic people of the peninsula to settle down. Tent villages grew into small towns and, eventually, sprawling cities.

When Atlantis and their armies moved east into the Zava Hills, they found a people decimated by a genetic disease that was swiftly thinning the population. The Zevrish were victims of their own hubris, suffering from a magical curse that caused the infertility of 7 in 10 adults and caused an astonishing 80% infant mortality rate. Armies from the cities of Zobrek and Zor-Mal met the Atlantean forces and were swiftly defeated. Members from the Order of Hagios met with the few surviving clergy of Zorma and soon learned that a flower that grew wild on the island of Atlantis was the key ingredient in a "cure" to the Zevrish Phage. The *Boule*, the ruling body of Atlantis, agreed to share the flower and promised to produce the *cure* for any and all Zevrish. The porcine people threw open their city gates and swiftly welcomed the Atlanteans as saviors; the Zava Hills were folded into the burgeoning empire, and the city of Sprata was commissioned to be built. In 140 AA, the last of the Centaur and Estanyan holdouts surrendered, the last remnants of proud nomadic people who had endured on the peninsula for thousands of years.

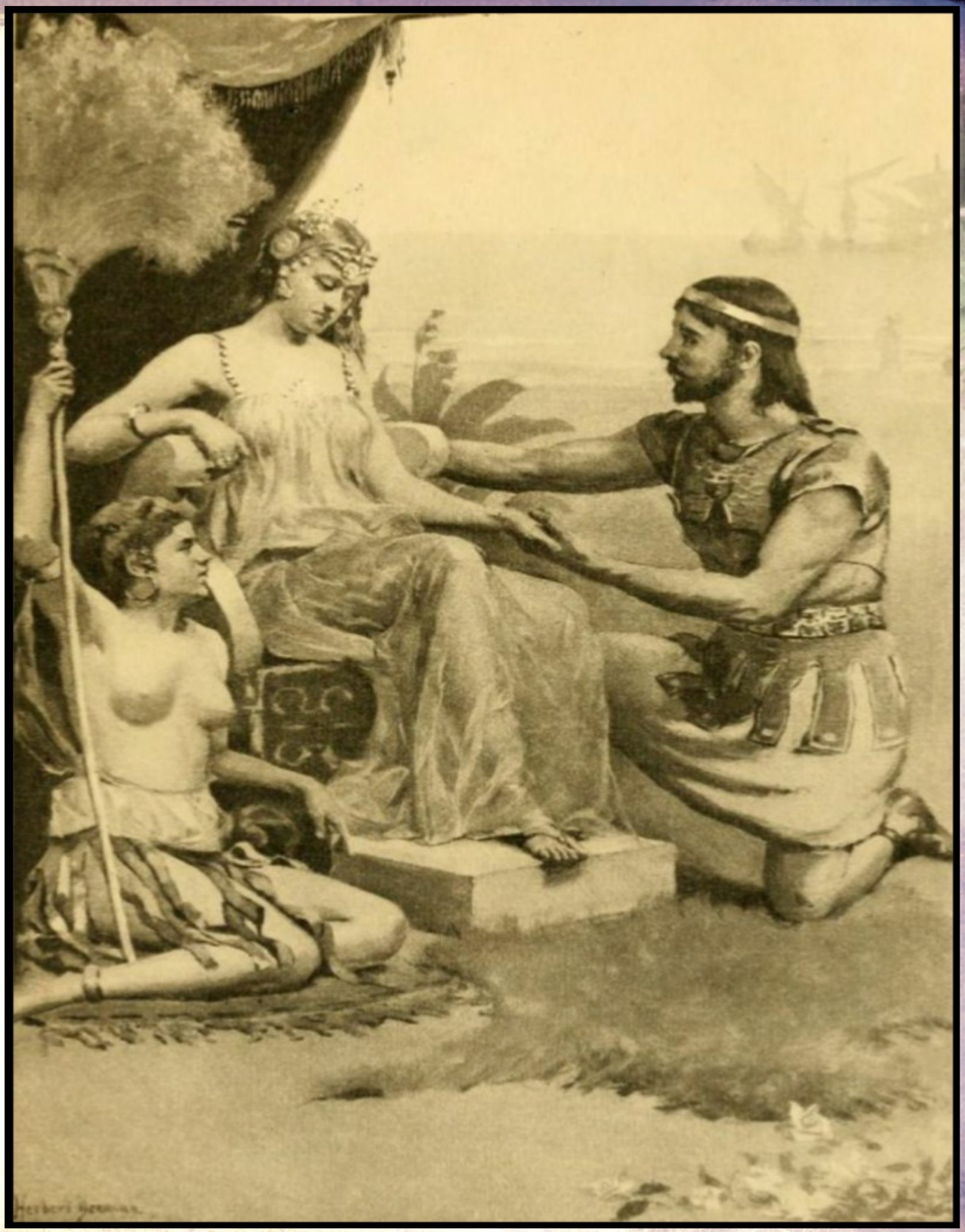
A few bold tribes tried to sail stolen galleons to the nearby Island of Mist but were sunk by the magical might of the Illumnarus who resided there. Following these victories, Atlantis halted the advance of their armies and began the long process of consolidating and administering to the enormous amount of land and resources that had been brought under its control.

In 173 AA, the Empire annexed a large area on the Southern Continent known as the Golden Coast, where the native Baka people had grown rich and complacent off the wealth of the region's many natural resources. The Empire had been sending merchant expeditions to the region for over a decade before discovering its rich deposits of gold and mana crystal, loosely governed by tribal politics and unorganized militias. After years of establishing small but powerful encampments in the mountains, the Great Senate utilized an incident involving the attempted arrest of an Atlantean to move in their legions via mass teleportation, swiftly overtaking the Baka. Years of civil unrest followed, but the might of the legions and the power of Atlantis efficiently stamped out any rebellion or insurrections. The Baka people, being human, were never put in chains and enslaved, however, the Alterians did reduce the power they had, making them little more than second-class citizens, at best. Over the years, many Baka would grow to accept their place in the Empire and, through peaceful and resourceful means, would eventually send a handful of senators to Sprata to speak for them.



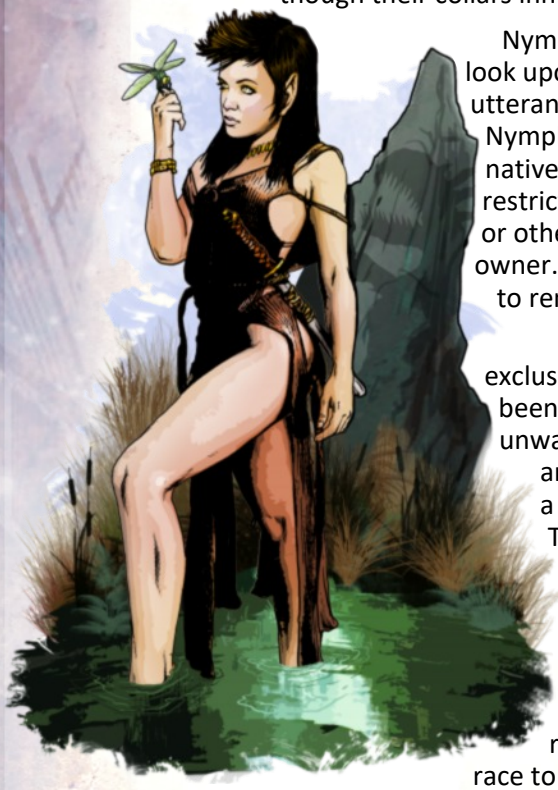
The city of Sprata is the de facto capital of the Empire, though the island of Atlantis is recognized as the heart of all the real power behind the Empire. The Great Senate was formed from the citizenry of the new Empire, which is comprised of all races loyal to Atlantis. Some races have proven valuable to the Empire or have a small enough population to not affect the status quo and have been granted probationary citizenship. While not allowed the same freedoms as full citizens, they are allowed to work and live full, rich lives under the Imperial banner. Slavery is legal in the Empire, and slaves make up a large total of the Imperial population. There are three main slave races: the Meek'ah, Goblin, and the Fey, with the Meek'ah and Goblins being the most numerous. Life as a slave in the Empire varies widely, depending on both the race and where the slave was born.

The *Pachni*, a rigid set of rules Atlanteans live their lives by, has provisions on the proper treatment of slaves. The Atlantean people have no moral or social objection to slavery, and it was a large part of their previous Empire before the island's transfer to Shin'ar. In 140 AA, it was decided that Meek'ah would no longer be conscripted into the legions, as the diminutive reptile race had become the favored slave of the Atlanteans, and it seemed that they would better serve in the cities then in the ranks. The Meek'ah saw this as a small victory, as, while still under the yolk of the powerful humans, they were no longer forced to serve their masters on the battlefield, instead allowed to focus on their communities and the betterment of their race. Many more reforms would happen over the years as the slave races of Alteria became more and more essential to the running of the Imperial juggernaut, and years later, the Meek'ah of the Southwest Archipelago were given a small freedom with the Choice of Three, an article amendment to the Meek'ah Treatment Act of 290 AA. A provision of the Legion Restructuring Act of 140 AA allowed the Goblin race probationary citizen status to any who served in a legion more than ten years, however, it did nothing to give them an easier time in the legions. Goblins are routinely abused in the ranks, pushed around by the larger soldiers and used by their commanders as first-wave fodder or dangerous siege weapon operators. Still, there are more than enough grizzled Goblin veterans who have earned their freedom to entice the rest to continually join up.



An Estanyan nobleman pays homage to his Atlantean patron and her apprentice

The many different people who make up the Fey race have it perhaps the worst of all in the Empire. Some of the airborne Fey, like the Pixies and Grig, are used as messengers and can be seen darting back and forth at all hours in Imperial communities. They are sold by the family, rarely ever being broken up, and housed in large cages found in citizen's homes and businesses. Only the most wealthy of Imperials own Dryads, Nymphs, or Muses. Each of these Fey are fitted by their seller with enchanted collars that inhibits certain innate powers. The collars are only made on the island of Atlantis, and they are available for sale to any Alterian citizen or slave broker. Dryads, specifically, are sold with their tree, preserved via magic until it can be replanted on the property of their new owners. These Fey are often forced to create great pieces of wooden art or act as sentries on large properties, though their collars inhibit all of their per day abilities.



Nymphs are sold with collars that suppresses their ability to blind any who look upon them and can leave the Fey in a heightened state of pain upon the utterance of a command word. Extremely rare and outrageously expensive, Nymphs are mostly found in the Southwest Archipelago, close to their small native communities. The ownership of a Nymph is dangerous and, as such, is restricted to full citizens of the Empire only. Most nymph slaves are charmed or otherwise controlled in such a way that leaves them at the mercy of their owner. Should the compulsion magic break, however, the collar is designed to render them passive.

Even rarer than Nymphs are the Muse - these powerful Fey are owned exclusively by Atlanteans and are rarely sold to others. Some Muses have been gifted to powerful Alterians or those citizens who have demonstrated unwavering loyalty to the Empire, and brokerage firms who deal in slaves are forbidden from capturing or selling a Muse. Each Muse is sold with a control rod attuned to its collar, holding the Muse in perpetual thrall. The Fey must obey the holder of the rod in all things, and the owner may use the collar to shock the Muse or reward it with a feeling of bliss.

Brownies, Korred, and Faun are also found throughout the Empire. These Fey have been the preferred slave in the Zava Hills since 280 AA, when the Meek'ah there rose up in a dozen small rebellions. Years of widespread mistreatment led the otherwise docile race to pour out from the ghettos and slave warrens in which they were forced to reside. The Atlanteans were forced to step in, deciding to relocate the Meek'ah to other parts of the Empire. Fey were shipped in great numbers to the Zava Hills and, under the watchful eye of the Order of Hagios, were given better living conditions by the Zevrish. The worst of the Zevrish slave owners were sanctioned by the *Boule*, and new restrictions were placed to ensure the proper treatment of their new Fey servants. The Zava Hills Fey are rarely collared, and the use of abilities that harm or endanger Imperial citizens is punishable by death. Many Fey over the years have been publicly executed to ensure the rest fall in line.

The Empire is divided into Imperial provinces. Some are quite large, encompassing multiple cities and towns, while others are small, often encompassing islands and geographical regions where a member race calls home. Each province is represented in the Assembly of the Great Senate in proportion to their population. The more a province has in numbers, the more representatives they send to Sprata to speak for them. The size of a delegation has never ensured dominance, however, as Imperial politics often swing to the whims of Atlantis and its *Boule*. Each province also has Senators that sit in judgment of the lower Assembly and receive input directly from Atlantis via the First Consul. There are always three Senators sent to Sprata from each province who serve for life, some titles of which have become hereditary for families who have served Atlantis faithfully for generations.

Rights of the Citizens

Citizens of the Empire enjoy a variety of rights depending on their status. Atlanteans are not subject to the laws of the Empire and are exempt from arrest for any crime, including murder. Atlanteans who must be dealt with for any reason are taken into custody by members of their Order, then taken to the *Boule* for questioning and possible punishment.

Instances of Atlanteans running amuck are extremely rare, and the powerful humans tend to avoid overtly demonstrating their power in public. All citizens of Alteria must obey the commands of an Atlantean in all things, although commands that would cause the citizen harm or put their livelihood in jeopardy can be appealed after the fact (if the subject lives) by petitioning the *Boule*. In very rare occurrences, an Atlantean has had to pay recompense to the family of a slain subject who followed a command that lead to death. Atlanteans are never bothered to sit in judgement of citizens and almost never offer to mitigate disputes. However, there have been times where the *Boule* sends representatives from Atlantis to oversee certain court proceedings or important Imperial matters.

Full citizens of the Empire enjoy many freedoms. Only those belonging to the member races and those who were born within the Empire to parents who were also born in the Empire are considered full citizens. Citizenship is not dependent on wealth, influence or occupation. All full citizens are allowed to vote on issues and measures put forth by their municipality. Spells are used to ensure there is no voter fraud, and those found guilty of voting twice lose all voting privileges, facing stiff fines or jail time as punishment. Full citizens of the Empire are expected to have some amount of martial training, and all adults over the age of 19 and younger than 50 are subject to the draft as necessary. In addition to the draft, citizens are allowed to join legions and local militias as they wish. Full citizens are exempt from slavery and allowed to own slaves, themselves; the average middle class household owns at least one slave. Full citizens can also own land and operate a business, as long as the taxes for such are paid in a timely manner.

Probationary citizens of the Empire enjoy many of the same freedoms allowed by full citizens, but probationary citizens who were born in the Empire must prove that one or more of their parents were also born in the Empire. Probationary citizenship is sometimes dependent on wealth, influence or occupation.

Probationary citizens cannot vote and are not represented in the Great Senate. They are also subject to a draft in times of war, regardless of their age, and are allowed to join legions and local militias. Probationary citizens are allowed to own property in designated areas, and are allowed to operate a business only after it is deemed that it would not infringe on existing businesses operated by full citizens. Some probationary citizens get around this by having a full citizen be the “face” of the business while the probationary citizen operates the venture. Probationary citizens are exempt from slavery and can own slaves, themselves, if desired.

Slaves have little to no rights, although the Meek’ah born on the islands of the Southwest Archipelago are given the Choice of Three when they reach the age of maturity and all Meek’ah are exempt from legion service. Goblins are allowed to join Auxiliary Legions for a period of ten years, and if they survive such a period, they are awarded a Probationary Citizen Writ. Fey slaves are never allowed to join legions. The public treatment of slaves is governed by the rules of the *Pachni* and enforced by the *Boule*. Mistreatment of a slave in public, such as beating or killing, is not only a cultural taboo but an act that can gain the offender a hefty fine or jail time.

Every Imperial population center has an area devoted to the correction of slave behavior and punishment. Slaves are given over to these places for “reeducation” if informal and private lessons on their proper behavior are not satisfactory. Repeated stays at a “reeducation center” can earn the slave a death sentence if the slave is deemed unwilling to correct their behavior. The beating or killing of a slave in public is justified if the slave caused harm or allowed harm to be caused to a citizen. Ultimately, slaves are treated as little more than property and are subject to the laws that govern the sale and transport of property. If a slave is harmed or killed by someone who is not their owner, the full market price (regardless of the slave’s health or age) is paid by the offender to the owner unless it can be proven that the death of the slave was justified. In that case, the price paid is generally one-third of the market price.

Slaves can be sold in private party transactions, but all sales must be recorded by the local Imperial Transfer Station. Slaves who are given Probationary Citizen status are tattooed (above the eye is most common, but anywhere on the face is accepted) in order to distinguish them from the others. Once a slave is given Probationary Citizen status, it can only be revoked by an Atlantean.

The name for the Empire was taken by the Atlanteans from the name of the sea where their island first appeared. Alteria is a word in Celestial that means "blessing" or "blessed" and was given to the sea and surrounding area by a group of angels who were first marooned on the planet during an early Lunar Quickening. Atlantis liked the term and sees their new Empire as a "blessing" to Shin'ar and its people.

The Alterian Legions

There are thirty active legions in the Empire, nineteen of which are regular legions and eleven of which are auxiliary. There are little differences between regular army soldiers and auxiliary troops, as both types of legions operate under the command of the Lord Commander in Atlantis and are directed by the will of the Great Senate. The main distinction is that regular legion soldiers generally come from races with full citizenry and are joined by choice by many Imperial citizens as a means to earn coin and valor serving the mighty Empire. Criminals convicted of non-violent crimes in Imperial cities are given the choice to join a legion instead of an Imperial work detail or imprisonment, and service in a legion clears all criminal records up to the infraction that sent them to the legion. The Zevrish see legion service as a way of life, and many of the Zevrish serving in a legion re-enlist up to the maximum eight tours of duty.

The auxiliary legions are made up of almost exclusively of the monstrous races of the Empire and probationary citizens. Discipline in these legions is considerably more lax than regular legions, but this is not always the case. Auxiliary legions are generally given less than prestigious assignments, but many are celebrated by the communities they represent and protect.

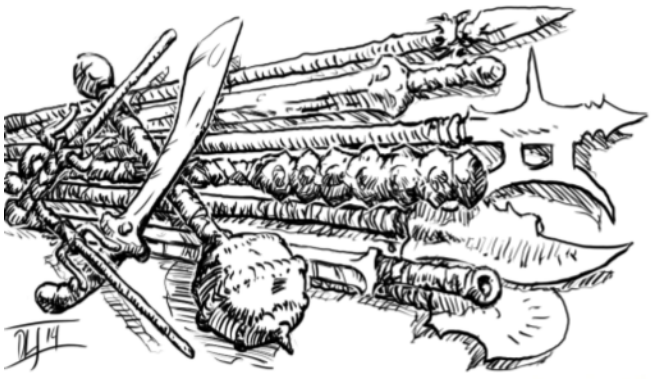
The Atlanteans have instituted a standard to be followed by each legion in regards to placement of magically active soldiers. Every legion unit has one in ten of their number able to manipulate the Manasphere in some way. The make-up of magical troops is roughly 70% arcane and 30% divine. Some legions have less than standard magical personnel, where only one in twenty are able to cast spells. Very few legions fall below standards, but some can be as low as one in fifty per unit depending on the races that make up the legion.

Auxiliary legions are the only ones which Goblins can join to earn probationary citizen status after serving ten years. The troop count of legions is low compared to the number of citizens and land they are responsible for policing. The legions assigned to cities typically act as city guard and specialized city watch, and additional soldiers can be conscripted from the populace at any time by the Great Senate. All full and probationary citizens are subject to draft in times of war, but otherwise, the formation of legions draw from volunteers and maintain numbers by recruiting from the towns and villages they protect.



Most Imperial cities have local police forces who assist the legion troops in protecting Imperial citizens. The towns and villages of the Empire rely on local militias and constabulary for their immediate safety, but each legion maintains a number of "ready units" that can be dispatched within their territory on little notice.

Each legion is kept small and filled with well-trained and professional soldiers. Supreme Commanders are authorized to form small units of adventurers and mercenaries to augment their troop totals, should the need arise. The Empire has never truly feared invasion, so their armies have traditionally been small during peace time.





1. Commander's Armor; 2.3.4. Shields; 5. Armor, with Badges of Honor; 6. Commander's Helmet; 7.8. Finger Rings; 9. Imperial Fasces (Rod of office); 10.-13. Standards; 14. Axe; 15. Hammer; 16. Sling; 17.18. Swords; 19. Sacrificial Knife; 20. Sacrificial Axe; 21. Knife; 22. Quiver and Bow; 23. Trumpet; 24.27.28. Foot-coverings; 25. Officer's Seat; 26. Captain's staff; 29. Neck-chain; 30.31.32. Needles; 33. Cloak clasp; 34. Commander's Travel Trunk; 35.36. Tables; 37. Ink-stand; 38. Parchment - Scrolls; 39. Parchment Case; 40. Writing Tablets; 41. Lead-pencil; 42. Reed-pen

Legion Troops & Equipment

Light Infantry (CR 1/8, *guard*) - spear, shortsword, four javelins, shield, linothorax

Hoplite (CR 3, *veteran*) - pike, battleaxe, shortsword, shield, breastplate

Skirmisher (CR 1/4, *level 1 Skirmisher*) - battleaxe, shortsword, light crossbow, 20 bolts, shield, linothorax

Heavy Infantry (CR 3, *knight*) - longsword or morningstar, handaxe, dagger, heavy crossbow, 20 bolts, shield, splint mail

Archers (CR 1/8, *tribal warrior*) - longbow, 120 arrows, short sword, studded leather armor, (Small Size - short bow, 120 arrows, handaxe, studded leather armor)

Scouts (CR 1/2, *scout*) - short bow, 40 arrows, short sword, studded leather armor

Light Cavalry (CR 1/2, *thug*) - spear, sagaris, shield, linothorax

Horselord (CR 1/4, *level 1 Horselord*) - spear, scimitar or sagaris, shortbow, 40 arrows, shield, linothorax

Heavy Cavalry (CR 3, *knight*) - lance, longsword, heavy crossbow, 20 bolts, shield, plate mail

Grenadiers (CR 2, *ogre*) - flail, grenades (Alterian fire and acid), shield, linothorax

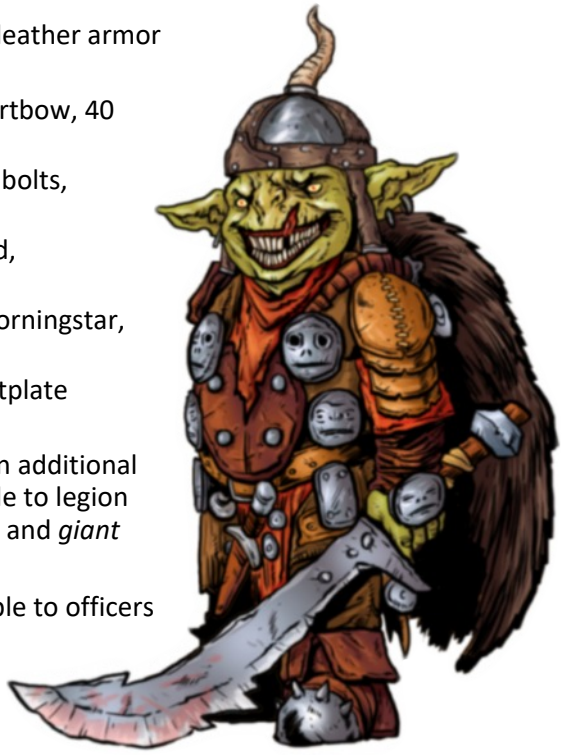
Siege Weapon Operators (CR 1/8, *tribal warrior*) - short sword or morningstar, shield, leather armor

Marines (CR 1/2, *thug*) - short sword, dagger, handaxe, shield, breastplate

Commandos (*varies*) - varies

Potions. All troops are given 2 *potions of healing* and must requisition additional or replacement potions in camp. The list of potions generally available to legion troops are: *jumping, swimming, resistance, water breathing, growth,* and *giant strength*.

Magical versions of the standard weapons and armor are available to officers and unit commanders. Magically active personnel have access to additional potions and items available through their legion quartermaster, most notably wands of *magic missile*, *cure wounds*, or *fireball*.



Goblin slave conscript (Scout)

Many troops will have additional personal weapons and magical items. The above list is standard equipment issued to soldiers by the legion quartermaster and the only equipment that can be replaced at no cost to the soldier.

Classes and levels given in Legion descriptions do not include Specialist Units (which are formed and commanded directly by the legion's Supreme Commander) and is a general listing of classes and levels found. Legions are often sprinkled with monks, rogues, clerics, wizards, warlocks, sorcerers, barbarians, and bards.

Imperial Work Details

There are over one hundred and forty Imperial work details that operate across the Empire. These multicultural details are responsible for the construction and upkeep of public works projects and buildings throughout Alteria. Work details are made up of all levels of citizenry: full, probationary, and slave. Citizens of the Empire, full or probationary, can enlist in tours that last anywhere from two to eight years, and the average tour in a detail lasts four years. During that time, they earn coin based on level of skill and time put in, half up front and half banked for when they return home. The longer one stays in a work detail and proves their worth, the more coin one can earn. Citizens can enlist in as many tours as they want.

Slaves are sold to details by brokerage houses or Alterian citizens in need of coin. The slave is then owned by the work detail. Meek'ah from the Southwest Archipelago are given the choice to join a work detail for life, and these deals will sometimes also include the slave's spouse and children. These Meek'ah are segregated from the other slave forces and generally treated better than their kin born elsewhere in the Empire. Life in a work detail is hard and consists of back-breaking work, sometimes for up to twelve hours a day in dangerous conditions. Slave workers are expected to work for up to fourteen hours a day, sometimes longer depending on the task.

The Empire is constantly working on improving living conditions for its citizens. Aqueducts, sewers, roads, and arenas are being built by Imperial work details all over the Empire. City works projects and even the building of wealthy mansions and villas are done by the work details. Details can be moved at little notice from one corner of the Empire to the other, depending on where the need for workers is greatest. Many details work on projects together, and rivalries between them have been known to slow down or halt construction. Atlantean Orders, with permission from the *Boule*, can direct the use of Imperial work details for personal projects and the building of facilities. Otherwise, they fall under the purview of the Assembly of the Great Senate.

Probationary Citizen Writs

These are given for a variety of reasons to individuals who demonstrate loyalty to the Empire.

- They can be given by an Atlantean to anyone at any time.
- They can be awarded to a Goblin slave for exemplary legion service.
- They can be awarded by the Great Senate to Outsiders and intelligent monsters who swear fealty to the Empire.
- They can be awarded by Legion Commanders to non-Imperial citizens for exemplary service in the furthering of Imperial goals. (Must be ratified by the Great Senate).
- They can be purchased by anyone from the Great Senate during certain times of the year. A limited number are for sale each year, generally less than 100 each season across the Empire.
- They can be purchased by a slave from an Imperial Transfer Station or Brokerage House in large Imperial communities. There are no limit to these that can be sold, but less than 10% of all Writs given are sold to slaves.

Writs cannot be transferred to another under any circumstances, even in death. Once a writ is activated, the purchaser or claimant is tattooed to show relevant authorities of their new status. The name of the new probationary citizen is recorded in Atlantis and Sprata.

The non-human races who live in the Empire have learned to adapt to life in a human-dominated nation, and in doing so, many of the monstrous races have become surprisingly civilized.

Ogres - The Ogres of the Empire are smarter than their kin in other parts of Shin'ar, as basic education is offered in all Ogre communities and Ogre children are taught at a young age to idolize the Atlanteans and follow the decrees of the *Boule*.

Races of Alteria

Citizen: Estanyan, Zevrish, Centaur, Gnoll, Ogre, Hill Giant, Baka Zula (on Golden Coast), Calvoid (of Cashan)

Probationary Citizen: Satyr, Undine, Ifrit, Merfolk, Triton, Genie, Changeling (Zavan), Tiefling, Jungle Giant, Sylph

Slave: Meek'ah, Goblin, Dryad, Nymph, Pixie, Brownie, Korred, Muse, Faun, Grig, and Nixie.

Ogres of Alteria have an Intelligence score of 8 instead of 5, and their alignment changes to reflect their civilization and their place in Alterian society. Ogres of Alteria are Neutral or Neutral Evil, although some, including Ogres in the Legions, identify as Lawful Evil.

Gnolls - The Gnolls of the Empire have taken to civilization better than any other monstrous race, priding themselves on being the first race offered full citizenship by the *Boule* during the conquest. Education is key to their development, and the Gnolls of Alteria have an Intelligence score of 10 instead of 6. Still lacking much of a conscience, Gnolls of Alteria identify as Neutral Evil.

Hill Giants - The communities of Hill Giants present at the time of the Alterian Empire's conquest were decimated. One in every three adults were killed by the Atlanteans, and the rest were quickly rounded up into crude camps. During their stay in these internment camps, the remaining Giants and their young kin were taught a new way of life. The Hill Giants of Alteria are still few, but those who dwell in the Empire have greatly benefited from the Atlanteans' nurturing. Alterian Hill Giants have an Intelligence score of 8 instead of 5 and a Charisma score of 8 instead of 6. Their penchant toward violence has been molded into self discipline, and most Hill Giants of Alteria identify as Lawful Evil.

Centaurs - The far-roaming bands of Centaurs were almost completely wiped out by the Atlanteans during their conquest, and those who were left were hounded by the Gnolls and Estanyans who had allied with the powerful humans for many years to come. Eventually the remaining Centaurs gave up on their resistance and accepted a place in the Empire. Their numbers have since bounced back, but their culture has severely suffered. No longer allowed to wander the plains, Centaur towns have sprung up across the Empire. Most are small communities of intermarried clans, though some are large and include other Alterian races among them. Thanks to centuries of Atlantean influence, the Centaurs of Alteria identify as Neutral or Lawful Neutral.



Chapter Seven
Deities of Shin'ar

Introduction

The deities of the world take an active part in the dealings of their worshipers. They gain power from the worship, and use the power to help them plot and scheme to retain the power, and to gain more. Some deities use their worshipers as pawns, a means to an end and nothing more. Some love and cherish every prayer and sacrifice made in their name. Shin'ar's deities are racial, and region based. The cross worship of powers is rare at best, but increasing. Most deities would not turn away any worship, though some are loathe to accept it from certain sources.

Most people on Shin'ar worship more than one deity. Sometimes, a pantheon is worshiped as a whole. Only the fervent and most heartfelt worship or emotion fueled sacrifice is converted by the Manasphere to power the deity. Only clerics, and those who use divine magic, must choose a patron deity. Many people who do not use divine magic swear oaths and make sacrifices to many powers. A Jute blacksmith might bless his forge in the name of Welkor, give sacrifice at supper to Dhalla, and swear and oath to Vemish before betting in a game of chance. Any one of those would transfer as intangible power to the deities. When the blacksmith dies, his soul would go to the realm of his patron, Welkor, whom he dedicated his service too. If he had, in his heart, given more worship to another power, his soul would be contested. Contested souls are set to wander Shin'ar, sometimes for many years. Souls have been known to be "cut-loose" by some powers, the link they shared severed, and absorption into the Manasphere would soon follow.

The blacksmith's wife, a priestess of Dhalla, would go about her day differently than her husband. She would beseech her patron goddess in all things. Divine spellcasters are free to acknowledge other powers, and even give lip service in their name, but the most fervent worship is reserved for their patron alone, and no dispute is made when her soul leaves her body. Divine spellcasters enjoy this status among their deity's worshipers, and are the ones in which the power itself confers with and is more likely to grant boons too.

Should a divine spellcaster commit a minor offense against their deity or ignore a portion of the deity's dogma, they are guilty of a sin. These should never be the bases for the severing of the divine link, but many such infractions can gain the ere of not only the church, but divine servants and the deity themselves. Penance would have to be made appropriate to the sin committed to remain in good standing with their peers and absolve them of divine retribution.

Typical penance include spending an hour in prayer, making monetary donations to the local shrine or temple, performing various duties for the temple and clergy (depending on religion) and so on.



Deity Format & Description

Each description follows the same format. Below is a description of the format.

Deity Name (Level of Power) & List of Common Titles

This is a list of the most common names the power is known as. After that, is the deity's power rank. In descending order the levels of power are greater, lesser, demi, and quasi. These power levels are a loose representation of the deity's worshiper numbers, and personal power. It does not affect the powers or abilities of divine spellcasters who choose them for patrons.

Symbol & Alignment

The deity's symbol is the most common and preferred symbol they wish to be known by and recognized as. The symbol is also the shape and depiction of the holy symbol clerics use to evoke their name. Some deity's have multiple symbols. The deity's alignment is the most common alignment found among their worshipers and clergy. These are a guideline to determine the actions of the powers; divine spellcasters must remain within the allowable steps of the deity's alignment to retain access to their abilities and spells.

Portfolio & Domains

The portfolio is a list of ideas, emotions, places, schools of thought, and topics directly associated with their dogma. The domains are those granted to their clerics, and directly reflecting the deity's alignment and portfolio.

Favored Weapon

The favored weapon is a manifestation of a weapon, or designed around a concept, the deity possess. Some spells take the shape of the deity's favored weapon. Clerics of Shin'ar are always proficient in their deity's favored weapon.

Introduction

This section introduces you to the deity and tells a bit about their temperament and outlook. A description of their church follows, along with a brief description of any holy days or important ceremonies performed in their name.



Larger infractions warrant longer stints in prayer, larger donations, and more duties performed to absolve the penitent. Habitual abuse of church doctrine and the flouting of divine law can earn the divine spellcaster the loss of all abilities and blocked from accessing the Manasphere. Full atonement would be needed to access spells and class features once again.

Divine spellcasters can choose to change their patron deity with little or no loss of power and abilities. Should they choose to do this, they would loose all divine class features until undertaking a quest for their new church and then receiving a blessing by a representative of their new faith. Once they have been accepted by the new faith (and deity), they resume any applicable class features they had, and choose domains from their new patron's list.

History & Relationship

This section discuss important events in the deity's past, sometimes including their origin. Any relationships deemed important enough to effect their worshipers are also discussed in this section.

Dogma

This section is dedicated to the tenets of the religion formed in their name. All divine spellcasters must live by the dogma of their patron deity. Being unable to perform according to the dogma can penalize the spellcaster. Should the spellcaster be prevented from doing some required service or forced to fail in some way in the eyes of their faith, no penance would be needed to redeem themselves. If they simply chose to not perform according to dogma and were otherwise able to do so, they would be guilty of a minor sin.

Avatar

The last section details the common appearance of the deity's avatar when they manifest one on Shin'ar. It will often describe appearances of the deity and the situations that warranted it. The deity's personal weapons are also discussed here.

Aravork Pantheon

Phoenix (Lesser Power)

Fire-lord, The Flying Flame, The Burning Savior

Symbol: A rising Phoenix, often abstract looking

Alignment: CG

Portfolio: Change, Endurance, Fire, Flight, Rebirth, Sacrifice

Suggested Domains: Light

Favored Weapon: Spear

Introduction: Phoenix is embodiment of sacrifice and rebirth for the Aravork people. The act of giving his life to save his followers is told to every youngster and his twin virtues of Endurance and Change is instilled early into every Aravork. Phoenix is a benevolent deity, one who delights in offerings of carefully worded prayers and oaths, written down, then burned. The ashes are then smeared on the cheeks and worn all day.

The Fire-lord is worshiped in open air temples and shrines, where a large fire is always kept burning. Aravork are encouraged to visit a shrine or temple to Phoenix as soon as they arrive in an Aerie, to give thanks for a successful migration and to pray for a joyful future. The clergy of the Burning Savior are also encouraged to make migrations, and thus temple staff changes very often. There is no central authority within the church, all clerics and divine spellcasters who choose Phoenix as their patron are allowed to perform rights and preside over rituals in any shrine or temple.

Clerics of Phoenix pray for spells at dawn, when the first rays of sunlight can be seen. Great fires are burned and incense and leaves are smoked to produce sweet aromas that waft throughout Aeries, giving some not accustomed to it a slight headache.

Many holy days are celebrated by the church of Phoenix, but the most popular one is the Rebirth. The day is started before dawn, great fires are lit and kept lit for three whole days. Worshipers crowd shrines and temples to praise Phoenix in prayer and song. Fasting is practiced, and the only sustenance allowed is water and small tasteless biscuits called "Flame-tac" which is cooked on the great fires. After three days, the fires are extinguished in a ceremony that remembers those who have passed in the last year, and prays for their rebirth in Phoenix's realm. In Aeries near Calvoid communities, the fires of Rebirth are kept lit through ingenious mana-driven contraptions, often gifted to the Aravork as a sign of respect for the help the race gave the Calvoid when they were still human, and living in the Empire of Urk. Clerics of Phoenix often multi-class as aerialists, sorcerers, and rangers.

History/Relationships: Phoenix began life as Parlam, the God of Agriculture and Commerce in the ancient Empire of Urk. Parlam was an interloper god, one who happened upon Shin'ar during a Lunar Quickening, and decided to focus most of his power in establishing a worshiper base on the planet. After decades of expending time and power on Shin'ar, his worshipers on his home planet began to turn away from him. Eventually, he lost all but three worshipers on his home planet, and instead chose to focus exclusively on his followers on Shin'ar. The power he gained through the Manasphere was more than he could of ever hoped for from those on his original planet. His clergy was large and influential. They oversaw all agriculture in the expansive empire. All farms were run by the clergy and worked by slaves owned by the church. The people of Urk slowly began to succumb to the machinations of other deities and their lust for more power.

Parlam's worshipers fled the cataclysm that befell the empire and fled north with thousands of other refugees. The majority of the clergy at the time were also members of the Eltra, the ruling class of Urk. Fast forward many centuries and the establishment of the Kingdom of Eltra in the snowy mountains of the Dark North. Parlam's church became a shadow of itself, once large and powerful, it now found its numbers dwindling as more and more Eltra fell to the whispers of devils who infested the kingdom. When King Alcor cast his soul stealing spell, Parlam manifested an avatar to try and prevent him from doing so. He fought with Garloch at the feet of the throne where the King was performing the ritual spell. Alcor used the confusion to transfer the souls into himself, instead of Garloch, robbing the Archdevil of his due.

Before the spell was complete, Parlam sacrificed his life, not just his avatar, to fuel a spell that not only protected the souls of his faithful, but transformed them into a form that could rapidly flee the dying kingdom. He was instantly reborn in an explosion of fire that gutted the palace. Garloch managed to flee before the explosion, and Alcor was saved by expending a portion of his new power to breach the Manasphere and flee to the Nine Hells. The enormous Phoenix rose into the air and guided his children to safety in the west.

Dogma: Do not fear death, for death is but a fleeting moment before you are reborn anew. Burn your sins away in holy fire, keep always the flames of sacrifice burning in your heart. Give up something for the betterment of others. Sacrifice is divine, and the way to true salvation. Strive to better yourself and your community. Have the endurance to sustain long flights, for keeping aloft and on the move will spread the word of the Holy Fire faster than anything else.

Avatar: Phoenix has never created another avatar on Shin'ar since his rebirth. He prefers to act through Outsiders who have pledged themselves to him. A group of Fire Genasi (the offspring of Aravork and Efreet who have forsaken their evil ways and pledged allegiance to Phoenix) who are known as Phoenix's Children or simply as flame child, travel from Aerie to Aerie dispensing good will and helping the community for a time, before moving on to another locale. When he was reborn and led his people to safety, he took the form of an enormous bird made of holy fire.

Santrix (Demi-Power)

The Crow, The Waiting Pain, Malcathra



Symbol: A black Aravork feather

Alignment: NE

Portfolio: Corruption, Greed, Hedonism, Lies, Lust, Pain, Pleasure

Suggested Domains: Trickery

Favored Weapon: Whip

Introduction: Santrix is worshiped by Aravork who have strayed from the righteous path laid out by Phoenix. She is revered by those who delight in inflicting pain on others, and those who gain joy from the accumulation of wealth. She is a fickle goddess, and delights in offerings of pain and pleasure in her name, but also from gems and expensive works of art that are hoarded away in secret shrines dedicated to the Crow.

The Waiting Pain's presence in Aravork communities is hidden, and kept in the shadows. Her cult is responsible for the corruption of many Aravork, and continually seeks to undermine the authority of Phoenix and his clergy. Her clergy seldom work together, and typical cults of Santrix consists of no more than a handful of clerics who administer to a small following of Aravork who whip and pleasure themselves in gruesome orgies of hedonism and pain. No temples exist to Santrix, instead small shrines are used by her faithful and are kept in hidden places, inaccessible to any but her faithful.

Clerics of Santrix pray for spells after midnight, and the time before the first rays of dawn are the most holy to them. Worshipers of the Crow congregate in great numbers only once a year, during the time of the Rebirth in Aravork communities. Santrix's followers perform rituals and hold debauched parties and revels celebrating their transformation into Aravork, not by the power of Phoenix, but by the intervention of Santrix, whom they credit instead of Phoenix for their salvation. The Great Transformation starts with whippings administered by the clergy to the faithful, made more intense by spells that manipulate emotion. Once the gathered are sufficiently whipped into a religious fervor, great orgies are held and last well into the next day. The sacrifice of beings kidnapped in the weeks leading up to the ceremony are common, and Aravork communities have learned to be hyper vigilant, to the point of paranoia, during this time because of this. The ranks of the Crow's clergy often multiclass, to avoid suspicion in their Aerie or migration group. They most commonly multiclass as rogues, sorcerers, or aerialists.

History/Relationships: Santrix is the guise adopted by Malcathra, The Mistress of Pain. When the Aravork were known as Eltra, many who prayed to Parlam also began to worship the Succubus Queen in secret. Very few of her secret followers survived the transformation into Aravork, but those who did brought with them the worship of Malcathra, who quickly adopted a disguise that fit the part. The Crow fostered many secret societies and subversive cults in the very first centuries of the Aravork's new life. She was prayed to in secret by those who remembered the old days, the ways of Eltra and the pursuit of pleasure through pain.

Dogma: Life is full of pain. Every day you feel it, or cause it. Through pain we are free to be our true selves. By surrendering to pain, we gain pleasure, and the feeling of elation from transferring that pain to another. Keep secret always what is true in your heart. Horde as much coin and power you can, through any means, but remember to always give the Crow her due.

Avatar: Malcathra has manifested as Santrix numerous times since the Aravork transformation. She has guided her cult from the shadows, and has in the past directly manipulated whole Aravork communities for her amusement. The last time she manifested as the Crow, her plotting was uncovered by accident, and she was happened upon by powerful clerics of Phoenix supported by four of Phoenix's Children. She succeeded in killing three Children and numerous Aravork, including members of her cult when they happened to be in the way of a killing spell. Her avatar was wounded, and contingency spells whisked her away from battle. She has not been seen as Santrix since, but continues to communicate with her cult through demonic emissaries.

Arryn Pantheon

Arum (Demi-Power)

The Silent, The Somber, The Dedicated One

Symbol: A closed scroll held by a skeletal three fingered hand

Alignment: LN

Portfolio: Death, Dedication, Knowledge, Oaths, Quiet, Records, Sacrifice, Service, Time, Tombs

Suggested Domains: Knowledge

Favored Weapon: Mace

Introduction: Arum is the Arryn god who they turn to for guidance and stability in their chaotic culture. A great majority of Arryn life is spent trying to achieve complete bliss through wonton excess of entertainment and vice. Because of this, mundane aspects of daily life are often forgotten. Arum's clergy is charged with making sure Arryn society never breaks down due to inept selfishness which is inherent to the species. The Dedicated One teaches that the ultimate sacrifice one can make is to dedicate yourself to preserving the balance of Arryn life, forsaking a life of pleasure for a life of duty. He delights in offerings of carefully worded oaths and an unwavering dedication to one's duty.

The church of Arum is small, but greatly influential. There is no temple to Arum in Pursa, or any other Arryn community. Instead, Offices of Somber Duty, of which there are many, serve as shrines to Arum and headquarters of the bureaucratic denizens who operate in the background of Arryn society. The clergy's duties are extensive, and include but are not limited to: sanitation, litigation, burial of the dead, record keeping, law keeping, and security. The church's purview on security and law enforcement includes only communal areas, government offices, and tombs. They never interfere with internal Arryn noble family interests and serve whichever ruling family is in charge at the moment, dedicated to the office rather than the family.

Clerics of Arum pray for spells at dawn. They beseech the Dedicated One to bless their day in monotony and free of chaos. There are no holy days celebrated by the church, instead, daily life of a clergymen or lay worshiper consist of dozens of small rituals. There are rituals to bless the quill before writing, to bless one's bland meal before consumption, and a ritual when changing guard duty. Faithful of Arum stop whatever they are doing at mid-day and rest for up to an hour, where ever they are. They consume strips of dried meat they first bless in the name of the Silent. They sit and eat in silence, and mentally prepare for the rest of their daily duties. Clerics of Arum sometimes multiclass as wizards or monks.

History/Relationships: When the Arryn found the enormous cavern deep in the Arryas Mountains they knew they finally found refuge from the constant onslaught of the Zevrish. For years the Arryn lived in seclusion and a proper culture began to form. This culture was deeply rooted in the teachings of Zenuza and Arryn's began to live life to its fullest, constantly celebrating and simultaneously jockeying for power, both personal and for their Family. Late in the second century of occupation in the cavern city of Pursa, a horrible disease erupted among the poor and quickly spread. The clergy of Zenuza was hard pressed to combat it and the dead were beginning to pile high. A wizard by the name of Arasn'n traced the contagion to the refuse pile that had been overflowing for years. The pile grew beyond its small chasm and soon became choked with the dead bodies of the disease victims. Arasn'n swore an oath to all who could hear: he would save his people. He forsook all pleasure, including anything that would distract him from his duty.

He began to experiment with the abundance of mana crystals found in and around the cavern to try and manipulate the Manasphere into eradicating the disease. Arasn'n infected himself with the disease and cast a spell that was fueled by large amounts of refined mana crystal. The spell destroyed Arasn'n's body, but also cleansed the Arryn of any trace of the pathogen. Arasn'n found himself with no body, but fully conscious and empowered by the backlash of mana expended in the spell. He was unable to communicate but continued to make his presence felt in Pursa by going about and cleaning up left over refuse and making sure the newly dead were buried properly. A cult arose and began to call him Arum or "Savior", and further empowering him through worship. It was not long after he became deified and exercised his power to pierce the Manasphere and create a domain in the Seven Heavens of Mount Celestia. He barley tolerates Zenuza, blaming her for cursing the Arryn with the chaotic lifestyle their society revolves around. He has recently charged his clergy to combat the recent wave of cults dedicated to Shizzar that have sprung up in the last century. The Silent is normally emotionless, but rages at the thought of the purposeful destruction of his peoples' minds and thoughts by the demonic taint Shizzar brings.

Dogma: The greatest thing one can do is dedicate themselves to the duty of their people. One must forgo all pleasure and distracting vice to better serve, and make sure society does not dissolve into bedlam. Keep all records of thy deeds and those deeds of others. Guard the dead and make sure their burial is never disturbed. Protect the people from themselves. Rally against rampant vice and excess not by pontificating, but rather by abstaining from the perils that plague our culture.

Avatar: Arum has only graced Shin'ar with an avatar three times. Each time he appeared as a ghostly Arryn male who clutched two closed scrolls in his lower hands. The scrolls are said to house the name of every Arryn who has passed away on Shin'ar since his deification. He does not speak, and any message he sends to his worshipers is through dream visions. He sends undead as agents, and has been known to task powerful ones as guardians for the tombs of his faithful. He allows his clergy to summon and control undead, but only from the dead of his faithful, and only as guardians. The use of necromancy for nefarious purpose is distasteful to Arum.

Shizzar (Quasi-Power)

The Madness Within

Symbol: A beautiful demonic laughing face

Alignment: CE

Portfolio: Bad Decisions, Confusion, Fear, Hysteria, Loss of Identify, Madness, Nightmares

Suggested Domains: Trickery

Favored Weapon: Rapier

Introduction: Shizzar is name the Arryn beseech to end the madness and hysteria that their utterly chaotic lives have wrought. Shizzar answers the prayer and calms the voices in their heads. The only voice left is Shizzar. Her worshipers are few, but she is placated almost daily by Arryn who wish to keep their sanity, and not succumb to the blurring of lines between right and wrong when it comes to the pursuit of a good time.

The cult of Shizzar is most active in Pursa. Numerous shrines to the Madness Within dot the great cavern. Most are small, and personal. Some are open air, and visited daily by Arryn who leave offerings of coin and strong wine. Very few Arryn would openly say they are clerics of Shizzar, but you can find at least one at large social functions. They can often be seen encouraging anyone who will listen to push the line of decency and give in to their 'inner demons'.

Clerics of Shizzar pray for spells at dusk. There are no holy days shared among the sects, but many rituals are practiced among them. New cult members are tasked with bringing two more people into the cult, one known as the Proposed, one known as the Submitted. A secret party is held, where the new cult member and the Proposed encourage the Submitted to overindulge in wine, drugs, sex, anything they desire. The use of spells and magical items that control the mind are not allowed, though spells that amplify emotion are encouraged. The goal is to get the Submitted to willfully drag their life into the gutter by over excess and the loss of self-control. Once they have reached rock-bottom, they are given over to Shizzar. The goddess consumes the soul of the Submitted, and turns the body into a mindless form of undead servant. Clerics of Shizzar often multi-class as sorcerers and bards.

History/Relationships: Shizzar came to the world during the time known as the False Quickening. She quickly left Urk, and the Southern Continent all together. She eventually came upon the great cavern of Pursa and the Arryn people. The chaotic and free lifestyle of the Arryn intrigued the powerful succubus, and she decided to stop wandering and settle down among a people who put joy and pleasure above all else. She quickly adopted the guise of a beautiful Arryn female, but one whose skin was rosy pink and hair as red as flame. She lived for centuries, moving behind the scenes, changing identities as needed, all the while living off the essence of those Arryn who flocked to her and began to worship her. Like many Outsiders, she grew drunk on the power the worship gave her. After centuries of debauched behavior, she is no longer content on draining the life essence from mortals in the troughs of pleasure. She instead instructs her worshipers to bring her morals who are at the breaking point of sanity, and delights in pushing them further into madness before draining their souls. She found a cavern near Pursa and instructed her cult to build a grand palace. Shizzar herself has slid into a state of lucid madness. She is prone to fits of giggling or screaming, and seeming to always be having a conversation with someone who is not present.

Dogma: Give in to desire. Give in to temptation. Give in. Give in to Shizzar. The Madness Within will give you eternal calm. Spread fear and confusion where you go. The name of Shizzar should bring both calm and calamity to all.

Avatar: Shizzar is a powerful succubus demon, one who has lived for countless millennia and has been further empowered by the Manasphere. She has never been encountered outside her secret palace since her deification. While in attendance there, she is extremely powerful. The form she takes is that of a slender Arryn female, with small black horns on her brow and flaming red hair that is wild and unkempt. She is often dressed in the latest Arryn fashion, but her gown and robes are always tattered and threadbare. She still debauches herself in orgies of excess with her followers, but such affairs are always hysterical and madness fueled. She is attended by a small cadre of elite succubi who have sworn allegiance to her. The Daughters of Madness enforce her will among the cult and to keep tabs on important worshipers.

Zenuza (Lesser Power)

Laughing Queen, Crying Queen

Symbol: Silver disk with beautiful Arryn female face laughing and then crying on reverse

Alignment: CN

Portfolio: Art, Change, Dance, Entertainment, Fun, Joy, Loss, Luck, Parties, Poetry, Song, Sorrow

Suggested Domains: Trickery

Favored Weapon: Rapier

Introduction: Zenuza is the sound you hear when the room launches into robust laughter. Zenuza is the feeling you get when you experience the worst sense of loss and sorrow you've ever had. The Arryn came to the world of Shin'ar a people who barley learned the secret of fire making. They were thrust into a place of wonder and high magic without any understanding of such things. The new culture that began to form on the run quickly attributed these new sensations and feelings to a being of great power they called Zenuza. There are some sects of her church that claim Zenuza was once mortal, one of the first Arryn to cross over to this world. She learned the secret of manipulating the Manasphere and taught it to her tribe. The tribe then went out among the scattered people and taught as many Arryn they could find. Zenuza delights in offerings of music and poetry, in themes that depict great joy and sorrow.

Zenuza's church is united under the main temple in Pursa. The first and grandest temple to the Laughing Queen takes up a full quarter of the great cavern complex that houses the Arryn's capital city. Zenuza's calling is appealing to many Arryn, and her clergy can be found in every facet of Arryn life. The church officially has no political power, however, many nobles belong to the church and factions and sects are common and lean towards current political trends.

Clerics of Zenuza pray for spells after they wake and before breaking their fast. To a faith where just waking alive is cause to celebrate there are a surprising short list of holy days. One that is most dear to all is the Day of Reverse Fortune. On this day, servants become master and vice versa. Faithful of Zenuza change rolls from mid day to mid day. Some go as far as changing gender for the day. It is a great affront to the Goddess to abuse someone participating in the Day of Reverse Fortune and stiff penalties are levied against those who break this taboo. This does not stop the acts of violence against participants, though such acts are rare at best. Clerics of Zenuza often multiclass as bards, courtesans, or sorcerers.

History/Relationships: Zenuza was born on another world, to a people who within her generation learned to harness fire and began to form rudimentary pictographs to represent complex thoughts and feelings. Her people had no name for themselves other than Arr'syn, which loosely translated to "all of us". She lead her people through large portals that opened up in their deep cavern complex more out of curiosity than anything else. The portals lasted no more than a few days before winking out of existence and trapping the many hundreds of Arryn on the new world. Almost as soon as the portals closed they ran afoul of large groups of porcine marauders that began to hunt them. Zenuza was captured and while under captivity, learned all she could of these new people, this new land, and its Manasphere. Stories differ from here on her life in captivity. But most agree that she escaped her captors and began to teach her people the secrets of manipulating mana into magical effects. The Arryn were still hunted for hundreds of years before they managed to finally escape their tormentors into the mountains. It is not known how Zenuza became deified, only that she came to represent the moments between running and surviving, the moments that allowed oneself to laugh or cry.

She considers the Arryn (translated as "all the rest" and changed after they founded the great city of Pursa) her people still and makes sure they remember to live their lives like every day is their last. This outlook gains her no favor with Arum the Somber, who feels her encouraging the frivolous lifestyle has held the Arryn back for thousands of years. She pays him no mind, though silently commending him and his clergy for making sure the wheels of Arryn culture always stay greased.

Dogma: Today could be the last day of your life. Live it up. Do what you want. Feel how you like. Celebrate all aspects of life. Love many, and love often. Practice your art and dedicate works to her name. Entertain your fellows, make them laugh and cry. Embrace change and consider any turn of luck divine, for she is watching over you. Her grand design will be revealed when you finally attend her at the Infinite Festival.

Avatar: Zenuza is a deity who is most at home among her people. She is known to manifest as many times as the Manasphere allows. The Queen of Sorrow takes many forms, but her preferred is that of a statuesque female Arryn, clad in a robe of her creation, the Robe of Perception. The robe allows any who view the wearer to see them as they want to see them. The illusion is powerful, and not revealed by a *true seeing* spell. Zenuza loves to show up to revels and parties that have a small attendance due to lack of notoriety of the host. The presence of the Goddess' avatar at your party is seen as a double edged sword to the Arryn people. The popularity you gain elevates your social status to the very heights of Arryn culture. Noble families faun over your presence at their parties, and some Arryn are not prepared for the elevation in status.

Calvoid Pantheon

Bastir (Quasi-Power)

The Absurd, The Reckless

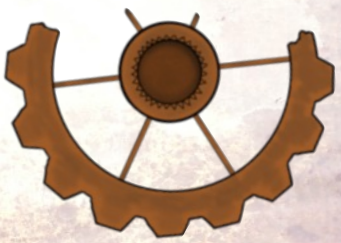
Symbol: A broken gear

Alignment: CN

Portfolio: Luck, Madness, Pushing Limits, Recklessness

Suggested Domains: Knowledge and Trickery

Favored Weapon: Dagger



Introduction: When Calvoid wish to push the limits of creation, and try something normally deemed unwise, they pray to Bastir the Reckless. Bastir is known to be unpredictable. He might favor you one day, and damn you the next. Common offerings to Bastir include refined mana crystals and coins used to determine a course of action on a single flip.

The church of Bastir is small. The only temple to the Absurd is in Sparks, with smaller shrines existing in a handful of other enclaves. Clerics of Bastir often seek out young Calvoid and encourage them to break the rules, push their limits, and let nothing stop them in the pursuit of knowledge. The faithful of Bastir are seen as a nuisance, but since most of them are suffering some sort of mana poisoning, the tenets of Kraskar and Odir forbid the killing of them, unless they represent a great danger to the community. The church has twice been shut down by the authorities of Sparks, but somehow always allowed to re-form.

Clerics of Bastir pray for spells at dusk. The church celebrates only one holy day known as The Walk of Madness. On this day, clerics and faithful of Bastir take to the streets of Sparks and make utter fools of themselves. Most hoot and holler, tipping over trash bins, and smashing windows. Some further deranged worshipers accost bystanders and pay the ultimate price. A Walk of Madness does not go by without at least one disintegration by an automaton constable. Clerics of Bastir often multiclass as wizards, technicians, and warlocks.

History/Relationships: Bastir was once a mortal, and the son of a prominent Sage in the School of Thaumaturgy & Artifice in Sparks. His father was a devout cleric of Kraskar and a technician of the highest level. Nothing Bastir did seemed to impress his father, who was more concerned with his School's politics than noticing his son. In his youth he was known for pushing limits, acting out, and changing his mind on subjects often. His father's notoriety and standing kept him out of jail or exile. Bastir joined the School of Mercantile & Travel for one reason only, to get as far away from his father that he possibly could. He spent years traveling with merchants to far off lands. On one such trip, the caravan ran into bad weather and took shelter in some ruins just north of the city of Montero in Verigal. While recklessly exploring the ruins, he was accidentally responsible for the collapse of a wall that buried the caravan and killed two Calvoid. During the commotion, Bastir blamed the collapse on one of the deceased Calvoid. Since nobody saw what really happened, they took his word for it. While digging out the survivors, Bastir discovered a small metal coffer. He quickly pocketed the case and continued to help. The weather continued to worsen, turning into a manastorm and forcing the remaining merchants and guards to delve deeper into the ruins. After setting the automatons to watch mode, the Calvoid rested. Bastir secluded himself away in a side chamber and opened the coffer where he discovered a slim rod of refined mana crystal and a small book written in an unknown language.

The rod was unlike anything he had ever seen, and certainly didn't look like any type of refined crystal he was used too. Magical attempts to read the book failed, and Bastir soon became obsessed with it and the rod. He stole off into the night alone and left his fellows to their fate. Years would pass and Bastir would travel further, even as far as the Southern Continent and the ruins of Urk, looking for a way to decipher the book and the use of the slim rod. He made pacts with devils, and grew in power. He took chances and pushed himself and his research beyond the limits decent Calvoid would ever fathom. He learned the book was penned by a member of a diminutive race of people who primarily lived underground, like the Calvoid, and the author was one of many who was stranded on Shin'ar thousands of years ago. These ‘dwarves’ managed to build a device that could pierce the Manasphere and allow planar travel. Eventually he made his way back to Sparks. There he built a small following of young Calvoid who were also intrigued by the rod and book, and the promises of power Bastir gave them in exchange for their help in creating the device. Much time passed, and Bastir and his followers were forced to flee Sparks after disastrous and reckless experiments turned deadly. Most of them were suffering some sort of mana poisoning and were thought to be crazy.

Somewhere east of Sparks, on one of the smaller islands found there, Bastir finally built the device. When he inserted the slim rod into the power chamber, the device began to hum and come to life. It began to gather ambient mana at first, slowly, but soon quickened its pace and began to siphon directly from the Manasphere itself. A great explosion rocked the island, destroying the device and incinerating anything within one hundred feet, including Bastir and his followers. While his followers died instantly, Bastir was somehow transformed into a sentient cloud of mana and floated through the breach the device created, to the Plane of Pandemonium. Two Calvoid managed to survive by being unimportant enough to watch the boats while the rest worked on the device. They returned to Sparks and told their fantastic tale. Years would pass before Calvoid started to invoke Bastir's name in prayer, and his cult would form slowly over the next decade.

Dogma: Don't let morals or laws keep you from discovering the secrets of the Manasphere. Push yourself, take that chance. Taking chances is the only way to truly learn all we can from the world, and the Manasphere. Some will call you Mad, Bastir will call you Brilliant.

Avatar: Bastir has never been known to manifest an avatar on Shin'ar. He has been known to send his agents to help his worshipers out of tight spots, mostly by taking chances that could prove disastrous. One tale tells of Bastir possessing a mana zombie and using it to lead some of his worshipers to safety when they became lost in a mana crystal mine. Once they could see the exit, he left the mana zombie, which promptly began to attack his worshipers.

Kraskar (Lesser Power)



The Spark Within, The All Knowing

Symbol: Two entwined gears

Alignment: LN

Portfolio: Artifice, Creation, Invention, Knowledge, Learning, Magic, Trade

Suggested Domains: Knowledge

Favored Weapon: Light Hammer

Introduction: Kraskar is a patient god. Those who seek his favor do so by praying for calm and understanding before starting a new project or embarking on a long trade expedition. Kraskar teaches that learning all you can before beginning something new can only benefit you and your creation. Study and the accumulation of knowledge is the key to success, and the key to unraveling the mysteries of the Manasphere. Kraskar delights in offerings of small mana powered clockwork toys and gadgets, one of a kind, and kept in temples to be placed on display for all to marvel.

The All Knowing's church is large, and each Calvoid enclave has multiple shrines dedicated to him. Most homes, as well as the Schools, have rooms devoted to meditation and quiet contemplation to be used in times of jumbled thoughts and confusion. His clergy make up the majority of members in the School of Politics & Religion. His priests are available to bless any new creation or invention, regardless of what School produced it. Not all members of Kraskar's church belong to the School of Politics & Religion, and many can be found in other Schools. But the School of Politics & Religion is responsible for the administration to the faithful, and controls the organization of the clergy as a whole.

Clerics of Kraskar pray for spells upon waking, and before breaking their fast. Their day begins by attending services at the School, or at the very least, attending to the faithful at a shrine. They bless anyone who wishes it, and use their divine gifts in helping the clergy of Odir cure the worst of the mana poisoning cases that day. Many holy days are celebrated by the worshipers of Kraskar. The most holy day is known as the Day of Sharing. Calvoid are often secretive in their pursuits of unlocking the Manasphere. During the Day of Sharing festival, all Calvoid are encouraged to share their findings, show off new inventions, and trade knowledge with their fellows. This serves a double purpose. The first is to keep an eye on any reckless experimentation going on with the Manasphere, and to keep tabs on brilliant but possibly disturbed minds in the community. The second is to make sure all Calvoid benefit from breakthroughs and fantastic creations, and that the hoarding of knowledge never takes place. Not participating in the Day of Sharing, even if you have nothing of note to share, is a great cultural taboo, and any absence from the day's activities is a red flag to authorities that the person is trying to hide something. The clergy of Kraskar also participates in the Ritual of the Crossing with the clergy of Odir. Clerics of Kraskar often multiclass as wizards and technicians.

History/Relationships: Kraskar, and his younger brother Odir, were worshiped by the Calvoid on their home planet. When the diminutive race made their crossing to Shin'ar, they brought the worship of the brothers with them. Mana crystal and the Manasphere intrigued and inspired his faithful to begin to create fantastic works of melding metal and magic together. While the faithful dedicated to his brother mined and worked the new energy source from the earth, Kraskar instructed his followers to begin to unravel the mystery of the crystal. The Calvoid's mastery over the Manasphere came swiftly, and the new communities they created were soon alight with the soft glow of mana powered machines and automatons.

The formation of the Schools and the rules in which proper experimentation with the Manasphere stem from his church's teaching. During the Dark Times, when the Stazi attacks were so numerous the Calvoid enclaves were forced to dim their lights to preserve mana power to fight the onslaught, Kraskar's worship waned. The pursuit of knowledge took a back seat to the preservation of the race in the face of repeated attacks by the insectoid slavers.

Many new inventions were dedicated in Odir's name, and the majority of them were combat oriented. New automatons were being built for battle and defense. While Kraskar was delighted to see his brother come into prominence with their chosen people, he felt he needed to do more to protect them instead of just encouraging them. Kraskar began to manifest an avatar more and more, as much as he was able to by the Manasphere.

His avatar would lead raids into former Calvoid territory taken by the Stazi to free slaves and rescue left behind tech and equipment. Years of repeated raids by the Calvoid, bolstered by Kraskar's avatar, won back towns lost and rescued hundreds of captives. The Stazi noticed a pattern in the attacks, and formulated a plan to take advantage between the times Kraskar rested before making another avatar. The Fallback started in -3,600 BA, and marked the end of the Calvoid offensive. The Stazi began to push harder than before and Calvoid gains were quickly lost again as the ant-people upped the frequency of attacks, culminating in the assault on the city of Walkso, one of the first enclaves the Calvoid founded shortly after the Crossing. The Stazi did not take captives that day, and instead slaughtered every man, women, and child they came across. Kraskar, having exhausted the amount of times he could send an avatar to Shin'ar that year, did so anyway, sacrificing a portion of his divine life to do so. He lost a power rank, and went from a Greater Power to a Lesser Power immediately, but his avatar arrived with enough time to cover the retreat of thousands of refugees. The selfless act succeeded in saving lives, as well as renewing fevered worship for Kraskar among the Calvoid. Unfortunately, his worship never regained the levels they once were, and the loss of power became permanent. It also marked the last time Kraskar sent an avatar to Shin'ar.

Dogma: Learn. Read. Experiment. Do all you can to expand your knowledge. Create new things and share them among the people. Cracking the mystery of the Manasphere is paramount, and should dominate your studies. However, reckless and un-supervised experimentation is the way to ruin. While knowledge is the key to success, applying the knowledge and creating something is the key to enlightenment. Strive to create a contraption that will suit any occasion. Share your findings with your peers. Keep detailed and precise records of your deeds, so those who come later can attempt to learn from and build upon your success.

Avatar: Kraskar would manifest as a large Calvoid male with skin the color of obsidian. His eyes would glow with the same color as refined mana crystal. He was often dressed in simple robes and sandals, a well-worn staff and book always clutched in his hands. His silver hair would stand on end when he cast spells, and his voice is said to be able to set those under a Stazi's mind control free. His staff has the powers of both a staff of magi and a staff of power. He gives his staff, or a copy he has made, to faithful who he deems worthy and are embarking on a quest that will benefit the Calvoid race. He does not send an avatar to Shin'ar under any circumstances, and prefers to work through his many agents. Sentient clockwork constructs and members of the Modron race of Outsiders work for Kraskar and do his bidding on the planet.

Odir (Demi-Power)



The Deep Delver, The Enduring One

Symbol: A small unworked chunk of mana crystal

Alignment: LN

Portfolio: Battle, Crafting, Endurance, Mining, Protection, Strategy, Strength

Suggested Domains: Knowledge and War

Favored Weapon: Warhammer

Introduction: Odir is a god who takes charge, never waiting for an opportunity to present itself, instead, he creates one. He is worshiped by Calvoid who earn a living bringing the raw materials used in the creation of the races famous devices to town, and the protection of the enclave as a whole. His favorite offering is that of raw mana crystal, smashed and powdered, and then sprinkled over the head while prayer is offered.

The Deep Delver's church is small, but his clergy is found distributed among various Schools. The high ranking priesthood belong to the School of Politics & Religion, but many priests and other divine spellcasters are found in the Schools of Labor & Administration and Law Keeping & Protection. His clerics help miners and help heal those who are suffering from mana poisoning. Temples of Odir exist in every enclave, and all have rooms dedicated to the rest and recuperation of those who have succumb to Mana Psychosis. Clergy members also make up large portions of defensive forces found in Calvoid enclaves. From simple watch members, to commanders and generals in militia forces. His priesthood preaches daily to any and all the importance of enduring through hard times, and the lessons learned from the Stazi War. Clerics of Odir pray for spells at peak, or as close to it as they can if their labors keep them longer.

Few holy days are celebrated by the faithful. Instead, they dedicate every day in the name of Odir, and the protection of the Calvoid people. One particular time is sacred to the church of Odir, and all Calvoid. The Ritual of Crossing commemorates the time when the early Calvoid crossed over to Shin'ar via a series of portals that opened up on their home world.

The home planet of the Calvoid was dying. The atmosphere had become toxic, and the Calvoid were forced to move underground. For a thousand years they lived and evolved as an underground race, but the damage to the planet was irreversible, and the portals to Shin'ar were seen as a hap stance that could be their salvation. It is said that Odir convinced his older brother Kraskar to help him move their people to Shin'ar, a promised land of unlimited potential. The day is spend in silent prayer, and ending in multiple plays and skits throughout the enclave that celebrates the crossing, and the love Odir and Kraskar have for their people. Clerics of Odir often multiclass as wizards, fighters, paladins, or technicians.

History/Relationships: Odir and his brother were once mortal Calvoid, two of the most brilliant minds the race had ever seen. Kraskar was smarter, but less ambitious than his younger sibling. Odir was instrumental in uniting the Calvoid nations to curb the destruction of the planet they had wrought for thousands of years. The two brothers invented numerous machines and gadgets that helped erode the damage to the planet, but in the end, the damage was too great. So many years of poisoning the atmosphere with toxic smoke and chemical by products of industry could not be reversed by the pair, no matter how brilliant or aggressive they were. Odir formulated a plan to move the society underground, where the damage was less apparent. During the ensuing centuries, the brothers would further the cause of their people, and endure themselves to them more than ever before. It is not known when the brothers died, or how they came to be deified by the Calvoid, as no story that survived the Crossing explains this. What is known is that once on Shin'ar, that worship turned to intangible power and transferred via the Manasphere to the brothers to further power them. Odir has often taken a back seat to his brother, something he has never complained about or felt concern over. His chief goal has always been the protection of his people, and making sure they had the strength and endurance to succeed in the face of any opposition.

Dogma: Knowledge is power, but using that knowledge to craft and create is the best way to help your people. Working with your hands as well as your mind links the soul together in a tandem powerhouse that no problem can withstand. Protect your family as well as you protect your research. Calvoid lives are worth ten times more than any book or scroll. Careful planning always defeats rushed actions. Devise strategy and use any means available to tackle a situation. If you recklessly try and solve a problem, it will surely only lead to disaster. Remember the lessons of the past, and always strive to better your community through hard work and careful planning.

Avatar: The Enduring One seldom manifests an avatar on Shin'ar. When he does, he adopts the guise of a sentient clockwork Calvoid, whose eyes shine bright purple and whose skin is made of hardened mana crystal. Even during the war with the Stazi, Odir preferred to send divine agents to help the Calvoid, instead of manifesting an avatar like his brother. Tales tell of Odir leading armies of clockwork warriors against the Stazi on their home plane, hoping to learn some secret to defeating them on Shin'ar. He has been known to send an avatar to help trapped Calvoid miners, and lead them to safety. His touch can cure mana poisoning and mana psychosis, as well as give the recipient temporary immunity to mana for a short while. Parts of his avatar can be removed, such as fingers and toes, and he gives these to worthy Calvoid. The parts offer great protection against mana, and can be willed to become a large clockwork automaton at the utterance of a secret command word. Once they are transformed, the automaton fights to the death to protect any Calvoid in its vicinity. If the automaton is destroyed, it instantly reverts back to the removed digit, and can never be used to transform again. It still, however, retains its anti-mana capabilities.

Eltrabi Pantheon

Alcor (Lesser Power)

The Eternal Tyrant, The Black Death

Symbol: Bleached skull on a black diamond (Urk symbol for death painted on skull)

Alignment: LE

Portfolio: Cruelty, Death, Fear, Hatred, Malice, Power, Strife, Tyranny, Undeath

Suggested Domains: Death and War

Favored Weapon: Flail



Introduction: Alcor is a vengeful god, and one who punishes all transgressions no matter how slight. He is evil personified. His realm in the Nine Hells is full of devils who swore alliance to the Black Death, and torment his worshipers with gleeful abandon. He demands obedience, and in exchange promises power beyond imagine. The sacrifice of a sentient species and it's raising as an undead horror is the greatest offering to the Eternal Tyrant.

The church of Alcor is small compared to other deities of his rank. Temples to Alcor exist in every Eltra city and town, and many shines exist to the Black Death, but their staffs are few. The head of the church is the Vampire-Queen Selene of Eltra, Alcor's daughter. She oversees a few hundred clergy members, mostly from the noble houses who had the closest ties to the former king. All temples and shrines are guarded by undead minions. Powerful mummies, specters, and even lich are at the beck and call of the black robed priesthood.

Clerics of Alcor pray for spells at just after midnight, the time Alcor cast the soul stealing spell that propelled him into godhood. Many holy days are celebrated by the people of Eltra, the most popular being the Death Parade, and the Devil's Ball. The Death Parade is held in honor of the dead who “willing” gave their souls to empower their great king and make him a god. Eltrabi line the main thoroughfare through the Eltra capital and watch hundreds of undead slowly march up to the palace. Many of the undead were the very citizens who valiantly gave their lives for their king. Vampyr bards follow the parade singing songs of glory and valor, to the eternal might of Alcor and Eltra. Eltrabi and Ezeru citizens hold great parties after and they last well into the night. Slaves are even given freedom from duties for the day to celebrate The Eternal Tyrant in all his glory. The Devil's Ball is a grand affair, one that sees many Eltrabi from nearby settlements descend on the capital and the grand temple of Alcor. The vampire nobility of the kingdom open their doors and hold all night revels. The common people are encouraged to attend, and many tales of lavish food and debauched festivities are told every year. Devils who dwell in the kingdom attend the parties, and use this time to make deals with mortals and expand their influence. Not many people know the holy day was part of a deal Alcor himself made with certain Archdevils to back him in double crossing Garloch when he took the souls into himself instead of funneling them into his Patron. Clerics of Alcor often multiclass as wizards or fighters. A small group of cleric/fighters head the Purple Cloaks, Alcor's former adventuring band turned personal guard. They now protect his daughter, and the rest of what remains of the royal family.

History/Relationships: Alcor was born the third son of King Corbin the IV and Queen Ameris, known as the Bloody Queen. He grew up being picked on by his two older brothers, more for his intense stutter than his lack of physical ability. Because of this, he was always favored by their mother, and dotted on by their father. His love of lore and the secrets of the Manasphere drove young Alcor, and at his insistence the King gave him a tutor in the art of magic. A man appeared at the palace and gave his name as Killen. He offered to tutor the young prince in magic for a modest fee.

No one could say why the King and Queen trusted this wizard, but they invited him to live in the palace, and instructed young Alcor to obey the man in everything. Years went by and Killen taught Alcor many things. As a teenager the prince was leading border patrols with the royal troops and blasting Goblins and Bugbears with wands of his own creation. One day, his oldest brother was with him on patrol, and began to tease him in front of the men. Alcor called him out, and killed his brother in a duel. He fled the kingdom and went south into Verigal where he traveled for many years, expanding his knowledge of the Manasphere. After two decades of wandering Shin'ar, Alcor received a vision from Killen that his other brother had died, and the nobles of Eltra were all trying for the throne. Killen revealed himself as Garloch, and promised to aid Alcor in his bid for king. Alcor teleported himself and his adventuring band, known as the Purple Cloaks, straight into the throne room of the palace. They quickly overpowered the guard and murdered all the nobles in the room. The nobles not in attendance began to march on the palace with their guards and sellsword mercenaries.

Garloch appeared and alongside dozens of powerful devils to guard the palace and destroy the noble's army. The battle was intense, but brief. The devils and the Purple Cloaks slew hundreds that day, and cemented Alcor as king. Another two decades would pass before Garloch came to take his due from the king. He gave Alcor a scroll that contained a spell that would transfer the essence of his subjects into a carefully prepared vessel. Alcor promised to cast the spell for Garloch, but he needed time to prepare the vessel. Garloch returned exactly one year later and Alcor cast the spell. Instead of the souls entering the vessel Alcor presented to Garloch, they were sucked into Alcor himself. Tens of thousands of souls and the power they hold swelled Alcor's body. Garloch was unable to harm Alcor while he was going through his transformation, and fled before Alcor's body finally exploded in a terrific backlash of raw mana. Alcor's essence descended into the Nine Hells and he wasted no time carving a portion of Garloch's realm in Malbolge for himself. Other devils took the opportunity to assault Garloch as well, and he was hard pressed to defend his holding against the onslaught. A truce was made. Garloch ceded a portion of his vast realm to each surviving devil who assaulted him, and Alcor, in exchange for them halting their attack. The king's family, and that of every noble in Eltra were turned into vampires, and began to worship Alcor at first out of fear. He soon took a hands on approach with the kingdom, now ruled by his wife Queen Calliope. It was Alcor who instructed them to seek out the Drazil of the Dark Sun to create Drampyr, and start the new race of Eltrabi.

Dogma: Death to all who oppose Alcor. All will bow to the Eternal Tyrant. All will know his power. Fear Alcor, and make others fear him as well. Nurture hate, and make way for it to manifest as often and violently as possible. Control those under you with a brutal hand. Always make them fear your power. If they covet that power, let them challenge you. Power is there for those who seize it. Raise up your foes as undead, all to the glory of the Black Death. Bring death to those who stand in your way. Slay in the name of Alcor, and bring glory to Eltra.

Avatar: Alcor infrequently manifests an avatar on Shin'ar. When he does, he looks much as he did in the last seconds of life, a tall, skeletal man with malice and hate burning in his eyes. He wears black and red trimmed robes that drink in light.

Malcathra (Demi-Power)



Mistress of Pain, The Succubus Queen

Symbol: Smiling feminine lips showing fangs

Alignment: NE

Portfolio: Corruption, Greed, Hedonism, Lust, Pain, Pleasure

Suggested Domains: Trickery

Favored Weapon: Whip

Introduction: Malcathra is selfish and vain. She is always depicted wearing the finest courtly fashion, and decked out in expensive jewelry. The Succubus Queen responds well to flattery, but she can always sniff out the insincere from the fawning overtures of her minions. Malcathra is worshiped by those who feel the need to inflict pain on others, and derive a sense of satisfaction and elation from giving and receiving pain.

The church of Malcathra is small, only three temples exist to the Mistress of Pain. Numerous shrines can be found in noble Eltra villas, as each noble family boasts at least one priest or priestess who terrorizes the slaves with barbed whips and torture. Her clergy act as emissaries to the small demon population in Eltra, as well as traveling ambassadors to such regions that do not bar the entrance of Eltrabi.

Clerics of Malcathra pray for spells at dusk, usually after flogging themselves or another. Her church supports no holy days as such, instead, bi-monthly revels are held in the Eltra capital where nobles debauch themselves in orgies of vice and excess. Clerics of Malcathra participate and oversee these parties. Every crack of a whip, every cry of pleasure and pain all feed Malcathra, and make her stronger. Her church sponsors Drampyr cabals that go out from Eltra on slaving expeditions and the best of any new stock are sent to her temple to be tortured and abused to the amusement of all. Clerics of Malcathra often multiclass as sorcerers, bards, rogues, and shadowgiest.

History/Relationships: Malcathra came to Shin'ar in one of the earliest Lunar Quickenings. Enticed by a world of endless possibilities and tired of her place in the Abyss as a rank and file minion, Malcathra swiftly entered the portal with thousands of other demons. For decades they rampaged through the area, killing and enslaving the native populations. The demons eventually turned on themselves and once it was clear the portals back to the Abyss would not be opening up anytime soon, many disbursed into the wider world. Malcathra found herself on the Southern Continent and managed to sustain herself for a long while on the scattered populations of other beings who became stranded on Shin'ar. While attempting to seduce a being known as a 'high elf', she was imprisoned inside a gem. The gem was tossed into the large river that cut the central part of the continent in half and became lodged under a large boulder where she laid for thousands of years.

The Zula who would become the Urk created a great civilization on the banks of that river, and the gem was discovered by a humble fishermen. When he grasped the gem he heard the whispers of Malcathra and she told him of a way to free her, promising untold riches and power if he did. The fishermen took the gem to a local wizard for help. Malcathra spoke to the wizard, who slew the fishermen, and then freed the succubus from her prison. Malcathra thanked the wizard by draining him and stealing his identity which was that of a minor noble, or member of the Urk-Eltrabi. She learned all she could of this new burgeoning empire and after contacting demonic allies still on Shin'ar, set herself up as the master of a small plantation and manner house just outside the capital of Urkhansa. She revealed herself to a select few Urk-Eltrabi, those who she knew would succumb to her profane gifts and promises of power. A small cult began to worship her, and she realized the power she could obtain this way via the Manasphere. Her cult grew and more and more Urk would turn away from Parlam, Hiccune, and Shytan to worship the Succubus Queen in all her glory. When the cataclysm destroyed Urk she fled with her worshipers to the north. She used large stockpiles of magic and mana crystal to ensure her followers lived and she was instrumental in the founding of the new kingdom of Eltra. Her church was briefly the official church of the new kingdom, but over the next few decades her worship declined as the Eltra were enticed by the numerous devils that infested the mountains.

Malcathra instructed her cult to fight the interlopers, but in the end, she was content on keeping the power she had gained instead of expending it to gain more. She still had influential members of her clergy in high places among the nobility and the new ruling family. Many queens of Eltra were also priestesses of Malcathra. When Alcor cast his soul stealing spell, Malcathra was unable or some say, unwilling to protect her followers who all died with the rest of the country. She lost a significant amount of power that day, and has not risen to the level she once was before the Great Undeath. She still has a large power base among the vampire aristocracy, and has gained worshipers among the Ezeru and new races of Eltrabi.

Malcathra lived on Shin'ar for a long time after her deification. Just before the Great Undeath she expended enough power to pierce the Manasphere and secure a small domain in the Abyss. The Tower of Carnal Lusts juts out from a blackened tor, it's crimson marble glistens with a thin sheen of blood dripped from the whip wounds of her faithful. She almost lost the tower to hostile demons when she lost so many worshipers on Shin'ar. Only through the careful manipulation of the balor generals at the host of the horde did she win the day, and forestall utter annihilation. With the worship she gained from the Ezeru and Eltrabi breeds she shored up her tower's defenses and shifted her realm to Gehenna.

Dogma: Life is full of instances where you experience pleasure or pain. Malcathra encourages you to experience both, together, and often. Dispensing pain on others is your right, and each crack of the whip feeds the Mistress. By surrendering to pain, we gain pleasure, and the feeling of elation from transferring that pain to another. Horde coin and power like you would food and drink. The more you acquire, the more you can dictate how your life plays out. Remember to always give Malcathra her due, and the Succubus Queen will shower you with power and affection for all your days.

Avatar: Malcathra rarely appears as herself on Shin'ar, instead, she routinely adopts her disguise as Santrix the Crow. When she does form an avatar in Eltra, it is that of a slender female vampire, with ruby red lips and skin the color of fresh snow.

Frode Pantheon

Fro'kella (Greater Power)



The Vigilant, The Liberator, The Eternal Queen

Symbol: Shortsword behind steel buckler with a green dot

Alignment: LG

Portfolio: Deliverance, Duty, Freedom, Honor, Justice, Martyrdom, Protection, Valor, Vigilance

Suggested Domains: Light and War

Favored Weapon: Shortsword

Introduction: There is no greater good than Fro'kella. Her love and light shine upon the Frode race, and bring them blessed salvation. She is worshiped by the Frode as their divine savior, one who literally delivered them from captivity. She delights in oaths sworn in her name, and any time she is invoked in the betterment of her chosen people.

The Fro'kellan church is all encompassing. It controls the people through required service and personal sacrifice. In exchange for constant vigilance, the church requires the people to give over control of certain aspects of their life. Fro'kellan clergy members can be found throughout the kingdom. Every community has multiple priests who administer to the faithful that pack the large churches and backwater shrines at the call to prayer twice a day. The church holds great influence in the marriage of young Frode, and clergy are always consulted when parents choose a spawning mate for their child. Church officials are brought in on business meetings and their guidance is sought for any major decision a Frode could possibly make.

All Frode are required to give 15% of their total income in tithe each year to the church. Collection squads roam the kingdom in heavily armed caravans bringing the riches back to the capital, and the Grand Temple of Fro'kella. The amount can be lowered if the family gives over the service of one or more of their children to the church, as acolytes or paladin aspirants. The church controls the military, and its clerics and paladins are found in every squad and patrol, vigilant against any incursion into the kingdom by Eltra.

Clerics of Fro'kella pray for spells in the morning, before the first call to prayer and before breaking their fast. The church recognizes many holy days, most honoring the Saints of Fro'kella as much as the goddess herself. Two cherished celebrations are the Sundering, and the Feast of Saint Agatha.

The Sundering celebrates the freeing of the Frode people from bondage, and the sundering of their ties to the cruel vampire lords. The day is started in solemn and personal prayer, followed by a modest meal. Two grand services are held that day, once in the morning and another at night. Most Frode attend both, but attendance at one or the other is accepted. The service lasts for six hours, and consists of many hours of speeches, songs, and the retelling of the story of how Fro'kella manifested an avatar and freed her people. The story has become official doctrine, and has taken on more myth than fact.

The Feast of Saint Agatha celebrates the life and death of Agatha the Healer, a young Frode maiden who nursed wounded Frode on the front line of the Second Eltra Invasion. She is most famous for wading into the horde of undead to pull General Alister the Daring to safety, suffering the scratches of skeletons and the touch of wights to save his life. Her meager healing abilities exhausted, and suffering the effects of the energy draining attacks, she bandaged the general's severed leg, and fed him her last healing potion. They both survived the war, and she went on the become one of the most powerful healers the church of Fro'kella has ever seen. When she died, her funeral was attended by thousands, and it is said the goddess herself wept for rain fell from a clear sky that day. The day is spent doing good deeds for others and helping out in church run clinics.

Clerics of Fro'kella seldom multiclass, but there is a special branch of the church made up of cleric/paragons who operate as solo operatives for the church abroad.

History/Relationships: Thousands of years ago, Fro'kella was the daughter of a Frode chieftain and a real troublemaker. She would annoy and make mischief for her people, always getting away with it because of the chief's great love for her. One evening, she decided to play a trick on her uncles, and pretend that her father had fallen through the ice. Her performance was a little too good and soon her story had spread through the whole village. Many of the most powerful warriors hurried to the ice flows to search for their chief. At that time, an Eltra sorcerer would return to the village, the same sorcerer who just earlier in the year Fro'kella's father saved from a savage yeti attack. The Eltra nobleman returned with hundreds of men, and put the village to the torch. With the majority of the warriors on the ice, they were easily dispatched by hails of arrows and killing spells. The rest of the village, including Fro'kella, were rounded up and put in chains. Other villages fell to the invaders, and soon hundreds of Frode were force-marched back to Eltra.

During the force-march, Fro'kella and a few others were lost in a snowstorm and left to die in the wilderness. Young Fro'kella, the beloved princess, vowed to survive, and one day free her people. The others died, one by one, while they wondered the frozen Bleek. Fro'kella was the last one, and survived only because she was happened upon by an exiled archon named Gabrial. The archon nursed her back to health, and took her back to his abode. There she stayed, and began to unravel the mystery of the Manasphere as the archon's assistant. Gabrial promised her the knowledge and the power that comes from said knowledge to free her people. Years past, and she became a very powerful spellcaster. The time came to try the spell they had been researching to attempt to breach the Manasphere and send Gabrial home. Unfortunately, like other attempts to circumvent the Manasphere's restriction on planar travel, the spell backfired in a huge explosion of raw mana. Gabrial realized his mistake, and sacrificed his life to shield Fro'kella from utter annihilation. Her body did melt away, but her essence lived on as a floating cloud of positive energy. She was sentient, but unable to form into a body, and thus, helpless to free her people.

After years of floating around Eltra, the cloud that was Fro'kella discovered a way to possess pure hearted Frode for a short time, and in doing so was able to announce her presence to her people. Years of random possessions led to the formation of a small cult, and worship began to further empower her. Centuries would pass before she gained enough strength to channel that energy into tangible power, the power she used to free her people once and for all.

Dogma: Without constant vigilance, you will fall to corruption and enslavement once again. Free the mind and the body will follow. Give yourself over to the tenants of Fro'kella and her divine Saints. It is the duty of all Frode to heed the sacred word of the Church, and to behave according to doctrine. Keep joy and love in your hearts, and help those who are in need. Valorous deeds in life ensure a place at the side of the Eternal Queen.

Avatar: Fro'kella has manifested an avatar on Shin'ar only twice, and much prefers to work through her Saints (whom she resurrects in times of need) or lawful good Outsiders who have sworn allegiance to her. When she has been seen, she takes the guise she wore in life, that of a young Frode maiden clad in furs and brandishing a small bone sword and hardened mana crystal buckler. The sword, a gift from her father, never leaves her side. The shield is a Hardened Mana Crystal Shield of Spell Reflection, and can reflect all spells cast on it to a maximum of 30 spell levels a day. The spells reflected strike their target 100% of the time, and no save is ever given (if a save is given in the first place). The total amount of spell levels absorbed can never exceed 30, and the shield resets the amount absorbed every new dawn. She has been known to lend her shield to pure of heart paladins or clerics who she deems worthy.

Krozan (Greater Power)

Saint of Ambition and Change

Symbol: An onyx and silver ring, slightly tarnished

Alignment: LE

Portfolio: Ambition, Avarice, Cruelty, Dominance, Greed

Suggested Domains: Trickery

Favored Weapon: Mace

Introduction: Krozan was once a mortal Frode, who was the most pious cleric to come up in the church since the Sundering. Frode who have become disillusioned with the ever present church of Fro'kella have begun to venerate one it's most beloved, but seldom talked about, priests. Krozan delights in offerings of coin and precious gems. Those taken from the tithe to Fro'kella are especially coveted.



The cult of Krozan is small, and concentrated in the southern forest and swamp. His clerics infiltrate the Fro'kellan church and with the help of powerful spells and magical items, manage to keep their true allegiance a secret, all the while corrupting their fellow priests and turning them from the light of Liberator. Occasionally, a wandering cultist will begin to openly speak against the church. This is done mostly as a smokescreen for true cult activities or the scouting of communities that would be more receptive to the Saint of Ambition's sacred word.

Clerics of Krozan pray for spells at night, before midnight but after the sun goes down. The cult supports no holy days other than the Day of Revelation. Krozan was set to become a new Saint, but the church, after years of deliberating, refused to officially canonize him. His followers cried foul, and that ceremony marks the day the Frode people were awoken to the hypocrisy they live under. The cult celebrates with quiet prayer by day, and the murder of a Fro'kellan clergy member at night. The hunting of clergy members often sparks renewed vigilance in the Frode communities of the southern kingdom, and the kidnapping and captivity of multiple sacrifices are known to occur throughout the year. Clerics of Krozan often multiclass as rogues, wizards, sorcerers, and warlocks.

History/Relationships: Born Gavin Eldred more than four hundred years ago, Krozan's story is one of misplaced anger and paranoia. Young Gavin was a gifted acolyte in the Fro'kellan church. He rose quickly among the novices, and was appointed as aide to the High Priest of Sez'frez. Years went by, and young Gavin found himself passed over time and time again for promotions, despite his seniority and obvious mastery of divine magic. A deep bitterness took root in his heart, and although he never lost his love for Fro'kella, he began to harbor a deep seeded hatred for her church. He felt, and even had some evidence to back it up, that although he was extremely gifted and loved by Fro'kella, since he was born in a backwater village he would be constantly passed over for the most important clerical duties. One day, after being passed over for another priest from a good family, Gavin went back to his meager chambers and instead of praying to Fro'kella for guidance, he asked anyone who would listen to help him from his predicament, and give him the power to see his future come true.

The Archdevil Garloch spoke to him, began to whisper encouragement to Gavin, and fueled his already growing hatred and conspiracy theories. Weeks passed, and Gavin found himself conversing with Garloch more than praying to Fro'kella. Gavin's attitude changed, he no longer found himself being angry all the time. He threw himself into his work, going out among the people and preaching the sacred word of Fro'kella, while subtlety damning her church and it's complacent and inefficient ways. He used his seniority to his advantage, not to push for another promotion like he had done for decades, but to build clinics, and schools. His name became synonymous with giving back to the community, and the people began to call him Krozan, which means "giver" in Frode. After years of this, and of paying enough lip service to Fro'kella to keep his standing in the church, Gavin gave in and allowed Garloch to possess his body. By doing this, the link between himself and his goddess was completely severed, and he now served the Archdevil in all things. While being possessed by Garloch, a large invasion force entered the kingdom from the east. Consisting mostly of undead rabble but led by powerful Drampyr necromancers, the force quickly overtook the eastern forces, and was marching on the interior.

The possessed Krozan rushed to the front line and was responsible for the death of numerous spellcasters and hundreds of undead before he himself fell to the killing spells of the Drampyr. Before his body hit the floor, it disappeared in a puff of black smoke. Minutes later, he reappeared, alive, and throwing spells and killing undead with a renewed fervor. The Kingdom’s forces rallied behind him and won the day. Before he teleported away in a puff of the same black smoke, he decreed that ‘Fro'kella was the true victor that day, and no Frode should confuse the love they feel for her and the need to obey the church. Frode should push for what they deserve, and fight to gain it.’ He gained more followers that day, and the movement to canonize him begun. Many years would pass before the church of Fro'kella would deny the request to canonize him, and most disturbingly, they refused to give the reason why. This further pushed away his followers, many of whom had begun to worship Krozan in secret. Garloch has so far managed to maintain a small, but powerful worshiper base with the Frode in his guise as Krozan. Only three mortals know of his deception, one is the Overlord of the Drazil city of Falzik, his most powerful minion on Shin'ar. The other two are his chief agents among the Frode, and both operate small but powerful cults in the southern kingdom.

Dogma: Question the status quo. Question your place in the great cog of civilization. Where do you fit in? Are you living up to your potential? Strive to reach your goals. Do whatever it takes to obtain what you are owed. Lies and deception are useful tools in exploiting those around you. If someone does you wrong, do not let it slide. Return it back, tenfold. If you covet what your neighbor has, then take it, by force if need be. If it was rightfully his then it will remain his. If it is not, then enjoy your newly won gains. Dominate those under you, make them push themselves for change, do not hand out accolades to those who are undeserving.

Avatar: Garloch manifests as Krozan at least once a year. The guise he adopts is always that of a middle aged Gavin Eldred, dressed in centuries old Fro'kellan church robes but without adornment or holy symbol. His eyes are silver, with black irises. On his hands are numerous silver and onyx rings, some of which he lends out to cult members. Each ring has the same properties of both a ring of mind shielding and a ring of three wishes. Each wish granted by the ring is cursed to have a devastating, backfiring effect. Krozan meets with his top cult members to decide the best course of action for the cult in the coming year. He often introduces devilish advisors to the cult, and instructs them to follow their commands in all things.

Human: Estanyan Pantheon

Alo'staz (Lesser Power)



The Thunderer

Symbol: Right facing horse's head with white or black flowing mane

Alignment: CN

Portfolio: Horses, Speed, Travel, Honor, Thunder, Battle, Mobility, Swiftness

Suggested Domains: Nature and Tempest

Favored Weapon: Whip

Introduction: Alo'staz is worshiped by the Estanyans as a god of speed and the spiritual manifestation of the animal they revere: the Horse. When the Estanyans came to the Cashan Peninsula, they encountered herds of wild horses which were much larger and stronger than the ones they were accustomed to seeing in the east. These new beasts fascinated the Estanyans, who quickly set about domesticating them and working them into their emerging new culture. Alo'staz is a collection of words of Estan and Centaur origin which, loosely translated, mean 'Loud Thunder or Coming Thunder'. He is worshiped by both the Estanyans and centaurs and, though the two peoples have come to blows over religious dogma, the Thunderer continues to accept tribute from both peoples despite the rivalry between them.

Alo'staz was worshiped in open air shrines and sacred places long before the coming of the Estanyans. The humans who would take up his calling built small enclosed shrines that were more suited to their lives throughout the peninsula. No large temples were constructed until Atlantis conquered the area; now any Alterian, human or otherwise, can worship Alo'staz at the Great Hippodrome in Sprata. The temple adjoins the largest chariot race track in the empire and the weekly races greatly please Alo'staz. His clergy can be seen administering to the faithful before and after the races, as well as participating as drivers. Some of the best chariot racers have been clerics of Alo'staz.

Clerics of Alo'staz pray for spells when they wake, before breaking their fast. The church sponsors many holy days and the temple in Sprata sponsors a qualifying race every four weeks, where the faithful participate and jockey for a position in the Great Race which takes place at the end of the year. Racing teams earn points per win and only the teams with the most points can enter the Great Race. The winning driver and team is showered with accolades and given great prizes for their bravery and skill. Alo'staz blesses the winner as well, giving him or her a one-time boon (*miracle*) and an elevated position in the church hierarchy. The position of "Equinis" is granted to the winning driver for life. The title is largely ceremonial and they do not have much power and influence in the church itself, but they are much loved and adored by the faithful and general populace. Clerics of Alo'staz sometimes multiclass as fighters, rogues, or horselords. A group of Horselord/Clerics roam the peninsula, administering aid to Estanyan mobile villages, like the ones they lived in before Atlantis. Some of the villages are openly hostile to Alterian forces and consider themselves Free Estanyans.

History/Relationships: Alo'staz is a centaur god who attracted the worship of the Estanyan people when they migrated west from their ancestral home in present day Verigal. The centaurs of the Cashan Peninsula worship him as Staz-Rehal, the Thundering Hoof. When the Estanyan people began to domesticate the wild horses they found in abundance on the plains, they ran afoul of the many centaur tribes that called the peninsula home. At first, the two peoples got along well. Alo'staz found it amusing that these humans would revere him and he instructed his people to assist the newcomers. The Estanyans settled peacefully throughout the peninsula and even banded together with the centaurs against the many goblin and ogre clans infesting the west.

However, hundreds of years later the two people had grown apart as the Estanyans began dominating the plains, causing the centaurs' territory to shrink smaller each year. Religious disputes turned to all-out war, and Alo'staz could do nothing but watch. He chose not to pick sides and granted boons to both peoples, believing that their squabbles did not affect him. He would remain neutral as long as both people continued to worship him. The troubles between the humans and centaur lasted for thousands of years. Some centuries could pass without conflict, while there were other times where war raged for decades. The end came only when the Atlanteans began to conquer. After swift defeats against the powerful humans and their slave army, the Estanyans and centaurs put aside their differences and banded together. Alo'staz was pleased to see the troubling times end between his peoples and directed his clerics to encourage the fight against the invaders. His clergy pushed the peoples to fight back and were always on the front line of any battle. Years went by as the Atlanteans subjugated the majority of the peninsula. The last of the human/centaur army attacked the Atlanteans with all of the force they could muster and the slave force of goblins, ogres, and hill giants crumbled at the relentless onslaught from the mounted force. Alo'staz was empowered by the fervent war cries his people shout in his name as they rout the superior force. As soon as the battle seemed to be won, however, it ended.

A group of seven Atlanteans, the commanders of the slave army, joined the battle and slaughtered hundreds of centaur and Estanyan troops. Alo'staz was taken aback by the raw power the humans possessed and instructed his clergy to parlay with the humans and accept their terms. The Thunderer knew that without worshipers, he would cease to exist, and sold the surrender as his own idea and grand plan for his people. The Atlanteans recognize that his clergy's backing is key to the transition of the conquered, and gave his church autonomy within the new empire.

Dogma: Run swift. Stay moving. Live with honor and never betray your word. Never be afraid to travel, try not to stay in one place for long. Be ready for battle whenever you can. Hone your skills and bring honor to your tribe with your deeds. Cherish always the Horse, my children, my messengers. Mount up and thunder across the plains, the noise of your passing shall bring fear to your enemies.

Avatar: Alo'staz has not manifested an avatar on Shin'ar in centuries. He prefers to send dream visions and work through animal messengers, like his familiar, the falcon Hibran, than expend power to manipulate dealings personally. The last time he created an avatar was during the final years of the Atlantean Conquest. He appeared as a regal centaur male, with flowing black hair and golden skin. He manifested to instruct his followers to disregard his earlier cries of rebellion and war, and to accept the Atlanteans proposal to include them in the new Empire. His avatar was seen on Atlantis conversing with the *Boule* and it is said he was instrumental in the building of the Great Alterian Hippodrome in Sprata, which is also his largest temple on Shin'ar.

Human: Jute Pantheon

Dhalla (Lesser Power)



All Mother

Symbol: A plump female face/statuette or a bundle of wheat

Alignment: NG

Portfolio: Family, Love, Birth, Joy, Farming, Healing, Harvest, Marriage, Children

Suggested Domains: Life and Nature

Favored Weapon: Sickle

Introduction: Dhalla is one of the oldest powers worshiped by the Jute on Shin'ar. Ancient legends tell of a goddess whose name was lost to time, but was revered as the All Mother by those who came through the portals to Shin'ar and became the Jute.

It is unknown if this power returned to the Jute on Shin'ar or if Dhalla is a new entity, but she remains the goddess to whom the Jute turned to in times of joy and pain; she is who they pray to for a plentiful harvest and healthy children. Dhalla is worshipped primarily by peasant Jute, but nobles are known to give lip service at times of birth or marriage. Dhalla is also revered as the divine mother of Marvela, the Lightbringer, and shares a position in the Church of the Trinity with her daughter. Worshipers wishing to show reverence and gain her favor typically make offerings with a mixture of wheat flour, salt, and water which are baked into hard biscuits and delivered to the hard working clergy of their local temple or shrine. The biscuits are then blessed, soaked in wine and shared with the less fortunate.

Dhalla has few temples, instead, being mainly worshiped in outdoor shrines or small, personal shrines in people's homes. Churches dedicated to the Trinity have a wing set aside for Dhalla, but even those are small and have a limited clerical presence. The clergy of the All Mother prefers to be among the people and in the fields, with many clerics also known as expert farmers and botanists, called upon for their expertise when planting a new field or garden. Priestesses are commonly present at the birth of Jute children, be they noble-born or serf. The Priestesses ease the pain of labor and help welcome the child to the world, as well as educate the mother on how to properly take care of and raise the child. Very few children go unwanted in Jute communities, but any who do are taken in by the church and raised by the clergy. Once the child is of age, they are given the chance to permanently join the church or, if they choose, the church pays for them to apprentice in an appropriate vocation for the betterment of the community.

Clerics of Dhalla pray for spells at dawn, before or after breaking their fast, as most clerics of the All Mother are up early to work the fields in earnest before the sun comes up. The church sponsors few holy days, though the birth of a new Jute child is always a time of celebration for the community. Local Dhalla clergy are invited by the family to feast when the birth is imminent, and the family offers whatever food they can to strangers and friends alike to bless the coming child.

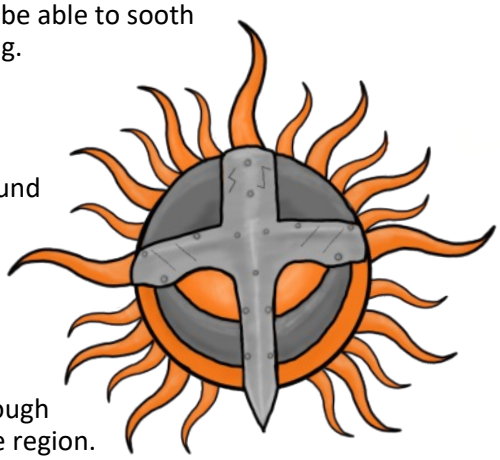
History/Relationships: The Jute have always venerated a kind, motherly goddess of fertility, even before the crossing to Shin'ar, many thousands of years ago. Before the Jute's time of bondage, they were a barbarian society, reaving and pillaging each other as well as their neighbors. Dhalla was worshiped as the goddess of the home and harvest, but was slowly being cast aside for the many demon cults that took advantage of the Jute's bloodlust and need for glory. This culture allowed the swift subjugation by the dragons, turning the young Jute race into elite slave soldiers. Dhalla's worship bloomed again during this time, as the Jute began to pale at the many atrocities the dragon overlords made them do, both to themselves and others. After witnessing Alufgar Bromkar's sorrow and dedication, laboring all day and night to give his family and fellow villagers had a proper burial, Dhalla spent a large portion of her divine essence to not only create an avatar on Shin'ar but also to give birth to another divine being. Her daughter became the goddess Marvela, and Dhalla now serves as her advisor and moral compass. The two goddesses are joined by Dhalla's sister, Tralla, in the Church of the Trinity.

Dogma: Plant early, and plant often. Whether the seeds of wheat and fruit or the seeds of love and marriage. Heal your fellow Jute and always be kind. Nurture the young and steer the lost back to the community, for we are stronger as one. Honor your parents and remember always your people and be true to the land. Work hard and earn your just reward in bountiful harvests and the love of family.

Avatar: Dhalla has only manifested an avatar on Shin'ar twice. She prefers to make her presence known in other, more subtle ways. The guise her avatar took on both occasions is that of a curvaceous middle aged Jute woman, with full brown hair just starting to show a bit of gray. Her voice is said to be able to sooth the wild emotions in mortals, and instill a sense of calm and understanding.

Marvela (Greater Power)

The Lightbringer, Lady Justice, The Steel Maiden



Symbol: Jute half-helm in a sun-disk or scales in a sun on a white background

Alignment: LN

Portfolio: The Sun, Law, Valor, War, Justice, Freedom, Protection, Nobility

Suggested Domains: Light and War

Favored Weapon: longsword

Introduction: Marvela is the most worshipped deity in Jutan, and it is through her that the Church of the Holy Trinity is the most practiced religion in the region. Her worshipers are many and from all walks of life. She is the guardian of the Jute people and the deific symbol of their freedom from bondage. Each city, town, and village has a shrine or temple dedicated to her and every noble house has a shrine to her and the Trinity she leads. Marvela is considered by the Jute to be the savior of their race and the embodiment of everything just and right in the world.

Marvela's church is large and multi-faceted. The clergy is responsible for the day-to-day activities of the church and the administration to the faith. Two Orders within her church hold additional responsibilities. The Order of The Sun's Light (Anointed Knights) and the Order of the Just (Paladins) serve as the militant arm of the faith, spread

throughout the land to protect pilgrims and holy sites. The Order of the Sun's Light is also responsible for noble relations with the church; depending on the Jarland, these relations can range from favorable to strained.

The clerics of Marvela pray for spells at dawn before breaking their fast. The church supports many holy days, the most important being the Birth and the Ascension. The Birth is celebrated as the day of the goddess' birth to the mortal Alufgar Bromkar, a peasant warrior, and the avatar of the goddess Dhalla. The day is spent in prayer and fasting until dusk, when a feast is prepared and time is spent with family, especially young children. It is believed that rubbing a pregnant woman's belly on this day will bless you with a year of good luck.

The Ascension celebrates the day the sixteen year old Marvela slew the avatar of the dragon goddess in the Wyrmwood, finally breaking the will of the Jute's dragon oppressors. The divine energies expelled by the death throes of the five headed dragon goddess were absorbed by Marvela, who was already a demigoddess in her own right. The Steel Maiden's power grew tenfold that day, and she ascended to the heavens to take her place at the top of the Jute pantheon.

History/Relationships: Marvela is the daughter of Dhalla and a mortal Jute warrior, Alufgar Bromkar. Alufgar was a typical Jute of his time, serving in a Dragon Lord's army and infrequently returning to his village and his family. One such time, Alufgar returned to find his village had been raided by a rival dragon's warriors, and his family put to the sword. It is said that after single-handedly burying each body he found, he collapsed and wept. Dhalla, hearing his crying, felt sorrowful and, expending a good portion of her divine power, came to Shin'ar in avatar form to comfort him. The next day, Alufgar awoke to the sounds of a crying baby. He named her Marvela- after his slain wife- and set about rebuilding his village. It was quickly realized that, unlike other children, the young baby grew incredibly fast. A month seemed a year of age to the young Marvela, and as soon as she was able, Alufgar began to teach her swordplay and battle tactics. She was smart, fast, and more deadly with a blade than men twice her age and size. With her urging, Alufgar began to rally nearby villages to his banner, and the rebellion took shape. Marvela now leads the Trinity of Goddesses that include her mother Dhalla and her divine aunt Tralla. Together they do their best to bring the Jute happiness and prosperity.

Dogma: Live free and just. Do good deeds for others. Punish the guilty and right any wrong. Always be true and accountable for your actions, because through your actions the Goddess speaks to us. Revel in the Sun's light and bathe in its power and warmth. Let the rays of justice and nobility shine upon you and yours. Be vigilant in all things, always on the lookout for evil or corruption to rear its ugly head. Free all from bondage, be slaves to no one.

Avatar: Marvela has only manifested in avatar form six times since her ascension to the Planes. Each time lasted only a short while, and more than half of the occurrences were during battle. The sight of her avatar is recorded by sages in conflicts the Jute fought against the Drazil, Redcaps, and the Gnolls of the Clawbite Hills. She also appeared to crown her father High King of Jutan, issuing a new era for her people, and the beginning of the monarchy that shares her divine blood. Her preferred avatar form is that of a young blonde Jute maiden, clad in gleaming plate mail. Her bastard sword, Wyrmsbane, (Bastard Sword of Dragon Slaying) rests across her back in a scabbard made of white dragon hide. Her shield, known as the Frostshield (Shield of Cold Immunity), is made of scales from the draconic avatar she slew to end the bondage of her people. She has been known to lend her sword and shield to Jute champions in times of great peril.

Tralla (Lesser Power)



Mother Nature

Symbol: A sprig of mistletoe or wreath of dandelions

Alignment: N

Portfolio: Nature, Springs, Forests, Renewal, Rain, Animals, Plants, Wild Places

Suggested Domains: Nature

Favored Weapon: Sickle

Introduction: Tralla is the embodiment of nature, the deity Jute pray to for plentiful game and for the peaceful stillness one can acquire in the Wild. She is seen as Nature itself, every tree and deer, each bee and blooming flower. A portion of her divine spirit resides in every wild place in Jutan. These places house impossibly large oak trees and weirwoods, some of which have been known to magically come to life to defend the groove. Her followers give offerings of mistletoe berries and dandelion flowers, crushed into a paste, blessed, and smeared onto trees. This paste protects the tree and roots from blight for up to one lunar cycle.

Mother Nature's clergy is small, but her church's presence is felt all over Jutan. Her church is split into three factions, with the heads of each serving as a council to govern the rest of the clergy. The clerical branch administers to the faithful in the cities and large towns, operating out of local churches dedicated to the Holy Trinity. The druidic arm of the faith is larger and more widespread, and each Jarland has a High Druid who sits atop a circle of other druids and novices. They are tasked with keeping the forests and wild places pure of evil intent, from man or beast, which has not earned them any friends among the nobles. The final faction is the most militant, but the least in number. They count dozens of rangers and anointed knights among their number, each dedicated to the preservation of nature in Jutan. They travel throughout the kingdom at the behest of the druids and clerics when the need is dire.

Clerics and druids pray for spells just after dawn. The church supports many holy days, mostly celebrated in the rural areas of the kingdom. The day of Green Glory celebrates the first day of Spring, when the endless fields turn green and the rivers and creeks swell with the last bit of snow melt. Game is prepared for a feast for the community and dancing and drinking are done well into the night. Clerics of Tralla sometimes multiclass as rangers.

History/Relationships: Tralla was revered by the Jute since the time of the Crossing, when the stone-aged barbarian people entered a series of portals from their home world to Shin'ar. The area that would be settled as Jutan was full of wild places and dark forests, the game plentiful and the wood from local trees perfect for constructing the dreaded longships which the Jute are renown for. They prayed to her for the life-giving rain and the bounty that was to be had under the canopies of her forests. After a time, the Jute began to associate Dhalla and Tralla as sisters, and the pair, who were already very friendly, decided it was so. Shrines to the Holy Sisters sprang up in the valleys and coastal regions where the barbarian people decided to set up settlements. Tralla's worship has waxed and waned in the thousands of years since, but all Jute revere her spirit, and are cautious to find a balance between themselves and the wild places that still exist in the kingdom. Some Jute, most notably the noble class, have fallen away from her worship, and pay nominal lip service to her in churches dedicated to the Holy Trinity. For the last two centuries, the noble class has pushed further into the great Jutal Forest and the other smaller woods than ever before. The logging camps have tripled production and the denizens of the Jutal Forest have begun to fight back. Tralla's church has so far taken no action against the offending Houses, but the Fey, and even secret envoys from the Illumnarus out of Ritvel, have begun to approach the High Druids with their concerns.

Dogma: It is the duty of the devout to keep to the sacred balance at all times. Take it all in, the sights, smells, and sounds of nature. Be ever mindful of how you can help to keep nature pure, be mindful of how the Jute can find harmony with the Wild. Plant new groves, always make sure Jutan is green and unspoiled. Bathe in the life water that falls from the heavens. Use the bounty of the forest to sustain you, but never take more than you are due, or Nature will take it back. Be kind to the animals and only hunt enough and never more. Slaying of wild beasts for sport is unclean and spoils the balance of life.

Avatar: Tralla manifests an avatar on Shin'ar almost once a decade. She visits druidic circles and blesses her clergy in grand outdoor rituals. Sometimes she just wanders the forests of Jutan in solitude, making sure her wild places are untouched. Tralla has been known to manifest as many different animals. She wonders the trees as a bear or deer; she soars in the sky as a hawk or owl; or swims the rivers as a salmon or catfish. She appears to her worshipers as a young Jute girl, no more than fifteen winters of age. She is clad in a simple homespun gown, and leaves the smell of wildflowers where ever she goes. Her impish barefoot form is always followed by a dozen small mammals and birds who she address by name and heed her every call.

Vemish (Demi-Power)



The Killing Blow, Lord of Murder

Symbol: White skull sans jaw with two blood drops under each eye

Alignment: CE

Portfolio: Murder, Slaughter, Blood, Killing, Death

Suggested Domains: Death and War

Favored Weapon: Dagger

Introduction: Vemish is a cruel and vengeful god, known for his enjoyment of blood and murder. He is grotesque; misshapen and malformed, always thirsting for blood, with any and all worship outlawed within Jutan. His cultists pray to him in times of bloodlust and death, beseeching the Lord of Murder to kill their foes and rend their enemies. Many cults of Vemish also operate as assassins for hire, dedicating every kill to their evil master. He is also venerated by the handful of savage Jute who dwell high in the Darkfrost Mountains and around the Lake of Ice, clinging to the old ways of raiding and pillaging.

The Killing Blow has one known temple, on the island of Elbe in the Helviir Island chain. Elbe Island has long been a haven for pirates and marauders, even before the coming of the dragons. The temple complex is huge, descending deep into the island's interior, and expanding to the shore where it controls the docks. All attempts to penetrate the temple fortress has been unsuccessful. The Bloody Fleet sail from here to harass Jute shipping and merchant traffic. Other shrines to Vemish can often be found in the sewers and underground in large Jarland cities. Here, clerics of the Lord of Murder preside over assassins and thugs, administering to their faithful away from the prying eyes of the Church of the Trinity.

Clerics of Vemish pray for spells at midnight. The church sponsors no holy days, but all cults celebrate when an important figure is taken alive and sacrificed to Vemish. The celebration includes heavy amounts of strong drink and blood-soaked orgies; these events are not considered a fitting show of devotion unless two or more people die during the night.

History/Relationships: Vemish is the twin son of Dhalla and the Archdevil Garloch. Shortly after the rebellion, Dhalla saw that the Jute still needed more guidance and decided to birth another divine being to help usher them into a new age of freedom and liberty. She began to seek out someone in the heavens to help her accomplish this goal. She met a god named Arthram who claimed he was a being from another world who was worshiped by a people as their god of mercy and healing. He courted Dhalla and soon she fell in love. He agreed to lend some of his divine essence to her undertaking and she swelled with power. Unknown to her, Arthram was the Archdevil Garloch, although after taking in some of his divinity, she could feel the corrupting presence inside of her. The Archdevil planned to murder the child and absorb their shared essence to swell his own personal power, but before giving birth, Dhalla spirited herself away to her personal domain in the Outer Planes. She barely survived the birth of the twin twisted demigods. Her sister Tralla happened upon her and the babes just moments after their birth and banished the twins to Shin'ar. Vemish was fostered in the Darkfrost Mountains by a savage tribe of Jute. He matured quickly and soon claimed the tribe and a number of surrounding tribes for himself. The tribes worshiped him, and he grew in strength with each passing year and every murder done in his name. Soon, he was powerful enough to pierce the Manasphere and establish a realm of his own in the Abyss. Vemish delights in nothing but murder and death. He instructs his cults and followers to kill and give in to their bloodlust. He has no relationship with his parents, refusing to acknowledge the fact of his birth. He does, however, begrudgingly work with his twin brother, Xemish, from time to time, but grows bored of his twin's constant scheming and plotting.

Dogma: Death is the end of all things. Seek to hasten the embrace of nothingness for those who displease you. Take a life and feel the rush of power the act gives you. Slay in anger and savagery to show all not to oppose you and so they come to fear Vemish. Release the lifeblood from its prison and water the ground till the soil turns red. Let all know that death is the final destination of all and to perpetrate murder is to finalize the endless drudgery of existence.

Avatar: Vemish has been seen on Shin'ar numerous times. He delights in sending an avatar to one of the large Jute cities and wreaking havoc until he grows bored of the bloodshed or is forced to retreat by overwhelming forces. During these times, nobody is free from his ire, not even his cultists. Vemish has been known to use many different forms when he manifests on the planet. His most favored is that of a young Jute noble, dressed in the latest court fashions. It is a far cry from his deformed, monstrous true form. He wields Blackblood (Dagger of Wounding) the obsidian dagger he fashioned for himself as a babe. He has been known to leave Blackblood in the last person he kills during his sprees and directs his cult to retrieve it. The cult then venerates the dagger, and uses it in rituals and murders until Vemish calls it back to him.

Welkor (Demi-Power)

The Frozen Knight, Old Man Winter



Symbol: A seven pointed snowflake weeping frozen tears

Alignment: LN

Portfolio: Cold, Survival, Winter, Revenge, Oaths, Duty

Suggested Domains: Light and Tempest

Favored Weapon: Longsword

Introduction: Welkor is an old power, and one who is not to be trifled with. The Jute who venerate him do so to stave off the bitter chill of winter and for the strength and endurance to survive. His clergy take strict vows to always seek revenge for any slight upon their person or upon the name of the temple. Welkor delights in offerings of dutiful oaths spoken in his name. Those who break these oaths are marked as heretics and apostates, forever haunted by the faithful of the Frozen Knight.

Welkor's church is small and only a handful of temples exist in his name. These are scattered throughout the north of Jutan, with the largest being the Temple of the Frozen Tear on the Lake of Ice. Here, the Knights of the Frozen Tear live and train as elite agents of their faith. The Knights are charged with, first most, defending the faithful from harm, especially from cold based demons and monstrosities. Welkor's clerics can also be found administering to the deep snow trappers and to the few mountain clans that have not turned to Vemish.

Clerics of Welkor pray for spells at peak. They tend to be a somber bunch, and the celebration of any holy days are not sanctioned by the church. Some shrines and smaller temples have begun to celebrate the first day of winter and, traditionally, the longest day of the year. Longshadows starts with fasting and prayer, followed by a bare chested race through town after a dip in a nearby river or stream. Strong spirits are ingested before the dip to warm the worshiper for their test of endurance. This practice has not caught on with all the faithful, especially the rigid and proper Temple of the Frozen Tear. Clerics of Welkor sometimes multiclass as fighters or rangers, but many of the Knights of the Frozen Tear are cleric/fighters or cleric/anointed knights.

History/Relationships: The Jute have been worshiping Welkor for thousands of years, as winters in Jutan can be harsh and unforgiving. The Jute who survived blizzards and freezing conditions would thank Old Man Winter for sparing them and giving them another chance at life, and Welkor grew in power when the Jute began to invoke his name to seal a pact or swear an oath. He later became the God of Revenge after learning of the deception Garloch perpetrated on his longtime friend Dhalla. Welkor tracked Garloch to a hidden cove on an island that was then in the middle of the Lake of Stars, and the ensuing battle tore a small hole in the Manasphere under the water to the para-elemental Plane of Ice. The lake immediately froze over and ever after, cold based demons and monsters began to plague the surrounding area. A grievously injured Garloch fled east and Welkor instructed his faithful to build a fortress monastery on the site of Garloch's secret cove. He is said to be without emotion, though those that know him best would say he is full of emotion and that it is just hidden behind a frozen mask. He is warmest when he is around his on-again and off-again lover, Tralla. The two are found in each other's company most of the year, but Welkor retreats each winter to be alone and focus on his worshipers' pleas during the harshest of the seasons.

Dogma: Endure. Whatever is thrown your way, you must rise to the challenge. Always be ready to avenge any slight to your person, with words or sword. Embrace the cold and understand your limits in it. Keep all oaths you swear, and punish liars and betrayers. Hold fast in your duty to your people, strive to survive any condition that would threaten you and your charges.

Avatar: Welkor was known to manifest an avatar on Shin'ar every winter, but has not done so since his battle with Garloch centuries ago. He has two preferred forms; the first is that of an old Jute man, bent with age and clad only in light rags. Icicles dangle from his long white beard and unkempt mane of silver hair. The other is the Frozen Knight. Clad in tarnished plate mail and helm, the Frozen Knight wields *Drapovinir* (Vorpal Sword), a longsword made of hardened mana crystal. He wields the weapon two handed, and has been known to fell mighty demons with one blow.

Xemish (Demi-Power)

The Dark Whisper, The Deal Maker



Symbol: A half-mask or a stiletto piercing a coin

Alignment: NE

Portfolio: Deception, Betrayal, Lies, Illusion, Intrigue, Thievery, Secrets

Suggested Domains: Trickery

Favored Weapon: Rapier

Introduction: Xemish is a cold and calculating god bent on spreading lies and taking what doesn't belong to him. He is worshiped by thieves, cheats, and those who wish to keep dark secrets from coming out. Xemish finds it easier to lie and deceive rather than be truthful and direct, thus his worshipers make offerings of secrets and seek to spread falsehoods and betrayal among the masses.

Xemish's church works more as independent thieves guilds and information brokerages, with a secret temple in most every large city in Jutan which rival thieving guilds treat as neutral ground. Many shrines also crop up in cellars and dark alleyways, away from the light of day and the eyes of the law. His clergy tends to the faithful by succoring wanted fugitives- for a fee- and the forging of documents which are almost impossible to detect. Clerics of the Deal Maker also act as information brokers and rumor mongers who make coin by disseminating lies about a rival for a merchant or digging up dark secrets about a local politician in order to corrupt or blackmail them.

Clerics of Xemish pray for spells at dusk, in the shadowy time between day and night. The church sponsors few holy days and rituals, however, one such day is observed by all who venerate him. The faithful of Xemish celebrate the Day of Silence by fasting for a full day and clerics refuse to speak during that time. Clerics observing the Day of Silence must listen to any secret uttered by a worshiper and they cannot repeat the secret under any circumstances for the entirety of their life. Only secrets told during that day are under this divine protection, as each secret told fuels Xemish's power. Clerics of Xemish often multiclass as rogues and sorcerers and each organized thieving guild in Jutan has at least one or more clerics or cleric/rogues in high level positions.

History/Relationships: Xemish was born the twin brother of Vemish and the son of Dhalla's unholy union with the Archdevil Garloch. Much smaller and weaker than his monstrous brother, it is said that Xemish convinced his brother to let him be born first, and this ability to smooth talk and cajole his twin has gained him Vemish's brutal assistance on more than one occasion. Shortly after being teleported to Shin'ar as a baby by his aunt Tralla, the young godling was found by an elderly Jute couple. Xemish quickly bent the Manasphere to his will and hid his power and evil form with illusions. He grew quickly, easily beginning to manipulate the couple and everyone in the nearby village. Soon, hundreds of Jute began to worship the young lad who could read the hearts of men and give them what they desire most. He made deals and sold information; he granted dark wishes and sponsored thieves in their endeavors. With every dark act done in his name, Xemish grew in power and was able to break the restriction on planar travel to establish a sanctuary for his followers in the Planes. He instructs his church to work with his brother's cults when convenient, but by no means should his followers put their lives at risk for that bunch of murderers. He restricts his worshipers in acting against Dhalla's church out of respect for the power that gave him life and spared him the fate he might have received at his father's hands. He does, however, reward any worshiper who can steal the heart of a cleric of Dhalla through lies and deception, only to break their hearts in the end. The cries of those clerics are said to soothe the many voices that scream out in the Dark Whisper's twisted head.

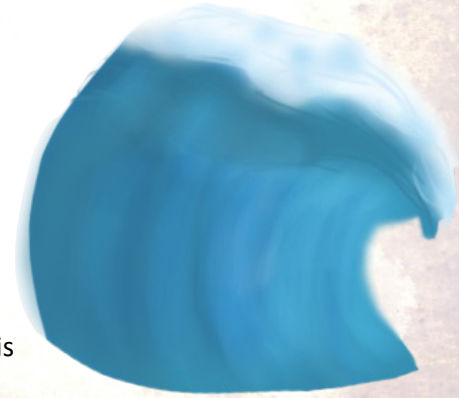
Dogma: Take what you want. It matters not who had it, it only matters who has it. Lie and cheat. Spread falsehoods and sow deceit as often as you can. Stalk in the shadows and gather up the secrets of men. Keep those secrets as sacred bonds between you and the faithful, until such secrets can be used to your best advantage. The world belongs to those of quick wits, smooth tongues, and nimble fingers. Honesty is weak, but always appear to be honest, lest you let yourself be found out and all your lies and secrets become known. Manipulation and illusion is the way to salvation, and through Xemish, you will get everything that is coming to you.

Avatar: Xemish has been known to send an avatar to Shin'ar twice a year; though his dealings and presence is often felt it is little recognized. The Dark Whisper has no preferred avatar form. He has been seen as a young Jute man, an old woman, a talking dog, and in one most disturbing instance: a talking commode. He delights in making Jute turn away from the Trinity, and goads them to act on their dark desires.

Vergal Pantheon

Aquaris (Greater Power)

The Life-giver, The Lord of Water and Life, Wavelord



Symbol: A cresting wave or three blue water droplets on a white field

Alignment: N

Portfolio: Water, Oceans, Purity, Rain, Rivers, Healing, Weather, Change, Sailing, the Sea

Suggested Domains: Life and Tempest

Favored Weapon: Trident

Introduction: Aquaris is the oldest of the Vergal pantheon. His worship goes back to before the Urk conquest and exodus to the northern continent and the area that would eventually be known as Verigal. Aquaris is very well-respected and revered by every city state, and his church is called upon to mediate disputes between the powers of the region. Though good natured, his favor can be fickle at times and placating the Life-giver for rain or calm seas with a sacrifice is common among the populace. Coins and small trinkets are often tossed into bodies of swift moving water to appease him.

Aquaris' church is widespread and temples can be found in every city and town in Verigal. In addition, dozens of shrines dot the shoreline, and the oldest and most revered is the Shrine of Life southeast of Combra where the ancient Vergal made landfall on the northern continent. The church of Aquaris is the only united church throughout the country, with its central temple on the Island of Sand. From here, the Wavelord Citadel- the head of the church- dispatches orders and communiqués to all other temples and shrines. Clergymen are called upon by sailors to bless their voyages and can be found in villages and slums curing sickness and disease, as well as aiding the passing of the old and infirm.

Aquaris' clerics pray for spells after they wake and before breaking their fast. The church has few holy days, but two are popular and celebrated in every city state. The first is Tidebless, a day of prayer and fasting to bless the opening of the shipping season on the Aquaria Sea and the Aquaris Strait. The church of Zephyr participates in this as well. The second is The Day of Mourning. On this somber day, Vergal reflect on those who have passed, especially those who have died at sea. Small cups of salted water are passed out from Aquaris temples to worshipers, who then carry the cups to the nearest beach and dump the contents in the water, representing the tears shed by the mourners for those they lost.

Clerics of Aquaris often multiclass as sorcerers or wizards specializing in water or weather magic. The church sponsors only one mercenary company, the Order of Shipmates, and all members are multiclassed clerics. All are also expert sailors and they hire themselves out to ships as healers and guards, with most of their coin going to the Wavelord Citadel.

History/Relationships: Thousands of years ago, a large group of humans of Zula descent emerged from the Great Jungle to seek out a new home away from the dangerous jungle interior where fey and goblin attacks were grinding down the beleaguered Zula. They split into two groups, one headed north and the other following a large, swift-moving river west. These peoples would become the Vergal and the Urk, respectively, and they each began to pray to the life-giving water that they found in abundance in their new homes.

The freshwater river the future Urk followed was teeming with fish, the area around it allowed crops to grow quickly. The Vergal came upon the northern shore and soon learned to brave the water and fish its bounty. These fervent prayers and devotion given to the water gave birth, through the Manasphere, to a being of benevolent grace and beauty. The being would later be known as Aquaris, meaning Waterlord in ancient Urk. He has kept himself separated from the other powers of the pantheon after being seduced by Yarla in a bid to make Zephyr, her former lover, jealous. Since then, Aquaris has removed himself from the petty dealings of his fellow gods, and refuses to treat with any other power.

Dogma: Water is life. Travel on the sea is dangerous and at times unpredictable. Those who seek to brave the swift waters need to be prepared. Proper prayer and sacrifice will bring the Wavelords favor upon you, and he will bless the voyage with fair weather and calm water. Spread the word of his mercy and bring clean water to those in need. Heal the sick and succor the poor, teach them the ways of the sea and give them the ability to earn a living on the waves.

Avatar: Aquaris rarely manifests on Shin'ar. There are detailed accounts in the Wavelord's Citadel that records only three sightings of his avatar. Each time he was spotted he had taken the shape of a fifty foot being made up of water. Ancient records also mention his avatar destroying a duo of kraken and saving the Vergal flotilla that fled Urk thousands of years ago. This story has been lost to myth, and the accounting is not officially accepted by his clergy.

Typho (Quasi-Power)



The Destroyer, The End Bringer, The Bloody Reaver

Symbol: A single red lightning bolt, often on a black field

Alignment: CE

Portfolio: Destruction, Storms, Lightning, Fire, Chaos, Rage, Hate

Suggested Domains: Tempest

Favored Weapon: Javelin

Introduction: Typho is an angry god filled with hate and lust for wonton destruction and death. His need to destroy all things stems from the accident of his birth, a cosmic and deific embrace of two powers that, unknown to them, would cause untold destruction. From this pairing, a being of pure hate and malice formed, and set about wandering the world as a sentient cloud of red lightning.

Soon, cults began to form to placate this being of destruction, and he grew in power. His worshipers destroyed everything in their path to appease him and ensure he would leave their domiciles intact. Over time, the Destroyer's cults were wiped out, only to re-form again and again.

Typho's church is disorganized and chaotic. Only two known temples exist, forever at war with each other. Many shrines dot the Verigal landscape dedicated to the End Bringer, with cults small and large praying to him to bring misery and destruction to their foes and bloodthirsty pirate gangs and mercenary companies paying lip service to the Bloody Reaver to gain his favor in battle.

Clerics of Typho pray at highsun for their spells, preferably outdoors. The church sponsors no holy days, though any time there is a bad storm, cultists take to the streets and destroy anything they come across until they are stopped or the storm lets up. This has led to the premature rooting out and killing off of cult members, but the cults see this as the will of Typho, and the cults always seems to re-form despite these losses.

History/Relationships: The Destroyer came into being when his divine parents embraced while Yarla was undergoing transformation by the Manasphere into a deity. The expenditure of mana and the devastation it produced gave birth to him. Reports of a red cloud that discharged lighting destroying ships on the Aquaris Sea soon began to fill dockside tavern talk all around Verigal. Bold pirate captains would keep captives aboard their vessels to sacrifice to the cloud, and appease it. Once the sacrifice was made, the cloud would often move on, seeking some other ship to destroy. He delights in nothing more than wonton destruction and the obliteration of society through violence. Typho has no allies and considers all other powers to be his enemy. He saves a special spot in his black heart for his father, Zephyr and regularly sends his envoys and cults to thwart the Skylord's plans where ever he can find them. However, the same cannot be said about his divine mother. For unknown reasons, Typho has forbidden his cults from interfering in the church of Yarla's business, although he has not expressly forbid the slaying of her priests.

Dogma: Destroy. End things. In the midst of chaos and change grab what you can because it can be taken away at any time. Gather and revel in storms and destruction. Make regular offerings by destroying anything you can. Tear apart and sunder your past, become one with Typho and live forever in the power of destruction.

Avatar: Typho likes sending his avatar to Shin'ar in the midst of a terrible storm. His presence intensifies the storm, and he causes it to act according to his will. These sentient storms are feared in Verigal and have been responsible for the destruction of villages, towns, and the ruining of crops. He almost never appears to worshipers, instead he prefers to send demonic emissaries and elemental minions. The form he most often takes is that of a giant air elemental whose body is alight with arcing red lightning bolts.

Yarla (Demi-Power)

The Happy One, Revel Mistress, Queen of Pleasure, The Eternal Lover

Symbol: A veil of female lips and rose hued cosmetics

Alignment: CG

Portfolio: Beauty, Passion, Lust, Pleasure, Festivals, Happiness, Love, Magic

Suggested Domains: Knowledge and Trickery

Favored Weapon: Dart

Introduction: Yarla is a popular goddess with people of Verigal from all walks of life. Once a mortal thousands of years ago, she rose to godhood with the help of her lover, Zephyr. Her worshipers revel in the moment and praise love and beauty wherever it can be found. They celebrate often and give in to their passions and lust, as Yarla teaches to find the beauty in all things, not just on the surface, but inside, as well. The use of magic and the manipulation of the Manasphere is for the betterment of all, and those who practice the Art must do so with that in mind. Yarla delights in offerings that come from the heart, and simple messages of love and devotion written on blessed parchment which are burned in her temples are her favorite.

Yarla's church is semi-organized in that the temples often work with each other, although they recognize no central authority. Priests of the Eternal Lover earn money for the church by auctioning off their bodies to the highest bidder at least once a month, giving a night of pleasure and bliss to the winner. Most cities in Vergal have brothels linked to a local temple of Yarla which operate as business ventures for the church.

Clerics of Yarla pray for spells at dusk and sometimes multiclass as sorcerers or wizards, specializing in illusion or enchantment magic. The church sponsors many holy days, one of which, celebrated by all of Yarla's churches, is The Day of Blessed Union. On this day, celebration of Yarla and Zephyr's love takes place through an all-day festival which starts at daybreak with free bread and fresh water to any who show up to a temples doors. Worshipers of Yarla pack into the temple at peak for entertainment from dancers and bards, as well as more free food and wine. The festival ends just after dusk with prayers and devotions given to the divine pair, and every worshiper who asks for one receives a small vial of Love Potion that is only potent till daybreak. Another popular holy day for the church and the cities that celebrate it is The Festival of Excess. Worshipers of all social classes fill the streets and sing, dance, and carry on in that fashion throughout the day. People give in to gluttony and pleasure wherever they can find it, and it is not uncommon to see people taking carnal pleasure in the street. At dusk, special assembly areas are prepared and all night orgies of food, wine, and love take place under the watchful eyes of Yarla priests to ensure people are having a good time and that, above all, consent of participation is maintained.



The avatar of the Goddess Yarla relaxes on the roof of her temple in the city of Medra.

History/Relationships: Yarla rose to godhood after years of being the head of Zephyr's fledgling church. Once lovers when they were both mortal, Zephyr began to extend a portion of his divine power to his high priestess, increasing her connection to the Manasphere in ways neither had before thought possible. Soon, Yarla's mortal body could no longer hold the immense power given to her and in a final embrace with her divine husband, she shed her corporeal form in an explosion of mana that sent a shockwave throughout the land. From this union, Typho the Destroyer was born, but Yarla ascended to the heavens and became a goddess in her own right as well. She delights in spending time with other powers, and has an impish streak that has not endeared her to some of them. Over the years, she and her husband have taken some time off from one another. During these times she is often found in the embrace of another power, most notably Aquaris or Hiccune, much to the shame and anger of Zephyr.

Dogma: Gain joy from pleasure wherever you can find it. Bring love and happiness to those who need it. Celebrate the happy times and don't dwell on the hard times, for those will surely end, and a new dawn of pleasure and love will bloom. Find beauty in all things. Bring joy to the masses, open yourself up and spread the love you feel to all.

Avatar: Yarla manifests her avatar as much as she is allowed by the Manasphere. Her presence at a party or festival heralds a time of great joy and love. It is rumored that she sends an avatar to pose as a temple prostitute at least once a year. This is done in secret, her participation only known by the temple's high priestess. Those who lay with the goddess are instantly enamored with her and have been known to gift the temple with large sums of gold and other riches. The lucky few who have no riches to give often go on to become clerics of Yarla and travel the country singing her praises and prowess in bed. The goddess changes her appearance every time she sends an avatar, and has been known to take the form of both male and female Vergal. Whatever guise she wears they are always extremely attractive, as those things are measured, and even the briefest glance from her can bewitch any mortal.

Zephyr (Lesser Power)



Skylord, The King of the (NSEW) Winds

Symbol: Blue disk with white wisps of blowing wind.

Alignment: CN

Portfolio: Wind, Travel, Endurance, Speed, The Sky, Air, Trade, Luck, Magic

Suggested Domains: Knowledge and Tempest

Favored Weapon: Dart

Introduction: The Skylord is a popular deity with the Vergal. His name is evoked often by those who wish his blessings when faced with a tough choice, or to bless their travel with speed and safety. His clergy is seen all around the planet, as they are encouraged to travel and spread the word of Zephyr near and far. His dominion over magic is shared with his divine wife, Yarla, and they charge the Vergal people with keeping the Manasphere safe from dangerous manipulation like what took place in ancient Urk. The Skylord especially likes offerings of lore from Urk, cataloged and shared with sages and learned individuals around the world.

Each church of Zephyr in Verigal is independent from the others. Some small shrines are independent as well, though many are simply satellite temples for the larger places of worship within the cities. Zephyr temples tend to be rich and opulent, trimmed with gold and gilded, while many priests double as investors and merchants. Those seeking his favor are encouraged to give offerings of coin to his temples or burn a precious memento of one's past and scatter the ashes to the Four Winds.

Clerics pray for spells at highsun, preferably outdoors and under the open sky. The church of Zephyr has many holy days, some shared by more than one temple. They participate in Tidebless in the cities that have a thriving and bustling port. One unique holy rite is the Embarkment, where worshipers go their local temple of Zephyr and undergo a ritual that turns themselves and all their possessions into mist, allowing the wind to carry them to a random temple or shrine of Zephyr in Verigal. There they begin a new life and new ventures. Those who undergo this rite generally have good luck for at least six months after the move. Clerics of Zephyr tend to multi-class as wizards and sorcerers and a small company of cleric/spellknives operate for any church of Zephyr as an on call special forces troop, based out of the city of Evorta. The Blowing Winds are called upon to handle delicate political dealings and they are the go to people for the church to recoup certain financial losses.

History/Relationships: Zephyr was once mortal, the most promising mage to wield the Manasphere in centuries. As the younger son of the Sha-Eltra, the ruling emperor of Urk, he was one of few young nobles picked to study under the mysterious Sojourner and attempt to offer aid to pierce the Manasphere's barrier that prevented planar travel. The young mage, known then as Zaphis-Adu, rose to the head of the mighty wizard's group of apprentices and soon began to teach young Urk youths himself. When the Sojourner was ready to attempt the spell which had taken more than two decades to create, Zaphis-Adu was chosen as his second, and leant a good portion of his power to fuel the spell. In the aftermath of the magical disaster the spell unleashed, leading to the Shadow War, some claimed they had seen the Sha's son turn into mist and blow away. For years after, a vaguely humanoid-shaped cyclone would randomly appear in Urk and Vergal coastal towns. Time passed, granting Zaphis-Adu fame as Zephyr, the Lord of the Winds, and numerous cults began to form to praise him. The cults included many powerful spellcasters and descendants of the young Urk who once apprenticed under Zaphis-Adu. The power he received through their worship allowed Zephyr to stake a claim in the Outer Planes, and he began forming Cyclone-Assent, the Vertical City on the Elemental Plane of Air. Although his worshipers include many young people who pray for change and good fortune in new endeavors, he is also revered by merchants and sailors who rely on his calm winds to speed their cargo to the next port.

When Zephyr was mortal, he fell in love with his most promising student, a young and beautiful sorceress named Yarla. She was the first to rally to his banner when he gained full control over his powers of wind and air. The churches of Yarla and Zephyr are linked eternally by their love, which spanned each's ascension into godhood. Periodically, the two churches have clashed, especially when their divine patrons were at odds, but the strong sense of magic- arcane and divine- and the mystical ways of the Manasphere draw the two churches together for the betterment of the Vergal people. Zephyr and his church work against the cult of Typho, the divine love child of himself and Yarla, also known as the Destroyer. Typho is known to often point his cultist and pirate followers to assault Zephyr's blessed merchants and ships in an attempt to irk his father, causing the elder god to drain his divine power in attempts to thwart his son.

Dogma: Freedom in life and the pursuit of wild fancies are what makes us human. Don't fear change, welcome it. Invest in the future and gain wealth and power through the constant flow of goods and services, powered by strong backs and gentle winds. Look ever skyward and channel the winds of change to the betterment of your fellow man. Travel often and make sure you spread the word of the Skylord to all and bless them in his kindness. Speak upon the wind your fear, doubt, and shame, and Zephyr will lift these up and away from you evermore.

Avatar: Zephyr spent a great deal of time on Shin'ar in avatar form shortly after his ascension to godhood. He has since lessened the amount of time he spends on the planet, preferring to direct his clergy from elemental messengers and dream visions. Documented sightings of his avatar sinking pirate ships or obliterating demons in the Umbral are recorded in his temples and told by his clergy as proof of his great love for the Vergal people. He manifests on Shin'ar as a colossal air elemental, a cyclone of howling winds.

Zula Pantheon

Ardell (Lesser Power)



Lady Luck, The Beautiful Performer

Symbol: Gold coin with smiling face on one half and drums on the other

Alignment: NG

Portfolio: Luck, Change, Choices, Freedom, Beginnings, Song, Humor, Joy, Arts, Music

Suggested Domains: Knowledge and Light

Favored Weapon: Mace



Introduction: Ardell is the embodiment of joy and freedom, and her worshipers delight in bringing laughter and music wherever they go. Her faith is widespread and all Zula tribes pay heed to her teachings. She is worshiped when things change, and her favor is said to affect the outcome of any choice. The Baka worship her as the goddess of freedom and credit her church the most with helping them during their enslavement to the Urk. Offerings that gain her favor include donated coin to a temples festival fund or a song or piece of poetry praising her and her benevolent nature.

Ardell's church is large and influential. Each temple acts on its own though all of her faithful work together regardless of tribe or region. Her clergy administer to the faithful by leading them in song and performing plays and skits praising Ardell. She directs her clergy to go out among the masses and bring joy and laughter to the downtrodden. Large temples on the northern coast are built as outdoor amphitheaters that are rented out to the faithful for plays and musical recitals.

Clerics of Ardell pray for spells in the morning, after a series of small warm-up exercises for their voice. The church of the Beautiful Performer has dozens of holy days and celebrations. Two of the most loved are the Day of Roasting and the Festival of Song. The Day of Roasting starts off with morning prayer and after a modest meal, the faithful pack the local temple or shrine and watch the temple's clergy "roast" each other with good humor and witty poetry. This is done to remind the clergy not to take themselves too serious and a good laugh had by all praises Ardell. The Festival of Song sees numerous performers and bards take the stage in an all day music festival open to the public. The local temple facilitates the building of a temporary stage and outdoor facilities in an area just outside of town where the noise does not bother the populace. Most taverns and feast halls set up carts or booths selling food and drink all day. Clerics of Ardell sometimes multiclass as bards.

History/Relationships: Ardell was venerated by the early Zula to celebrate the few joyous occasions sprinkled into their hard lives. Life in the jungle was difficult and the Zula toiled daily to make the area hospitable. They found joy where they could, mostly in song and humor. As life became easier and people had more time to devote to the arts, Ardell's power grew and her church gained more popularity. When the Urk returned to the jungle to enslave the Zula the captured slaves brought her worship to the empire and continued to pray to her at first in secret, then in the open when her faith became popular among the rich. Ardell refused to answer prayers and grant spells to any of her clergy who owned slaves. Her church slowly became havens for escaped slaves and only after centuries of prodding did she finally convince Hiccune to stop granting spells to his worshipers who condoned slavery.

When the empire was destroyed, she ushered as many of her faithful as she could north to the scattered former Vergal towns along the northern coast to escape the destruction. She is often found in the company of other human powers who share her love of performing and song. Ardell never gets angry, instead she tries to find the humor in every situation to diffuse any negative thought. She tasks her clergy to do the same, and only to take hostile action when forced to defend themselves or innocents.

Dogma: One should always greet the day with a smile and remember that negative emotions are the stepping stone to evil. Do not fear change, for change is divine and through Ardell's favor you can find yourself in a better predicament. Spend your leisure time composing songs and poetry. Praise Ardell and her mercy in every note and every stanza. Seek to free all from bondage, for none should be slave to another. Being laughter and joy to all you see as every laugh or tear brought on by your performance or antics give power to the goddess and in turn she will light your way to eternal happiness.

Avatar: Lady Luck seldom manifests on Shin'ar. She prefers to work through Outsiders who have sworn allegiance to her. When she does send an avatar she adopts the guise of an old Zula woman, gray hair cut short on her scalp and wearing the traditional garb of the first tribesmen on Shin'ar. She is said to bring peace and calm with a few words and her touch can induce laughter and joyful thoughts in any mortal. It is documented that the avatar of Ardell was seen raising her hand in violence only once, during the great cataclysm of Urk. Her avatar was seen shielding innocents, many women and young children, from hordes of monstrous aberrations and horrific undead. She picked up a shattered table leg and defended her charges by slaying anything that got too close. Only after killing hundreds of beings, and soaked in their blood, did she weep uncontrollably and teleport herself and the innocents to safety.

Hiccune (Greater Power)

The Huntsman, The Herdsman, Man of the Moon, The Lord of Balance

Symbol: Spear and crescent moon or two large bull horns

Alignment: N

Portfolio: Hunting, Survival, Stalking, Beasts, Animals, Nature, The Moon, Vegetation, Death, Rebirth

Suggested Domains: Nature and Light

Favored Weapon: Spear



Introduction: Hiccune is worshiped as both the hunter and the prey. His divine presence is revered by the Zula in all things- the jungle tiger; the trees; the deer. The cattle and wolf are both considered children of the Lord of Balance. Zula are raised on tales of Hiccune the Huntsman and his fantastic animal companions, hearing tales of Hiccune the Navigator, who lights the way of the wandering people by the glow of his Moon. He delights in offerings of animal hearts, taken in sacrifice and blessed at his alters.

Hiccune's church is large and un-organized. Each Zula tribe revere him differently, through religious doctrine differs little between them. Most of his faithful of the Ondonga tribe are druids, seeking to keep the balance under the canopy of his sacred jungle. Clerics can be found more so in the Baka and Ver'wija tribes. Few temples exist to Hiccune, but those that do are found in Baka cities and Ver'wija coastal towns. Only shrines to the Huntsman are found in the Great Jungle, but they are numerous and widespread.

Clerics and Druids of Hiccune pray for spells at dawn, at the first ray of light they see. Many holy days honor Hiccune and are shared among all of the Zula. Most honor an aspect of Hiccune, like the Moonwishing, or the Day of Renewal. The Moonwishing occurs on the night of the fourth full moon in the new year. Worshipers fast all day and offer prayers and sacrifices to honor Hiccune. When the Moon comes up in its fullest, the faithful gather outside to sing holy hymns and ask Hiccune for small wishes and favors. Hiccune grants no actual wishes, but those who participate are filled with joy and a great sense of harmony for days after the ritual. The Day of Renewal is celebrated on the first day of Spring and is celebrated by the faithful first hunting for game in preparation of the great feast which honors the dead. Zula dance all night and sing songs blessing the renewal of the cycle of life. Clerics of Hiccune sometimes multiclass as rangers or beast tamers. A small fellowship of druid/beast tamers wander the Great Jungle protecting the balance, The Company of the Wing and Claw are loners who meet only on a full moon at secret hide-a-ways deep in the jungle interior.

History/Relationships: When the primitive humans who found themselves transported deep into a hostile and unknown jungle began to understand the ways of nature and the cycle of life beneath the high canopies, they named this new awareness Hiccune and prayed to it for shelter and protection. Hiccune came to being and embodied the very jungle itself, each leaf and animal. Through Hiccune, the Zula learned of the Eternal Balance,

the requirement of never taking more than one needs and always giving back what is taken in equal amount and were prepared for the struggle to survive against constant threats from the goblins who infested the jungle. When the tribes who had broken away and became Urk returned to their ancestral home to make war on the Zula, they used an age-old conflict in the worship of Hiccune to justify the "hunt of man" and the taking of slaves. Hiccune did nothing to dissuade this line of thinking, as it did fall under his doctrine around predator and prey, and how everything must be one or the other, even humans. He took this stance for a long while, and it is only his sometimes romantic dealings with Ardell that changed his outlook. He ceased granting spells to his Urk clergy, but by that time, most had turned to the worship of Vesh or Parlam. The magical cataclysm which destroyed the Urk Empire and turned most of the southern continent into a parched desert seemed like a fitting end to the heretic Urk in Hiccune's eyes; he has since extended his presence, with the permission of Shytan, into the desert and its animals.

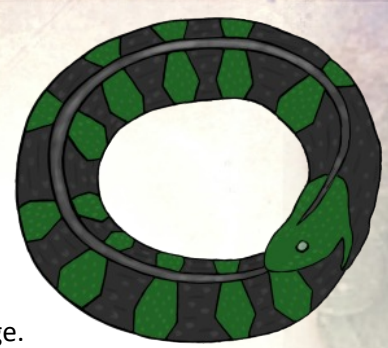
Dogma: Preserve the Balance of nature, and always be mindful of your place in the world. Learn the ways of hunting, stalk your prey and kill swiftly. Gather the lesser beasts and raise them to feed your people. Damage not the trees and plant life of the Great Jungle, for damage to a single leaf is an affront to Hiccune. Burning of dead trees and foliage is permitted for light and heat, but guard always against the destruction wrought by fire. Gather at night and be safe in the light of the Moon, for it will always shine bright for you. Learn to live in harmony with nature, to survive side by side with the animals of the jungle.

Avatar: Hiccune is a god who can be found in many places, the whole of the Southern Continent is his hunting ground. His avatar is often spotted stalking prey in the Great Jungle. Running with wild horses or gazelle on the savannah or sunning himself on a heated rock in the Desert of Urk. His avatar rarely makes contact with mortals, worshipers or otherwise. He prefers to act through divine messengers and dream visions. When he does interact with his clergy, it is as a dark skinned Zula male, who can assume the form of any beast, and commands all animals as loyal followers. He wields *Heartseeker,* the spear that can find the true nature of one's heart. The spear can detect alignment and thoughts up to a 90 ft. radius, and relay the information to the wielder. The spear has been known to be given to worthy Zula warriors in times of great need. The great folk hero Mondli was once such wielder, and he used *Heartseeker* to avenge his father's death and push back the goblin kingdoms for decades.



A priest of Hiccune takes a minute to contemplate life and the eternal balance of all things.

Vesh (Lesser Power)



The World Serpent, The Devourer

Symbol: Snake eating its tail with alternating green and black bands around

Alignment: CE

Portfolio: Poison, Murder, Decay, Snakes, Pain, Greed, Corruption

Suggested Domains: Nature and Death

Favored Weapon: Dagger

Introduction: Vesh is the embodiment of evil. His worshipers claim he will first corrupt and poison the world, causing it to die violently, then rebuild it in his image. His worship is old and goes back to the first days the Zula spent on Shin'ar. The early tribesmen learned quickly to avoid the numerous deadly species of snakes that infest the inner jungle, but the swift and venomous killers fascinated some, and small cults began to arise to Vesh. His name comes from the words for "striking death" - ve's hem, in Old Zualo. His faithful in the desert of Urk fight the Sytash for dominance of the limited resources found in the arid wasteland. Whatever the Veshians can't control they poison, corrupt, or destroy.

The 'church' of Vesh is more of a loose collection of cults that rarely work together. Even when they do ally, their greedy nature almost always sabotages any partnerships. Cults range in size from a small number of street dwellers and killers who dominate back allies in a Baka city to bands of raiders and evil druids who seek to corrupt the lush jungle. There is even a large group of Veshian snake people who control one of the few oasis' and harass nearby trade roads. Shrines to Vesh are guarded by large snakes who are raised and trained by the faithful.

Clerics and druids of Vesh pray for spells at midnight. The church of Vesh celebrates no holy days, instead leading their faithful in a number of dark rituals that bind them to the Devourer forever. Each member of the cult must ingest small amounts of snake venom every day to build up tolerances to the poison, and one in ten cultists die from the venom. Those weak few are raised as undead to forever serve Vesh. Clerics of Vesh often multiclass as rogues, sorcerers, and warlocks.

History/Relationships: The World Serpent has been corrupting the hearts and minds of the Zula for thousands of years. Vesh delights in nothing more than the corruption and destruction of everything. He seeks to devour all and begin anew, creating a paradise for his chosen people. When the Urk enslaved the Zula and brought them to their empire in chains, many worshippers of Vesh followed. Cults to Vesh sprang up almost immediately in Urk, first among the slaves, but quickly catching on with the cruel slave masters. When the slaves were transferred from the army to the purview of the church of Parlam, Vesh's cults spread to the Eltra and the ruling class of Urk. Vesh's clerics began to infiltrate all aspects of the empire's hierarchy and although they suffered setbacks, within five hundred years, the cult had secretly gained control of three major cities and more than half of the Sha's council.

When the Sojourner appeared in Urkhansa and a group of young mages were selected to join and learn from him, the cult ensured one of their numbers was included. The leader of the cult in Urkhansa, a man by the name of Safi al-Soran, quickly became one of the Sojourners most talented apprentices. He was one of four apprentices to survive the failed spell casting that plunged the empire into a war against nightmarish shadow creatures. He hid and, at Vesh's urging, began to train his cultists the new, dangerous spells and arcane experimentation he had learned under the Sojourner. Years later, his cult, known as the Brotherhood of Fangs, controlled the empire from the shadows. Only the church of Shytan and his followers in the army and militias kept their power in check, but there was a constant battle for the upper hand. Safi al-Soran, known to the cultists as Serpentis, attempted to unleash a dangerous spell to breach the Manasphere and allow Vesh to enter the world without creating an avatar. The spell backfired, much like the Sojourner's, and instead resulted in chaotic and random explosions of mana throughout the empire.

Tens of thousands died in the first few days of the cataclysm and many thousands more would die as murderous storms roamed the once fertile river plain, turning it into a parched and blistering desert. Vesh was able to harness the power from the sacrifice of an avatar to transform his faithful in Urk into the Veshians, a perfect merging of human and serpent. His newly-formed worshipers were poised to dominate the new terrain if not for the Sytash and their divine patron, Shytan.

Dogma: What is will be no more. What will come will be everlasting. To destroy the now, you must poison and corrupt. You must hasten the decay of this world. Gather all you can. Horde everything. Slay those who do not see the wisdom of the World Serpent. Bless his coming and going in the endless cycle of decay and death to birth and salvation.

Avatar: The Devourer has only manifested an avatar on Shin'ar four times. Each time it was at the height of political and religious upheaval within the Zula peoples. The World Serpent delights in chaos, and seeks to rule the ashes after the world is destroyed. He appears as an enormous snake, with the head of a pox stricken Urk male. He commands his cults with the aid of demons and undead monstrosities. He sacrificed an avatar during the cataclysm to transform his Urk followers into Veshians. Much to his delight, his Zula cultists do not get along with the Veshians of the desert. His cults are kept in line by a group of marilith known as the Sisters Sibilant. The mariliths act as enforcers and generals when a cult is in need of direct assistance.

Illumnarus Pantheon

Naltia (Demi-Power)

The Merciful, The Everflame, Mother Mercy

Symbol: Open hands held together, nurturing candle flame

Alignment: NG

Portfolio: Mercy, Healing, Nature, Fire, Purity, Children, Fate

Suggested Domains: Life and Light

Favored Weapon: Crystal Flail

Introduction: Naltia is worshiped by all Illumnarus as a deific representation of their "mother", and pray to her in for her infinite mercy and healing powers. She is kind and loving, devoted to Rital, but curious about other beings and experiences. She delights in loving prayers and especially loves the laughter of children at play.

The church of Naltia is small, and not very influential in Illumnarus enclaves. Her clergy tend to stay out of politics and focus more on the betterment of the race as a whole, healing the sick and making sure the new generation of Illumnarus grow up to be productive members of society. Clerics of Naltia are recognized by their bright red robes, the color of the purifying holy fire she has been known to bring to bear protecting her children. Once a generation, hundreds of Illumnarus children around the world are born with bright red hair, a sign from Naltia that the child is destined for greatness. The Flame Born, as they are called, have gone to lead many missions against the Drazil and other hostile forces, and many songs and epic poems have been created to tell the tale of the famous heroes. Some Flame Born have been known to crack under the intense pressure their community and elders put on their shoulders, but those individuals are rare. Many Flame Born go on to become high ranking members of Naltia's clergy, as well as trusted members of an enclaves ruling council. Shrines to Mother Mercy are found in every place the Illumnarus dwell, but grand temples are few.

Clerics of Naltia pray for spells at first light, and do so by performing a small ritual that commemorates both her love for her children and the eternal fire she brings to their hearts. Clerics begin by lighting a small candle and holding the candle in their palms while praying until the flame burns low. Once the wax is melted the flame continues to burn in the cleric's hands while they finish their prayers. The Burning Light ritual does not need to be performed every day or every time a cleric would pray for their allotment of spells, but most clerics of Naltia try and do it at least a few times a week. The Schism is recognized in an event known as the Darkening. On this night, all light is extinguished in the enclave, and only the natural glow given off by the Illumnarus is allowed. After a procession by the faithful through the enclave, a gathering is held and all attendees extinguish their inner glow briefly, for no more than a few minutes. In this time, no words are exchanged, no sound is made. This is to remind the Illumnarus of what fate lies for the race if the Drazil are successful in snuffing out their existence. At the end of the event, all the lights are relit, and a somber meal is shared consisting of hardtack and rice, with a few bits of fish or other meat appropriate to the enclave's area. This meal is supposed to remind the Illumnarus of the meager fare shared by themselves and the Kalarins, shortly after the Schism when both races were on the run for their lives. The faithful also participate in the Day of Devotion with the clergy of Rital. Clerics of Naltia often multiclass as sorcerers or crystalmancers.

History/Relationships: Naltia was created by Rital in an effort to alleviate his loneliness, and to test his mastery over the Manasphere. He gave her free-will and taught her everything he knew about life, Shin'ar, and the Manasphere. For a while, everything was good. But Naltia became lonely herself, and begged Rital to create children in which to nurture and love. After refusing numerous times, her divine husband relented, and with her help, created the Lluruth. The young race grows up amid a world of countless possibilities and begins to learn the secrets of the Manasphere. Although the work the early Lluruth do with the Manasphere is overseen by Rital and Naltia, the great amount of strain put on it causes great fluctuations and leads to the first Lunar Quickening. The portals that first opened in the valley led to peaceful worlds and benign planes of existence. Rital and Naltia began to explore the new places, and after a while, they gave permission for the Lluruth to do so as well. Once away from Shin'ar, Naltia began to notice new sensations and an accumulation of raw power being transferred to her via the Manasphere, no matter where in the multiverse she traveled. With this new power Naltia and her husband would establish a realm for themselves on the Outer Planes. The Lluruth would go on to establish enclaves and redoubts on other worlds, some more alien and majestic than Shin'ar. Some of the beings on those worlds would call the Lluruth "elves", and those distant enclaves would eventually lose touch with their kin on Shin'ar when the portals closed and the Manasphere returned to normal. Naltia would keep in contact the best she could with those Lluruth explorers, but even she would lose contact after the beginning of the civil war, and the taint of Garloch.

Subsequent Lunar Quickenings would deposit all manner of beings on Shin'ar, those most dangerous being demons and devils drawn by the power of the Manasphere. While Rital was away traversing the planes with his apprentice Urman, the Archdevil Garloch entered Shin'ar and began a plot to gain the worship of the Lluruth to empower him, then return to Hell and expand his holdings. He, and his devilish minions, began to whisper in the ears of powerful Lluruth leaders, corrupting them away from the light of Rital and Naltia. Soon, those few turned to many, and the civil war broke out in the once peaceful valley. Death and destruction followed for many years. Great atrocities were averted only by the divine intervention of Rital and Naltia, as well as the avatars of the Kalarin pantheon, however, many thousands of Lluruth and Kalarin perished. The goddess Sylo came to Naltia with a plan to rid her people of the infernal taint that had latched onto their hearts, and begged Rital to back her scheme. Rital saw no end of the bloodshed in sight, and backed the foolhardy plan. Naltia manifested an avatar in the middle of the Lluruth capital city. She wove a complex spell that sucked the evil from any Lluruth on Shin'ar, and began to absorb the taint so that she could expel it safely.

Unfortunately, Naltia underestimated the amount of darkness that had taken root in her people. The strain became too much, her form swelled, and her skin turned a dusky gray. Her once vibrant flame red hair dulled, and the light of her eyes went out. To save herself, and to prevent the violent explosion of the dark forces growing inside of her, she sacrificed her avatar to "birth" Brhuaal. The sacrifice of her avatar greatly diminished her personal power, and the goddess found herself helpless. The newly formed Drazil wasted no time in killing any Illumnarus they could find, and the death of so many worshipers almost permanently crippled both Rital and Naltia who retreated to their realm in the Outer Planes to defend it against an assault by Brhuaal and its demonic allies. Sickened by her abandonment of their children, Naltia convinced Rital to return to Shin'ar to give the remaining pure Llur some help. Rital would return briefly to Shin'ar to sacrifice his avatar and infuse all the remaining pure Llur with a sliver of her divine power, transforming them into the Illumnarus and giving them a stronger connection to the Manasphere. It was many decades later until the goddess was powerful enough to return to Shin'ar. Even though the worship she gains from the Illumnarus would be enough to make her a Lesser Power, the birth of Brhuaal greatly diminished her, and she has not risen above Demi-Power status since the Schism.

Dogma: Open your heart to peace, and goodness; shun the trappings of power, for the power of mortals is fleeting, true power comes from the Eternal Flame. Nurture and guide the young, from birth to adulthood. Each new light born is one more to defend against the Ill-Born and it's monstrosities. Hold only hate in your heart for the Drazil, but focus not on the negative in life, instead pledge to be an instrument for betterment in the now and future of all Illumnarus.

Avatar: Naltia is always depicted as a tall, statuesque Lluruth woman, with flaming red hair and eyes of jade. Her pointed ears end in golden tips and her robes shimmer and move in some sort of invisible wind that always seems to surround her. Naltia has on occasion sent an avatar in the form of a young Illumnarus child, one who spoke with eons of wisdom and wielded powers beyond a child's understanding. The appearance of the "Young Mother" often heralded a time of strife and war to an enclave. The last known manifestation of Naltia on Shin'ar was as the Young Mother on the island of Sor'kra in the Southwest Archipelago. Imperial accounts of the battle tell of a Illumnarus child hurling holy fire upon the Atlantean forces, killing many before being slain and her body imploding, sucking in a handful of her attackers.

Rital (Lesser Power)

The Radiant Protector, The Sun Above



Symbol: A bright six pointed golden star, on a white or black field

Alignment: LN

Portfolio: Light, Magic, Protection, Law, Order, Vigilance, War

Suggested Domains: Light and War

Favored Weapon: Crystal Flail

Introduction: Rital is a benevolent, albeit somewhat passive, God. Although he is the creator of the Lluruth, he remained uninvolved in their affairs for many years. Any involvement he presented to the Lluruth was on behalf of Naltia, his devotion to her far outweighing any responsibility he felt for their "children". Rital has also at times fought tooth and nail for the Lluruth and tried his best to stem the corruption that spread through his creations. Rital delights in sacrifices for the greater good, and Drazil blood spilled in his name.

Rital is worshiped by all Illumnarus, and his temples dominate the remaining enclaves and redoubts. His clergy is large and influential. Many of the surviving Elder Flames are clerics of Rital and his teachings shape Illumnarus consciousness. Temples to The Sun Above are always open to the elements, with grand crystal cathedrals that allow in the most light possible during the day. At night, the crystal reflects the glow from Illumnarus worshipers and baths all in a soft light. The need to root out any corruption has often taken the form of the loss of civil liberties in some enclaves where the church of Rital holds the greatest sway. Some Illumnarus communities have gone as far as remaining completely isolated and therefore, safe, in their eyes, from any corruption.

Clerics of Rital pray for their spells when the sun is highest in the sky, which they are able to sense on any given day through their divine connection. Holy days differ from one enclave to the next, but two are held the most sacred. The Feast of the Sun is held on the longest day of the year. Festivities begin at dawn and last well into the night. At peak, all attendees disrobe and lay in the hot sun. Silent prayer is offered by most, some sing, or even burst into fits of laughter or crying. It is a very emotional time for the Illumnarus people, and spending it with loved ones is preferred. After the sun bathing, refreshments are had, and entertainment is held to lift the spirits of the faithful. Great feasts are held and Rital is praised. The Day of Devotion is held in conjunction with the church of Naltia and celebrates the love Rital has for his wife, and the manifestation of that love in the creation of the Illumnarus (Lluruth) people. What started as a solemn day of prayer has since changed in many enclaves to instead putting on a competition of sorts. Magical duels and great displays of power and held, all in the name of the Eternal Lovers. Clerics of Rital often multiclass as wizards, sorcerers, or crystalmancers.

History/Relationships: Rital was the second creation by the Traveler with the Manasphere. The cosmic being manipulated mana into forming complex life, one that could not only think but learn, and adapt to its surroundings. The Traveler spend the first few weeks of Rital's life teaching him about the Manasphere, and the wonders that could be done with its power. It is known that the Traveler left Shin'ar shorting after creating Rital, it is much speculated by Illumnarus sages and religious scholars about why he left. No matter the reason, Rital now found himself alone on a young planet with unlimited power at his fingertips. Early attempts at creating life by himself ended badly. Some of his early experiments haunt the dreams of the Illumnarus, thanks to tales passed down through the millennia about the "Many-eyed Orb" and the "Worm of Oblivion". His greatest achievement was Naltia, a near perfect being created in his own image, and gifted with boundless capabilities for love and nurturing. Together they lived side by side on Shin'ar, exploring the lush valley they called their home.

Years would pass, and Naltia would become lonely. She begged Rital to create ‘children’ for them, so she could nurture and guide them to happiness. With Naltia's help, Rital created the Lluruth out of pure mana. The first of the Lluruth were simple beings. They resembled Naltia most of all, with her elongated ear helixes and bright shining eyes. From Rital they gained their strength and intelligence, and the capability to manipulate the Manasphere, but never on the level of the First Being. More time would pass, and Rital would spend less and less time with the Lluruth. He would guide them the best he could, but he was resolved to let them learn at their own pace, and bade Naltia not to coddle them too much. While the Lluruth knew nothing of death themselves, Rital allowed the young species to experience hardship and loss through other means. He let disease and monsters plague them, to get them to fend for themselves and heal their wounds not from Naltia's touch but from the manipulation of the Manasphere. Soon the Lluruth became a highly magical society. Large crystal towers rose from the valley floor and the people began to spread out into a wider Shin'ar.

The first Lunar Quickening took Rital by surprise. While he was aware of the fluctuations in the Manasphere, he was unprepared for the actual event, and the opening of portals all over the world. The first few portals and freak manastorms to hit the valley disrupted daily life for the Lluruth, but in time, they persevered and began to experiment with the Manasphere with its normal restrictions lifted. Rital and Naltia began to explore other planes of existence and alien worlds opened to them by the portals. While the Lluruth people had long worshiped Rital and his bride as gods, it was the onset of the first Lunar Quickening the somehow allowed the Manasphere to transfer that worship in the form of intangible power.

Rital's already considerable mastery of the Manasphere grew tenfold in the centuries after the first Quickening, and he shared some of his new knowledge with the Lluruth, but was always mindful of sharing too much, less his creations destroy themselves. The portals would deposit other worldly beings on Shin'ar, some would stay and some would go. The Lluruth would begin to explore the Planes as well, unwittingly opening up the tranquil and peaceful planet to nefarious entities and power hungry demons. Rital was away during the onset of the civil war, but returned to Shin'ar once Naltia told him of the darkness taking root in the hearts and minds of many of his creations. Unfortunately, Rital could not stem the tide of corruption among his people, and eventually was forced to back a plan set forth by the Kalarin goddess Sylo. The Schism cured a good portion of the Lluruth of the infernal taint, but many times more remained. Naltia's avatar could not hold all of the evil and corruption and she was forced to sacrifice her form to birth Brhuaal, an amorphous blob of shadow and malice.

The newly formed godling spared no time, and used the mana and energy of his birth to transform the remaining tainted Lluruth, of which there were many, into the Drazil. Shortly after their creation, the Drazil resumed the total destruction of their kin who remained pure Llur and Rital sacrificed an avatar to give a small portion of his power to transform the Llur into Illumnarus. He and Naltia were forced to abandon Shin'ar for a time, while they defended their realm in the outer planes against incursion. Rital would return to Shin'ar infrequently, content on the Elder Flames to guide the Illumnarus in his stead. Now, millennia after the Schism, he has taken a renewed interest in his people, once again at the insistence of his divine spouse. He has begun to directly shape a certain few Illumnarus enclaves, and directed his clergy to begin to look for alternatives to the isolation that has, for the most part, kept them safe.

Dogma: Bask in the Sun's light, for light will always triumph over darkness. Learn to harness the Manasphere and use its power responsibly. Root out the taint of corruption and never let it settle in your heart. Bring war to those who turn from the light, and stand vigilant against those who wish to do you harm.

Avatar: Rital rarely manifests on Shin'ar. When he does, he takes the guise of an androgynous Illumnarus of indeterminate age, wearing golden scale armor and welding a dire crystal flail. He fought devils during the civil war, and wadded through throngs of Drazil after the Schism, but has only been seen on Shin'ar a handful of times since. His presence at the founding of Ritvel the Citadel City cemented that city's Elder Flame council as the leading voice in Illumnarus politics, and that council is deferred to by many other enclaves. He has also been seen in Eltra, though those accounts are suspect at best.

Kalarin Pantheon

Khaaz (Quasi-Power)

The Shadowlord, The Dark Prince, The Beast



Symbol: A black disk with a single green dot

Alignment: NE

Portfolio: Shadow, Ambition, Lies, Darkness, Poison

Suggested Domains: Trickery and Death

Favored Weapon: Katar

Introduction: Khaaz is prayed to by those who wish to change their circumstances by any means, including murder. Kalarins who feel they have been given the short end of the stick beseech The Beast to fill them with the power to take what they feel is rightfully theirs. He delights in offerings of carefully worded lies and the sacrifice of upper caste members on his unholy alters.

The cult of Khaaz is fractured, individual priests rule small cells in cities and towns across the Dominion. There is only one known temple to the Dark Prince. Located in the sewers of the capital city of Shima, the temple boasts numerous shadow guardians and is rumored to count members of the ruling family as lay worshipers. Priests of Khaaz are all expert liars, and many have infiltrated the upper echelons of Kalarin society. Many more priests cater to the thousands of disenfranchised citizens of the lower castes and Undesirables.

Clerics of Khaaz pray for spells at dusk. The faithful do not celebrate any holy days, but rather gather every four tendays in a ritual designed to turn one of their own into a shadow-beast. If the worshiper survives the process, they are given special instructions by Khaaz himself, or one of his divine minions, and set loose to wreak havoc on the populace. Rampaging shadow monsters have been a constant thorn in the side of rural towns and villages, especially those closest to the Forest of Sorrow. Clerics of Khaaz often multiclass as rogues, fighters, and geomancers.

History/Relationships: Khaaz is the only child of Sylo and Roarvan. He was born in the outer planes and lived his early life in his mother's realm. His birth was difficult, and caused no small amount of pain and hardship on his mother. When the Kalarins first came to Shin'ar and found themselves trapped on the planet, Sylo cursed her husband for his curiosity and stupidity that she attributed to their circumstances. This curse would linger, trapped and shaped by the Manasphere, and would finally manifest when Sylo gave birth. The divine cub was large, and had fur the color of pitch. Male Kalarins have never had fur so dark, and his father almost immediately began to dislike the boy. In addition to his coloring, Khazz was born with extra fingers and toes, his teeth were all pointed and sharp, and his eyes were two black pools with small pinpoints of green. The cub grew quickly at a rate five times that of normal Kalarin children. His size increased and soon he was as large as his father, even though he was less than a year old.

He earned the name "The Beast" for his size, though his mother would call him Khaaz and smother him with her love. Years would pass and the cub continued to grow, reaching the size of an adult dragon but with the mind of a young child. Small groups of Kalarin would begin to worship him. A few prayers to The Beast soon became gatherings to celebrate his birth, then groups would gather and pray to him for guidance and help. Khaaz manifested an avatar only once during the civil war. The Beast was seen ripping corrupted Lluruth with his fangs and tossing their lifeless bodies in the air like rag dolls. His actions horrified the group of Kalarins he saved from death, and Khaaz returned to the outer planes to sulk. His father and mother would forbid him from returning to Shin'ar, unless they gave him permission first. The Schism would change his fate forever. Khaaz witnessed the birth of Brhuaal and became fascinated by the stuff of shadow and the mysteries one could find in the darkness. He became more and more withdrawn and distant to his mother. Urman took it upon himself to try and reach his nephew and bring him back to the love of his family. His father, Roarvan, was too busy helping the Kalarins survive the Drazil onslaught to devote any time to his wayward son. Urman and Khaaz began to explore the planes together and the times they had helped Khaaz feel a stronger connection to the Kalarins and his family. Unfortunately, Urman would betray his nephew to Brhuaal in a bid to hurt Sylo, who had rejected his romantic advances. Brhuaal and his demon lackeys captured and tortured Khaaz in the Abyss.

The horrors he was subjected to warped his fragile psyche, and eventually the young godling would crack. The recounting of his fall is told in the Kalarin epic, "The breaking of the Beast", a poem told to young cubs in a bid to teach them to obey their parents. Once Khaaz let in the hate and anger that had been festering for years he manifested on Shin'ar and began to reorganize his small following. Some of his worshipers refused to believe his new dogma, and chose to break from his small cult. The souls of those Kalarins now burn in shadow-fire for all eternity in Khaaz's throne room.

Dogma: Lie and cheat your way to happiness. Take back everything that was taken from you. Take it back, through guile or force, take it back. Move in the shadows, for the darkness will always hold you true. Use poison to kill, watch them writhe in agony, watch the light fade from their eyes. Destroy the Dominion from within. Only darkness will remain.

Avatar: Khaaz has been known to take many shapes when he visits Shin'ar. Two of his most common are The Beast, and The Shadow. The Beast is the closest to his true form. His manifests as a huge Kalarin, with jet black fur and large black eyes. His claws are as long as claymores and sharp enough to rend steel. His fangs drip with poison and one drop is enough to kill a dragon. Khaaz manifests as a large mobile cloud of shadow that moves erratically. Anything caught by the cloud is dissolved as if it was immersed in a powerful acid.

Roarvan (Greater Power)

Pridefather, The Just

Symbol: A battleaxe supporting a scale

Alignment: LN

Portfolio: Justice, Power, Strength, War, Tradition, Honor, Pride

Suggested Domains: War

Favored Weapon: Battleaxe

Introduction: The Pridefather reigns over the sacred pack. He is the king of the valley and chief among gods. He is vain, and prideful, but also honors valor and noble deeds. His roar is fierce, and it is said to be able to blast apart demons caught in its fury. Roarvan delights in oaths sworn in his name, and justice done for the betterment of the Kalarin people.

Roarvan's church is huge and includes multiple temples in every city in the Dominion. Houses belonging to all castes have personal shrines to The Just, and many beseech Roarvan for his blessing. His clergy dominate the Priest caste, and help govern the country as the Lord High General and his Warrior caste's chief advisors.

Clerics of Roarvan pray for spells at first light, upon waking and before breaking their fast. Eating is done immediately after prayer and before all other duties for the day. Meat is eaten, raw, along with water and small biscuits. The meat was traditionally supposed to come from a fresh kill by the cleric, but over the years this law has been considerably relaxed. Meat is now procured by younger acolytes or servants and prepared for the clergy while they are at prayer. Many holy days are celebrated by the church of Roarvan. The two most loved are the Feast of Light, and Dominion Day. The Feast of Light celebrates the victory of the Kalarin people over the Drazil at Shadow Pass. The day is started with somber prayer, followed by mock battles and skirmishes put on by re-enactors from the upper castes. Lower caste members make up the Drazil forces, in costume. Blunted weapons are used but injuries always occur. The church of Roarvan is close at hand attending to wounds and concussions. Once the sun goes down, thousands of lanterns are lit and the people feast and toast to Roarvan and his Eternal Pride.

Dominion Day is celebrated in the capital with parades and great revels all to the glory of The Lord High General and the formation of the Kala Dominion. Other cities have smaller ceremonies and all castes are free from work and taxation for the day. Large carnivals set up in rural areas and games are held in the cities where attendance is free for all Kalarin. Only the Undesirable caste is kept out of the festivities, though the large communities of outcasts have their own twisted version of Dominion Day revels. Clerics of Roarvan often multiclass as fighters, monks, and geomancers.

History/Relationships: The Pridefather was worshiped by the primitive Kalarin on their home planet, and came to Shin'ar with his divine family when tens of thousands of his people found themselves on the planet via multiple portals that opened in the middle of their hunting grounds. The portals lasted many months, and the game found on Shin'ar enticed many more to make the trek through them. Unfortunately the portals did not last, and the Kalarin people found themselves trapped on the planet. Not even the power of Roarvan could take them back, for he himself did not understand the Manasphere and its mysteries then. Roarvan and Sylo were contacted by Naltia, and told that she instructed her children to locate and help the newcomers to her world. This began a mentorship for the Kalarins and their gods, as the Lluruth took the feline people into their protection and began to slowly teach them the secrets of the planet. Kalarin villages turned to small towns as the hunter gatherer society made way for civilization. The Kalarins learned much from the Lluruth, and were a common sight in the crystal enclaves located throughout the valley. Because of this, they were caught up in the disastrous civil war ignited by Garloch worshiping Lluruth, and many Kalarins died defending their meager holdings against powerful spellcasters and armies of disciplined soldiers. Not even divine intervention on the part of Roarvan and his kin could save the Kalarins from atrocities perpetrated against them by some of the people they had grown to love and cherish. The end of the civil war came with the Schism, and the creation of the Drazil. Naltia, having been weakened by the birth of Brhuaal, and Rital, also severely weakened by the sacrifice of his avatar, retreated to the outer planes, and left the region to burn. In the first few terrifying years of the war against the Drazil, it was Roarvan in avatar form that would rally his people and the worn down Illumnarus to early victories that saved both races from extinction. After the retreat of the Illumnarus, Roarvan's church further empowered the feline people and pushed them via the Lord High General to endure against the Drazil. Eventually, the Kalarins were victorious and secured peace for themselves. The dominance of the valley pleased Roarvan, who took on a more militaristic outlook and reorganized his clergy to follow.

Dogma: Take pride in yourself, and your people. Teach the will of Roarvan to the cubs, so that they may grow up to be honorable members of their caste. Hone your skills in diplomacy as well as your martial training, make sure your wit is as sharp as your battleaxe. Honor always your ancestors and make sure the teachings of elders is heeded, for those who have lived to sire many cubs are wise indeed. Bring about the rule of Law to all and bask in the love of The Just.

Avatar: Roarvan manifested an avatar quite frequently for a number of years during the Lluruth civil war and the war against the Drazil. This put quite a strain on him, and he has since only manifested infrequently, less so since the formation of the Dominion. Some see this as a sign that he is somehow displeased with the state of affairs in the valley, but his clergy vehemently deny these claims, and uttering such is punishable by exile in many Kalarin communities. Roarvan appeared as a large Kalarin male, with flowing golden hair and fur. He was often clad in hardened mana crystal plate armor, a gift from Naltia upon his arrival on Shin'ar. The plate is chipped, and dented and bares numerous stains from demons and Drazil alike. His shield is also made of hardened mana crystal, a gift from Sylo in a bid to win back his affections from Naltia. The shield is known as Second Wind (Hardened Mana Crystal Shield of Determination) and it is often given to worthy worshipers when they undergo a special church sanctioned quest.

Sylo (Demi-Power)



The Silent Lady, The Unseen Radiance

Symbol: A domino mask with female Kalarin eyes

Alignment: CG

Portfolio: Stealth, Stalking, Thievery, Seduction, Mercy, Love, Children

Suggested Domains: Light and Trickery

Favored Weapon: Dagger

Introduction: Sylo has always been seen as the mother of the Kalarin race, and she is given her due as such. Lip-service is paid to her at times of birth and courting, but her real worship is done by those who are considered Undesirables, and by any female Kalarin who seeks solace from her male dominated world in the words of The Unseen Radiance.

The Silent Lady's church is small and intimate. Only two temples are dedicated to her, though every Kalarin community has one or more shrines. Her clergy is predominantly female, with male Kalarin only making up less than twenty percent. There are large and influential Undesirable gangs lead by a powerful priestess of Sylo, one is even rumored to have the ear of the Lord High General himself. Clerics mostly tend to the shelters and safe houses the clergy maintains for runaway women and their children. Any Kalarin who seeks succor at a shrine is helped, nobody is ever turned away.

Clerics of Sylo pray for spells at dusk, and follow it up by prowling the streets and honing their skills in the shadows. Thievery is allowed by the clergy if the end result is beneficial to the well being of their charges. Typically this is interpreted as 'do not steal for wealth, steal for sustenance' and many cut-purses and con artists pay homage to The Silent Sister. Only two holy days are celebrated by the clergy, the Night of Shadows and the Feast of Silence. The Night of Shadows commemorates the loss of her child, the Beast Khaaz, to the demonic taint of the Drazil. The night is spent in fervent prayer and remembrance for fallen loved ones, especially children. The Feast of Silence is held exactly one day after the Night of Shadows and clergy members refuse to speak from dawn to dusk and open their shrines to all for a free meal. Game is hunted in abundance days leading up to the feast and the dishes served are said to outclass even the best upper caste fair on any given day. Any Kalarin, of any caste, can come to a shrine or temple of Sylo during the Feast of Silence and get a free meal. Clerics of Sylo often multiclass as rogues, bards, rangers, and geomancers.

History/Relationships: Sylo accompanied her husband Roarvan and their family to Shin'ar following a large exodus of their people to the strange world. The closing of the portals and the mysteries of the Manasphere caused her to curse her husband, for she thought that tens of thousands of their people were now trapped and unable to get back to their hunting grounds. Shortly after their arrival, the Kalarin people were happened upon by the Lluruth. Roarvan and Sylo met with the Lluruth gods and were instructed on how to return back to their realm in the outer planes, but they also persuaded them to let their people stay on Shin'ar. For a while, everything was good, but Sylo saw that Roarvan was spending more and more time with the Lluruth goddess Naltia. In a bid to keep her husband, she bore him a son. But because of her curse so many years before, the cub was born monstrous, but otherwise

She named him Khaaz, which meant 'dark child', for his fur was black as night, unheard of for male Kalarin. Roarvan lost even more interest in his wife and paid little attention to his new son. When the civil war started, Sylo manifested an avatar as much as she could to protect the innocent Kalarins from the onslaught of their one time benefactors.

It was Sylo who convinced Naltia to absorb all the negative feelings and corruption from her children, though Rital seconded the notion and encouraged her. The Schism worked, but backfired horribly in the creation of Brhuaal and the Drazil. The Lluruth gods retreated to the outer planes to lick their wounds and left Sylo and her family to clean up the divine mess. Many sacrifices were made the first decade to ensure the survival of the Kalarins and the new Illumnarus. It was learned later that Rital and Naltia were being constantly assaulted in their realm by demonic forces, and were hard-pressed to render any aid to their worshipers on Shin'ar. The corruption of her son happened directly on the heels of the Illumnarus abandoning the valley and Sylo sees the two as linked instances. She has never forgiven Rital and Naltia and her hate for them seeps into her clergy as distaste for all things Illumnarus. When her husband re-organized his church and took on a militaristic outlook, she retreated to his shadow, intent on keeping the innocents safe and letting Roarvan and Urman take care of the prosperity of their people.

Dogma: Seek out those in need and help the best you can. Have mercy, and do not rise to anger if you are wronged. Meet aggression with revenge, never let them see you emotionally unbalanced. Staying in the background is the best place to manipulate all dealings, and to ensure your survival. Nurture love and the fruit of love. Bless the children, and keep them safe.

Avatar: Sylo manifested often during the civil war, but less so afterwards. She took the form of a large female Kalarin with black fur and a large white patch covering one eye. She was lithe and quick, and it is said she is able to blend into any shadow no matter how small. She is known to manifest at least once a decade and walk among the poor and disenfranchised. Her touch cures any disease and fills the recipient with a loving warmth that lasts long after she has departed.

Urman (Lesser Power)

The Revered Patron, The Golden

Symbol: A golden, gem studded paw

Alignment: N

Portfolio: Wealth, Trade, Craft, Art, Magic, Contracts, Farming, Cultivation

Suggested Domains: Knowledge

Favored Weapon: Warhammer

Introduction: Urman is the brother of Roarvan and was for a long time only worshiped by fringe cults and hermit wizards. Now, he is prayed to by a large section of the populace, and every Kalarin invokes his name when receiving the benefits of the Surguano plant his clergy discovered. Urman delights in offerings of coin or exceptionally crafted items.

The clergy of Urman is large and influential. What started as a backwater cult has exploded into a multi-temple money making machine that has dominated trade in the Kala Valley for the last two hundred years. Clerics of Urman protect merchant caste caravans to and from Dominion lands. The church of The Golden takes a cut of profits from any caravan protected by its worshipers. The total is never exorbitant, and individual clergy members often invest in merchants with their own coin, and are encouraged to do so.

Clerics of Urman pray for spells upon waking, before breaking their fast. Prayer is followed by a meal, and its extravagance is based on the priests seniority and experience. The higher one goes in the church, the more luxury they can expect. Many holy days are celebrated by the faithful of The Revered Patron. Many parties and revels are thrown by the church to show off its opulence. The Day of Planting is sacred to worshipers of Urman for it celebrates the day when a new Surguano crop is planted. The day starts before the crack of dawn, and the fields are prepared for the seeding. Work is done throughout the day, all the faithful put in long hours working under the hot sun. It is not uncommon to see the high priest on his knees in the dirt tending lovingly to a Surguano sapling. When the sun goes down, a great outdoor feast is held for all the workers and much ale and wine flow into the night.

The Supplication is holy day that commemorates Urman declaring his eternal obedience to his older brother. The clergy do not hold services that day, and lay worshipers know to stay away from the temples and shrines.

Sweat rooms are set up next to rooms where a field of cold radiates. A small sect of the clergy go as far as to self-castrate, like Urman did to prove his loyalty to his brother. These eunuch priests have begun to gain more influence in the church in the last hundred years. Clerics of Urman often multiclass as wizards, monks, and geomancers.

History/Relationships: Urman came to Shin'ar with his divine family and immediately became fascinated by the Manasphere. He left the dealings of the mortal Kalarins to his brother, though he delighted in the worship from a small group of the feline people who were equally intrigued by the new planet. Urman followed Rital and Naltia around the outer planes, pestering them to teach him the secrets of the Manasphere. In a bid of good will, Rital took Urman under his wing and mentored the young god. For many years the two traveled the multiverse together and they became very close. They returned to Shin'ar when Naltia told her husband of the growing taint of infernal energies creeping into the hearts of their children. Rital broke of the mentorship and focused on helping Naltia deal with the growing crisis. Urman felt rejected, and retreated to his small realm in the outer planes. From there he brooded on his hurt feelings, and came up with a plan to hurt Rital for what he did.

He traveled to Hell and traded information on Rital and his weaknesses to Garloch in exchange for power and wealth. The information led to an increase of activity for the Archdevil's Lluruth worshipers and caused the civil war to escalate. Thousands of Kalarin would die as a result, and Urman fell into a fit of self-loathing and guilt. He was absent at the Schism, and became aware of the plight of his people only after his older brother dragged him away from his self-imposed exile and forced him to help fight the Drazil menace. Tales are told of the avatar of Urman blasting Drazil in great conflagrations and disintegrating demons with shots from his multiple wands. While helping defend the Kalarins, Urman found himself falling in love with Sylo, someone who before now he completely ignored. The two deities began to spend more time with each other, and although Sylo was aware of Urman's affections, she did not reciprocate in the slightest. Urman became a hands-on uncle with Khaaz, and spent more time with the cub than his brother did. Sylo was forced to get Roarvan to interceded and let Urman know that his affections would never be returned. Embarrassed and hurt, Urman once again retreated to his realm and plotted revenge. This time, Urman approached Brhuaal, and helped the evil Drazil god to corrupt his nephew. After seeing the hurt this caused, Urman once again felt guilt over his rash and selfish actions. He went to his brother's abode and pledged himself forever for the betterment of the Kalarin people. It is said, and many tales seem to confirm, that Urman was made to harm himself to show his devotion to his brother and righting the wrongs he caused. The amount of harm is speculated, and all tales of deed do not explicitly explain what transpired. After his Supplication, Urman began to manifest an avatar as much as he could on Shin'ar, growing his small worshiper base and trying to heal the damage his selfishness caused. It was said that Urman sacrificed an avatar to empower a simple scrub brush with fantastic healing powers, and given to his clergy to help them ascend in the eyes of all Kalarins, and to open the doors to bring his small church to more people. Whether this is true or not, the church of Urman has gained not only influence and power in the valley, but untold riches as well from the cultivation and sale of the Surguano plant.



The Surguano plant is revered by the Kalarin as an extension of Urman.

Dogma: Create something. Bare your soul on the canvas, the anvil, the parchment. A new song, a new spell, a new design is what drives us all. Gain wealth by exerting your influence in all dealings, obtain luxury with hard work and expertly worded contracts. Study the Manasphere, and unlock its potential, but be wary always of the damage selfishness can cause to those around you. Facilitate trade, do not dominate in your field, rather encourage others to push yourself to the pinnacle of your craft.

Avatar: Urman manifests as a large Kalarin, with golden fur and gem studded eyes. He is always dressed in golden robes and wears many pieces of expertly crafted jewelry. When he dresses for battle, he hides his considerable girth with more practical clothes and brings an assortment of wands of his on devising. Urman has sometimes manifested on the Day of Planting, disguised as a young novice and works many back breaking hours planting and tending his precious plant.

Meek'ah Pantheon

Kythlu (Greater Power)



Nest Mother, The Great Protector
Symbol: An Egg
Alignment: LG
Portfolio: The Nest, Eggs, Protection, Safety, Healing, Vigilance, Home, Farming
Suggested Domains: Life
Favored Weapon: Quarterstaff
Introduction: Kythlu is the protector of the Meek'ah, and the diminutive reptilians pray to her for safety and guidance. The Meek'ah believe the first of their race were born from her eggs, and those first Meek'ah were given intelligence and compassion from her, as well as the first beginnings of language and farming. The Meek'ah pray to Kythlu in times of joy and pain, and she delights in offerings of fresh fruit and vegetables heaped on her alters, blessed, then shared with the less fortunate.

The church of the Nest Mother is large, and her clergy can be found in all corners of the world. Anywhere Meek'ah gather, her clerics are there to assist and provide succor. The clergy heals wounds and help Meek'ah during planting season and harvest time. They provide shelter but do not engage in combat unless directly threatened. All clerics are paired with monks, paladins, or other lay worshipers who protect them in dangerous situations. The church itself remains poor, clerics often take vows of poverty, and any donations of coin or other valuables are funneled right into local Meek' ah communities. About one third of the clergy are druids and can be found wandering from one community to another, alone or in small groups. Witch Doctors make up a small percentage and are mostly found in rural areas.

Clerics of Kythlu pray for spells at first light, before breaking their fast. A meal of raw vegetables follows, clerics are never permitted to eat food that has been cooked. This is not expected from worshipers, just her clerics (and druids). Many holy days are celebrated in the Nest Mother's church, but one is especially loved. The Day of Rest happens three days after harvest. The day is started with silent prayer, followed by a modest meal shared with family and close friends. All work is put off for the entire day. Children spend the time playing and engaging in youthful past-times. Adults drink and toast to Kythlu and her glory. When night falls, the community gathers in a central area and many cook fires are started. Each family brings what they can to the festivities to share with others. Entertainment is had, and joyous laughter can be heard well into the night. All Meek'ah try and participate in the Day of Rest if able. Even those who find themselves far from home or any Meek'ah community try and do nothing for the day, much to the chagrin of their fellows or work mates. The Meek'ah of Alteria are given the day off for the celebration, a concession won from the *Boule* two hundred years ago. Any Alterian found to be working their Meek'ah slaves on the Day of Rest faces fines and other punishment from the Senate. The Meek'ah of Jutan do the day big. The humans of that realm have taken a liking to the festivities and often join their countrymen in celebrating. Meek'ah and Jute can be seen in taverns around the kingdom raising a tankard to the Great Protector. Clerics of Kythlu seldom multiclass.

History/Relationships: Many stories are told about the birth of Kythlu. Meek'ah from different parts of the world tell tales of her early years, those spent in the primordial jungles of the Southwest Archipelago. Kythlu was born from an egg the size of an elephant. The radiation given off by the Manasphere penetrated the egg, and soaked the forming being in pure mana. Kythlu grew rapidly and in no time she was bursting through the thin shell. She emerged among dozens of her siblings, though for some reason their eggs were not affected like hers. Kythlu was ten times the size of the others, and she found that she could think her way out of most problems, apply reason and understanding her siblings could not fathom. In no time they found themselves beset by predators. The others ran and hid, Kythlu did not. She used her size and intelligence to defend her family. She used her fore limbs to grasp trees and other foliage to craft simple traps. The cunning she displayed saved her family, and Kythlu began to use her intelligence more and more. Years would pass and more of her family would be born and die in safety thanks to her. Kythlu could not understand why her egg was changed and others were not. Finally she realized that her egg had rolled away from the others so long ago and rested on a small crevice. She started to do experiments by placing select eggs in the crevice and watching them develop. Some eggs would hatch normally, though some would exhibit signs of intelligence, but never on the level of Kythlu. After decades of experimenting, Kythlu would devise a way to harness the mana and soak the eggs. The creatures that would hatch from those eggs would be known as the first Meek'ah.

Kythlu would go on to nurture and protect the proto-Meek'ah. Subsequent births would see them begin to walk upright, and Kythlu would develop and teach them a language. The early Meek'ah would live for millennia before they developed enough to understand what Kythlu was and how she was different from them. Adoration turned to worship, and Kythlu found herself being empowered further. Kythlu would embrace her role as Goddess, and she cocooned herself in an egg of pure mana crystal in a bid to absorb as much power as she could. She stayed in the egg for countless years while the primitive Meek'ah began to form a society around her worship. Eventually the egg would crack, and she would emerge more powerful than ever. She pierced the Manasphere and journeyed to the Outer Planes where she founded a realm where her children could rest for all eternity. It is said that this act first drew attention of the Traveler's race and made them aware of Shin'ar and it's Manasphere.

Dogma: Protect the young, and nurture them into adulthood. Do not let harm come to those you love, heal their wounds and hold them close, for the evil of the world is legion and intent on destroying our long lived race. Work hard, apply yourself for the betterment of your community. Never let the hate others have for the Meek'ah cloud your judgement, for they do not understand that they are guests on our planet, and in the end, the Meek'ah will prevail.

Avatar: Kythlu has not been seen in avatar form for thousands of years. Meek'ah take pride in the fact that their goddess does not help them out from every bad situation. She gives them tools and teachings that have allowed them to endure on Shin'ar in the face of horrible oppression and enslavement. When she is depicted in art, stories, and song, she is said to be a reptilian creature, not unlike a caiman, but of immense size and intelligence. She speaks in dreams to her worshipers, and has been known to send animal messengers and divine minions to help her people from time to time, when the need is most dire. The aid has always been just enough to give her children the upper hand and to lead themselves to salvation. Legend of a slumbering avatar deep within the Nest temple complex is told by the Meek'ah of the southwestern islands. This legend is not widely know or subscribed to by Meek'ah from other parts of the planet.

Savok (Quasi-Power)

The Silent Sickness, The Poison Dart

Symbol: A necklace of teeth (from many races)

Alignment: CE

Portfolio: Poison, Murder, Disease, Rot, Ruin

Suggested Domains: Trickery and Death

Favored Weapon: Blowgun

Introduction: Savok is the last sound you hear before death. Cultists of the Silent Sickness whisper his name before a killing blow, and invoke him in times of peril to bring rot and disease to their enemies. His faithful tend to be loners, and many Meek'ah hermits pray to him and carry out his will. Savok's favorite thing is a carefully planned murder of one of the "large races", by poison or sickness.

The cult of Savok is small, consisting of no more than a few thousand Meek'ah throughout the world. A good majority of his worshipers are hermits and lone killers, driven mad by the mistreatment of themselves or their kind for far too long. There are a half dozen or so large groups of his faithful, and those groups are the biggest threats to peaceful Meek'ah settlements. His shrines can be found outdoors, in the deep jungle or swamp. Simple alters of stone are stained with the blood of sacrifices, and the area around them is protected by a curse that sickens any non-Meek'ah that go near them.

Clerics of Savok pray for spells at dusk, when the light is dim and the shadows grow long. The faithful of Savok go against everything they were ever taught since hatching, and those who pray to The Poison Dart eat flesh, specifically the flesh of Meek'ah. Cannibalism is encouraged in the cult, and those who join must prove themselves by eating the flesh of a sacrifice, preferably from a devoted member of Kythlu's church. No holy days are celebrated by the cult at large, though individual cells may honor specific days sacred to their founders or locale. Generally, a sacrifice is required weekly, and this demand has led to the uncovering of cults in areas where the disappearance of many caused the authorities to grow suspicious. Large cults found in Alteria have been rooted out numerous times, only to reform when the Alterians unwittingly send high ranking cultists to other provinces and cities, where they form new cells time and time again. Clerics of Savok often multiclass as rogues, fighters, sorcerers, or warlocks.

History/Relationships: Savok was born in the jungles of Southwest Archipelago eight hundred years before the coming of Atlantis. His early life was spent a slave to goblins and their devilish masters, toiling in mana crystal mines and enduring hardships so severe, one in ten slaves did not live beyond their tenth year.

He grew increasingly angry at the church of Kythlu, who worked in secret to ease the suffering of the Meek'ah slaves, but did nothing to improve their lives and helping to free them. It is said his own mother was a priestess of Kythlu, and would tend to the injured and beaten slaves in their home. Savok was privy to the suffering of every member of his community, and saw firsthand the brutality other races heaped upon the Meek'ah. He vowed to free himself, then return to free his people from not only the yolk of slavery, but from the grasp of Kythlu and her ineffective ways. Many tales are told of Savok's escape into the jungle, most agree that he did not do so alone. Ten slaves managed to flee the mines, Savok was their leader, and they followed him in all things. He led them deeper into the trees, to areas known to many to be forbidden. The goblins also thought these areas off limits, and broke off their pursuit. Finally allowed to rest, Savok and his band fell into an exhaustive sleep.

Tales differ on what happened next, some writing say Savok awoke to the cries of his fellows, and saw them being eaten by some demonic horror that emerged from the deep jungle. Other accountings say Savok summoned the demon, and the two of them killed the others and feasted on their flesh. What is agreed upon is that Savok fell to the knees of the demon, and pleaded not for his life, but for the chance to grow powerful and slay his enemies. The demon agreed, and slated on the meal of the others, took Savok to his lair deep within the trees. Savok would train under the demon for many years, learning the secrets of the Manasphere and growing more and more powerful. Eventually, Savok and the demon would stage raids into the goblin territory. The demon would fill his belly with the flesh of mortals and Savok would free as many slaves as he could. These Meek'ah would return with them to the deep jungle and join them. Years pass, and the devils of the island would send a force of goblins and slaves to the jungle to root out the rebels and their demonic ally. The battle is recorded as being fierce and explosive. The jungle would be set ablaze as demon fought devil, and Meek'ah slaughtered themselves with a sickening bloodlust. In the end, the devils would prevail. Savok's demon ally was killed and most of his band scattered or re-captured. Savok managed to flee with a handful of followers, but would be pursued for years until managing to leave the island altogether. It took many years but they ended up on the Western Shore, and encountered a large Meek'ah community in a cold, damp, swamp. While living in exile Savok would throw himself into researching the Manasphere, even prolonging his life through magic to learn all he could. His small group of followers stayed secret, and their children kept the promise made by their parents and protected Savok while he lived in exile. To cement their loyalty to him, Savok made them all eat the flesh of other Meek'ah, damning them forever in the eyes of Kythlu.

Savok became very powerful and turned slowly into a lich during his time in exile. His scales grew dull and fell off, the flesh of his body rotted away before his follower's eyes. After centuries of study, Savok was prepared to cast a spell that would pierce the Manasphere and allow him to travel the planes to amass more power. He selected a group of powerful spellcasters he counted among his minions and traveled north of the swamp to a protective cove. Here he cast the spell that called for the sacrifice of ten powerful magic users, and in their sacrifice, the mana they controlled shot upward like a beam of corrupted light. It hit the Manasphere high in the atmosphere and briefly turned day to night as the Manasphere parted in an explosion of arcane energy. Savok was caught in the blast and it melted his undead form to nothingness. His essence, his very soul, was spared and he flew through the breach and down into the Abyss where he carved out a small realm for himself. News of his triumph reached the swamp and from there, eventually, other Meek'ah communities. It would be some time before his name would be invoked enough to give him power through worship, but his cult rose slowly and steadily for years. Now his name and worship has spread to any place Meek'ah feel oppressed or otherwise enslaved by other races.

Dogma: To be truly free, you must kill for it. You must do whatever it takes, to whoever deserves it. Move with speed and stealth, poison those who oppress you and watch them die in horror. Spread disease to the interloper races, make them die in great numbers so they can never taint the Meek'ah's land ever again.

Avatar: Savok has graced Shin'ar with his presence numerous times since his ascension to godhood. He takes the guise of an emaciated young Meek'ah, whose scales are dull and cracking. His eyes are black and his voice is no more than a harsh whisper. After early failed attempts to free his people by force and losing avatars to devilish magic, Savok instead began to rely on demons who swore allegiance to him to disrupt the goblin nation of the Southwest Archipelago. Just as he was gaining strides against them, the devils were put down by a group of angels and their minions, robbing Savok of his victory and the satisfaction of freeing his people. As soon as he was able too, Savok returned to Shin'ar and tracked down many of those who participated in the overthrowing the devils. He slew them, feasted on their flesh, and condemned many of their souls to the Abyss. When he needs to take his anger out on something, he delights in setting those souls alight in demonic fire, the screams soothing his jumbled thoughts.

Shessrok (Demi-Power)

The Sneak-thief, The Trickster

Symbol: A silver lock pick

Alignment: CN

Portfolio: Thievery, Stealth, Greed, Trickery, Hidden Wealth

Suggested Domains: Trickery

Favored Weapon: Handaxe

Introduction: Shessrok is the ultimate thief. It is to him the Meek'ah pray too when they wish to remain unseen, invisible in the eyes of the larger races. Many Meek'ah are often overlooked as just another slave or servant, just how the Trickster likes it. Shessrok demands little from his followers, but weekly tithe to his church is expected in the form of coin or gems. He delights in offerings of items that seemingly have no value, but are valuable to those who lost them.

Shessrok's church is small, but his clergy can be found anywhere Meek'ah gather in any number. Shrines to the Sneak-thief are numerous, and often consists of simple statues of a small cloaked figure made of obsidian or onyx. Beneath the statue is a hidden chest or other storage device used to pass messages and collect tithe from those who venerate Shessrok in the area. There is always at least one priest who tends a shrine, and they can typically call on at least a dozen rogues and other lay worshipers if the cache is ever in danger. Major centers of worship will also have a larger shrine hidden in a cellar or other out of the way place. Large urban areas where Meek'ah reside, either in captivity or otherwise, will have Shessrok's clergy supporting thieving guilds and gangs of Meek'ah ruffians who prey on the larger races for mirth and coin.

Clerics of Shessrok pray for spells at dusk. Holy days are not celebrated by the clergy, although, there is a ritual that is done by all new clerics when they take their vows. When a Meek'ah enters into the clergy they are expected to undertake a dangerous robbery, one that nets not only riches, but one that is worthy of story and song. Most often, the job is planned for weeks, with the assistance of older clergy members and lay worshipers. Sometimes, a young Meek'ah comes into the worship of the Trickster on their own and the daring escapades are all the more thrilling since they are done alone. Past initiation jobs include the theft of the Crown Jewels of Jutan (which were later recovered), the emptying of the Barrow Family coffers, and the theft of priceless mana research notes from the Order of Atomos. Not every theft is grandiose, and Shessrok accepts all new clerics with open arms, as long as they succeed in some type of theft and trickery on the larger races. Clerics of Shessrok often multiclass as rogues.

History/Relationships: The Meek'ah race can be found in every corner of Shin'ar. Thought to originate in the steamy jungles of the southwest, the Meek'ah would move from their primordial home and settle in wetlands and marshes across the world. When the humans who would later call themselves Urk came to the lush river valley from their homeland deep in the Great Jungle, they encountered small pockets of Meek'ah living in crude reed huts along the deep flowing river. The humans lived peacefully at first, even trading with the Meek'ah and learning the advanced agriculture techniques the seemingly primitive Meek'ah had developed. Generations would pass and the humans would multiply, their numbers far exceeding the Meek'ah. The three largest villages on the southern bank would come together and form Urkhansa, the first human city on Shin'ar. The Meek'ah were absorbed as a servant class, at first, but as in much of the race's past they were soon being bought and sold by the humans. The Meek'ah villages were torn down to make room for human expansion.

Centuries would pass before Shessrok would come to being, just one of dozens of hatchlings born that month in the Urkhansa slave warrens. The young Meek'ah would grow up quickly, working in the hatchery as soon as he could walk, then, like all of his brother's and sister, eventually sold to a Urk family or business. Shessrok became the slave to a fat human merchant who made his fortune in mana crystals. Like all slaves, he lived in squalor, packed in leaking housing in the merchant's compound. Shessrok learned to navigate the compound as the merchants personal runner. He was sent all over the city delivering personal messages and gambling payments for his master. The young slave would learn the ins and outs of the human criminal underworld as his master began to back multiple gangs of ruffians and other dubious individuals in a bid to control much more than the flow of mana crystal into the great city. Shessrok would be privy to all of the merchant's dealings and the smart Meek'ah absorbed every bit of it. He taught his fellow slaves in secret the art of subterfuge and thievery. Soon, Shessrok's followers numbered hundreds as his students went and taught other slaves throughout the city. For years they robbed the wealthy humans and set into motion plans of their devising, shaping the human city from behind the scenes for decades. In this time Shessrok was said to have found some kind of device that allowed him to pierce the Manasphere and travel to another Plane.

The legend of the Trickster differs here, most tales agree the device was neither human or Meek'ah in origin. Some believe it was Lluruth, other's say it was Drazil. Some sects say it was demonic, and Shessrok stole it from a powerful Balor.

However he did it, he traveled to the Outer Planes and the admiration and respect he gained from thousands of his people empowered him once he left Shin'ar and allowed him to transcend his mortal coil and be reborn as something infinitely more powerful. Shessrok is poised to become a Lesser Deity soon, and the Trickster is waiting for that time to put into motion a "whirlwind of change" for his people on Shin'ar.

Dogma: They cannot catch what they cannot see. Work behind the scenes and always make them wonder. The larger races believe we are incapable of much, and encourage this way of thinking, for the less they know, the more we dominate. Take what you need from them, take what they hold dear from them. Horde it away, somewhere they can never find.

Avatar: Shessrok has been known to send an avatar to Shin'ar every few years. He has been known to appear as either gender, old or young. What every avatar has in common is the eyes, pure silver with no iris. Most of the time he works with small groups of young Meek'ah and assists them in robbing the large races. He never reveals himself until just before leaving Shin'ar and many of his former "students" go on to leading thieving guilds and cults. He has been known to also assist Meek'ah slaves in escaping their bondage, though after losing an avatar to a trio of Atlanteans two hundred years ago, he has instead sent whatever aid, short of manifesting, he can to his worshipers in Alteria. These often include the appearance of Aether Wysps who aid cults of the Trickster that operate in the Empire. Some have speculated that the aid given by the ethereal elementals suggest a deal with one of the Calvoid powers, though no cleric of Shessrok would ever say as much.

Rusk Pantheon

Krum (Lesser Power)

Snowcat, Arctic Owl, Polar Bear, Elk, Wolf, Arctic Rabbit, Tundra Snake, Animal Father

Symbol: Totem Animal

Alignment: CN

Portfolio: Survival, Animals, Honor, Pride, Hunting, Strength, Oaths, Battle

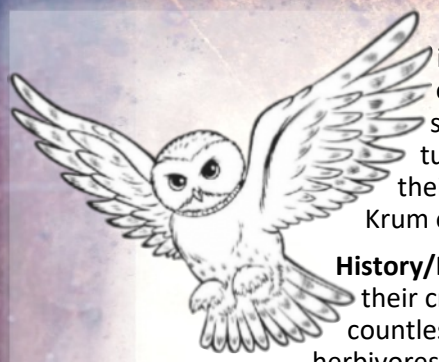
Suggested Domains: Nature and War

Favored Weapon: Varies by tribe (Snowcat: handaxe; Arctic Owl: spear; Polar Bear: greataxe; Elk: trident; Wolf: battle axe; Arctic Rabbit: warhammer; Tundra Snake: shortsword)

Introduction: Krum is the embodiment of strength and endurance to the Rusk. He is seen as the father of all animals, and works through his totem spirits to guide the tribes of the Northern Tip. His name is invoked often, and used as both a blessing and a curse. Oaths sworn in his name and a grand display of honor and glory all delight Krum and are sure ways to gain his favor.

The clergy of Krum is widespread. Each tribe has one high holy man (or woman) to administer to the faithful. They are in turn aided by any number of lesser priests and underlings that help keep the tribe in Krum's favor. The breakdown of divine spell casters who worship Krum is 70/30, druid/cleric. There are very few divine spell casting classes who choose Krum as their patron other than druid and cleric. The tribes totem animal is worshiped as a direct aspect of Krum, and all tribe members are required to revere and worship the animal as if it was Krum himself. There is only one temple to Krum on Shin'ar and it lays empty for half the year. Located in Ruska, the Animal Father's Sanctuary is considered neutral ground for all Rusk, no bloodshed is allowed within its stone walls. Each tribe interprets the will of Krum slightly different, and this has led to religious wars and conflicts among the tribes in the past. Krum seems to be indifferent to the squabbles, and has yet to turn his back on any tribe (other than the Caribou) for he sees these battles as weaning out the weak from his people and only allowing those of strong conviction to survive.

Clerics of Krum pray for spells at first light, after breaking their fast. They administer to the tribe and offer blessings in Krum's name. Clerics are also responsible for the upkeep of the tribes animals, especially the tribe's totem animals, along with any Totemists the tribe has. Holy days are not shared among the tribes, though one ritual is practiced by all Rusk who travel to Ruska. Once a tribe makes it to the sacred city, each member parades into the Animal Father's Sanctuary and leaves an offering at their totem's statue.

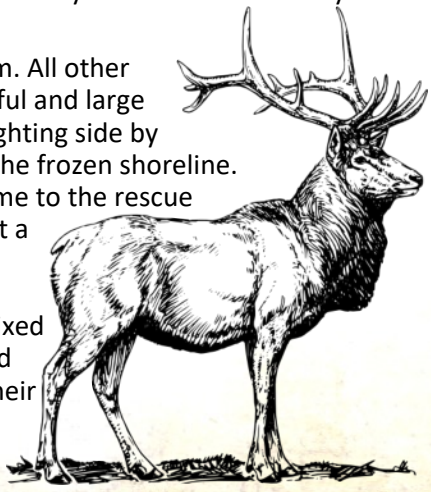


The offering can be anything, from coin, to food, drink (vorka), or a personal item or bit of loot they picked up during the year. A blessing follows, and the eating of a dried strip of arctic bison meat that has been specially prepared with spices and herbs in the Sanctuary the previous year. Any Rusk child born on the tundra that year is given a drop of bison blood mixed with water and milk to bless their first trip to Ruska and to give them good fortune while in the city. Clerics of Krum often multiclass as totemists.

History/Relationships: Krum was worshiped by the Rusk for thousands of years before their crossing to Shin'ar. The Rusk came from a world covered in permafrost. For countless generations the mighty tribes were sustained by the numerous herds of herbivores that closely resembled aurochs. As time went on, the population of the frozen planet grew. The Rusk began to settle down. They learned to smelt ore, and fashion great weapons from the rare metal found in the hills and mountains. Krum was first and foremost a god of war, and he bade his people to expand their territory by any means. The great tribes walled themselves behind timber and stone, and began to horde animals and meat from their kin. Years would pass, and war would consume the Rusk.

Poison was used on enemy herds, and soon sickness would spread from one village to the next. It is said that mighty Krum would see the error in his ways, the cries of the Rusk children dying of hunger caused even the mighty war god to weep. Many more would starve in the coming years. The herds could not come back from the decades of consumption and total disregard for the natural cycle of life on the fragile ice planet. Dozens of stone villages were abandoned, and the Rusk returned to wandering the tundra. Eventually, many large tribes would come together and descend on a large herd of shaggy mammals that seemed to appear where none were only weeks before. Krum would observe countless portals open into thin air over the course of the next few weeks, all leading to a similar world of frost and ice, but one filled with countless of these bison like creatures. He made it be known that any Rusk who travel to this new world would have his protection and guidance. Many of the assembled Rusk made the trek through the portals, and Krum followed them the best he could. Tracking the planet of Shin'ar was difficult, but he located it quickly once enough of his worshipers were there and the Manasphere began to transfer their faith into power he could feel, and hone in on. Krum was fascinated by the Manasphere, but first had to make sure his people were ok. He found the Rusk not only well, but thriving. The abundance of flora and fauna found on the Northern Tip, while considerably less than the rest of the planet, was more than the Rusk had ever seen. Krum quickly used some of his new power and manifested an avatar on the planet. It was the first time the Rusk had seen their god stand before them, and all fell to their knees. With the wind whipping his long fur, he magically amplified his voice so every Rusk within 1000 miles could hear him. He decreed that this place would eternally be theirs, the tundra and all its bounty. The animals of the tundra would be held sacred, and he named each totem one by one and placed a sliver of his energy into the beasts. He told them to construct only one place of stone and timer, and that all Rusk would call it home for it would be sacred to Krum. He vanished in a thunderous boom and the Rusk soon after formed into the eight tribes and took the tundra for themselves and for the future generations to come.

Dogma: On the tundra you are one with me. Your totem is the representation of you and all your kin. Remember the teachings of the old ones, the battle scared and gray haired. Heed the word of the holy ones, the ones who speak with the animals and know my will. Take pride in yourself, and honor your family and tribe with victory and valor on the battlefield.



Avatar: Krum has appeared many times on Shin'ar, but only once in his true form. All other times he has appeared as one of his totem aspects, all be it an extremely powerful and large version of the animal. The Polar Bear tribe has a tale of Krum the Mighty Bear fighting side by side with their warriors against a demonic invasion of the tribes territory along the frozen shoreline. While the Arctic Owl tribe's holy men tell of a time when Krum the Wise Owl came to the rescue of a stranded war band who was surrounded by ice trolls. Krum does not make it a habit in rescuing his worshipers, but he has been known to send an avatar into battle to slate his bloodlust and fury. When his animal avatar is wounded, the blood shed falls to the snow and is collected by totemists and holy men to be mixed into potent healing potions and other curative drafts. These potions are reserved for tribal chiefs, and are passed down their line to be used in battle defending their tribe.

Omra (Quasi-Power)

Bloddytusk

Symbol: A broken and bloody tusk or a white dragon claw

Alignment: CE

Portfolio: Rage, Bloodlust, Destruction

Suggested Domains: War

Favored Weapon: Pike

Introduction: Omra is a Vavakia demon of great power. He is worshiped by the White Wyrm tribe of Rusk at the behest of their draconic masters. The former Caribou tribe was corrupted by the trio of white dragon siblings that fled the Western Shore after the Jute rose up and violently threw off their shackles. The Rusk make bloody sacrifices to Omra, and beseech him to fuel their bloodlust.

Omra's cult consists of the White Wyrm tribe and less than a hundred converts among the rest of the tribes. A small group has left the tundra all together and travel the planet as the Bloodytusk's personal messengers. Omra's clergy is brutal, and rules the tribe through intimidation and torture. The chiefs of the White Wyrm answer to the clerics, who in turn answer to the dragons. Omra and the dragons have shared a mutually beneficial alliance on Shin'ar for centuries, and the powerful demon has little need to change the situation any time soon.

Clerics of Omra pray for spells at dusk. The White Wyrm tribe celebrates no holy days, but several rituals are performed by them to commemorate the day they came into the service of the dragons, and when they pledged themselves to Omra. At the start of every winter, the tribe moves from their lands and into the Frozen Forest. Camps are set up just outside the lair of the dragons. For weeks prior to moving, the tribe scours the tundra for captives. They typically round up less than a hundred beings, though more successful years have delivered twice that amount. The captives are well fed, though kept prisoner, for the winter. In that time, some are fed to the dragons, some are worked to death, and some are forced to fight one another in a makeshift arena. Any who survive the winter are then sacrificed in a mass orgy of blood and violence to the glory of Omra. Clerics of Omra sometimes multiclass as fighters.

History/Relationships: Little is known about Omra. What is known is the Vavakia demon first entered Shin'ar during the planet's fifth Lunar Quickening. After roaming the planet, terrorizing those he could, Omra found himself attacked by a group of astral Deva and powerful Aasimar paladins. Wounded, he fled north and found an extensive cave system under a forest. Here he licked his wounds, and plotted the destruction of his enemies. Unknown to Omra, the cave system had another, more powerful occupant. Within days of his entering the caves, he was set upon by a dark skinned humanoid. He was dressed in an elaborate robe of crimson, and his stark white hair was cut short on his head. Omra tried his best to defend himself against the magical onslaught, but he was hard pressed, and could not resist the will of the powerful spellcaster. Omra found himself enthralled, and unable to move. The powerful wizard used Omra's demonic essence to fuel a spell that opened a gate to the spellcasters home world, ushering in dozens of his dark skinned brethren.

For centuries, the "dark elves" lived underground, researching the Manasphere and using Omra as a demonic battery. The powerful demon was held in thrall, though a small portion of his psyche remained intact. The many years in captivity fueled his already considerable rage and hatred. Eventually, the trio of dragons would make their way to the same forest, and discover the caves. A pact was made with the dark elves, and the dragons made the cave system their home. Over time, the dragons worked in secret to free Omra, for they saw the potential in having the demon for an ally, instead of the duplicitous and more powerful dark elves. With the help of their goblin and redcap minions, the dragons took the dark elves by surprise and killed the leader. Once he was dead, the hold on Omra was broken. Omra tore into the rest of the dark elves, slaughtering them. When the last of his captors was dead, he turned on the dragons and their troops. A few dozen goblins were killed before the dragons could stop Omra, and calm the mighty demon down. A pact was made, and Omra agreed to help the dragons secure territory for themselves, in exchange they would provide Omra with sacrifices and treasure. Soon after, the dragons would encounter the Caribou tribe of Rusk, whose territory bordered the southern forest. Weeks of battles wore down the tribe, and eventually the leaders would meet with the dragons. Through spells and alchemical concoctions, the chief and his advisors would be turned from Krum the Caribou and begin to worship Omra instead.

Once Krum felt the connection to the tribe severed, he sent divine minions along with representatives from the other tribes to free his people from the demon's clutches. A fierce battle took place, one that saw the death of over a thousand Rusk, but in the end the gathered tribes were forced to retreat. It was decreed that the Caribou Tribe was no more, and no member born into that tribe or their ancestors were ever allowed into Ruska ever again. Omra's power grew with worship, and eventually he was able to pierce the Manasphere and return to the Abyss. With the power he gained from the worship, Omra was able to return to the Abyss more powerful then when he left. No longer beholden to any Demon Lord, the Bloodytusk carved out territory for himself and rewarded his Rusk followers by transforming them into demons once their souls reached his realm.

Dogma: Give in to Rage. Give in to Bloodlust. Death is best served through savagery. Kill any who oppose the Bloodytusk. Carve their hearts out and eat them while still beating. Serve the White Wyrms as you would serve Omra, for their will is his will on Shin'ar.

Avatar: Omra has only manifested an avatar once since his leaving the planet. At the battle of Icepoint, Omra appeared as a huge, reptilian monstrosity. His lower body was that of a white scaled dinosaur, with a cruel spiked tail. His upper body was that of a muscular humanoid with powerful arms that wielded a wickedly barbed ranseur that constantly dripped blood. White dragon wings sprouted from his back that allowed his avatar to pounce on mercenary forces, crushing them beneath his immense bulk. Omra's avatar was destroyed by a combined attack of crack Zevrish hoplite and powerful Jute and Calvoid spellcasters. The avatar's destruction demoralized the White Wyrm tribe, and turned the tide of the battle.

Vid (Quasi-Power)



Ice Princess, The Frozen Maiden

Symbol: A crystal Rusk skull

Alignment: N

Portfolio: Death, Ice, Cold, Revenge

Suggested Domains: War & Death

Favored Weapon: Greataxe

Introduction: Vid is called the daughter of Krum and it is to her that the Rusk pray to when a tribe member has passed away. When the frigid wind blows across the tundra, she is beseeched to stay her hand, and to relent her icy grip. She delights in offerings of *vorka*, spit onto her shrines and allowed to slowly freeze, creating ice crystals in intricate patterns.

The Frozen Maiden's clergy is small, though every tribe has devotees on hand to administer funeral rights. Some of her cultists have shunned tribal life and live in small enclaves throughout the hills. The worst among them conjure undead minions to plague the area, and trade with the goblin savages deep underground. Worshipers of Vid tend to be loners, drawn to her by the loss of loved ones and the bitterness that it can breed.

Clerics of Vid pray for spells at dusk. They perform funeral rituals for the tribe and oversee the cremation of the dead. When a Rusk passes on, the body is left in the snow to freeze. A priest of Vid stands vigil over the body while anointing it in sacred fats and oils. Once the body is ready it is set alight and the ashes smeared on their kin's faces. The ashes are not washed off for a period of three days while the family stays in mourning. There is no temple of Vid, though each tribe maintains a small mobile shrine to the Ice Princess. There is a shrine to Vid in Ruska adjoining Krum's temple, and another on the outskirts of the city at the Stone of Woe. There are no holy days celebrated by the faithful of Vid, but all tribes follow the same funeral rituals. Clerics of Vid seldom multiclass, but there is a small cult of Vid, no more than thirty strong, made up of cleric/barbarians who sell their services on the battlefields of Verigal. The Crystal Skulls are as much feared for their ferocity as for their tactic of turning their defeated foes into undead monstrosities.

History/Relationships: Less than a century after the Rusk arrived on Shin'ar, a young girl would wander away from her tribe and get lost in a snowstorm. After wandering for days she collapsed in the snow. She beseeched The Wise Owl to hear her final plea, and Krum, who was focusing on his people intently, sent a divine messenger to rescue the child. As the messenger reached the child it was attacked by a demon, who was tracking the child in the storm intent on a quick meal. The battle was fierce, in the end, the demon was victorious and the child was caught in the messenger's death throws. When Krum's agent died, it exploded in a shower of crystal that bombarded the demon and child.

The shards embedded themselves in the two, the demon fled in pain, but the child, too weak from exhaustion, could not escape. Krum, sensing the death of his minion, tried his best to save the child. He succeeded in saving her life, but the price was high. He bent the Manasphere around her form and contained her spirit within, however, the force of the explosion melted away most of her flesh and left her a crystallized skeleton. She awoke with a painful scream, the shock from her transformation was too much for her young mind to bear.

The child rose up, her crystalline form pulsating with energy. The mana cocoon that kept her spirit within her form also bestowed on her powers, and she leapt into the air intent on finding the demon. She cursed The Owl for his interfering and causing her to be trapped in this new form. Krum heard her clearly, and felt the sting of her words. He vowed to leave her be, but to always keep tabs on her, as he would a true daughter. The powerful child came across the demon, who was now being attacked by a Rusk war party. She landed amid the battle, and blasted the demon with supernatural frost and ice. The Rusk fell back, in fear and awe. She made short work of the demon, and it begged for mercy from the crystal Rusk child. She ended the demon with a simple touch, his form pulsated and crystallized before exploding into thousands of shards. The Rusk were far enough away that the shards did not endanger them, but those who fell in battle with the demon that were hit by a shard rose up again and surrounded the child. The undead Rusk bent a knee to her and she gave a great Rusk victory cry before swirling snow and ice carried them all away. The Rusk left behind would return to the tribe and tell the fantastic tale of the crystal child. The called her Vid, meaning "little death", and news of the battle soon spread among all the tribes. Krum would later send dream visions to each tribal chief, telling them that Vid is not to be harmed if encountered on the tundra, and to render aid to her if necessary. Decades would pass, and sightings of Vid would be told around campfires all around the tribal lands. After news of Vid saving Rusk from demons and other horrors, some Rusk began to make sacrifices to her. They called her the Daughter of Krum, and spoke of her in reverence when a tribe member perished. The tribes began to leave their dead on the battlefield if word of her presence was near. The dead would later be turned into undead soldiers in her army, a fitting tribute to a warrior's life in some eyes, to fight for eternity against one's enemies.

Once Vid's worship became strong enough for her to pierce the Manasphere, she did so and focused her wraith on the Abyss. She brought her thousands strong undead army to the Abyss and cut a path through any demon she could find. After her vengeance was slated, she took the remainder of her army to Krum's realm, and the Animal Father welcomed her. Vid's psyche was still fragile, and Krum let her be, but he did give over a portion of his realm to her. Krum's realm was a frozen wasteland filled with monstrosities her Eternal Army could fight. This pleased Vid, and her mind began to heal with increased worship and prayers she received. Over time, her worship grew among the tribes, and the dead were no longer left on the battlefield, instead they were cremated in an elaborate ritual that saw their spirit be reborn in her army, which now numbered in the tens of thousands and protected Krum's realm from incursion. Krum made it so his faithful's spirit is split, and the worshiper spends eternity in his frozen paradise as both animal spirit and undead soldier.

Dogma: Do not fear death, embrace it as the natural end to the mortal life, and the beginning of Eternal War in Vid's army. Embrace the cold, the bitterness, the loneliness one can find at the end of desperation. These things clear the mind, and allow complete focus on goals. Pray to Vid to clear the way through storms, a crystal beacon to bring the wayward home.

Avatar: Vid has not manifested an avatar on Shin'ar since leaving the planet thousands of years ago. While her worship was initially strong, it has since leveled out into no more than a few hundred per tribe, and small cults of outcasts, though she is on the cusp of becoming a Demi-Power. Vid is waiting for this to happen, and has taken a long term view on her plans to bring another war to the Abyss. When she is depicted in art or described in the Rusk's oral story telling tradition, it is said she looks like a small Rusk maiden, whose form is enveloped in a large black robe made of demon hide that seems to drink in light. Her small crystal skull is uncovered, and always rimed with frost. She wields a scythe made of some black metal found in the Abyss, consecrated in her name and made to melt demon flesh upon contact.

Sytash Pantheon

Shytan (Lesser Power)



The Dutybound, The Lord of Oasis

Symbol: Two crossed scimitars or a palm tree

Alignment: LG

Portfolio: Honor, Pride, Duty, Tradition, Loyalty, Growth, Water, Oasis, Vigilance

Suggested Domains: Nature and War

Favored Weapon: Scimitar

Introduction: Shytan is a prideful god, worshiped by the Sytash as their savior. His name is invoked often, as both a blessing and a curse, by the nomadic tribes of the Great Desert of Urk. Once the God of Duty and Honor worshiped by the Urk, his followers were drawn mainly from the army and militias of the ancient empire. However, as time passed, the noble Eltrabi ruling class became more decadent and corrupt, allowing a taint to creep into the empire. The cults of Vesh, a god older than the Urk civilization, positioned themselves throughout the land, forcing the faithful of Shytan into a protracted war which led to the empire's demise. Shytan is worshiped out of respect and, as a result of their past, delights in offerings of Veshian fangs strung on sacred cord.

Shytan's church is not unified, with a High Priest in each tribe who interprets Shytan's word for their tribe. The Lord of Oasis has a single temple located at the Jihabra Oasis, near an area of the desert called the Fire Sands. The temple is small and well-defended, with no less than fifty elite Sytash dervish warriors and twenty paladins or clerics on hand at any given time. This number can swell to more than three times this number if a Sytash tribe is encamped at the oasis. Despite the lack of solid temples, the Dutybound has numerous shrines throughout the desert, and each nomadic tribe maintains a tent for the tribe's clerics and paladins to administer to the faithful.

Clerics of Shytan pray for spells at dawn, before breaking their fast. Each tribe has a number of days they consider holy, but there is no set holy day celebrated by all of Shytan's faithful. Tribal holy days usual celebrate a great victory against the Veshians or Stazi or honor the death of a great chief or holy man. Shytan clerics sometimes multiclass as paladins.

History/Relationships: Shytan is an old god whose worship goes back to the first and grandest human civilization. His worship grew as the internal strife of the empire caused citizens to question the ruling class and turn, instead, to Shytan's church in an attempt to clean up the corrupted nobles. Those who embraced the evil of Vesh sparked the downfall of the empire, fostering an unchecked manipulation of the Manasphere which lasted for decades. The rampant magic use and uncontrolled experimentation led to a magical explosion, followed by a radiation storm which devastated the empire, turning the once fertile river valley into a parched desert. Shytan expended a large portion of his divine power to transform his faithful into beings that could survive the new environment, giving metaphorical birth to the Sytash. He has continued his eternal war against Vesh and his cults of snake-people who infest the desert his people roam. He created the *Fursan Wajib* by investing a sliver of his divine essence into a handful of Sytash paladins, making them extremely powerful. He set them the task of patrolling the desert alone and only helping a tribe when the need is dire; Of the original ten created, only eight survive, and Shytan refuses to create anymore after his most favored betrayed him and instead turned to Vesh.

Dogma: Remember the old ways, and honor them always. Never shrink from your duty to your family, your tribe, and your people. Water wasters and those who seek to despoil springs and oasis should be harshly dealt with. Wander the desert, seek to establish safe passage through this most inhospitable place. Shelter in oasis and ruins of old, keep them free of Vesh's influence. Have pride in yourself and your tribe. Be ever loyal to your people and never send another Sytash away thirsty, be they friend or foe.

Avatar: Shytan has not sent an avatar to Shin'ar since the cataclysm of Urk. He prefers to let his *Fursan Wajib* handle his affairs on the planet. The form he took during the cataclysm is that of a 12 foot tall, middle aged Urk male with an athletic build and clad in well-crafted lamellar armor. He wielded a silver scimitar and large steel shield.

Yai-halu (Quasi-Power)



The False One, The Betrayer, The Burning Fang

Symbol: An immolated snake fang

Alignment: CE

Portfolio: Fire, Thirst, Murder, Betrayal, Poison, Lies

Suggested Domains: Trickery and Death

Favored Weapon: Dagger

Introduction: Yai-halu is a god of petty vengeance and betrayal. He is worshiped by liars and oath breakers- exiled Sytash who have turned their backs on their people. His cults infest old Urk ruins and plot the downfall of the wandering tribes that birthed them. They take glory in murder and use poison or fire to kill anyone who wanders into their domains. Yai-halu is called upon by his worshipers to burn their foes in unholy fire, and it is said he shows his displeasure by causing a terrible thirst in those who displease him.

The Burning Fang has no central church or temple, his cults working against each other as often as they band together. Shrines to the False One can be found in many Urk ruins and any place exiled Sytash congregate. Each cult consists of a handful of clerics who administer to the exiles and disenfranchised who were banished from the tribes for one reason or another.

Clerics of Yai-halu pray for spells at midday, when the sun is highest in the sky. They celebrate only one holy day: the Day of Dark Fire. On this day, clerics of Yai-halu are granted the ability to create a nimbus of purple flames around a worshipers head, allowing them to be temporarily possessed by The Betrayer at any given time. The day is spent in fevered bliss while the faithful go forth to kill and burn. Yai-halu spends that time jumping from body to body, spreading death wherever he can. If a worshiper survives the day after being possessed by The Burning Fang, they enjoy an elevated status in the cult for one year, until the next Day of Dark Flame.

History/Relationships: Yai-halu was born Harj Asrahn in the Urk city of Nippur twenty years before the great mana storms that engulfed the empire. He was a devoted worshiper of Shytan and was chosen after the transformation into Sytash to be the first *Fursan Wajib*, or Knight of Duty. Shytan gave a small portion of his divine essence to Harj, swelling his mind and body with power. He, along with nine others, wandered the desert doing their god's will, fighting Stazi, Veshians, and any of the numerous demons and devils which infested the ruins. For hundreds of years, he wandered, never questioning the will of his god. However, on one night while patrolling the southern desert, he came upon a young Sytash girl being chased by a Stazi patrol. He rescued the girl and saw her safely back to her tribe, instantly falling in love with her beauty and quick wit. He learned she was the daughter of the High Priest of Shytan and promised to the chief's son. Harj demanded the betrothal be broken and the girl given to him. Her father refused and Harj lashed out, severely injuring the High Priest. He could not fathom why the girl was not handed over to him, as he was their god's divine messenger and agent in Shin'ar. He fled the oasis where the tribe was encamped, returning a short while later, full of apologies and offering to make right what he did. The chief accepted this and allowed Harj to spend the night in his tent.

During that night, Harj used poison to kill the chief and his family and took over the tribe by force. He killed the injured High Priest and drove out the rest of the clerics and paladins of Shytan. He took the young girl against her will and forced the rest of the tribe do his bidding. Harj ruled the tribe for weeks, until five *Fursan Wajib* descended on the oasis and did battle with their fallen brother. He fought them off, killing only one before fleeing into the desert.

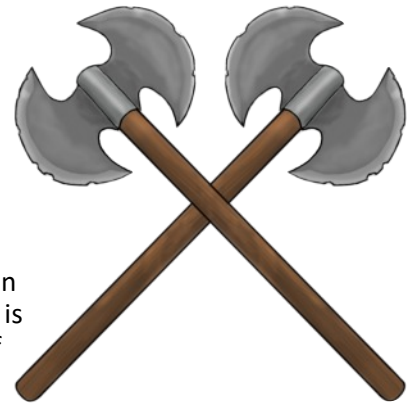
He was named Yai-halu, or False One, forever more, wandering the desert and sinking further and further into his delusions until he was happened upon by a group of Veshians. Yai-halu parlayed with them, something no Sytash had ever done. He offered his assistance and led them back to the oasis. The tribe had moved on, but Yai-halu poisoned the water and befouled the plant life, making the oasis deadly to any who dwelled in it. He built a small keep and called any exiled Sytash and Veshian to his banner. Over the years, his cult grew in size, and the power from Yai-halu's worshipers allowed him to open a portal to the Abyss. Here, he set up a personal domain and retreated to plot the death of his once-divine patron.

Dogma: Burn your past. You belong to Yai-halu now. Spread lies and deceit to gain what is owed to you. Kill anyone who stands in your way. Your tribe is wrong. Your chief is wrong. Your family is wrong. You do not need to bow down to them anymore. You make your own way in life. If you are willing to do whatever it takes, you will gain everything you desire.

Avatar: The False One has been known to manifest his avatar at least once every ten years. His appearance to cult members heralds a time of increased activity in the desert, and outright attacks on Sytash tribes and oases. The Tribes suffer much during these times, but the intervention of multiple *Fursan Wajib* turns the tide against the cults time and time again. Yai-halu often takes the form of a large Sytash male, with midnight black fur and long vampiric fangs. He wields a large snake fang that blazes with demonic fire. *The False Fang* (Flaming Kukri) was a gift from Vesh, and has the ability to turn any LG Sytash it hits with its critical flaming burst ability into CE if they fail a Wisdom save vs DC 20. The alignment shift is permanent unless immediately (within 1 minute) reversed via a *wish* spell. Yai-halu never gives *The False Fang* to any mortal, but he has loaned it to powerful demons who swear allegiance to him and further his aims on Shin'ar.

Zevrish Pantheon

Razak (Lesser Power)



The Never-Stopping Force, Battlelord, The Unstoppable One

Symbol: Crossed chipped battleaxes

Alignment: CN

Portfolio: War, Battle, Honor, Strength, Endurance, Glory

Suggested Domains: War

Favored Weapon: Battleaxe

Introduction: Razak is a rage-filled brute, a fierce god who keeps his emotions in check with a strong sense of personal honor. Once provoked into action, Razak is unstoppable; he plows through enemy ranks with twin axes that leave a trail of death and dismemberment in his wake. His followers hone their martial prowess and his church is organized in a strict military hierarchy. The faithful who wish to curry his favor do so by drilling constantly, working tirelessly in regiments designed to heighten one's physical being.

The church of Razak has no central leadership. Each temple administers to their respective city and it's environs, and the Temples of Razak are known to have borderline-unfriendly rivalries with one another, depending on their cities' alliances. These rivalries have not turned bloody since the time of the Phage and the coming of Atlantis. Temple clergy administer to the lay worshipers and also serve in the city's legion.

Clerics of Razak pray for spells after midday and after a meal. The Zevrish want for gluttony is seen as a divine inspiration from Razak, as he is known to take great enjoyment in feasting when not doing battle. Razak's faith celebrates many holy days. Two of the most popular are the Day of Somber Glory and the Contest of Champions. The Day of Somber Glory is held when the snows come to Zava Hills at the start of it's short, wet winter. Worshipers dine only on bread and water for the whole day, praying for the departed souls who died bravely in battle. After a blessing at the temple, faithful pack the alehouses and feasthalls to drink and tell fantastic stories about the battle prowess of one's ancestors and loved ones all night. The Contest of Champions is held twice a year, pitting worshipers of Razak against each other in tests of endurance, strength, and overall martial ability. The winner of each event is awarded a golden medal and is called "Great One" for the rest of their days. These tests are so brutal that nearly one out of every five contestants dies or is severely maimed. Clerics of Razak tend to multiclass as fighters or skirmishers, and each temple has a sect of cleric/fighters called the Brethren. These elite units swear allegiance to their temple's high priest and act as bodyguards and troubleshooters for upper clergymen.

History/Relationships: Razak was first called upon by the refugee Zevrish as a symbol of their tenacity and unstoppable will to overtake and tame the Zava Hills in which they found themselves transported to. His name was screamed by charging Zevrish who threw themselves into goblin warrens, outnumbered ten to one. He was called upon to bolster the Zevrish warriors and give them strength to survive the onslaught of ogre berserkers that descended on the fledgling villages. His worship, and that of his divine sister and grandmother, helped the Zevrish conquer the hills and drive the other races out or into slavery. Razak is said to be the brother of Zagol the Thinker, his sister who studies the battlefield rather than participate, and directs her brother on the proper course to victory. Razak saves his wraith for the goblin and ogre powers who stood in the way of his people's conquest of the Zava Hills.

He is friendly with Jute god Welkor, and the two often journey to the lower planes and wreak havoc among the denizens there to "let off steam". He butts heads with his sister and her constant need to study the battlefield instead of just charging in head first but respects the outcome of the battles that were won thanks to her expert strategy. He delights in the love he gets from Zorma, who is said to be his grandmother, or in some texts, his great-grandmother. He defends her fiercely and charges his faithful to always guard her clergy and temples. A sect of warrior monks who call themselves the Zor-Shalem or Family Protectors, is tasked with this sacred duty.

Dogma: Honor those who came before you if their deeds and battle prowess are worth remembering. Hone your skills always. Be ready to face any foe at any time. Control your rage and never act out of pure anger, for that surely will not be a good outcome for yourself or those around you. Let loose the power of your emotion in every swing, every blow. Sculpt your body to your surroundings. Always make sure you can withstand any hardships. Make war on those who will not yield. Destroy them only if it proves beneficial to your people, wonton destruction will leave nothing in its wake for you or your kin to prosper.

Avatar: Razak was known to send an avatar to Shin'ar whenever it fancied him, sometimes to partake in battle, sometimes to partake in a feast. During the time of the Phage, his avatar was suspiciously absent from the world, during a time when his chosen people needed him the most. During that time he expended large portions of power to send his consciousness into the multiverse, searching, along with his sister and grandmother, for something that could reverse the disease that griped the Zevrish people. Later, his avatar appeared alongside Zorma in Atlantis to publicly thank the Atlanteans. After Razak gave his thanks, he disappeared in a great puff of purple smoke. All Zevrish in attendance were instantly gripped in a feverish display of power and courage. They screamed in unison, and ripped off any clothing that blocked the view of their battle scars and tattoos. As quickly as the commotion started, it ended. The people relaxed, and many wept, for the emotion brought out by their patron reminded them what it was to be Zevrish. Razak's avatar has not been seen on Shin'ar since that day, but it has been seen in the lower planes barreling through legions of demons and other horrors.

Zagol (Demi-Power)

The Thinker

Symbol: A bundle of worn scrolls or an open tome wreathed in blue flame

Alignment: LN

Portfolio: Tactics, Planning, Strategy, Learning, Knowledge, Magic

Suggested Domains: Knowledge

Favored Weapon: Morningstar

Introduction: Zagol is the sister of Razak, the opposite of her divine brother is almost every respect. She prefers to stand back, carefully scrutinizing and studying every problem, battle plan, and map, refusing to act until she has found all known facts and completes her analysis. Zagol's church is made up of thinkers and intellectuals. Her temples' scribes and illuminators create wonderfully detailed books and scrolls on many subjects. She delights in offerings of rare knowledge, written down multiple times, and carefully cataloged in one of her temples' or shrine's libraries.

Unlike Razak's church, her faithful work together with their counterparts in other Zevrish cities and communities. The flow of information must never be broken, and her clergy routinely travel from place to place delivering messages and packages. Such routes are meticulously maintained by church novices and are always researched and planned to be the shortest and safest routes from one place to the next. The "Thinker's Roads" and way stations connect all Zevrish cities and towns with each other. They are for use by all, but no Zevrish has ever used them to make war, out of respect for Zagol and her faithful.

Zagol clerics pray for spells after they wake, and after a small breakfast; researching and planning all day requires a healthy body as well as a mind. The Thinker's church celebrates few holy days. One of these rare celebrations is the Day of Quickened Pace. On this day, temple scribes compete in a contest to copy as many scrolls as they can in one hour. The winning number varies from temple to temple, but most scribes can transcribe at least ten scrolls within that time. Scribes train in the weeks leading up to this celebration, and the winner is given a golden quill token as well as a rare magical item, typically a staff or wand, from the temple's vaults. A small number of scribes have multiple tokens from multiple celebrations and are seen as celebrities in their communities. Clerics of Zagol sometimes multiclass as wizards or bards.

History/Relationships: Zagol's name is first recorded in the writings of the *Nuddin Roztek*, or First Accounting, the oldest known writing sample of the Zevrish on Shin'ar. The author is unknown and some speculate that it has multiple authors. The scroll details the flight from the Zevrish home world fleeing a terrible civil war. Refugees by the thousands took shelter in a series of caves to escape the roving death squads that were searching for them. Zagol's name was beseeched to help them find a way out of their predicament; the ancient writings tell of multiple large portals opening, their destination appearing to be a green hillside. The Zevrish fled into those portals and praised Zagol on the other side, thinking it was her divine hand that saved them. Although the goddess had no part in the opening of these portals, she had been desperately trying to answer her people's pleas. This secret she has never shared with anyone except her grandmother, Zorma. Even her divine brother credits her quick thinking in saving their people from what would have been a brutal fate, had they been found. Zagol is a pragmatic deity, slow to act, but quick to implement the solution she finally comes up with. She is often called upon by other powers who have a presence in Shin'ar for obscure knowledge or for her unique eye in any given situation.

Dogma: Knowledge is power and with it you will always be safe. Without knowing all sides and without knowing and verifying all sources of information a proper course of action is never warranted. Seek out lost information and write it down to preserve it for future people's to read and learn from it. Protect books and scrolls from harm and make sure they are carefully catalogued and stored. Learn all you can from the Manasphere and use it's knowledge to for the betterment of your people.

Avatar: Zagol sends an avatar to Shin'ar at least once a decade. She comes in the guise of a young Zevrish female most often, but she has appeared as a young male Zevrish on more than one occasion. Her tattoos mark her as a acolyte in the Zagol church, and she delights in dropping in unannounced to temples and shrines to clean up libraries that have gone to disrepair. During this time, the hierarchy of the temple is reversed, and the top clergy members are tasked with the menial jobs and the novices are put in charge of them. The head of the temple must personally transcribe any book or scroll that has been damaged due to their inept upkeep. During this time the novices are instructed by her personally. The Thinker greatly enjoys long discussions with young Zevrish about science, mana research, multiverse theory, and military history.

Zorma (Demi-Power)



Grandmother, The Happy Crone

Symbol: An Open Wooden Door in a Heart

Alignment: NG

Portfolio: Family, Children, Birth, Home, Happiness, Luck

Suggested Domains: Life

Favored Weapon: Quarterstaff

Introduction: Zorma is the least worshiped power in the Zevrish pantheon, yet without her, the Zevrish people would have ceased to exist on Shin'ar. Zorma expended a large portion of her power to divert a portal which would have led to the Abyss to a far away planet called Earth, drawing in the entire island of Atlantis. Unable to cure the Zevrish of the Phage that decimated their numbers, she instead enlisted the aid of her granddaughter Zagol to search the cosmos for anything that would help. Zorma is honored with every Zevrish birth, and delights in offerings of young Zevrish milk teeth, collected when fallen out and blessed on her alters.

Zorma has only two temples; the third was burned to the ground during the Phage by a mob of angry worshipers. Zorma has since forgiven any who participated in the arson, but refuses for her clergy to restore the temple. Numerous shrines to the Happy Crone exist throughout the Zava Hills and in smaller Zevrish communities. Her clergy is small but influential in Zevrish politics, as the High Priestess of the faith serves as a member of the Atlantean *Boule*.

Clerics of Zorma pray for spells before midday and only after they share a meal with someone. The church sponsors many holy days, the most popular of which is the Day of Salvation. The day commemorates the cease fire between the Atlantean army and the combined armies of the Zava Hills. On that day, the Atlantean commanding officer presented the clergy of Zorma with the flower that would be the key ingredient of the "cure" to the Phage. Since then, the church of Zorma has been in charge of distributing the cure to the people through the Atlantean embassy in each Zevrish communities. The day is spent parading in tight formation down the widest street, past assembled Atlanteans who enjoy praises and gifts bestowed upon them. Zevrish children sing, dance, and read poetry about the beauty of Atlantis and the generosity of it's people.

History/Relationships: Zorma has long been venerated by the Zevrish, having been prayed to since before the civil war that tore apart their home world. Unable to prevent the atrocities committed by the winning faction, she instead ushered her people into the wilderness, eventually leading to the Zevrish waiting, huddled in a series of underground caves. There, they found portals to a new world and new life. Zorma followed her people's prayers to this new world and was pleased to see her people eventually flourish. While the Zevrish have always been war mongers, they also have a very personal view of family and home. Zorma represents the feelings of home and family, and reciprocates in the affection she shows in her people. She spent a large portion of her personal power to manipulate the Manasphere during a Lunar Quickening to divert near-disaster, manipulating a large portal to open on Earth, where Zagol located a flower which would prove lifesaving to the Zevrish. The effort and energy expended caused Zagol to almost perish. Her worship in Shin'ar was in jeopardy as more and more Zevrish turned away from her, thus further diminishing her power. Her divine power has risen since then, but she will never be as powerful as she once was. Her worship has barely recovered and most Zevrish invoke her name only when receiving a dose of the cure, or to gain her favor when courting a mate.

Dogma: You should make any Zevrish home safe and bless every child with good luck and happiness. Through war does the Zevrish flourish but only through family does the Zevrish survive. Remember Zorma's sacrifice always, and praise her for the cure to our hubris. Bring joy to the people, make them laugh and leave them with the gift of happiness.

Avatar: Zorma's avatar was seen a lot before the time of the Phage. She would adopt the guise of an elderly Zevrish woman, bent with age and whose shuffling gait she attributes, when asked, to 'injuries from the greatest battle of all, child-birth'. She was never encountered without her familiar, a white raven named Heldago. She would bless the birthing ceremony of young Zevrish, and such times were celebrated by the entire community. During the time of the Phage she appeared in the Alterian Sea and sacrificed her avatar to pull the island of Atlantis to Shin'ar. She appeared again briefly on the island, over a hundred years later, to thank the Atlanteans for saving her people. She has not sent an avatar to the planet since, but it is rumored that she often possesses the High Priestess who sits on the Atlantean *Boule*, and oversees the cure production on the island.

Other Powers

Brhuaal (Lesser Power)

The Darkness, The Raging Death

Symbol: A black clawed hand

Alignment: CE

Portfolio: Darkness, Revenge, Chaos, Shadow, Destruction, Slaughter, Hate

Suggested Domains: Death and Trickery

Favored Weapon: Scimitar

Introduction: Brhuaal is a being who thrives on chaos and hate. The Drazil are its creation, and the former Lluruth pray to it for the power to end all things. The Raging Death spurs its followers to destroy all that is good, to ravage the weak and to tear down civilizations. Anarchy is encouraged, though it does accept the limited form of tribal politics some Drazil have formed since their initial transformation. Brhuaal delights in sacrifices of a large number of sentient beings at one time. Orgies of blood and slaughter are had in its name, too the glory of The Darkness.

Brhuaal's church is large but fractured. It is worshiped in outdoor temples made of corrupted mana crystal. The Drazil who venerate Brhuaal have developed a technique that introduces Abyssal energy into refined mana crystal, corrupting it and doubling its potency. Because of the taint, any non Drazil who used the corrupted crystal suffers extreme forms of mana poisoning. Each tribe of Drazil believe they are the chosen of Brhuaal, and little cooperation is had between factions. Large population centers of Drazil, such as the city of Nariak, have multiple temples and shrines to The Darkness, but are united under one leader. This is a rare occurrence among the faithful of Brhuaal, but it is something it is allowing to happen with more frequency to combat the militant Garloch worshiping Drazil who have turned away from it. Clerics of Brhuaal pray for spells when the sun goes down, something they are aware of wherever they are on the planet, even underground. There are no holy days revered by all worshippers of Brhuaal, but each cult or large collection of worshipers celebrates various days dedicated to the further spread of darkness and chaos in their region.

When the Drazil of the southern Dark Sun Woods capture trespassers near their sacred lake, they are fed to the waiting Jabberwock in a ritual that dedicates the meal to Brhuaal. Clerics of Brhuaal in the Thornfang Forest celebrate when a new priestess becomes queen. This event lasts for ten days, and includes multiple sacrifices and rituals designed to channel pure chaos into the new monarch, empowering her with Abyssal energies. Clerics of The Darkness often multiclass as sorcerers, rogues, or shadowgeist.

History/Relationships: The story of Brhuaal begins with the planet's second Lunar Quickening, and the discovery of Shin'ar by the Archdevil Garloch. The Lluruth people had lived for centuries in peaceful bliss, their society growing by leaps and bounds with the assistance of the ever present Manasphere and their mastery of it. Already exposed to other life forms from far off planets and planes of existence, the Lluruth were initially curious of these "devils" who entered Shin'ar through a portal that opened in Hell. Garloch and his minions wasted no time in trying to corrupt the Lluruth, many devils failed and were destroyed. A few Lluruth would listen to the poisoned words and fall into depravity. Their numbers were small, but included many members of various ruling councils found among the elite, as well as in the colonies. A civil war would plunge the Lluruth civilization into ruin as crystal cathedrals shattered and towns burned to the ground. Not even the intervention of the avatars of the Lluruth and Kalarin gods could stem the tide of destruction that was overwhelming the once tranquil valley and the Lluruth colonies.

A powerful Lluruth archmage who had fallen from grace when he sold his soul to Garloch in exchange for forbidden knowledge discovered a way to insert planar energy into refined mana crystal. His experiments cost the lives of hundreds of captives as he experimented on the living, using Lluruth and Kalarin to act as conduits for the Manasphere as it siphoned energy from the Planes. The end result was the creation of corrupted mana crystal, infused with Abyssal energies which he discovered held the most power. The Kalarin goddess Sylo discovered his experiments and the new danger corrupted mana crystal posed. She convinced Rital to back a plan for Naltia to weave a spell that would pull the evil from the hearts of all Lluruth, so that it could be safely deposited on the Astral Plane. Naltia agreed and manifested an avatar in the smoking ruins of the Lluruth's capital city. The spell she cast succeeded, and she absorbed the taint of evil from every Lluruth on Shin'ar. Unfortunately, the amount of evil was underestimated and Naltia began to visibly suffer, her life force withering away while the evil amassed inside of her. To avoid her death, and the violent expulsion of so much power, she sacrificed her avatar to "birth" the evil, removing it from her as she removed it from her children. The amorphic blob of concentrated evil burst from her form and splashed onto the cobblestones. Day turned to night, and it is said the Dri-jen moon eclipsed the sun and heralded the coming of Brhuaal. The blob, sentient and aware of itself, used the ambient mana of its birth to transform any Lluruth on Shin'ar that once held evil in their hearts into Drazil, warped abominations of the Llur. The Drazil immediately set upon any pure Llur, each death gave Brhuaal more power. It pierced the Manasphere and descended into the Abyss where it gathered a host a demons to its banner. Brhuaal then attacked Rital and Naltia, and set its new minions upon them. This caused the Lluruth gods to retreat from Shin'ar, or lose everything they had built. The quick return of Rital to Shin'ar to give the remaining Llur a helping hand succeeded in stemming the tide of death. Countless millennia have followed, and the Drazil would multiply at an astounding rate. Most would be lost to war as the Drazil turned on themselves almost as quickly as they turned on the Llur. Later the worship of Garloch would turn large groups of Drazil away from Brhuaal, and turn its attention away from the total destruction of all things Lluruth. Brhuaal has since relented in its pure chaotic outlook, forcing it to focus on other goals and the means to accomplish them.

Dogma: From the Light we came. To the Light we bring Darkness eternal. Death is the only end of suffering, and to those who are not of us, we offer this in abundance. We cannot let go of any slight, we seek revenge on all beings. Revenge for living. Revenge for pursuing the Light. We shall rise above the Light, to plunge all into Darkness forever more.

Avatar: Brhuaal would manifest on Shin'ar frequently after its birth and deific transformation. It's avatar would often be that of an amorphous blob of darkness, one that could assume the shape of any living thing. The blob has been reported as taking the form of a colossal giant, battering down ancient crystal churches and towers. It has taken the form of a dragon, breathing a gas of pure entropy that utterly destroys anything it touches. What few living beings know, even Brhuaal's own worshipers, is the Illumnarus of Ritvel managed to steal an important relic from the Drazil of the Thornfang thousands of years ago. The relic is made of corrupted mana crystal, and contains a small sliver of Brhuaal's power. It used the relic in the past to manifest an avatar of without sacrificing the normal amount of power to do so, something that circumvented some of the restrictions the Manasphere poses on deities. The Darkheart Crystal has been locked away for thousands of years and its presence masked from Brhuaal or any of its minions. Since the theft of the crystal, Brhuaal has ceased to create avatars fearing Garloch would attack its holdings if it weakened itself to do so. Instead, The Darkness has relied heavily on demonic servitors and extraplanar beings trapped on Shin'ar to act as messengers and agents of its will.

Garloch (Greater Power)

The Dark One, Master of All, Krozan, Poseidon, Zarzgral

Symbol: A tarnished silver and gem studded goblet

Alignment: LE

Portfolio: Power, Ambition, Avarice, Cruelty, Dominance

Suggested Domains: Trickery and War

Favored Weapon: Mace

Introduction: Garloch is worshiped by many races, his taint is felt all over Shin'ar. Those who worship The Dark One must give themselves to him, in mind and body, and most certainly their soul. He is prayed to by ambitious men, those who seek to move themselves up the social ladder by any means. He is worshiped by slavers, and those who would hold power over others by force. Cruel tyrants and petty warlords pray to him and swell the ranks of his faithful. Garloch delights in sacrifices of pure individuals, those who show no taint of corruption of evil in their soul. He savors every worshipers' prayer, any time they invoke his name, for every bit gives him the power the craves.

The church of Garloch is wide spread. Some worship the Master of All in the open, in large temples and grand shrines. Most whisper prayers to Garloch in secret, hoping the Dark One will help them move up in the world and give them the power to do so. The lizardmen of the Swamp of Frozen Tears worship Garloch as a giant albino crocodile that breaths unholy fire. Shrines to Zarzgral the Devourer dominate the swamp, each lizardmen tribe thinking they are the Archdevil's chosen people. The gnoll tribes in the southern Jutal worship Garloch out of fear, his clergy dominate the tribes and push them to resist the Jute dominance of their homeland. Many other monstrous races worship Garloch, and they are often dominated by devils in the Dark One's employ. The Drazil are the most numerous of his worshipers and large population centers are dominated by his priests.

Clerics of Garloch pray for spells after the sun goes down. Many holy days are celebrated by Garloch's faithful, though they differ from region and by race. The lizardmen venerate the time of the Freezing, when the lake turned to ice and the swamp formed. The Drazil of the Dark Sun Woods venerate the time his devils brought his worship back to them, and made good on the promises he made so long ago to their Lluruth ancestors. A celebration lasting many days takes place among the Garloch worshiping Drazil, each day ends in multiple sacrifices and acts of depravity. Clerics of Garloch seldom multiclass, though a group of Drazil cleric/shadowgiests operate in the Dark Sun Woods as emissaries of his church to the Eltra. These individuals travel to and from the two nations frequently, and can be found at every official dealing between the increasingly cooperating powers.

History/Relationships: During the planet's second Lunar Quickening a portal to Hell would open in the Lluruth's forest home. The portal only lasted a few hours, but in that time it was discovered by a powerful devil, and he returned to his master with the news. The Archdevil Garloch returned to the portal with a handful of powerful minions and passed through to the pristine forest beyond. The Archdevil immediately felt the power emanating from the Manasphere, and ordered his minions to disperse and learn as much as they could about the world. The portal to Hell closed, but Garloch soon understood what was going on, and the fluctuations in the Manasphere as the result of the Quickening. It was easy for him to open a portal to his realm and usher forth legions of devils. He kept his most powerful lieutenants with him as they slowly infiltrated the native settlements and began to make infernal deals with the Lluruth. Centuries later Garloch would open another portal to his realm and return there before the Lunar Quickening ceased and made such travel impossible. He left many of his devils on Shin'ar, to spread his taint among as many beings as possible. Garloch understood the power the Manasphere could give him. Once back in Hell he quickly gathered his forces and attacked some of the lesser Dukes and Counts who were unlucky enough to have domains that bordered his. With the power the Manasphere was transferring him from those on Shin'ar that began to worship him, he easily overtook the lesser devils that refused to bow to him. He doubled the size of his realm and subjugated countless devils and other fiendish horrors. Garloch used his knowledge of the Manasphere and the knowledge of his Lluruth worshipers to devise a way to predict Lunar Quickenings. He would use this to his advantage many times in the coming millennia.

After his set back with the creation of the Drazil from those who initially worshiped him, he lost power from their worship and almost lost an incursion to his realm from a host of angels. He stayed away from Shin'ar for a time, but would return once again to retrieve the devils he left so long ago. Some he found to be worshiped by various races, and those he destroyed and assumed their mantle. He redoubled his effort to get as many races to worship him. Successes among the Giants, Goblins, and malevolent Fey that lived on Shin'ar brought him back to his previous power.

He gained the most power when he convinced the Drazil of the Dark Sun Woods to worship him instead of Brhuaal, and organized the savagely cruel tribes into legions of crack troops. Many more successes and failures would come to Garloch, including the siring of two Jute demi-gods and the loss of the souls of Eltra. His status in Hell would also be challenged by those who feel he is focusing too much on this planet, and his obsession with Shin'ar is seen as a weakness to the other Archdevils. Garloch has so far been the most successful Outsider to understand and manipulate the Manasphere and the inhabitants of the planet.

Dogma: You can have more. You can be more. You must want change, and not expect your station in life to get better without putting in the work. Obtain power over others, and remind those under you that your will is not to be challenged. Take what you want from those who are weaker than you, if they wish to challenge you, do not shrink from such, but use each death of a lesser to remind them of your power.

Avatar: Garloch manifests on Shin'ar as much as possible, and even journeys to the planet during Lunar Quickenings, though he does not do this much as it leaves his domain in Hell in danger of invasion. When he manifests as Zarzgral, he does so as a colossal albino crocodile. He appears to the Gnolls of Jutan as a large many fanged beast who can swallow a Centaur whole. Hundreds of Sire Devils have spread his word to many races on Shin'ar. As a result, Garloch counts many Tieflings among his followers, some of whom belong to a group of troubleshooters he sends to areas where his worship is minimal, but ripe for the beginnings of a new cult. Garloch hands out many magical items of his own creation to minions worthy of their use. Such items are always made of tarnished metals and have dull colored gems for ornamentation. Some items are cursed, and are used to wreak havoc on those who use them as well as those around them.

Planar Cults

Over the thousands of years since the onset of the first Lunar Quickening, countless Outsiders have found themselves trapped on Shin'ar, unable to return to the Outer Planes by the Manasphere. Some of those would begin to cultivate worship among the various races found on the planet, either for fun or by necessity. All would soon discover that the Manasphere is able to transfer worship to those powerful enough to absorb it safely, as intangible power, granting new abilities and immunities to some. Garloch and Malcathra have been the most successful to do so, though by no means the only ones. Below is a small list of outsiders who can be considered Quasi-Powers on Shin'ar. Some of these reside on the planet, but most have returned to the Outer Planes.

Asura - Lady of Sorrow
Major Center of Worship: Kala Valley
Cernunnos - The Forest Father
Major Center of Worship: Jutal Woods
Bortua - The Sloth Lord
Major Center of Worship: Verigal
Vepar - The Undersea King
Major Center of Worship: Aquaris Strait
Andrasis - Lord of Wine
Major Center of Worship: The Golden Coast
Belial - The Great Horned Demon
Major Center of Worship: The Great Jungle
Apollyon - The Light of the East
Major Center of Worship: Verigal
Uzza - The Blackmouth
Major Center of Worship: The Northern Tip
Xilvas - The Burning One
Major Center of Worship: The Firepeaks
Olor - The Dreamlord
Major Center of Worship: The Western Shore



Each Outsider listed is worshiped by at least one thousand individuals. Some are worshiped by many times that, and are revered by races such as Giants, Bugbears, Goblins, Merfolk, and Fey. New cults spring up yearly across the planet, there is never a shortage of powerful outsiders who wish to take advantage of mortals to their own delight and satisfaction.

One of the ways deities can gain more power and weaken their foes is by pretending to be another power, and either stealing worshipers, or tricking them. No god on Shin'ar is more adept at this than Garloch.

Poseidon (Garloch) (Greater Power)



The Bull, The King of the Sea, The Mighty One, Garloch, Basa'dok, Azzizal, Ga'lok

Symbol: A tarnished trident, or broken bull horns

Alignment: LE

Portfolio: Power, Ambition, Greed, Avarice, Cruelty, Dominance

Suggested Domains: Trickery and War

Favored Weapon: Trident or Mace

Introduction: Poseidon's name is whispered in business deals and in clandestine meetings throughout Alteria. The Sign of the Bull is flashed from merchant to merchant to alert the each other that they can be trusted, and the Will of Poseidon presides over the deal. The King of the Sea has made his presence felt in the Empire by assisting those who seek to make a better life for themselves, through hard work, wit, and guile, and to amass enough power to never feel weak again.

The cult of Poseidon is small and counts no more than a few thousand who pray to him for divine abilities, though his worship is widespread, encompassing every province in the Empire. His cult works in secret to dominate the politics of the region, and to establish a mercantile empire of its own that will eventually allow it to take over the Empire. Cultists can be found of every race that calls Alteria home. Estanyan aristocrats pray to The Bull in secret, in hidden temples and personal shrines. Zevrish pirates scream his name when they board a vessel. They are known to take many captives, to later torture and kill, sacrifices for the King of the Sea. The Goblin slaves know him by many names, and most clans can trace his worship back many centuries prior to the coming of Atlantis.

Clerics of Poseidon pray for spells at dusk, when the last rays of the sun are setting. There are no holy days celebrated by the faithful as a whole. The citizens of Alteria worship him in secret, and do nothing to openly expose themselves to discovery. The Goblins perform rituals honoring him, and over the years what started as many rituals seemed to combine into a handful shared by every Goblin slave in the Empire. Goblins of Alteria will celebrate the death of an elder by building an effigy made of straw of the recently deceased, then lighting it on fire while piercing it with a tarnished trident. This ritual mimics one practiced when the Goblins were free to make live sacrifices of their elderly to thin their numbers and appease their gods. Now each effigy burnt fuels Garloch with power, and he has encouraged his Goblin worshipers to acclimate to living under the Atlanteans. Goblins of Alteria also celebrate the earning of a Probationary Citizen Writ from the Legions. Those who survive ten years in the Legions are raised out of slavery, and those Goblins often return to their places of birth to be received as heroes. Goblin veterans are said to be blessed by the Mighty One, and are treated with respect by their kin. Clerics of Poseidon often multiclass as fighters, rogues, wizards, and warlocks. Garloch continues to expand his influence, but is ever wary of any further Atlantean interference, and hopes the bribes he has paid thus far ensure continued success.

Dogma: Dominate your life by dominating all facets of it. Be the best in everything, achieve greatness by understanding your limitations, and overcoming them. Obtain wealth and power, both can lead to independence and happiness. Worry not for the pain of others, whether you inflict it or not. The weak are to be discarded in favor of the strong.

Avatar: Garloch has never appeared on Shin'ar as Poseidon, though he has briefly manifested as one of the devils the Goblin clans worship. When he did, he would appear as he does in Hell, his true form. He appears as a massive, barrel-chested hairless humanoid standing nearly twelve feet tall. His head is squat and large and his oversized mouth is filled with rows of wickedly-sharp teeth. His eyes burn with fiendish fire, green and mesmerizing. His large, curving horns are black as midnight, and his flesh is the color of dried blood. He wields a heavy mace made of tarnished silver that drips acid upon command. He never gives the mace to minions, though he has been known to grant Goblin veterans who survive the Legions copies of the weapon, made by himself, as part of a deal that included the Goblin's eternal soul.

Chapter Eight
Creatures of Shin'ar



Adomi

As you round the corner of the dark mansion you run into a group of beings that at first glance resemble emaciated Illumnarus, but closer inspection reveals a darker truth….

Type Medium Neutral Aberration (Humanoid) **Terrain** Mountain, Urban **Climate** Cold, Temperate

Statistics

Armor Class: 11 (dexterity)

Hit Points: 13 (1d10+3)

Speed: 30 ft.

Str 08 **Dex** 12 **Con** 15 **Int** 12 **Wis** 10 **Cha** 10

Defense

Damage and Condition Vulnerabilities: Charm and compulsion magic and effects

Damage and Condition Immunities: Ability drain, necrotic damage

Skills: Insight +2, Perception +2

Senses: Darkvision 60 ft, Passive Perception 12

Languages: Eltra'urk

Challenge: ¼

Community Dependent. If an Adomi is separated by a distance of more than 40 feet from any of its brethren, it will begin suffering Constitution damage within the hour. They suffer 1 point of Constitution damage every hour they are separated more then 40 feet from any other Adomi. If, at any time before the Adomi's Constitution reaches zero, they find themselves within 40 feet of another of their kind, their Constitution will regenerate at the same rate of 1 Constitution an hour until it has reached the creature's starting total. Reaching a Constitution of 0 causes immediate death. If there are more than one Adomi within 40 feet during recovery, the Constitution regenerated increases by a factor of .5 an hour per additional Adomi, to a maximum of 5 Constitution points per hour.

Racial Telepathy. The Adomi are able to communicate with one another despite their lack of verbal organs. Their telepathy only extends to those of their own kind, although if someone were to cast a thought-seeking spell, they could gather other Adomi thoughts through the target. This ability works only with line of sight.

Spell-Like Abilities (Spell Casting Ability - Intelligence, DC 11)

3/day - *invisibility*

Actions

Slam. Melee Weapon Attack. -1 to hit, reach 5 ft.; One target. Hit: 2 (1d4-1) bludgeoning damage.

The Adomi were created to fulfill a demand for blood. The first Adomi were once Illumnarus, magically manipulated to be grown, rather than born, and to survive multiple feedings.

Their mouths were removed and their bodies enchanted to survive without breathing or eating; instead, the Adomi feed off of one another, using proximity to maintain their health. The race was given basic telepathy to one another as to allow for communication and efficiency and developed an ability to become invisible three times per day. Although this does not hinder their vampire masters, the invisibility allows those Adomi brought outside of Eltra to maintain a defense against those who might cause them harm.

Wholly subservient to the vampire ruling class of Eltra, the Adomi are rarely encountered without their master. Eltra Vampire Lords travel with no less than six or more Adomi at a time. Some wait on their master hand and foot while others patiently wait for their turn to be fed upon.

Eltrabi (Drampyr and Vampyr) rarely use Adomi to feed. The Drampyr simply prefer to feed on other, less docile, beings, while the Vampyr are utterly repulsed by the Adomi and most try to avoid them at any cost.

Atlantean

The throng of Zevrish women and children part slightly and allow the regal human and his bodyguards to pass. The Zevrish fawn over the human, and some even dare to touch the hem of his flowing toga as if it was a sacred artifact….

Type Medium Neutral Humanoid (Augmented) **Terrain** Any **Climate** Any **Climate**: Any

Statistics

Armor Class: 14 (dexterity)

Hit Points: 130 (10d8+50)

Speed: 30 ft.

Str 18 **Dex** 19 **Con** 20 **Int** 20 **Wis** 20 **Cha** 20

Defense

Damage and Condition Immunities: Charm, magical sleep, mana poisoning

Damage and Condition Resistance: Bludgeoning, piercing, slashing, *Special

Skills: Acrobatics +4, Athletics +4, Manasphere +5, Perception +5

Feats: Linguist, Alert, Mage Slayer, War Caster

Senses: Passive Perception 15

Languages: Atlantean, Alterian, Tradespeech, Estan, Zava, Goblin, Meech

Challenge: 10

Class Restrictions. Atlanteans can never take levels in a class.

***Manasphere Attunement*.** Adult Atlanteans are able to attune up to 5 magical items to their person at any time. This is allowed thanks to a special connection to the Manasphere gained when they undergo metamorphosis in the *Atmosphaera.* They are able to attune any magical item regardless of any class prerequisites.

Spell-Like Abilities (Spellcasting Ability - Charisma, DC 17)

Constant - *detect magic, resistance*

At Will - *light, create or destroy water, purify food and drink, mending, mage hand, (*special)*

3/day - *cure wounds, (*special)*

2/day - *dispel magic, (*special)*

1/day - *antimagic field, (*special)*

Actions

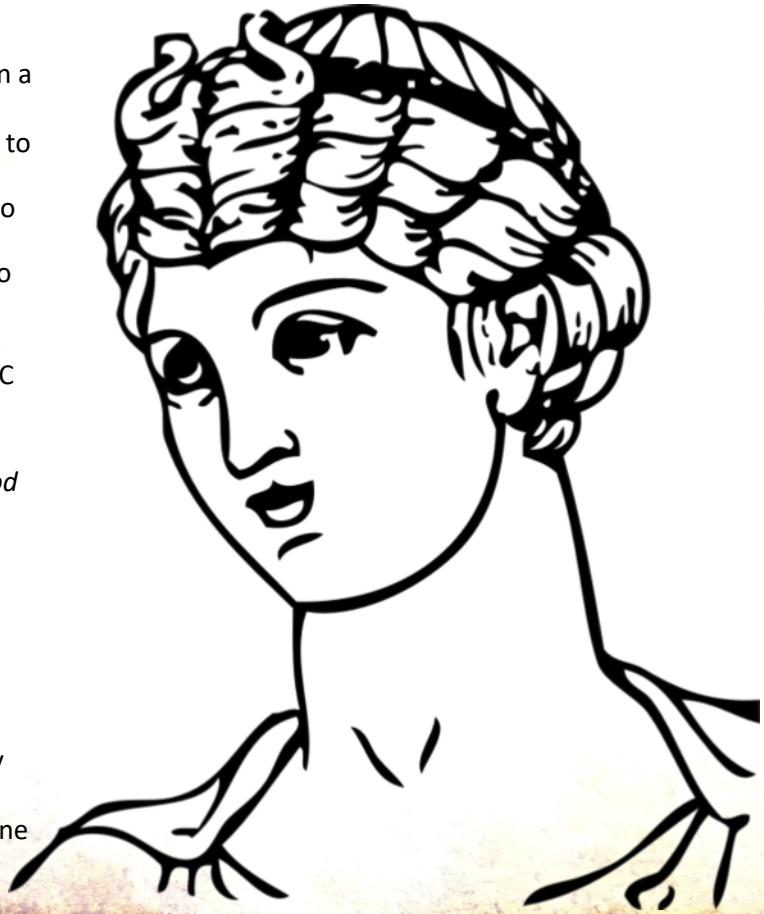
***Multiattack*.** Adult Atlanteans can make two melee weapon attacks or two ranged weapon attacks. They can also make a slam attack and one weapon attack.

Slam. Melee Weapon Attack. +8 to hit, reach 5 ft.; One target. Hit: 11 (1d10+4) bludgeoning damage.

Shortsword +3. Melee Weapon Attack. +11 to hit, reach 5 ft.; One target. Hit: 10 (1d6+7) piercing damage.

Javelin of Lightning. Ranged Weapon Attack. +8 to hit, range 30 /120 ft.; One target. Hit: 7 (1d6+4) piercing damage + 5 points of electrical damage.

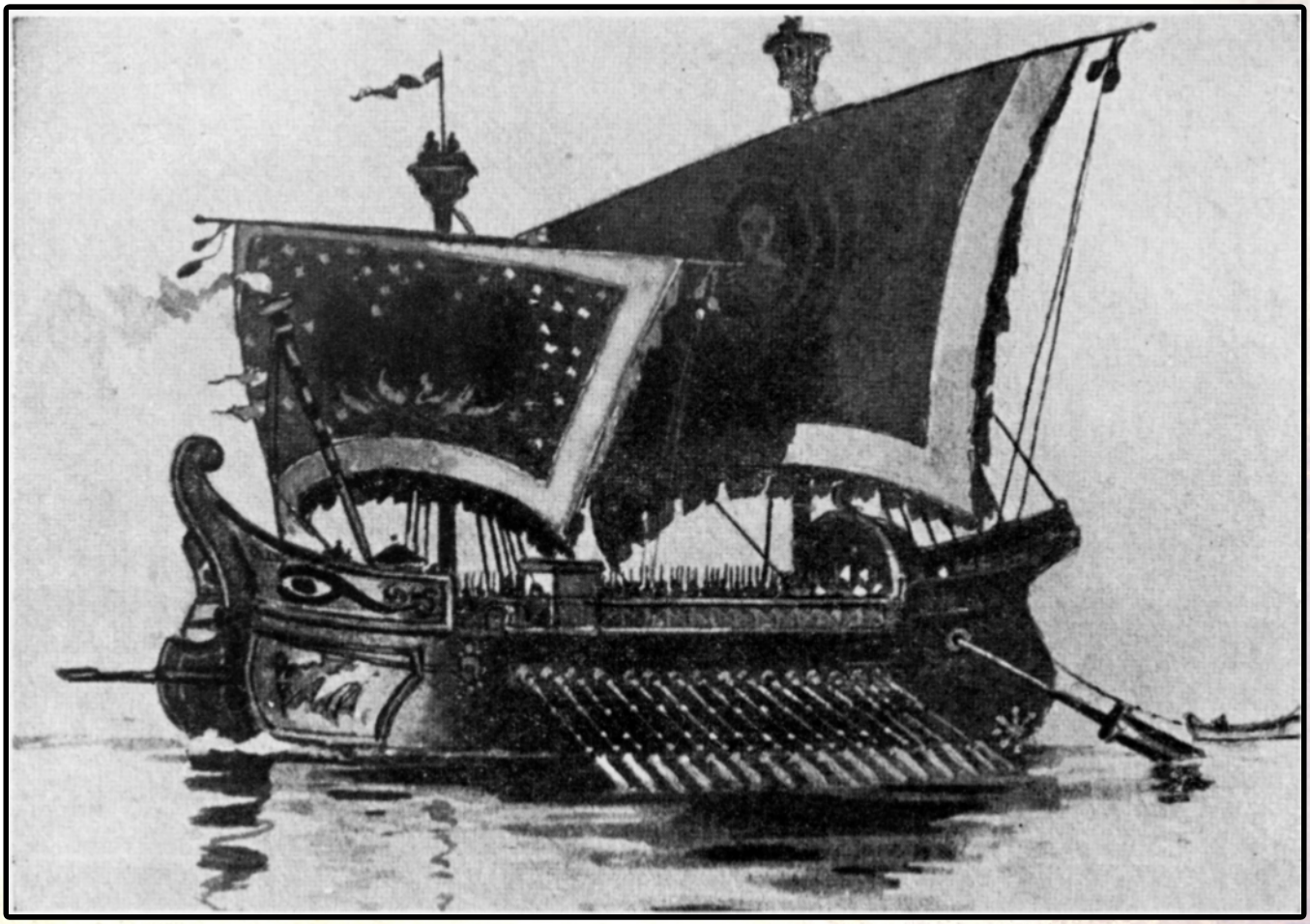
The Atlantean people are the newest culture to immigrate to Shin'ar during a Lunar Quickening. The entire island of Atlantis was ripped from it's world and deposited on Shin'ar over 250 years ago. The humans who survived the crossing soon found they could cause magical effects to happen with simple will power. After a brief civil war, the survivors split into five separate Orders, with each order based on a shared set of abilities and outlook. They set out to conquer once their island recovered from the crossing, and their society has since stabilized.



When Atlanteans reach the time of maturity, just before their thirteenth year, they are taken to a special chamber within the *Atmosphaera* where they are exposed to concentrated raw mana. They ingest large amounts of mana crystal that is ground up and liquefied. Mana crystal in this form, and in the quantity drunk, is poison to every species on the planet, except Atlanteans. This process accelerates the change that would occur normally in their bodies with enough exposure to the Manasphere.

The liquid is absorbed by every cell in their body and begins a metamorphosis that cocoons them in crystal. Minutes later, the crystal shatters and an adult Atlantean emerges. Once an Atlantean leaves the *Atmosphaera*, they are apprenticed to a respected member of the same type. The apprenticeship lasts for twenty years, then at such time they are allowed to take apprentices themselves and become full members of Atlantean society. The long apprenticeship is the way Atlanteans cope with the sudden rush into adulthood via the transformation. This process was devised shortly after the survivors realized they needed a way to control the transformation, and the rate in which new members join the Orders. In addition to the drastic change in power the Atlantean feels, minor cosmetic changes have been known to occur, depending on which type they emerge as.

There are five types of Atlanteans: **Hagios**, **Anemos**, **Huldorn**, **Psukhe**, and **Atomos**. Atlantean society has never done a census to determine how many of each type there are, but it is theorized that the apparent randomness in which type is chosen in the cocoon is actually the Manasphere's way of keeping balance by predetermining type. Atlanteans never officially discriminate between types, but there are some inherent prejudices and stereotypes associated with each Order. Five members from each Order make up the *Boule*, the ruling body of Atlantis and the Empire of Alteria.



Atlantean ships are feared by pirates and lone merchant vessels alike

Atlantean Orders

Hagios (Holy) Resist Necrotic

At Will - *spare the dying*

3/day - *inflict wounds, blinding smite*

2/day - *greater restoration, harm*

1/day - *mass heal*

The Hagios Order deals with issues of health and sanitation in the Empire, and jointly administers the slave races with the help of the Psukhe Order. They are also responsible for the production of the Zevrish *cure*. Members of the Hagios Order tend to have light colored hair, with silver and white the most common. Their eyes typically shine with ethereal brightness, but can darken to black when using their damaging abilities.

Anemos (Wind) Resist Electricity

At Will - *shocking grasp*

3/day - *fly, gust of wind*

2/day - *windwall, conjure minor elementals (air)*

1/day - *storm of vengeance*

The Anemos Order deals with issues relating to weather and travel within the Empire. They are also responsible for the protection of the Empire's airspace from outside incursion. Members of the Anemos Order tend to grow their hair long and keep it unbound. Their hair swirls about them when using their abilities, and their light colored eyes often glow a faint blue.

Huldorn (Water) Resist Cold

At Will - *chill touch*

3/day - *water walk, water breathing*

2/day - *conjure minor elementals (water), ice storm*

1/day - *control weather*

The Huldorn Order deals with issues relating to the waterways and sea travel in the Empire. They are also responsible for the administration of the Empire's three underwater prisons. Most members of the Huldorn Order have hair the color of the sea, and their eyes hold flecks of gold and purple within the iris.

Psukhe (Mind) Resist Psychic

At Will - *minor illusion*

3/day - *enthrall, calm emotions*

2/day - *hypnotic pattern, confusion*

1/day - *dominate monster*

The Psukhe Order jointly administers the slave races with the help of the Hagios Order. They are also responsible for the Empire's diplomatic corp, and foreign relations. Members of the Psukhe Order have dark hair, black and blue being the most common. Their eyes seem white upon white, but rather their iris is slightly translucent and devoid of color.

Atomos (Destruction) Resist Fire

At Will - *fire bolt*

3/day - *burning hands, scorching ray*

2/day - *fireball, conjure minor elementals (fire)*

1/day - *incendiary cloud*

The Atomos Order is responsible for the protection of Atlantis from the volcanoes found on the island. They are also the Order that loosely administers the Empire's legions and acts as battle commanders in times of war. Members of the Atomos Order have bright hair, with red being the most common. Their eyes are typically light, and burn with power when they use their innate abilities.



Atlanteans are obsessed with magical items. Many carry multiple items, including multiple wands and potions. The accumulation of wealth and magic denotes status among the powerful humans. Most Atlanteans are walking powerhouses of offensive and defensive magical items. Atlanteans travel with slaves to cater to their every whim, as well as several bodyguards and personal agents. They are seldom found outside the Empire of Alteria, though, business for their Order can sometimes take them to distant ports and cities that are friendly to the Empire.

Atlantean children are raised in communal housing until the age of thirteen. In these homes, they are educated and well cared for. Very little stock is given to blood relation in Atlantean culture. Instead, emphasis is given to which Order you belong to, rather than familial relations.

Immature Atlantean

Statistics

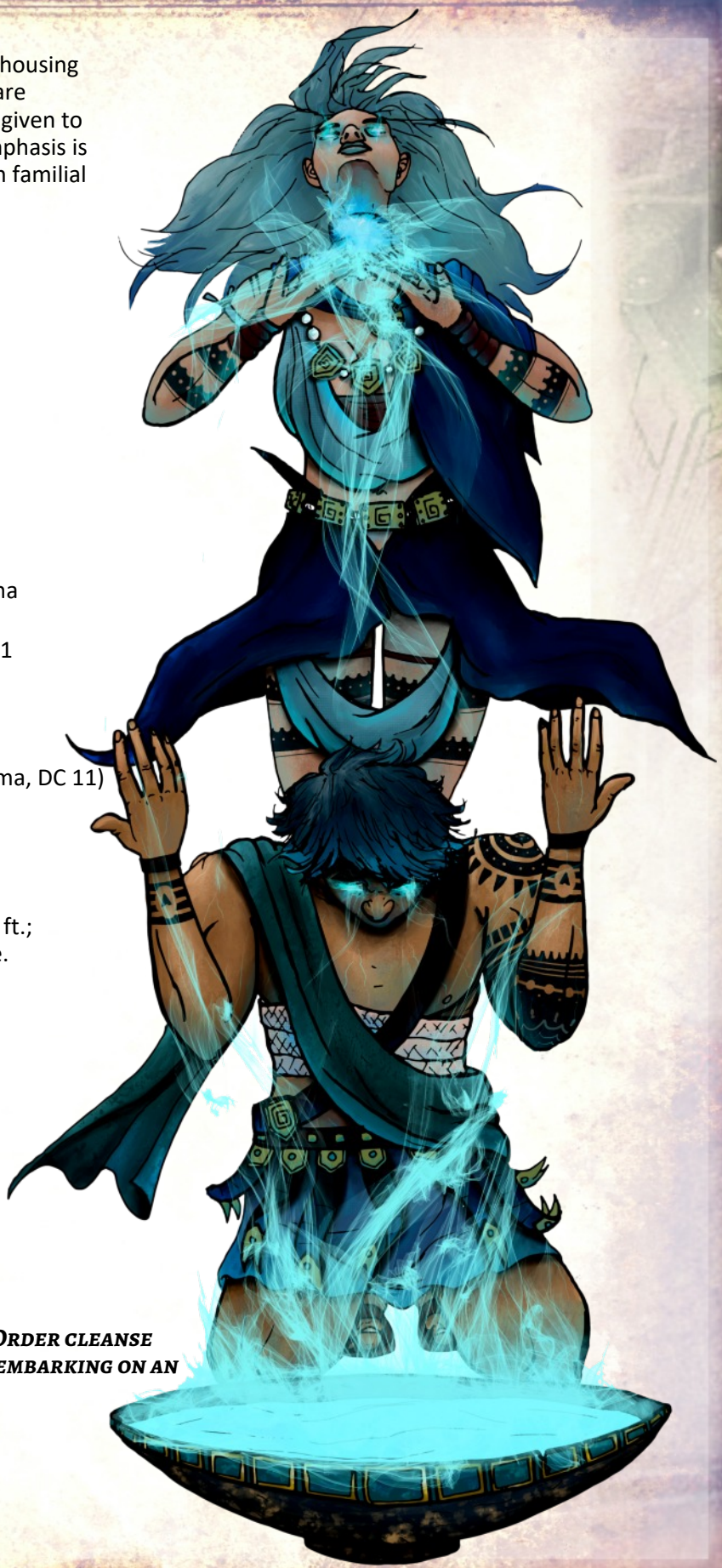
Armor Class: 11 (dexterity)
Hit Points: 16 (2d8+2)
Speed: 30 ft.
Str 13 **Dex** 13 **Con** 13 **Int** 13 **Wis** 13 **Cha** 13

Defense

Damage and Condition Immunities: Sleep, mana poisoning
Skills: Perception +1, Stealth +1, Manasphere +1
Senses: Passive Perception 12
Languages: Atlantean, Alterian
Challenge: ½
Spell-Like Abilities (Spellcasting Ability - Charisma, DC 11)
Constant - *resistance*
At Will - *light, mage hand*

Actions

***Slam*.** Melee Weapon Attack. +3 to hit, reach 5 ft.; One target. Hit: 3 (1d6+1) bludgeoning damage.



Two members of the Huldorn Order cleanse themselves in a ritual before embarking on an important mission.

Brownie

Just over two feet tall, the Fey beings emerge from the dense foliage with barely a whisper to announce their presence. Armed with spears and bows with barbed arrows, they fan out and surround you and your companions….

Type: Tiny Neutral Good Fey Terrain: Forest Climate: Temperate

Statistics

Armor Class: 15 (dexterity, leather armor)
Hit Points: 6 (1d6)
Speed: 10 ft.
Str 07 **Dex** 18 **Con** 10 **Int** 14 **Wis** 13 **Cha** 12

Defense

Skills. Perception +3, Stealth +8
Senses. Darkvision 60 ft., Passive Perception 14
Language. Sylvan (Juten, Lumnar, Alterian)
Challenge: ½

Spell Like Abilities (Spellcasting Ability - Charisma, DC 11)

At Will - *prestidigitation, dancing lights, mending*

1/day - *fog cloud, dimension door (self only), mirror image, jump*

Actions

***Spear*.** Melee Weapon Attack. +0 to hit, reach 5 ft., One target. Hit: 1 (1d6-2) piercing damage.

Shortbow. Ranged Weapon Attack. +6 to hit, range 40/160 ft., One target. Hit: 3 (1d6) piercing damage, plus creatures struck must make a Constitution save against a DC 11. On a failed save, they suffer 1 (1d4) poison damage and gain the *poisoned* condition for 1 minute. A save of 5 or lower causes the effected creature to fall asleep for 1 minute as well.



Brownies are very friendly Fey creatures who delight in the company of fellow Fey and good aligned beings. They are very protective of their friends and territory, but generally prefer to talk out any problem before resorting to violence.

The Brownies of the Jutal Forest are militant and have been responsible for more Jute deaths in the great forest than any other Fey being. Some of the other Fey communities see their aggressive stance as a necessity in the face of constant expansion into their ancestral homes.

Brownies of Alteria are slaves. Some are forced to wear inhibitor collars that prevent them from using some of their magical abilities. They are the preferred slave of the Zevrish people and can be found in large numbers in the porcine people's crowded cities.

Calvoid Automaton

The caravan comes to a stop and the Calvoid merchant who hired you motions for you to scan the perimeter, while he gives orders to his Worker Automatons. The humanoid shaped constructs begin to unpack the wagons, and stack the wares with precision and care. Two more Automatons disembark from the lead wagon and take up guard positions around the crates. Wisps of steam and residual mana seep through the joints and plates of the Automatons, creating a whimsical melody of machinery at work….

Type: Tiny, Medium, & Large Neutral Construct **Terrain**: Any **Climate**: Any

The Calvoid have developed a servant class of beings that run on refined mana crystal and can be found in great numbers in any Calvoid enclave or city. The Automatons fill roles within the communities to free up Calvoid for intellectual pursuits and leisure activities. Built by technicians from various Schools, the Automatons come in five configurations. Each Automaton is marked by the School that created it and subject to maintenance checks from its School's technicians only. Schools who are lax in maintaining their Automatons face penalties and steep fines, especially if their Automatons are responsible for damage to property or wrongful death.

Levitating Monitor Unit

Statistics

Armor Class: 16 (dexterity, natural armor)

Hit Points: 10 (1d10+0)

Speed: 0 ft.; Flying 30 ft.

Str 08 **Dex** 14 **Con** - **Int** - **Wis** 10 **Cha** 01

Defense

Damage and Condition Vulnerabilities: Electricity, mana dependency

Damage and Condition Immunities: Poison (poisoned), psychic, blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified

Feats: Alert

Senses. Darkvision 60 ft.; Blindsense 60 ft.; Passive Perception 10

Challenge: ½

Alarm. A LMU can issue an ear piercing whine ten times a day. This whine is infallibly regionalized by any Calvoid as the whine of a LMU's alarm function. The noise lasts for up to 1 hour.

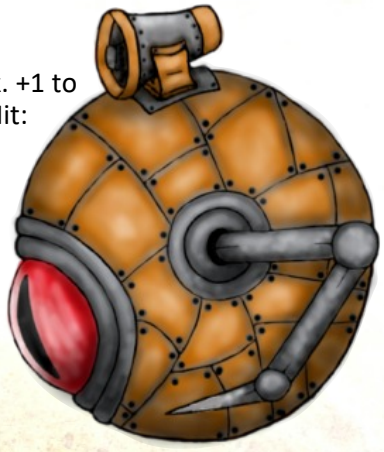
Actions

Slam. Melee Weapon Attack. +1 to hit, reach 2 ft.; One target. Hit: 1 (1d4-1) bludgeoning damage.

Claw. Melee Weapon Attack. +1 to hit, reach 4 ft.; One target. Hit: 1 (1d4-1) slashing damage.

Spell Like Abilities (Spellcasting Ability - Wisdom)

Constant - *levitate*



Basic Worker Automaton

Statistics

Armor Class: 17 (dexterity, natural armor)

Hit Points: 25 (1d10+20)

Speed: 20 ft.

Str 14 **Dex** 14 **Con** - **Int** - **Wis** 10 **Cha** 02

Defense

Damage and Condition Vulnerabilities: Electricity, mana dependency

Damage and Condition Immunities: Poison (poisoned), psychic, blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified

Senses. Darkvision 60 ft.; Blindsense 60 ft.; Passive Perception 10

Challenge: 1

***Constrict*.** BWA's can crush an opponent, dealing bludgeoning damage, when it makes a successful slam attack. The creature takes an additional 1d6 damage on the next round if it fails a Dexterity saving throw against a DC 13.

Actions

Slam. Melee Weapon Attack. +4 to hit, reach 5 ft.; One target. Hit: 5 (1d6+2) bludgeoning damage.

Levitating Monitor Units (LMU) and Basic Worker Automatons (BWA) models are the most numerous of all Automatons, followed closely by Basic Guard Units (BGUs). LMU models are used for surveillance and guard duty. One cannot seem to get away from the spherical-shaped constructs as the fly about homes, business, and Schools. Almost every Calvoid household employs at least one BWA. They serve as laborers, butlers, and handymen.



BWA

Basic Guard Unit

Statistics

Armor Class: 19 (dexterity, natural armor)

Hit Points: 58 (4d10+20)

Speed: 20 ft.

Str 15 **Dex** 14 **Con** - **Int** - **Wis** 10 **Cha** 02

Defense

Damage and Condition Vulnerabilities: Electricity, mana dependency

Damage and Condition Immunities: Poison (poisoned), psychic, blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified

Feats: Charger

Senses. Darkvision 60 ft.; Blindsense 60 ft.; Passive Perception 10

Challenge: 4

***Turtle*.** BGUs can shield vital areas for a short time, lowering their movement speed by 10 feet but gaining a +4 to their AC for the duration. This ability can be used a total of 8 minutes per day. While this ability is active, the BGU can do nothing but move (at it's reduced speed); it can not attack or interact with objects.

Actions

***Multiattack*.** The BGU makes two weapon attacks.

Slam. Melee Weapon Attack. +4 to hit, reach 5 ft.; One target. Hit: 5 (1d6+2) bludgeoning damage.

Battleaxe. Melee Weapon Attack. +4 to hit, reach 5 ft.; One target. Hit: 7 (1d8+2) slashing damage.



BGU

Many Calvoid homes and business are guarded by at least one BGU and each Calvoid School has multiple units patrolling their grounds. Units created and maintained by the School of Lawkeeping & Protection are responsible for the safety of the community, and are accompanied on patrol by Apprentice level students to ensure that they always operate at peak performance.

Advanced Systems Assistant

Statistics

Armor Class: 15 (natural armor)
Hit Points: 25 (1d10+20)
Speed: 30 ft.
Str 12 **Dex** 10 **Con** - **Int** - **Wis** 14 **Cha** 10

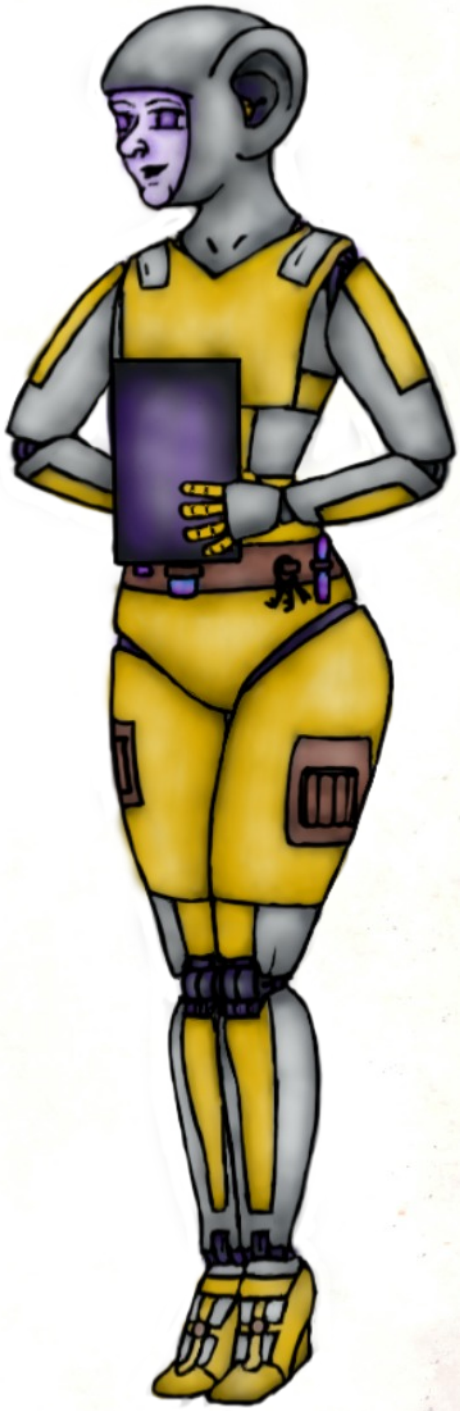
Defense

Damage and Condition Vulnerabilities: Electricity, mana dependency
Damage and Condition Immunities: Poison (poisoned), psychic, blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified
Feats: Alert, Linguist
Skills: Manasphere +5
Senses. Darkvision 60 ft.; Blindsense 60 ft.; Passive Perception 12
Challenge: 4
Spell Like Abilities (Spellcasting Ability - Wisdom, DC 13)

At Will - *minor illusion, shocking grasp*
3/day - *identify, tenser's floating disk*
2/day - *hypnotic pattern*
1/day - *legend lore*

Actions

Slam. Melee Weapon Attack. +4 to hit, reach 5 ft.; One target. Hit: 5 (1d6+2) bludgeoning damage.



The Advanced Systems Assistant (ASA) model represents the pinnacle of Calvoid engineering. These Automatons are often built to resemble tall Calvoid, though with a generic look and features. Plating them in gold or silver has become a common trend. These units are used as assistants in experiments, fact checkers, diplomatic attachés, and accountants.

The ASAs are seen by some as vanity Automatons, and that there is no substitute for for doing the work and calculations yourself. They are, however, the most seen Automaton other than the BWA outside of Calvoid enclaves.

Titan Guardian Unit

Statistics

Armor Class: 24 (dexterity, natural armor)

Hit Points: 160 (14d20+30)

Speed: 10 ft.

Str 21 **Dex** 12 **Con** - **Int** - **Wis** 10 **Cha** 05

Defense

Damage and Condition Vulnerabilities: Electricity, mana dependency

Damage and Condition Immunities: Poison (poisoned), psychic, blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified

Damage and Condition Resistance: Bludgeoning, piercing, slashing

Feats: Alert, Charger, Sentinel

Skills: Perception +5

Senses. Darkvision 60 ft.; Blindsense 60 ft.; Passive Perception 15

Challenge: 14

***Constrict*.** TGU's can crush an opponent, dealing bludgeoning damage, when it makes a successful slam attack. The creature takes an additional 1d12 damage on the next round if it fails a Dexterity saving throw against a DC 16.

***Tremorsense*.** TGUs are equipped with sensitive vibration sensors, which gives them tremorsense up to 120 feet from their position. Tremorsense allows them to automatically pinpoint the location of anything that is in contact with the ground within the allowable distance.

Spell Like Abilities (Spellcasting Ability - Wisdom, DC 15)

5/Day - *disintegrate*

Actions

***Multiattack*.** The TGU makes three attacks with its mounted cannon. It can make two slam attacks with its arms and attempt to constrict or it can make three slam attacks and forgo a constrict attempt.

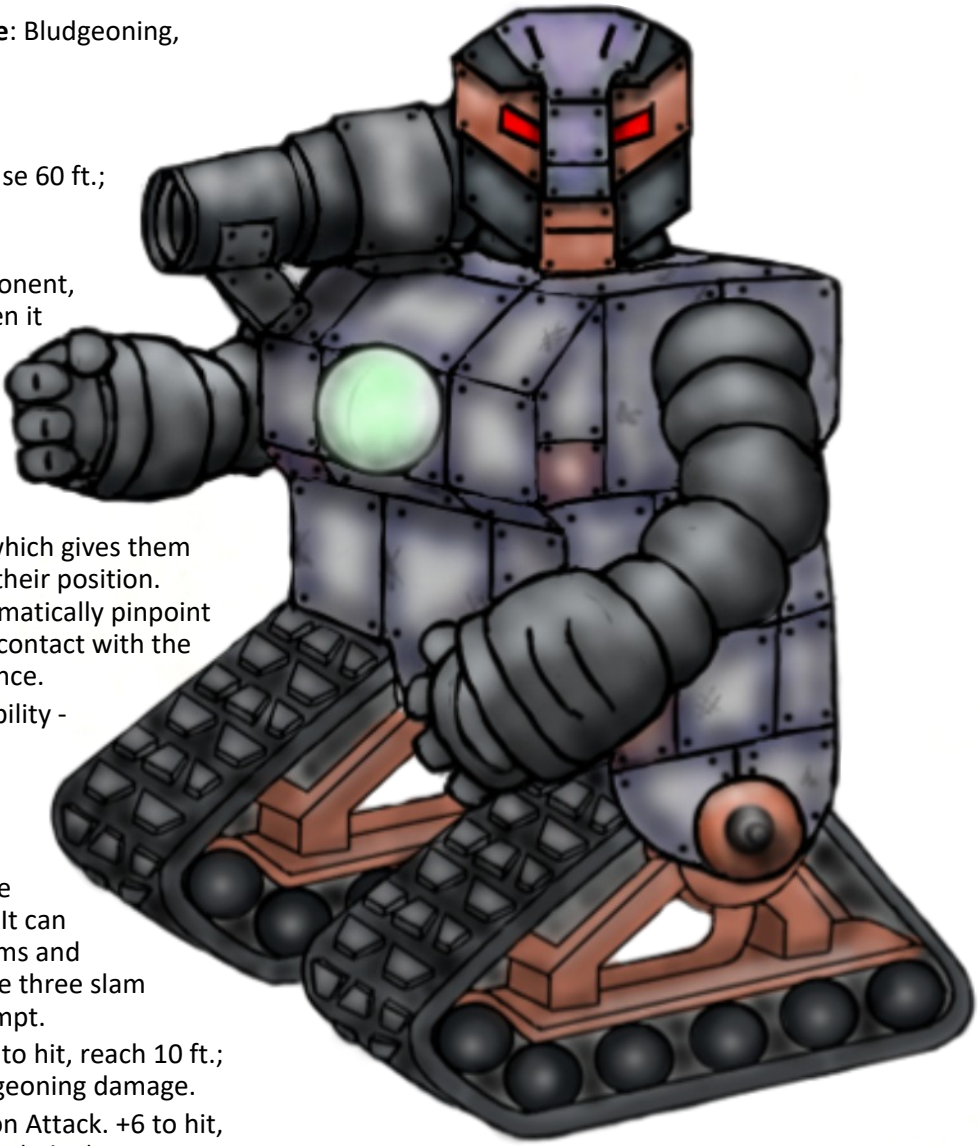
Slam. Melee Weapon Attack. +10 to hit, reach 10 ft.; One target. Hit: 16 (1d12+7) bludgeoning damage.

Mounted Cannon. Ranged Weapon Attack. +6 to hit, range 20/60 ft.; One target. Hit: 17 (1d20) piercing damage

Titan Guardian Units (TGUs) are the powerhouse of the Calvoid army and the Automaton tasked with guarding their most important research and mana crystal deposits.

Schools employ TGUs in sensitive areas, often tasking them with attacking any living thing that does not give a certain command word or present a pre-qualified badge of clearance. The Calvoid enclave of Farhome employs TGUs as police units, tasking them to disintegrate anyone shedding blood within the enclaves border.

Rogue TGUs are the stuff of nightmares, and technicians in charge of their maintenance are sometimes charged with any crime, such as accidental disintegration, their TGUs are responsible for.



Special Qualities

Languages. All Automatons understand both Calvish and Tradespeech, but only the BGU, ASA, and TGU are equipped with speech modules. The ASA modules speak and understand the following additional languages: Juten, Ruskivan, Alterian, *Urk, Meech, + 1 more.

Blindsense. All Automatons use both visual and non-visual sense, including sensitive hearing and olfactory sensors. This allows them to notice things it cannot see. Automatons do not need to make Perception checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the Automaton cannot see still has total concealment, and the Automaton still has the normal miss chance when attacking foes that have concealment.

Mana Dependency. All Automatons are powered by refined mana crystal. The amount of mana crystal needed and the duration of charge is described in **Table 8a**. Automatons can be fitted with Mana Batteries, and follow the rules for powering them with such devices as described on page 333.

Size	Mana Crystal	Duration of Charge
Tiny	1 lbs.	20 days
Small	2 lbs.	10 days
Medium	3.5 lbs.	8 days
Large	5 lbs.	4 days

Table 8a

LMV - Tiny
BWA - Small
BGU - Medium
ASA - Medium
TGU - Large

**Urk is a dead language, but many of its words and phrases are used by multiple races who splintered from that doomed Empire. The ASA units can understand any language that is derived from Urk.*

Dragyl

The reptilian creature charges at you, its bone white scales glistening with frost. As you prepare for the charge, it stops short of your outstretched spear and exhales a cone of frigid air, freezing you solid. You feel your blood cool and you quickly loose consciousness….

Type Small & Medium Neutral Evil Magical Beast **Terrain** Varies **Climate** Varies

The appearance of Dragyls on Shin'ar dates back only a few hundred years. Sages believe the beasts were created when the avatar of a draconic goddess was destroyed on the Western Shore. Dragyl are draconic reptiles who grow up to 5 feet long and can reach heights of 4 feet. They are similar in appearance to large tortoises without shells and with long tails, adding an average of 3 feet to their length in adulthood.

Similar to dragons of other worlds who had appeared throughout Shin'ar, the Dragyl vary in color. Each of these chromatic Dragyl differs in their breath weapon and preferred territory, but otherwise share similarities in behavior and attitude. Dragyls get more dangerous with age.

Age	Years	CR	Size	Hit Dice	Natural Armor	Breath Weapon
Wyrmling	0 to 10	1	S	2d12	2	1d8 1/day
Young	10 to 20	2	S	3d12	4	1d10 2/day
Adult	20 to 40	4	M	4d12	6	2d8 3/day
Aged	40+	6	M	7d12	8	2d10 4/day

Table 8b

Age	Str	Dex	Con	Int	Wis	Cha
Wyrmling	10	14	12	4	11	12
Young	12	12	14	5	12	14
Adult	14	10	16	7	14	14
Aged	15	10	16	9	16	14

Table 8c

Age	Movement	Bite	Claw	Slam	Tail Slap	Line	Cone
Wyrmling	30 ft	1d4	1d4	1d6	X	30'	15'
Young	30 ft	1d6	1d4	1d6	X	50'	20'
Adult	30 ft	1d8	1d6	1d6	1d4	60'	30'
Aged	20 ft	1d10	1d6	1d6	1d6	60'	30'

Table 8d

Color	Breath Weapon	Immune	Environment
Black	Line, Acid	Acid	Swamps, marsh
Blue	Line, Electricity	Electricity	Deserts, warm mountains
Green	Cone, Acid	Acid	Warm and temperate forests
Red	Cone, Fire	Fire	Warm and temperate mountains
White	Cone, Cold	Cold	Tundra, cold mountains and forests

Table 8e

Dragyl

Speed 30 ft, Swimming 30 ft
Breath Weapon: Varies
Language: Understands Draconic, but cannot speak.

There are five distinct types of Dragyl on Shin'ar. Each type is classified by its color of scales, and the type of breath weapon it employs. Differences in horn shape and placement are apparent as well.



Black Dragyl horns coil like a ram and are inky black with green accents. Their bodies are the color of pitch, with noxious green undertones. Black Dragyls can be found in swamps and bogs around the planet but are the most numerous in the Flooded Forest. Frode and Meek'ah eradication squads have managed to thin the population, but the fast breeding beasts manage to bounce back time and time again.

Young Dragyl

Statistics

Armor Class: 15 (dexterity, natural armor)
Hit Points: 22 (3d12)
Speed: 30 ft.
Str 12 **Dex** 12 **Con** 14 **Int** 05 **Wis** 12 **Cha** 14

Defense

Damage and Condition Immunities: See **Table 8e**.
Skills: Perception +2, Stealth +1
Senses: Darkvision 60 ft., Passive Perception 13 (+4 on scent based checks)

Actions

***Multiattack*.** Young dragyls makes two attacks, one with its bite and one with its claws. Or it can attempt a slam attack followed by a bite.

***Bite*.** Melee Weapon Attack. +3 to hit, reach 5 ft.; One target. Hit: 4 (1d6+1) piercing damage.

Claw. Melee Weapon Attack. +3 to hit, reach 5 ft.; One target. Hit: 3 (1d4+1) slashing damage.

Slam. Melee Weapon Attack. +3 to hit, reach 5 ft.; One target. Hit: 4 (1d6+1) bludgeoning damage.

Breath Weapon. A young Dragyl can exhale their breath weapon twice a day.

Wyrmling Dragyl

Statistics

Armor Class: 14 (dexterity, natural armor)
Hit Points: 15 (2d12)
Speed: 30 ft.
Str 10 **Dex** 14 **Con** 12 **Int** 04 **Wis** 11 **Cha** 12

Defense

Damage and Condition Immunities: See **Table 8e**
Skills: Perception +1, Stealth +2
Senses: Darkvision 60 ft., Passive Perception 11

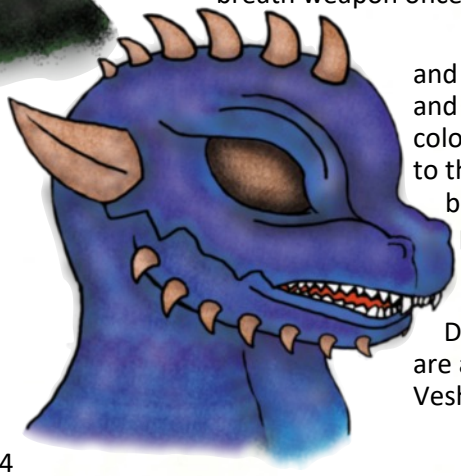
Actions

***Bite*.** Melee Weapon Attack. +2 to hit, reach 5 ft.; One target. Hit: 2 (1d4) piercing damage.

Claw. Melee Weapon Attack. +2 to hit, reach 5 ft.; One target. Hit: 2 (1d4) slashing damage.

Slam. Melee Weapon Attack. +2 to hit, reach 5 ft.; One target. Hit: 3 (1d6) bludgeoning damage.

Breath Weapon. A wyrmling Dragyl can exhale their breath weapon once a day.



Blue Dragyl horns are small and numerous along the head and face. The horns are the color of sand. A bright contrast to their bodies which are a blue, almost shimmering purple in the intense heat of the desert they live in. Found throughout the Desert of Urk, blue dragyls are a menace to the Sytash and Veshian alike.



Green dragyls have no horns, instead they have a neck fin similar to a triceratops with three brown ridges along the fin. Their bodies are the color of moss, deep green with brown undertones. They can be found in any large forest. Notoriously bad tempered, the green Dragyl is, however, well suited to domestication and has been successfully deployed on the battlefields of Verigal for generations.

Adult Dragyl

Statistics

Armor Class: 16 (natural armor)

Hit Points: 29 (4d12)

Speed: 30 ft.

Str 14 **Dex** 10 **Con** 16 **Int** 07 **Wis** 14 **Cha** 14

Defense

Damage and Condition Immunities: See **Table 8e**.

Saving Throws: Constitution +2

Skills: Perception +4, Intimidation +2

Senses: Darkvision 60 ft., Passive Perception 14 (+4 on scent based checks)

Actions

***Multiattack*.** Adult dragyls make three attacks, one with its bite and two with its claws. It can also use its tail swipe in place of a claw attack.

***Bite*.** Melee Weapon Attack. +4 to hit, reach 5 ft.; One target. Hit: 7 (1d8+2) piercing damage.

Claw. Melee Weapon Attack. +4 to hit, reach 5 ft.; One target. Hit: 5 (1d6+2) slashing damage.

Slam. Melee Weapon Attack. +4 to hit, reach 5 ft.; One target. Hit: 5 (1d6+2) bludgeoning damage.

Tail Swipe. Melee Weapon Attack. +4 to hit, reach 5 ft.; One target. Hit: 3 (1d4+2) bludgeoning damage.

Breath Weapon. An adult Dragyl can exhale their breath weapon three times a day.

White Dragyl horns are the color of dirty snow. They jut out from the temples, and curve to point forward. Their bodies are the color of fresh snow, pure white but the underbelly is always a light brown color. White Dragyls are encountered in the north, from Seal Point to the Bleek. The White Wyrm Tribe of Rusk raise White Dragyls and revere them as representations of their totem, the White Dragon.



Red Dragyl horns are thin and black, they rise from the top of the head and tend to twist and curve menacingly. The horns come in pairs or in groups of three. Their bodies are the color of magma, a furious red with dark undertones. Numerous in the Firepeak Mountains, the Red Dragyls have become fat on the Goblins and Bugbears that encroach on their territory. Fire Giants have been known to keep them as pets.



Aged Dragyl

Statistics

Armor Class: 18 (natural armor)

Hit Points: 50 (7d12)

Speed: 20 ft.

Str 15 **Dex** 10 **Con** 16 **Int** 09 **Wis** 16 **Cha** 14

Defense

Damage and Condition Immunities: See **Table 8e**.

Saving Throws: Constitution +2

Skills: Perception +6, Intimidation +2

Senses: Darkvision 60 ft., Passive Perception 16 (+4 on scent based checks)

Actions

***Multiattack*.** Aged dragyls make three attacks, one with its bite and two with its claws. It can also use its tail swipe in place of a claw attack.

***Bite*.** Melee Weapon Attack. +4 to hit, reach 5 ft.; One target. Hit: 9 (1d10+2) piercing damage.

Claw. Melee Weapon Attack. +4 to hit, reach 5 ft.; One target. Hit: 5 (1d6+2) slashing damage.

Slam. Melee Weapon Attack. +4 to hit, reach 5 ft.; One target. Hit: 5 (1d6+2) bludgeoning damage.

Tail Swipe. Melee Weapon Attack. +4 to hit, reach 5 ft.; One target. Hit: 5 (1d6+2) bludgeoning damage.

Breath Weapon. An aged Dragyl can exhale their breath weapon four times a day.

Drazil

The shadows at the back of the cave seem to move as two devil horned and well armed creatures emerge from their hiding spot to ambush your party….

Type Medium Evil Monstrous Humanoid **Terrain** Forest, Mountain, Underground **Climate** Temperate, Cold

Statistics

Armor Class: 14 (chain shirt, dexterity)

Hit Points: 11 (1d10+1)

Speed: 30 ft.

Str 13 **Dex** 13 **Con** 12 **Int** 11 **Wis** 13 **Cha** 09

Defense

Defensive Abilities: Shadowblend 1/day

Damage and Condition Immunities: Magical sleep and charm effects

Skills: Stealth +5, Perception +1

Senses: Darkvision 60 ft., Passive Perception 11

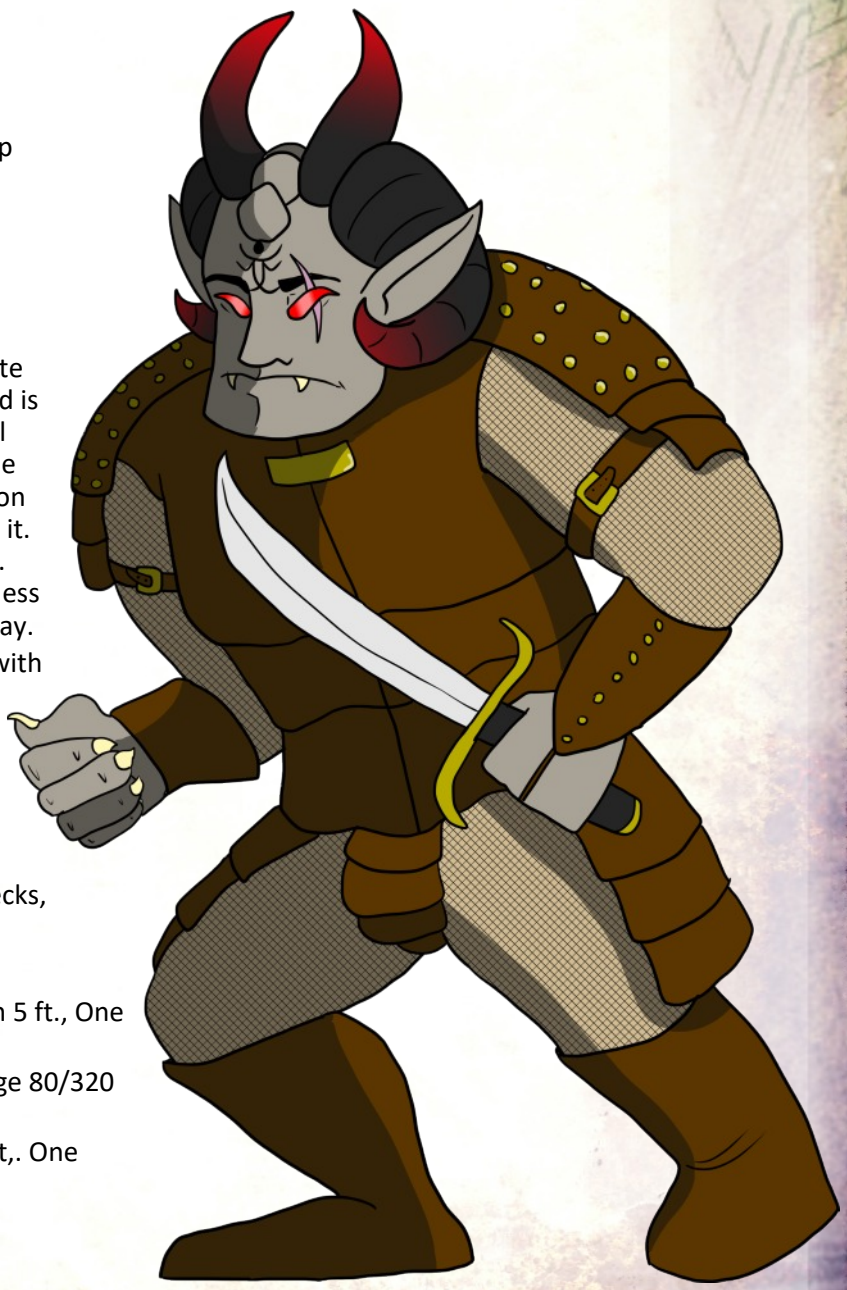
Languages: Draz

Challenge: 1

Darkness. The Drazil can conjure a field of absolute darkness up to 5 feet from their position. The field is a dome, measuring 10 feet in radius. Non-magical light is extinguished and normal sight is impossible without the aid of magic. Creatures with Darkvision can see within the dome, but cannot see through it. Drazil are immune to this effect can see normally. Magical light can extinguish this effect. The darkness lasts for 10 minuets. Drazil can do this once per day.

Shadowblend. The Drazil can merge their forms with ambient shadows once per day. This gives the Drazil a 50% chance to be missed by both melee and ranged attacks for two rounds. There must be at least Medium sized shadows for this to work.

Sunlight Sensitivity. When in bright light, such as daylight, Drazil suffer -2 to attack rolls, ability checks, and saving throws.



Actions

***Battleaxe*.** Melee Weapon Attack. +3 to hit, reach 5 ft., One target. Hit: 6 (1d8 +1) slashing damage.

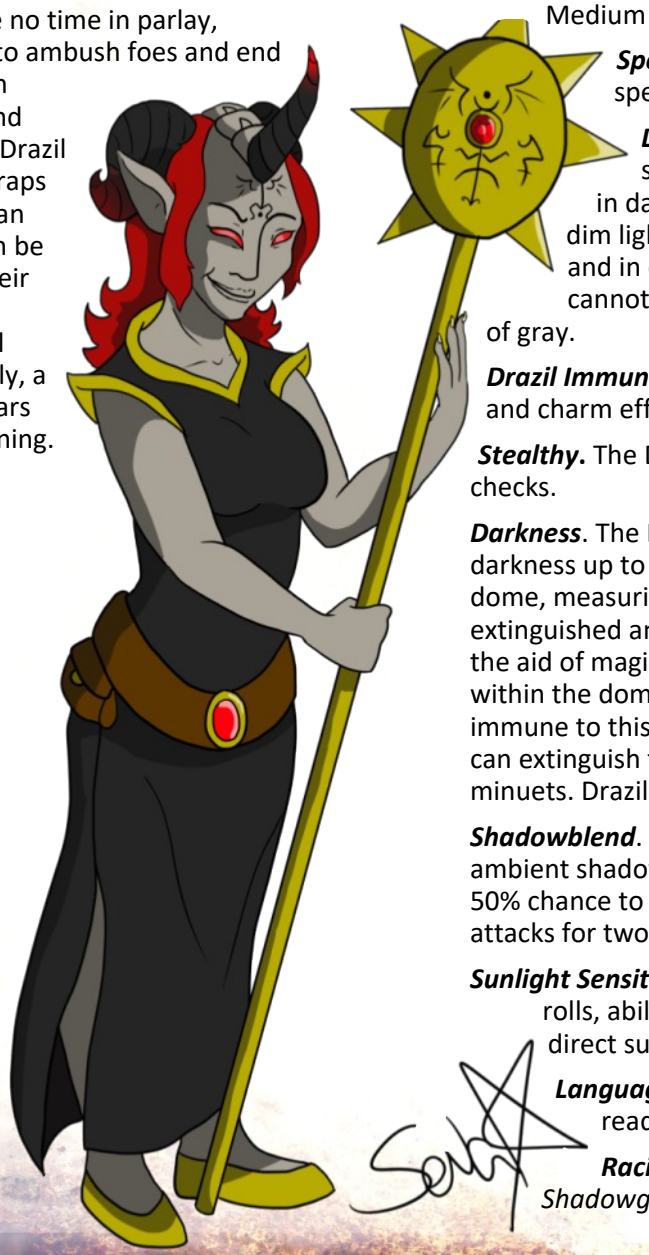
***Shortbow*.** Ranged Weapon Attack. +3 to hit, range 80/320 ft.; One target. Hit: 4 (1d6+1) piercing damage

***Horns*.** Melee Weapon Attack. +3 to hit, reach 5 ft,. One target. Hit: 4 (1d6+1) piercing damage.

Once one half of the Lluruth race, the Drazil came into being after the god Brhuaal warped the residual taint found in many Lluruth after the goddess Naltia tried to remove the stain from the Lluruth's souls. Countless thousands of Lluruth were transformed into nightmarish creatures, devil horned and sadistically evil. The Drazil went on to eradicate many pure Llur, and drive them from the territory they shared.

Sometime later, the Drazil would split into two warring camps. Those who revered their creator god live chaotic and brutal lives. Strength is prized and malicious behavior is reward by Brhuaal's clergy. Clans of Brhuaal worshiping Drazil roam their territory, killing or enslaving anything they come across. Other Drazil worship the Archdevil Garloch, and are more disciplined and military minded than their bestial kin.

The Drazil waste no time in parlay, instead they prefer to ambush foes and end conflicts quickly with superior numbers and tactics. The Brhuaal Drazil are fond of setting traps that maim rather than kill, so the victim can be sacrificed later to their dark god. The devil worshiping Drazil kill quickly and efficiently, a testament to the years of strict military training.



Drazil Characters

Drazil have the following racial traits:

***Ability Score Increase*.** You increase your Strength and Constitution each by 2. You decrease your Charisma by 2.

***Age*.** Drazil reach adulthood around their twenty fifth year and can live over a hundred and fifty years.

Alignment. Drazil are sadistically evil. There have been no substantiated instances of a good aligned Drazil.

Size. Drazil are hulking brutes whose size lures their victims into thinking they are slow and clumsy, which is far from the truth. Males tend be be stocky, with broad shoulders and squat, powerful legs. Females are taller, though no less powerfully built. They are considered Medium creatures.

Speed. The Drazil have a base walking speed of 30 feet.

***Darkvision*.** Accustomed to life in the shadows, the Drazil have superior vision in dark and dim conditions. They can see in dim light within 60 feet as if it were bright light, and in darkness as if it were dim light. They cannot discern color in darkness, only shades of gray.

***Drazil Immunities*.** Drazil are immune to magical sleep and charm effects.

***Stealthy*.** The Drazil gain +4 to any Dexterity (Stealth) checks.

Darkness. The Drazil can conjure a field of absolute darkness up to 5 feet from their position. The field is dome, measuring 10 feet in radius. Non magical light is extinguished and normal sight is impossible without the aid of magic. Creatures with Darkvision can see within the dome, but cannot see through it. Drazil are immune to this effect can see normally. Magical light can extinguish this effect. The darkness lasts for 4 minuets. Drazil can do this once per day.

Shadowblend. The Drazil can merge their forms with ambient shadows once per day. This gives the Drazil a 50% chance to be missed by both melee and ranged attacks for two rounds.

***Sunlight Sensitivity*.** Drazil take a -2 penalty on attack rolls, ability checks, and saving throws made in direct sunlight or bright conditions.

***Languages*.** Drazil begin being able to speak, read, and write Draz.

***Racial Class*.** The Drazil are able to be *Shadowgeist*.

Ezeru

The howls follow you down the crag, the constant noise building into a cacophony as the steep cliff walls amplify the terrifying sounds. A spear flies over you, followed by arrows and javelins. You stop to pull an arrow from your companion's leg and risk a glance back. Grotesque monsters emerge from the darkness and pounce upon you….

Type Large Evil Monstrous Humanoid **Terrain** Mountains, Hills, Urban **Climate** Cold, Temperate

The Ezeru of Eltra are another unfortunate byproduct of the soul stealing spell cast by King Alcor. While the human population transformed into all manner of undead beings, the monstrous inhabitants of the kingdom were warped and twisted; fused together in a jumble of miss-matched limbs and body parts. Half of those effected died within weeks of the spell being cast, but enough survived the horrific transformation to piece together a new culture. Ezeru clans make up the backbone of Eltra society. Most clans owe allegiance to a noble family, and serve as a more intelligent work force than the multitude of undead that infest the kingdom. Some clans are left to their own devices in the mountains and hills of Eltra. These clans are encouraged to be more savage than their cousins who reside in the cities, and are ordered to attack anyone not bearing the seal of an Eltra Vampire Noble.

There are four types of Ezeru. The hulking and brutish Type I and Type II are the most numerous, accounting for over 70% of total Ezeru populations. Type III Ezeru are favored personal agents of the Eltrabi, and Type IV Ezeru are often clan leaders and holy men.

Type I & Type II

Statistics

Armor Class: 17 (dexterity, natural armor, breastplate)

Hit Points: 23 (2d10+5)

Speed: 20 ft.

Str 18 **Dex** 12 **Con** 16 **Int** 08 **Wis** 10 **Cha** 09

Defense

Skills: Athletics +3

Senses: Darkvision 60 ft., Passive Perception 10

Languages: Eltra'urk

Challenge: 2

Actions

Morningstar. Melee Weapon Attack. +6 to hit, reach 10 ft.; One target. Hit: 8 (1d8+3) piercing damage.

Slam. Melee Weapon Attack. +6 to hit, reach 5 ft.; One target. Hit: 6 (1d6+3) bludgeoning damage.

Heavy Crossbow. Ranged Weapon Attack. +3 to hit, range 100/400 ft.; One target. Hit: 7 (1d10) piercing damage.



Type I Ezeru

Type III

Statistics

Armor Class: 16 (dexterity, natural armor, chain shirt)

Hit Points: 21 (2d10+3)

Speed: 20 ft.

Str 18 **Dex** 13 **Con** 16 **Int** 12 **Wis** 11 **Cha** 11

Defense

Skills: Athletics +3, Slight of Hand +2, Survival +1

Senses: Darkvision 60 ft., Passive Perception 10

Languages: Eltra'urk

Challenge: 2

Favored Enemy (Humans and Drazil). Type III Ezeru gain advantage on Wisdom (Survival) checks to track, as well as Intelligence checks to recall information on their favored enemies. They gain a +1 to weapon and damage rolls against their favored enemies.

Natural Explorer. Type III Ezeru are familiar with mountainous regions. They double their proficiency bonus (+2) when using a Intelligence or Wisdom check in the mountains. They can move stealthily when traveling alone at their normal pace.

Actions

Battleaxe. Melee Weapon Attack. +6 to hit, range 10 ft.; One target. Hit: 8 (1d8+3) slashing damage.

Slam. Melee Weapon Attack. +5 to hit, reach 6 ft.; One target. Hit: 6 (1d6+3) bludgeoning damage.

Longbow. Ranged Weapon Attack. +3 to hit, range 150 ft./600 ft.; One target. Hit: 5 (1d8) piercing damage.

Type IV

Statistics

Armor Class: 16 (dexterity, natural armor, chain shirt)

Hit Points: 21 (2d10+3)

Speed: 20 ft.

Str 17 **Dex** 12 **Con** 16 **Int** 13 **Wis** 13 **Cha** 11

Defense

Skills: Athletics +2, Perception +2

Senses: Darkvision 60 ft., Passive Perception 12

Languages: Eltra'urk

Challenge: 2

War Priest. Type IV Ezeru have a special connection with Alcor, and his power allows them to make one weapon attack as a bonus action twice before a long rest.

Spell Slots Per Level: 2 (Spellcasting Ability - Wisdom, DC 11)

Spells Commonly Known:

Domain Spell - *divine favor*

Cantrips - *resistance, sacred flame, thaumaturgy*

1st Level (2 slots) - *bane, cure wounds*

Actions

Flail. Melee Weapon Attack. +5 to hit, range 10 ft.; One target. Hit: 8 (1d8+3) bludgeoning damage.

Slam. Melee Weapon Attack. +5 to hit, reach 5 ft.; One target. Hit: 6 (1d6+3) bludgeoning damage.



Special Qualities

***Thick Skin*.** Ezeru have tough skin, and gain a +2 bonus to their AC.

Type I Ezeru have Ogre torsos and legs, with Bugbear heads and arms. Type II have Bugbear bodies but Ogre heads. Type III Ezeru have Bugbear bodies, but have Goblin heads. These tend to be more devious and cunning. Type IV Ezeru are the most rare. They have great hulking Ogre bodies with the heads of Goblins. Type IV Ezeru are always magically active, and serve as priests of Alcor for their Clans.



Symbol of the Kingskull Clan of Ezeru, loyal to the House of Alcor and the Royal Family.

Fro'desh

The defining croak assaults you, shaking you to your core. You fumble the words to the spell, and drop the spell component at your feet. The shapes in the darkness creep closer as you look around at what very well may be your eternal resting place….

Type Medium Chaotic Evil Monstrous Humanoid **Terrain** Forest, Jungle, Swamp **Climate** Temperate, Cold

Statistics

Armor Class: 14 (hide armor, natural armor)

Hit Points: 17 (2d8+3)

Speed: 20 ft.; 40 ft. (Swimming)

Str 15 **Dex** 10 **Con** 14 **Int** 08 **Wis** 11 **Cha** 08

Defense

Skills: Athletics +2

Senses: Darkvision 60 ft, Passive Perception 10

Languages: Eltra'urk

Challenge: 1

***Augmented Healing*.** The Eltra experimentations have given the Fro'desh the ability to heal twice as much with a full rest then normally allowed.

***Camouflage*.** The Fro'desh's coloration grants it a +4 to Dexterity (Stealth) skill checks, increasing to a +8 bonus in forest, jungles, or swamps.

***Hold Breath*.** A Fro'desh can hold its breath for forty-five minutes before it risks drowning or suffocating.

***Swamp Stride*.** A Fro'desh can move through any sort of natural difficult terrain at its normal speed while within a swamp. Magically altered terrain affects a Fro'desh normally.

Actions

Morningstar. Melee Weapon Attack. +4 to hit, reach 5 ft.; One target. Hit: 6 (1d8+2) piercing damage.

Terrifying Croak. Once per hour, a Fro'desh can use their action to emit a loud and horrifying croak. Any non-Fro'desh creature within the 30 foot cone must make a Wisdom saving throw vs a DC 13 or become *frightened* for 1d4 rounds. Creatures that succeed at this save cannot be affected again by the same Fro'desh's croak for 24 hours. Creatures that are already *frightened* become *paralyzed* for 1d4 rounds instead.

The Fro'desh were once Frode, the remnants of the slave force that failed to escape with so many of their brethren during the uprising and revolt. The unlucky Frode were further experimented on by the Eltra and turned into hideous monstrosities. The Vampires sent waves of Fro'desh after the fleeing Frode rebels, along with thousands of mindless undead and other horrors. The Frode and their new Meek'ah allies managed to destroy a good portion of the undead army, and sent the Fro'desh retreating into the eastern swamp, a place that would be known as the Swamp of Skulls.

The Fro'desh split into warrior factions and tribes almost immediately. They carved out territory for themselves and served as a passive buffer between the newly formed Kingdom of the Flooded Forest and Eltra.

Years after the initial attack on the Frode, Drampyr cabals owing allegiance to Eltra noble families set up small redoubts and labs in the swamp. The Fro'desh serve at their whim and act as agents and soldiers against the now powerful Frode and Meek'ah kingdom to the west.

Fro'desh have been encountered in the Great Jungle since 200 AA. Eltrabi expeditions to the southern continent brought with them scores of Fro'desh as soldiers. Two large tribes have taken root in the jungle's interior and have claimed territory for their Vampire masters.

Jungle Giant (Wood Giant)

The towering, plant-encrusted woman wields a massive club, and her dark skin is decorated with numerous intricate tattoos. She shouts at you in a language you cannot understand. What you do understand is her intent, and you slowly raise your hands as to not agitate the giantess further….

Type Huge Neutral Giant **Terrain** Forests, Jungles **Climate** Tropical, Temperate

Statistics

Armor Class: 13 (natural armor)

Hit Points: 105 (10d12+40)

Speed: 40 ft.

Str 21 **Dex** 10 **Con** 19 **Int** 12 **Wis** 10 **Cha** 12

Defense

Skills: Perception +3

Senses: Darkvision 60 ft, Passive Perception 13

Languages: Giant (Alterian)

Challenge: 5

Actions

***Multiattack*.** Jungle giants can make two greatclub attacks.

***Greatclub*.** Melee Weapon Attack. +8 to hit, reach 10 feet.; One target. Hit: 18 (3d8+5) bludgeoning damage.

Rock. Ranged Weapon Attack. +3 to hit, range 60/240 ft., One target. Hit: 21 (3d10+5) bludgeoning damage.

Jungle Giants prefer to live in small, isolated communities. They tolerate some Fey races in their territory, but otherwise forcibly expel trespassers who happen upon their homes deep within the trees.

Jungle Giants distrust the ways of civilization and resent trespassers. They live in shelters built of fallen trees and wield large clubs of fire hardened wood. Jungle Giant tribes are matriarchal, ruled by an elder female warrior. Males traditionally defend the village, gather food, tend livestock, and raise children. The warrior-women protect the clan while the male population caters to the clan's spiritual needs. Only male Jungle Giants are allowed to become druids. A Jungle Giant's club is a sacred object to them, one that was hand crafted by an ancestor and passed down through the ages. To touch a Jungle Giant's club without permission is a mortal insult.

Jungle Giants stand 17 feet tall and weigh 4,000 pounds. Their bark like skin bears runic brands etched into each giant as a rite of passage into adulthood.

On the islands of the Southwest Archipelago, they are probationary citizens of the Alterian Empire. The Atlanteans happened upon their remote communities and saw the advantage of having good relations with the lumbering jungle dwellers. The clans are left to rule themselves, though they are expected to adhere to Imperial laws. The Jungle Giants of the Alterian Empire do not own Fey slaves, but do use Meek'ah and Goblins as servants.

Jungle Giants and Wood Giants are the same race, separated only by the climate they prefer to live in. Wood Giants live in such places as Verigal and the Western Shore.

Lycanthrope

You crash through the forest at top speed, not caring for the amount of noise you are making as you try and escape the hail of arrows and spears being thrown your way. You risk a glance up only to see two humanoid shapes glide from branch to branch tracking your every step….

Type Medium Neutral/Neutral Evil (Humanoid, Shapeshifter) **Terrain** Forest **Climate** Cold, Temperate

The Lycanthropes who inhabit the southern Dark Sun Woods include two unique Lycan variations. The Werestag people include both males and females, despite their masculine name. They prefer isolation, and when the Lycans gained their humanity back, they chose to live in the forest instead of joining the others in forming the town of Laark. Representatives of the Werestag clans make trips to Laark a few times during the year for trade. The Werebats keep to themselves as well, though they collectively chose to join their kin in living in Laark instead of the caves and nests that sheltered them for centuries prior to gaining their humanity back. The typical Werebat is selfish and mean and the people of Laark put up with them only because of their usefulness as advanced scouts. Werebats man posts in the forests north and east of Laark, on the lookout for any Drazil activity.

Werebat

Statistics

Armor Class: 12 (dexterity)

Hit Points: 33 (6d8+6)

Speed: 30 ft. (60 ft., Flying)

Str 10 **Dex** 15 **Con** 12 **Int** 10 **Wis** 10 **Cha** 08

Defense

Damage and Condition Immunities: Bludgeoning, piercing, and slashing damage from non-magical attacks that are not silver.

Senses: Darkvision 60 ft, Passive Perception 10

Languages: Veri'urk (cannot speak in bat form)

Challenge: 2

Acute Hearing. A werebat has advantage on any Wisdom (Perception) skill checks that rely on hearing.

Shapechanger. The werebat can use its action to polymorph into a bat-humanoid hybrid or into a bat, or back into its true form, which is humanoid. Its statistics are the same for each form. Any equipment it is wearing or carrying is not transformed. It reverts to its true form when it dies.

Actions

Multiattack. The werebat makes two attacks, only one of which can be a bite.

Bite. (Bat or Hybrid Form) Melee Weapon Attack. +4 to hit, reach 5 feet.; One target. Hit: 4 (1d4+2) piercing damage. Creatures who are bitten must make a Constitution save vs a DC of 11 or contract the lycanthrope curse.

Shortbow. Ranged Weapon Attack. +4 to hit, range 80/320 ft.; One target. Hit: 6 (1d6+2) piercing damage.

Werestag

Statistics

Armor Class: 12 (dexterity)

Hit Points: 33 (6d8+6)

Speed: 30 ft. (40 ft. in stag form)

Str 10 **Dex** 15 **Con** 12 **Int** 11 **Wis** 11 **Cha** 12

Defense

Damage and Condition Immunities: Bludgeoning, piercing, and slashing damage from non-magical attacks that are not silver.

Senses: Darkvision 60 ft, Passive Perception 12

Languages: Veri'urk (cannot speak in stag form)

Challenge: 2

Keen Smell. A werestag has advantage on any Wisdom (Perception) skill checks that rely on smell.

Shapechanger. The werestag can use its action to polymorph into a stag-humanoid hybrid or into a stag, or back into its true form, which is humanoid. Its statistics are the same for each form. Any equipment it is wearing or carrying is not transformed. It reverts to its true form when it dies.

Actions

Multiattack. The werestag makes two attacks, only one of which can be a bite.

Bite. (Stag or Hybrid Form) Melee Weapon Attack. +4 to hit, reach 5 feet.; One target. Hit: 4 (1d4+2) piercing damage. Creatures who are bitten must make a Constitution save vs a DC of 11 or contract the lycanthrope curse.

Antlers. (Stag or Hybrid Form) Melee Weapon Attack. +4 to hit, reach 5 ft., One target. Hit: 4 (1d4+2) piercing damage.

Mana Zombie

The zombie seems to move with single minded purpose, ignoring blows from others while it continues its assault on your party's spellcaster….

Type Unaligned Undead (Augmented) **Terrain** Any **Climate** Any

Statistics

Armor Class: 12 (natural armor)

Hit Points: 47 (9d8+3)

Speed: 30 ft.

Str 17 **Dex** 10 **Con** - **Int** - **Wis** 10 **Cha** 10

Defense

Damage and Condition Vulnerabilities: *dispel magic*

Damage and Condition Immunities: poison (poisoned)

Senses: Darkvision 60 ft, Mana Sense 120 ft., Passive Perception 10

Languages: Understands the languages it knew in life but can't speak

Challenge: Varies

Blurred. The mana zombie always behaves as though under the effects of a *blur* spell, making its outline appear blurry, shifting, and wavering. This distortion grants the Mana Zombie concealment (20% miss chance). A *see invisibility* spell does not counteract the blur effect, but a *true seeing* spell does.

Hideous Forms. Mana Zombies look the way they did in life, showing all the wounds that potentially killed them. In addition, they leak purple mist from their orifices and any openings in their skin.

Mana Sense. Mana zombies have an uncanny ability to locate the highest concentration of mana nearby. They attack any creature with the highest amount of mana poisoning or, when none are present, whoever is carrying the most magical items. The items can be compared, from person to person, by adding up the approximate gold value of each item. They will also gravitate any character who casts spells continuously (on each turn, for three or more turns).

Undead Nature. A mana zombie doesn't require air, food, drink, or sleep.

Actions

Slam. Melee Weapon Attack. +5 to hit, reach 5 ft.; One target. Hit: 6 (1d6+3) bludgeoning damage.

Bite. Melee Weapon Attack. +5 to hit, reach 5 feet.; One target. Hit: 6 (1d6+3) piercing damage.

Mana Burst. When a Mana Zombie is taken below half of its hit points, it has a 50% chance to unleash a magical explosion. Death always causes this effect, and when the zombie is lowered to less than half of its hit points, a 1d6 is rolled. If the result is a 1, 2 or 3, Mana Burst is activated. A result of 4, 5, or 6 does nothing. This roll only occurs once. All creatures within a radius of 10 ft are exposed to the release of built up raw mana and must make a Constitution saving throw vs DC 16 or suffer from 1 point of Mana Poisoning. A random magical effect may also occur; see **Table 7a.** The only way to prevent a mana explosion is by casting *dispel magic* on the creature and killing the Mana Zombie within the next five rounds. The mana burst destroys the mana zombie.

Cursed Bite. When a Mana Zombie successfully bites a target, that target must roll a DC 12 Wisdom saving throw or be cursed by one of the following, as chosen by the GM:

- -6 decrease to an ability score (minimum 1).
- -4 penalty on attack rolls, saves, ability checks, and skill checks.
- Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

The curse bestowed by this ability cannot be dispelled, but it can be removed with *remove curse* or *wish* spell. The curse will also cease once the Mana Zombie is dead.

Exhale Mind Fog. The Mana Zombie is able to use this ability once per day. The mind fog is a thin mist that weakens the mental resistance of those caught in it. Creatures in the mind fog take a -10 penalty on Wisdom based skill checks and Wisdom saving throws. A creature that makes a successful Wisdom saving throw vs DC 15 is not affected and need not make further saves, even if it remains in the fog. Affected creatures take the penalty as long as they remain in the fog and for 2d6 rounds thereafter. The fog is stationary and lasts for 30 minutes (or until dispersed by wind). The fog is thin and does not hamper vision and takes up an area around the zombie measuring 10 feet.

Created from the remains of a creature suffering from mana psychosis, mana zombies are raised through the excess mana accumulated through the overuse of, or overexposure to, raw mana. Those caught in manastorms are at risk of overexposure to mana and the saturation of the body and mind from it. Only the sickest of the poisoned have enough mana accumulated to become mana zombies after death. It has been theorized by Calvoid researchers that the Manasphere itself raises these poor souls as conduits to vent excess radiation and thus avoid catastrophic and chaotic fits due to too much pressure in the Manasphere.

Far more dangerous than the typical undead, these creatures are able to utilize the magic within, enhancing their attacks; however, the overwhelming amount of mana also causes them to explode upon death or, in some instances, when they are dealt a devastating blow. The Mana Zombie is attracted to the greatest concentration of mana it senses, often targeting the highest level caster in a group or the person with the most magic on them. Their target does not change until their current one is dead or a more mana rich target presents itself.

D%	1	2	3	4
1 to 10	Acid Splash	Bane	Fog Cloud	Bless
11 to 20	Color Spray	Faerie Fire	Heat Metal	Lesser Restoration
21 to 30	Confusion	Cure Wounds	Stinking Cloud	Haste
31 to 40	Death Ward	Plant Growth	Fear	Remove Curse
41 to 50	Ice Storm	Insect Plague	Freedom of Movement	Aura of Life
51 to 60	Mass Cure Wounds	Conjure Elemental	Heal	Hold Monster
61 to 70	Harm	Sunbeam	Chain Lightning	Regenerate
71 to 80	Fire Storm	Reverse Gravity	Circle of Power	Disintegrate
81 to 90	Mass Heal	True Resurrection	Power Word: Kill	Earthquake
91 to 100	No Effect	No Effect	No Effect	No Effect

Table 8f

The Mana Zombie's burst causes a random magical effect in addition to possibly mana poisoning any who are adjacent.

The above list is a collection of various spells cast when a mana zombie bursts. Each column contains grouped spells of a specific level, determined through the GM rolling 1d100. Each row is the result within the spell level, decided through the roll of 1d4.

The effective caster of any spell is the Mana Zombie, but touch is not required, as the burst of mana touching a PC would conduct the spell. Effect spells, such as those focused in a cone or ray, come directly from the position of the Mana Zombie and are aimed at whichever character was its last target or whichever way the zombie is facing at the time of the burst.

The area affected by these spells is within a 10 ft. radius of the Mana Zombie; any spells with affected areas larger than this are restricted in radius, only taking effect within this 10 feet. If a spell has only one target, the target is the last target the zombie had, or whatever is in front of the zombie at the time of the burst. The Spellcasting Ability for these spells is Wisdom.

Creating a Mana Zombie

Challenge Rating: Varies (see **Table 8g**)

Type: Undead

Senses: Darkvision 60 ft., mana sense

Immunities: poison (poisoned)

Weakness: *dispel magic*

Hit Dice: Varies (see **Table 8g**)

Attacks: All Natural Attacks; If they do not have Bite, it is gained. Mind Fog, Cursed Bite, Mana Bust

Abilities: +2 Strength; A Mana Zombie has no Intelligence or Constitution score.

Special Qualities: Staggered, Blurred, Mana Sense

HD	Challenge
1	1/2
2	1/4
3	1
4	2
5	3
6	4
7	5
8	6
9	7
10	8
11	9
12 or more	10+

Table 8g



Zombie Size	Natural Armor Bonus	Bonus Hit Dice
Tiny or Smaller	0	N/A
Small	1	+1 HD
Medium	2	+1 HD
Large	3	+2 HD
Huge	4	+4 HD
Gargantuan	7	+6 HD
Colossal	11	+10 HD

Table 8h

Manaborn

Many cultures on Shin'ar tell similar tales of the terrifyingly deadly Manaborn. Tales center on a figure of incredible power, and an unyielding thirst for raw mana. When a creature dies from mana psychosis, there is a very small chance the Manasphere resurrects it as Manaborn, instead of it coming back as a Mana Zombie. Any time someone or something dies from the deadly accumulation of mana in their bodies, a roll of 1d100 is made. If the roll comes up 100, the creature is turned into Manaborn. Manaborn retain all memories and abilities they had while alive, and gain new and devastating abilities thanks to the raw mana pulsing through their veins. Driven by the need to consume raw mana to continue to exist, these tragic figures plague those around them, causing them to be feared and hated. Evil Manaborn have used their new found abilities to terrorize and destroy, wreaking havoc and misery wherever they go. All tales told of Manaborn tell of similar circumstances, and the trails of chaos that lie in their wake.

Using Manaborn

The Manaborn template provides GMs with a powerful advisory or ally for their players to throw into their campaigns. It can be applied to PCs as well, making them extremely powerful and deadly.

Manaborn

Alignment: Any

Type: The creature's type changes to undead.

Senses: Darkvision 120 ft.

Armor Class: Natural armor improves by +4.

Hit Dice: Change all of the base creature's racial HD to d8s but do not recalculate hit point totals.

Challenge: +5

Damage and Condition Weaknesses: Manaborn are vulnerable to weapons made from hardened mana crystal.

Damage and Condition Immunities: Manaborn cannot be turned by clerics. They have resistance to all damage types, and are effectively, immortal. They can die a number of times equal to their HD when they were first reborn. Once that number is depleted, they rise one last time, but as a Mana Zombie. When a Manaborn is brought to 0 HP, they dissolve into dust and vapor and reform somewhere within 100 feet of where they first became Manaborn 1d3 days later. This process is infallible unless there is a Lunar Quickening happening. When the Manasphere is in flux and a Manaborn dies, there is a 10% chance each new death that the Manaborn stays permanently dead and does not reform or rise as a Mana Zombie. They are immune to poison damage and the *poisoned* condition.

Exhale Mind Fog. Manaborn are able to exhale mind fog once per day. The mind fog is a thin mist that weakens the mental resistance of those caught in it. Creatures in the mind fog take a -10 penalty on Wisdom checks and Wisdom saving throws. A creature that makes a successful Wisdom saving throw vs DC 15 is not affected and need not make further saves, even if it remains in the fog. Affected creatures take the penalty as long as they remain in the fog and for 2d6 rounds thereafter. The fog is stationary and lasts for 30 minutes (or until dispersed by wind). The fog is thin and does not hamper vision.

Mana Burst. Manaborn can cause an arcane explosion centered on themselves as an attack action. Any creature within threatening range is exposed to a magical explosion which deals damage equal to 1d10 + the Manaborn's HD + their Constitution modifier and pushes any creature back 5 feet. All affected can attempt a Dexterity saving throw with a DC equal to 10 + Manaborn's HD to resist the push back. This explosion does not affect the Manaborn and is usable three times before a long rest. If the Manaborn chooses, they can further empower the burst with raw mana, causing those affected to make a Constitution saving throw vs DC equal to 10 + the Manaborn's HD or gain mana poisoning points equal to the number chosen. The amount must be chosen before the ability is used. Mana poisoning points are taken from the Manaborn's life total. *See below*

Mana Hunger. Manaborn begin with 10 mana poisoning points. They lose 1 mana poisoning point every 120 hours. If they are brought to 0 mana poisoning points, they die and reform with 10 points 1d3 days later, if they have another resurrection. If they are out of resurrections, they reform as a mindless Mana Zombie. They can empower their mana burst ability with mana poisoning points, making the ability especially dangerous. Manaborn can replenish

mana poisoning points by absorbing raw mana. This is done by ingesting raw mana crystal; 5 pounds of raw mana crystal must be consumed in one sitting to replenish 1 mana poisoning point. Manaborn can consume as much raw mana crystal as they can, but at least 5 pounds must be consumed per mana poisoning point they wish to replenish. Mana poising points can also be replenished by absorbing raw mana radiation by being in close proximity to sources of raw mana. The raw mana must be enough to potentially be poisoning, and the Manaborn can replenish one point for every 12 hours they stay in the mana rich environment. A *wish* spell can kill a Manaborn by curing it of all mana poisoning points. This forever destroys the Manaborn and prevents it from reforming again as a Mana Zombie. The casting of *lesser restoration* on a Manaborn that has two or less poisoning points also kills it, but does not prevent it from reforming.

Speed. If the base creature has both a climb speed and a land speed, the lower of the two increases to match the higher. If it lacks one of those speeds, the Manaborn gains the missing mode of movement at a speed equal to the other. If the base creature lacks both modes of movement, the Manaborn gains both at a speed equal to one-half the base creature's highest speed.

Abilities Score Increases and Decreases: Strength +4, Dexterity +4, Charisma -4. Even though Manaborn are undead creatures, they retain their Constitution score.

Skills: Insight +8, Manasphere +10

Norn

You find yourself surrounded by a trio of magnificent Fey beings of extraordinary power and presence. The stern looking women ware their hair in long blonde braids and each carry a reel of golden thread and a pair of shears. Their collective gaze pierces you to your soul….

Type Large Lawful Neutral Fey **Terrain** Forests **Climate** Temperate

Statistics

Armor Class: 16 (dexterity, charisma)

Hit Points: 220 (20d6+100)

Speed: 30 ft.

Str 21 **Dex** 14 **Con** 21 **Int** 19 **Wis** 21 **Cha** 19

Defense

Saves: Dexterity +7, Constitution +10, Wisdom +10. Charisma +9

Skills: Medicine +10, Perception +15, Stealth +5

Senses: Blindsight 60 ft., Darkvision 120 ft, Passive Perception 25

Languages: Sylvan, Lumnar, Juten

Challenge: 17

***Legendary Resistance*.** (3/day) If the Norn fails a saving throw, they can instead choose to succeed.

Fated. Norn add their Charisma modifier to their Armor Class.

Actions

Multiattack. Norn can make three attacks.

Shift Fate. The Norn can use their reaction to force anyone within 120 feet to re-roll their last saving throw. It must be used immediately after a saving throw is rolled. The new roll must be used.

***Snip Thread*.** (3/day) The Norn can, as an attack, produce a golden thread linked to a creature's fate. By cutting it, the creature suffers 20d6 psychic damage. A Constitution saving throw (DC 14) is needed to resist for half of the damage. The creature effected must be in the Norn's line of sight. If death from this ability occurs, the creature's soul is lost forever unless a *wish* spell is used within 10 minutes from the time of death.

***Shears*.** Melee Weapon Attack. +10 to hit, reach 10 ft.; One target. Hit: 19 (2d10+5) slashing damage.

These 14 foot tall Fey creatures are the guardians of fate. They can summon up the fate of any creature with a single thought, and hold in their hands the power to utterly obliterate anyone who peaks their ire. They try and stay out of the affairs of lesser beings, but they have been known to, reluctantly, side with their fellow Fey against aggressors, especially if they somehow threaten the strands of fate.

The first Norn appeared on Shin'ar during the first Lunar Quickening. She would travel the glades of the northern continent, unaware at first of the alien world she found herself on. In the coming centuries, she would come to see the power of the Manasphere, and how to manipulate it to her benefit. Subsequent Lunar Quickenings allowed her to call some of her sisters to this new world.

The Norn took up permanent residence in the area that would later be known as the Jutal Forest. Here, in the center of the dark woods, they slept. Thousands of years would pass before they allowed their presence to be felt by the denizens who came to inhabit the forest. Fey communities began to worship the sisters as a collective entity they called the Sisters of the Forest, and the power the Norn gained from the worship caused them to link minds while in their slumber, becoming a shared consciousness.

They survived as this entity for many more centuries, just barely on the cusp of becoming a true deity on Shin'ar. Unfortunately, a war with the Drazil would claim thousands of Fey and bring death and rot to the pristine forest interior. The Norn awoke from their slumber and fought the Drazil with the remaining Fey and Illumnarus.

In the aftermath, only six of the original eleven Norn remained. The powerful sisters chose to slumber once more, and guard the strands of fate in seclusion. Worship of the sisters still occurs, but it never reached the height it once was, and the Norn receive no additional power from their remaining worshipers.

Stazi

A blast of psychic power jumbles your wits long enough for the monstrous ant creature to entrap you with it's barbed net. Your companions try valiantly to fend off the creatures, but more keep coming from the darkened tunnel….

Type Small, Medium, & Large Neutral Outsider (native) **Terrain** Desert, Jungle, Underground **Climate** Temperate

The Stazi are a race of extraplanar expansionist who arrived on Shin'ar millennia ago. The race operates as a hive entity; all beings belong to a shared consciousness (the Queen) and form into a strict hierarchy based on type. Each hive boasts hundreds to thousands of workers, immature females who mine mana crystal, tend slave pens, and create living spaces for their brethren. Above them, are the Warriors. These immature females are larger than workers and serve the Queen as soldiers and hive guardians. There is typically one warrior for every five workers in a hive. Next in line are the Royal Guards. These are the only male Stazi, and their numbers never reach above one third the total of Warrior Stazi in the hive. The Royal Guards never leave the hive, unless accompanying the Queen or directing a large offensive. They serve at her beck and call, and mate with her at the appointed times. When a hive becomes to large to sustain itself off the natural resources of the land, it splits, and a new Queen is chosen from the Warrior Stazi. The hive splits in half, with the new Queen quickly fleeing with her followers. An indeterminate time is given to the fleeing Stazi by the original Queen, before they become fair game to make war upon and enslave. New hives will never spring up within fifty miles of an existing one.

Stazi Worker

Statistics

Armor Class: 14 (dexterity, natural armor)

Hit Point: 6 (1d10+1)

Speed: 40 ft., Burrow 20 ft.

Str 13 **Dex** 14 **Con** 13 **Int** 06 **Wis** 10 **Cha** 09

Defense

Damage and Condition Immunities: Cold, poison (poisoned), petrifaction, mana poisoning

Skills: Acrobatics +2, Stealth +2

Senses: Darkvision 60 ft., hive mind 50 mi., tremorsense 60 ft., Passive Perception 10

Challenge: 1

***Peerless Bearer*.** Workers are able to bear remarkable burdens for their size. They have a +8 racial bonus to Strength when calculating the effects of encumbrance.

Spell-Like Abilities (Spellcasting Ability - Wisdom, DC 10)

3/Day each - *cure wounds*, *mending*

Actions

Bite. Melee Weapon Attack. +3 to hit, reach 5 ft.; One target. Hit: 2 (1d4+1) piercing damage.

Claw. Melee Weapon Attack. +3 to hit, reach 5 ft.; One target. Hit: 4 (1d6+1) slashing damage.

Stazi Warrior

Statistics

Armor Class: 15 (dexterity, natural armor)

Hit Points: 30 (4d10+8)

Speed: 40 ft., Burrow 20 ft.

Str 17 **Dex** 16 **Con** 14 **Int** 10 **Wis** 12 **Cha** 11

Defense

Damage and Condition Immunities: Cold, poison (poisoned), petrifaction, mana poisoning

Skills: Acrobatics +3, Athletics +3, Stealth +3

Senses: Darkvision 60 ft., hive mind 50 mi., tremorsense 60 ft., Passive Perception 11

Challenge: 4

Actions

Bite. Melee Weapon Attack. +5 to hit, reach 5 ft.; One target. Hit: 5 (1d6+3) piercing damage.

Claw. Melee Weapon Attack. +5 to hit, reach 5 ft.; One target. Hit: 7 (1d8+3) slashing damage.

Spear. Melee Weapon Attack. +5 to hit, reach 5 ft.;, One target. Hit: 6 (1d6+3) piercing damage.

***Psionic Blast*.** Three times per day the Stazi Warrior can issue forth a psionic blast emanating from it's frontal lobe. The blast does 4d4 psychic damage as it attempts to scramble the target's brain. Those effected by the blast are *paralyzed* for 1d4 rounds. A Wisdom saving throw vs a DC 14 is needed to resist the debilitating effects. Resisting the blast of a Stazi Warrior makes you immune to that warrior's blast for 24 hours.

Stazi Royal Guard

Statistics

Armor Class: 20 (dexterity, natural armor)

Hit Points: 114 (12d10+48)

Speed: 30 ft.; Burrow 25 ft.

Str 20 **Dex** 18 **Con** 18 **Int** 16 **Wis** 16 **Cha** 17

Defense

Damage and Conditions Immunities: Cold, poison (poisoned), petrifaction, mana poisoning

Damage and Condition Resistance: Electricity, Fire, Sonic, Magic

Skills: Acrobatics +4, Athletics +4

Senses: Darkvision 60 ft., hive mind 50 mi., tremorsense 60 ft., Passive Perception 13

Challenge: 8

Spell-Like Abilities (Spellcasting Ability - Wisdom, DC 14)

At Will - *dominate person, teleportation circle, confusion*

1/day - *reverse gravity, power word: stun*

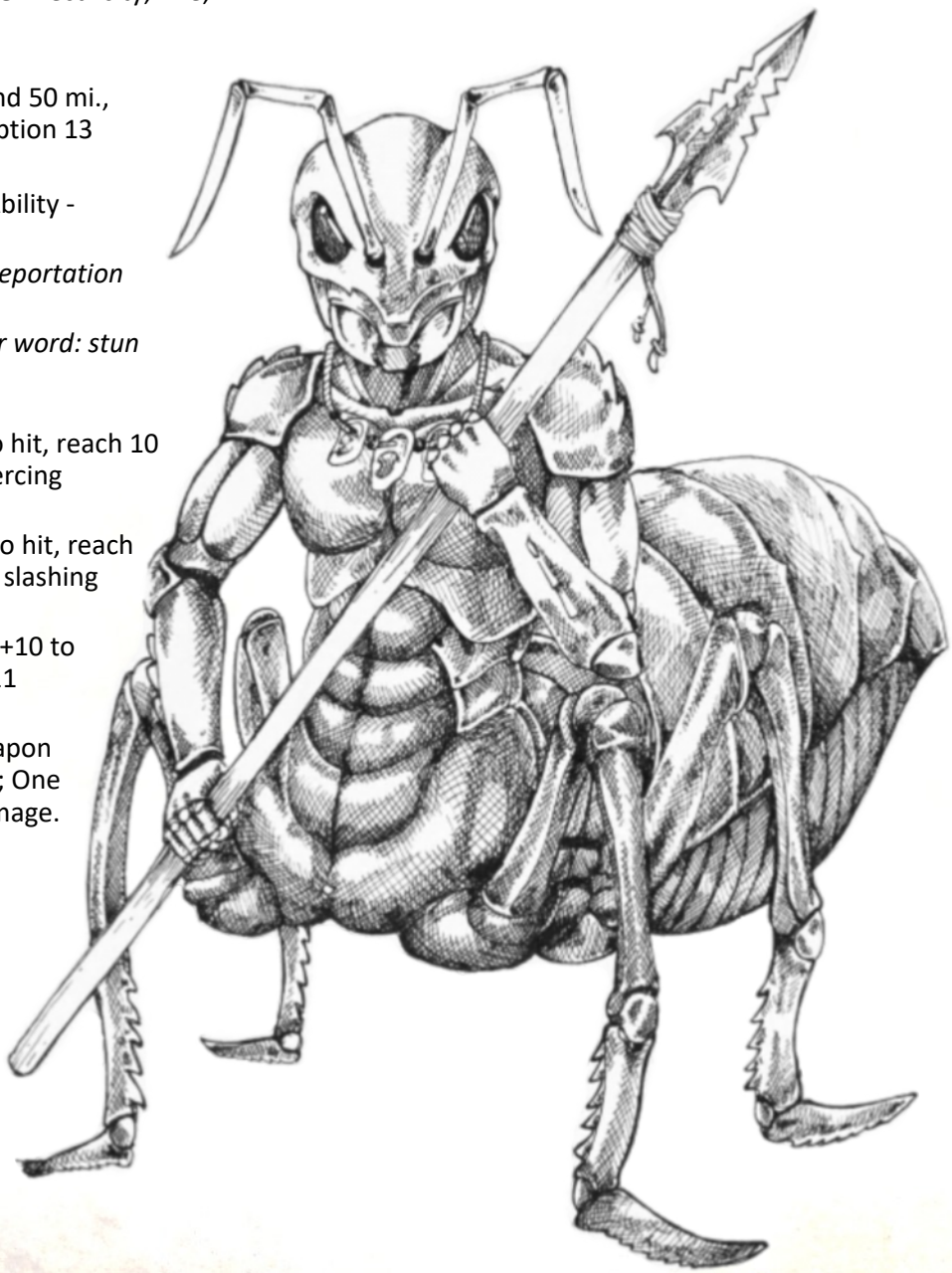
Actions

***Bite*.** Melee Weapon Attack. +8 to hit, reach 10 ft.; One target. Hit: 12 (2d6+5) piercing damage.

Claw. Melee Weapon Attack. +8 to hit, reach 10 ft.; One target. Hit: 17 (2d8+5) slashing damage.

Spear +2. Melee Weapon Attack. +10 to hit, reach 10 ft.; One target. Hit: 11 (1d6+7) piercing damage.

Javelin of Returning. Ranged Weapon Attack. +7 to hit, range 30/120 ft.; One target. Hit: 8 (1d6+5) piercing damage.



Stazi Queen

Statistics

Armor Class: 19 (natural armor)

Hit Points: 210 (20d10+100)

Speed: 20 ft.; Burrow 10ft.

Str 18 **Dex** 08 **Con** 20 **Int** 20 **Wis** 20 **Cha** 21

Defense

Damage and Condition Immunities: Cold, poison (poisoned), petrification, mana poisoning

Damage and Condition Resistance: Electricity, fire, thunder, psychic, necrotic

Skills: Manasphere +5, Perception +5

Senses: Darkvision 60 ft., hive mind 50 mi., tremorsense 60 ft., Passive Perception 15

Challenge: 14

Spell-Like Abilities (Spellcasting Ability - Wisdom, DC 18)

Constant - *blade ward, detect magic, detect evil and good*

At will - *bane, hold person, charm person, shatter, enthrall*

1st level (4 slots): *false life, shield, ray of sickness, sanctuary*

2nd level (3 slots): *calm emotions, enlarge/reduce, levitate*

3rd level (3 slots): *dispel magic, haste, slow*

4th level (3 slots): *locate creature, confusion, greater invisibility*

5th level (3 slots): *flame strike, cloudkill, telekinesis*

6th level (2 slots): *blade barrier, eyebite*

7th level (1 slot): *regenerate*

8th level (1 slot): *dominate monster*

9th level (1 slot): *time stop*

Actions

Bite. Melee Weapon Attack. +10 to hit, reach 10 ft.; One target. Hit: 14 (2d6+4) piercing damage.

***Hive Frenzy*.** Once per day the queen can send out a command to all Stazi within range of her telepathy. Those Stazi are affected as if by a *haste* spell.

***Telepathic Feedback*.** The queen can unleash debilitating telepathic feedback. Those within her telepathic range who are not members of her hive must succeed at a Wisdom saving throw vs a DC 18 or take a -3 penalty on attack rolls, saving throws, ability checks, and skill checks for 1 minute. A creature that succeeds at the save cannot be affected by telepathic feedback for 24 hours. This is a mind-affecting effect.

The Stazi Queen will almost never be encountered outside her hive, unless her presence is required in combat (rarely), or she is fleeing the split of a hive and moving with her retainers to start a new one. The Queen typically lays up to 100 eggs a month, depending on the current size of the hive and the amount of mana crystal she consumes in a given day. In addition to the Stazi under her control, a Queen will have 1d6 heavily armed and charmed slaves with her at any given time.

Every Stazi has special abilities it shares with others of it's kind:

***Hive Mind*.** Stazi share a telepathic bond with other members of their hive that enhances their hive mates' perception. As long as a Stazi is within telepathic range of at least one hive mate, it gains a +4 racial bonus on initiative checks and Wisdom (Perception) checks. If at least one Stazi disbelieves an illusion, all Stazi within its telepathic range are also considered to disbelieve that illusion. If one Stazi is aware of combatants, all other hive mates within the range of its telepathy are also aware of those combatants.

***Telepathic Caster*.** Due to the Stazi's telepathic nature, if it casts spells, it does so as spell-like abilities.

***Languages*.** Stazi, Calvish, telepathy 150 ft.

Unicypus

A small, short furred mammal waddles out of the pond and approaches you. On it's head is a four inch long horn that shimmers in a myriad of colors as it catches the sunlight….

Type Small Chaotic Good Magical Beast **Terrain** Forest, Water **Climate** Temperate

Statistics

Armor Class: 15 (dexterity)

Hit Points: 22 (4d10+4)

Speed: 10 ft. (On land); 30 ft. (In Water)

Str 09 **Dex** 15 **Con** 11 **Int** 12 **Wis** 12 **Cha** 15

Defense

Skills: Insight +1 Perception +2

Saving Throws: Charisma +2

Damage and Condition Immunities: Charm, poison

Senses: Darkvision 60 ft., Passive Perception 12, Blindsense 30 ft. (Underwater)

Languages: Llumnar, Kaliv

Challenge: 2

***Magical Strike*.** Attacks made by a Unicypus are considered magical.

Spell-Like Abilities (Spellcasting Ability - Charisma, DC 12)

At Will - *druidcraft*

3/day - *mending, guidance, resistance*

2/day - *entangle, longstrider*

1/day - *heat metal*

Actions

Horn. Melee Weapon Attack. +4 to hit, reach 2 ft.; One target. Hit: 3 (1d4+2) piercing damage.

Spur. Melee Weapon Attack. +4 to hit, reach 2 ft.; One target. Hit: 2 (1d3+2) piercing damage. Creatures hit by the spur must make a Constitution saving throw against DC 10. On a failed save, they suffer 3 (1d6) poison damage, and gain the *poisoned* condition for 1d6 rounds.

Unicypus are unique beings to the world of Shin'ar. They did not naturally evolve on the planet, nor did they travel there from a distant world via portals. They were one of the first experiments in creating life via the Manasphere by the mysterious Traveler. A typical Unicypus is a little over two feet in length and weighs under ten pounds. It has a reptilian gait, with the legs on the sides of the body rather than underneath. When on land, it engages in knuckle-walking on its front feet to protect the webbing between the toes. They have spurs located behind their back ankles that can inject a poison that weakens foes.

Unicypus typically make their homes in temperate forests, near small ponds or streams. They mate for life, and both parents raise the young until the pup is one year old. Then it is gently nudged out of the den to seek its own territory. Unicypus can understand Llumnar and Kaliv, but lack the necessary vocal cords to speak any language.

A Unicypus horn is the focus for its powers, and in order to use its spell-like abilities on other creatures, the Unicypus must touch them with it. Evil creatures greatly value the horns as reagents for healing potions and dark rites, with a single powdered Unicypus horn costing as much as 1,600 gp.* Drazil especially love to hunt Unicypus, and it is said they use the blood in dark rituals dedicated to their gods.

**If powdered Unicypus horn is used in the creation of a healing potion, the potion cures 2d6 +4 hit points to Evil aligned creatures. To those of Good alignment, the potion only restores 1d4 hp, and leaves the person feeling uneasy and troubled. (-1 to all rolls for 12 hours).*



Veshian

You race to the edge of the oasis as arrows continue to fall all around you. You risk a glance back only to see three snake-people slithering at full speed, armed with barbed spears and poison dripping fangs….

Type Medium Evil Monstrous Humanoid **Terrain** Desert, Jungle, Ruins/Dungeon **Climate** Tropical

Statistics

Armor Class: 16 (dexterity, natural armor, shield)
Hit Points: 12 (1d10+2)
Speed: 30 ft.
Str 13 **Dex** 14 **Con** 12 **Int** 11 **Wis** 11 **Cha** 09

Defense

Saving Throws: Constitution +2
Damage and Condition Immunities: Poison, *poisoned* condition
Skills: Athletics +2, Stealth +2
Senses Darkvision 60 ft.; Passive Perception +10, Blindsense 60 ft.
Languages: Vesh'urk
Challenge: 1



Actions

Scimitar. Melee Weapon Attack. +3 to hit, reach 5 ft.; One target. Hit: 4 (1d6+1) slashing damage.

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

Tail Slap. Melee Weapon Attack. +3 to hit, reach 5 ft.; One target. Hit: 5 (1d6+2) bludgeoning damage.

Bite. Melee Weapon Attack. +3 to hit, reach 5 ft.; One target. Hit: 4 (1d6+1) piercing damage. Creatures struck by the bite must make a Constitution saving throw against DC 11. On a failed save, they suffer 3 (1d6) poison damage and gain the *poisoned* condition for 1d10 minutes.

Veshian Characters

Veshians have the following racial traits:

***Ability Score Increase*.** Increase both your Strength and Dexterity by 2, and decrease your Charisma by 2.

Age. Veshian spend their first few years of life in communal birthing chambers. If they survive, they join the their clan and can live up to one hundred years.

Alignment. Veshian are evil, and delight in nothing more than exploiting the limited resources found in their territory and slaughtering any Sytash that they come across.

***Size*.** Veshian are considered Medium creatures. Their average height is 5'5" - 6'0" for both males and females.

***Speed*.** Veshian have a base speed of 30 feet.

***Darkvision*.** Veshian have superior vision in dark and dim conditions. They can see in dim light within 60 feet as if it were bright light, and in darkness as if it were dim light. They cannot discern color in darkness, only shades of gray.

Blindsense. Veshian can sense movement around them for up to 20 feet. They can detect invisible creatures and those attempting to hide from their view.

***Veshian Immunities*.** Veshian are immune to poison damage and the *poisoned* condition.

***Natural Armor*.** Veshian scales are as hard as flint, gaining them a natural +2 bonus to their AC.

Poison Bite. Veshian can bite their victims and attempt to inject them with poison.

Tail Slap. Veshian can use their attack action to swing their tail like a club.

Languages: Veshian begin play being able to speak, read, and write Vesh'urk.

The Veshian were formerly humans of the mighty Urk Empire. Fervent worshipers of the god Vesh, the Urk who venerated him were transformed during the cataclysm that befell the Empire and turned the fertile Urk river valley into a parched desert. The snake people haunt the old ruins of their ancestors and prey on the Sytash who roam the sands. Veshians have no legs; instead they slither on serpentine bodies across the ground. They have powerful arms and quick reflexes. Scale pattern and color can vary, but all Veshians have large fangs and dark eyes. Males and females share similar physical traits, though female Veshians have a hood of skin and scales surrounding their head.

Veshian society is one of extremes. Females lay clutches of eggs by the dozen, three times in their lifetime. Eggs are kept in communal houses or chambers, guarded by infertile females, or by wounded male warriors on the mend. When the eggs hatch, the young are left for a time to fend for themselves. Cannibalism is practiced on those young who do not survive the hatchery. The survivors are given over to the various clans that reside within the camp. Each clan is not made up of members related by blood, though there are some within that share relation. The clans are made up of Veshians who exhibit skill or affinity for a certain craft or profession in the hatchery. Warriors join one clan while those with magical aptitude join another. All the clans are under the control of the enclave's high priest, or priestess, of Vesh and the Priest Clan.

Veshians survive by raiding Sytash tribes and oasis under the nomad's protection. They lair in a few of the small pockets of vegetation and clean water found in the desert, but mostly congregate in ruins and caverns. Veshians are the bane of adventurers and explorers in the Great Desert of Urk and are the eternal enemy of the Sytash people.

Zavan (Changeling)

The hulking green skinned warrior glares at you, almost daring you to make a move. Her Atlantean master finishes his business with your companion and turns to leave. The Zavan grunts and spits at your feet before turning her back on you and following her master back onto the ship….

Type Medium Neutral Monstrous Humanoid **Terrain** Hills, Urban, Jungle **Climate** Temperate,Tropical

Statistics

Armor Class: 16 (lamellar armor, natural armor)

Hit Points: 33 (3d10+3)

Speed: 30 ft.

Str 17 **Dex** 11 **Con** 16 **Int** 14 **Wis** 12 **Cha** 11

Defense

Saving Throws: Wisdom +2

Senses: Darkvision 60 ft., Passive Perception 11

Languages: Giant, Alterian

Challenge: 2

Natural Armor. Zavan skin is thick and grants them a natural +2 to their armor class.

Spell Like Abilities (Spellcasting Ability - Intelligence, DC 12)

At Will - *poison spray, dancing lights*

3/day - *enlarge (self only)**

2/day - *suggestion*

Actions

Claw. Melee Weapon Attack. +5 to hit, reach 5 ft.; One target. Hit: 6 (1d6+3) slashing damage.

Longsword. Melee Weapon Attack. +5 to hit, reach 5 ft.; One target. Hit: 8 (1d8+3) slashing damage.

Javelin. Ranged Weapon Attack. +3 to hit, range 30/120 ft.; One target. Hit: 6 (1d6+3) piercing damage.

The Changelings found in the Zava Hills are different than others of their kind that might be encountered elsewhere on Shin'ar. The unions between Hags and Ogres of the Zava Hills produced both male and female Changeling children, known as Zavans.

Since the coming of the Zevrish and their destruction of the Hag covens in the hills the Zavans have been able to reproduce with Ogres, with a Zavan child being born 30% of the time. Zavans cannot breed with themselves.

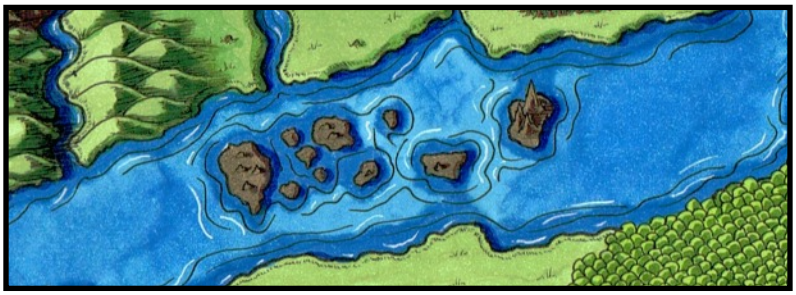
These green skinned people are shorter than Ogres, and not as strong, but they are more intelligent, and very cunning. The Zavan minority has long been the power behind the throne of the Ogre communities in the Zava Hills, but their small numbers made it impossible to wield such power in the open. They were instrumental in getting the Ogres to surrender to the Atlanteans and join the Empire. The Changelings of the Zava Hills are the preferred personal bodyguards to many Atlanteans.

**Zavans have advantage on Strength checks and Strength saving throws while enlarged. Their size changes from Medium to Large, and they do an additional 1d4 damage with successful weapon attacks. This lasts for up to 1 minute and can be canceled as a bonus action.*

Appendix A - Monsters by Region

The creatures listed in this appendix represent some, but certainly not all, of the monsters and people adventurers would happen to encounter in any given region of Shin'ar. Game Masters are encouraged to use the creatures mentioned to populate their campaigns and for generating personalized encounter tables. Stats for the creatures can be found in the Dungeons & Dragons 5th Edition Monster Manuel, unless otherwise stated. ***If a creature is only found in a specific place of that region, it is noted in it's entry.***

The Barren Islands



The Barren Islands

Aboleth (CR10)
Alterian Legion Light Infantry (CR1/8, pg 409)
Alterian Legion Scout (CR½, pg 409)
Alterian Legion Scout Captain (CR1)
Aravork Scout (CR½, *scout*)
Basic Worker Automaton (CR1, pg 480)
Basic Guard Unit (CR4, pg 480)
Basilisk (CR3)
Blood Hawk (CR1/8)
Carrion Crawler (CR2)
Chuul (CR4)
Cockatrice (CR½)
Demon, Shadow (CR4)
Dragon Turtle (CR17)
Flying Snake (CR1/8)
Giant Eagle (CR1) - Mount Urk'jaiem
Giant Poisonous Snake (CR¼)
Giant Scorpion (CR3)
Giant Wasp (CR½)
Giant Wolf Spider (CR¼)
Harpy (CR1) - Mount Urk'jaiem
Levitating Monitoring Unit (CR½, pg 480)
Marid (CR11)
Merfolk (CR1/8)
Merrow (CR2)
Monodrone (CR1/8)
Pegasus (CR2)
Pirate (CR½, *thug*)
Pirate Captain (CR5, *gladiator*)
Plesiosaurs (CR2)
Poisonous Snake (CR1/8)
Pteraraodon (CR¼)
Sahugin (CR½)
Sahugin Baron (CR5)
Sahugin Priest (CR2)
Sea Hag (CR2)
Titan Guardian Unit (CR14, pg 483) - Island of Failed Experiments
Tridrone (CR½)
Will-O-Wisp (CR2) - Island above Sparks

The Fist



The Fist

Alterian Legion Centaur Heavy Cavalry (CR2, *centaur*)
Alterian Legion Goblin Slave Volunteers (CR¼, *goblin*)
Alterian Legion Hoplite (CR3, pg 409)
Alterian Legion Hoplite Captain (CR3)
Alterian Legion Light Cavalry (CR½, pg 409)
Alterian Legion Light Infantry (CR1/8, pg 409)
Alterian Legion Scout (CR½, pg 409)
Ankheg (CR2)
Atlantean (CR10, pg 475)
Bandit (CR1/8)
Bandit Captain (CR2)
Blights (CR¼,1/8,½)
Blood Hawk (CR1/8)
Centaur (CR2)
Cockatrice (CR½)
Cultist (CR1/8)
Cult Fanatic (CR2)
Displacer Beast (CR3) - Bloody Forest
Flying Snake (CR1/8)
Gnoll (CR½)
Goblin (CR¼)
Goblin Boss (CR1)
Hill Giant (CR5)
Merfolk (CR1/8)
Ogre (CR2)
Owlbear (CR3) - Bloody Forest
Poisonous Snake (CR1/8)
Satyr (CR½)
Wild Boar (CR¼)
Wolf (CR¼)
Zavan (CR2, pg 508)

Estanyan Plains



The Estanyan Plains

Alterian Legion Centaur Heavy Cavalry (CR2, *centaur*)
Alterian Legion Gnoll Light Infantry (CR½, *gnoll*)
Alterian Legion Goblin Slave Volunteers (CR¼, *goblin*)
Alterian Legion Hoplite (CR3, pg 409)
Alterian Legion Hoplite Captain (CR5, *gladiator*)
Alterian Legion Light Cavalry (CR½, pg 409)
Alterian Legion Light Infantry (CR1/8, pg 409)
Alterian Legion Scout (CR½, pg 409)
Ankheg (CR2)
Atlantean (CR10, pg 475)
Bandit (CR1/8)
Bandit Captain (CR2)
Blood Hawk (CR1/8)
Bulette (CR5)
Centaur (CR2)
Cultist (CR1/8)
Cult Fanatic (CR2)
Giant Wolf Spider (CR¼)
Gnoll (CR½)
Goblin (CR¼)
Goblin Boss (CR1)
Hill Giant (CR5)
Mephit, Mud (CR¼)
Ogre (CR2)
Poisonous Snake (CR1/8)
Zavan (CR2, pg 508)

Northern Hinterlands



Northern Hinterlands

Alterian Legion Archer (CR1/8, pg 409)
Alterian Legion Centaur Heavy Cavalry (CR2, *centaur*)
Alterian Legion Gnoll Archer (CR½, *gnoll*)
Alterian Legion Goblin Slave Volunteers (CR¼, *goblin*)
Alterian Legion Hoplite (CR3, pg 409)
Alterian Legion Hoplite Captain (CR5, *gladiator*)
Alterian Legion Light Infantry (CR1/8, pg 409)
Alterian Legion Hill Giant Heavy Infantry (CR5, *hill giant*)
Alterian Legion Marine (CR½, pg 409)
Alterian Legion Ogre Grenadier (CR2, pg 409)
Alterian Legion Ogre Heavy Infantry (CR2, *ogre*)
Alterian Legion Satyr Scouts (CR½, *satyr*)
Ankheg (CR2)
Atlantean (CR10, pg 475)
Bandit (CR1/8)
Bandit Captain (CR2)
Blood Hawk (CR1/8)
Bulette (CR5)
Centaur (CR2)
Chimera (CR6) - Clawbite Hills
Cockatrice (CR½)
Cultist (CR1/8)
Cult Fanatic (CR2)
Dire Wolf (CR1)
Drampyr Agent (CR8, *assassin*)
Drampyr Cabalist (CR6, *mage*)
Galeb Duhr (CR6) - Clawbite Hills
Giant Scorpion (CR3)
Giant Wasp (CR½)
Giant Wolf Spider (CR¼)
Gnoll (CR½)
Goblin (CR¼)
Goblin Boss (CR1)
Griffon (CR2)
Jackalware (CR½)
Manticore (CR3) - Clawbite Hills
Merfolk (CR1/8)
Ogre (CR2)
Tiger (CR1)
Wolf (CR¼)
Worg (CR½)
Zavan (CR2, pg 508)

Kingdom of Eltra



Eltra

Acolyte of Alcor (CR¼, *acolyte*)
Adomi (CR¼, pg 474) - Urban Centers Only
Adult White Dragyl (CR4, pg 485)
Bandit (CR1/8)
Bandit Captain (CR2)
Banshee (CR4)
Basilisk (CR2)
Behir (CR11)
Cambion (CR5)
Carrion Crawler (CR2)
Chimera (CR6)
Cultist (CR1/8)
Cult Fanatic (CR2)
Deep Gnome (CR½) - Deep Underground, Southern Eltra Mountains
Demon, Herzou (CR8) - Swamp of Skulls
Demon, Incubus/Succubus (CR4)
Demon, Manes (CR1/8)
Devil, Barbed (CR5)
Devil, Bone (CR9)
Devil, Chain (CR8)
Devil, Erinyes (CR12)
Devil, Horned (CR11)
Devil, Imp (CR1)
Devil, Pit Fiend (CR20)
Devil, Spined (CR5)
Devil, Lemure (CR0)
Dire Wolf (CR1)
Drazil (CR1, pg 488) - Dark Sun Woods
Drampyr Agent (CR8, *assassin*)
Drampyr Cabalist (CR6, *mage*)
Ezeru (CR2, pg 490)
Eltra Vampire Lord (CR13)
Eltrabi Noble (CR1/8)
Fro'desh (CR1, pg 493) - Swamp of Skulls
Frost Giant (CR8) - High altitude, Northern Eltra Mountains
Giant Eagle (CR1)
Ghast (CR2)
Ghoul (CR1)
Manticore (CR3)
Night Hag (CR5)
Peryton (CR2) - Southern Eltra Mountains



Polar Bear (CR2) - Northern Tundra
Rakshesa (CR13)
Remorhaz (CR11)
Shadow (CR1/2)
Skeleton (CR¼)
Specter (CR1)
Vampyr Diplomat (CR1, *spy*)
Vergal Mercenary Border Guard (CR1/8, *guard*) - Southern Eltra Mountains
Vergal Mercenary Border Guard Captain (CR3, *veteran*) - Southern Eltra Mountains
Wight (CR3)
Winter Wolf (CR3)
Wolf (CR¼)
Wraith (CR5)
Wyvern (CR6) - Southern Eltra Mountains
Young Remorhaz (CR5)
Young White Dragyl (CR2, pg 488)
Yugoloth, Archanaloth (CR12)
Zombie (CR¼)



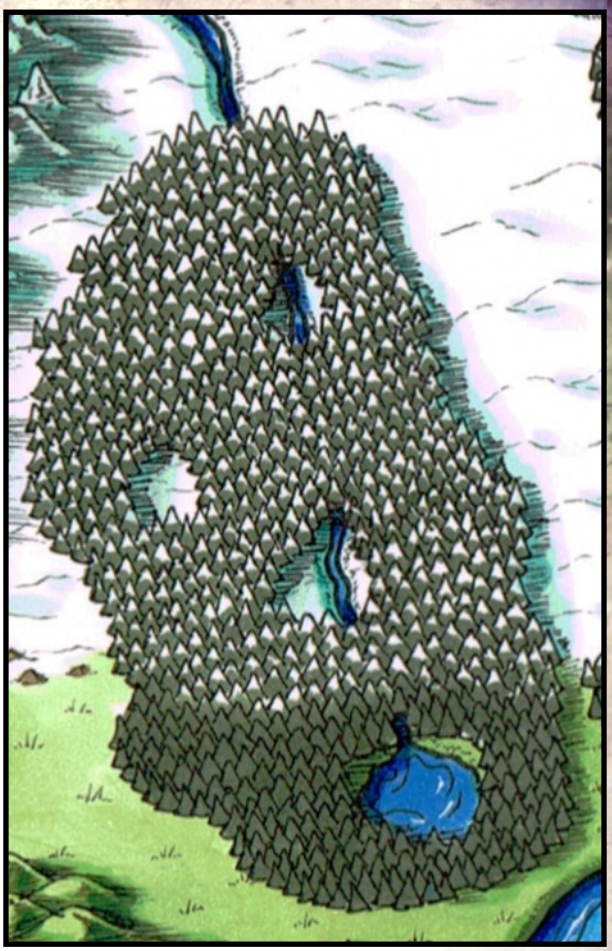
The Bleek

Bleek

Adult White Dragyl (CR4, pg 485)
Aged White Dragyl (CR6, pg 485)
Angel, Deva (CR10)
Bandit (CR1/8)
Bandit Captain (CR2)
Banshee (CR4)
Blights (CR1/8,¼,½) - Haunted Forest
Cultist (CR1/8)
Cult Fanatic (CR2)
Cyclops (CR6) - Haunted Forest
Demon, Balor (CR19)
Demon, Barlgura (CR5)
Demon, Nalfeshnee (CR13)
Devil, Ice (CR14)
Dire Wolf (CR1)
Drider (CR6) - Underground, Haunted Forest
Drow (CR¼) - Underground, Haunted Forest
Drow Elite Warrior (CR5) - Underground, Haunted Forest
Drow Mage (CR7) - Underground, Haunted Forest
Drow Priestess (CR8) - Underground, Haunted Forest
Frode Hermit (CR2, *druid*) - Northern Tundra
Giant Badger (CR¼)
Giant Spider (CR1)
Illumnarus Scout (CR½, *scout*) - Hidden Forest
Illumnarus Warrior (CR3, *knight*) - Hidden Forest
Kenku (CR¼)
Mammoth (CR6)
Manticore (CR3)
Mephit, Ice (CR½)
Owlbear (CR3) - Haunted Forest
Phase Spider (CR3)
Polar Bear (CR2)
Remorhaz (CR11)
Saber-Toothed Tiger (CR2)
Skeleton (CR¼)
Treant (CR9) - Hidden Forest
Winter Wolf (CR3)
White Dragyl Wyrmling (CR1, pg 485)
White Dragon Wyrmling (CR2, pg 485)
Wolf (CR3)
Worg (CR½)
Young Remorhaz (CR5)
Young White Dragyl (CR2, pg 485)

Dark Sun Woods

Adult Green Dragon (CR15)
Aged White Dragyl (CR6, pg 485)
Black Bear (CR½)
Blights (CR1/8,¼,½)
Cockatrice (CR½)
Constrictor Snake (CR¼)
Demon, Barlgura (CR5)
Demon, Chasme (CR6)
Demon, Dretch (CR¼)
Demon, Marilith (CR16)
Demon, Manes (CR1/8)
Demon, Shadow (CR4)
Demon, Quasit (CR1)
Dire Wolf (CR1)
Drazil (CR1, pg 488)
Ezeru (CR2, pg 490) - Eltra Border
Giant Badger (CR¼)



Dark Sun Woods

Giant Poisonous Snake (CR¼)
Giant Spider (CR1)
Goblin (CR¼)
Goblin Boss (CR1)
Gorgon (CR5)
Green Hag (CR3)
Lycanthrope (Bear CR5, Boar CR4, Rat CR2,Tiger CR4,Wolf CR3, Stag pg 495, Bat pg 495) - Southern Forest
Owlbear (CR3)
Panther (CR¼)
Phase Spider (CR3)
Saber-Toothed Tiger (CR2)
Shambling Mound (CR5)
Skeleton (CR¼)
Troll (CR5)
Will-O-Wisp (CR2)
Winter Wolf (CR3)
Wolf (CR¼)
Worg (CR½)
Young Black Dragon (CR7) - Southern Forest
Young Green Dragyl (CR2, pg 485) - Southern Forest
Young White Dragyl (CR2, pg 485) - Eltra Border

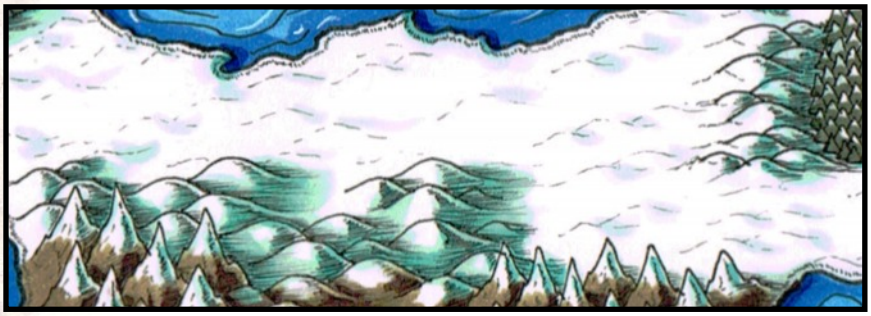
Kala Valley

Adult Red Dragon (CR17) - Paranj Mountains
Ankheg (CR2)
Bandit (CR1/8)
Bandit Captain (CR2)
Behir (CR11)
Black Bear (CR½)
Blights (CR1/8,¼,½) - Forest of Sorrow
Blink Dog (CR¼) - Lumar Woods
Blood Hawk (CR1/8)
Boar (CR¼)
Bugbear (CR1) - Paranj Mountains
Bugbear Chief (CR3) - Paranj Mountains
Demon, Shadow (CR4) - Forest of Sorrow
Demon, Quasit (CR1)
Dryad (CR1) - Lumar Woods
Elephant (CR4)
Fire Giant (CR9) - Paranj Mountains
Fire Snake (CR1) - Paranj Mountains
Flying Snake (CR1/8)
Galeb Duhr (CR6) - Putras Mountains
Genie, Dao (CR11)
Genie, Djinni (CR11)
Genie, Efreet (CR11)
Genie, Marid (CR11) - Sea of Storms



Kala Valley

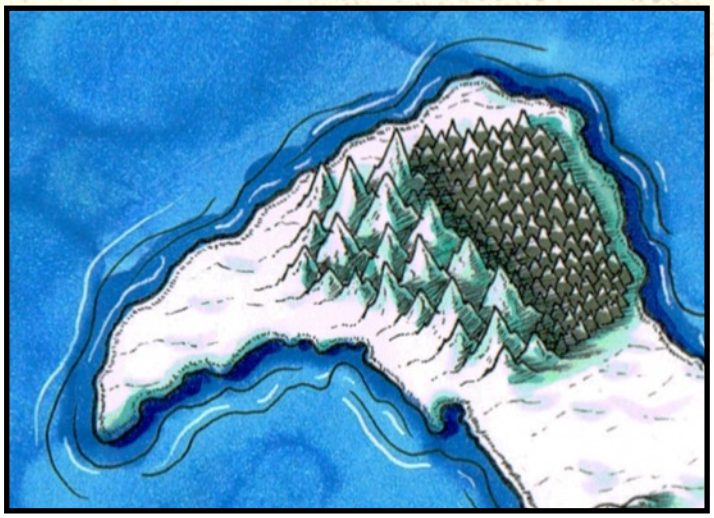
Giant Centipede (CR¼)
Giant Poisonous Snake (CR¼)
Giant Wasp (CR½)
Griffon (CR2)
Harpy (CR1)
Magmin (CR½) - Paranj Mountains
Mephit, Dust (CR½)
Mephit, Magma (CR½) - Paranj Mountains
Mephit, Mud (CR½)
Mephit, Smoke (CR½) - Paranj Mountains
Mephit, Steam (CR½)
Oni (CR7) - Kushin Mountains
Peryton (CR2) - Kushin Mountains
Priest Caste Guard (CR¼, *acolyte*)
Salamander (CR5) - Paranj Mountains
Shadow (CR½) - Forest of Sorrow
Sahugin (CR½) - Sea of Storms
Sahugin Baron (CR5) - Sea of Storms
Sahugin Priest (CR2) - Sea of Storms
Specter (CR1) - Forest of Sorrow
Stone Giant (CR7) - Putras Mountains
Troll (CR5)
Unicypus (CR2, pg 505)
Warrior Caste Guard (CR1/8, *guard*)
Warrior Caste Guard Captain (CR3, *veteran*)
Wolf (CR¼)
Wyvern (CR6) - Putras Mountains



Rusk Tribal Lands

Rusk Tribal Lands

Adult White Dragyl (CR4, pg 485)
Aged White Dragyl (CR6, pg 485)
Demon, Manes (CR1/8)
Demon, Shadow (CR4)
Dire Wolf (CR1)
Giant Poisonous Snake (Tundra Snake) (CR¼)
Goblin (CR¼) - Gorlan Hills
Goblin Boss (CR1) - Gorlan Hills
Jute Savage (CR2, *berserker*) - Darkfrost Mountains
Mammoth (CR6)
Mephit, Ice (CR½)
Mephit, Mud (CR½)
Minotaur (CR3)
Poacher (CR1/8, *bandit*)
Poisonous Snake (CR1/8)
Polar Bear (CR2) - Northern Coastline
Remorhaz (CR11)
Rusk Tribesmen (CR2, *berserker*)
Rusk Shaman (CR2, *priest*)
Sabre-Toothed Tiger (Snowcat) (CR2) - Gorlan Hills
Troll (CR5) - Ice Blood Hills
White Dragyl Wyrmling (CR1, pg 485)
Winter Wolf (CR3) - Ice Blood Hills
Wolf (CR¼)
Young Remorhaz (CR5)
Young White Dragyl (CR2, pg 485)



Seal Point



Flooded Forest

Seal Point

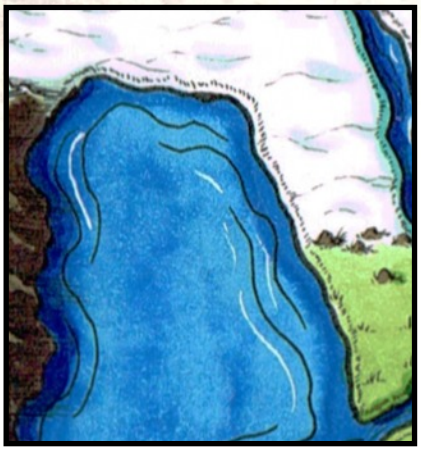
Adult White Dragyl (CR4, 485)
Aged White Dragyl (CR6, pg 485)
Bandit (CR1/8)
Bandit Captain (CR2)
Barrowtown Mercenary (CR½, *thug*)
Blights (CR1/8,¼,½) - Icescale Woods
Crime Family Soldier (CR½, *thug*) - Barrowtown
Crime Family Captain (CR5, *gladiator*) - Barrowtown
Devil, Ice (CR14)
Dire Wolf (CR1)
Frost Giant (CR8) - Bronze Mountains
Goblin (CR1/8) - Icescale Woods
Goblin Boss (CR1) - Icescale Woods
Giant Eagle (CR1) - Bronze Mountains
Harpy (CR1) - Bronze Mountains
Kobold (CR1/8) - Bronze Mountains
Mammoth (CR6)
Mephit, Ice (CR½)
Minotaur (CR3)
Polar Bear (CR2)
Redcap (CR5) - Icescale Woods
Remorhaz (CR11)
Rusk Tribesmen (CR2, *berserker*) - Icescale Woods
Sabre-Toothed Tiger (Snowcat) (CR2)
Winter Wolf (CR3)
Wolf (CR¼)
Young Remorhaz (CR5)
Young White Dragyl (CR2, pg 485)
Zevrish Constable (CR1/8, *guard*) - Barrowtown
Zevrish Tundra Scout (CR½, *thug*)
Zevrish Watch Captain (CR3, *veteran*) - Barrowtown

Flooded Forest

Adult Black Dragyl (CR4, pg 485)
Adult Green Dragyl (CR4, pg 485)
Aged Black Dragyl (CR6, pg 485)
Aged Green Dragyl (CR6, pg 485)
Army of Vigilance Captain (CR3, *knight*)
Army of Vigilance Soldier (CR1/8, *guard*)
Black Dragyl Wyrmling (CR1, pg 485)
Cockatrice (CR½)
Constrictor Snake (CR¼)
Crocodile (CR½)
Cultist (CR1/8)
Cult Fanatic (CR2)
Displacer Beast (CR3)
Drampyr Agent (CR5, *gladiator*)
Dryad (CR1)
Ettercap (CR2)
Fro'desh (CR1, pg 493) - Eastern Swamp (Swamp of Skulls)
Fro'kellan Acolyte (CR¼, *acolyte*)
Fro'kellan Underpriest (CR2, *priest*)
Giant Badger (CR¼)
Giant Centipede (CR¼)
Giant Poisonous Snake (CR¼)
Green Dragon Wyrmling (CR2)
Green Dragyl Wyrmling (CR1, pg 485)
Lizardfolk (CR½) - Eastern Swamp (Swamp of Skulls)
Lizardfolk Shaman (CR2) - Eastern Swamp (Swamp of Skulls)
Owlbear (CR3)
Panther (CR¼)
Pixies (CR¼)
Phase Spider (CR3)
Poisonous Snake (CR1/8)
Sabre-Toothed Tiger (CR2)
Satyr (CR½)
Sprite (CR¼)
Triceratops (CR5)
Worg (CR½)
Young Black Dragon (CR7)
Young Black Dragyl (CR2, pg 485)
Young Green Dragyl (CR2, pg 485)

Starfall Sea

Aboleth (CR10) - Inner Sea
Boar (CR¼)
Chuul (CR4) - Inner Sea
Demon, Vrock (CR6) - Firepeak Mountains
Dire Wolf (CR1)
Fire Giant (CR9) - Firepeak Mountains
Genie, Marid (CR11)
Giant Eagle (CR1) - Firepeak Mountains
Griffon (CR2) - Firepeak Mountains
Guardian Naga (CR10) - Northern Sea
Harpy (CR1) - Firepeak Mountains
Mammoth (CR6)
Merrow (CR2)
Peryton (CR2) - Firepeak Mountains
Poacher (CR1/8, *bandit*)
Polar Bear (CR2)
Priest Caste Guard (CR¼, *acolyte*) - Southern Tundra
Rusk Tribesmen (CR2, *berserker*) - Northern Tundra
Sabre-Toothed Tiger (CR2)
Siimas Volunteer Militia (CR1/8, *guard*) - Siimas
Siimas Volunteer Scout (CR½, *scout*) - Northern Tundra
Spirit Naga (CR8)
Storm Giant (CR13) - Firepeak Mountains
Warrior Caste Soldier (CR1/8, *guard*) - Southern Tundra
Wererat (CR2) - Siimas
Winter Wolf (CR3)
Wolf (CR¼)
Wyvern (CR6) - Firepeak Mountains



Starfall Sea

Great Jungle

Adult Black Dragon (CR14) - Interior
Adult Green Dragon (CR15)
Allosurus (CR2)
Ape (CR½)
Basilisk (CR3)
Blights (CR1/8,¼,½)
Boar (CR¼)
Carrion Crawler (CR2)
Cockatrice (CR½)
Constrictor Snake (CR¼)
Crocodile (CR½)
Cultist (CR1/8)
Cult Fanatic (CR2)
Demon, Barlgura (CR5)
Demon, Chasme (CR5)
Demon, Marilith (CR16)
Demon, Shadow (CR4)
Displacer Beast (CR3)
Dryad (CR1)
Ettercap (CR2) - Interior
Faerie Dragon (CR1,2)
Flying Snake (CR¼)
Giant Ape (CR7)
Giant Centipede (CR¼) - Interior
Giant Poisonous Snake (CR¼)
Giant Spider (CR1)
Goblin (CR¼) - Southern Jungle
Goblin Boss (CR1) - Southern Jungle
Gorgon (CR5)



The Great Jungle



Guardian Naga (CR10)
Illumnarus Scout (CR½, *scout*)
Panther (CR¼)
Phase Spider (CR3)
Pixie (CR¼)
Poisonous Snake (CR1/8)
Satyr (CR½)
Shambling Mound (CR5) - Southern Jungle
Spirit Naga (CR8)
Sprite (CR¼)
Stazi Warrior (CR4, pg 502)
Tiger (CR1)
Veshian (CR1, pg 506)
Weretiger (CR4)
Young Black Dragon (CR8) - Interior
Young Green Dragon (CR8)
Zula Tribal Scout (CR½, *scout*)
Zula Tribal Warrior (CR1/8, *tribal warrior*)



Great Desert of Urk

Desert of Urk

Adult Blue Dragyl (CR4, pg 485)
Aged Blue Dragyl (CR6, pg 485)
Angel, Deva (CR10)
Bandit (CR1/8)
Bandit Captain (CR2)
Basilisk (CR3)
Behir (CR11)
Blue Dragyl Wyrmling (CR1)
Bone Naga (CR4)
Bugbear (CR1)
Bugbear Chief (CR3)
Cambion (CR5)
Carrion Crawler (CR2)
Chimera (CR5)
Cultist (CR1/8)
Cult Fanatic (CR2)
Demon, Balor (CR19)
Demon, Lemure (CR0)
Demon, Manes (CR1/8)
Demon, Marilith (CR16)
Demon, Nalfeshnee (CR13)
Devil, Barbed (CR5)
Devil, Bearded (CR3)
Devil, Bone (CR9)
Devil, Chain (CR8)
Devil, Dretch (CR¼)
Devil, Glabrezu (CR9) - Firesands
Devil, Horned (CR11)
Devil, Imp (CR1)
Devil, Pit Fiend (CR20)
Devil, Spined (CR2)
Fire Snake (CR1) - Firesands
Genie, Djinni (CR11)
Genie, Efreet (CR11) - Firesands
Giant Hyena (CR1)
Giant Scorpion (CR3)
Giant Wolf Spider (CR¼)
Gnoll (CR½) - Zagos Mountains
Griffon (CR2) - Zagos Mountains
Goblin (CR¼)
Goblin Boss (CR1)
Guardian Naga (CR10)
Hyena (CR0)
Hell Hound (CR3) - Firesands
Lamia (CR4)
Mephit, Magma (CR½) - Firesands
Mephit, Smoke (CR½) - Firesands
Mummy (CR3)
Ogre (CR2) - Zagos Mountains
Poisonous Snake (CR1/8)
Rakshaa (CR13)
Salamander (CR5) - Firesands
Skeleton (CR¼)
Specter (CR1)
Spirit Naga (CR8)
Stazi Worker (CR1, pg 502) - Badlands
Stazi Warrior (CR4, pg 502) - Badlands
Stazi Royal Guard (CR8, pg 502) - Badlands
Sytash Exile (CR½, *thug*)
Sytash Priest (CR2, *priest*)
Sytash Tribal Scout (CR½, *scout*)
Sytash Tribal Warrior (CR1/8, *tribal warrior*)
Veshian (CR1, pg 506)
Young Blue Dragon (CR9)
Young Blue Dragyl (CR2, pg 485)
Young Red Dragon (CR10)



Northern Savanna

Ankheg (CR2)
Axe Beak (CR¼)
Baka Mercenary (CR½, *scout*)
Bandit (CR1/8)
Bandit Captain (CR2)
Boar (CR¼)
Cockatrice (CR½)
Demon, Quasit (CR1)
Displacer Beast (CR3)
Elephant (CR4)
Giant Hyena (CR1)
Guild Assassin (CR8, *assassin*)
Guild Thief (CR½, *thug*)
Hyena (CR0)
Jackalware (CR½)
Lion (CR1)
Pegasus (CR2)
Phase Spider (CR3)
Poacher (CR1/8, *bandit*)
Poisonous Snake (CR1/8)
Rhinoceros (CR2)
Wereboar (CR4)
Zula Naturalist (CR2, *druid*)



Northern Savanna

Golden Coast

Alterian Legion Centaur Heavy Cavalry (CR2, *centaur*)
Alterian Legion Goblin Slave Volunteers (CR¼, *goblin*)
Alterian Legion Hoplite (CR3, pg 409)
Alterian Legion Hoplite Captain (CR5, *gladiator*)
Alterian Legion Light Infantry (CR1/8, pg 409)
Alterian Legion Light Cavalry (CR½, pg 409)
Alterian Legion Scout (CR½, pg 409)
Arryn Soldier (CR1/8, *guard*) - Southern Coast
Arryn Officer (CR5, *gladiator*) - Southern Coast
Ankheg (CR2)
Ape (CR½)
Axe Beast (CR¼)
Bandit (CR1/8)
Bandit Captain (CR2)
Blink Dog (CR¼)
Boar (CR¼)
Centaur (CR2)
Cockatrice (CR½)
Constrictor Snake (CR¼)
Crocodile (CR½)
Demon, Shadow (CR4)
Devil, Imp (CR1)
Dragon Turtle (CR17) - Southern Ocean
Elephant (CR4)
Giant Hyena (CR1)
Gnoll (CR½)
Goblin (CR¼)
Goblin Boss (CR1)
Griffon (CR2)
Green Hag (CR3)
Hyena (CR0)
Lion (CR1)
Manticore (CR3)
Merfolk (CR½)
Owlbear (CR3)
Panther (CR¼)
Poisonous Snake (CR1/8)
Rhinoceros (CR2)
Sahugin (CR1/2) - Sapphire Sea
Sahugin Baron (CR5) - Sapphire Sea
Sahugin Priest (CR2) - Sapphire Sea
Treant (CR9)
Worg (CR½)





The Golden Coast





Atlantis

Atlantis

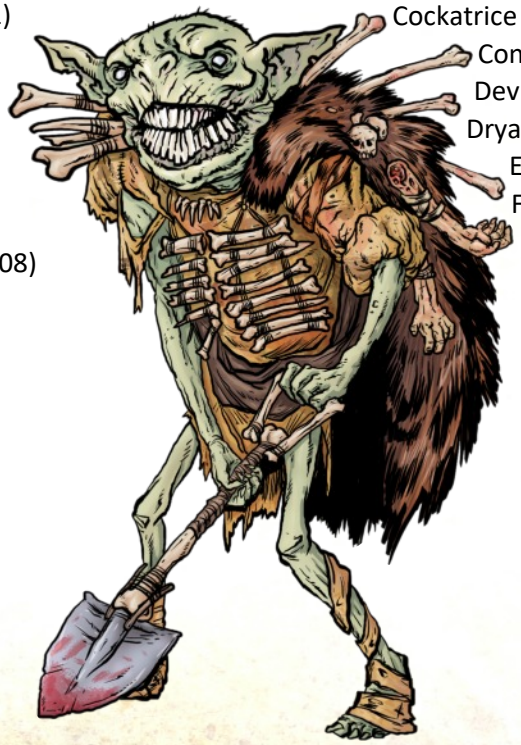
Alterian Legion Hoplite (CR3, pg 409)
Alterian Legion Hoplite Captain (CR5, *gladiator*)
Atlantean (CR10, pg 475)
Ape (CR½)
Baboon (CR0)
Boar (CR¼)
Centaur (CR2)
Constrictor Snake (CR¼)
Crocodile (CR½)
Demon, Quasit (CR1)
Devil, Imp (CR1)
Genie, Marid (CR11)
Giant Poisonous Snake (CR¼)
Goblin (CR¼)
Goblin Boss (CR1)
Magmin (CR½) - Mount Fantasia
Merfolk (CR1/8)
Ogre (CR2)
Panther (CR¼)
Pegasus (CR2)
Zavan (CR2, pg 508)



Phantasia

Phantasia

Alterian Legion Centaur Heavy Cavalry (CR2, *centaur*)
Alterian Legion Goblin Slave Volunteers (CR¼, *goblin*)
Alterian Legion Hoplite (CR3, pg 409)
Alterian Legion Hoplite Captain (CR5, *gladiator*)
Alterian Legion Light Cavalry (CR½, pg 409)
Alterian Legion Light Infantry (CR1/8, pg 409)
Alterian Legion Scout (CR½, pg 409)
Atlantean (CR10, pg 475)
Ape (CR½)
Blights (CR1/8,¼,½)
Boar (CR¼)
Centaur (CR2)
Cockatrice (CR½)
Constrictor Snake (CR¼)
Devil, Chasme (CR5)
Dryad (CR1)
Ettercap (CR2)
Faerie Dragon (CR1,2)
Flying Snake (CR1/8)
Giant Eagle (CR1)
Giant Lizard (CR¼)
Giant Poisonous Snake (CR¼)
Giant Wasp (CR½)
Gnoll (CR¼)
Goblin (CR¼)
Goblin Boss (CR1)
Hill Giant (CR5)
Jungle Giant (CR5, pg 494)
Merfolk (CR1/8)
Ogre (CR2)
Panther (CR¼)
Plesiosaurs (CR2)
Pteranodon (CR¼)
Satyr (CR½)
Zavan (CR2, pg 508)



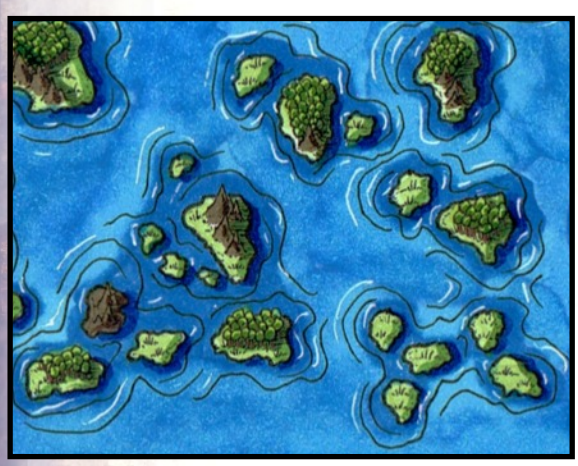
Omorhpia

Alterian Legion Goblin Slave Volunteers (CR¼, *goblin*)
Alterian Legion Gnoll Light Infantry (CR½, *gnoll*)
Alterian Legion Hoplite (CR3, pg 409)
Alterian Legion Hoplite Captain (CR5, *gladiator*)
Alterian Legion Light Cavalry (CR½, pg 409)
Alterian Legion Light Infantry (CR1/8, pg 409)
Alterian Legion Scout (CR½, pg 409)
Atlantean (CR10, pg 475)
Ape (CR½)
Boar (CR¼)
Blights (CR1/8,¼,½)
Cambions (CR5)
Centaur (CR2)
Constrictor Snake (CR¼)
Crocodile (CR½)
Demon, Quasit (CR1)
Devil, Bone (CR9)
Devil, Imp (CR1)
Dryad (CR1)
Flying Snake (CR1/8)
Giant Eagle (CR1)
Giant Poisonous Snake (CR¼)
Giant Wasp (CR½)
Hill Giant (CR5)
Gnoll (CR½)
Goblin (CR¼)



Omorhpia

Hell Hound (CR3) - Southeastern Island
Mephit, Mud (CR½)
Mercenary Guard (CR½, *thug*) - Southeastern Island
Men of the Trident Acolyte (CR¼, *acolyte*) - Southeastern Island
Men of the Trident Agent (CR1, *spy*)
Merfolk (CR1/8)
Ogre (CR2)
Panther (CR¼)
Poisonous Snake (CR1/8)
Worg (CR½)
Yugoloth, Arcanaloth (CR12)
Zavan (CR2, pg 508)



Pneuma Island Chain

Pneuma Island Chain

Alterian Legion Goblin Slave Volunteers (CR¼, *goblin*)
Alterian Legion Gnoll Light Infantry (CR½, *gnoll*)
Alterian Legion Light Infantry (CR1/8, pg 409)
Alterian Legion Hoplite (CR3, pg 409)
Alterian Legion Hoplite Captain (CR5, *gladiator*)
Alterian Legion Light Cavalry (CR½, pg 409)
Alterian Legion Marine (CR½, pg 409)
Alterian Legion Scout (CR½, pg 409)
Ape (CR½)
Atlantean (CR10, pg 475)
Aboleth (CR10)
Blights (CR1/8,¼,½)
Boar (CR¼)
Centaurs (CR2)
Constrictor Snake (CR¼)
Crocodile (CR½)
Demon, Quasit (CR1)
Devil, Bearded (CR5)
Devil, Imp (CR1)
Dragon Turtle (CR17) - Southern Ocean
Flying Snake (CR1/8)
Giant Poisonous Snake (CR¼)
Green Dragon Wyrmling (CR2)
Gnoll (CR½)
Goblin (CR¼)
Goblin Boss (CR1)
Gorgon (CR5)
Harpy (CR1)
Hydra (CR8)



Merfolk (CR1/8)
Merrow (CR2) - Southern Ocean
Ogre (CR2)
Pirate (CR½, *thug*)
Pirate Captain (CR5, *gladiator*)
Poisonous Snake (CR1/8)
Pterandon (CR¼)
Rogue Monodrone (CR1/8) - Red Crystal Island
Rogue Duodrone (CR¼) - Red Crystal Island
Zavan (CR2, pg 508)

Zava Hills

Alterian Legion Hoplite CR3, pg 409)
Alterian Legion Hoplite Captain (CR5, *gladiator*)
Alterian Legion Light Infantry (CR1/8, pg 409)
Alterian Legion Light Cavalry (CR½, pg 409)
Alterian Legion Scout (CR½, pg 409)
Alterian Legion Ogre Grenadier (CR2, *ogre*)
Alterian Legion Ogre Heavy Infantry (CR2, *ogre*)
Atlantean (CR10, pg 475)
Axe Beak (CR¼)
Bandit (CR1/8)
Bandit Captain (CR2)
Boar (CR¼)
Bulette (CR5) - Eastern Hills
Centaur (CR2)
Displacer Beast (CR3)
Giant Boar (CR2)
Gnoll (CR½)
Goblin (CR¼)
Goblin Boss (CR1)
Green Hag (CR3)
Hill Giant (CR5) - Western Hills
Ogre (CR2)
Mephit, Mud (CR½)
Phase Spider (CR3)
Spirit Naga (CR8)
Tiger (CR1)
Will-O-Wisp (CR2)
Wolf (CR¼)
Zavan (CR2, pg 508)



Zava Hills





Damp Forest

Damp Forest

Alterian Legion Goblin Slave Volunteers (CR¼, *goblin*) - Southern Forest
Alterian Legion Gnoll Light Infantry (CR½, *gnoll*) - Southern Forest
Alterian Legion Hoplite (CR3, pg 409) - Southern Forest
Alterian Legion Hoplite Captain (CR5, *gladiator*) - Southern Forest
Alterian Legion Light Cavalry (CR½, pg 409) - Southern Forest
Alterian Legion Light Infantry (CR1/8, pg 409) - Southern Forest
Alterian Legion Scout (CR½, pg 409)
Black Bear (CR½)
Blights (CR1/8,¼,½)
Blink Dog (CR¼)
Boar (CR¼)
Brownie (CR½, pg 479) - Southeastern Forest
Constrictor Snake (CR¼)
Crocodile (CR½)
Demon, Barlgura (CR5)
Demon, Chasme (CR5)
Demon, Vrock (CR6)
Drazil (CR1, pg 488)
Dryad (CR1) - Southeastern Forest
Faerie Dragon (CR1,2)
Giant Ape (CR7)
Giant Badger (CR¼)
Giant Centipede (CR¼)
Giant Lizard (CR¼)
Giant Spider (CR1)
Giant Wasp (CR½)
Goblin (CR¼)
Goblin Boss (CR1)
Gorgon (CR5)
Illumnarus Scout (CR½, *scout*)
Illumnarus Warrior (CR3, *knight*)
Mephit, Mud (CR½)
Myconid (CR½) - Eastern Forest
Myconid Sovereign (CR2) - Eastern Forest
Satyr (CR½) - Southeastern Forest
Shambling Mound (CR5)
Pixie (CR¼) - Southeastern Forest
Phase Spider (CR3)
Poisonous Snake (CR1/8)
Wolf (CR¼)
Young Green Dragon (CR8)



Arryas Mountains

Arryas Mountains

Adult Red Dragon (CR17)
Arryn Scout (CR½, scout)
Arryn Topside Soldier (CR1/8, *guard*)
Arryn Topside Commander (CR5, *gladiator*)
Basilisk (CR3)
Behir (CR11)
Bugbear (CR1)
Bugbear Chief (CR3)
Chimera (CR5)
Cloud Giant (CR9)
Cultist (CR1/8)
Cult Fanatic (CR2)
Duodrone (CR¼)
Galeb Duhr (CR6)
Giant Eagle (CR1)
Griffon (CR2)
Harpy (CR1)
Monodrone (CR1/8)
Quadrone (CR1)
Tridrone (CR½)
Peryton (CR2)
Roc (CR11)
Rogue Duodrone (CR¼)
Rogue Monodrone (CR1/8)
Wyvern (CR6)

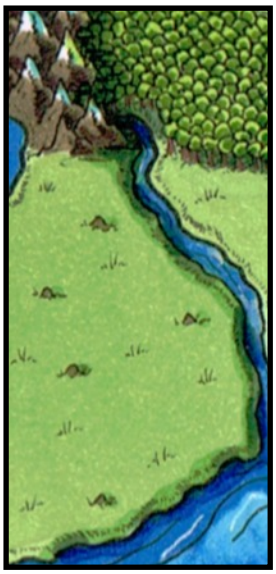


Eastern Cliffs

Alterian Legion Goblin Slave Volunteers (CR¼, *goblin*)
Alterian Legion Hoplite (CR3, pg 409)
Alterian Legion Hoplite Captain (CR5, *gladiator*)
Alterian Legion Ogre Grenadier (CR2, *ogre*)
Alterian Legion Ogre Heavy Infantry (CR2, *ogre*)
Ankheg (CR2)
Aravork Scout (CR½, *scout*)
Aravork Ambusher (CR3, *veteran*)
Axe Beak (CR¼)
Basic Guard Unit (CR4, pg 481)
Basic Worker Automaton (CR1, pg 480)
Boar (CR¼)
Bulette (CR5)
Harpy (CR1)
Lion (CR1)
Manticore (CR3)
Poisonous Snake (CR1/8)
Will-O-Wisp (CR2)



Eastern Cliffs



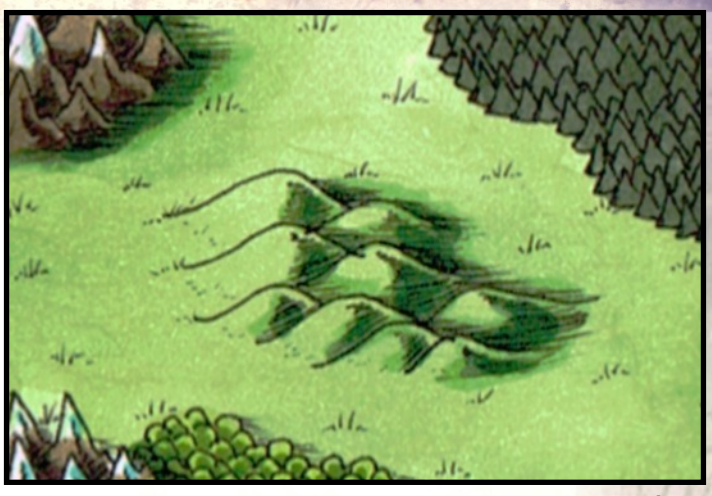
Sylvar

Slyvar

Ankheg (CR2)
Axe Beak (CR¼)
Black Bear (CR½)
Blood Hawk (CR1/8)
Boar (CR½)
Brownie (CR½, pg 479) - Sylvar Forest
Cockatrice (CR½)
City State Soldier (CR1/8, *guard*)
City State Knight-Captain (CR3, *knight*)
Ettercap (CR2)
Faerie Dragon (CR1,2) - Sylvar Forest
Dryad (CR1) - Sylvar Forest
Giant Badger (CR¼) - Sylvar Forest
Illumnarus Border Guard (CR3, *knight*) - Sylvar Forest
Illumnarus Scout (CR½, *scout*)
Jackalware (CR½)
Mercenary (CR½, *thug*)
Mercenary Captain (CR5, *gladiator*)
Pegasus (CR2)
Pixies (CR¼) - Sylvar Forest
Poisonous Snake (CR1/8)
Puma (CR1)
Satyr (CR½) - Sylvar Forest
Will-O-Wisp (CR2)
Wolf (CR¼)



Esta



Palous

Esta

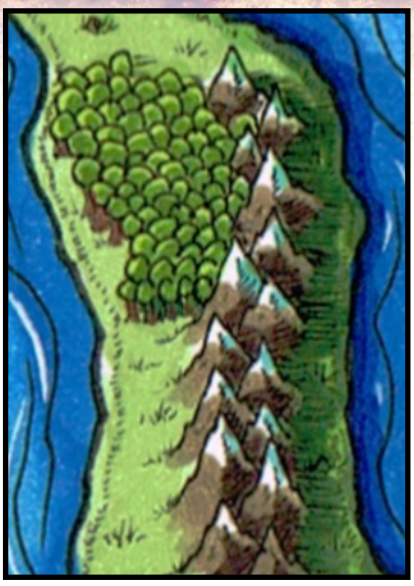
Axe Beak (CR¼)
Banshee (CR4)
Blights (CR1/8,¼,½) - Southern Estalla Forest
Black Bear (CR½)
Blood Hawk (CR1/8)
Boar (CR¼)
Brownie (CR½, pg 479) - Estalla Forest
City State Soldier (CR1/8, *guard*)
City State Knight-Captain (CR3, *knight*)
Displacer Beast (CR3)
Dryad (CR1) - Estalla Forest
Giant Wasp (CR½)
Green Dragon Wyrmling (CR2) - Estalla Forest
Green Dragyl Wyrmling (CR1, pg 485)
Griffon (CR2) - Aderia Mountains
Jungle Giant (CR5, pg 494) - Northern Estalla Forest
Mercenary (CR½, *thug*)
Mercenary Captain (CR5, *gladiator*)
Ogre (CR2) - Aderia Mountains
Owlbear (CR3) - Estalla Forest
Pixie (CR¼) - Estalla Forest
Puma (CR1)
Satyr (CR½) - Estalla Forest
Werebear (CR5)
Will-O-Wisp (CR2)
Wolf (CR¼)
Young Green Dragyl (CR2, pg 485)

Palous

Axe Beak (CR¼)
Basilisk (CR2)
Blood Hawk (CR1/8)
Boar (CR¼)
Bugbear (CR1) - Southern Eltra Mountains
Bugbear Chief (CR3) - Southern Eltra Mountains
City State Soldier (CR1/8, *guard*)
City State Knight-Captain (CR3, *knight*)
Demon, Shadow (CR4)
Dire Wolf (CR1)
Ettin (CR4) - Southern Eltra Mountains
Galeb Duhr (CR6)
Gnoll (CR½)
Griffon (CR2)
Hill Giant (CR5) - Vergona Hills
Mercenary (CR½, *thug*)
Mercenary Captain (CR5, *gladiator*)
Ogre (CR2)
Phase Spider (CR3)
Puma (CR1)
Skeleton (CR¼)
Stone Giant (CR7) - Southern Eltra Mountains
Wererat (CR2)
Will-O-Wisp (CR2)
Wolf (CR¼)

Macehead

Angel, Deva (CR10)
Angel, Planetar (CR16) - Umbral
Angel, Solar (CR21) - Umbral
Axe Beak (CR¼)
Black Bear (CR½)
Blights (CR1/8,¼,½) - Northern Milian Woods
Blood Hawk (CR1/8)
Boar (CR¼)
Cambion (CR5)
Cultist (CR1/8) - Umbral
City State Soldier (CR1/8, *guard*)
City State Knight-Captain (CR3, *knight*)
Dark Initiate (CR2, *cult fanatic*) - Umbral
Demon, Balor (CR19) - Umbral
Demon, Chasme (CR5) - Northern Milian Woods
Demon, Dretch (CR¼) - Umbral
Demon, Glabrezu (CR9) - Umbral
Demon, Manes (CR1/8) - Umbral
Demon, Nalfeshnee (CR13) - Umbral
Demon, Quasit (CR1)
Demon, Shadow (CR4) - Umbral
Demon, Vrock (CR6) - Macehead Mountains
Devil, Barbed (CR5) - Umbral
Devil, Bearded (CR3) - Umbral
Devil, Bone (CR9) - Umbral



Macehead



The Handle



The Army of Light prays over their fallen comrade

Devil, Imp (CR1)
Devil, Lemure (CR0) - Umbral
Devil, Pit Fiend (CR20) - Umbral
Dire Wolf (CR1)
Giant Centipede (CR¼)
Giant Wasp (CR½)
Harpy (CR1)
Hell Hound (CR3) - Umbral
Magmin (CR½) - Umbral
Mephit, Smoke (CR½)
Mercenary (CR½, *thug*)
Mercenary Captain (CR5, *gladiator*)
Myconid (CR½) - Northern Milian Woods
Myconid Soverign (CR2) - Northern Milian Woods
Night Hag (CR5) - Umbral
Owlbear (CR3)
Puma (CR1)
Skeleton (CR¼)
Will-O-Wisp (CR2)
Wolf (CR¼)
Yugoloth, Mezzoloth (CR5)
Yugoloth, Nycaloth (CR9)

The Handle

Ankheg (CR2)
Bandit (CR1/8)
Bandit Captain (CR2)
Black Bear (CR½)
Blood Hawk (CR1/8)
Boar (CR¼)
City State Soldier (CR1/8, *guard*)
City State Knight-Captain (CR3, *knight*)
Cockatrice (CR½)
Genie, Djinni (CR11)
Manticore (CR3)
Mercenary (CR½, *thug*)
Mercenary Captain (CR5, *gladiator*)
Merfolk (CR1/8)
Night Hag (CR5)
Phase Spider (CR3)
Sea Hag (CR2)
Skeleton (CR¼) - Ruins of Havor
Wererat (CR2) - Ruins of Havor
Will-O-Wisp (CR2)
Wolf (CR¼)
Zombie (CR¼) - Ruins of Havor



Northsea

Northsea

Aboleth (CR10)
Bandit (CR1/8)
Bandit Captain (CR2)
Blood Hawk (CR1/8)
Boar (CR¼)
Chuul (CR4)
City State Soldier (CR1/8, *guard*)
City State Knight-Captain (CR3, *knight*)
Cultist (CR1/8)
Cult Fanatic (CR2)
Gnoll (CR½)
Sea Hag (CR2)
Manticore (CR3)
Mercenary (CR½, *thug*)
Mercenary Captain (CR5, *gladiator*)
Merfolk (CR1/8)
Ogre (CR2)
Poisonous Snake (CR1/8)
Skeleton (CR¼) - Marris Plains
Wererat (CR2)
Will-O-Wisp (CR2)
Wolf (CR¼)
Worg (CR½)
Wraith (CR5)

The Kingdom of Jutan



The Kingdom of Jutan

Aboleth (CR10) - The Jarland of the Southern Shore
Ankheg (CR2)
Assassin (CR8)
Bandit (CR1/8)
Bandit Captain (CR2)
Basilisk (CR3) - Darkfrost Mountains
Blights (CR1/8,¼,½) - Northern Jutal Forest
Blood Hawk (CR1/8)
Boar (CR¼)
Brown Bear (CR1)
Brownie (CR½, pg 479) - Jutal Forest
Bugbear (CR1) - Darkfrost Mountains
Bugbear Chief (CR3) - Darkfrost Mountains
Cockatrice (CR½)
Chuul (CR4) - Southern Shore
Crocodile (CR½) - Dragonblood Swamp
Cultist (CR1/8)
Cult Fanatic (CR2)
Devil, Bearded (CR3) - Helviir Islands
Dire Wolf (CR1) - Gorlan Hills
Dragonguard Agent (CR1, *spy*)
Dragonguard Knight-Captain (CR3, *knight*)
Dragon Turtle (CR17) - Northern Waters
Druid (CR2)
Dryad (CR1) - Jutal Forest
Galeb Duhr (CR6) - Darkfrost Mountains
Genie, Dao (CR11) - Darkfrost Mountains
Giant Badger (CR¼)
Giant Boar (CR2)
Giant Eagle (CR1) - Darkfrost Mountains
Giant Lizard (CR¼) - The Jarland of Merdah
Giant Scorpion (CR3) - Clawbite Hills
Giant Wolf Spider (CR1) - Clawbite Hills
Gnoll (CR½) - Clawbite Hills
Goblin (CR¼) - Gorlan Hills, Clawbite Hills
Goblin Boss (CR1) - Gorlan Hills, Clawbite Hills
Green Hag (CR3)
Griffon (CR2) - Darkfrost Mountains
Guardian Naga (CR10)
Hill Giant (CR5) - Gorlan Hills, Clawbite Hills
Hydra (CR8) - Northern Waters
Jackalwere (CR½) - The Jarland of the Basket
Jarland Soldier (CR1/8, *guard*)
Jute Savage (CR2, *berserker*) - Darkfrost Mountains
Lizardfolk (CR½) - Dragonblood Swamp
Lizardfolk King (CR4) - Dragonblood Swamp
Lizardfolk Shaman (CR2) - Dragonblood Swamp
Magister of Jutan (CR6, *mage*)
Manticore (CR3)
Merfolk (CR1/8) - Helviir Islands
Mountain Lion (CR1) - The Jarland of Merdah
Owlbear (CR3)
Pegasus (CR2) - The Jarland of the Crownlands
Peryton (CR2) - Darkfrost Mountains
Phase Spider (CR3) - Clawbite Hills
Plesiosaurs (CR2) - The Jarland of the Red Shore
Poisonous Snake (CR1/8)
Priest of the Trinity (CR2, *priest*)
Redcap (CR5) - Northern Waters
Roc (CR11) - Darkfrost Mountains
Sabre-Toothed Tiger (CR2) - Gorlan Hills
Sahugin (CR½) - Helviir Islands
Sahugin Barron (CR4) - Helviir Islands
Sahugin Priest (CR2) - Helviir Islands
Sea Hag (CR2)
Stone Giants (CR7) - Darkfrost Mountains
Troll (CR5) - Clawbite Hills
Werewolf (CR3)
Will-O-Wisp (CR2)
Wolf (CR¼)
Worg (CR½)
Wyvern (CR6) - Darkfrost Mountains



The Thornfang

Thornfang Forest

Banshee (CR4)
Blights (CR1/8,¼,½)
Bugbear (CR1)
Bugbear Chief (CR3)
Demon, Dretch (CR¼)
Demon, Manes (CR1/8)
Demon, Marilith (CR16)
Demon, Quasit (CR1)
Demon, Vrock (CR6)
Drazil (CR1, pg 488)
Ettercap (CR2)
Giant Centipede (CR¼)
Giant Spider (CR1)
Giant Wasp (CR½)
Giant Wolf Spider (CR¼)
Panther (CR¼)
Poisonous Snake (CR1/8)
Shambling Mound (CR5)
Spirit Naga (CR8)
Troll (CR5)
Worg (CR½)
Yugoloth, Yocholol (CR10)





Jutal Forest

Jutal Forest

Bandit (CR1/8)
Bandit Captain (CR2)
Basilisk (CR3)
Blights (CR1/8,¼,½) - Northern Forest
Blink Dog (CR¼)
Brownie (CR½, pg 479)
Boar (CR¼)
Brown Bear (CR1)
Centaur (CR2) - Southwestern Forest
Cockatrice (CR½)
Constrictor Snake (CR¼)
Cultist (CR1/8)
Cult Fanatic (CR2)
Devil, Imp (CR1)
Displacer Beast (CR3)
Dryad (CR1)
Druid (CR2)
Giant Wasp (CR½)
Gnoll (CR½) - Southern Forest
Goblin (CR¼) - Southern Forest
Goblin Boss (CR1) - Southern Forest
Jarland Soldier (CR1/8, *guard*) - Jutt River
Jarland Knight-Captain (CR3, *knight*) - Jutt River
Illumnarus Scout (CR½, *scout*)
Illumnarus Warrior (CR3, *knight*)
Norn (CR17, pg 501) - Interior
Owlbear (CR3)
Panther (CR¼)
Poacher (CR1/8, *bandit*)
Pixie (CR¼)
Satyr (CR½)
Treant (CR9) - Interior



Lake of Ice

Lake of Ice

Basic Worker Automaton (CR1, pg 480) - Star Island
Basic Guard Unit (CR4, pg 480) - Star Island
Basilisk (CR3)
Behir (CR11)
Brown Bear (CR1)
Bugbear (CR1)
Bugbear Chief (CR3)
Cultist (CR1/8)
Cult Fanatic (CR2)
Devil, Ice (CR14)
Devil, Imp (CR1)
Dire Wolf (CR1)
Fire Giants (CR9) - Firepeaks
Gnoll (CR½)
Goblin (CR¼)
Goblin Boss (CR1)
Griffon (CR2)
Harpy (CR1)
Jute Savage (CR2, *berserker*)
Lizardfolk (CR½) - Swamp
Lizardfolk King (CR4) - Swamp
Lizardfolk Shaman (CR2) - Swamp
Mephit, Ice (CR1/2)
Stone Giants (CR7) - Firepeaks
Peryton (CR2)
Roc (CR11) - Firepeaks
Winter Wolf (CR3)
Wolf (CR¼)

Appendix B - Acknowledgements

Kickstarter Backers

Neophyte

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Acolyte

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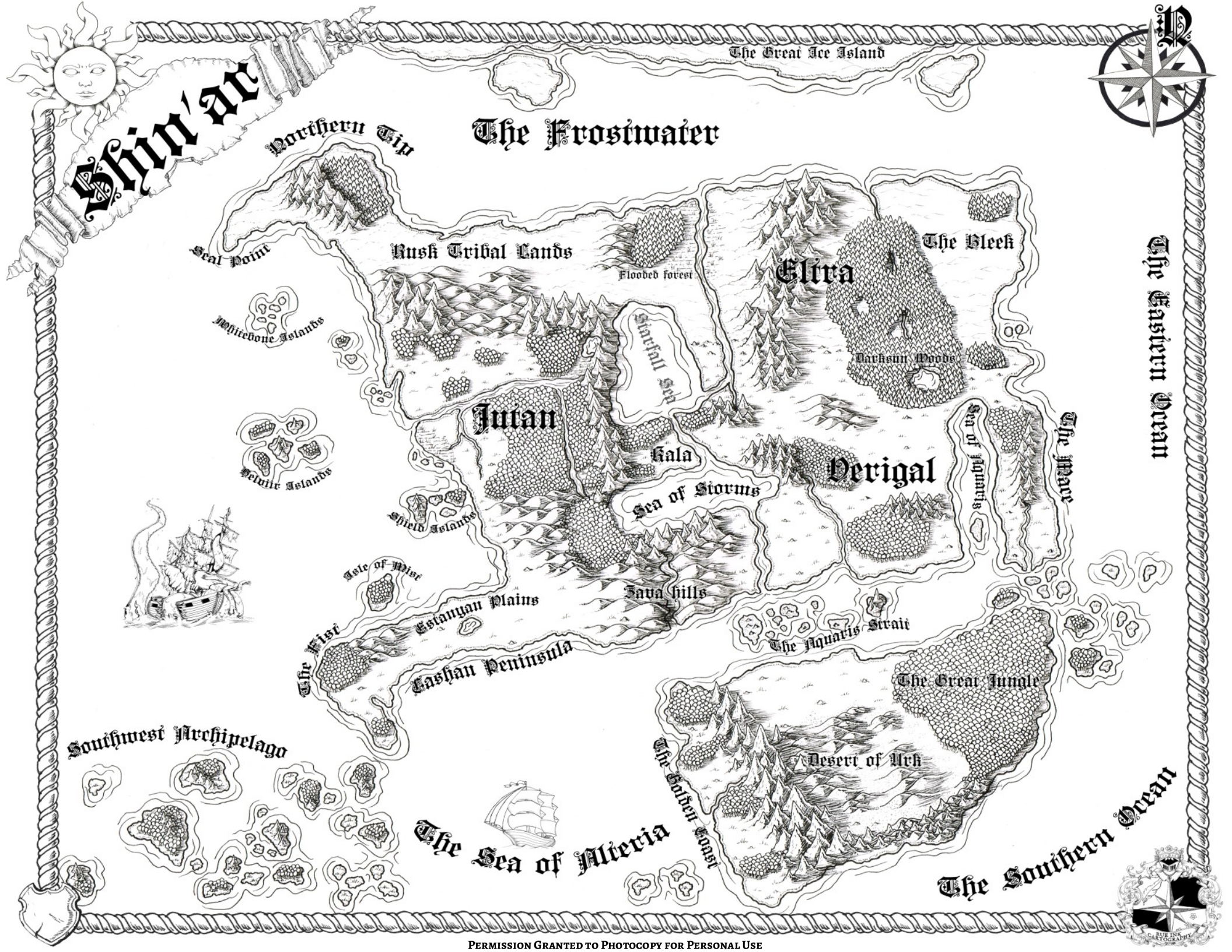
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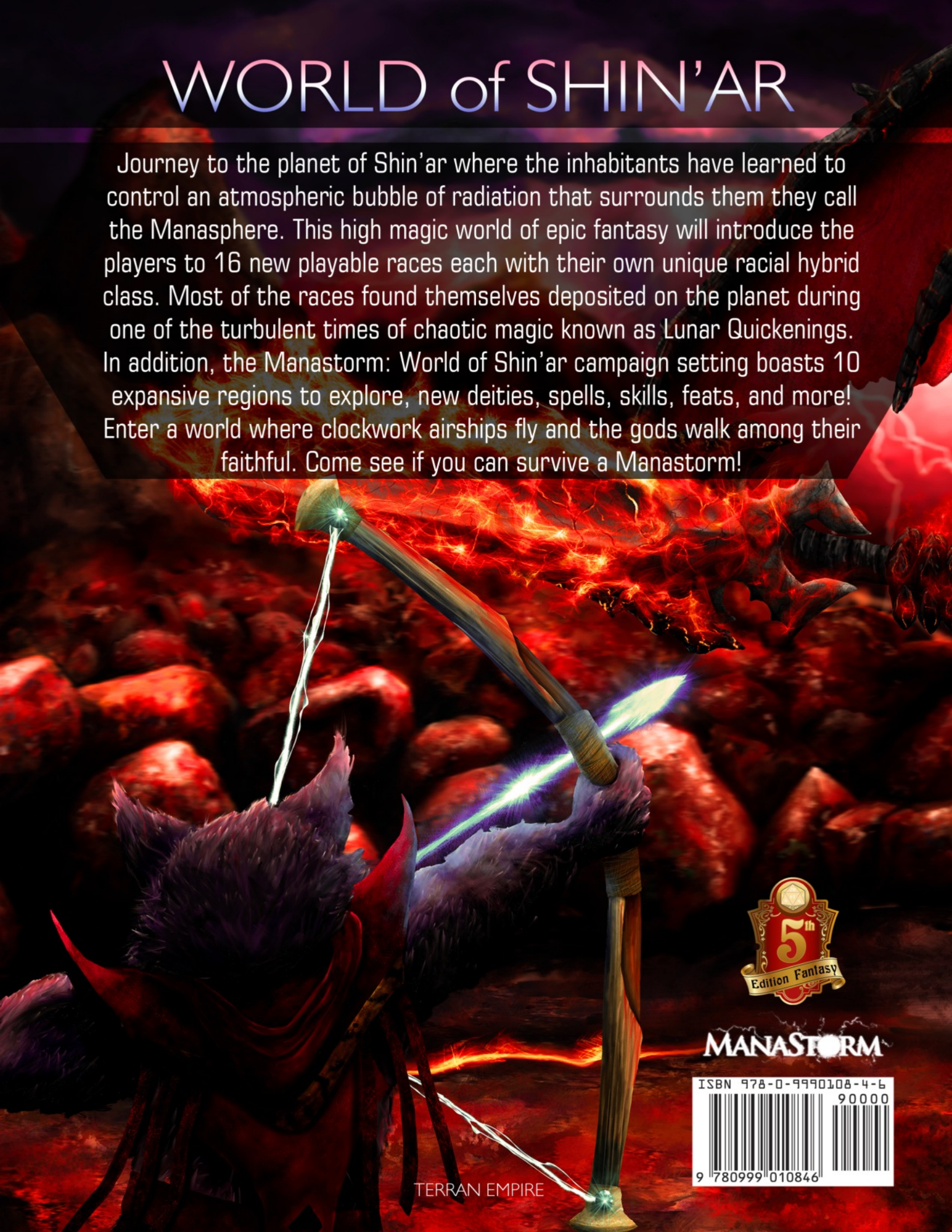


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