

# Realms of Twilight

## Campaign Setting



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# Introduction

Welcome my friends, to the world of Relistan. It is a place where great nobility is displayed by the lowest of peasants alongside the most horrible savagery ever seen by even the eldest of races. The legends of the Realms are many, for the times of the ancients have long since passed. Only now, thousands of years after the Eternal Eclipse, has civilization begun to reclaim small parts of these brutal lands. Great kingdoms have risen out of the ashes only to fall into decay, leaving countless ruins of once proud cities scattered across the continents. Welcome to a land where nobility and savagery are a hair's breadth apart. Welcome, to the *Realms of Twilight*.

## What Are the Realms of Twilight?

The Realms of Twilight is a totally new campaign setting. The people of this world are afraid of what lies beyond their fortified cities or struggling villages, though many still venture out into the wilds in search of adventure, glory and riches. Many ancient civilizations have left their remains scattered across the lands awaiting only a daring hand and clever mind to find their treasures and expose their secrets. All standard races and creatures can be found throughout the world, in addition to a few new ones detailed in Chapter 8.

Two major, apocalyptic events have shaped the world into what it has become. The first was the Eternal Eclipse. The Journal of the Dark Defender (Chapter 13) details how this event occurred, but in the end a fey race known as the Sai-Heth chose to eclipse the sun with another planet. They did this in a final, desperate attempt to save their world from what they saw as the vermin that were infesting it. The sun has not been seen since that day, so many thousands of years ago. Only the light of the three moons and thousands of stars now shine down upon the world. Forests and plants have evolved in the limited light, and they have somehow found the means to survive.

The second major event was a time period known as the Gate Wars. At the time Relistan was a nexus for planar gateways. Doors to the endless planes could be found throughout the world, and there were many who would control those gates. Demons, devils, celestials and others

battled across the land. Mortals were caught in the middle, trying in vain to defend their homes and their kin. The dramatic conclusion of this period of savage war can be found in the form of a legend, told in Chapter 1 of this book.

## Inside This Book

This book contains all of the information necessary for both players and Game Masters to begin a campaign in the world of Relistan. Players will find a number of new character options including new uses for skills and several new feats as well as completely new PC races. Game Masters can use this book to craft an epic saga that their players will remember long after its completion, or simply use a few of the locations or creatures within the bounds of their other campaigns.

**The World of Twilight (Chapter 1):** This chapter gives the history of the Eternal Eclipse and a few basic principles that are true throughout the world. Please note that the majority of the world's history has been lost, for there are few living who remember it. History books have also become rare since the Gate Wars. This chapter also explains how the people tell time in a world without a sun. In general it gives an overview of the world's journey to what it has become and the violent history that precedes current times.

**Kesuril (Chapter 2):** Kesuril is the most civilized continent in the world as well as the most diverse as far as terrain types. Here you will read about the various kingdoms that have somehow managed to rise up out of the darkness to find their own foothold in the world. This chapter speaks of various aspects of their lives as well as rulers, religious tendencies and relationships with each other.

**Slarinca (Chapter 3):** Slarinca is a continent deeply seeded in the power of ancestors and elementals. From the twilight gnomes in the north to the southern tip of the elven nation and Skyne, elemental forces are at work. Energy leaks in from the elemental planes throughout the continent, influencing its people, creatures, and even its flora with its power. Ancestors from ancient times speak into the present, advising those who wish to hear them, and sometimes influencing



events in their own right. In this chapter you will see various different societies and ways of life, their beliefs and the forces that influence them.

**Shirán (Chapter 4):** The Great Rasharin Desert dominates most of this land, but even this ancient wasteland is not without its important landmarks and rulers. The western edge of the continent is surrounded by a mountain range thought to be uncrossable by mortals. Legend tells that the Twilight Dragon himself may rest somewhere beyond their stony gates. This chapter also helps explain how a fiery desert can exist in a world whose sun has disappeared.

**Ezalyth (Chapter 5):** Eternal winter covers this land. It is the perfect antithesis of Shirán, where blistering cold replaces the boiling heat. Most of the people who live in the frozen lands are nomadic in nature, but a few manage to find enough food to keep them stationary. However, with frost giants in the west and sightings of strange and enormous reptiles flying over the mountains, how long can they stay before their very livelihood becomes threatened?

**Cylthia (Chapter 6):** This continent suffered minimal damage from the events of history. It is a continent covered with a savage jungle, erupting volcanoes, and in places peaceful seeming plains. There are few bastions of civilization, and many of those that exist suffer powerful hatreds towards others. In this chapter you will discover these nations, and the jungle that stands just beyond their borders.

**The Seas of Twilight (Chapter 7):** The sea has always held a special majesty in the hearts of men, elves and many other races. But the oceans of Relistan are just as treacherous as the wilds elsewhere in the worlds. A few of the seas even have new dangers all their own. Descriptions of these dangers as well as standard sailing conventions and more can be found here.

**Character Classes (Chapter 8):** This chapter includes a few new prestige classes tailored specifically to the Realms of Twilight and the dangers that can be found there. Some specialize in physical combat, others have more mystical specialties. Additionally it introduces a completely new core class known as the Combat

Alchemist. All of these new classes can be easily adapted to a current or pending campaign.

**Character Options (Chapter 9):** New uses for old skills, some new feats and several new player races are described in detail in this chapter. The new races are unique to this world but can, of course, be adapted to be used in any setting. Some feats help in countering the specific dangers of Relistan, while others allow for more versatile use of common abilities.

**Equipment and Magic (Chapter 10):** The races of Relistan are always creating new tools that make their survival easier. Here you will find a few of those tools as well a new exotic weapon known as a whistle stick. There is also a new material known as umbristine that can be used in the creation of masterwork items and a few completely new magical weapons and spells to add to the repertoire of any character or NPC. Most importantly, it is in this chapter that you will find the alchemical mixtures used by the new combat alchemist class.

**Religions (Chapter 11):** Although the chapters detailing each continent occasionally speak briefly about the religious beliefs of the nations and cities found on them, this chapter goes in to much more detail about the various pantheons of the world. They are listed by their center of worship, though worship of any of these gods can potentially be found throughout the world.

**Monsters (Chapter 12):** Here several new monsters are introduced; such as the nightwhisper, an otherworldly agent of chaos, and the Anu-Zarati, a powerful undead creature, transformed and animated by the ritual magic of the clergy of an ancient goddess.

**Legends (Chapter 13):** In this chapter are a few of the many legends and stories told about various places in the world as well as its history. Legends such as these and those found at the beginning of each chapter can be key plot hooks for those looking into the past for treasures and adventure.



## Chapter 1: Relistan, The World of Twilight

Long ago, beyond the memories of men, dwarves or even the centuries old elves, this world was lush and green. Mortals did not exist and the Gods lived on the very ground which we now reside. They played with the mountains, sang with the wind, and bathed in the light of the True Sun which no longer graces our skies. But the land was not enough for them; it was only a matter of time before boredom drove them to create lesser beings to amuse them. It was in the Age of Light that the first men walked the earth. They spread like vermin over the land, consuming everything they came into contact with, from the forests, to the mountains to the land itself. They amused the Gods for a short time, but in the end

they were found wanting. Dwarves came next, a vast improvement over the crudity and greed of humans. The Gods bestowed upon the sturdy race great endurance, determination and an innate love for minerals and gems. For the next few centuries the gods looked down upon the dwarves with amusement. They were impressed by the quality of the crafts created by the dwarves and the dedication to their work and each other that they possessed. But the first of the dwarves was dying of age, growing weaker year by year. This simply would not do. In a final attempt to create a mortal race worthy of the attention of the Gods, they created a race that would stand the test of time, the elves.



Centuries passed and the elves showed no sign of age. They took to the woodlands and carved great cities from the tree tops. Some followed the path of the dwarves to the world below and became great and ruthless hunters. In their lifetimes they were able to create wondrous things and weave magic with a skill surpassed only by the Gods themselves. Yet they were a fickle race. Very few elves could focus their energies on a single task or line of learning for more than a few decades. Thus, even with their great power as a race, they could not begin to approach their true potential.

In their frustration, all but two of the ancient gods gave up on their attempts at creation and satisfied themselves with the worship and adoration of those already in existence. A pair of the most powerful deities ever to reside in the heavens were not satisfied. Tilantus the god of darkness and metals and Beralyn the goddess of color and light combined their great powers in one final attempt to create a race of beings in their own image, that mirrored their own perfection. They molded the elements themselves into great forms given life by their divine spark. They had finally succeeded in their quest. They had created the beings that would rule the world for centuries to come. They had created the dragons.

These beings took on a variety of different forms and colors, each a blend of their makers. The chromatic dragons were blessed with the bright colors of the rainbow, but took on their father's dark temperament. The metallic dragons shone of the purest veins of gold, silver, and copper but were endowed with the relatively positive philosophies of their mother.

It didn't take long for the dragons, in their magnificent power, to conquer and rule every pocket of civilization across Relistan. Some conquered by force, others ruled from behind the scenes as the advisors to great kings. The dragons fought each other along the way, in their quest for power and glory; battling over ethics and beliefs or even simple greed. The mortals began to worship these great beings in place of the True Gods; waging war for them, killing in their name, and offering sacrifices to the great beasts. The Gods grew jealous, but Tilantus and Beralyn still

watched over and guarded their creations as parents would protect a child.

It was at this time that the oldest of the wyrms, both metallic and chromatic, were given a glimpse of the future. They foresaw their own doom. The details of the vision were vague but the end was clear. The entirety of the great and powerful race would be wiped from the earth. It would all begin when the True Sun faded from the sky forever.

Dragons are powerful, intelligent creatures, but vanity and pride drove them to ignore the warning. Over the passing decades, a blink of an eye in the life of an almost immortal dragon, the fear faded and they grew complacent. Few noticed when a threat began to grow across the land. The sai-heth, a race of fey creatures, could no longer stand the concept of sharing their world. They performed a great ritual that blocked out the sun for all eternity, leaving only darkness and the light of the three moons behind.

The mortal priests foretold of a great doom, but only the ancient dragons knew the truth. They thought they could survive this as they had survived so many natural disasters over the centuries. But there was nothing natural about this; the Gods would have their vengeance.

As the dark orb slowly eclipsed the sun, the powers of Beralyn waned and the protective aura she granted to the greatest of her creations faded. It was then that the jealous Gods struck. A great plague ravaged the draconic race and anyone who shared blood with their kind.

It is said that Wyrmtrot, as the divine plague came to be called, first stole the strength of those it infected, rendering them incapable of all but the smallest tasks. The power of flight was stolen from the dragons as their muscles and scales slowly and painfully decayed away, leaving only infected flesh and bone behind. Next it attacked their keen senses, preventing them from seeing their great hordes of treasure or hearing the approach of a thief or enemy. Lastly it corrupted the very elemental forces from which the dragons were created. Reds and golds burst into flaming magma, blues were consumed by magnificent bursts of electrical energy; whites and silvers froze to death from the inside out. Hundreds of dragons and their kin around the world were





### *The Draconic Triune*

utterly destroyed by Wyrmot. Only the oldest and the strongest survived the great plague, but they knew that the gods would not suffer their existence for much longer.

The chromatics and metallics joined forces for the first time in their races ancient memory in an attempt to ensure their own survival. They pooled all of their vast knowledge, wisdom and experience and placed it within a single, flawless

onyx the size of a large man's head. Slowly the gods came for them. One by one they fell. When each dragon died, their very essence and power was absorbed by the gem, now known as the Dragon's Eye.

When only three remained they came together one final time. Red, black and gold were all that had survived. They knew the Gods' forces were coming for them, but they were unwilling



to let their kind and their dynasty vanish into the sands of time. As the power of the Gods pounded on their door they chose one to become the eternal guardian of the Dragon's Eye so that their kind may one day return to these lands. The last three dragons sacrificed their lives to their father Tilantus, god of darkness, and in return the greatest of the three, a gold dragon by the name of Zelinasharinias was born again, empowered by the spirits of the other dragons, in the form of a mighty dracolich.

The jealous gods were satisfied, having taken the life of every dragon and dragon-spawn in the world, so their forces returned from whence they came. The dracolich would remain in hiding, protecting the Dragon's Eye for thousands of years.

But time has a way of causing complacency in even the most stalwart guardians. On a day like any other a lone figure, masked by a power previously unknown in all of the combined lifetimes of the dragons entered the home of the Guardian and stole the Dragon's Eye.

The great dracolich was furious at the intrusion. The mountains of the Demon's Spine erupted with the fire of his rage. Instantly he turned his great will and magic to the task of determining its whereabouts. It wasn't long before he discovered the thief fleeing back to the south, but he also saw something more, a glimpse of the future. He chose to let the mortal keep the Eye. Zelinash stood to gain much more by what lay in store.

The thief, Kelish by name, was a resident of the ancient city that is now the capital of the Illurian Empire, the home of the Mystacan race. There he took the stone with all of its power and wisdom. He gave it as a gift to the Keepers of the Light, a sacred order charged with maintaining the mystical sun that rose and fell around the city. They placed it at the core of their temple, where it became an integral part of every sacred ceremony the Mystacan clergy would perform for the next few centuries. It began to absorb their faith, their knowledge, their wisdom, and its power grew.

About three hundred years after the Eye was stolen the magical energies of the world began to become unstable. Mages lost control

of their powers and the fabric of reality was torn asunder, spawning unstable gateways to hundreds of different worlds. Forces beyond those of the mortal world came through those gates and began to battle for control of the portals, for their own use.

Demons, angels and mortals clashed across the world in fierce battles over land and sea. Thousands died every day, but there always seemed to be more to replenish the ranks. Blood fell like rain over dying fields as winged monsters battled across the skies.

Through all of this the Mystaca were left alone. There were no portals on their lands, and thus no reason for the other-planar forces to disturb them. Many believe it was the Dragon's Eye that kept them safe. As the wars raged outside their doors their curiosity drove them to create a controllable portal. Their first attempt was through the use of intricately carved stones which opened a temporary path to a single defined location via a travel realm. Initially this design was flawless, so they moved on to more complex devices. As the years passed and mortals slowly began to fade from this world, being slaughtered for protecting the only homes they had ever known, the stones began to fail. The path became longer and the power that warded against the creatures that resided within the travel realm faded. Eventually the wards failed altogether, and a flood of undead shadows poured through the gateway into the city. They sucked the life from anything they touched. One, the strongest of them all, was drawn to the mystacan temple. He followed the powerful call of the Eye to its source, and absorbed the stone into his incorporeal form. Instantly the power and wisdom of the ancient dragons filled his mind and granted him sentience. Carius was born.

He used his newfound powers to organize the shadows and systematically slaughter every living thing in the city. When only a few remained they desperately attempted a ritual that would shatter the Eye and destroy Carius forever, along with the thousands of shadows that the mystaca believed were linked to the Eye somehow. They pulled upon the very life of the land beyond their city, draining it of all of its natural power. Flowers wilted, trees died and decayed in an



instant, and the small ponds that the surrounding villages depended upon for their source of water dried up. But even with the tremendous power that they channeled in the ritual, their plan met with catastrophic failure. The Eye was shattered as they had planned, but its shards found new hosts, embedding themselves in hundreds of nearby shadows and thus spawning the Umbral race. The slaughter of the few remaining mystaca followed shortly thereafter, leaving the city empty.

The umbrals were not the only thing spawned by the destruction of the Dragon's Eye. The enormous amount of draconic energy released by the gem spread throughout the world, recreating the race that the Gods themselves had fought to



### *The Wondrous Terrors of Alhana's Influence*

destroy. The vast majority of that energy traveled to the one remaining source of draconic power on the planet, Zelinash. His power grew to titanic proportions. He became a deity in and of himself. Even the ancient Gods, who had condemned his race to death, would no longer challenge him.

With all of his power and wisdom he looked out upon the world to see the mortals that had faithfully served and worshipped his kind being destroyed on all corners of the planet. In one burst of omnipotent rage and deific power he forced the demons and the angels back to their home worlds,

banishing them back to whence they came. He used his power to stabilize the magical energies of the world and close the portals that had brought only catastrophe.

The use of his newfound powers was too much. His mind was not yet prepared for the great stresses of such titanic energies. His mind split and he was driven into insanity. The destruction he caused in those few hours after the doorways were sealed was greater than the combined years of the Gate Wars. Cities were demolished, mountains tumbled to dust, the seas boiled with his unending rage. Then, as suddenly as it had begun, the being now known as the Twilight Dragon was gone, leaving behind scarred lands, and tens of thousands dead. The world was silent as if afraid to breathe for fear of invoking his rage again.

Days passed, then weeks with no sign of his return, or that of the demons. The mortal races of the world, though only a fraction of them remained, slowly began to rebuild. The dragons grew as the years passed, though even now they are hesitant to play too great a part in the world. The Gods have long memories, and no one is sure if they still carry their old grudge, or even if the old Gods still exist here. And so time went on much as it does now, with people trying to scratch out a living in the savage world that remains. Centuries have passed, now, and civilization is only now beginning to find its place in our world once again.

- Wystan Dragonhand  
High Priest of the Temple of Twilight

## **The World As It Is**

Centuries have passed since the coming and subsequent disappearance of the Twilight Dragon. The dark world of Relistan has not been graced by the rays of the True Sun for more than a millennium. In ancient times, long before the lives of the vast majority of the world's current populace, a sylvan race with ties to the Plane of Shadow tried to protect their world from what they saw as a deadly pestilence. To do this they performed a ritual that realigned the planets and



darkened their world. The power of the ritual has held a great dark orb between Relistan and the True Sun continuously through the ages. Only the most ancient of peoples have even the faintest memory of the fading sun, and none but the sai-heth know the reason behind it (Journal of a Dark Defender in Chapter 13 explains the story for curious Game Masters). The people of this savage world have since managed to form pockets of civilization throughout the world, rising out of the Dark Ages in the past several thousand years. Outside of those civilized areas, the world remains cruel and savage. It is a time when the people of the world fear greatly that which is beyond their own homes. Fortified cities stand strong against the night and the denizens of the world. Towns shore themselves up with thin walls in an effort to keep out the strange folk and stranger beasts that now walk the land. Even small villages have found ways to defend themselves.

But there is still joy in the world. Even the most unprotected village does not necessarily live their every waking hour in fear. Those that live within the borders of a nation may be protected by armed patrols. The majority of those that are not, have organized some sort of militia to answer the call to battle should the need arise. It is a time when adventurers could make or break villages and towns by either providing or withholding their aid. What will you do?

## **Time and the Three Moons**

Time can be very difficult to judge without a sun to define the difference between “day” and “night.” Regardless of this, the progress of a 24 hour period is still defined by the use of these terms. However, instead of measuring time by the rising and falling of the sun, it is judged by the journey of the silver moon, Nalus, from east to west across the sky. For the 10-16 hours when its light shines down upon the land the people call it “day.” When it is absent, then “night” has fallen.

Months are tracked by the movement of the red moon Alhara. It takes about two weeks for Alhara to cross the sky, followed by two weeks without its presence. When the red moon rises, many people say that the world becomes a more

dangerous place. Beasts that would usually leave a traveler alone will attack without provocation, and men transform into hideous and destructive creatures that are neither man nor beast.

The white moon, Celine, is a symbol of purity and light that cleanses the world after the violence of Alhara’s influence. Its cycle is almost exactly opposite that of the red moon, such that only once every several millennia are the two in the sky at the same time.

Some say that the red and white moons are actually one and the same. These believers tell that Alhara is simply the white moon coated in the blood of those who were slain when last it dominated the sky. For this reason it is often referred to as the Blood Moon. The cult that worships the Twilight Dragon sites this as a reflection of the duality of their Lord who reshaped the world with his rage only moments after he saved it with his grace.

## **Lycanthropes**

Like many other worlds, the dangerous transformation of lycanthropes is triggered by the phases of the moon. In this case it is Alhara’s influence that brings about the change. Most lycanthropes are only affected for a short period of time, usually a single day, a three or four day period at the most during the red moon’s journey across the sky. Some unfortunate souls, however, are cursed to endure their metamorphosis for the entire two week period. It is impossible to tell how long a particular specimen will be affected when a lycanthrope comes into being. Regardless of whether the condition is in their blood, or simply caused by a disease, the duration of their uncontrollable change will remain a mystery until Alhara rises once again. In most places of the world lycanthropes are considered extremely dangerous, but in one they are worshipped as messengers of their nature goddess.

## **The War of Shadows**

Thousands of years ago the True Sun was eclipsed by the sai-heth. They believed that humanity, dwarves and many other races were a plague that would kill their beloved nature if they did not intervene. They developed a powerful



ritual that caused the eclipse. Since that day there have been powerful forces attempting to break the spell and return the True Sun to the sky. However, the sai-heth were an ancient race even before humans were first created, and they will die fighting to protect their decision. They believe that it may take thousands of years for the scourge to die out, but in the end the world and nature herself will be better for it. Only then will they release the chains that hold the celestial bodies in place. Until that time, the scholars who took part in the rituals (or their descendents) must survive, for if they should all fall, the spell will be broken and their last efforts to save their world will be for naught.

Since the races of mortals first discovered the plot of the sai-heth to eclipse the sun, a war has been fought over it. After the great battle at the ritual site, the vast majority of this war goes on behind the scenes. The Lightseekers, as they call themselves, fight to end the power of the ritual, and return the True Sun to the sky. The sai-heth and those who fight beside them fight to maintain their power for as long as it takes for the vermin who have infested the world to die out.

The people of Relistan, even long-lived races such as the elves, have known nothing but the light of the three moons for generations. If a lightseeker, were to be revealed, most would call them insane or incompetent. There have even been cases where they have been imprisoned or threatened because of the tales they tell. Hope and change can be dangerous things, to people not prepared for them. And so the lightseekers keep themselves hidden.

The sai-heth have never wanted to be in the forefront. They have only to wait until, one by one, the harsh realities of existence cleanses their world of the parasites that have infested it. So, they obviously do not go to great lengths to reveal themselves. In fact, even those who hunt them have a difficult time identifying who they are and often kill innocents unassociated with the war by mistake; such is the cunning of the shadow fey. The sai-heth prefer to act through manipulation of people and events. Perhaps it was their doing that caused suspicion to surround the lightseekers. Two things are certain in this ongoing war, there

are no coincidences, and no mercy.

## **The Gate Wars**

Approximately two hundred years after the sun was eclipsed by the sai-heth, strange planar anomalies began to surface throughout the world. Gates to other planes become more and more common, even as the power of magic became less and less stable.

Many powers from throughout the planes came to Relistan to control these portals. Demons from the Abyss, devils from the Hells, archons from the upper planes and even a few elemental lords began to search the world for these interplanar gates. When found, potent guardians and defenses would be put in place to protect them. Unfortunately there were many of these gates to be found on lands that mortals had settled decades prior.

The claws of demons clashed with the flaming blades of the archons. Elementals battled devils. Powerful wizards battled them all. And the races of the mortals were caught in the middle of it all. Tens of thousands of innocents were killed during the six years of war. Some fought to protect their homes, others fled to wherever they thought safe. In the end it was the action of Twilight Dragon that cast the outsiders from the world and sealed many of the gates. Some of the original gates remain, and other planar energies still leak through into various parts of the world. The Twilight Wood feeds on energy from the Plane of Elemental Water. The Isle of Mist exists simultaneously on two planes. Perhaps the gates are slowly beginning to re-open. If this happens, will the outsiders return to claim them?

## **Relations**

As you will see in the chapters that follow, there are numerous nations and kingdoms that have managed to fight their way out of darkness and survive in the savagery of the world. Alliances and diplomacy are common between those nations that share a border that is easily crossed. Yet even the most powerful nations and



empires in the world do not know what lies beyond their mountainous borders. Such impassable natural barriers are simply not worth the resources to go beyond when the survival of a kingdom is paramount.

The seas are another barrier that few have crossed. The only notable exception to this is the trade agreement between Valin of Kesuril and Aruna-Nigh of Slarinca. Beyond this overseas trade agreement, there are very few who are willing to sail the seas on a regular basis for anything less than a treasure trove. As a result, diplomatic communications across the seas are minimal.

## **Mechanics**

There is one other major difference between the races and creatures of this world and those found on others. All creatures, even humans have learned to see well in the dark. They have evolved as the centuries passed and the True Sun failed to return. This evolution has granted them the equivalent of low-light vision. Those races that would normally possess such a trait can see twice as far in low light areas than they normally could.



## *Chapter 2: Kesuril, the Civilized Lands*

Ours is an ancient history, fraught with danger, war and a struggle simply to survive. But I shall start at the beginning of the tale. Before the great kingdom was founded, before the sun faded from the sky, we were a nomadic people. We moved from place to place following the herds and staying just out of lady winter's icy grip. For generations we had survived this way, in harmony with nature. We understood the cycle of life and fought to maintain the Balance.

Then a great warrior rose from among the ranks to declare that the time had come for us to find a more permanent home. There was dissension between the tribes of our people. Some believed the warrior was right, others fought fiercely to maintain our relatively peaceful and harmonious existence. So strong were these feelings that brawls over the matter quickly became commonplace. Soon what had begun as simple proposal had turned into armed battles, then wars between the tribes. Elistan, the man

who had first proposed this idea was appalled by the needless deaths of his own people. In an effort to end the bloodshed he challenged each tribal chieftain to single combat, which was the way of our people all those years ago. One by one the chieftains fell, and the tribes were united under his reign. There were still arguments over the right path to take, but they would not disobey their new chieftain. The laws of the tribes prevented such.

When the warmer months came the tribes traveled to this very site, the richest of their temporary homes over the years. They built strong wagons from the forests to carry stone from the mountains, pulled by great beasts the likes of which have not been seen since the days of our ancestors. For years they worked, quarrying and hauling stone, using it to build the strong walls that now protect this great city and its people. The nearby orc tribes would not leave them in peace. The raids were constant, enough so that they significantly delayed the construction of even



the simple outer wall. The warriors of the tribes longed to lash out at their attackers. Both sides of the argument over the destiny of the tribes were united in this, and so Elistan turned them loose.

The battle was brief, with the blood of humans and orcs mingling as it flowed from their mountain caves. Yet it was the orcs who were no more. Our kind had endured, and building commenced once more.

They were forced to endure weather conditions the likes of which they had never seen before. Some of the tribesmen abandoned construction, pointing to the chaotic weather and dangerous predators that stalked the land as nature's voice speaking out against the city. Those who left have now become the most respected members of our society, for it was they who founded the Druid Clans.

Decades passed before the city was completed. Three generations of tribesmen worked their entire lives to build this place, many

giving their lives to protect it. The place we call home is quite literally built of the blood and tears of those who came before us. In time it would become everything Elistan said it would be. But when the demons came, even the great walls could not protect us.

Several decades after the great city of Marúk was completed we received a message from the druids. They had sent word of an evil force that was bent on the destruction of our world. They were planning to banish the life-giving sun from the sky, to the doom of us all. We sent many brave warriors to aid in the campaign against the dark creatures, yet in the end we failed. The world had gone dark, now lit only by the three moons. The druids preached that we had angered nature and her wrath was at hand. We had been given a chance to protect her, and we were not up to the task. But there was nothing natural about what came next.

They came from the mountains, so it is said;



*The Savagery of the Gate Wars*



their bat-like wings and demonic steeds carried them to our door. At the time no one knew why they had attacked us, only that they slaughtered our kinsmen without prejudice and without mercy. Our weapons could not harm them; even our great king was barely able to penetrate their hides. We were going to die, but we would not die without a fight. For weeks we fought, losing ten men for every one of them we were able to defeat. But just when we had resigned ourselves to our fate the Druids came to us. They used their magic, unstable as it was, to hold back the monsters. But even they were unable to stay the slaughter. Thousands were slain, torn to pieces by the claws and fangs of the demons. Even with the power of the Druids beside us, we could not hope to survive. Too few of us remained. We could fight for another day, maybe two, but we would lose, and all that we had worked so hard to attain would be lost forever.

Our defeat was imminent. Without warning a thunderous roar that sounded like that angered soul of nature herself echoed from beyond the horizon. The whole of the world seemed to stop in that instant. Mortal and demon alike looked to the horizon in wonder. In a chorus of terrible, unearthly shrieks they were gone. Every last demon that had assailed our walls and our homes had disappeared. To this day no one is sure what happened. Some say that the earth mother grew angry and expelled them from existence, others tell tales of dragons or deities. The truth is in what you believe. Minutes later there was a great earthquake. The world shook with such force that many feared being thrown off. Some were swallowed into the depths of the great chasms that ripped open. Buildings collapsed killing those hiding inside. The seas boiled and the forests burned. Then, as suddenly as it had begun, it was over.

For days no one dared to move or speak above a whisper. They waited for the return of the demons, or of the more powerful creature that followed them. When our ancestors finally stepped out of hiding, what awaited them was beyond belief. The northern half of the city had

been utterly destroyed. The city wall had been pummeled into boulders no bigger than a man and not a single building to the north was left standing. The blood of both men and immortal covered the ground and the torn bodies of the dead were strewn about as if thrown by a great windstorm. It was a terrible sight to behold. Friends slaughtered by the hundreds, homes destroyed... but still the great king remained, injured though he was. Our ancestors worked together with the remaining druids to rebuild Marúk, and they made it grander than before. At the urging of the Grand Druid they built a Temple to the nature goddess, Elvaril, in the cities core, where nature would always be revered; it is by her power and grace that our people were allowed to live.

In the years that followed, the few survivors reveled in simply being alive. Minor quarrels faded and arguments were few. But peace and harmony do not last forever. And so the great city of Marúk is as you see it today. It is important to revel in the moment, but do not forget the past that brought us here. We have survived storms beyond mortal power, predators the likes of which were never seen before or since, and we weathered an assault from the Abyss itself. Though you may look around and see petty arguments and politics, remember that there is great strength here, hidden beneath the surface.

- Eryka Solin  
The Voice of Nature

The western continent of Kesuril is the largest land mass on Relistan. It is also one of the most diverse environments on the planet, containing everything from lush green forests to dead wastelands. Its people are just as diverse. The nature worshipping nation of Valin in the east pays homage to the earth and its primal elements while the kingdoms of the west focus more on trade and finance than religion. To the north lies the Golden Plains, the home of great tribes of nomadic catfolk. South of the Demonspine Mountains, a volcanic mountain range that stretches across



the continent from east to west, lies the oldest and largest empire in the world, Illuria. Below you will find descriptions of each major area as well as general descriptions of key people such as rulers or elders in each kingdom. The statistics for the key NPCs have been deliberately left vague to allow adaptation to your campaign. Thus, they have been limited to a race and a class. Each city is categorized by the general alignment of the majority of its residents and government, as well as the city size to aid in determining the resources available to them.

## Valin

Valin is a kingdom formed primarily of those who worship nature and all of its individual elements. They believe that lycanthropes are holy creatures blessed by Elvaril, their Goddess of Nature, with closeness to her rivaled only by the nature-loving fey and elementals. Only when the spirit of nature possesses them do they transform to carry out her will. Their violence is the rage of Elvaril, their hunger is her desire. They are the embodiment of the Goddess' will. As such, many lycanthropes hold high positions in both politics and the state clergy.

However, the people of this proud kingdom are not as naïve as they may seem at first glance. They recognize the danger that these creatures represent to themselves and to their children. As a result the vast majority of lycanthropes are "encouraged" to leave the cities and seek out one of the numerous druidic circles that rule over the nation's forests. There they are taught to control their transformation, and to recognize the warning signs while still keeping in touch with the All Mother's will. Only after this training are they truly welcomed back into civilized society. Until they have undergone this training, "wild" lycanthropes will be feared and cast out.

### Relations:

The Illurian Empire: The people of Valin fear the dark soldiers of Illuria. They do not understand Illurian beliefs, customs or even

speech. It is their tendency towards the unnatural practice of necromancy that frightens and angers citizens the most. They believe that such magic is an affront to nature and by its very essence goes against their most basic of beliefs. The politicians hold a different view. They see the riches of the great empire and strive to establish trade across the savage land that separates the two civilizations. While they remain wary of the skilled mages and disciplined soldiers posted at the border forts, they welcome diplomats with open arms. The border between the two countries is heavily patrolled by both sides, but with the druids and holy lycanthropes at their side, the Valinites feel they can sufficiently defend against any attack.

Aruna-Nigh: Travel between Valin and the elven kingdom across the sea is one of the few established intercontinental trade routes. The sea is far from safe however. Many ships are lost each year to incredible storms, raiders and sea monster attacks. The navies of both kingdoms are fighting to make this route a safer means of travel, but have made little progress. Relations between the two nations are tense, but friendly. An elven ambassador lives within Thorn Keep and attends court on a regular basis, but he has only been able to negotiate a trade treaty thus far. If a war breaks out between Illuria and Valin, King Alostair hopes to be able to enlist the aid of their elven allies.

## Marúk

Alignment: Neutral Good

Size: Metropolis

The city of Marúk is a bustling metropolis with all the comforts and hazards of city life. Its many taverns and inns support the thousands of travelers that arrive each year on a pilgrimage to the High Temple of Elvaril or to make their pleas at the royal court. Its shops cater to everyone from the most practical to the exceedingly extravagant, and traveling companies of performers can always be found both on the streets and on the stages of the more respectable taverns.

Marúk is the holy city of Valin. Legend speaks of a devout young priestess who, in ancient times, was visited by the All Mother herself. The





### *The Holy Temple of Elvaril*

Goddess gave to her servant three tremendous and powerful gifts and promised that as long as these artifacts remained safe, the kingdom that was then struggling against vicious beasts and savage storms would prosper. This priestess whose name has been lost in the annals of time was the Grand Druid who urged the construction of a temple on that very spot and consecrated it in the name of Elvaril when it was completed. It is there that these artifacts have been kept since that day. Thousands of people of every race living within Valin's borders travel to the city each year to worship, and pray in the presence of these mighty gifts. The Temple itself is a natural wonder, shaped from the very earth. It is constructed much like an amphitheater, with incredibly large roots, shaped to serve as pews, wrapping a lower open area, where the High Priestess gives her sermons. The acoustics are amazing, so that even if the Temple

were filled to capacity (numbering into several thousand worshipers) it would only be a slight strain for the furthest member of the congregation to hear Nature's Voice. It is from this temple that the High Priestess, also known as the Voice of Nature, provides guidance and creates the dogma followed by the entirety of the faith.

Not only is Marúk Valin's center of religious worship, it is also its political center. The nation's king, Alistair Balinaugh, holds court within the protective walls of Thorn Keep at the northern edge of the city. The keep appears to have been grown and shaped from a series of enormous bluebark trees. Its tall towers are hollowed trees themselves, covered by a great canopy of soft blue leaves. Every month his Highness opens his court for public appeal. Of course, to receive an audience one must go through the proper channels. This usually requires either a



hefty bribe (sometimes several) or the support of someone well-known to the court. The King tries to be fair in his judgments, but the guidance of his druidic advisor weighs heavily on his decisions.

The King himself is a just man, though many believe he is weak and too lenient at times. His high councilor, a known lycanthrope druid by the name of Geran Yellowstripe, has a great amount of influence over the king, as does the High Priestess. Both of these advisors will always be present when the King's High Council is called into session, as well as at court.

Politics and religion play a very large role in the day to day existence of the city. Yet there is also a more cultured aspect of their existence. Theatre is a great part of the city's history, enjoyed by many including the king himself. Soon after the city was founded a group of players began performing mock battles and skits in the center of town. As the city grew so did its venues. The Theatre of Song has only recently been completed in the middle of the commerce district. It is the most desirable venue the city has to offer, with flawless acoustics and enough room to seat thousands of spectators. Plays, duels and songs have all graced the stage of this great theatre. The rumors even speak of personal performances for the King being given there. Any bard, musician or storyteller would love to perform on the stage, however, you must be among the best in your craft to do so as the owners are very selective as to whom they hire.

### Notable NPCs:

Alystair Balinaugh: King of Valin

Race: Human

Class: Ranger

The king was born the third son of his father. As such he was chosen to learn the ways of the forest and become an emissary to those who lived their lives in the woodlands. He loved his journeys through the shadowed and quiet paths of his forest, but this destiny was not to be his. Five years ago a tremendous plague swept through Valin, striking down thousands of people and giving cause to the belief that they had angered the Goddess. The druids came to their aid and battled against the plague with the magic and knowledge of healing. They succeeded and banished the disease from the

nation, but not before Alystair's father, the previous king, and his two elder brothers were all killed by the terrible disease, leaving him to rule what was left behind.

Since then he has done what he can to govern his country. He spends much time out in the wilderness, escaping the pressures of ruling a kingdom whenever the political situation allows. He has placed more value in the druids than any king before him, treating them as sacred guardians of the wilds and the nations borders. He has earned their respect as a student of the forest and a disciple of nature, enough so that they have sent two lycanthrope guardians to serve as his personal bodyguards as a gesture of faith and respect.

Geran Yellowstripe: High Councilor to the King

Race: Human Were-Tiger

Class: Druid

Geran was born in the wilds to a druid clan blessed with the blood of the were-tiger. He was taught to control his gift, and wield great power granted by nature itself. He became a powerful druid. When he was still young he frequently walked the forest paths with Alystair, having great debates of religion, philosophy and even literature. When the young boy became king, he personally requested his friend to attend him as his High Councilor. Geran is proud to stand by the king, though the druid still has much to learn of the workings of the court and the kingdom of the civilized lands. It was he who recommended the lycanthrope guardians of the king to the druid high council. Though he has little pull in the council on his own, being a young and relatively inexperienced man, his relationship with the king lends weight to his voice and his petitions.

Eryka Solin: The Voice of Nature (High Priestess)

Race: Human

Class: Cleric of Elvaril

The High Priestess is descended from a long line of women who have faithfully served their goddess. In every generation there has been at least one who has pledged her life to their faith. To Eryka, it was simply a matter of time before she took her vows. Her faith was weak at first. She could not wield divine magic, and she scarcely believed that the gods existed. Then the plague came. It ravaged



the entire countryside, sparing no family in its killing pain. In this time she came upon a small boy who lay dying in an alley. Regardless of the risk she went to the boy and held him close, and wept. She called out to Elvaril asking that if she did truly exist, to reveal herself now, to let her acolyte wield her power and rid the boy of his pain. Where her tears struck, the festering sores on the boys flesh began to heal. Soon, the boy was no longer wailing in anguish, but sighing in relief. It was then that she looked up and noticed that the disease was gone from his body. Her faith has been unshakable since that moment.

In the king's court she serves as one of Alostair's chief advisors, yet she always has the will of her goddess in the forefront of her thoughts. Several times it has been her voice that has stayed the king's hand in the punishment of feral lycanthropes. Though it has also been her advise that has spared several criminals that just happen to be one of the blessed creatures.

## **Rivlin, The Port City**

Alignment: Neutral Good

Size: Large City

Founded on the shores of the Alzarin Sea, Rivlin provides much of the kingdom's food supply in the form of various sea life. While not the great city that Marúk is, the number of sailors employed by Valin's merchant and military fleets keeps the economy strong. Many strange artifacts and wares find their way to the shops of Rivlin from faraway lands or from seafaring treasure hunters.

The city is full of those who make their living by diving the waters of the Alzarin. Many treasures have been discovered in its depths. There is a saying among these divers: "The greater the riches, the greater the danger." Dozens of would-be divers have been claimed by the less passive sea life and other dangers that lurk below the surface. This has not stopped many dozens more from seeking their livelihood offshore.

The governor of Rivlin is a young elven woman by the name of Alliza Seabreeze. She is originally from the elven city of Aruch-Ve, but arrived by ship on Valin's shores a few decades ago, when sea travel was even more dangerous than it is now. Over the last thirty years she has distinguished herself by exemplary service as a sea captain in Valin's navy, and as the negotiator

of trade relations with Aruna-nigh. As a reward for her deeds the King appointed her governor of Rivlin and all of its surrounding lands.

While the city has its seedy areas, particularly those near the docks, much of the city is shaped from polished granite stones harvested from the quarry to the north. It is a relatively large city whose economy is based primarily on farming, trade and the bounty of the sea. So while its poorer districts are examples of extreme destitution, the richer areas are second only to the extravagance of the capital's noble district.

### **Notable NPCs:**

Alliza Seabreeze: Governor of Rivlin

Race: High Elf

Class: Fighter/Rogue

Once a citizen of Aruna-Nigh, she traveled across the sea with a merchant ship convoy as a marine guard. For decades she journeyed between Valin and Aruna-Nigh, employed on various ships traveling the seas. Over time she learned much of the ways of merchants and became a strong negotiator. After the long years at sea she chose, at last, to stay in Rivlin. She believed that in doing so, she could bridge the gap between the elven nation to the east and the kingdom of nature worshipping humans.

She worked for the merchants there to negotiate better port expenses and warehouse deals, both within their own city, and in Aruch-Ve. About a decade after she ended her sea time, she received a letter from the king asking her to become the next governor of Rivlin. She thought it was a joke at first, but the silk-swathed messenger pointed out the king's personal seal and assured her it was not. She was sworn in a few months later and has been more or less successful ever since.

Currently she is speaking with an ambassador from Aruna-Nigh to negotiate lower import taxes, and seeks to find a way to make the sea ways between the two nations less dangerous.

## **The Crimson Veil**

Long ago, Elvaril, the woodland Goddess, bestowed upon a holy woman three great gifts. These are well known and kept safe under the



watchful guardians of the High Temple of the Elements. Known only to a few religious scholars, a fourth gift was also sent from the heavens. It was not given to the nameless priestess of legend as were the others. Instead, it was presented to a humble, hermitic druid who then secreted it away deep in the Forest of the Lost. As time passed the hermit came to understand that he alone could not possibly protect the powerful relic from the evils that would seek it. It was this revelation that inspired him to form a druidic order whose sole purpose was to protect the sacred gift. They are called the Druids of the Crimson Veil. They protect their forest and its denizens from all threats with a vengeance born of divine edict. Even other druids are rarely allowed to pass within their borders.

The Crimson Veil is a very secretive order, easily recognized by the red designs tattooed over the lower half of their face. These designs are meant to represent the blood spilled by Nature's enemies, and the wrath of nature's chosen servants, the lycanthropes. As a symbol of their great devotion they undergo a ritual in which they promise their very essence to the protection of the Gift, the Forest of the Lost, and of the Crimson Veil itself. They are sworn to duty and secrecy. Their loyalty is so strong that they willingly serve their entire lives, and sometimes, even beyond.

Members of the Crimson Veil do not speak to outsiders; only their leaders and those given express permission by them are allowed to do so. Any who break that oath have their tongue removed so that there is no risk of such a betrayal occurring again.

It is unclear how the Crimson Veil chooses its disciples. It is believed that they have members hidden within the other druidic circles. Members who do not wear the telltale tattoo of the crimson veil. They are, in fact, the most trusted of the circle. They are allowed to speak to those outside of their own order, a must if they are to survive and maintain their secrecy. Even the majority of these druids seem to speak very little to those not among the druidic ranks.

### **Notable NPCs:**

Zin Felabar: Leader of the Crimson Veil

Race: Human Were-Tiger

Class: Druid

A fanatic in every sense of the word, Zin Felabar leads the Crimson Veil with strong beliefs and a harsh commitment to his duty. He was chosen by the Veil to lead when his predecessor was killed by cutthroats, though some now regret the decision. He sees all outsiders as thieves and killers, who's only desire is to steal that which they protect. Only advice from the most senior druids kept him from issuing an order to kill all outsiders on sight. But beyond his fanaticism, he is secretive. Only he has been given the knowledge of how to open the vault that holds their treasure, the gift of the gods themselves. Death would come to him long before he would impart that information to anyone short of his successor.

## **The Demonspine Mountains**

In the ancient days of the Gate Wars, it was said that the fiends of the Abyss and the monsters of the Hells waged war against mortals from their many unholy fortresses cradled between the peaks of this expansive, volcanic mountain range. This is undoubtedly how it earned its name. Now those threats of the past have faded, thanks to the banishment caused by the Twilight Dragon, only to be replaced by the demons of the present.

The Demonspine Mountains are a range of mountains spanning hundreds of miles and containing dozens of active volcanoes, some explosively so. These, along with the great steam vents, huge chasms, and flows of half cooled lava are only the beginning of the Spine's dangers. Beings formed of the purest elemental fire roam the slopes, salamanders wander in packs in search of new victims to test themselves against, and several tribes of giants call this fiery place their home. And the worst is yet to come.

The Demonspine is inhabited by a power that even the ancient gods themselves could not purge from Relistan. It is rumored to be a birthplace of dragons. Adventuring members of the Illurian Academy speak of enormous lizards with great wings that live in the hotter regions of



the northern mountains. Others see lines of fire jetting up from seemingly calm rocks and Sylent vents. Perhaps these sightings are nothing more than tales and paranoia. But there are those who fear greatly about what the signs portend if the tales are true.

## **The Golden Plains**

The northern edge of Kesuril is almost entirely blanketed by great fields of tall, golden grass. Trees in this area are few, but those that manage to survive grow tall and strong. The land here is extremely fertile, yet most “civilized” nations have thus far left its beauty to nature. There are no cities on the plains, but the occasional tent camp belonging to one of the many nomadic tribes does break the horizons of the plains of waving grass.

Do not be fooled by appearances, the beauty of the Golden Plains hides many dangers. Great cats stalk the savanna in search of prey. Geysers lay hidden in the tall grasses, hinted at only by the blasted soil directly surrounding them. Enormous snakes lie in wait for a passing meal, and then, of course, there are the natives.

Almost a dozen tribes of catfolk, and several tribes of other beings such as centaurs and humans roam the plains, content in their nomadic lifestyle. Some of these tribes are several hundred strong, and the clashes between them are frequent. The catfolk, more so than any other race, tend to take to strangers relatively well. They react with tolerance unless they are treated with disrespect or insult; an offended catfolk is a dangerous foe indeed. And with the long memory and close knit society they live in, a simple insult can forge a lasting enmity with an entire tribe. They are an emotional lot, never afraid to speak their thoughts and not the slightest bit hesitant to act on them. The largest of the tribes are said to capture and train huge cats as pets and war mounts, making them a force to be reckoned with.

The other races of the plains tend to keep to themselves, reacting to intruders with suspicion and sometimes outright violence. One must travel the Golden Plains with great care if he is to survive the trip. They are as savage a land as any that

remains unclaimed by civilization. Their dangers are hidden behind its beauty and quiet serenity, but they are no less real.

## **The Ruins of Avinsteil**

Hidden on the edge of the Guardian Wood, in the southwestern regions of Kesuril lies a lost city built into the cliff face of a mountain. The last residents lived during the days of the Twilight Dragon. They were marvelous engineers, accomplishing as much with ingenious engineering as most societies do with magic. For generations they had lived in their cliff side city, constantly working to improve its beauty and defensive value. Now, very few even know of the existence of the ruins.

The city itself was built in the times before the Eternal Eclipse by a race of humans that were particularly skilled in stonework. It was constructed into the very cliff face, such that the upper levels had a balcony that overlooked the beautiful forest to the south. A great hole pierces the mountain from the sky, as if an angry god thrust his spear deep into the earth. Though if such a thing ever happened, it occurred long before man took up residence. The upper levels were built around this hole, with balconies so that the social elite could all view the bottom level, which was perhaps the most important place in the lives of those who once dwelled in Avinsteil: the arena floor.

Great contests of arms and demonstrations of both knowledge and skill were once held in the great arena. The arena floor was constructed at the bottom of the great hole that penetrated from the top of the cliff; it connects directly to the prisons below it to minimize the chance of escapees when they were being taken to the arena to fight, and most likely die. The acoustics themselves are another marvel of engineering. The place is crafted such that the voice of a speaker would carry from the bottom, the entire distance to the level of the king’s seat at the top, a full 100 feet above. The speaker could be heard clearly throughout the entire distance.

A great palace was built on the highest level. It is thought that a king once ruled from



KESURIL



*Avinsteil's Ancient Glory*



within its walls. Those few who have managed to stumble upon the ruins have chosen to leave the palace untouched, despite the promise of riches within. There is a strange and horrible feeling that permeates the area. Even those brave enough to travel the wilds and journey into an ancient ruin potentially filled with traps and powerful defenders have not dared the palace gates.

The second level down holds great buildings crafted for the richer citizens of the ancient city. Even now, thousands of years later they stand proudly, enduring time without any sign of fatigue, proof of the skill of the ancient builders of Avinsteil. Many of these buildings bare carved marks declaring what they once were; a rich inn and a high class tavern among them.

The third level is the bottom of the great hole, and the arena floor. It is also the level in which the commoners lived, and the soldiers trained. A large marketplace once thrived in what is now only an empty area crowded with decaying bones and the skeletons of wooden shops. The majority of the populace lived and worked on this level. Several forges can be found throughout the level; their chimneys ingeniously carved into the rock of the ceiling to direct the heat and soot outside the city.

There are several levels below the living quarters. It was here that the city kept their prisoners, a purified water supply, and grew much of their food. The rumors say that many of the magical systems that the original builders put in place are still operable, if one can decipher them. Yet few scholars give these rumors credit, directing any who argue to the builder's preference towards more mundane crafts.

No one truly knows what occurred so many centuries ago. Whatever it was has transformed the once great and thriving place into a shell of its former beauty and glory. Stranger still, the event managed to leave the buildings of the city untouched. No scorch marks scar the wall, and no obvious destruction is evident save that born of time itself.

## The Guardian Wood

The large forest on the far south-western edge of the continent is one of the oldest forests in the world. Groves of bluebark trees dating back thousands of years grow in places that have not seen the touch of orc or man since they first sprouted from the ground. It's borders spread from Avinsteil to the north, all of the way to the Ocean of Twilight on its southern and western borders. Few travel so far as the Guardian Wood, fearing the savagery of the wilds.

A clan of elves known as the Baelesti does call this forest home, as they have for centuries. These wild elves live in harmony with the trees and groves of the forest and personify the wilderness in which they reside. They possess a savage wildness tempered by knowledge and skill. A combination not found in many beings, but powerful when put to use by the Baelesti elves.

But it is not from the elves which the wood derives its name. It is said that a forest spirit, as old as the wood itself, dwells within its borders. He protects the trees from any who would defile them. Few have ever seen this guardian spirit, and there are those who doubt his very existence. Yet the forest's residents believe, and even pay homage to the spirit. His gaze can be felt from the instant intruders walk into his lands, until after they once again go beyond its borders.

It is said that the animals of the forest obey his commands, and the wolves are his messengers. Those that have come to the forest to pillage its resources often leave quickly, swearing never again to enter the Guardian Wood; for fear that the spirit will reap his terrible vengeance upon them.

Overall, not much is know of the Guardian Wood. Since the time of the Twilight Dragon, few have strayed far enough from civilization to wander into its borders, and the Baelesti elves generally do not leave the protection of their own trees. Thus, most who even know of its existence view it as an ancient and dangerous, if not haunted, wood and tend to avoid it if at all possible. There are many wonders in these lands



however. Those that treasure natural beauty will be welcomed, those who would defile it will be destroyed.

## **The Kingdoms of the West**

The western coast of Kesuril is divided into four kingdoms. Each kingdom has only one major city, for which each kingdom is named. Several small towns and villages are scattered throughout the lands governed by the rulers of each kingdom, but much of the area is still wild and uncontrolled. Trade has been established between all four nations, however specific tariffs and provisions are made as the relationships between the kingdoms and their rulers change. The trade routes still remain treacherous journeys despite the attempts of each individual nation to control them, making even the largest caravan employ large numbers of guards.

For the most part, the Kingdoms of the West are completely isolated from the remainder of the continent by the Demonspine Mountains. Only the occasional scouting party strays across the deadly mountain range from either side. Because of this there is little known of the world beyond the mountains.

### **Kish**

Alignment: Neutral Evil

Size: Small City

Long ago an ancient race of unknown beings built a city on the shores of the sea. It was a prosperous place built of wood and stone. For many years it grew, feeding off of the bounty of the sea and the nearby lands. Even when the True Sun disappeared from the sky, they somehow survived. It was the rage and insanity of the Twilight Dragon that destroyed them. At the height of their great civilization came the powerful flaps of His great wings, sending a mile high tsunami crashing down upon their city. Tens of thousands were killed by the pressures of the thundering waves and many more drowned in their aftermath. The city itself was decimated. Buildings collapsed or

were simply washed away. And the flood waters remained, drowning it beneath their surface. When it was over, the city seemed as if it had vanished from Relistan forever.

As the years passed, the flood waters slowly receded back into the sea. What remained of the tattered city rose once again above the waves, though many of its streets had become rivers of muddy water. It was during this age that a tribe of lizardfolk from the nearby swamp discovered the flooded ruins. They found many caverns below the water's surface, formed from the years of exposure to the tides, to hide their eggs, and the materials to create a city for themselves. They rebuilt a large portion of the ancient place and claimed it as their own.

Over the generations, the Blackwater tribe has become much more advanced and civilized than most of their kin. Though they still possess very strong ties to their tribal culture, they have slowly become more accepting of other races, even allowing small groups to move into the city and live beside them. Of course there are still those who are violently opposed to the trespasses of other races. These lizardfolk tend to cause violence among the people, yet are untouched by the laws of the city. After all, the Lizard King takes care of his own first.

The entire city, lizardfolk, humans, and others alike, is governed by the Lizard King Sserithess. While more tolerant than many of his predecessors, his judgment can be just as harsh and deadly. He believes that his tribe is the true owners of their home, and that all other races that have come to live there are simply squatters whose lives are allowed to continue solely by his good graces. As such, whenever he must rule between conflicting parties, the lizardfolk will win out, regardless of any other circumstances. This situation has caused many would-be settlers to abandon the city, finding it just as dangerous as the nearby wildlands.

The tribal culture of the clan's past can still be seen in their relics and in their religion. Jewelry, expertly crafted of bones and stone decorate many of the more important members of their society, as well as being sold and bartered in many of the shops found throughout the city. Many of the





### *The College of Song*

more “civilized” nations covet these items as relics of an age long passed, or the beauty crafted by “savages.” There are some among the lizardfolk that are angered by this. They believe that their religious icons are more than just pretty baubles to be traded away. Even the lizardfolk merchants that sell such items have been threatened many times by the more fanatical among the faithful. Yet despite this they continue to craft and sell these items for a hefty profit.

Religion, to the Blackwater tribe, is a powerful and mysterious thing. The vast majority of the tribe worship Terilineus, a black dragon whose spirit lairs in the nearby swamp, where the tribe first lived. The lizardfolk believe themselves to be the descendants of dragons, and as such, believe that their Lord is the model of perfection that they all strive to become. They believe that if they are loyal to him and their tribe that they will

become dragons themselves in their next life. The tribe honors him with gifts of treasure and blood to appease him and stay in his good graces. On occasion the Lizard King or his high priest travel out to their Lord’s lair themselves to petition him for guidance or favor. None beyond the Lizard King himself and his high priest know the precise location of the dragon’s lair. There are rumors of course, and those who say they have stumbled upon it. The lizardfolk who say such things, speak in great reverence about the experience and would be extremely hesitant to tell non-lizardfolk anything about the lair’s location.

### **Notable NPCs:**

Sserithess The Lizard King: Ruler of Kish

Race: Lizardfolk

Class: Fighter/Sorcerer (Draconic)



Sserithess is very advanced for one of his kind. Both his physical strength and his mental abilities are far beyond the norm. It is said that his sorcerous abilities are a direct result of the purity of the draconic blood within him. He was, therefore, the obvious choice to lead his people. The Lizard King sees all other races as inferior, though he understands their usefulness in the right situations. Kish, to him, is the rightful home of the lizard folk, and all others are simply squatters, allowed to exist solely by his grace. In time, the king plans to invade Tessel. He knows war is coming, and believes it better to take the fight to the enemy than cower in fear waiting for the attack.

Before his tribe came to Kish, Sserithess was a powerful chieftain. They lived the ways of their more savage kin with pride, never thinking of the possibility for change. It was the Lizard King who led his tribe to the ruins of the city. He had discovered it years earlier on a hunting expedition.

Now, he believes the time has come for his tribe.

They have become the most blessed of the lizardfolk tribes of the swamp; the closest to the grandeur and splendor of the dragons. He devoutly hopes that one day he will ascend into their ranks and become a powerful black dragon.

### Relations:

Solstice: Kish has open trade with the Golden City. In fact, these trade relations are responsible for most of the immigration into the city from foreign lands. Though the lizardfolk see those from Solstice as haughty and money grubbing, they sell their wares to them regardless. Yet many merchants from solstice have begun hiring extra guards to protect them from the more extremist groups of the city that aren't thrilled about the concept of their religious icons being sold to foreigners.

Requiem: The Queen is weak. If that simple fact were not true she would have never allowed a lizard folk sorcerer with strong ties to his draconic blood to act as an ambassador. Nor would she be so easy to manipulate. It was easy to prod her highness into preparations for a war, and it will be easy, when the time comes, to direct her at a target. His ambassador only needed to fuel

her already great paranoia. Soon the citizens will overthrow her, and then it will be time for his own representative to take control in her place.

Tessel: Skirmishes along the borders are common, frequently resulting in bloodshed and death. The elves are a constant threat to the sovereignty of the kingdom. As a result, efforts have been made to increase the size of Kish's standing army, and all those of elven blood have been driven out of the country or executed for treason. War, at this point, seems inevitable; and both sides are anxiously waiting for it to begin.

## Solstice

Alignment: Chaotic Neutral

Size: Metropolis

The trade city goes by many names; The Pearl of the West and the Golden City among them. It is said that one can find anything they desire on the streets of the capital city, if the price is right. Slaves are sold at auctions, fine weapons and armor hang in shop windows, and even potions of various natures are commonly available. Solstice is by far the wealthiest of the western kingdoms, primarily because of their market places. It is the trade hub of the west, and believed to be a place of tolerance. Where your gold purse is considered more strongly than your race or religion.

Great palaces house the richer merchant families and the nobility. Guilds of all sorts, from woodworkers, to mercenaries, to thieves' guilds can be found throughout the city. The thieves' guilds, in fact, are some of the most powerful political entities in the country, and they are good at what they do. Organized crime controls almost every aspect of the cities underground. They even have the city sectioned off as to which lieutenant of the guild controls what streets. Yet as powerful as they are, few crimes have actually been traced back to them; and those that are, usually get dismissed by the city's court system. Again, they are very good at what they do. The penalties for committing a crime not sanctioned by the guild are severe; up to and including torture or death.

In the more reputable side of the city, merchants hawk their wares brought from throughout the western kingdoms and beyond. Some even claim to have traveled from across



the sea. A portion of these claims are true, some are not, but few have ever dared the trek just to prove them wrong. Slaves come in by sea most of the time, but the occasional slave caravan is not unheard of. Scores of different beings and beasts go up for auction every day, lining the pockets of slavers with much gold, and filling the government coffers with taxes.

King Jezurin Fallingleaf, a half-elf of an ancient bloodline, rules over the kingdom. He lives in extreme luxury with his family and a few foreign dignitaries in his castle along the coast. The laws he makes almost always favor traders and merchants, as they are the ones contributing the most to his treasury. Despite this he is more or less fair to all Solsticians.

One of the many laws of the kingdom requires any merchant wishing to sell his wares be licensed by the government. If one is part of any of the merchant or craftsman guilds some of the fees will be waived. Otherwise they are extremely expensive. Anyone caught peddling wares without a license is subject to a hefty fine and possible confiscation of whatever it was they were selling. As a result, numerous unlicensed vendors ply their trades from alleyways, displaying whatever portion of their goods they can carry, and inviting a potential buyer back to an inn or other place that is less conspicuous to view their entire stock. More than one mugging has occurred as a result of these invitations, but the prices for such wares are generally much cheaper than those in the market place. One must weigh the risk for themselves.

The docks of Solstice are an amazing feat of craftsmanship and engineering. Dozens of ships can be moored at any given time, for a sizable docking fee of course, while they load and unload passengers and cargo. Ships come from all along the coast, and in some cases across the sea, bearing merchants and their wares to the enormous market the city provides. Government owned warehouses are available in the docks district for use by merchants and travelers alike. Merchants are generally given a discount for the rent of these buildings, another incentive to lure them to sell in the city. Incoming ships are taxed on the contents of their cargo just as caravans are taxed on the wares they carry into the city.

When most people think of Solstice they see a grand market place. The wealth and liveliness of the city is what they remember. But most of those who travel to the trade city are at least vaguely aware of the dangers that lie just below the glossy veneer. A lack of awareness for this situation can quickly make a traveler penniless or even get them killed.

## Relations:

Requiem: The once good relations between the City of Song and Solstice have decayed away into nothing more than distant trade agreements. This is mostly due to the arrogant militance of their new Queen. King Jezurin simply will not tolerate it. Heavy taxes have been levied on any goods entering Solstice from the northern city, in hopes of conveying his distaste for the new ruler. Despite this, many traveling merchants as well as graduates from the College of Song seek out the Golden City for a chance to make their fortunes. Merchants traveling from Requiem have begun to forge papers declaring their allegiance to one of the other kingdoms. An expensive undertaking, but cheaper than the incredible taxes they would have to pay, should their true home be declared.

Kish: Many lizard folk merchants hawk their wares on the streets of Solstice. Relations between the two kingdoms are entirely trade based. No military alliance exists. Over the past few years, a greater variety of rare items has come up from the southern city, including dragon scales and rare herbs. These new wares have aroused the curiosity of many of the local merchants. Some have even sent representatives to establish themselves in Kish, hoping for a chance to acquire some of the rarities for themselves at a much lower cost.

Tessel: The two kingdoms have a strong trade relationship. Ambassadors have been exchanged and now there is always one of elven blood in residence at the royal palace. King Jezurin has great respect for the power of the elves, being of elven blood himself, so he takes great care to prevent any insult to them or their kingdom.



**Notable NPCs:**

King Jezurin Fallingleaf: Ruler of Solstice

Race: Half-Elf

Class: Aristocrat

The king is descended from an ancient elven bloodline whose source is unknown even to him. When the elves of ages past, fled the world through a powerful gate in fear of the demons that plagued the land, some were left behind. The gate could not be held open forever. Jezurin's blood comes from those very elves, now the residents of Aruna-Nigh. He fled the demons with his people, into the chaotic portal they had created in their desperation. The portal shifted as he stepped through, sending him spiraling through time and space to find himself upon the shores of the sea. At the time he knew not where he was, and to this day doesn't realize that the world he came from and the world he has found himself on are the same.

In his first few years after fleeing the demons he fought simply to survive, much like many of beings that found themselves in the savage world. He lived in squalor, never knowing if he would wake up the following morning, if any day would be his last. This past has greatly affected his views today, particularly on gold and luxury.

The king now favors trade and gold over all else. The source does not matter. The taxes are reasonable enough to attract business, but still used as a weapon to keep out those with whom Solstice has diplomatic problems. He says that he dislikes the concept of slavery, yet keeps slaves in his own palace on the cleaning and cooking staff; the king that the people see and who he is behind closed doors are two completely different people. On the outside he is a man in favor of merchants and trade, and against a black market trade that takes money from his people. However, he has several black market operatives on his pay role, and collects hefty bribes to insure his attentions lie elsewhere. He is smart in his dealings. His position allows him to deny any allegations laid against him, and could put his accusers in a dire situation themselves. Thus guarding himself from blackmail.

**Requiem**

Alignment: Lawful Neutral

Size: Large City

The northernmost kingdom west of the Demonspine Mountains is Requiem. Named for its founder's love of music and song, the performing arts are still a large part of the kingdom's culture. The greatest evidence of this is the College of Song. This immense set of buildings was constructed along the shores of the sea by the city's founder, Sir Gerald Ministrél, in an effort to allow his love of music to spread to common people. Since its construction, the College has grown, now housing several hundred students aching to be trained in the arts of music, acting and poetry by the school's masters. Men and women travel from throughout the western kingdoms hoping to be admitted, each carrying with them their own dreams and goals. Though they cannot help but wonder if the rumors about a new sort of magic discovered in its halls are true.

As a result of the College's success Requiem has slowly grown over the years, and yielded more than its share of storytellers, poets and other performers. Almost every city, town and village of the kingdoms has a traveling company of performers passing through it in the current age. Almost all of these companies are led by a graduate of the College, and sometimes include other graduates among the performers.

Despite the success of the College of Song things in Requiem are not as good as they once were. Most commoners blame the decline on the new queen, who succeeded her father for the throne a few years ago. Since her ascension Queen Lucia has lowered funding for the College of Song, caused a tremendous strain on most of the nation's diplomatic relations and raised taxes, all in the name of some impending war. Yet there have not been any reports of any massing armies, or daring raids against the kingdom's borders or outlying farms save the occasional attack by one of the many tribes of the Golden Plains. Some believe the queen has taken leave of her good sense, others think a darker force is pulling her strings. Regardless of her reasons, she is their queen. Though they may question her motives, they are loyal to their homeland and its monarch,



for now. There will come a time when the citizens will now longer suffer the apparent insanity of their queen. If that time comes, open revolt will spill the blood of many of the kingdom's people.

The capital city does much of its business over the water. Hundreds of fishermen brave the seas to support the cities food supply. Most of the city's trade is also down over the sea, though fewer and fewer ships have sailed into port here in recent years. It seems what once drew sailors and merchants is fading, so the dangerous journey is not as worthwhile as it once was. Those that do dock in Requiem are primarily merchants from Solstice. However due to the increasing tension between the two kingdoms, even these ships are arriving less and less frequently with each passing year.

On the eastern outskirts of the kingdom many farmers and hunters trade with the natives of the Golden Plains for finely crafted bead work and animal pelts. Those that do attempt trade, do so at their own risk however, as many of the natives are anything but friendly. Some have even conducted raids on the citizens from time to time, making living on the border a dangerous prospect.

### Notable NPCs:

Queen Lucia Validorn: Ruler of Requiem

Race: Human

Class: Aristocrat

The Queen is very paranoid, and believes that everyone is out to replace her or invade her kingdom. She trusts very few as a result. Unfortunately she has had a series of bad judgements in those she does choose to trust. For instance, the lizardfolk ambassador from Kish has become her primary advisor in matters of state despite the fact that he is not even a citizen of her kingdom. Over the past several years she has become little more than a puppet to him as he feeds her ever growing paranoia with tales of war.

Her royal blood is the only thing that has kept her in the throne thus far. Many of her people think she is unfit to rule. Some even believe that she caused the death of her parents, thus accelerating her succession. Yet no one has yet dared to question the mysterious events surrounding her parents' deaths. If things continue as the are

however, it is only a matter of time before open revolt brings her reign crashing down.

Lord Elskar, Ambassador of Kish

Race: Lizardfolk

Class: Rogue/Sorcerer (Draconic)

Lord Elskar is a master in the techniques of manipulation. Even if the queen were not mentally unstable he would most likely have found a way to manipulate her. Eventually there will in fact be a war, though Requiem truly need not be involved. When Kish and Tessel finally strike at one another, Requiem will be forced to come to the aid of its most stalwart ally. This would catch the elves by surprise and cause a two-front war. Tessel could not survive long in such a situation. All of the added taxes and resources have been put towards the growing war machine. New soldiers have been enlisted, trained and outfitted. Wizards have been granted funds to research new spells (and masterfully steered towards warlike, anti-elf magics).

The ambassador is a proud and arrogant being. He traces his bloodline directly back to a black dragon of great power, or so he says. His powerful enchantment and illusion abilities seem to support his claim of pure blood. However, in his arrogance he has forgotten the people of the kingdom he manipulates. He has not realized the full effect of the new policies he has influenced her majesty to create. The question now is, which will occur first: revolt, or war?

### Relations:

Solstice: Goods brought to the Golden City are heavily taxed due to the decaying relationship between the two rulers. Despite this many merchants still risk the journey in hopes of making a profit, though fewer and fewer bother with the trip with each passing year. Many graduates of the College of Song also travel to Solstice to ply their trade. The two kingdoms are neighbors and, for the moment, tense trade partners. But the world "alliance" could not even be alluded to when speaking of their relationship.

Kish: Regardless of the great distance between Kish and Requiem, relations between



them are relatively strong. In fact, a lizard folk ambassador is the only foreign dignitary that is still housed in the queen's palace. This fact has fueled the belief that the Queen has become merely a puppet to a force of evil corruption. The people, while not openly attacking the lizardfolk, do not trust them. Many take exception to one being so close to their queen, particularly in an advisory capacity as he has become. The queen, through the manipulations of the ambassador, believes Kish to be her greatest ally in the war that is to come.

Tessel: The elves are nothing more than a force to be manipulated and maneuvered for political gain. Their haughty attitudes prevent them from seeing that the Queen of Requiem is truly their superior in every way. Obviously they have blinded themselves into this position, it is only proper that someone take advantage of it.

The Illurian Empire: Requiem, as of yet, does not even know of the existence of the Empire. They are too concerned with the upcoming war to commission explorers to travel beyond the Demonspine. They would most likely die anyway.

## **Tessel**

Alignment: True Neutral

Size: Small City

The elves of Tessel are a relatively peaceful people. They live quietly in a city that spreads through the tree tops as well as along the ground. Buildings shaped or carved of wood and stone populate the forest floor, while elegant homes sit high in the trees, formed of hollowed trunks, shaped branches and enormous leaves.

What few non-elves that reside within the city limits live in sturdy buildings and huts on the forest floor. These homes come in a great variety of forms, from simple huts built of wood to great stone mansions. Regardless of their appearance, they are seen as simple and plain by the elves above. Few of the ground dwellers even realize the politics and happenings of those above their heads, only knowing that the elves are present and come down to the Great Hall for their monthly celebrations and for special occasions.

On the forest floor, the buildings primarily serve some manner of communal purpose. Inns, taverns, and shops as well as many of the government buildings sit upon the ground alongside the homes of most of the city's non-elven inhabitants. The largest of these buildings is the Great Hall, which serves as a gathering place for residents and outsiders alike. Every major event, from the wildest of parties, to the most somber of funerals is held beneath the canopy of the Great Hall. It is one of the most important sites in the city. As important as it is though, the Great Hall does not appear to be a formal building. It has more in common with a huge tent than a conventional structure. Its roof is formed out of a canopy of huge leaves anchored to the surrounding trees about ten feet above the ground by thick, vine ropes. The sides are simply thin flaps of leather that are usually kept rolled up and tied to the roof to let in the night air. A great fire pit dominates the center of the area, smoke allowed to pour into the sky through a hole in the canopy above it.

Other grounds structures appear much more formalized. Shops and homes like those of any city can be found along the wide dirt avenues of Tessel. Some of them are indeed grand, rivaling the merchant houses of much larger cities.

To any traveler many of the structures of the ground city are grand enough, yet they pale in comparison to some of the houses of nobility that dominate the tree tops. Not only are the ancient oaks and eternal blue bark trees majestic in themselves, but they also house the entirety of Tessel's elven population. Rope bridges and thick branches shaped by ancient elven magic form the paths between homes and the way to the ground. Thousands of elves have built their homes among the branches of these ancient trees. The older the lineage of a particular family, the more respect they are given and the grander and more intricate their house.

Three noble families claim to be the oldest of the Tessellian elves. These are the Houses of Selithane, Olverin and Ashalna. Each is continuously trying to out do the others in order to prove their superiority. There is no form of competition that they shy from; from debates to



wizard duels, to hunts and commerce. Each house fervently believes that their bloodline is older and thus purer than the rest and they will go to no end save outright bloodshed to prove it. They consider open warfare against their own kind a great disgrace to themselves and their ancestors. As a result, any form of deadly combat is shunned except as a formal challenge when one feels their pride or honor have been disgraced. These challenges happen relatively frequently, though rarely are they to the death.

The city government is led by the Council of Elders, a group of representatives selected from all of the major elven Houses and from the surface dwellers to decide policy and action. The representatives from the three elder elven houses hold the most influence over the council, though in the end, each member has an equal vote in every decision.

### Relations:

The Illurian Empire: Tessel has had no contact with the Empire.

Kish: Kish is a den of evil. No matter how civilized the lizard folk pretend to be, the elves know the truth. They are nothing but savage killers seeking to destroy all that is good and just in their hunger and rage. The facade of civilization is only a mask to hide what they truly are: a black smear on the face of Relistan; a smear that the elves intend to remove, in time.

Requiem: The Queen is not to be trusted. Though trade relations are strong, there is no further diplomatic contact between the two kingdoms. The elves refuse to participate in the scheme of lies and deception that are her "politics." Occasionally a trade envoy is sent to maintain trade relations, but little effort beyond that is made.

Solstice: Solstice is the major power of the west because of its standing as the economic center of the western kingdoms. Trade relations are strong and there is always an ambassador of Tessel, and always one of elven blood, in the Golden City. Taxes do seem a bit stiff, but thus far the profit gained by trading in the city is worth the expense.

### Notable NPCs:

Elder Shrynleigh Selithane:

Race: High Elf

Class: Bard

Shrynleigh or Shryn as she is more commonly known, is the matriarch of House Selithane. She is the oldest of her bloodline and claims to be the eldest of all the elves of Tessel. She considers herself an expert in the politics of the city and a skilled manipulator. She is proud to a fault, and will go to no end to extract revenge should she feel her pride has been hurt.

When she was younger her mother sent her north to study music at the College of Song in Requiem. There she refined her already amazing skill with the wooden flute and developed an entrancing singing voice. Many males, both human and elven, have been hypnotized by her melodic songs.

Elder Gyril Olverin:

Race: Grey Elf

Class: Wizard

The elder from the house of Olverin is much more pragmatic than his counterparts. He simply knows that he is the most important elf in Tessel. While this may or may not be true, it doesn't matter to him. He uses that knowledge, alongside a sharp tongue and keenly honed intellect to influence the other members of the council to see things through his eyes. The fact that he is a wizard of some skill doesn't hurt his reputation or negotiating skills either.

Gyril believes that magic is the one true power in the universe. Since he has become a powerful wielder of magic, he believes his arrogance completely justified. Elder Olverin has been known to specialize in the creation of magical items that aid his house in their hunt, making them the most effective hunters and scouts in Tessel.

Elder Luryth Ashalna:

Race: High Elf

Class: Fighter/Rogue

Luryth, though one of the oldest and most honored elders, is seen with a healthy amount of fear. He has been known to smile in your face



only to have you stabbed in the back while still grinning at your collapsing corpse. He is a cold, calculating individual, concerned most with the honor of his house. Should that honor ever be tarnished, there is no measure to how fast and how hard he will strike out, though his target may never even realize the insult. In his past he was a skilled elven warrior and assassin. He uses the connections he made in this past life to gain any advantage possible. His influence reaches far beyond the limits of Tessel's control. If there was a leader of the darker side of the kingdom of Tessel, Elder Ashalna would easily claim the title.

Despite his reputation as a man never to be trifled with, Luryth has showed amazing discretion in his shadier dealings. Even those among the other great houses have been unable to link him to any of the strange disappearances or situations that arise around those that draw his ire.

## The Illurian Empire

This great empire is the oldest and largest surviving civilization on Relistan. It was founded several hundred years ago by a powerful dark elven wizard and worshipper of the Three; Steelight Shadowborne: god of necromancy, shadows and war, Arudia: goddess of magic and knowledge, and Elarii the trickster. He reclaimed the ancient city at the center of the Empire from the undead monsters that inhabited it since its fall, and rebuilt it. Turning the enormous pyramid into the capital city of what would become a great and powerful empire.

Though founded by a dark elf, Illuria is a nation of laws and religion. Punishments are strict against criminals and justice is swift. As with any nation, the city watch polices the citizens and visitors of ever major city, but that is but the surface of the law enforcement. The Knights of the Iron Rose have also been charged with keeping the peace throughout the empire. They are warriors who have proven their loyalty and bravery through acts and various deadly tests. Each Knight is approved by written decree of the emperor himself. The Citadel of the Iron Rose stands proudly in the capital city, but their reach extends to the edges of the country. The Knights

hold many of the leading positions in the empire's military not held by the clergy, as well as having groups on various special assignments throughout their lands and into other countries. The Knights have also been granted the great honor of acting as the emperor's personal honor guard.

There is one last agency that has been trained for the protection of the empire from both internal and external threats. They can only be identified by the metallic masks they were when they choose to reveal themselves to the public. They are ghosts and spies that watch from the shadows. They are Illuria's secret police force, for none know their true identities. They are the Kranta-Syl.

Kranta-Syl agents work in cells, so that only the commanding member of each unit can identify and thus endanger any other cell. They are the empire's greatest intelligence asset and they have pledged their very lives to defend it. This elite group also serves as spies beyond the empire's borders, in Valin particularly.

Government in the empire is run primarily by the clergy of the Three or other devout worshippers. Emperor Zolynd himself is said to have been guided to the ancient city from another world by a vision granted to him from the Dark Father himself. As a theocracy, religion can be found everywhere. Clergy hold many of the positions of political and military power. Battle priests and devout warriors can be found within the ranks of every military unit. Religious holidays are celebrated throughout the whole of the empire, though some places celebrate more fervently than others. Even the every day lives of the citizens are surrounded by religious prayers and rituals.

The borders of the empire extend from the sea shore in the south, beyond the Academy of Malla Zhaunil to the foot of the Demonspine Mountains in the north. Its eastern border ends at the haunted mithril mine of Dirvendelve at the foot of the mountains, and to the west the forest represents the border between Illuria and Valin. There are several large cities spread across the realm, the largest of which is the nation's capital and namesake, Illuria. The other three major cities are Hezlyn, the great city built along the coast of



the Shadefire Sea, Dirvendelve, the fortress city surrounding a great mithril mine, and Bevaris, that watches over the empire's eastern border.

The Illurian Empire is a nation heavily steeped in magic. Necromancy is the most highly respected form of the Art, primarily due to the emperor's example. Though wizards of the empire hold such powers over life and death in high regard, there is still a certain respect for the afterlife. Respect is paid to the souls of the dead, even when summoned at the request of a living mage or cleric. Necromancy is the most highly respected of all of the schools of magic, yet it is also highly regulated. In order to animate or modify a corpse you must possess written documentation from the government granting permission. Non-intelligent undead are treated as property. As such, any crime committed by them is the fault of the owner. Intelligent undead are rare and often conceal their true nature, knowing their vulnerability to spell casters so practiced in the energies that grant them life.

Magic of all sorts can be found throughout the empire if the price is right. And simple spells even assist in the lighting and decoration of many buildings of all of the major cities. The Academy of Malla Zhaunil in the north, while a training academy for warriors and scouts as well, is primarily a great school of magic that teaches every sort of arcane knowledge for students to learn and attempt. The emperor and his brother, the headmaster of the Academy, have recruited beings from across the planes for instructors in this fine institution. Needless to say, magic in the Illurian Empire is as much a part of life as religion, though not as commonly practiced.

### Relations:

Valin: Relations between these two countries are strained at best. The necromantic magics of Illuria directly clash with the nature worshipping ways of Valin. This fundamental difference in their ways of life has opened a large rift between them that might never be fully crossed. As a result, several garrisons of soldiers and battle mages have been stationed along the eastern border, and numerous fortifications have been constructed for protection and defense should Valin ever attack.

Despite these precautions, the Emperor believes Valin is of little threat to his proud nation, but after living as long as he has, one learns never to take chances. Caravans are aloud to travel across the border in either direction, but those coming out of Valin are subject to search by military personnel before they cross the border.

Requiem: Advance scouting teams have made contact with residents on the eastern edge of Requiem's borders. The kingdom's government has been carefully avoided as of yet. The Emperor wishes to learn of the kingdom from its people before addressing the throne. His agents have also been very careful not to reveal their identity, claiming to be travelers and explorers.

Solstice: Wilderness patrols along the Empire's western border have encounters a number of exploration teams bearing the Golden City's crest. They have standing orders to follow and observe these groups, but not to engage them unless they become a treat to Illurian citizens or security. In response to these intruders the Commandant of the Knights of the Iron Rose has sent a team of his knights to seek out the kingdom bearing this crest. As of yet no formal communications have been established.

Kish & Tessel: No contact has yet occurred between the Empire and these two of the western kingdoms.

## Illuria

Alignment: Lawful Neutral

Size: Metropolis

Illuria is a great city built beneath the solid canopy of crystal, shaped as a huge hexagonal pyramid. It is this magically conductive crystal that allows the priesthood to create the false sun that journeys across the pyramids inner surface, reminiscent of the sun of the ancient world. It takes twelve hours for the light to make its journey, seeming to rise on the horizon in the east and set in the west. This false sun can be seen throughout the surrounding wasteland, and acts as a beacon to travelers. The crystal itself is magically reinforced and protected, making it as hard as steel and resistant to many spells. Such is the protection the Emperor provides for his



people.

The residential area of the city is broken up into districts, each dominated by a single race, though many others have taken up residence. The valshari and the duergar own the districts closest to the emperor's palace. Humans and deep gnomes own the districts closest to the city's single visible gate. Each district is governed over by its own noble houses, overseen by the clergy of the Three.

This unlikely matching of races is only made possible by the will and power of the Emperor himself. It is he who made the laws that govern the city, and his servants that enforce them. His justice is swift, and harsh, but it keeps order. Over the centuries even the innately chaotic nature of his fellow dark elves has been turned towards a lawful purpose. Now, though racism and hatred still exist and sometimes even come to violence, the residents of the capital have learned to coexist.

In the Duergar district sits the Citadel of the Iron Rose. It is the headquarters and heart of the empire's elite knights. It is from here that the Commandant, a valshari by the name of Altir Orinith, issues his orders for the defense of the empire. Altir has held his post for over two hundred years and has earned the privilege of being the emperor's high councilor and personal friend. His loyalty is unquestioned. Death would come before he would ever betray his emperor. The same could be said of every soldier ever to earn membership into the elite Order of the Iron Rose.

In the marketplace district, in the center of the city stand three enormous statues depicting the pantheon of the Illurian people. Surrounding these great monoliths is the general market, easily accessible by all races. Shops of all sorts can be found along the markets edges, and there



*The Capital of the Illurian Empire*



are scores of booths set up for those who are unable to afford stone buildings. It is here that the foodstuffs, exquisite spider silk, wool and other wares are traded and bought. Though every quarter has their own shops and craftsmen, only in the general market are the wares crafted by the other races easily available.

In the base of each of the three statues of the gods is an entry way that leads down to the Temple of Shadows. Here services and rituals are held daily, including that which conjures the false sun. The High Priest preaches from the Triuvil, the holy scripture of their pantheon. Young priests and priestesses are also trained and educated in these hallowed halls. They live a strict life, but most are content to live out their existence in service to the church within the city. Those that are not typically enlist in the Illurian military as battle priests or combat healers.

On the northern edge of the city, overlooking the market place and in the shadow of the three gods the people revere is *Caer Njilnigh*, the fortress of the emperor. Day and night soldiers patrol the walls. Nobility is allowed passed the outer wall into the great courtyard, but only the Emperor's knights are allowed further without an express invitation, and even they have to sign in and out in a logbook. The only exception to this is when the Emperor holds court, once every two weeks. Many nobles spend much of the time lounging around the courtyard in hopes of having the chance to beseech the Emperor for some small favor or blessing.

When he holds court the emperor guarded by a pair of half-giant fighter/psions and a small contingent of the Knights of the Iron Rose. One of the present knights is also given the honor to act as his herald as important nobles enter the court to petition, or to call for silence when the crowd gets too annoyingly loud.

The Emperor himself is viewed with great reverence. No only is he ancient, even by elven standards but he is said to be guided by *Steelight*, the Dark Father himself, and as such is beyond question. His abilities in the arcane arts also do little to humble his prestige. Some say he rebuilt the entire city with his magic. He is a powerful, well-respected man, who is also quietly feared by

almost anyone he has ever met.

Surrounding the city is a great wasteland, created when the *Mystaca* shattered the Dragon's Eye. The Empire has gone to great efforts to build roads and facilitate trade in the dead lands. They have also found ways that, with the assistance of magic, some crops can be raised. These outlying farms are generally government run, with a few squads of soldiers stationed there to protect the farmers from the dangers of the wasteland. There is also always a wizard to maintain the spells allowing crops to grow and one of the clergy to oversee the operation.

### Notable NPCs:

Emperor Chazmyr Zolynd: Ruler of the Illurian Empire

Race: Dark Elf

Class: Monk/Necromancer (Specialist Wizard)

The Emperor was originally trained as a monk at a monastery dedicated to *Steelight Shadowborne*, the Dark Father. One night he received a vision telling him that his destiny lie not in the martial disciplines, but in magic. He studied every arcane tome he could find, specializing in the dark arts of Necromancy as his god had ordered. After centuries of trials and training he received another vision, sending him to the site that would become the center of the Illurian Empire. He is a devout servant of *Steelight* and follows his edicts completely. This does not mean, however, that he will bend to the church's will. He considers his decisions divinely inspired and will not be corrupted by the will of mortals.

In person, the Emperor is a very intimidating man. Not only does he still carry himself with the grace of a skilled warrior, but his great magical power virtually radiates from his body. He very rarely forgives those who commit crimes against him or his people, and he never forgets.

Altir Orinith: Commandant of the Order of the Iron Rose

Race: Dark Elf

Class: Fighter/Knight of the Iron Rose

Altir is the patriarch of one of the greatest



noble houses in Illuria. In his past however he was a simple warrior that fought for another House on a distant world. Despite his best efforts, his house was crushed by an alliance of other nobles, sending him into exile. The emperor found him there and, noticing his exceptional skill, recruited him to the cause. Altir has been a loyal friend and servant to him ever since. His ascension through the ranks was entirely due to his skill and knowledge, affected not at all by his relationship with the Emperor. Now he leads the most elite fighting force in the empire.

Altir has also been granted the honor of serving as the emperor's high councilor. He takes this task very seriously and has been known to spend long nights reviewing reports and intelligence prior to his daily meetings with the emperor and his counselors.

Tor-dar Darkhammer: High Priest of Steelight

Race: Duergar

Class: Cleric of Steelight

In decades passed the dwarf worshipped another god. His god of the forge demanded much of him but he was happy to pay the price of his faith. Until one day a war came to the underground citadel he called home. His kin fought valiantly, but when the fires of their great and magical forges suddenly extinguished and could not be rekindled, the battle turned against them. Tor-Dar blamed his god for abandoning them in their time of greatest need. It was the emperor and his brother who came upon his bleeding body and healed him, all the while preaching the ways of the Dark Father. When the duergar saw the power these two wielded as servants of their god he began to believe in their faith. Over the years his faith has grown stronger and his knowledge in the rituals and ways of Steelight and The Three has grown as well. Only recently was he given the post of High Priest of the Temple of Shadows in Illuria, the most sacred of the god's temples. He is proud of his post and almost fanatical about his faith.

As High Priest, he also serves as a councilor to the emperor in matters of faith. While he believes that the emperor's decisions are, for the most part, divinely influenced it is his role to

maintain the faith of the people and advise the emperor on such matters.

## The Wastelands

Surrounding the capital city on all sides is a great wasteland that stretches for approximately fifty miles in every direction. The formation of this dead land happened long ago, caused by the desperation of the mystacan race.

The great ritual that had been conceived to destroy the Umbral Lord Carius and his brethren required a tremendous amount of energy, more than those gathered could summon without a sentient sacrifice. So they found another energy source. The ritual drained the life energy of every living thing beyond the city's gates. Great trees, thousands of years old withered and died, decaying into empty shells in moments. The rolling meadows turned to dust. Birds fell from flight, crashing down to the earth as other animals of all sorts died and decayed around them. The lake to the west fouled and eventually dried up, leaving little water left on the surface.

As a result of this devastating, life draining ritual, the whole wasteland has been imbued with a negative energy. This energy is not potent enough to harm those who travel cross the land, but in time it can wear at one's very soul. It also serves to attract creatures imbued with similar energies. Swarms of undead shadows hunt the wastes. Wraiths, wights and even more potent dangers are not beyond possibility.

Despite these dangers, the Illurian Empire has constructed roads to allow travel to and from their capital. These road ways are guarded by enchanted totems placed every few miles. Some say that each of these totems was crafted by the emperor himself in an effort to protect his people from danger. They say he imbued them with great necromantic power and they have the blessing of the Dark Father on them all. Regardless of who is responsible for the creation of these wondrously carved pillars, it is the stone totems that protect caravans and travelers from the undead and provide safe camp sites along the trek. These same totems surround the farms of the Illurian Capital.

Because of the negative energy imbued into



the land, these farms cannot survive without the support of magical spells. The clerics of the Three consecrate the area, weakening and disrupting the dark energy. Wizards are always present to ensure the continued function of the wards they place throughout the farming complex. Oddly enough, these farming areas are among the safest places in the Illurian empire between the magical wards and the military guards that protect them.

Undead are not the only danger of the wastelands however. It is also inhabited by dozens of tribes of savage halflings, whose abilities in stealth and poison have made them greatly feared. Their attacks are sudden, without warning, and few are left alive. They survive in the wastes by hunting the few living creatures that have come to call the wastelands home, as well as gathering eatable fungus from the many underground caverns scattered throughout the area. It is actually these tunnels that the nightlings, as they've become known, call home. Most of them can be found in caves that are near steam vents or some other heat source.

The history of their people covers the walls of their homes, and is kept in the form of stories by their tribal leaders, the shamans. It is they who protect the tribes from the angry spirits of the wastes with their magic. Every tribe has an Elder Shaman, who rules that tribe unquestioned. Several lesser shamans are usually present in the hierarchy and are also treated with great respect. At least one of these lesser shamans is always sent to lead and protect any hunting or raiding party sent from the safety of their tribal tunnels.

Some animals have returned to the wasteland, but most of these are savage scavengers. Waste hounds hunt then nightlings for food even as the nightlings hunt them. Tunnelers burrow through the ground, and great birds of prey soar through the skies searching for their next meal. After thousands of years, nature, in a manner of speaking, is only now beginning to reclaim the unnatural desolation that is the wastelands.

## **The Academy of Malla Zhaunil:**

Alignment: Lawful Neutral

Size: Large City

Note: Though the population of the Academy is only that of a large village they have additional resources that allow it to be considered a large city in all respects except population.

The Academy sits proudly in the northern plains of Illuria, only twenty miles south of the volcanic Demonspine Mountains. The school grounds are enormous spanning dozens of acres and are protected by a twenty foot tall reinforced stone wall. Guards patrol the walls and the grounds at all times. It is considered a privilege for a soldier to be assigned to the Academy, even more so if he is assigned for instructor duty.

There are three separate groups of buildings that make up the Academy. Each teaches a particular discipline and is considered a school unto itself. All students and instructors are housed in their representative school dormitories, with the Academy administration residing in the portion of the Academy held in the highest regard, Zil'ress Fier, the school of magic and wizardry.

Kylan-Fil is the smallest of the three schools. It focuses on the arts of stealth and deception. The training provided includes the use of shadows to conceal a spies presence, manipulation of people through various means, and combat training. The combat arts are not focused on as much as the obtaining and keeping of secrets, but most graduates of Kylan-Fil can hold their own. Instructors are primarily drawn from the military's spy network and scout corps, so they can teach students how to apply their knowledge in real situations. Seeking games in the Academy's forest are a common practice among students of the arts of deception.

Sairgh Velve is the elite warrior's school. The use of all manner of weapons and armor are taught here, as well as unarmed combat and tactics. Every one of the Illurian army's generals are graduates of Sairgh Velve, and most have served at least one instructor tour as well. Students are instructed to choose a single weapon



to specialize in. It is that weapon which makes up the focus of their training. Those who choose to specialize in unarmed combat are formed into a separate class and trained to be elite assassins. These elites are indoctrinated into the religion of the Three and pledged into the service of the emperor throughout their training. They are required to serve at least ten years in the Illurian military in return for their training.

The largest of the three schools is Zil'ress Fier, the Illurian college of magic. It is the most prestigious and honored school the Academy has to offer, and it is exceedingly difficult to be accepted in to. The academy administrators live beneath its roof, and all major ceremonies, including induction into any one of the schools and graduation, are held there. Wizards and sorcerers of numerous races and specialties teach everything from magical ethics, to alchemy, to the reanimation of the dead. Students can choose to specialize in any type of magic they wish, including the magic of the elements, with necromancy being the most prestigious.

Mallaggar Zolynd, the emperor's brother, has taken up the position of Headmaster of the academy. Over his centuries of life he has spent time practicing each of the professions taught within his institution, so he is a perfect choice for the job. Though he leaves the discipline of the students to the instructors and deans, he is still deeply involved in the administration of the academy and its students. His most important duty is the selection of honor graduates for each school in the academy.

In each class there are those who rise above the rest. Throughout their years at the academy students compete with each other for this honored position. Their performance evaluations and test scores are continuously reviewed by the administrators of each school, who then make their recommendations to the Headmaster. He, in turn, selects the Honor Graduates. The Headmaster even shows up at the occasional lesson to check up on the students and his instructors and observe their progress. Upon graduation the selected students are recognized and awarded with a medallion of pure platinum bearing the symbol of the god of their chosen specialty. These honor

graduates are typically enlisted into the Illurian military and put on a fast track to promotions and leadership.

The grounds of the academy are enormous. They contain several parks, some complete with fountains. A twelve acre forest that is often used for training events and competitions among the students and a huge cathedral dedicated to the Three that dominates one side of the grounds. Once a week all of the students are required to attend a service, in which the Academy's high priest speaks to them from the teachings of the Gods. There are many members of the clergy that stay within the cathedral. They administer advice and faith to the students and faculty alike. They also maintain the hospital wing of the cathedral. They refuse to heal minor ailments and injuries, preferring to allow time to perform its task. However, any major injuries and diseases are treated quickly and efficiently, at least to the point of making them no longer life threatening.

Entrance into the academy is not easily obtained. Generally, sponsorship by one of the city's noble houses is the only way that is close to guaranteed, and even then the Headmaster has the right to refuse anyone entrance. Most must undergo a series of physical and mental tests to determine their aptitude for their chosen school. Those who graduate are expected to serve in the Illurian military for a term proportional to their time spent in training, as payment for their attendance. This debt can be paid of in gold, however the cost makes this occurrence very rare.

Graduates of the academy become eligible for particular background feats (see Chapter 9) depending on which school they graduated from.

### Notable NPCs:

Mallaggar Zolynd: Headmaster of the Academy

Race: Dark Elf

Class: Fighter/Thief/Wizard

The headmaster began his career as a very versatile adventurer. He trained in the arts of combat, magic and stealth, and had success in all three areas. In later years however he began to follow in his brother's footsteps, working more in the magical arts to the exclusion of all else. It was his previous training and knowledge that gave the





### *The Fortified Mining City of Dirvendelve*

emperor cause to select him as the headmaster of the academy. He has a powerful and qualified staff to assist him in the running of the schools and has enough knowledge himself to step into almost any classroom and participate, or keep an eye on particularly successful students or scheming instructors.

While Mallaggar allows his deans to keep his students in line, it is the duty of the Headmaster to administer any just punishment incurred by the instructors and administrative staff. He does so reluctantly, though rarely does any hint of that reluctance show in the execution of punishment. Mallaggar wishes that the punishments weren't necessary, but when they are incurred he does what he can to ensure that the trespass will not occur again.

### **Dirvendelve:**

Alignment: Lawful Neutral

Size: Metropolis

When Dirvendelve was first discovered, a little over one hundred years ago, it was completely abandoned. No sign of its previous residents or even scavengers were found. The explorers assumed that the mine had been played out and then abandoned, but curiosity drove them on. They discovered a dining hall in its depths. Fresh, half-eaten food still sat on polished metal plates. The kegs of ale led them to believe that perhaps dwarves had lived there. Throughout the complex they found strange things; clean clothing still hanging in open wardrobes, beds still warm as if its occupant had only recently left. For the next year teams explored the complex finding similar things, but never did they see anyone who could have lived there. They did, however, find something else. The mine was apparently not played out, as they had believed. Ores of all sorts



were found: iron, gold and even mithril! The explorers reported their find to the Emperor who commanded a more thorough exploration of the complex prior to re-opening Dirvendelve.

Over the next few years the Emperor did indeed send a regiment of soldiers and a significant number of miners to clear out any threats within Dirvendelve and begin harvesting the riches within. To this day the miners still find new rooms that appear as though they were left only minutes before. Unexplainable events are relatively common. A miner will hear a voice directing him to a particularly pure vein of ore only to disappear without a trace. Perfectly secure ropes will snap, dropping a miner to his doom, yet when the rope is brought up the knots are found to still be secure, and the rope undamaged, and the miner's body is never found. Cave-ins will strike in tunnels that have been stable for years. Every miner and soldier stationed in Dirvendelve is positive that it is haunted, but the Emperor has decided that the gains of continuing the operation far outweigh the risks. And since the pay is much more than they could get within the sheltered walls of the city, the miners stay.

The governor of the mining city also holds the position of High Priestess of Steelight for the region. She is the eldest child from a Duergar house of nobility in Illuria. Her name is Far-ina Darkkin. Her service of the Empire began decades ago when she was trained to become a battle priestess in the Illurian army. She quickly rose through the ranks of the clergy and of the military, and was well decorated for various feats on the battlefield. As the ultimate honor to her and her family, the Emperor chose her to govern over the Empire's most treasured mine when she retired from military service. She took the task as a blessing from the Dark Father himself and has run her mine and its supporting city with flawless efficiency. She sees herself as an outlet of the divine. Her entire life has been guided by her god, and she is as devout as they come. She has even established a large chapel to Steelight near her palace. While she respects the other gods in the pantheon, her true loyalties are obvious.

Dirvendelve is the single largest source of metal the empire has. It can out produce any

three of their other holdings. This is mostly due to the way the mines are run, but the veins of metal are purer than most, allowing for a shorter and cheaper smelting process. If any other nation ever found out about the quality and importance of the mine it would surely be a prime target. As a result the city is strongly fortified and guarded by a huge garrison of soldiers, including plenty of war wizards and battle priests. Dirvendelve is as much a fortress now as it is a mine.

### Notable NPCs:

**Far-ina Darkkin:** Governor and High Priestess of Steelight

Race: Duergar

Class: Fighter/Cleric of Steelight

Far-ina is a member of one of the duergar noble houses in Illuria. Her noble status, her position in the clergy and the success of her military career made her a natural choice to head up the mine. While she takes to her duty in Dirvendelve with a fervor matched only by her faith, she still maintains spies in the capital to keep her up to date on the other nobles, both within and outside of her own house.

She began her training in the military as a combat priestess, eventually being recruited into the special operations teams as a leader and battle priest. Only recently did she retire from military service, only to be selected to move way out into the mountains to serve the emperor for a few more decades. She has served as governor for only ten years, but has done wonders for the fortification and success of the city in that time.

**Quitu-Othim:** Guard captain of Dirvendelve

Race: ½ Deep Dragon Valshari

Class: Fighter

Her lineage is unknown to most. She appears to simply be a beautiful valshari female, but she is so much more. The blood of a deep dragon flows in her veins. Only her military superiors and the governor herself know of this secret. Her blood has granted her incredible strength and powers that differ from others of her kind. Though she does not possess the gifts of a sorcerer, magic is not unknown to her. She prefers the ways of the blade however. Her favored weapon being a twin



bladed sword, enchanted with deadly magic. The skill with which she wields it is enough to keep many enemies at bay, and keep her soldiers in line.

Quitu was trained in the school of Sairgh Velve in the Illurian Academy. She graduated with honors, out performing every other member of her class. Years later she petitioned for acceptance into the Order of the Iron Rose. After numerous trials and tests she was admitted. She has since proven a loyal servant and worthy to wear the emblem of the iron rose. The emperor has sent one of his best soldiers to maintain the garrison in Dirvendelve, and he expects much from her.

## **Hezlyn:**

Alignment: True Neutral

Size: Small City

Along the coast of the Shadefire Sea lies the great city of Hezlyn. Its splendor is second only to the capital itself. Hezlyn was established approximately two hundred years ago as a coastal fortress. It was an attempt to make travel and trade by sea viable. The fiery eruptions and dangerous inhabitants of the Shadefire Sea delayed this endeavor, but progress is still made, slowly. Despite the risks many fishermen still gamble their lives sailing on the dark waters, and brave pearl divers seek riches beneath the waves.

Many farms are scattered around the lands beyond the city gates. Most are protected by short stone walls, built by the farmers. Those who can't afford to build such defenses struggle against the dangers of nature and beasts in the area, but most still manage to make it on their own. The occasional death of such farming families does indeed happen. The farmlands and fishing comprise the majority of the city's food supply, as well as providing much to Illuria.

The governor of Hezlyn and its surrounding lands is an old duergar by the name of Iljan Ironfoot. Like Far-ina he started his career in the Illurian military, though as a soldier not a priest. He served for twenty years, the last six of which were in the elite special mission teams. It was his squads that set up many of the border fortresses on the Valinite border. He served well, and was highly honored because of his courage and loyalty. Many of the townsfolk still refer to him

by his rank, a colonel, instead of his position, and he does nothing to deter them from it. Iljan is as stubborn and determined as any dwarf. At first he was angered when he was called out of retirement in order to govern a city miles away from his home. But in the past few decades that he's held to position, his attitude has changed. Iljan was hand picked by the Emperor, as are all of Illuria's regional governors. The way the dwarf sees it, he did not fail his sovereign in his twenty years in the field, so he refuses to do so now. The city of Hezlyn is run to the best of his ability. The Emperor's laws are strictly enforced, with no leniency granted by prejudice or circumstance.

The sea has not yet yielded the bounty the Empire had hoped when the city was established, but ships and their captains are still commissioned for exploration, both along the coast and further out to sea. Though many brave sailors have been claimed by the Shadefire Sea's fiery temper, there is never a shortage of willing hands to set sail. The city is well-known for her skilled and daring sailors. Their city of origin alone seems excuse enough for them to sail in search of ancient treasures, explore lost ruins or even sail right up to the gates of hell and knock. They are generally very brave and capable people, willing to sail beyond any horizon, for any goal... if the price strikes their fancy.

Hezlyn is the only large port city in the Illurian Empire thus far. As such, the vast majority of the ship building and design occurs within the city. There are even wizards who participate in the construction and clergy who oversee the projects. The dry dock facilities are governed by the military, though there are many civilian workers. Hundreds of carpenters, woodworkers, weavers and more make their living under their employ. They are always busy. When the military is not constructing some new naval project, the shipyard takes commissions from private parties. Anyone with the right funding can commission a ship to be built; from rich merchants who endeavor to spread their market, to adventurers searching for a better way to get around. The Empire's projects do take precedent in all cases however. So a private ship may be put on hold for months should a new war ship be needed. The dry dock is sized to be able to



build anything up to and including a galleon, but smaller construction projects are common.

The temples are another large part of life in Hezlyn. Though attendance to large ceremonies isn't as common as it would be in the capital, many come to make requests or ask for aid. Unlike the Temple of Shadows in Illuria, here both gods and the goddess each have their own places of worship, so the worship of one over the others is much more common. The Temple of Arudia also houses the largest market of legal magic in the city, bringing many to her doorstep with petitions.

### Notable NPCs:

**Iljan Ironfoot:** Governor of Hezlyn

Race: Duergar

Class: Fighter

He was a soldier, first and foremost. Of his forty years of service in the normal military, over half of it was spent either in the city of Hezlyn, or in the surrounding area. The other half was spent on the eastern border. He was very familiar with the area before he retired from service and took up his family's smithy in Illuria.

When he was chosen to be governor he tore his shop apart with rage. Suits of armor flew across rooms and swords embedded themselves in walls. He was like a raging tempest. His rage then is matched only by his current pride in his position. His duty is to his city, and his emperor, and he strives to fulfill both to the best of his ability. Admittedly though, he does not enjoy the eyes of the clergy looking over his shoulder as he tries to govern his lands, especially those of a human.

**Marcus Gridly:** Clerical advisor to the Governor

Race: Human

Class: Cleric of Steelight

Marcus was assigned this job for his abilities to see eye to eye with many different sides of any equation. It was thought that his diplomacy may be able to balance out the gruffness with which the current governor was expected to treat people. This is not the case now however. Marcus has very little say in what goes on. Seldom does Iljan call upon him for his advice, and even more rarely is his advice heeded. His position now has turned

into one of formality rather than purpose, but he is there for the church. He makes constant reports to his superiors in the clergy about goings on in the governor's house as well as the city as a whole. That, now, has become his true purpose. The governor tolerates him only because he knows it is expected to have a member of the clergy as an advisor.

Marcus hopes that in a few more years the church will send another cleric to replace him. When that happens perhaps he can go out on the road of adventure or some other endeavor more exciting than watching a dwarf rule a city.

### Bevaris:

Alignment: Lawful Neutral

Size: Large Town

Bevaris began as an army outpost, built to maintain the Empire's eastern border. Over time, as the number of soldiers garrisoned there grew, so did the needs to sustain them. Smiths and leather workers traveled in search of work repairing armor and weapons. Carpenters and stone workers built new barracks, housing and command buildings as well as many of the city's defenses. And, of course, where there are large groups of soldiers, there are taverns and houses of ill repute. Many of those stationed in Bevaris have even moved their families to the quickly growing city in an effort to feel closer to home.

As the city grew and more watch towers and outposts were built along the border, Bevaris, though still dominated by a military presence, became more populated with farmers and craftsmen than soldiers. However, most of the city's economy is still based on supporting the garrison, and those soldiers stationed along the border.

Caravans traveling to and from Valin, the Empire's eastern neighbor, are common. All of the gate guards are under strict orders to inspect any wares coming in from Valin. The captains are even given the authority to confiscate anything they deem dangerous or illegal. Despite this, merchant travel through the city is steady throughout the majority of the year.

The daughter of one of the capital city's most powerful noble houses governs Bevaris. Her



father petitioned the Emperor for her position, and her militant attitude has served her well. Illirive Zephreasz was trained as a warrior in Sairgh Velve. She was not outstanding in her class, but she is a skilled strategist and tactician. Her tactical mind allowed her to manipulate the politicians that surround her as well as her enemies on the field of battle. The defense of her nation and her city comes before all else. Everything else is secondary, including the day to day management of the city, which she frequently leaves to her subordinates.

One of her duties is to levy taxes throughout the city and her province. Her approach to this aspect of her job has made her somewhat unpopular. All citizens pay a significant portion of their wages in tax. Those who serve as soldiers are an exception and pay very little. Farmers and craftsmen who offer their wares in place of coin are also granted a significant reprieve. It is those who do not or can not donate that complain, saying such ideas are biased and unfair. Such arguments have fallen upon deaf ears. Her laws and methods are clear and her will, unyielding.

General Nathan Rybisch, the only human general in the imperial army, commands the military forces in and around Bevaris. He is a knight of the iron rose, though he does not display the heraldry. He has often been the target of ridicule about being a "lesser" being and how he must have stolen the ceremonial armor of a knight. As a result, though he is proud of his accomplishments, he wears his black breastplate only to ceremonial affairs and when going into battle himself. Nathan is a strong leader; he would not have made it as far as he has if he were not. He is one of the only generals that was not trained at Sairgh Velve. General Rybisch began his career as a foot soldier, where his skill and talents were soon recognized. The ranks were filled with those who believed humans were inferior so his climb to his current position was not easy. He resents the way he was viewed and as a result holds a grudge against most non-human soldiers. He would never display this trait to his men, but in his personal dealings, he does little to hide his racism.

The general communicates directly with the capital, making monthly reports on the status of

the border as well as requests for further supplies or troops. His requests have grown few and far between as the city has grown and become self sufficient. However, he maintains a healthy number of scouts along the border to warn of any impending invasion from Valin.

### Notable NPCs:

Illirive Zephreasz: Governor of Bevaris

Race: Valshari

Class: Fighter

Most of her early life was spend training at the academy. There she excelled in strategy and tactics but fell a bit short on strength of arms. She was determined not to tarnish her family name, so she spent hours doing extra training to keep up with the rest of her class. Her appointment as governess took her and her family by complete surprise, despite her father's petition. Generally someone who is outstanding in one discipline or another is chosen. She believes that since Bevaris used to be a military outpost, it was her military experience and noble blood that earned her the position. So, she runs the city much like she believes it was originally intended, like a military outpost. The people support the army, because the army keeps them safe. If they don't offer supplies, then gold will do. Her first priority is her family, followed by the military that protects them from not only the wilds, but any incursion Valin may attempt. But she is of noble blood, and cannot deny diplomacy. She even revels in the occasional meeting with a merchant or noble of the city who vies for her favor in one issue or another. It is these meetings that make her feel influential.

General Nathan Rybisch: General of the military forces along the eastern border

Race: Human

Class: Fighter

As the only human general in the Illurian military, Nathan is unsure as to why he was stationed in Bevaris. Perhaps it was to send the only qualified human to a remote part of the country so that those in the capital would forget his existence. Regardless of the reason for his station, he still tries to take care of his soldiers and



keep watch over the border defenses. Runners deliver messages to him on an almost daily basis about the status of supplies and troops at all of the various border forts and outposts. He coordinates it all for a monthly report to the capital. As far as the soldiers are concerned, many of them don't like the fact that they are being led by someone of a race many feel is inferior. But his tactical abilities and military know how have earned him the grudging respect of the majority of those stationed under him.

Salvin Crilinok: Advisor to the Governor

Race: Valshari

Class: Cleric of Steelight

Salvin is a mid-ranking priest of Steelight and has been assigned by the church to watch over the proud governor. His secondary objective is to advise her in all matters and ensure that her deeds are not contrary to religious decree or the interests of the church. While he does not have the authority to overturn her decisions, his reports to the church would likely bring swift reprisal should his charge choose not to heed his advise in matters of extreme import. He also uses what influence he has for his own personal gain as well as that of the church. Salvin enjoys living in splendor and holding an honored position. He would like to maintain that situation as long as possible.

## **The Undercity:**

Alignment: Neutral Evil

Size: Large Town

The Undercity of the umbrals is situated within the Illurian Empire's borders and therefore must submit to some measure of control. After the birth of the umbral race with the destruction of the Dragon's Eye, many of their kind left to travel the world with their new found senses. Others, afraid to stay in the ancient city, moved to the east, just beyond the wastelands. The explorers found a well-hidden tunnel leading to a chain of enormous caverns. It is here that they built their new home.

Thousands of umbrals now live within the city, and it runs much like those on the surface. They have their own blacksmiths, weavers, inns, taverns and other everyday things and places.

However, one thing is unique about the area. The tunnels in and around the Undercity are the only known source of umbristine, and only specially trained umbral smiths can manipulate the strange metal.

The Brotherhood of Shade Smiths, as they call themselves, is very secretive with their techniques. Even most umbral smiths don't know how to work the strange metal. It is this brotherhood that controls every aspect of the strange steel, from its mining to working it into a finished product. It is said that centuries ago, Carius himself came to one of the smiths in a vision and bequeathed unto him the mystic techniques for working the shadow steel. He was the beginning. He selected a few of his most trusted apprentices to teach the special techniques, and from them a new society emerged. They hold their knowledge very close and most would rather give up their lives than betray the trust that their progenitor has shown them.

The whispering way is another place of interest in the city below. It is an unpopulated alley between major streets. When the city was being built the designer saw the place and immediately decided not to build there. Instead it is seen as a sacred place, where one can speak with their ancestors and the ghosts of the past. Anyone who enters the Way begins to hear the whispers of spirits. They may hear the tales of an ancient war, a betrayal, or even some recent occurrence if it was within sight of the spirits. A few have even seen the spirits manifest into physical form. Some have described it as a series of passing wisps, each possessing a face of their own. Others have seen a full body of the spirit come into being. Many of the inhabitants of the Undercity, and even some who live outside of its boundaries come to this place for guidance, or to learn of history long past.

The leader of the city is an old umbral name Kirial Shadowspeaker. He is a very religious man, believing that Carius intended the city that has become Illuria to be the home of his people. He intends to make that dream a reality, but the Empire is too strong for such a move. For now he bides his time, pretending to submit to imperial rule, though keeping some measure of sovereignty for his own kind.



While crime is not unheard of, it is usually directed at those not born of the blood of Carius, at least if the criminals are umbrals themselves. Outsiders will target whomever they wish, however, if an umbral is a target the first suspects will be outsiders, and the punishment will be swift.

The umbral view of those who come from beyond their borders is dim. Those not of umbral decent are considered outsiders. Prices are higher for them, goods and services harder to come by. And they will notice a certain lack of compassion towards their kind. Though outsiders are not directly mistreated, the umbrals do nothing to make their lives easier. As far as they are concerned it is the fault of all outsiders that they live here instead of their rightful place in Illuria. The only exceptions to this are members of the Illurian military and the nobility and merchant houses of the capital. They treat these people well in order to lull them into a false sense of security, so when their day comes, their vengeance will come that much more easily.

### Notable NPCs:

Kirial Shadowspeaker: Governor of the Undercity

Race: Umbral

Class: Aristocrat

The emperor was not naive enough to believe that the umbrals would heed any ruler not of their own race. So, he appointed Kirial, the head priest of their religion. Governor is only a title to the umbral lord. He ruled his people before the empire claimed dominion over them, and he will rule them after they take back the city that should have been theirs. Kirial strongly believes that Illuria belongs to the umbral race, and only the umbrals. He sees the emperor as a usurper who wrested the city away before the umbrals had a chance to claim it for their own. In his wisdom, Kirial knows that they have no chance whatsoever at war with the empire. The emperor himself could probably destroy a good portion of whatever army they could muster. So, for now, they simply bide their time and wait. Eventually Carius will return, and when he does, they will reclaim the birthplace of their race in his name.

Selvin Rockbiter: Advisor to the Governor

Race: Deep Gnome

Class: Cleric of Elarii (feigns to be a priest of Steelight)

Selvin's true loyalties are known only to his fellow faithful. He has been positioned in the Undercity to watch the umbrals and Kirial specifically. The gnome keeps a large network of informants and spies throughout the city, including a number of umbrals he has managed to manipulate to his cause. If the umbrals begin to make preparations for battle against the empire, Selvin will know.

For the moment he plays the role of a cleric of the Dark Father, even going so far as to have a two-bladed sword hanging on the wall in his chamber. He has been taught how to use it, to make his ruse more successful, but he favors the dagger that is the iconic weapon of Elarii. The church of Steelight knows of the deception, and indeed sent him to the Undercity because of his skill in such things. However, their knowledge has not led them to be trusting of Selvin. The church of Steelight has positioned several knowing underpriests in Selvin's service who also make reports directly to the church.





## Chapter 3: Slarinca, Land of Elementals and Ancients

The world outside of our great city is dark and savage. These walls protect us, and keep us safe from the dangers of the wild. If these walls ever fell, the savagery of the outside world would be on every doorstep, threatening to steal away all that we have suffered for and built. It would threaten our very lives. But it was not always thus.

There was a time, generations ago, that the elves of Aruna-Nigh called another land home. It was a world not dark and dangerous, but bright and filled with life and color. A great orb floated weightlessly across the sky, illuminating the land below with a warm radiance. Green grasses covered rolling hills. The forests teemed with life. It was truly paradise.

For many centuries we lived in harmony with the land. We built a great city in the trees where we were safe from the bandits that roamed the ground below. There is nothing in this world better than a free flowing breeze dancing across the tree tops, carrying the unspoiled scent of the woods. Despite

this paradise, there was still danger to be found in many places in the world. The mountains to the south swarmed with orcs and goblin-kin. Year after year we would strike at them in an effort to end their murderous and destructive reign over the south lands, but where one fell, there was always another in the swarm to replace it. Our battles with these despicable creatures seemed like they would continue to eternity. And though we always hoped that one day the south lands would exist without the threat of these savage tribes hanging over them, we reveled in the hunt and destruction of these terrible creatures.

We lived, we warred, we hunted, we farmed, much like we do today. But after a time, the sins of the rest of the world began to arouse the ire of the Gods. A dark orb eclipsed the sun, causing the world to be covered in a lasting darkness. And in that darkness, the gods unleashed horrible disease and pestilence on all the races of the world and threw the mystical energies of the world into chaos.



Even the simplest of spells became impossible to predict. Without our magic we were crippled, but the skills of our warriors kept us alive through these times. Thousands died in the plague and many thousands more in the sheer chaos of the world. Yet we were beginning to find solid ground again. The threat of the divine plague was fading and we began to think we would survive. Then the demons came.

They came upon us without warning, and without mercy. Their claws tore through the tender flesh of our children as we fought in vain to protect them. Thousands died in the first few hours of battle. They had no regard for life at all, just the need to spill elven blood. We were granted a reprieve when the elders finally managed to somehow create a barrier that they could not penetrate. But even that would not stop them. The earth shook with their demonic power, our great city began to collapse beneath us. Wood splintered as our homes were torn asunder. We fled to our most sacred temple hoping that the power of our gods would give us the strength to fend off these terrible foes. Still the abysmal horde followed.

In a final, desperate effort to save our kind, the elders tried to open a gateway to another world, a world where we might be safe from the demonic forces that hunted us. But even the door was unstable. The destination altered continuously. One second it was a great forest, the next a swirling miasma of color, the next a dark void, but we had no choice. The elders stayed behind, defending our backs as we fled through the portal to wherever the wild magic would take us. I remember turning back as the first of the demons broke into the chamber and tore into the closest of the elders. Our great mothers and fathers did not even blink at the savagery of the unholy beasts. They never broke their concentration and they kept the door open. One of them suddenly turned to me. "Go child!" she whispered. That short whisper was enough to break me from the trance I had fallen into by gazing in horror at the approaching battle. I fled. After entering the magical gateway I turned again to see what had become of our saviors, but the doorway was no more.

There are times I wish I could return to our ancient homeland and make a different choice.



*A Horrible Memory*



*Sometimes I wish I died defending the elders with so many others, but the gods had chosen a different fate for me.*

*Of the thousands of us that left our home through the Shifting Gate, only a few score made the trek to our current land. Fir the first century we fought to survive in this savage and unpredictable world. We had no walls to protect us, no home to call our own... until we found this place. It was once a ruin that stretched for miles, but we built upon the tattered foundations and constructed the now great city of Aruch-Ve. It is the shining light in the darkness of this world, a place of safety amidst the chaos. It is a base from which we can strike out to liberate more of this world from the twisted creatures that inhabit it.*

*By recording this tale, I hope to bring to light the greatness and terror of our past. I pay eternal homage to those who sacrificed their lives defending our home amidst the trees, and to the elders that gave all they had to give so that we might flee. Remember their courage, and their sacrifice, for these are the principles on which Aruna-Nigh was founded.*

*Shelrina Stargaze, royal sage  
and seer of Aruna-Nigh*

The continent in the east does not even approach the population of Kesuril, or even the Illurian Empire. It is a vast land of forests and plains. The entire northern third of the continent is dominated by the Twilight Wood, named for the softly glowing fruit produced by trees held sacred to the gnomes that reside there. All manner of strange creatures inhabit the Wood, changed by the mystical energies that leak from the Elemental Planes.

Elves hold the western shores, in great cities dedicated to the memories of their ancient ancestors. They seek knowledge and peace, and fight for that peace with every ounce of might they possess.

In the east, beyond the Mystic Mountains lies a land of humans. These lands are divided into what have become known as the Five Kingdoms. Each kingdom pays homage to one of the elements of which existence is built: Earth, Wind, Water and

Fire. The fifth is present to maintain the balance.

Slarinca is a land of primeval elementals, mysticism, and history, though much of it is lost in time. Here the ancestors of the elven race are held sacred by their kind. The elements are holy in the eastern lands. And the Twilight Wood is changing as the mystical energies of the planes continue to feed the forest.

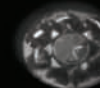
At a glance it would seem that much of the devastation that struck most of the world passed Slarinca by, or has been erased or covered over by the passage of centuries. Yet the changes brought about by the powers of ancient times are still there to see. One only has to look in the right places. The Mystic Mountains were formed by otherworldly powers and grew tall from powerful eruptions caused as the Twilight Dragon flew overhead in all his fury. The rolling plains in the south that seem so peaceful were once soaked with the blood of innocents, tyrants, demons and celestials. It was on these plains that many of the battles over the planar gates were fought. It is for this reason, many believe, that the grass grows tall, and the deep red color of dried blood.

Even the pristine, ancient trees of the Twilight Wood bled as war ravaged the forest. Outsiders sought the elemental portals hidden in the depths. However powerful these gateways once were, they have been sealed since the times of old. All that remains are those that are only large enough to allow a slight current of elemental energy to pass, not usable by any being of even the smallest size.

## The Twilight Wood

The forest of the north is vast, covering hundreds of square miles. Its age is beyond measure. Many portions of it have avoided the touch of sentient beings even to the present day. In ancient times, this wood was held sacred by the race of elves that once inhabited it. It was one of the few places in the world that was untouched by mortals, and thus must have been the residence of something divine. The Gate Wars and the Twilight Dragon erased that once proud race. Now the forest has very few sentient inhabitants. The wilds within its borders house some of the





most dangerous beasts on the continent, and there are other dangers that are much less obvious.

A small section of the forest, however, is inhabited by a race of gnomes that have been touched by the mystical, elemental nature of the Wood. Their great city of Berligburrow is the only form of civilization that exists within the boundaries of the forest. They exist in harmony with their environment, surviving on the bounty and streams of their homeland.

There are many places in the deep areas of the woods that are much more sinister in nature. Places that even the gnomes fear to tread. A great hillside cavern known as the Spider's Sanctum is rumored to house demons of ancient times, and the remnants of portals and otherworldly guardians still lurk in hidden ruins.

As a whole the Twilight Wood has been imbued with great elemental forces. In ancient times portals to the elemental planes, particularly the Plane of Elemental Water, could be found hidden in the trees. The power of the Twilight Dragon sealed those portals when he banished the outsiders from the realms. In the past few centuries, however, some of the old portals have reappeared. They are not large enough to facilitate travel to

the elemental planes, but the energies from those planes has leaked through. Elemental energy from the Plane of Water has found its way into the streams and lakes of the forest, empowering the drinking water. The trees, which get much of their water from these sources, have absorbed a portion of that energy. As a result, they now bear enchanted fruits that glow with a soft light equal to that of a moon; thus the forest's name. The gnomes of the forest consider these mystical fruits a delicacy. They eat of these fruits and drink from the same waters. So they too have been affected by the elemental enchantments. The power of elemental water has granted some of the trees a form of sentience. Though they cannot move or speak, they can project emotions using a sort of empathy, and sway under their own power as if affected by a great wind.

Treants also reside within the depths of the forest, caring for and protecting their lesser kin. Most of them are benevolent in nature, though they dislike outsiders and see them as a great potential threat. There are a few, particularly near the Spiders Sanctum that have been corrupted and turned to darker goals and methods.

The Twilight Wood is a place of mystery,



*The Mysteries of the Twilight Wood*



and enchantment. It is inhabited by many mystical creatures and is said to be lorded over by a great and powerful beast, though few believe this rumor and fewer still have ever see it. Even the elves of Aruch-Ve hesitate to enter its borders unless they are en route to Berligburrow.

## **Berligburrow:**

Size: Large Town

Alignment: True Neutral

Deep in the forest is the hidden dwelling of the only civilized life that resides here. The twilight gnomes, through generations of consuming the fruit and water infused with magical energy, have been imbued with strange magical powers. Their blue skin and water magic reflect the elemental influence. Their homes however are very traditional.

The gnomes chose a particularly hilly part of the forest, so that their homes would be easier to construct. The vast majority of the population lives in homes dug into those very hills or carved lovingly from the heart of enormous trees.

The doors to the houses of the gnomes are intricately carved, usually decorated with the family name and a short lineage or family tree. These doors are a matter of great pride to the gnomes as they are a link to their ancestors and their future.

An old gnome by the name of Frazlyn Griblik, holds the revered title of High Warden. His position is very similar to the governor of other civilizations. However, he is simply the figure head of the Council of Wardens that makes policy for the city. The Council has members that represent various elements of nature as well as the moon. They hold titles such as Warden of Beasts, Warden of the Winds, and Warden of Flame. It is they who meet on a weekly basis to discuss new plans and debate the solutions to the various problems encountered by the populace. Their word is law, and they are unimpeachable. Each is wholly dedicated to their path, and fights to preserve that which they represent.

The remainder of gnome society is broken up into a caste system. There are craftsmen, gatherers, laborers, and sorcerers. The caste a gnome is born into decides what his lifelong

position in society will be. It is rare for one to move to a caste different than that of their family. The only exception to this is the sorcerers who are chosen from among all castes.

Sorcerers are held in a higher esteem than any other gnome with the exception of the Wardens themselves. In fact, most Wardens are actually chosen from among the ranks of the sorcerers. Many believe that those with magic in their blood are more in touch with the elements surrounding them, and can therefore speak for them with greater ease. Any group sent out of the city on business will be accompanied, if not led, by at least one sorcerer. It will be this one who will speak for the Wardens on all matters regarding the city.

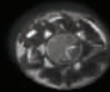
Berligburrow itself was founded only about three centuries ago, but has grown quickly as those who lived in the forest discovered its existence. It is now home to several thousand twilight gnomes, a few dozen elves who have chosen forest life over that of their city kin, and a myriad of other races who have chosen to follow the ways of the elements and live in the forest. Before the city was built, small bands of gnomes travelled together, and lived a life of dangerous foraging and hunting within the forest.

## **Relations:**

Aruna-Nigh: The twilight gnomes welcome elves who seek to escape the city into the comfort of their forest. But they find the arrogance of most Arunites annoying at best. The occasional wagon of trade goods makes its way between the gnomish city and the elves, but they are few and far between. The profit is simply not worth the trip to most merchants.

The Five Kingdoms: Little is known of the five kingdoms beyond the Mystic Mountains. Few have dared to cross the natural boundary that separates the Twilight Wood from the eastern lands. Those that have bring back exotic spices and trade goods along with tales of strange humans who war among each other. This is simply too chaotic a situation for the people of Berligburrow to get involved in.





### Notable NPCs:

Frazlyn Griblik: High Warden of Berligburrow

Race: Twilight Gnome

Class: Rogue/Sorcerer (Water Elemental)

Frazlyn is a gnome of great power and cunning. In his youth he used to love playing hiding games with his friends and could best most adults in a wide variety of strategy games. When his sorcerous gift became apparent his family celebrated. An addition of a sorcerer to the family is always a good omen after all. But they had no idea how far his talents would take him. His gift progressed faster than almost any other in his city's history. Before long he was one of the most respected and powerful sorcerers the city had to offer. All this by the young age of 43. His penchant for getting into trouble, however, prevented his appointment to the council of wardens for several decades. There was the time he got caught putting powdered herbs into another sorcerer's water glass, resulting in several rushed trips to the lavatories. Another time he used illusions to seduce a young male sorcerer who obviously was not firmly grounded in his own reality. When the illusion was dispelled the young gnome was lying naked in a field surrounded by the roaring laughter of his colleagues. Such tricks were left in his youth however.

Now he is a responsible gnome, who assists in the ruling of his home with pride. He does still have a comedic streak, and he always enjoys a game of the mind. But his people now come first. He has held the position of High Warden for the better part of three decades. The elders of the population tend to grumble about him as he walks by, quoting many of his frivolous, youthful deeds. Yet even they cannot deny the progress that has occurred since Frazlyn took the job. The younger gnomes of the community love him. They believe him to be one to speak for the youth against the supposed tyranny of the elders.

### The Grove of the Delusai:

The western half of the Twilight Wood is often referred to as the wilds by those who live in the east. To others this term covers the whole of the forest. Much of it is overgrown, and beasts the

likes of which have not been seen elsewhere hunt in the darkness there. Deep within the western wilderness is a hidden grove protected by ancient magics and spirits long dead.

Thousands of years ago a civilization now lost in the annals of time built this place as a focus for great rituals. Columns carved of the very trees surround the grove. The craftsmanship is exquisite, and even time and weather have not marred the intricate scenes carved on their surfaces. The trees still live, regardless of the deep carvings, and they are not overgrown. In fact, they are the same now as they were so many centuries ago. Though the spirits of those that held this grove sacred now inhabit them. In fact, the spirits are angry about the fate that took their lives. The Grove has become a place of innate anger and fury, where its beauty hides the danger posed by the angry souls of the departed.

The natural denizens of the forest stay clear of the Grove. Animals become skittish and refuse to enter the circle of columns. The gnomes believe it to be cursed and avoid the grove unless they have no other choice. Some of the gnome elders believe that this grove is the site at which the powerful ritual that caused the Eternal Eclipse occurred; and the spirits of those who performed it are trapped within the trees, punished by the forest itself for their audacity.

There is no truth in this belief. None have ever found the ritual site of the Sai-Heth.

### The Spider's Sanctum:

Deep in the most ancient part of the forest is a dark cave entrance, hidden within the roots of an enormous tree. It is believed that this place has a will of its own, and can only be found when it chooses to be. The Sanctum is never found in the same place twice, even by the same person. All who approach the chosen site of the Sanctum can feel evil radiating from the place. Animals will not even approach the entrance. Spiders seem to be the only creature commonly found in the area. Hundreds of them can be seen crawling throughout the tree that guards the entrance. They range from tiny in size to the size of a man. Few have dared to even get close to the cave, but there is one who ventured inside.



In his memoirs he wrote of a great maze of tunnels and caverns beneath the surface of the forest. The sense of evil only grew as he delved on. Spiders of all sizes made their homes in the cave network, spreading their webs everywhere. The unnamed explorer came upon a shrine carved of dark stone, riddled with purple veins. Above it hung a great stone spider with rubies for eyes. He tried to steal the gems, but as he touched the altar the whole cavern began to shake. Spiders swarmed around him and behind them all, he saw a humanoid face, beautiful and cruel. That was his last sight. The journal was found in his home years later, though no one could say how it got there or what actually happened to the explorer.

The locals believe that the cave is home to a single if not several spider demons. As a result most stay well away. The twilight gnomes however, have been known to hunt the large spiders from time to time for their silk and venom.

This cavern is a den of evil and corruption of ancient times. No one knows what is really inside; they only have rumors and the tales of the explorer's journal. Some scholars have discussed the possibility that a portal to the Abyss or some equally unsavory place may have opened beneath the earth, though none yet have been willing to test the theory.

## Aruna-Nigh

The elves of Slarinca have fought their way out of their dark past, and forged themselves into a great kingdom. Their capital city of Aruch-Ve is a tribute to the ancestors that sacrificed their lives so that the rest of their race might live on. The twin cities of Elythil and Aviryn mark the southern border. Hundreds of smaller towns and villages are scattered across their lands, protected only by their own militia and the occasional army patrol.

Although Aruna-Nigh is known as an elven civilization, elves are far from the only race within its borders. Some humans from the five kingdoms of the east have chosen to migrate into elven lands, as well as Halflings, gnomes and several other races. There is no doubt, however, of who holds authority. All high ranking officials,

both in government and in the military, are of elven blood. They see themselves as superior to all other races. All others are lesser, though some races may rank higher than others. Half-elves in particular are frowned upon, as are their elven parents for mating with a lesser race. This is not to say that they hold a complete disdain for all others. Most elves genuinely admire the ingenuity of humanity and the individual talents of others. Elves are simply superior.

Aruna-Nigh as a whole is ruled by a council of twelve elves led by the Elmarín. She is the highest of the councilmen. The council will discuss and decide on any matter that comes to their chambers, but it is the Elmarín who has the loudest voice. This post is currently held by Felyra Starfire, a magess of no small skill, and one of the oldest surviving elves. It was she who proposed the building of the Circle of Elders in Aruch-Ve as a monument to their saviors when the city was first built. She is among the few who traveled through the world gate all those years ago from their ancient home world, and is still alive to speak of it. Other members of the council include the current Anathors, or governors, of Aruna-Nigh's largest cities. This is one of the many duties that comes with the post of Anathor. Members of all races are encouraged to petition the council on any matter, from a grievance to a request for a writ that gives the bearer the right to conduct trade within their borders.

All merchants in the kingdom are required to be certified by the leading council. The regional governors do have the authority to grant a temporary license, but these are only usable for a two year period before an official certification is required. This certification is fairly expensive to receive, usually costing several hundred gold coins. More if the applicant wishes the certification in less than a month or two.

Street vendors manage to avoid the certification requirement by paying a percentage of their monthly profit to local tax collectors. Records are kept locally at the office of the mayors or governors. Should a vendor not pay these fees they are subject to an exorbitant fine that would most likely break them. So most street merchants are honest and pay their share. However, this





method of merchant control has created a large black market throughout the kingdom. Every major city and most smaller towns have contacts on the shady side of the law, one only needs to know where to look. This illegal market is widely varied in cause and wares. Some simply sell their own wares out of an alley to avoid paying the monthly fees or for certification. Others actually sell illegal goods such as spell components.

All vendors of magical potions, scrolls, spell components or creatures must be registered with the council. Only elves are allowed to work in such a potentially dangerous field. No other race will be granted the required certification. Needless to say, the black market for these types of items is large and the cost of magic is tremendous. To combat this, the Arunite army has formed a special unit charged with overseeing the sale of magical components and items, and eliminating those who do it illegally.

### Relations:

**Berligburrow:** The gnomes are a nuisance to elven civilization, but they wield an elemental power that rivals the magic of the elves. If merchants want to risk the journey, let them. But the twilight gnomes are too easily offended by an opinion of the elements that does not match their own. Diplomatic relations are currently at a stand still.

**The Five Kingdoms:** Like the gnomes of Berligburrow, the people of Aruna-Nigh have little contact with the easterners. They know little more of these nations than the gnomes to the north, but there is no reason to expend the resources to investigate beyond the Mystic Mountains.

**Valin:** The nature worshipping nation across the sea is of great interest to the elves. Their belief system is very similar to that of the ancient elves, though there is a certain lack of understanding with regards to lycanthropes. The elves see them as a great danger that is not easily controlled, and they are treated as such. This opinion has severely hampered relations between the two countries. Only the elven diplomats of Valin have been able to negotiate between them. And thus far only a trade agreement has been reached with no further treaty in sight. Yet even this is a great

accomplishment. This agreement represents one of the only oversea trade routes that is commonly used.

### Aruch-Ve:

Size: Metropolis

Alignment: Neutral Good

Aruch-Ve is the seat of elven power in Slarinca. It is the capital of Aruna-Nigh, and it has a great history. Before it was built the elves were a nomadic people. They were lost and hungry after fleeing their world in a last desperate attempt to survive. The savagery of the world they found themselves in would allow no other existence, until they found themselves on a great plateau overlooking the sea. For two hundred years they had been running in the dark, afraid of what lurked in the shadows. It was here, with the light of the three moons reflecting off of the water that they made their decision. They would run no longer, and this would be their home until the last elf ceased to draw breath.

These thoughts guided them as they began construction. They reformed the earth itself with their magic and carved great palaces and homes out of the very rock that formed the plateau. They changed the land leading up to the city, making it level with their new home so it could be more easily defended. Even a dwarf could be proud of what they accomplished, though what dwarves would do through hard work and genius engineering, the elves did through magic. In time Aruch-Ve would become the home they had envisioned

The greatest building in the city, with its graceful archways, towering spires, and vine-draped sky walks scores of feet above the ground, is the People's Palace. This is where the ruling council meets, and from which its commands are issued. The palace is enormous, with hundreds of rooms and a great audience chamber where the Council of Elders hears the petitions of its people. The Elmarín lives in lavish comfort within these walls.

A large port stretches out into the sea from the city. Aruch-Ve is one of the largest port cities on the continent. Dozens of large ships can be moored at any time with hundreds





*The citizens of Aruna-Nigh reverence their past and their ancestors*

of smaller vessels tied up to smaller docks. The elves have two convoys of ships that travel back and forth between themselves and Valin. Each of these convoys consists of two large merchant ships and three well-armed combat ships. The merchants hire well trained warriors and wizards to protect them on the perilous journey across the sea. Each convoy is owned by one of the most powerful merchant families in the country; one by the Seamist family and the other by the Windleafs.

Other ships that are owned by independent parties sail to and from the port constantly. Some are explorer ships contracted by individuals or even

the council themselves, and some ships are less savory in nature. Though the port guards perform a thorough review of each ships cargo manifest whenever they pull into port, these privateers have become very good at getting passed such mundane checks, making smuggling a common trade among seafarers.

A great monument known as the Circle of Elders can be found in the exact center of the city. Larista Fareyes, the leader of the current Council commissioned its construction in honor of those who were slain so that their race could have a new chance at life. Shortly thereafter the council



took up the financing for the project. It consists of thirteen eight foot statues depicting the elven elders who stayed behind in order to hold open the planar gate that allowed the Arunites to flee. In the center is an enormous tree, whose branches stretch out over the entirety of the thirty foot circle. This monument holds an almost holy feel for many of the populace who honor their ancestors for their sacrifice. The elders represented there are sometimes even petitioned for help by the people of the city.

### Notable NPCs:

Larista Fareyes: Leader of the Council of Elders

Race: High Elf

Class: Wizard/Cleric of Selundial

Larista is one of the few who remembers the desperate flight to this world from their ancient home. She remembers the two hundred years of running scared through a land they could not understand. And it was her order that created the foundations for the city of Aruch-Ve. Councilor Fareyes is the single most respected elf in Aruna-Nigh. Her words are taken into careful consideration by every council member, and the People as a whole.

Her name, Fareyes, does not come from any sort of divination ability, but instead from the view of many of the People. Larista always seems to be looking beyond the present, sometimes into the future, but more often into the past. She remembers the slaughter of her people vividly, as if it happened only yesterday. There is little she wouldn't give to have spared them that fate, but she cannot. Every day she pays homage to the Circle of Elders to thank them for what they did, and to ask them to guide her in her footsteps along the path of an Elder.

### Elythil:

Size: Large City

Alignment: Neutral Good

In the south eastern corner of the elven lands, in the foot hills of the Mystic Mountains, lies one of the great defenders of Aruna-Nigh's southern border: Elythil. Originally designed as an outpost, Elythil has grown considerably since

its construction. Over time more and more of the nation's citizens sought the shelter and protection offered by the fortified city. It has become a beautiful metropolis of white stone that spans several square miles. The main road through the city is smooth flagstone, perfectly fitted such that the seams between stone are barely visible. Lush green vines climb the walls of many of the elegant stone buildings, kept neatly trimmed by the city's many caretakers. The city as a whole is a testament to the artistic abilities of the elves.

In a large palace set upon the greatest of the hills on which Elythil was built, lives the Anathor, or governor of the city. Anathor Selinthal Moonbreeze has controlled the region for the past four decades. Though some may disagree with his methods, he holds great weight with the council, so no one has dared to even attempt to have him replaced. There are even rumors that he has ties to certain non-elves of questionable repute.

The importance of the city is not limited solely to its duty of protecting the southern border. In a cliff overlooking the city is a great aerie that houses an elven military experiment. For many years the High Council has sought a way to speed messengers along and gain a great combat advantage by forming a unit that can dominate the skies above any battlefield. Until recently these efforts have been limited to sorcerers and wizards, which were susceptible to dispelling magic and dead-magic zones. Ten years ago, a scouting party came upon a nest of beasts in the mountains. The scouting party brought the entire nest back to the Anathor. For the most part, the beasts were simply calmed by the soft demeanor of the elves, but they didn't hesitate to use magic when necessary. After a long debate, the Council permitted the scouts to find a place to house the beasts and train them for military use. They became the first drake riders. For the first few years they depended on magical bridles to keep the large reptiles under control while in flight, but slowly the drakes have been tamed. The fledglings were relatively easy to train and gave the elves very few problems. The adults were another story entirely. The first two trainers were killed when they attempted to cow the great creatures into submission. Eventually



they too submitted and became usable mounts. Thus far the experiment has been a great success, but more of the creatures will be needed to fully implement the unit that the council desires.

The city, like many others, has its share of nobility, merchants and commoners. And the sentiments toward non-elves are just as strong as they are elsewhere in the country. The nobles of the city are relatively young bloodlines that have petitioned the High Council for their titles. Very few of them can even trace their lineage back to before the race fled from their home only a few centuries ago. Despite this fact the vast majority of them fear to do anything that might shame their house name. Perhaps it is because of the fact that they do not yet have faith in their lineage. At the least they keep their dealing discreet, for the punishments of their elders can sometimes go far beyond the punishments of law.

Most of the wealthy merchants of the city have made their money through the transport of goods between cities, with the occasional journey to the five kingdoms or Berligburrow. The majority of those who craft their own wears have no problems selling them in the city, and so have no need to transport them. The major exception to this rule is the local mines.

A large mine of iron and gemstones was found a few decades back by a young elf who was taking shelter from a storm on his journey through the mountains. While the mine is under the jurisdiction of the Anathor, the council gave sole ownership to the elf that discovered it. Relgin Windwalker quickly spent his entire savings hiring dwarves, gnomes and others to work the mines that had less hesitation about working in such confined places. Though he pays considerable taxes to the city, it was not long before he had more wealth than he previously thought possible. He is now the richest and most powerful man in Elythil short of the Anathor. The mine itself has been dubbed the Earthspring Mine because of the font of wealth it continues to produce. It is a very large source of income, not only for its owner, but for the city as well.

### Notable NPCs:

Selinthas Moonbreeze: Anathor of Elythil

Race: High Elf

Class: Aristocrat

A noble by birth, Selinthas has always believed he is better than most elves, let alone the lesser races. He believes he is above the law, and as such feels free to stretch or even break them without a second thought, though he is careful to prevent knowledge of these occurrences from reaching the capital. The other members of the Council would surely not approve of some of his less than legal deeds. He regularly takes bribes to overlook illegal activities, or to declare guilty elves as innocent.

Selinthas is every bit the arrogant, aloof elf that many picture when they think of his kind. Non-elves are so far below him that he rarely would even grant them an audience unless they had an elven patron.

Relgin Windwalker: Owner of the Earthspring Mines

Race: High Elf

Class: Scout/Aristocrat

In his past he was a scout for the Arunite army. It was in one of these scouting expeditions that he was forced to seek shelter from a great storm. His shelter, as it turns out, was the beginning of his mine. Metal and gemstones were right on the surface. He spent a few days getting enough valuables to buy his way out of the military and get the place established, and then hired lesser races to continue his work.

Most of the nobility of the city, though newly granted their titles, come from money made by previous generations. They, as a result, have a deep pride in their family name and honor. Relgin is restricted by no such belief. He is a business man first and foremost. His mine is the most important thing to him, and everything else lays by the wayside. Relgin rarely attends the parties thrown by other nobles, or even the meetings of the merchants guild. He is as independent as they come, but not without his allies. A large portion of his profit from the mine is paid to the Anathor; some of it in the form of taxes to the city, the rest in the form of bribes to keep city inspectors from interfering with his mine. When workers come to the Anathor complaining of less than safe working



conditions or low pay, he pleads ignorance and promises only to look into the situation.

Though he pays his workers well, in his opinion, the working conditions in his mine are not very good. Lanterns and torches are few and far between, tools are sub-standard quality, and the living quarters are simply rock shelves near the entrance to the mine itself. But as long as his mine keeps producing, it does not matter to him.

## **Aviryn, the Crystal City:**

Size: Large Town

Alignment: Lawful Neutral

Just across the bay from Aruch-Ve lies The Crystal City, the second city founded by the Arunite elves. Though not as grand as the capital, Aviryn has a beauty all its own. Its palaces and government buildings are carved from huge opaque crystals that glitter in the moonlight. Several of the larger noble houses have even placed enchantments upon their walls so that small currents of light seem to swim deep within the crystal. Few are sure as to the origin of the gargantuan crystals. Most believe they were created by the magic of the elves, but the smaller clear crystals that can be found in the surrounding lands give rise to the possibility that the formations were naturally occurring, at least to begin with.

Along the shores of the Alzarin sea sits a grand structure carved from one of the largest of the giant crystals. It is the palace of the Anathor of Aviryn. Floryn Firedancer was named Anathor only a decade ago, and has been trying to keep up ever since. She rules her beautiful city as rightly as she knows how. The laws of her people keep most in line, but she abhors having to deal with criminals. The Anathor has yet to adjust to sending people to their deaths or even into prison, though she justifies it as a small consolation to those that the criminal has wronged.

Aviryn has a large port, though not quite as grand as that of the capital. It can support several large ships in its harbor, and many of the non-elves who reside in the city keep fishing boats there as well. Fishing is actually one of the main sources of food the city has, and since the vast majority of fishermen are not elves, the normal prejudice that is present throughout the country is

greatly lessened here. Most folk realize that they depend on the lesser races for food, among other things; though incidents born of prejudice do still occur. After all, the lesser races were created to serve elves, and the fact that they retrieve the food supply for even the lowest elf with a gold coin is proof of that fact. It is in these instances that the Anathor has no reserves about imprisoning the offenders, for they put the entire city's survival at risk by offending the source of their food.

Every day several small ships sail across the relatively safe waters of the bay to Aruch-Ve. Sometimes entire merchant shipments come across on those ferries, paid for in advance by the merchant families of one city or another. Usually, however, they provide transport for people across the water for a small fee. Because of these boats, trade between the two cities is very good.

The crystals found in the lands surrounding Aviryn have provided craftsmen with a unique trade, one in which many of those outside of the city have great interest: crystal carving. Small, incredibly detailed carvings of animals, people or even scenes can be found in the city markets if one is willing to pay the price. It takes a great amount of skill to work with the crystals without chipping them, as cutting them is a very difficult process. The time is worth the effort for many though, as the prices such works of art command can be incredibly high.

## **Notable NPCs:**

Floryn Firedancer: Anathor of Aviryn

Race: High Elf

Class: Fighter

She was not born of noble blood, but was instead an adventurer that traveled across much of the continent of Slarinca. Floryn did much to fight against the forces of evil, and when she finally retired to Aruch-Ve the council instantly petitioned her to take up a position in public service. She flatly refused, wishing to spend at least the next few years relaxing, and enjoying the treasures her adventures had earned her.

Recently, when the council offered her the position of Anathor, she had a change of heart. She had already spent several decades in the luxury provided by her successful adventuring



career; it was time to move on to something else. The position of Anathor was simply what came next. Floryn despises criminals, not only for their crimes, but for the fact that they force her to deal out judgment on what she believes to be good people at heart. Though she has a difficult time condemning such people, she nonetheless will do so without visible hesitation if given the proper evidence.

Stories of her adventures can be found in every tavern in Aviryn. According to the tellers, she has battled demons and aberrations. Some

tales say that she has even knocked on the gates of the nine hells in order to tell them to behave. Many see her as a naive ruler, but none doubt her abilities as a warrior. The trophies she displays in her halls are proof that not all the tales are lies or stories blown beyond believable proportions.

## Serpent's Hold:

In a niche in the mountains, surrounded on three sides by towering peaks, is the great fortress of Serpent's Hold. In ancient times it was the



*The Dreaded Fortress of Serpent's Hold*



home of a serpentine warlord. Stories speak of a great elven host marching on the Hold to slay once and for all the evil abomination. Despite the great magic and skill of the elves they never breached the gates. Everything that came out was slaughtered without question, but they could not break down the walls. Some believe they were held by an even older magic, and that the serpentine lord who discovered the fortress had made this power his own. In the end the elven wizards sealed the gates from the outside with powerful spells. The gates cannot be opened from the inside, and the powerful spells of warding prevent all but the most determined and powerful from opening the gates from the outside. As long as those gates remain shut, nothing can even climb over the outer wall without triggering one sort of deadly magic or another. Along the road that leads up the Hold was placed a great stone, carved in ancient elvish with a warning of the dangers that lie beyond. It declares plainly that none must ever open the gates, lest they loose a flood of evil upon the world. The stone itself has magic of its own. Few know the nature of this magic, other than that it was placed there to keep out those who would open the gates of the Hold.

To this day soldiers from the nation of Aruna-Nigh constantly patrol the area and protect the gate from those foolish enough to attempt the release of the ancient evil they hold back. Admittedly though, the majority of the protecting soldiers do not know much of the story of the place. They know only that it is their duty to guard its gates and maintain the seal. This knowledge, along with the vague stories told by the more experienced veterans, keep the elves vigilant and respectful of Serpent's Hold.

No one knows if the warlord within somehow still lives. Over two centuries have passed since the fortress was sealed, but little is known about the nature of the serpents within. The magic used to seal Serpent's Hold ensured that no magic, particularly divinations, could penetrate either into or out of the Hold, preventing the warlord from influencing the world outside his home, but also preventing others from looking in on him.

## The Five Kingdoms:

The great human kingdoms of the east are societies forged around ancient beliefs in the primal elements that forged the world: Air, Earth, Water, Fire, and Light. Each kingdom has dedicated themselves to one of these elements, preaching its values. As a result, the personality of each kingdom parallels with their chosen element.

Trade relations do exist among all of the lands. However no official treaties are currently held, as differences in belief systems often cause conflicts or even all out wars between the various kingdoms.

Each kingdom has powerful warriors, trained in the elemental arts, to serve as protectors and diplomats. These samurai wield the raw power of the elements they idolize with a fervor matched only by their amazing skill in combat. Most often, any messenger sent to one of the other kingdoms, or beyond the Mystic Mountains is one of these warriors. They do this so that the other lands will know the power they wield, and take their requests or demands seriously.

The society of each of the eastern kingdoms, though different, have roots in the same structural concepts. They are very spiritual, and are influenced by a wide variety of spirits, elementals and demons.

### Lo Fung,

### The Kingdom of Flame

The element of fire is commonly seen as a destroyer, and a taker of lives and livelihood. While this is true, the people of Lo Fung see the other side of the flame. It is the element that allows rebirth, light and warmth. When a forest or prairie becomes over grown, a purging fire is required for the flora to survive. They pay homage to both sides of this element, in its purest form.

The Mystic Mountains border the country on its western and southern sides. Though this mountain range is not particularly volcanic, there are caves that lead deep into the earth to caverns filled with liquid fire and magma. These caverns are believed to be sacred places, connected to the



elemental planes where the purest form of the element of destruction and rebirth can be found. Many of these places hold temples and shrines. The largest of these holy sites are the places where priests and aspiring flame samurai come to pledge their fealty and ask to begin their training. The Temple of Ignuss, built only feet away from an enormous pool of magma is one such place. Here the flame samurai train, in an effort to learn to become one with the fire, and wield it in the service of Lo Fung.

Many other shrines dot the country side; some built along the road for travelers to stop for rest or to pray for safe travel. Others can be found in larger cities where the populace comes to pay homage to their patron element. Each flame samurai has a sacred shrine within his own province that is a symbol of their devotion to their patron element.

The leader of Lo Fung is known as the Fire Lord. Currently this honored position is held by a man by the name of Lin Fu Shang. He is a master of the elemental arts, a famed fire samurai and war hero. Though he respects all of the various aspects of the Fire, the wars he has fought have shown him that destruction is the truest form of the sacred flame. It is a weapon to be used in the defense of his homeland. The warmth it provides for his people, and the light that keeps many of the dangerous predators away are merely secondary benefits.

The kingdom of flame is made up of numerous provinces; most of them controlled by a flame samurai of noble status. These samurai make up the council of advisors to the Fire Lord. The council meets at least once a month to discuss policies and treaties, among other things. On special occasions, such as when war is on the horizon, the council may meet more frequently to decide on tactics or supply issues. These samurai also maintain their own standing guards and soldiers. It is these units that combine to serve alongside the Flame Lord's forces as the kingdom's army.

Sorcerers who specialize in wielding the element of life and death can also reach high rank in society. They are believed to be blessed by the spirits of their ancestors with the power to protect

their people. Many of them serve as advisors to the samurai lords, and a few even govern provinces of their own; though they are not given a seat on the high council. The samurai fear that due to their close ties with the spirit world, otherworldly creatures may manipulate them and through them, influence the council.

## Relations:

Teng Zhi: Though the samurai leaders of Lo Fung are wary of the fickle seeming personality of the Teng Zhi government, the two nations have no solid grudge with one another. Trade relations are good. Iron sent from the mines of Lo Fung is exchanged for pelts, fish and spices from the Kingdom of the Wind. No formal treaties exist between the two nations, but if one were to be attacked, it would take little to convince the other to join the fight, to better their own interests of course.

Chu Lao: The Kingdom of Earth has always been a target of espionage from Lo Fung. They are rich in the resources of the earth: gemstones, gold, and iron. This creates jealousy among the aristocracy since their own mines have not been as plentiful, or as pure. Raids are constantly financed against the Kingdom of Flame's southern neighbor, though no firm connections to the government have yet been made. Numerous wars have been fought between these two kingdoms over this same principle... wealth.

Po Shu: The water worshippers have little contact with Lo-Fung, despite the fact that the share a border. The Lake of Heaven between them serves to isolate them from one another. Thus far, the warriors of the Kingdom of the Rain have been too busy protecting their people from a sudden surge in demon and monster attacks to pose much of a threat. And since the Fire Lord does not wish to get involved with battles against demons Lo-Fung has tuned their attentions elsewhere.

Wyn Fu Leng: Only once in recorded history has the Kingdom of Light been pulled into war with the other nations, and it was due to the horrific deeds of the armies of flame. When the balance keepers stepped in the armies of Lo Fung were decimated and sent cowering back to their own lands. Now, decades later the people as well



as the government of the Kingdom of Fire fear to anger the leaders of the Kingdom of Light. They are angry about their past interference, but their fear currently outweighs their anger.

### Significant NPCs:

Lin Fu Shang, Fire Lord of Lo-Fung:

Race: Human

Class: Fighter

The Fire Lord came to power thirty years ago. He is a shrewd man, and always searches for a way to elevate his kingdom. At the moment the majority of his efforts are focused on gaining wealth at the expense of his southern neighbors.

In his past he trained at the Temple of Ignuss and became a master of the fiery arts. He served at the temple as a Master for ten years before he chose to seek the throne of his country. At this point he had dozens of fire samurai, once his students, that flocked to the side of their old teacher and endorsed his claim to the throne. He defeated his predecessor in single combat, proving his superior control over the fires of heaven.

To his people he is a dangerous protector. He uses his abilities for the protection of the nation, but should one rouse his anger they may quickly find his fiery arts directed at them, often to their demise.

### Shi-Leng:

Size: Large City

Alignment: Neutral Evil

The largest city in the Kingdom of Flame is Shi-Leng. Though the king's palace is far from this bustling city, it continues to grow and thrive on the minerals pulled from the nearby mines. It is that source of income on which the economy of Shi-Leng is based.

The most powerful people in the city are the mining barons. These six, wealthy aristocrats, including the flame samurai of the province, are the true power of the city. They make the laws and strike the deals to carve the city up between them. Generally, no major transaction can occur without the endorsement of one of the six barons. Only the thieves of the city act outside of their jurisdiction, and even some of them are in the employ of one baron or the other. It is well known that the

mining barons are in tense competition with each other. All out wars would not be tolerated but they frequently commission thieves and arsonists to act against one another.

Most of the city is not incredibly poor, nor are they wealthy. Most are craftsman, metalworkers, or people who work in or for the mines. Each major mining company has an office that handles all of the records dealing with the mines they own and the miners that work for them. This includes daily mine yields, accounts, and service time remaining for those miners who are working in the mines in place of a prison sentence.

The major export of the city is steel, refined for weapons and tools, but still sent in its raw form throughout the kingdom and to many of the country's trade partners. If the mines ever dried up entirely or were taken over by forces not friendly to the kingdom, Lo-Fung would face an enormous economic crisis.

### Teng Zhi,

### The Kingdom of the Wind

Teng Zhi is known for its harsh winds.

Gusts up to 70 miles per hour are not uncommon, and there is an almost constant breeze of 10-15 miles per hour. The people of the kingdom try to use these winds to their benefit. Wind provides the water used for farm irrigation and drinking. It allows movement of fishing boats on the Lake of Heaven, and even carries along the scents of the many wondrous spices found on the spice farms.

Water is provided to the people by means of wells, dug deep into the ground. These wells function as a result of the very wind that the kingdom is known for. A windmill is used as a sort of water pump to bring fresh water to the surface. This same action churns the water, keeping it from becoming stagnant and diseased. These wells are the life spring of the peasant class.

The vast, wind-swept plains that compose the kingdom of the wind are perhaps one of the most peaceful seeming regions east of the Mystic Mountains. The rolling grassland is prime land for spice and vegetable farms, providing a great asset to Teng Zhi. Most of these farms are located within provinces granted to the more prestigious



of the Wind Samurai and other powerful warlords by Lord Ping Shu Wa.

Lord Ping rules over Teng Zhi with compassion and justice. The concerns of his people are as important to him as the well-being of his own family. The Wind Lord, as he is known, has never been prone to combat or war. His mastery is over more scholarly pursuits. He spends his evenings reading ancient scrolls and studying obscure legends and prophecies. It is the use of these prophecies that has helped him to forge the kingdom that stands proud in the wind scoured plains today. He first discovered the power of prophecy within a tome hidden in a cavern, deep in the Mystic Mountains. When he entered the dangerous mountain range he was an adventuring scholar. He emerged as a wizened man wielding the power of futures foretold from centuries past. Since then he has been untouchable. His agents constantly seek out other prophecies for his collection. The rulers of the other eastern nations have been trying to steal the prophecies and thus the Wind Lords power for years, but they are too well protected. Every agent sent to retrieve them has been sent back in pieces to their own country. The protection of his prophecies is the one thing that he takes more seriously than his people. Only that threat can bring out his fury, and woe to those who stand in his way.

The soldiers in the army of Teng Zhi are devoted to their leader. They are less disciplined than most military units, but their fervor in the service of their country and their Lord seems to make up for it. The soldiers will obey the commands of their officers without question, but they are not trained as well as they could be.

The leaders of his army are the Wind Samurai. They serve as generals and officers when the nation is forced to the path of war. During peace time they are provincial governors, managing whatever lands the Wind Lord has granted them. If one of his samurai acts in a manner that harms the people, the Wind Lord will bring swift justice upon them, in hopes that they will do better in the future.

### Relations:

Lo Fung: Though no official treaty exists,

the people of these two nations think highly of each other. Trade has done wonders for the relationship between the two governments. On rare occasions the two militaries even engage in war games and joint training exercises. Fatalities do occasionally happen in these engagements, but they are generally accidental.

Chu-Lao: The tyrannical rule of Yoshino Moritsu is viewed with great disdain. Though the people of Teng Zhi fear the cruelty of its soldiers they have faith that the Wind Lord will protect them. Lord Ping looks down upon the Emperor's methods, but his fate is sealed. The prophecies tell of his downfall, at least that is the Wind Lord's interpretation. This logic has lead him into apathy regarding Chu-Lao. The people of the earth kingdom will be freed when fate sees fit. Until then they will endure.

Po Shu: There is no real communication with the Kingdom of the Rain. The border between the two nations is heavily patrolled and has several defensive fortresses built along it. These defenses were not built in fear of attack from the people of Po Shu, but instead in fear of the demons that have laid siege to their lands. There have already been numerous instances that the soldiers and sorcerers in the border forts have had to fight off the spawn from beyond.

Wyn Fu Leng: The Kingdom of Light does not interfere in the affairs of the other nations. Their borders are closed, despite attempts to negotiate passage. Both the people and the government of Teng Zhi view Wyn Fu Leng as a place of mysticism and legend, but they know little about what actually lies beyond the great wall at their border.

### Significant NPCs:

Ping Shu Wa: The Wind Lord

Race: Human

Class: Cleric of the Wind/Sorcerer (Wind Elemental)

Lord Ping is a scholar and mystic above all else. He is also a student of prophecy. He used the prophecies he found to gain lordship over his nation and build it into what it is. The prophecies guide him in his decisions and negotiations. He is a relatively calm man, viewing everything from



outside of any situation. None have ever seen him angry, with only one exception. Whenever his prophecies are threatened, the Wind Lord will use every spell, trick and blade at his disposal to defend them and put the villains to a gruesome death.

The people of Teng Zhi see Ping Shu as a great leader. They believe he consults with the winds themselves to make his decisions and guide his nation. As a result they do not just see him as their feudal lord. He has gained the image of a blessed and holy leader that has been sent by the Heavens to guide the people into an era of strength and great prosperity.

Prior to his ascension, Ping was an adventuring scholar. He was cast out of his family at a young age for the uncontrolled burst of magic that many young sorcerers face. So he turned to the road. He sought temples and libraries for years, and when he had finally given up he went into the Mystic Mountains to die. Yet the Heavens had a different fate in mind for him. Ping believes that every person's fate is preordained, yet mortals have some influence over the path they take to reach that fate. This is the path he has chosen.

### Wa Yu:

Size: Large City

Alignment: Neutral Good

Unlike most large cities Wa Yu is not protected by a large outside wall. The people believe that to build such a structure would block out the powerful wind that is so sacred to them. Besides, if any army were to lay siege to the city, Lord Ping would learn of it long before hand and could make appropriate preparations, or so the people believe. The only structure with a defensive wall surrounding it is the palace of the Wind Lord. Though some question this, he explains it away by reasoning that his actual palace towers so high above the walls that the defensive structure does not impair his communion with the wind, thus the walls are no detriment to him.

As the wind flows through the city it sweeps past hundreds of wind chimes and hollowed tubes creating a soft, constant song. The tune of this song has become a hymn, used by the people of Wa Yu and many of the surrounding lands in

their prayers and communion with their patron element. This hymn is the strongest within the large shrine in the center of the city. Wind tubes have been crafted into the very walls of the shrine, sending the song out through the city as the wind blows past.

There is a large marketplace towards the northern side of the city. It is enclosed by a small wooden palisade so as to prevent the wares of the merchants from blowing away, but one of the wind priests performs a blessing of the area every day at noon to ensure that the divine wind still touches the market. Spices, furs and meats of all kinds can be found in the booths here, alongside several small weapons and armor merchants.

Most of the money that moves through the city is from one of two things, either the support of the city itself or from the spice merchants. While the support of the city consist of many things normally found in any major city, such as carpenters, stonemasons, guards, etc. the spice merchants are a much more elite lot. Their wares come from spice farms spread throughout the whole of Teng Zhi and are brought into the city by heavily guarded caravans. The spice merchants control the vast majority of the economy of the city, either by their direct intervention or their indirect influence. Other than the Wind Lord himself, they are the real power of the wind nation.

### Chu-Lao,

### The Kingdom of Earth

Chu-Lao is well known for its mineral yields. The entire land is rich in mineral resources, and this has in turn made the nation itself very rich. Their mines yield everything from simple iron, to silver, gemstones and even the occasional vein of mithril. The government of Chu-Lao does have holdings in the mining business, but the vast majority of the mines and their supporting workers are run by private, albeit rich, citizens. Through their mining business the country has managed to bring in great power and wealth.

The majority of the great wealth brought in by these resources is given to their Emperor in the form of taxes or soldiers. The rest is hoarded



by the magistrates and Lords, leaving many of the peasants to fend for themselves. Many of the Lords do provide housing and food for the peasants they rule. But in most cases, the living quarters are much too small for the number of people living there, and the food is either of low quality or low quantity.

The peasants spend their days toiling in spice fields or working as laborers. A few, however, manage to become skilled carpenters and stone-workers. The most talented of these specialists are sought after by the Lords of various provinces, and live a lifestyle closer to that of nobility than peasantry. Peasants who do not rank in with the talented experts are treated as servants and slaves. They exist only to tend the fields, work the mines and do less desirable tasks that the nobility and merchants want little to do with. As a result, there are many who resent those above them. Surprisingly though, there have been few outbreaks of violence among the peasants; at least, violence directed at stations above their own. Those instances were dealt with using severe methods to deter future incidents.

Methods such as the peasant “criminal” being left caged inside small boxes of solid stone, left to starve and rot; and the use of magic to slowly erode the life from them as water erodes away a mountain were used. This “justice” has proven extremely effective, as the cases of interclass violence have become almost non existent, at least from the peasant class towards their superiors.

Fishing is another task generally left to peasants. Those who take up this trade, however, generally live a much better lifestyle than most as they tend to keep a portion of their catch for themselves. The Lake of Heaven is not without its dangers however. Many brave fishermen have been lost to the strange visions and entrancing songs from the mists that cover the lake. To those that dare, the risk is well worth the rewards. Many do it simply to keep their families fed well, and the children clothed and housed.

The warriors of the kingdom of the earth are some of the most brutal in the east. They are extremely skilled hunters and trackers, as well as disciplined soldiers. In war they are savage combatants. Many wear armor spikes and seem



*Emperor Yoshino Moritsu*



to do no more than leap into the fray and flail until there is little left of their enemy but a massive stain of blood. The officers are as elegant as their soldiers are savage. They fight with grace and poise, while their men ravage enemy lines. It is easy to notice a commander among these men.

Emperor Yoshino Moritsu lords over the lands of Chu-Lao. He possesses a ruthlessness matched only by his own soldiers. He considers peasants nothing more than free labor, undeserving of even the slightest respect or privilege. He has ruled his kingdom for forty years, ascending when his father died of a mysterious illness. Fear keeps the lower class in line, and that's how he likes it. As long as they are afraid of him and his elite guards, he can control them, and his reign will continue.

A small group of freedom fighters known as the Emerald Blades stand against the Emperor. They fight his soldiers from the shadows, steal from his stores and give food to the populace. Many peasants have been executed after being accused of harboring members of the Emerald Blades, but it has deterred them little. They are those who believe that freedom is worth any price. The emperor's soldiers actively hunt down this group. Those who have been discovered and caught, which have admittedly been few, are executed on the spot by the presiding officer. It is currently unknown how large this resistance group is, or who might be involved. Though the officers of the emperor's army have occasionally publicly executed a peasant they know to be innocent just to vent their frustration and in an effort to entice actual freedom fighters to act and be caught.

### Significant NPCs:

Yoshino Moritsu, Emperor of Chu-Lao

Race: Human Half-Fiend

Class: Fighter/Sorcerer (Infernal)

Yoshino rules his kingdom with an iron fist. Fear of his soldiers keeps the peasants in line and few will stand against him. He has declared the Emerald Blades to be demon worshippers, bent on collapsing the harmony of his perfect land. Though many see his strength and are terrified, few realize his true power. He is the spawn of a powerful demon who bred with a human woman.

The only visible sign of his heritage is the slight brownish-red tinge to his skin, which he explains away as a blessing from the Earth Lords proving that he is the one true ruler of Chu-Lao.

The emperor trained with a great master of the martial arts. He was taught that mysticism and martial skill can be one and the same. He had a great talent, and his teacher sought to quiet the darker side of Yoshino. For his trouble the master was slain by the emperor's own hand. This was, of course, long before he came to power. While his skill is well known throughout the nation, his murder of the legendary master remains a mystery to all but those closest to the emperor himself.

### Relations:

Lo Fung: The flame kingdom is jealous of the riches of the Earth. Raiders from their lands strike at the sovereignty of Chu-Lao as thieves. They are lower even than the demon-worshipping Emerald Blades who plot against their own nation. Every citizen of Lo Fung is an enemy. And, when the time is right, every enemy of Chu-Lao will die.

Teng-Zhi: The Emperor covets the books of prophecy possessed by the Wind Lord. He has sent dozens of covert agents into Teng Zhi in an attempt to steal the books, but to no avail. The wind lords guardians and wards have always proved stronger. Chu-Lao has yet to undertake a major military campaign, but as the Emperor's options dwindle a large scale conflict may become inevitable. Until then Chu-Lao maintains a favorable face when dealing with Teng Zhi, though it is obvious the people of the wind see through the illusion of compassion. Still, he believes he must keep up appearances.

Po Shu: The distance between the two nations prevents any meaningful diplomatic communications. Rumors of an other planar invasion of the Kingdom of Rain have reached Chu-Lao, but few believe them, and those that do believe that the distance between their homes and the demons keeps them safe.

Wyn Fu Leng: Though there is a common border with the Kingdom of Light, the walls beyond the river keep out citizens of the kingdom of earth. There are several bridges that span



the river and lead to fortified gates, but only on rare occasions is anyone allowed to enter Wyn Fu Leng. The only knowledge of their neighbor comes from the occasional monk or traveler who crosses the southern border into the lands of Chu-Lao.

### **Lin-Pu-Zhi:**

Size: Large City

Alignment: Chaotic Good

Much of the city of Lin-Pu-Zhi is constructed of buildings that are half buried in the earth. Some structures are entirely formed of subterranean caverns and tunnels, though this is far from the norm. Every important building in the city is built of stone, rising one or two floors above ground and two to three floors below its surface. The majority of homes in the city are single floor buildings with an additional subterranean level. Every building, be they official government buildings or the homes of simple people, are built of stones dug up from the earth, held together by a mortar mixed of clay. Not only does this building technique help keep them guarded from any attacks from Lo Fung to the north, but it also symbolizes the reliance of the people on the earth for their survival.

There are few roads built on the surface. Those that do exist are used primarily by outsiders or caravans of trade goods. The locals tend to use the intricate system of tunnels constructed beneath the city to travel. It is here where the heart of Lin-Pu-Zhi truly lies. Tunnels wide and level enough for large wagons reach down the middle of town, stretching a mile in each direction beyond the city limits, and surfacing in hidden or well guarded entrances. Smaller roads connect the homes and shops that spread throughout the city.

Most of the street vendors show their goods in the underground tunnels and bazaars. The merchants rich enough to own shops typically display their goods both above and below ground, so as to cater to travelers and residents alike. There are many well-known metal smiths and jewelers in the city. The wares of these masters are sought across the five kingdoms for their intricate beauty and amazing craftsmanship.

Lin-Pu-Zhi is well known for its amazing

sculptures and the architecture of the subterranean tunnels and common areas. Craftsmen spend months creating intricate displays of sculpted perfection to decorate the smooth arches, ceilings and buildings of their home cities. For those who have learned these skills, the beauty of their sculpted homes is a public display of their level of skill. The city even holds an annual festival to celebrate these craftsmen, including a competition that compares the skills of these masters.

Regardless of the grand architectural appearance of the city below ground, the peasants are still treated badly. The skilled artisans take an attitude of superiority over those who were not gifted with their skills, and those born into nobility treat even expert sculptors as servants, meant to be used and discarded like any common tool. The peasants are obviously displeased with this arrangement. More and more of them join the ranks of the Emerald Blades every year, and even those not directly involved tend to keep any knowledge of the freedom fighters to themselves.

### **Po Shu,**

### **The Kingdom of the Rain**

Much of Po Shu is surrounded by water, with the Lake of Heaven forming the nation's western border and the Sea of Lost Souls to the north and east. Accompanied by the frequent rains and hurricanes that blow in from the sea, these waters have given the nation its title. Though these natural borders do much to protect them from the attacks of mortals, they do little to defend them from the threat they now face.

Several years ago strange creatures began appearing throughout the country. In the beginning the farmers and soldiers who discovered these abominations slew them on sight. But in time the appearance of the creatures grew more frequent, and they become more powerful. Now the entire nation is under siege by an enemy they do not understand and can barely fight. They have been struggling to simply defend their homes. Most believe the creatures to be demons sent from the Abyss to punish the nation for one crime or another, others believe it is a ploy by one of the other nations to claim Po Shu for their own;



but only the very wise or powerful can even approach the truth. One of the gates, sealed by the tremendous power of the Twilight Dragon in ancient times has reopened deep beneath Po Shu. It is a gate that leads directly to one of the greatest fears of all mortals, it leads to the Hells. The beasts are not demons, but devils who seek slaughter and sedition. Some of them are obvious in their intentions with their large talons and sharp teeth. Others keep their intentions and their form well hidden, revealing their true face only when they have already achieved their goals.

The armies of Po Shu have been decimated by this otherworldly onslaught, and none of the other nations are willing to send their own soldiers to their death to aid the Kingdom of the Rain. So it is up to the few brave soldiers remaining to defend their way of life, and their very souls. Even the palace of the Rain Lord was not safe. The nations leader was killed some time ago by the invasion, along with many of those who held authority in his government.

There are several small towns spread throughout the nation, and many more places where a town once stood. Even those places relatively untouched by the forces of Hell are breeding grounds for evil and distrust. Outsiders are always seen as a threat unless proven otherwise, and it takes much to sway the suspicious nature of the People of the Rain.

There are no large cities that remain in the lands of Po Shu. They were the first to fall victim to the otherworldly invaders. Now these small towns and villages are all that is left of a once proud and prosperous land.

### Relations:

As Po Shu no longer has any formal government, they have no formal relations with any of the other Kingdoms. The people know of the fortifications that have been constructed at their borders by other nations, but they have more pressing concerns than what another country might do should they survive the unearthly invasion.

### Significant NPCs:

Shi-Lin, General of The Lord's Army

Race: Human

Class: Paladin

Before the coming of the devils, Shi-Lin was the Grand General of the armies of the Rain Lord. He was an advisor to the Lord himself and held a position of great power and authority. He was in the palace when the creatures attacked. He did all in his power to protect his liege, yet he failed and fled in disgrace.

With the death of his Lord and the slaughter of his army the General vowed vengeance by his very soul. To many he is a legend, as few believe he could have survived the siege on the palace. Many of those that have seen him alive question if he has become one of the creatures he fights so fervently. To those mortals that remain he is more than a man, yet he has lost his humanity. He is a soldier who once served the light, but has now become the evil that he so fanatically hunts.

Once he was a kind, gentle man, but since his escape from the palace he has changed. He fights with a fury beyond humanity, to defend that which he has lost. He is a devil slayer, and a warrior against evil. Many say he has seen into the heart of the darkness that lays siege to their lands, and the insanity he found there took root in his own mind. Despite this he fights for his people and to keep what little remains of his own humanity.

### Fu-Sheng:

Size: Large Ruin

Alignment: Non-existent

Once Fu-Sheng stood proud on the edge of the sea, standing against storm after storm, the very epitome of strength... once. Since the appearance of the devils the cities strength has faded. The palace of the Rain Lord, with its once firm towers and enduring walls now lies in ruins. Much of the city has been destroyed since the palace walls fell, leaving the rest of the city vulnerable to the rage of the sea. The devils have also taken their toll on those that remained. Now, the few survivors hide themselves in small, hidden enclaves, waging a guerrilla war against the devils that still patrol the



area. They are the small remaining light in the dark heart of hell on earth and the proof that even there not all hope is lost.

The people who remain in the city do so because they have little left in this world. The devils have taken family, friends, property... all they held dear, and they wish to use their last breath to strike back. Common people have become soldiers in what seems like a hopeless crusade led by the few remaining members of the city watch. It is a time of desperation for the people of Fu-Sheng, no one knows how long they can survive this onslaught, only that the devils keep coming and they are doing everything they can to fight back.

## **Wyn Fu Leng,** **The Kingdom of Light**

A great wall of stone and magic surrounds the entire nation of Wyn Fu Leng. Few outside its borders know what lies within the Wall of Light, only that those who manage to get beyond the wall are rarely seen again. Gates have been built into the Wall of Light at every road to this mysterious kingdom. Though they seem deserted and unprotected, many travelers tell tales of eyes watching them from the shadows and setting out intent on getting into the southern kingdom only to gaze upon its gates and suddenly decide they should return home.

All who approach the walls are bombarded by the feeling that they would be better off going the other way. To some this effect manifests itself as intense fear of what may be on the other side, to others it is a simple sense of more to be gained somewhere else. Even the magic cast by all but the most powerful of wizards seems unable to protect travelers from this effect. Those who do manage to bypass the Wall of Light are amazed at what they find.

The sun shines brightly in the sky throughout the day, and a single moon rides softly through the night sky. Green grass and rolling meadows are filled with rice farms and safe roads. Towns and monasteries dot the countryside with amazing frequency. Nobles and peasants alike travel the nation unhindered by the chaos and savagery so commonly seen elsewhere. Even the inhumanity

demonstrated by one man against another is minimal. It is an eerily perfect sight. Those that choose to leave this land are often confused by the fact that the sun, that shows so brightly during the days in the Kingdom of Light, cannot at all be seen beyond its borders.

Wyn Fu Leng is a nation ruled by a monastic order of monks known as the Order of the True Dawn led by Her Divine Holiness Sulara Ki-Ryn. It is said that Sulara has led the Kingdom for a hundred years or more and has lived much longer than that, though she appears to be a middle-aged human woman. Her position is supported by the twelve Masters of the Dawn, the leaders of the twelve largest monasteries in the Kingdom of the Light. It is they that proclaim the next Divinity, and function as advisors to Her Divine Holiness.

## **Relations:**

It is the policy of Her Divine Holiness not to interfere with the other nations for any reason other than to maintain balance between them. Wyn Fu Leng is completely self-sufficient and needs nothing from them, thus they intend to provide nothing. Sulara adheres strictly to the tenets of her Order, to leave the Kingdom of Light only in times of dire need to battle against darkness and maintain the balance. Even the attacks on the Kingdom of Rain have not yet inspired Her Divine Holiness into action. As a result, though people are allowed to leave the Kingdom of their own free will, few are ever allowed to return. It is even rarer that an outsider is granted entrance into her lands.

## **Significant NPCs:**

Her Divine Holiness Sulara Ki-Ryn

Race: Unknown

Class: Monk

No one knows of her ancient past, in fact there is little she remembers before she came to train at one of the many monasteries in the area. She was raised by the monks and mentored in their ways. After a decade of training she challenged the previous Divinity into the contest of Mind and Body. Her skills were far beyond those of his and she emerged victorious. A day later she was granted the title of Divinity by the twelve Masters.



People say that before her rule Wyn Fu Leng was a land of darkness, where night reigned eternal. Only when she donned the sash of leadership did the sun rise on the Kingdom.

## **Zhi Fung, The Holy City**

Size: Metropolis

Alignment: True Neutral (Good Tendencies)

Zhi Fung is the center of the Kingdom of Light. Though dozens of monasteries and training facilities can be found within its limits, it is the Grand Temple of the Dawn that immediately draws one's attention. The Temple can be seen from anywhere in the city, dwarfing even the great training towers constructed by the Order. It is here that the Divinity resides. There is a training ground within the temple walls used only by the Divine Guard, use by any other is strictly forbidden and punishable by death.

The Divine Guard are the elite members of the Order that protect the Temple and the Divinity herself. Admission is by invitation only, and even then many tests must be passed before the right and title are granted. Many die in these tests, but those who endure are truly the greatest warriors in all the land.

The remainder of the city is much like any other. People go about their daily business, whatever that may be. Merchants sell their fine crafts in shops, street vendors hawk their wares in the marketplace and farmers, who live on the outskirts of the city, travel through the main roads selling their goods from their carts. Crime does exist within the Holy City, but if a criminal is caught the penalties are severe. Laws are made by decree of the Divinity, and most are fair, but she has little tolerance of those who ignore her decrees.

These laws are enforced by the lower ranking members of the Order of True Dawn. Each of the city's monasteries is required to provide a score of trained monks at various levels in their training. This not only gives the monks a different perspective than that of a monastic life, but it allows them to sharpen their skills of observation and their sense of duty. These monks are organized and maintained by select members of the Divine Guard.

Throughout the city there are many small stages setup in its open plazas. These are commonly used by street entertainers, storytellers, and most of all combatants. The monks of various monasteries are constantly competing against each other to prove that their fighting style is superior. Though they are all taught the same philosophies and tenets, the martial aspect of the monasteries can vary widely. Though most of these fights continue only until someone is knocked from the ring, deadly battles are not uncommon. This is the only form of fighting the Divinity allows on her streets, and there are proper rituals and acts that must be performed prior to the battle to ensure it is in fact legal. Even then any match in which the opponents intend to slay each other must be presided over by one of the Stewards of Her Divine Holiness. These Stewards are little more than referees that are present to ensure that neither each opponent obeys the prearranged rules of the engagement. If an argument must be solved by physical force, it must be on one of these platforms, reigned over by one of her Stewards. The laws regarding this are absolute.

## **Skyne:**

Size: Large City (Humanoids)  
and Small Town (good races)

Alignment: Varies

The fallen city of Skyne is truly a city divided. It was once a great coastal city ruled by a man known as the White Baron, who lived in a great castle. His castle still stands, located on a small island separated from the mainland by a small river, though the Baron has faded into history. In ancient times, humanoids from the wilds organized under the command of a figurehead whose identity has been lost in the passing centuries. The humanoid army took much of the city, destroying, and plundering as they went. The armies of the Baron were forced to pull back to the docks district to make their final stand. The walls of the docks were thick and tall, but there were few defenders to man it. When the dust settled after the battle the defenders still held the docks, though the price they paid was that of seeing friends and family die around them.



They expected that the humanoid army would flee when it was defeated, but the remainder of the humanoid army did not turn back to the countryside from whence it came. They settled in, taking the houses of their enemies, drinking in the taverns built by human hands, and defiling the once sacred temples throughout the rest of the city. There was nothing the defenders could do to stop them. They were too few and the humanoids were still many.

As the months became years, and the years became decades the driving force that unified the humanoid army seemed to disappear. They began fighting amongst themselves. Slowly tribes began to form and chieftains rose into power. Now almost a dozen humanoid tribes populate Old Skyne. Kobolds and goblins have there place, as do bugbears and ogres; and still the descendants of the brave souls who defended the last of their dying city stand atop the walls. In recent years adventuring groups have left the city to strike out against the humanoids, but even the few that return successful seem to have done little against the sheer number of enemies within the city proper. But those adventurers have

also brought back evidence of a new power rising in Old Skyne. It seems shrines have been found in the lairs of several different tribes. Spies have only been able to uncover its name: The Eternal Eye. Theories run rampant as to what this being is, but one thing is certain, it has gained the respect of many of the humanoid denizens, and though the tribes still battle amongst themselves, the frequency of such clashes has been significantly reduced.

New Skyne, as the reconstructed city by the docks has been named, is a town that has managed to thrive despite the constant threat the looms just beyond the walls. Men and women alike are prepared to fight at any time, but that does not stop them from going about daily life. Fishermen feed the people as there is not enough land for farms. Everything the town needs to survive it has found a way to make itself. Currently the city is run by a man named Robert Giantslayer. It was six short years ago that the people granted him the title of Lord Mayor of New Skyne. Feelings toward his success are mixed, but none have yet seen fit to remove him from office. With the castle of the White Baron being overgrown and ravaged by



*Once, Skyne was a beautiful city*



violent magic and siege weaponry in ages past, the Lord Mayor makes his office and his home in a large building on the shore, as have the past seven lord mayors before him.

The castle of the White Baron, known as the White Castle on the Isle of White (you can see he was not one for original names), lies in ruins. It's outer walls are crumbling though still a dozen feet high at the lowest point, and the keep is in shambles. Vegetation has overgrown the courtyard and long, thorny vines climbed to the tops of the lower walls decades ago. Few even venture onto the Isle, believing it to be haunted by those that died in the horrible fire caused by enemy spellcasters, yet the people believe that one day the White Baron will return to rebuild his castle and free them from the oppression of the humanoids beyond the wall.

### Relations:

New Skyne has no relationships with anyone outside of their small town. The same walls that protect them keep them inside, and the sea is far too treacherous for them to travel with the small craft they are capable of constructing.

The humanoids of Old Skyne don't seem to bother with outsiders. Most are unwelcome and killed shortly after they arrive so relations are hard to build. There is an intricate political situation between the numerous tribes however, one that is constantly changing. Two tribes may be allied for a single endeavor or a year, just to break off their alliance for something better. Only the power of the Eternal Eye seems to be able to bring any semblance of order to the chaos of Old Skyne.

### Significant NPCs:

Lord Mayor Robert Giantslayer:

Race: Human

Class: Aristocrat

The Lord Mayor is a man of small repute, whose family acquired its name in the original siege on Skyne when it was one city. He tries to do the best he can for the people of New Skyne but the sheer number of creatures beyond the wall and the situations that bloom from that circumstance stress him considerably. He is a man that has learned leadership and combat from books and sparring, yet he had little real experience in such

things until he was named Lord Mayor. Still he has only blooded his blade a half dozen times in as many years against their foes.

Though he longs to lash out at the humanoid tribes that have imprisoned his people here for generations, he has thus far exercised caution. Recently he has received word that there exists a nation of elves far to the north. He has since been considering sending a messenger to them to ask for their aid in liberating Skyne and making it one complete city once again.

Lord Gulreth Les'Tular: The Voice of the Eye

Race: Dark Elf

Class: Fighter/Wizard

This "Lord" is the face and voice of the Eternal Eye to the tribes that populate Old Skyne. He is the messenger and his word is law. Many believe he is himself a demon, brought to this world by the power of the Eye and forced into servitude. In truth, he is a dark elf from the world below Slarinca. A chance meeting introduced him to the creature that became the Eternal Eye, and his limitless cunning and guile endeared him to it.

Lord Gulreth prefers to act through manipulation and very rarely takes physical action unless he sees no other alternative. This is not to say he is not an adept warrior. He prefers to use daggers if forced into physical combat, but the fear of him that most beings have usually makes his significant skill unneeded. Instead he uses the tribes who worship the Eternal Eye to do his bidding and further his goals.

The Eternal Eye:

There are many theories as to what the Eternal Eye truly is and why he has suddenly taken such an interest in Skyne. Some believe he is simply a powerful aberration playing at divinity, others think he is truly a god whose power will soon blast New Skyne from the map. No one seems to know his motives, except perhaps Lord Gulreth, but one thing is clear; it is a creature of great power and its eye is set on New Skyne.





## *Chapter 4: Shirán, The Shifting Sands*

Before the Blue Spire rose from the sands; before the majestic Aerie took flight across the sky, and before the Tigress constructed her palace, the beings now known as the Lords of the Shifting Sands were adventurers, like so many others. But they were so unlike the others. The tales of their past are forbidden by their own decree, yet we are here in the Free Lands so I will tell you of their history.

It began with only two. Hazaan ibn Tabarân and Azulka ibn Fajid could not even claim human decent, though the forms they chose would tell otherwise. They were shape changers born of ancient myth. Long had they been traveling companions in their journeys across the Planes. But the time had come for a new goal, and to achieve their aim they would need powers beyond their own significant abilities. So their search for allies began.

The first to join them was a queen. She ruled a kingdom of the dead on a dark world not

unlike our own. All manner of strange creatures served her, but that was not enough. Her dark goddess demanded more. She demanded the spread of her power into new worlds. With that divine inspiration in mind Sarinja Lainburlés lent her substantial magical abilities to the two shapeshifters and began a quest of her own.

Next came the warrior who would one day become the master of the Blue Spire. He came from a world that had been torn by savage wars for generations, where he led armies into battle against powerful foes. Rumors of the time told that he bore the blood of a creature long extinct in our own world. They said the blue breastplate and scaled helmet were more than just armor; they were protective scales, a manifestation of the draconic blood that flowed in his veins. No force in his world could match his strength and skill in battle. The opportunity offered to him was a chance for a greater challenge and potential reward. His sword was theirs.



*When the Lords journeyed to Relistan for the first time they discovered the fifth and last member of their group. The Crimson Prince was an incredible swordsman of a lost desert people. He had learned, with the blessing of Ya-Tuth, to adapt and mimic the survivalist instincts of the scorpion. His lightning fast strikes were as the sting of a scorpions tail. He could endure extreme heat, and much more. He too, was more than human, for the blood of the djinn was within him.*

*Together they traveled across all of the Planes of the cosmos. They visited countless realities and amassed great fortunes and power. Ancient dragons, greater even than those of our own lost past, fell to their might. Some believe they even battled a god in the ephemeral existence of the Ethereal, and lived to continue their quests. One day, for a reason that even the wisest have yet been unable to fathom, the Lords simply ceased in their travels. Perhaps they found whatever it was they sought, or perhaps they simply grew bored and chose to lead a different life from then on.*

*Regardless of their motivations, the Lords of the Shifting Sands divided up the continent of Shirán into domains. Each would rule over a particular area until they were no longer fit to rule. There were many rules to this arrangement, but in the end the northwest was given over to Eriq Dragonheart now known as the Blue Dragon. The southeast, at the base of the Cliffs of Divinity, Sarínja founded a temple to Anu-Celes, her dark goddess, to symbolize her declared rule. To the southwest Azulka built her castle of deceptions and illusions known as the Palace of Shifting Sands. The center region of the continent was given over to Hazaan who reigned from the Aerie high amongst the clouds. The Crimson Prince, who has no other name known to the peoples of Shirán, was the only Lord to forfeit his claim to rule. He chose instead to roam the deserts, as he had long before the shapeshifters even found him. Only the region in which our city of Calatāin was built remained free from the Lords, the Free Lands.*

*It is not the present we must study to determine our future, it is the past. In examining the roots of our history, we can determine with some accuracy the path of our future. The past*

*of the Lords of the Shifting Sands is a mystery to many. The details are unknown even to the wisest of sages, for they have forbidden such tales to be told, yet here we are. Use this knowledge to move ahead into the future, free from the tyranny of the Lords, and exulting the freedom of the Free Lands.*

*- Alexandre de Rigoris  
Historian and Philosopher of Calatāin  
Found dead the following morning...*

In ages past, Shirán was lush and green. It had its forests, its lakes and only a few patches of the wasteland that now stretches from shore to shore. Then came the Gate Wars. As with much of the world, demonic and celestial forces battled over various portals that had been discovered throughout the continent. The mortal races could do little to combat these foes, and were more concerned with their own lives than the land. Great magics burned through the forests of Shirán, leaving only ash in the wake of their battles. The lakes turned red with the blood of demons, celestials, and mortals alike making the water undrinkable. But it was not the war that struck the final blow to the ecology of the continent, but the rage of the Twilight Dragon. It was his uncontrollable fury that boiled away what remained of the lakes and scorched the already dying land beyond any hope of survival. Many say that it was Shirán that suffered the greatest after the great dragon-deity banished the otherworldly invaders, for they believe that it was somewhere beneath the windblown sands that the Twilight Dragon sleeps. Tales of his location are as varied as the grains of sand that now cover Shirán, but there is no shortage of those wishing to find him and bend his power to their will.

Shirán is now as it has been since the time of the Dragon's rage, a wasteland of swirling sands and petrified trees. The heat of the magical fires and the rage of the Dragon still radiates from the sands. There are several oasis scattered throughout the desolate land, fed by underground springs that managed to escape the devastation of ancient times. Those that have been discovered are jealously guarded by those who found them.



After all, water is life in the desert.

The environment on Shirán is much like one would expect from the desert. During the day the heat of ages past radiates from the sands, during the night the heat dissipates somewhat, leaving a chill in its wake. The wise men of several nomadic tribes believe that the power of the past is losing its influence, and thus is only able to affect half of a daily cycle. Tales are told that in previous generations the heat was present at all times with no respite from its torturous power.

## The Rasharin Desert

The desert known as the Rasharin covers over eighty percent of the continent. It is home to hundreds of wandering tribes and savage creatures. The heat of the day is practically inescapable, as it radiates not from a sun high in the sky, but from the land itself. As a result creatures are more likely to move about during the day, and take shelter in the sands when the chill of nightfall arrives.

There are several places scattered throughout the continent where a traveler may find sanctuary against the elements: Calatāin, The City of Silks

and several other cities and towns have grown out of the devastation and learned to thrive. There are also the oasis that one might find shelter and water. However, there is one rule among the people of the desert that any traveler must keep at the forefront of his mind: The strong survive, prey on the weak, and protect what they have taken with cunning and steel.

## The Lords of the Shifting Sands

There is a group of beings that, after a prosperous career of adventuring across the Planes, has come to settle in the Rasharin desert. They call themselves the Lords of the Shifting Sands. Their servants are many, some willing, others slaves. Each has their own domain that they claim absolute control over, all save one, and most sane people are more afraid of him than any combination of his companions.

The exploits of the Lords are well known throughout the Planes, but little is known of them in Shirán. Each has their own style of ruling. Some keep to themselves and let daily life go about as



*The Lords of the Shifting Sands*



it would without their influence, others rule their domain with an iron fist, micromanaging every resource within their control. No one knows how they came to Relistan, nor when they arrived; but in the short decade that they have ruled, the people have learned never to question their will or their authority, as to do so invites swift and devastating retribution.

The relations between their domains is a larger scale of the relations between the lords themselves. As such, you will find detailed views of each Lord depicting the others through their eyes.

## **Bluespire Castle**

In the northwest of Rashara is a fortress constructed of blue marbled stone that overlooks the sea. This strange rock was harvested from quarries deep beneath the sands nearby. These quarries have since collapsed in the unstable sands. The collapse killed dozens of workers and trapped dozens more beneath the sands within the stone tunnels, yet their liege did nothing for them. The name of the fortress comes from the central tower of the keep that reaches over four hundred feet into the sky and is shaped like a great draconic claw grasping at the heavens, holding a great sphere carved from a single enormous crystal. It is said that the crystal sphere grasped by this dragon claw is a source of great power for the Lord and his minions, but no mage has never been near enough to study it.

Bluespire Castle is ruled by a man descended from an ancient race that has not been seen on Shirán for an age. He is descended from dragons whose skin is the color of the blue sky that once was. The source of his parentage is unknown, but the people, as always, have many theories. Some say he is a warrior who traveled from another time, or even another world to find his way to Relistan. Others believe he is the son of a true born dragon who resides somewhere beneath the sands. The tales of his recent past and the legends of his birth are known across the Rasharin. There are even some beyond the Straight of Belundial who know his name. One thing that is known for sure about the Blue Knight is that he bears the title of a Lord of the Shifting Sands and reigns over

the entire north western stretch of the Rasharin, claiming many of the underground mines and quarries within his borders.

The keep itself and the town that surrounds it is inhabited primarily by humans, though several other races are represented as well. The Blue Knight, though not entirely human himself, isn't very tolerant of those who do not share his human lineage. While laws have not been created that specifically prohibit non-humans from residing on his lands, they are prohibited from owning lands in or near Bluespire Castle.

The city of Bluespire surrounds the castle itself on all sides. Though a stone wall protects the city itself from beasts and the elements alike, their defenses are slight in comparison. Eriq Dragonheart has granted the people a limited number of his soldiers to serve as captains in the city guard. The rest is made up of relatively untrained militia who simply wish to keep their families safe.

Food and water are extremely important assets of the city, as they are everywhere in the desert. The majority of the water supply comes from deep wells that pierce through the sands and rock alike. Some of these well shafts are hundreds of feet deep and take an exceptional amount of time to pull water from. Yet, in the desert, people will do what they must. For food many families fish along the ocean shores to feed themselves. Those in the castle dine on the meat of whatever fresh kill was brought in by the hunting parties that day, along with fruits and vegetables grown in the castle gardens.

## **Relations:**

Other than the personal relationships between the Blue Knight and the other Lords of the Shifting Sands, there are no true relationships to speak of. Those relationships that do exist are detailed below. The occasional ship of traders may find harbor outside Bluespire, but they are few and far between. Wandering caravans do make a point to stop by the castle so goods from the lands of the other Lords find their way into the markets.

The nomadic tribes of the desert are a constant threat to the people of the northwest.





The soldiers of the Blue Knight battle frequently along the various towns and outposts throughout the land, but the tribes are numerous and cunning. They represent the only immediate threat to the lands of the Blue Spire.

Sarínja Lainburlés: The Evening Star, as she calls herself, is at the far corner of the continent. Eriq sees her at the Lords' Gathering each year. At these occasions he avoids her as much as possible. Her magic and her demeanor have always bothered the great warrior. Sword and steel can be fought, but how can one slay something that continues to rise again and again until your arms no longer have the strength to hold your sword. Such is her power, and it unnerves even the great warrior who has fought and defeated countless denizens of the lower and upper planes.

Hazaan ibn Tabarán: The Aerie of the sky lord occasionally passes into the borders of the lands claimed by the Blue Knight. Yet Eriq harbors no ill will towards Hazaan. Of all of his "companions" Hazaan is held in Eriq's highest esteem. His self-discipline and dedication to martial study and the perfection of strength through combat is exemplary. He is one of the few Lords who is always welcome in the Blue Spire.

Azulka ibn Fajid: The Tigress is a specialist in the arts of deception. While those of this specialty have their place in war and Azulka's skills in particular are amazing to behold, she is no true warrior. Eriq respects her power, nothing more. There is a great slave trade between these two nations, primarily criminals but slavers are not unheard of. Both regions benefit, and as long as it remains so the trade will continue.

Alistyr: Other than Hazaan, Alistyr is the only one of the Lords that Eriq will tolerate showing up unannounced. With Hazaan it is out of respect. Alistyr gains his entrance out of fear. Though it is never obvious and the Blue Knight puts on a very convincing show of confidence around his fellow Lord, Alistyr scares him. His calm, calculating demeanor and his well earned confidence ensure that nothing on this earth can touch him. Eriq has seen him fight in many battles across the Planes. And what he has seen has gone beyond skill or even luck. It is a seething hatred

within him for some long awaited goal. Until that goal is met nothing can stand in his way. That is what Eriq truly believes, and so he makes every effort not to become an obstacle.

Calatāin: There is a lot of sand between the Blue Spire and the Free Lands. They are not currently of any concern to Eriq Dragonheart.

### Notable NPCs:

Eriq Dragonheart: Lord of the Shifting Sands and Sovereign of the North Western Kingdom

Race: Half Blue Dragon Human

Class: Fighter

As previously stated, no one really knows much about where Eriq came from, and his goals are kept between himself and his high council. What little is known about him however, has spread like wildfire. Tales of his personal exploits against the djinn of the desert and a nest of feared sand worms are well known; as is the fact that he visits with the other Lords annually, though the reason for these visits are clouded in mystery.

He is not fond of anyone who does not have human blood, and that dislike is displayed with great frequency when he walks among his people or travels throughout his or any other lands. It's even said that he beat an orc to death with his bare hands just because the orc had the audacity to comment on the Blue Knight's inhuman appearance. The place changes, but whenever this story is told they say he did this in the middle of a crowded area, in plain view of any who would look upon the savage beating. Events this extreme seem to happen with disturbing frequency around Eriq, but he has never harmed a human. Nor has he harmed anyone who can trace their descent from human blood such as half-orcs and half-elves, though they should hope they appear more like their human parents.

In truth Eriq cares little for his common subjects. He treats his soldiers well, as he did in the world he came from. He has earned their respect, both from the treatment and his prowess in battle. The vast majority of his soldiers are extremely loyal, with only a few questioning the injustice to the common folk. Eriq seeks to achieve the ultimate level of skill in the arts of war. This means he must not only master personal



combat, but tactics, diplomacy and many other aspects he has not yet attempted. He is far from his goal, yet he still strives for it every day.

## **The Temple of Anu-Celes & The Oasis of Le ta Jinn**

In the southeastern region of the Rasharin desert lies one of the purest springs found anywhere on the continent. This spring is known as the Oasis of Le ta Jinn, named after the traveler that discovered the spring. It is said that at that time the spring had mystical healing powers that could cure any ailment or injury. Many adventurers sought this spring, and most died before they succeeded in their quest. Le ta Jinn was a man of the desert who sought the spring in order to save his village from a plague that was ravaging it. He found it, at the foot of the cliffs known as the Wall of the Gods.

Since its discovery many battles have taken place over this water source. Water in the desert is rare enough, but water that can heal is priceless. Thousands died defending the spring and thousands more trying to claim it as their own. Perhaps it was the countless deaths occurring so frequently in its vicinity that polluted the spring's mystical nature. Water drawn from the spring is the purest water imaginable and tastes cool and fresh. Water consumed directly from the spring however, will rob the drinker of the very vitality which he seeks to renew. Dozens of tales speak of men who aged a century in a matter of seconds, disintegrating into dust before their very eyes. Many holy men tried to lift this heinous curse, but none prevailed. And so the spring was abandoned. All hope of the miracles it once provided lost.

It was only a few decades later when a new traveler re-discovered the Oasis. She had sought it out not because of the rejuvenating properties legends spoke of, but because of rumors of its life consuming waters. Immediately she used her slaves to rebuild the great stone walls that surrounded the Oasis on all sides that the Wall of the Gods did not. She set her guards to patrol the walls and protect this unholy place from any who would threaten her. But she did not stop there. She dared to burrow into the Wall of the

Gods, carving out a temple to her Goddess of the Undead; a temple to Anu-Celes.

The Temple was dedicated only three years after its construction began. The tireless work of undead slaves and devoted men and women worked towards its completion with amazing swiftness. Since that day countless undead monstrosities have been created there. It is said that The Evening Star, the ageless woman who reigns over the Temple and the Oasis performs experiments upon both the living and the dead, her goals known only to herself. The results of her experiments are as frequently released outside the walls of the Oasis as they are destroyed.

Another unique aspect of the Oasis is the presence of the Moaning Chasm. When the wind blows across the deep rift in the earth it howls, as if the very earth itself were pained by the corruption of the spring. The soldiers who live there have become accustomed to the haunting and disturbing sound. Visitors however, generally do not find a peaceful night's rest from the moment they arrive until well after they have left.

### **Relations:**

The Temple is dedicated to the goddess of the undead. For this reason there are few who would trouble themselves to disturb it. The occasional traveling necromancer or cultist wishing to pay homage is welcome within the stone walls. Those who call themselves the forces of good, who wish to banish all evil from the Oasis and its Temple, are most definitely not welcome however. These upstarts have tried numerous times to "liberate" the oasis and have failed, only to add to the supplies used for the experiments of the necromancers within.

Beyond these very occasional travelers the only true relations are between the Lords of the Shifting Sands. Once every few years The Evening Star hosts one of them in her Temple. More often she leaves the confines of her sacred home and visits them in their own domains. The nature of these meetings is unknown, and she is never asked about them. Within the walls of the Oasis her reign is absolute.

Eriq Dragonheart: Sarinja knows she makes the dragon-kin uncomfortable, and revels in it. She



even goes out of her way at the annual Gathering to position herself nearby when it doesn't conflict with her other plans for the meeting. Truthfully Eriq is a useful tool, but good for little else. The necromancer truly desires his corpse should he die. Perhaps there is some magic that will bind his skill to his corpse and place him firmly under her control.

Hazaan ibn Tabarān: The palace of the Sky Lord is a sight to behold. In all honesty it is a shame Sarínja did not craft the idea first. A floating temple would be of great use in spreading the influence of Anu-Celes. Despite Hazaan's good taste in housing, the wizardess cares little for him. His magic is potent, but it is the magic of the mind and thus has no influence over her or her undead soldiers. Perhaps his skills benefit the role he has chosen to play, but to the Evening Star, his use ended when the Lords chose to settle on Relistan. In person she is civil enough, even flirting occasionally but it is only to mask the indifference she truly feels towards him.

Azulka ibn Fajid: Azulka is actually the model for one line of experiments being conducted by Sarínja. Her speed and agility are fine things that could easily be incorporated into a superior creature. In time she will send one such combatant to fight the Tigress in her annual tournament. Much work has yet to be done before that is possible however. Perhaps Sarínja herself will attend such a match. If nothing else it should provide good information for future perfection of her creations. Until that time Sarínja does occasionally invite the Tigress to the Temple to test one creation or another, as much for a chance to observe her as test her newly crafted experiments.

Alistyr: The half-janni is an amazing specimen, but he is too dangerous to examine too closely. The hatred that blazes in his eyes is not so different than the hatred some of her more intelligent undead servants show when gazing upon the living. In all of their time adventuring together, not once did he mention what drove him so. Death will come for him one day, but until then he remains one of the most feared beings on the continent.

Calatāin: Her nearest firmly established neighbor serves as a constant supply for followers and components for her spells and experiments.

There is almost always a caravan transporting goods between the city and her temple at Sarínja's behest. Occasionally her loyal followers even bring back new supporters to join her flock. Sarínja does have a single agent operating within the city. She is one of her most trusted disciples and she operates with great discretion and competence. It is she that is contacted when supplies and fresh corpses are needed.

### Notable NPCs:

Sarínja Lainburlés "The Evening Star":

Race: Half Vampire Human

Class: Cleric of Anu-Celes/Necromancer

Her origins, like those of the other Lords of the Shifting Sands are veiled in mystery. Few know where she came from or when she arrived. But those who serve her do so without question and would willingly lay down their lives and even their souls upon her command. In truth she was once a queen on a distant world. The call of her goddess and the opportunity given by the Lords of the Shifting Sands drew her across worlds and planes. Here, at the corner of the world, is where this part of her journey has ended.

She has ruled the Oasis for several decades and has never seemed to age. She is not undead herself, but is descended from those who are, calling herself a half-vampire. Perhaps it was this bloodline that turned her to the study of life and death. In this she has thrived. She spends much of her time experimenting on corpses and living subjects in an attempt to create the perfect soldier for her army in honor of her Goddess. She has made no plans yet as to what to do with such soldiers once she finally perfects her design, but she is fairly certain that her Goddess will continue to give her purpose.

Al'sreck Tulesna: Cohort of the Evening Star

Race: Human Wight

Class: Ex-Paladin Black Guard

Once this brave man was a paladin. He lived his life justly, by a code he believed in very deeply. He lived his entire life for honor, not once did his faith waver... until the day of his death. He attacked the Oasis with a dozen comrades by his side. They meant to rid the world of the corruption



and evil that lurked there. But even his god could not protect him from it. They were all slain shortly after breaching the gates. His last words were a prayer to his god asking for swift deliverance into his domain for himself and those who died beside him. But that was only the beginning. A few days later he awoke on a stone slab. He had become what he had given his life to destroy. How could his god have allowed this to happen? His crisis of faith sundered his belief structure, which was quickly replaced by a new set of beliefs expertly provided to him by his new master by way of innuendo and “innocent” conversation.

The wight, as he has now become, has traded his service of good for the powers of evil, becoming a black guard. He serves The Evening Star with the same fervor as any other and revels in the pointless assaults of the forces of good, an alliance he himself was once a part of.

## The Aerie

While the majority of the Lords of the Shifting Sands built fortifications on the ground, constantly battling sand storms and other nasty effects, Hazaan ibn Tabarān took another approach. Using the combined magical skills of the Lords and an incredible amount of slave labor, he created for himself a palace that soared through the clouds. This enormous palace houses over a dozen winged species as well as Hazaan himself. It is for this reason that it has come to be known as The Aerie.

The large Arabian style palace built atop the floating island holds all of the luxuries Hazaan could ever desire. He has plenty of rooms, should any unexpected guests arrive, and is kept well supplied and well-defended by the dozen wizards he commands. They are known, simply enough, as the Wizards of the Aerie. These wizards are rumored to be among the most powerful in the land. Anyone claiming the title with the ability to back up that claim will most likely be greatly



*The Aerie of Hazaan ibn Tabarān*



feared and respected. However, the true Wizards do not like their reputation tarnished by pretenders. Many have died cruel deaths for making such false claims.

Alongside the palace is a well kept forest that spreads over several acres, with trees that tower dozens of feet into the air. The avariel (winged elves) keep the forest well tended and its flora and fauna are in their care. It truly is a beautiful sight to behold in the moonlight. Hazaan has been known to host hunting expeditions into the forest for creatures or slaves captured on a recent surface raid.

The Aerie is generally allowed to drift over Shirán with the wind, but Hazaan and his wizards can control its direction if they so choose. It is this ability they use to collect the taxes from the people of his lands. Once a year the Aerie will come to a stop above each town or village and the servants of Hazaan fly down from their palace among the clouds. If a particular village cannot pay the annual taxes, the amount due is gathered in flesh. Citizens are then taken back up to the Aerie to be slaves.

The armies of the Aerie are made up mostly of winged humanoids. Avariel and Celesti (see chapter 12) make up the majority of the military; though they are in the process of constructing ships meant to carry those who cannot fly to and from the surface more easily. It is these ships that will also serve as artillery, should the Aerie ever need to defend itself. There are also rumors that the Sky Lord, as Hazaan calls himself, has befriended a dragon in his time above the clouds. Most cast these stories aside as myths, saying that dragons ceased existing on Relistan centuries ago. But none deny the occasional silhouette they see when soldiers of the Aerie come for their taxes.

### Relations:

The people of the Aerie pretty much keep to themselves. They take whatever they might need as taxes from the people in the region (the central portion of the Rasharin) or by raiding villages that pretend to be free. Few have managed to make their way up to the Aerie as anything other than slaves. And few slaves ever make the journey

back to the surface. As a result no formal trade relations have been established directly between the Aerie and any other society. However, traveling trade caravans and merchants do stop in many of the towns and cities of the region, plying their wares to the populace. So trade does exist between the people of the region, though most are more worried about what the soldiers are going to take as payment the following year than what they can buy for themselves.

Eriq Dragonheart: Eriq was a means to an end. He is very skilled when he is well-equipped, but without his armor and sword he is little more than an immensely strong brute. Look at the way he rules the kingdom Hazaan and Azulka graced him with. He knows nothing of diplomacy short of leading troops into battle. He is too savage for Hazaan's taste. But, as he has served his purpose he has been given his reward, though common peasants will most likely take it from him in the years to come.

Sarinja Lainburlés: Two words come to mind when Sarinja is mentioned, power and insanity. She would rather rule over a world of the dead at the behest of some otherworldly goddess than live the life of royalty in the world of the living. In all of the travels across the Planes there is little that has provided conclusive evidence that deities even exist, yet she continues to donate her life to one. It seems like a perfect waste of her extraordinary abilities. She can be amusing at times, but all in all she is better left to her insanity.

Azulka ibn Fajid: Ah, the coconspirator. Hazaan and Azulka began on their quest across the Planes long ago and have saved each other's lives more times than either one can count. They are stalwart allies, perhaps the only true alliance among the Lords. Hazaan is more than willing to answer her call and treats her with the respect she has earned when they are together.

Alistyr: The Crimson Prince is the reason the Aerie soars so high among the clouds. Little is known of his motivations but much is known of his skill. Because of that fact Hazaan has taken great pains to avoid being a barrier to the Prince's unknown goals. What better way to do so then exist beyond his reach entirely. Alistyr is welcome in the Aerie of course, he has only to find



a way up.

Calatāin: The Wizards of the Aerie monitor the free city closely and Hazaan has several agents in place within the city's protective walls. These agents help keep any knowledge of the history and purpose of the Lords of the Shifting Sands secret. Scholars and scouts alike have died simply for revealing a portion of their history. Beyond this Hazaan has little interest in the city, for the moment.

### Notable NPCs:

Hazaan ibn Tabarān: The Sky Lord

Race: Rakshasa

Class: Monk

Hazaan is a creature not from this world. He is a Rakshasa, trained in the ways of martial combat in a monastery on the astral plane. He needs no weapons or armor to prove his prowess. Indeed he prides himself on that fact. Using his ability to shapeshift Hazaan rarely, if ever, appears in his natural form. The majority of the time he takes the form of an extremely handsome celesti. The power of his charisma is absolute. Few would even question his actions because of the overpowering presence he possesses; those who do usually end up in the slave stalls.

His rule is not completely unjust, as long as taxes are paid on time. He uses his soldiers to keep the region relatively safe from raiders, though he cannot be everywhere at once. He sees this more as a convenient arrangement than a duty. After all, how can he expect the citizens to keep offering up their most valued possessions if he does nothing for them? That path would eventually lead to an uprising. No matter how unlikely it would be for the peasants to pose a threat to his forces and his home, he would rather not create the opportunity for his many other enemies to take advantage of.

## The Palace of Shifting Sand

The Palace of Shifting Sand is home to the highest ranking Lord of the Shifting Sands. Despite the title, this "Lord" is a female rakshasa by the name of Azulka ibn Fajid. The palace itself is a maze of corridors and rooms designed to keep guests and intruders alike off balance. Many of

the interior walls seem to be made of glass, with sand forever falling on the other side. There are many illusory effects such as this, both magical and mundane in nature, throughout the Palace.

The court of the Tigress, as Azulka is commonly called, tends to be filled with courtiers that are either extremely brave or intellectually lacking due to her temperament. She always seems to have uses for both. It is well known that no one should promise Azulka anything that they cannot deliver. More often than not failure at a task a courtier, or anyone else for that matter, volunteers for results in the death of the volunteer. Azulka does not tolerate incompetence.

Once every few years all of the Lords gather at the Palace to discuss the fate of their continent. This meeting is the most important event of the year here, and the people treat it almost as a holiday. Each Lord brings a contingent of soldiers and servants that are left outside of the palace walls in complex tent cities while the Lords themselves spend a week in luxury inside the Palace discussing everything from economics to military arrangements to threats to their sovereignty, either from within or foreign in nature. These meetings bring an extraordinary amount of trade into the city from the other kingdoms. When not held at the Palace, such gatherings are hosted by each of the other Lords, in turn. The only exception is Alistyr, who simply attends such events, he never hosts them.

While the palace itself is grand and elegant it is also a mighty fortress. Though it is defended by relatively few soldiers, they are highly trained experts that are quite adept at using the tricks of the palace to their advantage. The soldiers of the Tigress are some of the most skilled on the continent. She only accepts the best after all. Twice a year combat trials are held in the throne room of the Palace of Shifting Sand. She sits in judgment over the proceedings as warriors from all over Shirān display their prowess, in competition for a place amongst her soldiers. Periodically Azulka herself chooses to take part in these competitions. She has been known to challenge the champion in a fight to the death. Should the champion win he becomes the new Lord, by right of arms. Though she invariably kills the skilled warriors, the Tigress sees it as a small price to pay



for maintaining her hold of fear over her subjects. These challenges also give her a chance to vent her anger and stretch her muscles.

### Relations:

Eriq Dragonheart: Though she respects the battle prowess and ferocity of the Blue Knight he has little more of interest to offer her. He served his purpose on their adventures across the Planes. Bluespire was his reward for services rendered. In truth, he is nothing more than a skilled brute. Of course his power is better arranged as an ally than an enemy, and so Azulka maintains a facade of interest regarding him and the region he controls.

Sarínja Lainburlés: Despite the distance between them, The Evening Star occasionally requests the Tigress to test some of her creations in combat. Azulka enjoys these invitations as they give her a chance to step outside of her court and practice her skills in combat. Most often these tests occur at the Temple to Anu-Celes, home of Sarínja so the two have become well acquainted, though Azulka has ever remained cautious. She believes there is more to these visits than a test of the necromancer's experiments but she has yet been unable to determine what. Regardless, Azulka still enjoys her trips across Shirán and will continue taking them until Sarínja's true purpose becomes clear.

Hazaan ibn Tabarán: Hazaan is the Lord that has Azulka's highest respect. It was Hazaan and Azulka that began the group that has become the Lords of the Shifting Sands. Their travels across the Planes were as exciting as they were dangerous. In current times the Aerie has frequently informed Azulka of potential threats to her reign, and are considered strong allies because of this. It is not uncommon for Hazaan to visit the Palace of Shifting Sand unannounced, and she welcomes him to do so. Azulka is confident that Hazaan will do nothing to endanger his friend and ally. The pair have simply been through too much over the centuries.

Alistyr: Even Azulka sees Alistyr through respectful eyes. Of all of the other Lords, save Hazaan, he is most worthy of her respect. Yet the only time she sees him is at the annual meeting of the Lords. Azulka would like to see the Prince

more frequently, but he is impossible to track down, even for one as powerful as her. She has sent numerous spies into the desert seeking a direction for Alistyr's hatred, but has yet been unsuccessful in determining his motivations. Even his reasons for originally joining the Lords when they first formed are unclear.

Calatāin: The jewel of the east is little more than an annoyance to the Tigress. There are trade caravans certainly, and several incredible pieces of jewelry have been brought to her from this far away city. Azulka also has several agents in the city, supporting the network that Hazaan has established. Her agents tend to be the more direct enforcers of the team.

### Notable NPCs:

Azulka ibn Fajid: Lady of the Palace

Race: Rakshasa

Class: Fighter/Rogue (dagger specialist)

Azulka spends the vast majority of her time in the form of a human female decorated in tiger stripe tattoos. It is these tattoos and her ferocity when fighting that has earned her the name "Tigress". Her magical daggers, known to the populace as her "claws" do little to dissuade her court of the use of this title. Only her fellow lords know what she truly is. She rules her people with the violent ferocity of her namesake. Azulka is prone to destructive rages when angered, so few dare to trouble her with trivial matters.

She was one of the original two companions that traveled the Planes. Hazaan and Azulka were the beginning of the Lords of the Shifting Sands, a fact she has no qualms about reminding her fellow Lords. Her travels across the Planes have made her perpetually angry, though she has no idea as to the cause. Perhaps she is truly an adventurer at heart and no longer enjoys the luxury or palace life, longing instead for a life on the road.

### The Crimson Prince

He is Alistyr, the Crimson Prince. Among the other titles he is known by are The Traveler, Alistyr of the White Sands, Djinn Slayer, and the Crimson Scorpion. They say he travels alone, and reveals his identity only as he chooses. Rumors



about him vary widely. Some say he is the hidden enforcer of the other Lords, others that he is the servant of some ancient god who seeks to gain power once again.

The Prince is seen in public only once a year at the Gathering of Lords. He is the only Lord that does not arrive with servants and soldiers by his side. He walks in the open, without guards, as if daring someone to assail him. Even at this festive occasion Alistyr is generally sullen and silent.

Rumors say that his people once thrived in the region of his birth before some force came and utterly destroyed them. No one still living in the region has any memory of such an event occurring, though none doubt the word of the Crimson Prince, nor the legend behind him. Admittedly, the memories of mortals are short-lived when compared to the djinn.

### Relations:

Eriq Dragonheart: Eriq was a fine soldier to fight beside, but he can no longer serve to aid Alistyr in achieving his ultimate goal. They journeyed the planes together, each seeking a different thing. Eriq returned from the journey having proven himself against all manner of otherworldly beasts and creatures. Alistyr returned empty handed. Leave Eriq to his spire. Alistyr has more pressing matters to attend to.

Sarinja Lainburlés: The necromancer queen disgusts him. She dishonors the dead with her “experiments” solely for her own amusement. Working with her has been a necessary evil in the past, but the present has thankfully limited contact with her. Alistyr has been known to visit her on occasion for conversation with a long dead spirit or other such magical aid. Yet he despises her, viewing her only as a despicable means to a more noble end.

Hazaan ibn Tabarán: Hazaan’s martial skills are impressive. But, like the other Lords, he has lost most of his value to Alistyr. The spy network he has spread across the continent has been helpful more than once in the Crimson Prince’s pursuit of the djinni troop, as with Sarinja he is only visited when absolutely necessary.

Azulka ibn Fajid: She needs to learn that there are things in this world she should not

investigate. More than once Alistyr has killed her spies as they sought the secrets of his past. He treats Azulka with civility during the gatherings, but only out of a diplomatic attempt not to alienate the other Lords. A few of them might still be useful after all.

### Notable NPCs:

Alistyr, The Crimson Prince

Race: Half Janni Elf

Class: Rogue

As previously mentioned Alistyr tends to keep very much to himself. He is occasionally seen in the southern regions of the desert known as the white sands. The Crimson Prince is the last survivor of his tribe and has sworn vengeance against the army that destroyed his people, though as of yet he has been unable to find them. He is obsessed with his revenge and works with the other Lords of the Shifting Sands only as a means to his own ends.

His mother was a Janni that fell in love with his father, the king of his tribe. It was this love that created him. As fate would have it, it was this love that also destroyed them. The army that Alistyr seeks was an army of djinn masquerading as humans. They sought to teach the jann a lesson for consorting with mortals. In doing so she was slain, and their nemesis that was born of her flesh was created. Alistyr knows that it was the djinn that destroyed his people, but he has had difficulty, even in his travels across the Planes with the Lords of the Shifting Sands, determining which djinn were involved. As a result he hunts them all. It does not matter where he finds them, he will do everything in his power to slay them. Yet even in his hatred he is wise. Alistyr recognizes when he comes upon a foe or a situation that he cannot conquer. If a djinn is involved he simply withdraws for the time being and allows his seething hatred of their kind to simmer and strengthen. There will come a day when his revenge will be complete.

Even the untrained eye would declare Alistyr as a calculating killer. He carries himself with the utter confidence of one who knows himself safe, even in the den of his enemies. By all accounts there is nothing in this world that can kill Alistyr,



such are his skills. Despite this he is capable of blending in wherever he goes, should he choose to do so. At times, in his search for those who slew his tribe, it has been more beneficial to stand by and listen, avoiding attention rather than drawing it. Besides, his blades are always at his sides and he strikes with the speed and accuracy of a desert scorpion, with whatever result he deems necessary.

## Calatāin

The jewel of the east, as many call it, is one of the few free cities remaining in all of Shirán. The Lords of the Shifting Sands do not hold any power here, though their agents keep constant vigil on the goings on within the city walls. Calatāin grew up around a stone quarry in the middle of the desert. As the stone was taken from the quarry a large number of underground caverns were uncovered. Though many brave people, quarry workers and adventurers alike, died exploring these caverns they have become the life's blood of the city. The caves hold dozens of fresh water pools, some of them large enough to be named as lakes. It is these that allow the city to survive on its own in the middle of an otherwise barren desert. The water is not the only treasure in the caves however. Valuable gemstones of all sorts have been discovered, as well as a strong vein of iron ore. With these discoveries, the city has almost all it needs to survive completely independently.

Many merchants from the regions governed by the Lords travel to Calatāin in search of riches and trade. The Lords, however, closely monitor those that they certify to trade with the free city. Perhaps they seek information about the city's defenses, or perhaps they fear that the freedom that its citizen's hold so dear will contaminate those they allow to travel here.

The city itself is ruled by Sultan Varash al Hadín. He lounges in a luxurious palace on the eastern side of the city, closest to the Wall of the Gods to signify his ties to divinity. Though he is out of touch with the realities his people face, he does make efforts to see that his people are safe and that his city prospers.

Citizens of Calatāin are very similar to many desert peoples. They find refuge and protection within the great walls of the city, and fight fiercely to protect it. Though the citizens hold no particular loyalty to each other, they will fight to protect their city with every ounce of strength they possess. When not threatened by an outside force, however, the citizens of Calatāin turn to their own devices. Great outdoor markets crowd many of the city's main roads. Merchants come from all across the desert to ply their trade on these street, and where there is money, there are those who wish to possess it.

The streets are rife with beggars and street urchins who would sooner steal your purse than talk to you. Even among these lowly thieves there are those who are much more than they appear. Many are informants for one of the powerful guilds of criminals that have taken up residence in the city, others are agents of the Lords of the Shifting Sands. Though the Sultan is completely aware of their presence, even his soldiers are helpless to do more than occasionally thwart a robbery. The true power in the city lies with the guilds. Those caught performing any illicit activities in the domain of one of the guilds without prior approval are usually punished severely. The city guard has been trained to know when to investigate a sound from a dark alley, and when to turn away. The gold and gems that seem to fall into their pockets because of their discretions also assists in ensuring the guilds unquestioned power.

### Relations:

Bluespire Castle: Due to the distance between the blue spire and Calatāin there is no notable communication between them save the occasional merchant caravan that braves the long journey eastward.

The Temple of Anu-Celes: Like Bluespire Castle, the Temple is a long distance from the city. It also seems they are more interested in the dead than the living. It is rumored that there are elements within the society of Calatāin that sell the bodies of the slain to the caravans that travel between the city and the Temple far to the south. These rumors have never been confirmed



of course. The sultan also has secret dealings with Sarinja, seeking her aid in his quest for immortality.

The Aerie: The Aerie drifts lazily overhead several times a year. According to their messengers they do this in order to more easily facilitate trade between the floating city and Calatāin. The sultan and his councilors suspect that the sky lord has other plans and is simply trying to get an aerial view of the city in order to plan its demise. However, there is little the sultan can do about it, not having the power at his command to force the city to move on, nor the resources to fight an aerial battle with soldiers from the Aerie.

The Palace of Shifting Sand: The Sultan is especially wary of any merchants or messengers sent from the Court of Shifting Sands. He has his own spies watch them closely for fear that they will take information back to their mistress that will make any attempt to conquer his great city succeed more easily. The sultan has managed to infiltrate the court of Azulka with a daring and clever agent. Information comes in on a monthly basis regarding anything of interest.

The Crimson Prince: Alistyr is a legend to the people of Calatāin, no more real than any other story told to keep children indoors. Little do they know that he walks among them several times a year, seeking information from any number of the ruling guilds.

### Notable NPCs:

Varash al Hadīn: Sultan of Calatāin

Race: Human

Class: Aristocrat

The Sultan is a man in his late forties that has begun to fear for his own mortality. His life of luxury has softened him and he believes that death will claim him before he can achieve his dreams. As a result he has begun to secretly consult with necromancers and death priests searching for a way to escape his own mortality. He has commissioned several adventuring groups to retrieve artifacts rumored to extend a persons life and he has spent more gold than even his nobility may see in a lifetime in search of an escape. The sultan has even gone so far as to contact Sarinja Lainburlés in his desperation.

Only those closest to the sultan have realized his obsession. Most do not question how he spends his treasury. It is not their place. His people are thus none the wiser and he continues his day to day life working to protect his people and ensure a prosperous future.

Saleh Khalid: Amir (prince) of the Hand

Race: Human

Class: Rogue

Amir began his career as a street urchin. Over the years he mercilessly cut and cheated his way up the ranks of the guild, until he ultimately assassinated the previous Amir and assumed control of the Hand. The Hand has become the most powerful of the thieves guilds in the city, mostly due to the arrangements of the current Amir.

Saleh is incredibly pragmatic and has managed to survive the past few decades of his life by knowing who to trust and more importantly, when to cut ties with a failing person or endeavor. This is why the city guard has never managed to arrest him. He is as wealthy and powerful as the sultan himself and is much better versed in the ways of the shadows.

## The Oasis of Obul'Dai

One of the few major water sources in the central regions of the Rasharin desert is the Oasis of Obul'Dai. This three acre fresh water lake was discovered decades ago by a wandering ogre mage by the name of Rin'Velos. He saw the opportunity here to gain strength and influence in the region, so he called upon his humanoid allies to build him a fortification surrounding the oasis. All manner of creatures answered the call of this powerful being, anxious to be a part of his plans. It took three years to complete the wall that encompasses the lake, complete with watch towers, a gate house and battlements. In that time the ogre mage has made himself a powerful figure of the region.

Once the wall was finished Rin'Velos had the humanoids set to work building a palace for



him. While small as far as palaces go, the ornate building suits his needs for the moment. His throne room is grand and there are almost two dozen rooms that serve whatever purpose the ogre mage may fancy.

It was only after his other building projects were completed that Rin'Velos allowed his servants to construct permanent housing for themselves as well as other buildings. A small arena was erected for sport as well as a number of small shops. The arena is almost always crowded with off duty soldiers and gladiators watching whatever battle may be occurring at the time. They use these battles to settle most things between humanoids from common disputes to much more severe crimes. In extreme cases a fearsome creature is taken from the menagerie of the palace to fight someone who has committed a major crime. His survival declares his right to live. His death, well, he should have known what was coming when he got caught.

Since the Oasis is the only source of water for over a dozen miles in any direction, Rin'Velos is in a perfect position to exploit travelers.

He charges a water usage fee to anyone who enters his gates, and charges them again if they take water out of the oasis. Surprisingly there are enough travelers to support the ogre mage and all of his servants, with some left to fill the treasury.

### Notable NPCs:

Rin'Velos Mightyblade: Ruler of the Oasis

Race: Ogre Mage

Class: Sorcerer (Arcane)

Rin'Velos wandered across the desert for decades before discovering the oasis and settling down. He manages to keep some manner of law in his fortified encampment but largely allows the humanoids to rule themselves, taking definitive action only when necessary.

The ogre mage has designs for much of the region. In time he hopes to control much more of the central region and has sent scouts out into the surrounding area to determine if there are any places of value in the general vicinity. He is a patient creature, but is beginning to grow bored with how stagnant his life has become.

### Relations:

There are no formal relations between Rin'Velos and any of the existing kingdoms across the Rasharin with two notable exceptions. The Crimson Prince is allowed to come and go as he pleases with no tax or toll. Rin'Velos and those he rules learned long ago not to trouble the Prince and they fear him greatly. When Alistyr arrives he is granted anything he asks for in hopes he will leave quickly.

The second exception is for the ruler of the Aerie. Since the Oasis is located in the lands ruled by Hazaan, Rin'Velos pays much in tribute. Large amounts of both water and valuables from the Oasis to the Aerie to appease their Lord.

## The Wall of the Gods

On the eastern edge of the Rasharin desert is an incredibly high cliff. The cliff face is almost completely vertical and extends from north to south completely across the width of the continent. Legends say that this wall climbs forever upward, and no mortal can ever reach the top. In truth, many adventurers have tried the climb hoping for some great treasure at the peak. Wizards have used their magic to soar through the clouds, and none have yet found the summit. There are many caves in its surface, but none yet discovered go deeper than twenty or thirty feet.

There have been generations of tales surrounding the cliff. The greatest of which is that it was put in place by the fabled Twilight Dragon, to guard its slumber before it sealed itself away in the valley beyond. Hundreds of adventurers have set out in search of some path to that valley, few returned. Those that did told stories of the cliff face itself changing and lashing out at them. It seems the Wall itself did everything in its power to prevent anyone or anything from reaching its creator. Part of the legend, however, speaks of a single being for which the Wall will allow passage, revealing the path to the Dragon's valley beyond. The legend is vague about who this prophesied person will be or where they will come from. But every young adventurer that approaches the Wall hopes that they may be the one, and that it will open the path to riches, glory and fame.





*Unknown perils lay waiting in the Valley of the Dragon*

It is also believed that the realm of the gods lies at the top of the Wall, guarded by Garibus (see Chapter 11) the protector of the sacred realm. Many believe that there is a standing proclamation by the gods themselves stating that should any mortal reach the summit and enter the Realm of the Gods, they will be granted immortality. Needless to say, mortals have been dying for centuries attempting this feat.

In truth, this magnificent mountain range encircles the entirety of the Valley of the Dragon, making any entrance attempted difficult, if not impossible.

## **Valley of the Dragon**

This is the legendary resting place of the Twilight Dragon, the creature who tore the world asunder in its insanity and rage thousands of years past. No one is sure if this place actually exists, as the Wall of the Gods and the treacherous mountains that surround the entire valley have thus far prevented anyone from finding it. Some strange mystical effect has also kept scrying

attempts from even the most powerful wizards at bay. This has lead many to believe that the Valley does not truly exist and is only a metaphor alluded to in some ancient legend.

Rumors say that whomever reaches the Valley and wakes the Dragon will be granted his unlimited strength and power. What few sages there are on the subject theorize just the opposite. Since it was the Dragon that sealed itself away and not some outside force, they believe it will be most angry at whoever dares to awaken it. Unfortunately there are very few beings still alive on Relistan who know of the history of the Gate Wars, let alone their dramatic conclusion. Those who do, tend to stay far away from any spot known to be associated with the Twilight Dragon.

The Valley itself is protected by an anti-magic field. Anyone setting even a single foot into it enters this field and is robbed of all magic. Spells and magic items do not function here, even divine magic is restricted to 1st and 2nd level spells and abilities. Only the power of the Twilight Dragon is usable, and is the only exception to this rule. The magic of clerics who worship the Twilight Dragon still maintains its power and has full effect. This





effect also causes outsiders not native to Relistan to be forced back to their home plane, willing or not, simply by coming in contact with the field.

This strange field is not the only defense the Valley has to protect its master. There are a plethora of creatures that serve under the power of the Twilight Dragon to protect its sleep, and ensure that its deific power is never used again. This is one of the few places in the world where dragons are relatively common. Their numbers are limited and they are young by draconic standards. But there are over a dozen dragons of various colors that call the valley home. When they were reborn into this world they were called here to defend their master, and have been granted amazing abilities even above their normally powerful kind to carry out the will of the Twilight Dragon. They do not fight among themselves and live in relative harmony. Should these dragons leave the confines of the Valley they will return to the stereotypical mentality of dragons of these types and lose those powers granted to them as guardians of the valley.

More creatures, the likes of which the world has never seen, reside in the Valley. Several of them may be mentioned in ancient legends, but more than a few are completely unknown. They await discovery by anyone brave and clever enough to find their way into the Valley, where they will most likely kill the intruder on sight.

In the center of the Valley is an enormous, four-sided pyramid made of polished black marble. It is believed that the Twilight Dragon himself rests within or below this mighty structure. None know what else might lay waiting within this hundred foot tall pyramid. Rumors and legends speak of limitless treasure and powerful magic... the horde of the Twilight Dragon himself; but what basis can such tales have, since none have ever managed to reach it.

## Stonewood Forest

While not a forest as most people think of it, in times past it once was. For hundreds of years the trees of the forest reached high into the sky, attempting to touch the clouds. It was home to hundreds of animals and at least a half dozen tribes of sentient creatures. All of that ended when the Twilight Dragon's fury swept across the continent.

The magnificent trees that had survived through hundreds of years of storms and men were set ablaze by the heat of his anger. Those that lived in the forest tried to hide from the Dragon's wrath, but thousands died regardless. Many of those that survived the initial assault died from starvation or dehydration as they fought to adjust to their new world.

In the present, many of the trees still exist, but were turned to stone by their trauma. Now what was once a beautiful wood that stretched for leagues has been transformed into pillars of stone scattered over only a few miles. Several dozen trees were transformed in this manner, and they still stand straight and tall. Their branches no longer reach for the sky, instead they are ash like much of this once fertile land. Yet their trunks of stonewood remain, the tallest reaching dozens of feet into the air.

Unbeknownst to most living beings, there is an enormous cavern beneath the stonewood forest. Here the deeper trunks of the huge trees survive, for it is only the top most regions of the ancient trees that were incinerated or petrified. Half a dozen societies that once lived and thrived on the surface within the forest, fled beneath the ground as the fury of the Twilight Dragon came near. For generations now they have lived below ground. An entirely new way of life has been created here. These societies hunt and trade as many do on the surface, yet they live in a thriving forest, perhaps the only remnant of the world that once was. The trees are like those of ancient ages. Their trunks rise strong and their branches and leaves spread across the cavern roof. No one knows what it is that sustains these great trees, though many have attempted to find the source of their strength. For now the people survive and have learned to thrive in their subterranean realm, fearing to return to the surface they fled from so long ago.

The surface of the Stonewood Forest is known to be the hunting grounds of a large number of creatures, among them are sand worms, undead creatures and thri-kreen. These mantis warriors hunt with incredible cunning and are more than capable combatants. Several tribes of them are known to frequent the area, often battling with each other over territory.



## Dangers of the Heat

Heat deals nonlethal damage that cannot be recovered until the character gets cooled off (reaches shade, survives until nightfall, gets doused in water, is targeted by endure elements, and so forth). Once rendered unconscious through the accumulation of nonlethal damage, the character begins to take lethal damage at the same rate.

A character in very hot conditions (above 90° F) must make a Fortitude saving throw each hour (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a -4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill description). Characters reduced to unconsciousness begin taking lethal damage (1d4 points per hour).

In severe heat (above 110° F), a character must make a Fortitude save once every 10 minutes (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a -4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking lethal damage (1d4 points per each 10-minute period). A character who takes any nonlethal damage from heat exposure now suffers from heatstroke and is fatigued.

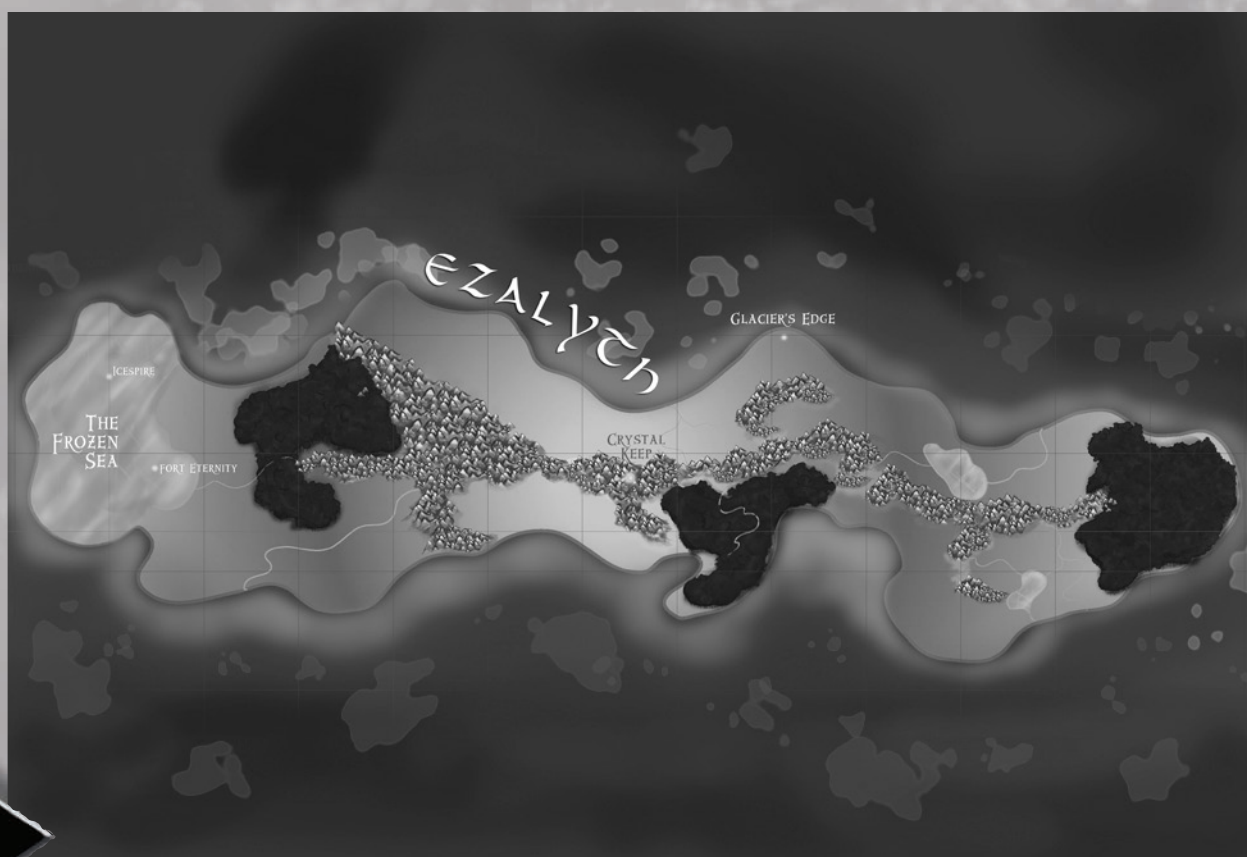
These penalties end when the character recovers the nonlethal damage she took from the heat.

Extreme heat (air temperature over 140° F, fire, boiling water, lava) deals lethal damage. Breathing air in these temperatures deals 1d6 points of damage per minute (no save). In addition, a character must make a Fortitude save every 5 minutes (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing heavy clothing or any sort of armor take a -4 penalty on their saves. In addition, those

wearing metal armor or coming into contact with very hot metal are affected as if by a heat metal spell.

Boiling water deals 1d6 points of scalding damage, unless the character is fully immersed, in which case it deals 10d6 points of damage per round of exposure.





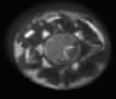
## Chapter 5: Ezalyth, The Frozen Lands

Now, we live in harmony with our surroundings, hunting and gathering as we are able, and moving with the herds. Our ancestors have lived by these ways for generations before us. In ancient times, however, there was only one tribe, a great tribe forged by the spirits to endure time and the elements. But all of that came to an end when the Great Spirit arrived.

In ancient days, our ancestors discovered door ways to different places; some believed they were different realities entirely. Many were curious about the doors, but none had yet dared to enter. It seems that others had taken an interest in these door ways. Demons, and spirits of all sorts appeared to our tribe, and the slaughter of our people began. Shortly after their discovery the great tribe was attacked by demonic beasts the likes of which we had never seen before, and have not walked our lands since. Hundreds of brave warriors were slain as they tried in vain to protect their families from the evil that had swept in upon them. In the end, even the great tribe was

forced to flee their home, or face annihilation. But even in flight the demons attacked, slaughtering women, children and anyone else who could not out run them. It was then, at the sight of such unforgivable murder that they came forth. Some say they were possessed by their ancestors and given the strength to defend what remained of their tribe. Six warriors from throughout the tribe stopped in their tracks, with deadly calm drew their weapons and with ferocious rage charged back at their enemies; with wives and children screaming for them to stop and run. Led by Scorgan, one of the most skilled warriors the tribe had ever seen, they cut into the demons. Their flesh has ravaged by demonic magic and claws, but they would not fall. Axes and swords cleaved and cut through the evil host and stopped their pursuit dead. It was in our ancestors' deepest fear that gave birth to their greatest strength. A few members of the tribe turned to give silent thanks to the doomed warriors, for giving them back their lives; but most simply fled across the bloody





tundra in terror.

A month later, at a time when no demons had been seen since that day, the world shook. Mountains exploded in showers of fiery rock, the seas boiled with rage and the wind blew harsher than it ever had before, tearing the skin from anyone caught in its unceasing gale. A thunderous roar shook the plains and a shadow of night flew overhead. The tribe feared that the demons had returned. Ice broke beneath their feet; sending dozens to their death far below, avalanches killed many others. Then, as suddenly as it had all begun, it ended. It was as silent as death, like the whole world was holding its breath, waiting for the next disaster, but hoping there would not be one.

It was in those moments that they saw a figure, moving slowly towards the tribe in the distance. They did not approach him; for fear that he was some evil spirit in disguise. As he neared, they began to recognize him. Scorgan returned. He could barely walk. His great axe dragged in the snow, through a trail of his own blood that he left as he passed. The healers of the great tribe

rushed to his aid but he would not let them work. He spoke only this: "The ancestors call to me, for I have fulfilled my purpose. You have been given a new life in a new world. The demons are gone, and the Great Spirit rests. For now, you are safe." His final words being said, he collapsed in the snow amongst the healers and his life faded. He was buried as a king, and his spirit journeyed up to the lights in the sky.

Our people were grateful for his sacrifice and for a time they had peace. But it was not long before the tribe, still large by our standards today, began to splinter. Some believed that Scorgan's words meant they should split, for a tribe of this size could only draw attention. In time, the six warriors who had died on the tundra were idolized and their totems taken as representatives of their ways of life. There was Kinril, the Elk; Zoryn, the wolf; Grexlor, the tiger; Feorj, the fox; Nag'dt, the raven; and Scorgan, the bear. The tribe split as its members chose a new way of life, most following their bloodlines as they were traced back to the six warriors. In fact, many even fabricated relations



*A Battle for Survival*



*and blood ties in order to associate themselves with their chosen king. In time, the tribes of the tiger, fox, and raven have been lost to us. All we hear of them now is rumors from over the mountains. But the others, the Elk, the Wolf and our own people have thrived in the time since then. We are a proud people, descended from the greatest of those six brave warriors who fought to give our people a chance. It is his blood that flows through our veins and his strength, the strength of the mighty polar bear that we wield to this day. Now children, take pride in your heritage and the strength that lies within you. But remember that true strength can only be proven in times of great fear.*

*-Nilga Icerunner  
Elder of the Tribe of the Bear*

Ezalyth is a continent in which most regions are perpetually covered with snow and ice. There are snow covered forests of evergreen and towering milkwood trees scattered across the continent. Ice flats and tundra cover most of the rest. Summers here are short and only occur rarely in certain regions. In very rare cases a summer may mean that the snow melts for a few days.

The temperatures frequently drop below freezing and the wind does nothing to help its inhabitants stay warm. However, the harsh wintery conditions are far from the only danger in these lands. The west is inhabited by frost giants. The central regions both north and south of the mountains are home to a number of warring nomadic tribes of human and humanoid decent. The east, some would say, is the most dangerous region of all. No civilization of any sort thrives there, and so it remains wild, a home to unknown creatures and savage monsters. These are the lands of Ezalyth.

## **The Icecap Mountains**

A long mountain range stretches across almost the entire length of the continent from east to west. They are very dangerous, for weather conditions can be extremely unpredictable, and

there are few safe passages. Avalanches are also not unheard of, and occur frequently in the short weeks of summer.

While at first these mountains may seem uninhabitable they do in fact play host to a large number of residents. Tribes of goblins, humans and orcs reside in its caves. Elves thrive in their crystal citadel on the mountain peaks. Wild beasts hunt their prey in the wilds, and recently things that are not so natural have mysteriously begun to appear.

As with most of the world there are places within these mountains that hold gates through which elemental energy seeps into the surrounding lands. While these gates have never been found, nor are they large enough to pass even a pebble through, they are large enough to chill the land and attract all manner of creatures. It is these energies, drawn from the para-elemental plane of ice that have lured ice mephits, ice elementals, and numerous other beasts of questionable origin to the mountains. Even some of the beasts that seem otherwise natural have been tainted by these energies, becoming one with the cold and snow and gaining unnatural abilities because of this union.

## **Crystal Keep**

Alignment: True Neutral

Size: Large City

High atop one of the tallest peaks in the Icecap Mountain range sits a beautiful structure, the likes of which most humans have never seen. Snow elves have shaped crystal and ice into an incredible keep to house their society. The cold does not bother them, and due to their location neither do other races. Very few know the location of the Keep, and fewer still are willing and able to make the harsh journey up the sheer slopes that surround it. From ground level the keep seems only another sparkle of moonlight reflected off of the permafrost at the mountain's summit. In fact, the structure is so cleverly blended into the mountainside that it is nearly invisible until a person is only a few hundred feet away. This is one of their passive defenses, a testament to the skill of the elves.

The society within the walls of Crystal



Keep are just as complex as anywhere else in the world. There are politicians battling for control of the bureaucracy, crafters and merchants plying their wares, and peasants providing food for them all. The food source that sustains the Keep is a combination of meat, hunted from animals in the surrounding area, and fungi that grow in the tunnels on which the keep is built.

Trade is very important to the elves, who hunger for knowledge about all things. They give enchanted crystals, gems and iron weapons to several of the human tribes of the lowlands in exchange for herbs, hides, and meat. It seems the lowlanders, as anyone who does not live among the peaks is called by the elves, are awed by the very presence of the elves and their majestic mounts, so the exchange usually works out in their favor. These trade meetings are held far from Crystal Keep in order to protect the secrecy of their mountain home.

Whenever the elves see fit to travel, be it for trade or for battle, they ride loyal and well trained griffons. The griffon stables are burrowed into the southern cliff face overlooking the lowlands. They are occasionally allowed to leave on their own to hunt in order to keep their fighting edge and their senses sharp. Very few fail to return to the shelter of their home. These griffons have been the pride of the ruling family for decades; the current king being the first to capture and train one of the beasts. Now, with nearly three dozen trained griffon riders alongside the royal family, they have reached a major achievement, a full wing of airborne cavalry. It should be noted that while all griffons are trained for combat, those that do not take easily to the disciplined training and life of a war griffon, are turned over to the tradesman's stables for use in carrying goods and merchants to foreign lands.

It can be said that, like most elves, the snow elves live in relative harmony with the land around them, but they do have enemies, even on the high peaks. Wyverns frequent the peaks and slay more elves each year as they leave the safety of the keep to hunt or gather herbs and food. However, they have allies as well. The monks of the Mountain's Breath Monastery would come to their aid in an instant if they were truly threatened with a foe

they did not believe they could handle alone. The elves are fiercely proud however, and are unlikely to call for aid even in this dire circumstance.

## Relations:

Mountain's Breath Monastery: The elves treasure their relationship with the monks, despite their elven pride. It is not unusual for elven warriors and scholars to make a pilgrimage to the monastery for training or study; just as it is not uncommon to see one of the monks studying in the keep's vast library. As they are the only two points of civilization among the peaks of the Icecap Mountains, they have realized that by allying themselves together they stand a better chance of survival against the elements and monsters alike.

Low-landers: There is contact with a number of the human barbarian tribes. The elves monitor the location of each tribe that nears their trading points in order to determine when they are making their trade runs. By doing this they can fly down to make a trade with a courier group rather than flying into a whole village and potentially endangering themselves. They believe that the low-landers are savage when compared to the monks in the peaks and a far cry from themselves, but believe they can do no harm. Much like an adult would view another person's child.

Glacier's Edge: How the city manages to cling to the edge of the northern glacier seems to be an act of magic in itself. Year after year the elves watch as the summer thaws begin, waiting for the glacier-side settlement to fall into the sea, but that day has yet to arrive. Generally there is no contact with the city, as it is a great distance from Crystal Keep and not worth the troubling journey. Beyond these general feelings, the aristocracy of Crystal Keep will always look down on a settlement led by one exiled from within their walls.

Icespire Palace: The frost giants are a threat to everything on the continent. The elves have fought them time and time again from the shadows, but they lack the staying power to stand toe to toe with them even with the power of elven magic. They live far from elven lands and so the elves try to minimize their contact with them, but





### *The Majesty of the Crystal Keep*

they do what is possible to prevent any further spread.

#### **Notable NPCs:**

Ilrialyn Crystaleye, King of the snow elves

Race: Snow Elf

Class: Fighter/Wizard

Ilrialyn is a proud man, like his father before him. It was he who captured the first of the griffons over a century ago, and he who taught it to carry a rider into combat. Their success all began from him. Yes, he is arrogant, but only because he is successful. He has arranged trade with the low-landers, entered into a protection pact with the monks of the nearby monastery and given his people another weapon to use in the battle for survival. The only things that were passed down to him were Crystal Keep itself, which has stood for a mere two-hundred and fifty years, and Virhelm, the Snowblade. It is this sword that the King wears on his side whenever he leaves his suite. There are many who are jealous of his success, and though he hopes never to need it within the walls of his own home, he is a pragmatic elf and

realizes that it only takes one man to bring down a dynasty.

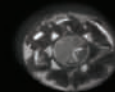
Virhelm is the symbol of royal authority since the establishment of Crystal Keep. When not worn by his king, the blade is kept by the bedside of his majesty, within easy reach. It is believed that the sword has an intelligence of its own and has great power over wind and ice. These rumors have not been proven, as its powers, if indeed it does possess them, have not been used in centuries.

### **Mountain's Breath** **Monastery**

Other than the elves, the only other civilized organization that survives in the high altitudes are the monks of the Mountain's Breath Monastery. They live very structured lives and are completely devoted to their training and their master.

The vast majority of the students that train within the walls of the monastery are travelers who have made the journey for that purpose alone. It is a treacherous journey, but surviving the trip is not





enough to convince the masters to teach their ways. Each student undergoes a test specific to them. For instance, a fighter used to wading into combat clad in heavy armor wielding steel may have to defeat one of the beginning students unarmed and unarmored. These tests are designed to take the potential student out of his comfort zone and test some aspect of the skills they will need to succeed in the training. But even succeeding in this test is not all that is required. The masters have also been known to keep potential students waiting in the courtyard for weeks on end in the cold, thin air of the mountain peaks.

In order to finally be accepted into the monastery as a student the candidate must make a series of vows, including celibacy, tolerance and to live honorably. Only after these vows are sworn before one of the masters, and all tests are passed, are potentials allowed to begin their training.

One of the factors of the training that is the most difficult for the students to conquer is not the twelve hour days of physical training or the eight hour meditation cycles, but the altitude. They must learn to perform extremely strenuous activity in high altitudes, with a limited air supply. The first part of their training helps students address this, but if they are unable to adapt, they have failed and are sent away from the monastery with only the gear they arrived with. This same punishment is true for anyone who fails any step of the training. The masters are forgiving and will allow a student to do penance for failure, usually in the form of additional hours of training or other tasks. Continued failure, however, will force the masters to expel the failed student from the monastery.

The monks are arranged into classes, so as to keep those of similar experience together for the course of their training. In their day to day life they spend time caring for the herb gardens, training their bodies and minds, and keeping the monastery organized and clean. Each day a single class is chosen to go out hunting and gathering for the food needed to support them. When they return successful the kill is blessed and prepared. The monks do not allow any part of their hunt to go to waste. They use the furs as clothing and bedding, the meat for food, and the bones are

ground up as fertilizer and used to make a special ink used for recording their history and training methods.

### Relations:

The Crystal Keep: The elves are trusted friends and are welcome, though even they must send word of their arrival before hand so as not to interrupt the training cycle. A number of scholars of the monastery have been welcomed into Crystal Keep's libraries with open arms and study side by side with the elves. The same is true for their soldiers traveling to the monastery. The elven king has just made a proposal that all of his elite soldiers must spend at least one year training under the tutelage of the monastery masters, but the masters are unsure of the promise of this idea. They fear it will interrupt the training of their own students.

Low-landers: The monks of the monastery have little contact with low-landers, save for those with endurance enough to make the journey to its gates.

### Notable NPCs:

Shu-yin: Grand Master of the Monastery

Race: Silver Dragon

Class: Monk

Though born a dragon, the favored form of Shu-Yin is that of a wizened old human. As soon as he learned to alter his form he sought out the monastery and became a student. As the decades passed he grew ever more skilled until one day he found himself being named the successor to the current grand master. It was a sad day when the old grand master, a human by the name of Jurin Whitehair, passed away. All at the monastery mourned for days, but none were affected more than Shu-yin. Only this man had been entrusted with the knowledge of the dragon's true form. He was honored when he was named the successor and has now been the grand master for almost thirty years. Over the past few years Shu-yin has become ever more anxious to explore the world beyond the monastery's immediate domain. He has even begun to make plans to leave the monastery temporarily in the capable hands of



the other masters so that he can travel the world for a few decades. Only his duty to his teacher has kept him here. But surely the old man would understand the desire to experience new things, and he has every intention of returning after his journey is completed. Some day soon, perhaps he will make good on his plans.

Shu-yin is still young by the standards of dragons, having lived for only a few centuries. He was born on the night when the Dragon's Eye was destroyed. The silver dragon has tried to solve the mystery of his birth, as there were no parents or guidance for him, but has thus far failed.

## Glacier's Edge

Alignment: Chaotic Good

Size: Small City

Despite the severe cold and perpetual ice, there are several communities that manage to find a way to survive. Glacier's Edge is an example of one such community. Aptly named, it was built on the edge of an ice cliff along the northern coast of Ezalyth. The residents of the town say that they are the descendents of traders, craftsmen and warriors of a people that lived in the frozen lands long before the Gate Wars ever took place. During those troubled times many thousands of their kin died. Whether by demon claws, plague or simply from the ice and cold, over half of their population was slain. Those that survived became nomads for a time, always attempting to stay away from anything that might seek to kill or enslave them. Only two human generations ago did they finally settle down and construct the city.

When Glacier's Edge was founded the people anticipated a large amount of trade from the seas, as their ancestors had told them existed before the Gate Wars. Great piers were built in anticipation. A dozen galleon sized ships could, at one time, dock along the piers alongside many smaller vessels. But there have never been more than three or four large ships in port at any given time, two of those being large fishing vessels built by the city residents.

The construction of buildings in Glacier's Edge is not like you might find in cities in warmer

climes. Built much like igloos, the buildings are half underground with steps leading down to the entrance way. The roofs are curved so as to let the wind blow over them without causing any damage. There are very few two-story buildings in the city, the most notable of which is Gerald's General Store.

The general store was built by a brilliant young gnome named Gerald Olgspat. He over-engineered its construction so much that even the gale force winds of the worst winter storm have been unable to cause so much as a cracked timber. While he is very proud of the building that is both his shop and his home, he is also very protective of it. What few windows there are he keeps locked at all times, and there are two bolts and a bar in addition to the normal lock on his front door. Some of the residents think him paranoid, but when questioned he replies that prudence is the path of survival.

While the city itself has no true mayor or governor, there is one man that has reluctantly assumed a leadership role. A snow elf by the name of Felrin Lightstep, while not a member of any government, is the person almost the entire city comes to for guidance and decisions. When crimes are committed and are brought to trial it is by his decision alone that the punishment is decided.

Ice sailors often pass through the city in their travels, as do many of the human nomad tribes attempting to sell furs and herbs acquired in the hunt. For the most part though, Glacier's Edge keeps to itself. Almost every home has a small garden on the inside, kept warm by fires built of wood and manure, and fed with herbs found out in the wilds.

### Notable NPCs

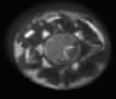
Gerald Olgspat, Owner of Gerald's General Store

Race: Gnome

Class: Rogue/Illusionist

Gerald was once a well-known story-teller in the nation of Marúk on the continent of Kesuril. He lived life on the road traveling from city to city and making money hand over fist for his illusion-assisted tales. To this day he still doesn't know what happened. One minute he was in a nice,





cozy inn relating a story about an evil wizard, who also happened to be a high-ranking official, and the next he was freezing in the snow. He was just getting to the best part too, but that is another tale, for another time. He still tells stories at the two local taverns every week or two, but his true profession has changed.

There is little need for a traveling storyteller in Glacier's Edge. Not to mention the very thought of travelling in this environment didn't appeal to Gerald in the slightest. So he decided to follow another pursuit to earn himself some coin. For a while he explored ice caverns for coin. It was enjoyable for a time, especially because he kept all of the equipment he found from creatures and companions alike that fell dead on his adventures. This and the occasional trader is the source of his goods now at his new store.

Felrin Lightstep, Councilor to the populace

Race: Snow Elf

Class: Cleric of Dinnok

Felrin was exiled from Crystal Keep over a hundred and fifty years ago for questioning the King on a matter of relations with low-landers. Had he not done so in front of the entire court or as fiercely as he did he might have suffered nothing more than a rebuke but he was young and fire-tongued. His exile has granted him temperance and he has discovered much about himself and the world he finds himself in.

His god requires of him that he assist those in need of knowledge. He considers this task his penance for the rash actions of his youth and therefore does it with great joy. It was with that intention that he settled in Glacier's Edge. It was not his intention, however, to hold the position he does today. He despises being forced to make decisions regarding criminal trials and does his best to resolve these matters without violence and in a manner that is fair to all parties involved. He does enjoy advising the people and has gotten to know quite a few of them rather well as a result. There is not a person in town that does not know his name, and there are very few whose secrets are not his to know.

Along with being a pious elf, Felrin is also a scholar. He prides himself in the care of his

personal library which he built himself beneath the ice. He enjoys subjects such as ancient history, religion and architecture the most, but has texts on a number of other subjects that he uses primarily as reference material. Felrin can be considered a sage in these topics.

## The Frozen Sea

The far west of the continent is, in fact, not a part of the continent at all. Instead it is an enormous shelf of ice. A glacier seems to have, in ancient times, attached itself to the land mass and has adamantly refused to let go ever since. The frozen sea stretches over fifty miles across and a similar distance from north to south. It is an area well known for fierce blizzards and terrific wind storms that often stop travelers in their tracks. These storms have also been known to tear apart ice pirate ships without mercy.

While not a particularly inhabitable place, the Frozen Sea still is home to many creatures. Large herbivores eat grasses that grow through the ice. Carnivores and dire animals hunt anything that moves. Ice sailors and pirates search the glacier for minerals, operating out of large caves. But these threats pale in comparison to the one organized group on the Sea, frost giants.

Frost giants hunt anything smaller than themselves, and in some cases even creatures larger than them if they can. Their hunting parties are not uncommon, nor are their scouts and, as one nears their fortress to the west, their patrols. The ice sailors say they even have a whole tribe of goblins working for them as their servants. They will also tell you that there is nothing more frightening in this life than a twenty foot tall giant, except that same giant mounted on a fifteen foot tall creature with fangs and claws.

Despite these dangers a number of small forts have sprung up throughout the Sea. Usually constructed by humans, they are rather simplistic in nature but usually very functional. Most of them are built of the very ice of the glacier on which they stand and are more defensible, at least, than the open ice. It is these forts that provide shelter and warmth for travelers and sailors as they journey across the Frozen Sea. Most of





these forts have some manner of siege weaponry with which to fight off small bands of giants, but there is only one that can hold more than a small hunting party; Fort Eternity.

## **Frostflame Giant Clan**

As previously mentioned, the Frostflame giants more or less rule the Frozen Sea. There is little there that can intimidate them and virtually nothing that can defeat them as far as they are concerned. At times they will even attack entire ice ships for their cargo and leave nothing more than splinters and blood in their wake. They are powerful, but they do not act alone.

The stories the ice sailors tell are almost true. There are, in fact, two goblin tribes that act as servants and scouts for the giant tribe in exchange for the occasional cut of the treasure and slaves gained from raids. In general it is the goblins that act as their informants on shipping activities. Goblins are not their only servants however. While they never leave survivors behind after any of their raids, they do not kill all of those they encounter. There are many that are taken and used as slaves.

The slaves are made to do anything from cleaning their citadel to feeding the pets of the giants, sometimes literally. At times they will even force two of their slaves to fight each other for their amusement, promising the victor freedom. In most of these cases they do in fact release the winner, but without any weapons or armor; sometimes without clothing. Even the "winners" don't survive long under these conditions.

Frostflame giants are widely known and widely feared throughout the settlements of the Frozen Sea. They attack individual travelers and the occasional ship, but they leave the forts alone most of the time as they are usually more trouble than they're worth.

Unlike most giants, the Frostflame clan does not usually travel on foot. They ride any number of beasts including woolly mammoths whenever they leave the gates of their palace. The sight of a mammoth cavalry charge is enough to paralyze even the most veteran soldier or adventurer with fear.

There is one other notable detail about this particular giant tribe. They are native to the ice and snow, however, their god has told them to prepare for a second ravaging of the world. They believe the hot rage that destroyed the world before has not yet cooled. The most devout of their kind are even granted by Argoron, the God of Frost Giants, an innate resistance to the fires that are to come. This makes them a particularly dangerous breed of frost giants.

## **Icespire Palace**

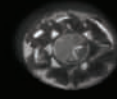
There are few sights more intimidating or inspiring than the home of the Frostflame giant clan. Its walls stretch for miles and are carved of ice and rock. The citadel itself covers several acres and houses the vast majority of the tribe. From the very center of the palace a great stalagmite of solid blue ice rises up to a height of over one hundred feet in the air. When the giants first found this site and began construction on the palace they attempted to destroy the spire. Even their strength was not enough. No weapon in their possession has been able to harm the spire, not even fire. The frost giant king interprets this as a sign from Argoron. To live in a place built of ice that cannot be defeated by fire, is to be safe when the fiery rage of the world's end approaches.

Their mounts and pack animals are kept in tunnels beneath the palace in order to protect them from the fierce storms that occasionally rage through the area. These tunnels are enormous and are easily tall enough to hold a giant walking his mount. These large tunnels are also where they keep their slave pens.

Hundreds of slaves from every race that travels the frozen lands are imprisoned in the depths of Icespire Palace. They are tended to and guarded by one of the goblin tribes that serve the giants. It is these goblins that see to their day to day needs, or ignore them as they see fit. However, the giants have been known to become very angry if a slave dies without their permission so the goblins, while rough, tend to ensure the survival of their charges at the very least.

The frost giants are not aggressive towards every person they encounter, regardless of their reputation. They do trade with various groups





and individuals who have managed to show an adequate level of respect or power to keep the giants interested. They commonly trade with ice pirate slavers and the occasional caravan from the tunnels and caverns below Icespire in an effort to maintain some level of civility and respect, rather than being seen entirely as blood thirsty monsters. Their choices in trading partners have, however, done little to discourage their fearsome reputation.

**Notable NPCs:**

Hrothgar Frozenaxe, King of the Frost Giants

Race: Frost Giant

Class: Fighter

Hrothgar is a powerful giant. He earned his

right to lead by defeating the clan's previous king through single combat. The killing stroke cracked the permafrost three feet below the surface. His clansmen are loyal to him and he has yet to lead them astray. He has been challenged several times himself but has never fallen.

It is Hrothgar that plans the raids and chooses which of his giants will go. He knows his clansmen better than anyone and is incredibly adept at combining their strengths and weaknesses to a deadly effect. He is a cunning strategist and warrior, and is only biding his time and gathering his forces before he assaults the forts across the frozen sea.

As the king, his first priority is to ensure that



*An impenetrable citadel of ice and stone.*





his clan is protected when the Doom comes. He has assigned his best craftsmen to forge weapons and armor of the very ice itself to protect them and has ordered that half of the food they take be preserved for that time.

**Berza Coldsoul, Queen of the Frost Giants**

Race: Frost Giant

Class: Sorcerer (Destined)

Berza is a giant descended from an ancient bloodline. The lineage of dragons is hers to claim, and she does rather frequently. Her innate magic has earned her a reputation for ruthlessness and intolerance of failure.

The Queen did not win her place through combat as the King did. She was chosen by the King at the victory ceremony to stand by his side. She serves as his advisor and a source of knowledge regarding the arcane. While she has little knowledge of wizardly books and scrolls, her experience with arcane magic itself is extensive.

The clan accepts her because it is the will of their King. Many do not care for her but they keep their opinions to themselves and give her the respect and honor due to her position. The Queen knows their feelings and revels in the knowledge that they can do nothing to unseat her.

Berza has big plans for her future. When the time is right she will unseat Hrothgar, and claim the clan for herself. She is confident that her magical prowess and a few other planar allies who have been absent since the Gate Wars will keep the clan in line.

### Relations:

The Frostflame giant clan does not have any formal relations with anyone save their own servants. The goblin tribes that serve them sometimes act as messengers, demanding tribute from forts and settlements. If the giants arrive, it is already too late for negotiation or surrender. No other race on Relistan will survive the coming Doom, for they are chosen by Argoron and will be all that remains. This being the case, diplomacy is generally not necessary unless the clan itself is threatened, which is a rare occurrence indeed.

## Fort Eternity

Many small forts have been constructed throughout the Frozen Sea in an effort to protect traders and nomads from marauding giants and other dangerous denizens of the region. The majority of these forts only stand for a few seasons before they are destroyed either by the giants or by the terrific storms that tear through the area. One of the few that has remained standing through the years, some say the strongest of the forts, is Fort Eternity.

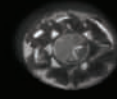
It was originally constructed by the combined efforts of humans and dwarves led by Orin Icefoot and Durnok Giantslayer. It has in its walls all of the engineering marvels the dwarves have been known for throughout the centuries, combined with defenses produced by human ingenuity. It has stood for over two decades against the storms, against the savage creatures of the Frozen Sea and against the frost giants. The humans have long defended the surface fort, while the dwarves live in the ice caverns below, fighting foes using hit and run tactics from tunnels that spread out from the fort in every direction. The entrances to these tunnels are incredibly well hidden, and the storms and blowing wind have made them extremely difficult to detect.

Ballistas crafted of stone and wood stand atop the fort's six short towers. The walls are crafted from ice and stone, each used to reinforce the other against the freezing winds and monster attacks. The gates are made of stone and protected by numerous traps that can be sprung from within the protective walls of the keep. The whole gate house is designed to allow the defenders to attack from relative safety while devastating their foes.

The builders of Fort Eternity can still be found standing proudly behind its strong walls and defenses, but there is now dissension between the races. Orin died a few years ago and Durgan is not pleased with the human who stepped forward to take his place. Wuthgart Icestrider, the recently arisen leader of the human faction, is extremely arrogant and demanding. On top of that, he seems to think little of the dwarves. Tension between the races has resulted from this change in leadership.

Despite the tensions, travelers of all races save those humanoids who are known for their





savagery and chaotic nature are allowed entrance, but must check their weapons in at the gate. In a time which the fort is threatened, travelers will have their weapons returned if they are willing to help in the fort's defense.

The fort itself has all of the conveniences of most small towns. There is a blacksmith that forges weapons, armor and other metal tools, a small inn and numerous other craftsmen that reside either within the walls, or below them. It is well known as one of the few safe places on the Frozen Sea and has many transients in addition to all of those who reside there.

### Notable NPCs:

Wuthgart Icestrider

Race: Human

Class: Warrior

Wuthgart is a proud man. Some would say he is a bit too proud. And it is true that there are times that his pride has blinded him or led into less than pleasant situations. Yet he maintains that his pride is well deserved. It is he that led his people in their last battle against the giants a year ago. It is he that enacted the restriction against humanoids entering the fort. He is one of the strongest warriors of his people, though he is less than wise. Most of them believe, as the dwarves hope, that he will be replaced soon; hopefully before all out war occurs with the dwarves. He has done well for his people, but he is not a true leader, only a man who has gotten in over his head and is now too proud to let go and step down.

In truth, Wuthgart is not as unintelligent as he seems. He realizes the position he has gotten himself into, yet his pride prevents him from admitting failure. The warrior subtly seeks a way to step down while maintaining his pride and respect, but has yet to discover a method that will not disgrace him, at least in his own eyes.

Durnok Frostslayer

Race: Dwarf

Class: Fighter

Durnok believes that Fort Eternity truly is a shining star of hope in the Frozen Sea. It is a place of safety for travelers to rest. He is very proud of what his people have done by working alongside

the humans. Despite this, his relationship with the human leader is now very tense. The pride of Wuthgart seems to get in the way of his good sense. He will never back down in a discussion regardless of whether he is right or wrong. Frustration runs deep into Durnok's spirit. In truth, he misses his friend Orin, and this man is less than Orin's shadow as far as Durnok is concerned. He has not let his relationship with Wuthgart affect how he feels about the other humans that reside at the fort. He has been known to walk among them on the surface and speak with them as he would his own people, all the while trying to smooth the dwarves' frustration with Wuthgart.

While Durnok is content in the sturdy fortress he helped construct, his hatred of the frost giants is slowly consuming him. It is only a matter of time before he takes some of his best warriors and leaves the fort to take a more active role in battling the scourges of the Frozen Sea.

## Dangers of the Cold

Cold and exposure deal nonlethal damage to the victim. This nonlethal damage cannot be recovered until the character gets out of the cold and warms up again. Once a character is rendered unconscious through the accumulation of nonlethal damage, the cold and exposure begins to deal lethal damage at the same rate.

An unprotected character in cold weather (below 40° F) must make a Fortitude save each hour (DC 15, + 1 per previous check) or take 1d6 points of nonlethal damage. A character who has the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill Description).

In conditions of severe cold or exposure (below 0° F), an unprotected character must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of nonlethal damage on each failed save. A character who has the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill description). Characters



wearing winter clothing only need check once per hour for cold and exposure damage.

A character who takes any nonlethal damage from cold or exposure is beset by frostbite or hypothermia (treat her as fatigued). These penalties end when the character recovers the nonlethal damage she took from the cold and exposure.

Extreme cold (below  $-20^{\circ}\text{F}$ ) deals 1d6 points of lethal damage per minute (no save). In addition, a character must make a Fortitude save (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing metal armor or coming into contact with very cold metal are affected as if by a chill metal spell.

### **Ice Effects**

Characters walking on ice must spend 2 squares of movement to enter a square covered by ice, and the DC for Acrobatics checks increases by +5. Characters in prolonged contact with ice may run the risk of taking damage from severe cold





## *Chapter 6: Cylthia, Jungles and Savannas*

Long has war raged across the red plains. Lythinda, Rathenholm and Tilston have fought each other since ancient times. It is unfortunate, however, that the people of these three great nations remember the feud that separates them, yet they fail to remember the reason for their hatred. Only a few studied sages, like myself, remain that know the “why” of it. But this cycle cannot continue forever. It is time that you and your companions to learn how the great wars began so long ago.

In the beginning, for a century after each of the three great cities were founded, the three nations existed in harmony. Trade was plentiful, they shared in the bounty the plains had to offer, and the laws of the three were just and unbiased by the years of hatred and ignorance that skews them now.

It was two hundred and eleven years after the founding of our fair city of Lythinda that rumors began of a dark power rising in the foothills surrounding the fiery mountain to the south. They

said that wizards were summoning evil things from the abyss, and when their summoning was complete they would send their unholy army to batter down the walls of Lythinda and destroy its people.

Obviously the king, it was King Gradis the third then, was concerned over this news. He sent his best spies deep into the hills to discern the truth of these rumors. Two months later the rumors coming in with merchant caravans were getting worse. They spoke of smoke drifting from the summit of the long dormant volcano. Tales were told of dark shadows stealing slaves away in the night and slaughtering horses and other livestock in a manner that would cause even the most hardened warrior to retch. It was then, at the peak of these rumors and tales, that a single agent of the king returned, Hlerinth of Lythinda.

“I have been to the dark hills my Lord.” He said in a voice that quivered with fear. He quickly regained his composure however, realizing



to whom he spoke. "And it seems what we have heard is all too true. Demons with claws sharper than any blade and magic the likes of which we have never encountered before set upon us as we made camp one night. Your men fought valiantly sire, a tribute to your reign. But..." His voice was lost, and for a moment it seemed as if he might not continue. The fear in his eyes was plain to see. After a few deep, calming breaths he continued. "They were all slaughtered. Claws ripped and tore through them like dolls, all the while these inhuman creatures... they were laughing. There was so much blood... We fought but we were lost. The last three of us remaining were taken prisoner."

"We were led into the mountain of fire and held in iron cells for days with neither food nor drink. Our captors fed us fear in its stead. Two days after we were captured a man, garbed in velvet finery came to the cell door and asked for the bravest among us. I beg your pardon sire, but to my shame I could not step forward. It was

Elryn who rose to the question. He was escorted from the cell with all civility. But that night...

I still here his screams echoing in my dreams. I know not what they did to him, nor do I care to imagine, but he did not return. I heard him curse our neighbors before he went silent, long hours after the screams began. I can only assume that this man was aligned with Ratheholm or Tilston."

"Several days later the man appeared again, this time wearing crimson silks. He asked the two of us remaining which of us was the most devout. I had done more than my fair share of praying over the days of waiting, but it was Garth who stood and declared his faith. He shouted the power of his devotion to his god, his kingdom, and his Lord with such fervor that the man seemed ready to recoil, yet he did not. I felt a small ray of hope shine off of Garth before he was taken. His screams too haunt my dreams."

"After two more days, when I was broken and starving from fear, the man returned."

"I am Ferisolthier of Ratheholm, and you shall live. It is your task to carry news of what has been done here to your lord. And you will live out what remains of your life with your cowardice and fear, knowing that the two who came with you

died because you were too afraid to stand and face me."

When our king received this report he went into such a fury that even his guardsmen feared to approach. Lythinda had done nothing to bring such treachery upon her, yet our ally had betrayed us. Immediately he began to organize his military. Young men were conscripted and trained quickly in the arts of war. The royal wizards argued tactics in the war room for days before they made up their mind. Ratheholm would suffer. They would burn the city to the ground.

A month later the attack began. The armies of Ratheholm met the armies of Lythinda in the plains. The kings of both nations rode out to discuss terms. Ratheholm pleaded with Gradis to see reason. He said that Ratheholm would have no cause to do such a thing and no one under his banner would perform such an atrocity under their own volition. Gradis, so infuriated by the torture and death of his scouts, did not listen. It was that day that the rolling meadows earned the name of the Red Plains. To this day you can travel through and see the blood stains existing still in the plants and grasses that grow there.

Tilston, up to this point, had done nothing. King Vors had sent emissaries to both kingdoms to plead with them to stop this war. Gradis' anger would not be stayed and Derick, the King of Ratheholm, would not forgive for the deaths of his people, forced by the war mongering King of Lythinda. The emissaries left the courts of the Kings with dignity and despair. They arrived in Tilston in pieces. The escorts spoke of soldiers from Lythinda and Ratheholm attacking the caravans that were under the protection of diplomacy and slaughtering the emissaries. The surviving soldiers were to deliver a message to Tilston. Each message was written by a different king's hand, and though the words were different the message was the same...stay out of our affairs. King Vors was furious. He had sent diplomats to stem the flow of blood, and now he was drawn into the conflict himself. For generations the three forces fought. Hundreds of battles were fought across the Red Plains, and many thousands died. Only when their people tired of war did the kings return their armies to their own lands. The people





*Blood flows, as hatred breeds chaos among stalwart allies.*

were tired of losing their husbands and sons, despite their anger towards the other kingdoms.

Now, twenty years since the cessation of hostilities, the hatreds still thrive. Battles still occur, but only if soldiers of one nation pass beyond the borders of another, even if by accident. Strangely, no demons ever came from the hills. No attacks from otherworldly beings threatened any of the three kingdoms. To this day our people avoid the fiery mountain, for fear of those creatures, but we have received no word of them since before the wars began. Curious...

-Fredrick Losther  
Royal Historian of Lythinda

Cylthia is the only continent of the world that was relatively unharmed by the rampage of the Twilight dragon so long ago. It is true that during that time in history the many volcanoes that are scattered across the continent were more ferocious and erupted with greater frequency.

Despite this the jungle and the lowlands suffered much less than the other continents of the world. During these ancient times, when the seas boiled with His rage the waters of the ocean flowed over the northern peninsula, creating the Great Salt Marsh and the western volcanic mountain chain exploded in a series of violent eruptions, destroying all of the land between the mountains and the sea. These two environmental changes, though large in themselves, were only a small fraction of the continent.

The southern peninsula is commonly referred to as the lands of men. Three proud kingdoms have been battling over this land for as long as anyone can remember, though few remain that know the reason. The Syravi Lowlands are home to the river folk, the city of Kyr, and the Dwarven citadel of Varnyth. Despite these large and cultured civilizations, the vast majority of the continent is covered by The Trackless Jungle. Creatures the likes of which men have never seen are believed to live within the vines and branches



of the jungle. Few have yet been brave enough to cross into its borders to unravel its many mysteries however, so it has been left largely unexplored.

## The Red Plains

The south-eastern peninsula of Cylthia is predominantly a savanna known as the Red Plains. Until the events spoken of by Fredrick Losther, this area was lush and fertile. Its resources were shared by the kingdoms of Lythinda, Ratheholm and Tilston. Since the wars began however, all desire to share has disappeared and the land has assumed the image of its people. The grass and plant life has been stained red by the blood of thousands who have died over the centuries of battle. Many of the plants have become extremely poisonous, and few animals common to many other parts of the world are seen. The Red Plains have not transformed entirely into a wasteland. There are strong breeds of antelope and many dire creatures that have adapted to life in the plains.

Many have become immune to the poisons the flora creates over the generations, and those that haven't simply feed on those that have.

In the center of the Red Plains is a fiery volcano surrounded by foothills formed of black dirt and ash. The volcano holds an almost mythical place in the hearts and fears of every person in the three kingdoms. The stories of wizards summoning demons were not the first tales of mysterious, powerful things coming to be, seemingly out of nowhere. Legions of undead once marched from the volcano's slopes, only to be shattered by the strength of the men of the three kingdoms. Dragons, in ancient times, called this place home. Yet heroes fought them. Trophies from those battles long past hang in the halls of all three kings. Yet the tales continue. No one knows what became of the demons. Even fewer have dared to think what might be next, let alone if any kingdom could stand against it alone. Perhaps in the near future, those that wonder will discover the truth of what is to come.

## Lythinda

Alignment: Neutral Good

Size: Large City

Many believe Lythinda to be the last bastion of civilization between the lands of men and the mountain wall that guards against the Trackless Jungle. The city politicians have played upon this belief by charging every traveler a tax in order to pass through their lands, be they heading north to the Barrier Mountains, or south across the plains.

Lythinda has long been a monarchy, with the crown having been passed down through the generations to King Chelkin the second. King Chelkin hates the people of Tilston and Ratheholm as much as his father did, or his father before him. At this point this hatred has almost become a living thing, thriving on the sustenance of fear and ignorance. He will allow merchants to traffic goods to and from his city from the lands of his enemies, but only after acquiring a permit to do so, at incredible expense. Needless to say this has promoted much in the way of smuggling.

The people of Lythinda hate almost as strongly as their liege lord, but they are even more ignorant as to the reason. Racism runs rampant against the Tilstans and the Rathes. They are more likely to find welcome in the wilds than in the homes of the cities' residents. Inns and shops charge almost twice as much to travelers they believe come from either of these kingdoms, and those who want their goods are forced to pay the outrageous prices or go without. Despite this inbred hatred of their enemies, the residents of Lythinda are genuinely good people, no different than those you might find in any other large city across the world. There are criminals of course, but the majority of people go about their lives simply.

### Relations:

Ratheholm: The hatred for this southern city is matched only by the people's hatred for Tilston. Merchants based out of this city are tolerated, but only after paying incredible fees to the government for the right to buy and sell wares within Lythinda's borders. Travelers coming from Ratheholm are treated with extreme suspicion and at times outright violence. There are no formal



relations between these two kingdoms.

Tilston: Lythindans react to travelers from Tilston in the same manner as those from Ratheholm. However, it seems that Tilstans are slightly more tolerated and are less likely to provoke violence with their mere presence, though few understand why. The same trading fees are levied towards merchants based out of Tilston as those from the other kingdom.

### **Notable NPCs:**

Chelkin Lyth the second, King of Lythinda

Race: Human

Class: Fighter/Aristocrat

Chelkin was trained in the arts of war at a very young age. He was actually the second in line to the throne before his father died, but the same mysterious illness that took his father also claimed his older brother. This left Chelkin with little choice and little preparation for the life of a king. He depends on his royal historian for advice on many things, believing him to be much more knowledgeable on non-military matters than the king himself is. To his people King Chelkin tries to be just, but often falls victim to the trappings of politics and lets justice fall by the wayside. When crimes involve people of the other kingdoms however, he shows them no mercy, and has yet to allow blame to fall upon his own people, even if it was his own people who instigated the crime.

Though he trusts Fredrick, his chief advisor and royal historian, the king is calloused to much of what he has to say regarding the wars that have been fought and the needless continuation of the tax levies against citizens of other nations. Chelkin believes his advisor wise, but his hatred blinds him to seeing the truth of the past presented by Frederick.

Fredrick Losther, Royal Historian of Lythinda

Race: Human

Class: Expert (Sage)

Fredrick is a widely sought sage in the matters of nobility and politics as well as history and architecture. Much of his life has been spent at study and he has therefore forsaken many physical pursuits. This has left him relatively weak in body, but incredibly strong in mind. Some believe

that his influence over the king borders on psychic manipulation, but these rumors are generally discounted. In truth, Fredrick's first loyalty is to Lythinda. It doesn't matter who sits on the throne, he will do whatever he deems best for his country. He is also one of the few people in the three kingdoms who knows the source of the hatred they all feel towards one another, yet he has not yet been able to force the king to understand the truth, much to his frustration.

In his efforts of patriotism, he has tried in vain to show King Chelkin the truth of the wars that began so long ago. He has tried to show him reason and the deception that he believes caused such pain and hatred to blossom in the three human kingdoms. He has had little luck in this endeavor, but he will try again nonetheless, until the King hears him, or he is banished from his sight.

## **Ratheholm**

Alignment: Neutral Evil

Size: Metropolis

Known to be a breeding ground for treasure hunters and adventurers, Ratheholm has always been a rich community, both in finance and culture. The nearby cove has provided the basis of their economy for decades, sea pearls. For generations pearl divers have made their living in Delver's Cove. They dive and gather as many acceptable pearls as possible and sell them to merchants and citizens alike. The government doesn't let them do this for free however. There is a monthly fee that must be paid for the upkeep of a diver's license. The number of licenses given out at any given time is closely monitored to prevent the decline of pearl production beneath the water's surface.

Apart from the harvesting of beautiful white and black pearls, the people of Ratheholm rely heavily on fishing and farming for their livelihoods. Dozens of fishermen provide much of the city's food supply as well as by-products like fish oil. The farmers raise crops and livestock much like one would expect. Government guidelines control some of the farming methods in an effort to maximize the production of food, but for the most part the farmers are left to their



own devices.

The plains hunters are also an important part of the city's infrastructure. Not only do they serve to supply another supply of food and hides, but they also serve as long distance scouts for the city. They are generally paid a small stipend every month, usually to the tune of several gold pieces, in order to report any unusual sightings or activity they encounter on their hunting expeditions. Thus far this method has worked out well for the city as it only has to maintain a minimum number of trained scouts in its standing army.

Ratheholm is ruled by Queen Elayne Velios, and has been for the past six years. The Queen currently functions as the steward of the throne until her young son Ildin comes of age. Until that time the queen remains the unquestioned ruler of the kingdom. She became the monarch of Ratheholm when her husband Eyrick died as a result of a deadly plague that swept across the city. She is not a perfect ruler, and the people do not love her, but there is contentment in the kingdom despite this.

### Relations:

Lythinda: Between the two nations there is open hostility. Heavy taxes are levied against Lythindan traders and any squads of soldiers seen across the plains are dealt with as they should be. Unlike the Lythindans, there are many Rathes that remember how the wars started. They started when the Lythindans attacked Ratheholm without provocation. Many of their kin died in the battles that raged and still occur with some frequency to this day. The old hatreds have not been forgotten or forgiven, nor will they be in the near future.

Tilston: Why Tilston chose to attack the other two kingdoms when they were weakest is a subject of much dispute. Most say they were greedy for the lands of both nations, others that they were simply taking advantage of the chaos to eliminate enemies. The truth really is of no consequence any longer. It was not Ratheholm who began the battles between these two kingdoms, it was Tilston. Only when the blood of the Tilston armies waters the ground will there be peace.

### Notable NPCs:

Elayne Velios, Queen of Ratheholm

Race: Human

Class: Aristocrat

The nobles love the young queen, for she caters to them in almost all things. She believes that to control the nobility is to control the people. She will not stand to see her people abused, but the nobles believe that what she doesn't know can do no harm. Elayne goes to no end of effort to see that her only son is prepared to take the throne when he comes of age. Currently he is being trained in the arts of war by one of the foremost knights of the realm as well as being schooled in etiquette and history.

Elayne never wanted to rule the kingdom. Doing so has left her extremely worn and tense, though she allows no one to see any of the weakness the strain of ruling a kingdom causes her. In truth, she looks forward to the day, several years hence, that her son will take on the mantel of the monarchy.

### Tilston

Alignment: Lawful Neutral

Size: Large City

On the eastern edge of the southern peninsula, along the coast of the sea is the fortified city of Tilston. It is a city that has lived in perpetual fear and anger for generations, and as a result they have formed one of the most elite and deadly fighting forces on the continent, and perhaps the world.

Many of the people lost their taste for war long ago. They were never as devoted to it as the other two kingdoms. After all, what did the heads of a pair of diplomats mean to the masses? However they realize the consequences of the past. The armies of Lythinda and Ratheholm have attacked their lands on numerous occasions, and the ruler of Tilston is not one to sit idle while his lands and people are destroyed. He has formed the Crimson Riders of Tilston to defend his lands on the plains. These warriors ride plains raptors into battle and fight with a fury matched only by their mounts. There has not been a single army



since the creation of this elite fighting unit that has been able to stand up to its strength on the plains. However, King Ulys Til IV has not sent his Riders across the plains to attack either of his neighboring nations despite what his military advisors might council him to do. He still holds onto the hope that one day the three kingdoms will be at peace, and he believes that to send his own armies on the attack will only serve to prolong the war between them.

There are many of his people that believe the king a coward for his stance on the war, but he takes their comments and even insults with grace and pride. He is confident in his course of action and refuses to send his people to die for a slight that is little remembered and happened many years ago.

Many of the people of Tilston serve in the kingdom's militia as well as their normal occupations. This militia trains twice a week at normal meeting places throughout the country. Even children fight mock battles with wooden blades. Needless to say the constant threat of attack has forced the people of Tilston to become very militant and defensive, though many of them lack the discipline of regular soldiers.

When they are not training the people concern themselves with their daily lives. There are many fishermen, farmers and craftsmen that ply their trade in the city and the surrounding lands. Other small towns have sprung up since the Crimson Riders have taken to defending the borders. They no longer are forced to cower behind the fortified walls of the city in fear of attack.

Magic is also a topic of great fear to the common population. The most experience they have had with magic is the creatures and events that surround the volcano at the center of the Red Plains. In general, even divine magic is regarded with suspicion. The most subtle or destructive aspects of arcane magic are seen with fear and outright violence.

## Relations:

Lythinda: Though frustrated by the arrogance of King Chelkin there is a constant hope that he will eventually come to the realization that war causes only more hatred and death. There are no extra taxes levied against merchants, though the people are wary of anyone traveling from Lythindan lands. Even the Crimson Riders have orders not to kill unless it is necessary or an obvious threat to the people of Tilston.

Ratheholm: Many of the pearl merchants of Ratheholm make great profits selling their wares in Tilston. As with Lythinda there are no additional taxes or regulations against merchants from Rathe lands. Soldiers from Ratheholm seldom attack Tilston's borders anymore. They are afraid of the Crimson Riders, or so it is believed. Perhaps they are finally beginning to see that the wars should end.

## Notable NPCs:

Ulys Til IV, King of Tilston

Race: Human

Class: Aristocrat/Sorcerer (Destined)

Ulys is young for a king, and he is an idealist. Many of his advisors and teachers have told him that his hopes and dreams for peace are all for naught, yet he clings to them fiercely. He has not hesitated to defend Tilston's people or its borders, but he does not send out troops to try to fight the other kingdoms in their own lands. This has caused many of his people and some of his advisors to see him as a weak, dreaming fool.

In truth there is incredible strength in his hope. He is extremely intelligent and competent in his role as king. The very fact that he has not given in to the pressure of his advisors speaks volumes of his ability to think on his own. His magical abilities have helped him see beyond the surface of the arguments between nations. However, he does all he can to hide his sorcerous abilities from everyone. It is his one talent that he uses only in complete privacy or in dire need. He does little to show his people the positive aspects of magic, but he has still protected several wizards, sorcerers and others from lynch mobs by



proclaiming their rights as citizens of the nation. This has also led to some discontent with his rule among the more fierce magic haters of the people.

## Delver's Cove

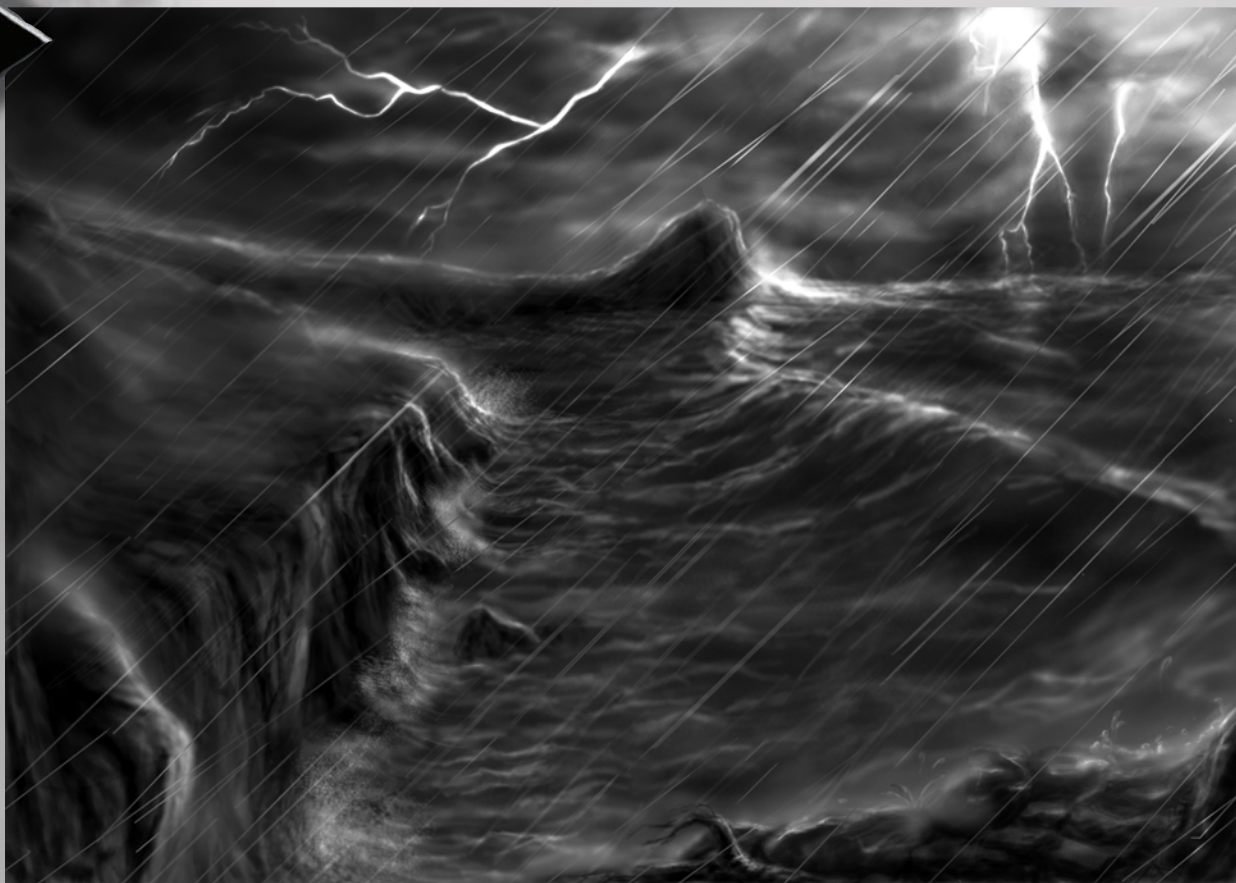
As mentioned previously, divers from the kingdom of Ratheholm have been scavenging the Cove for pearls for as long as anyone can remember. However, the pearls are only the proverbial tip of the iceberg.

Delver's Cove is an extremely deep area of water. On every side the coast slopes gently for about fifty feet into the water and then drops off to a depth of several hundred feet. Clinging to the top fifty feet or so of the cliff walls are tens of thousands of oysters that produce the high quality pearls that are so treasured by the divers. But there is much below them.

Below fifty feet in depth the cliff walls get increasingly barren of oysters and lichen

until there is nothing at all clinging to the sides of the Cove. Fish, while frequently found near the surface, refuse to swim below the level of the pearls. There is an unnatural darkness in the depths that has remained hidden for centuries. Only the most ancient history books in Ratheholm even hint at the possibility of something greater, and perhaps more malevolent, existing deep in the cove, but even they make no mention of what that malevolent force might be.

In truth it is a breeding ground for monsters and aberrations. An entire society of cloaklers has made their home in hundreds of caves on one face of the cliff, while aboleths and other strange creatures have established their domains in other parts of the cove. Many of them have their eyes set on the surface world, but they have not yet made their final moves towards their goals. It is uncertain what has kept them in the depths for so long. It is equally uncertain how much longer they will be content to remain in the underwater realms.



*The unending fury of the Bay of Storms*



The aboleths in particular have set up an intricate network of informants among the surface folk. Several of the divers have been given special pearls that, while carried, allow them to breath underwater. As long as they continue to report the goings on of the city they are allowed to keep these items. Should they fail to do so, the powerful aboleth can cancel the magic at any time, leaving them to drown in the depths of the Cove.

## Bay of Storms

Along the southern shores of Cylthia is a body of water known as the Bay of Storms. It is named for the almost perpetual cycle of fierce rain storms that blow through the area. Ships avoid this bay at all costs as there is not a single known survivor of any ship that has attempted to travel the Bay.

The lightning of the storms can be seen clearly far inland and the high winds prevent all but the strongest and most determined flying creatures from soaring through its boundaries. Even magic seems to have unpredictable effects within the storms. Spells meant to provide light are just as likely to create darkness or summon a hundred pebbles that begin to pummel the caster as it is to actually function normally. Spells designed to control or manipulate any aspect of the storms or the weather invariably fail.

Scholars have tried for centuries to determine the cause of these storms, to no avail. Many theories have been created, but none of them have been proven. The fact that every divination that has ever been tried has revealed absolutely nothing has not deterred them however. Some believe that a powerful sky or ocean god is imprisoned in the center of the bay, and it is his anger that causes the perpetual storms to ravage the surrounding seas. Others believe it to be an ancient magical experiment gone awry. Still others provide any number of scientific or mystical theories. As it stands, theorizing may be all the scholars are ever able to do since no ship will approach within several leagues of the Bay.

There is a single tower that stands tall in the center of the Bay. It is in the eye of the perpetual

storms, though none have ever gotten close enough to know of its existence. A powerful wizard once lived here. He was known to travel the planes to find information for the many experiments he conducted. Yet even he was not powerful enough to create the myriad of magical effects in the area. He merely utilized them to protect his home. The tower does float on the water and was enchanted to move with the eye of the storm, staying ever beyond the reach of the pelting rain, buffeting wind and destructive blasts of lightning.

## The Barrier Mountains

The Barrier Mountains are the only non-volcanic mountain range on the continent. They are viewed as a protective wall that guards the realms of men against the encroaching jungle and the dangers that reside there. There are no easy paths through these mountains save for the Pass of Delāne.

The Pass was discovered only ten years ago by a brave explorer who set out from Tilston in an effort to make a complete map of the continent. Such a map would be worth an enormous sum of gold, or so he thought. Unfortunately the explorer never got the chance to make his riches. His body was discovered only a few miles north of the Lythinda city gates, ravaged by the claws of some wild beast. He did manage, however, to map the way through the pass and a few miles beyond.

Though there is no volcanic activity in the Barrier Mountains, they are not devoid of danger. Avalanches are not uncommon, and there are many creatures both sentient and otherwise that live in the shelter of the mountains. There have been many humanoid raiding parties that are believed to have come from the mountains. These raids usually result in little more than the looting and pillaging of a few of Lythinda's outlying farms before they return from whence they came, disappearing into the honeycomb of caves that burrow deep into the earth.

Even the Pass of Delāne is not easily traveled. It is wide enough and with gentle enough slopes



to ride two abreast through it, but the journey is slow. There is not a true trail, only a relatively clear, if uneven path. The ground is littered with loose rock and parts of it are overgrown. Rock slides and attacks from hungry residents of the caves along the Pass are also a constant threat. It is the safest path through the mountains, but it is far from safe.

## **The Trackless Jungle**

A great wilderness covers the vast majority of the continent, stretching between the seas from north to south and east to west. It is a jungle that few who do not live there have dared to tread. Most civilized folk know very little of the jungle and greatly fear its mysteries.

In fact, the humans of the Red Plains fear this jungle so much, that it has become common practice to sentence violent criminals to exile through the Pass of Delāne and into the Trackless Jungle. To them this is as good as a death sentence, for they do not expect the criminals to survive long in the wilds of the jungle. Only the rare and brave spice trader will hire mercenaries to journey into its fringes to harvest rare spices and herbs. These traders are forced to pay incredible wages to convince even hardened mercenaries to pass beyond the Barrier Mountains. Those that survive, as there are always losses, must weigh their decision to return carefully against how much luck they think they have left.

Though the civilized world hates and fears the jungle, there are those who have chosen to make their residence there. Dozens of kobold tribes, lizard folk and many others can be found spread across the continent. They have found their place in an environment that presents a constant danger to their people; for there are hunters that are much larger and much more dangerous than humanoids in the wilds of the Trackless Jungle. Carnivorous fish swim the many rivers of the land, active volcanoes erupt in explosive storms of magma and ash, and the very flora of the jungle has been known to strangle those who pass to near the wrong type of plant.

Rumors are beginning to spread from the spice collectors that a greater danger is rising in

the jungle. They tell of great winged lizards with strength and power that is unimaginable. They tell tales of seeing these creatures battle in the sky above the jungle. Scales of red and green clash with a ferocity that makes the ground itself tremble. They believe that these creatures cannot truly die, as they speak of seeing such creatures suffer horrible wounds from their battles only to retreat and return from wherever it is they came. These sightings have only begun in the last few years, but since even the brave spice mercenaries only go a day's travel into the jungle, who knows how long these powerful creatures have existed.

There is one other trait of the jungle that remains a mystery even to many of its inhabitants. The Trackless Jungle is truly more than a simple place of trees, vine and mundane dangers. It has a mind of its own. The lizard folk believe that the jungle itself must be appeased before any large group leaves their villages. Other tribes have similar beliefs and traditions. It is believed that to anger the jungle is to die. It can call upon the beasts that reside within it, and even manipulate those who believe themselves free-willed. More often than not, the jungle sleeps. Years and even decades silently pass without disturbance. Yet one never knows when the jungle is watching, or when the sacrifices are truly needed to appease it.

## **Torch Mountain**

Surrounded by hills that seem to cluster near its base like frightened children, Torch Mountain is an enormous active volcano that reaches thousands of feet into the sky, challenging the gods for dominion. On clear nights its red glow can be seen spread across the sky as far away as the Pass of Delāne. It is this persistent glow that gave the mountain its name.

Torch Mountain generally erupts at least twice a year, covering the sky for miles around in a cloak of suffocating ash. These eruptions are typically not extremely explosive, more ash and heat than anything else. But it is not uncommon to see hot magma flowing down the side of the mountain. The Torch has not had an explosive eruption for at least three hundred years. Despite this, those that live near the heat and light of the mountain live in constant fear of an eruption of this magnitude



occurring.

Unlike most of the world, the area surrounding Torch Mountain is exceptionally warm due to the constant volcanic activity. The light it provides allows the flora beyond the range of the magma flows to grow tall and strong. It is these things that have attracted so many creatures to live at the foot of the Torch. Herbivores feed off of the fruits and grasses of the jungle at the edge of the hills, humanoids hunt and gather, and other more potent predators hunt them all. The foothills of the mountain seem to have a separate ecology all their own. One that is fluid and under constant threat of the mountain's violence.

The mountain itself is riddled with a maze of passages, and tunnels created by the numerous earth shaking eruptions and steam vents that have occurred over the course of Torch Mountain's lifetime. While finding an inactive area of the caves can be a dangerous endeavor, they are usually safe from the fiery temper of the mountain. Other creatures that covet such a secure living space are another story entirely however.

## **Mount Vahenna**

The second of three great volcanoes is the great Mount Vahenna. It is named for the legend of an ancient dragon that was said to have lived in the depths of the volcano. In centuries past the dragon, whose real name was never known, would ravage villages for miles around its home and demand sacrifices of valuables and flesh from the tribes and villagers.

This legend was forged long ago, and it has been a long time since the dragon has been seen. In fact, his very existence has fallen into history and then to legend as generations live and die in the shadow of the mountain without sight nor sound of the great dragon. Despite this a number of the tribes continue to harvest gems from the rich veins in the lands around the mountains in case he should return.

In more recent times humanoids similar in appearance to the great dragon have been sighted on the slopes of the volcano. As a result of this the tribes have begun to fear his return. Many believe that these newcomers are his servants or children. The same fear that kept them cowering from the

dragon itself prevents them from investigating further. However, there are those among the wild tribes that do not remember the fear of Vahenna and are curious. Perhaps one day they will journey to the foot of the mountain and discover the source of these new creatures, and the meaning of their recent appearance.

Unlike Mount Torch this volcano does not erupt frequently. Once every few hundred years an eruption of explosive proportions rocks the continent as Mount Vahenna releases the pressure built up beneath it. The tribes have passed down the warning signs through the generations, and quickly leave the area at the first hint of one of these eruptions. Those not familiar with this sort of volcanic activity may not recognize the need for such action, or the imminent danger barely held in the mountain's heart. The stories of the tribe elders speak of weeks on end without even the light of the moons, and of heat and fire beyond reckoning. To stay behind when an eruption is imminent is believed to lead unerringly to a painful and fiery demise.

## **Irgach Mountain**

Irgach is the southernmost of the three great volcanoes that have risen out of the jungle. The legends of the river folk tell of frequent and great eruptions, yet Irgach Mountain has not erupted for centuries and seems quiet and dormant. However, despite the lack of eruptions, there are no creatures living on the slopes of the mountain. The rich volcanic soil does not draw jungle farmers or even wildlife. This mountain is cursed.

Long ago the mountain was home to a circle of priests who worshiped the power and fury of the mountain and its fiery heart. They lived for many years inside the caves of the volcano, studying and praying to the spirit within it. One day, long passed, their prayers were answered, but not by the spirit of the mountain. Instead it was a nightwhisper (see Chapter 12) that answered their call. It possessed one of the priests and slowly, with careful cunning, turned them all against each other. It showed them visions of power that would be granted to the last remaining disciple of the mountain. It spoke of abandoning the lawful existence that had let four dozen priests and



disciples live in harmony for decades to do the will of the mountain and claim its gifts.

At first the priests condemned such action and almost cast out the possessed young man. But the visions the nightwhisper granted were too tempting. It started with a single disciple found strangled to death while he slept. Chaos erupted as each priest blamed another for the murder. From this point on Law no longer held any sway over the mountain. In a single week's time from this event only seven priests survived of the original forty-eight. Some had died by poison. Others had "fallen" to the depths of the mountain's fiery heart. But one priest had a will strong enough to fight the chaos and ignore the visions that surrounded him.

The leader of the priests, one which none of the others had yet dared act against, cursed his brethren. He spoke of the vows of law and brotherhood they had all taken; vows to protect each other and unite against the foes without for the survival of their beliefs. He was too late. The promises of the nightwhisper had corrupted them completely. The priest would not allow his brethren to continue this way. He cursed

them to live on after death and serve the vows they had taken and failed to serve in life. They would be punished for all eternity for the bonds that had been broken. The priest threw himself into the volcano's fire and gave his life to his curse. The mountain rumbled and the earth shook, and his curse was made.

No one is sure what happened after that, but none trek near the mountain. As the elves teach, what nature has cast aside is best left to its exile.

## **The Serpentine River**

Though there are many rivers scattered across Cylthia, there is only one that winds its way across almost the entirety of the continent. It is a symbol of power to all who live in the jungle, and it is a symbol of life.

Branches of the river find their source from Torch Mountain in the east and Mount Vahenna in the west. Each branch ends in the Lake of Dreams. Though the river itself has its dangers, it also serves as a means of travel and survival for the people of the jungle. Many of the fish are



*The ephemeral Lake of Dreams*



edible if one knows what to avoid, and the plants that grow along the banks grow tall and strong in the rich soil carried from the volcanoes. Fruit trees found nowhere else on the continent grow along the riverbank, providing a good diet for humanoids and animals alike.

There are many things that draw creatures to the river, and this is only one of its many dangers. Beasts recognize the water source and hunting ground as well as humanoids do, so one must take care when on the bank of the Serpentine River. Other dangers include carnivorous fish, giant crocodiles and any other river creature imaginable.

Despite these dangers a number of small villages have sprung up along the banks of the fast flowing river. A sort of trade system has even been developed between a number of these villages. They transport their goods on crude rafts along the river and trade the goods of their region for those of others. These tribes also protect each other when necessary as they understand that their survival may depend on the survival of another tribe. Though it is not uncommon for a trader to find an entire village abandoned or destroyed after some fierce creature or greedy being seeks what little riches a tribe may possess.

## **The Lake of Dreams**

There are many stories surrounding the Lake of Dreams. Some say its waters have healing properties, other speak of fortune and youth granted from its depths. None know the truth of these stories however, as the guardians of the Lake allow very few to leave its shores alive.

On the eastern and western shores of the lake, where the Serpentine River pays tribute, as well as at numerous points around the entire lake, there are large caves that house the lake's guardians. Hundreds of claw leapers (see Chapter 12) reside and hunt along the shores. This is the largest grouping of these creatures that exists in the world. It is quite abnormal behavior for so large a group of their kind to congregate in a single area, even one as large as the Lake of Dreams. Something has drawn these normally pack creatures to this spot, though no one could say what. They protect the waters of the lake on all sides. They are always lurking in the jungle around the lake as if on watch

for intruders. Any creature that comes close to the lake is attacked on sight, be they humanoid, animal or otherwise. This is also odd behavior, as they are not normally this aggressive unless they are hungry or frightened.

The lake itself is of unknown depth. The water is crystal clear, but even so the bottom is obscured by distance. There are stories that some great treasure exists beneath the surface, down in the darkness below, but none have yet claimed it. There are many who have tried, and they have done little but successfully become food for the claw leapers. The surface of the lake is broken from time to time, as if something were boiling or struggling below, but nothing has ever surfaced.

Despite the rumored mysticism of the lake it does have many normal traits. Fish and other aquatic life thrive in the large body of water and the flora along the shores of the lake benefits from the pure, clean water.

## **The Syravi Lowlands**

West of the Bay of Storms is a low lying area dominated by rivers and plains. The lowlands are home to the river folk, the citizens of Kyr and the dwarves who live in their citadel at Varnyth. A great river flows from the mountains to the western shores of the continent, splitting into dozens of branches on its way to the sea. This river provides water and food for the people of Kyr as well as a means of transportation across the western plains.

The plains are home to dozens of beasts and flora that are hunted by the river folk and dwarves alike. There are other predators that the civilized residents of the lowlands seek to avoid. The most notable of these are the dire lions. They are the true rulers of the low lands and are avoided when possible. Though killing one of these creatures would provide enough food for a dozen people, they are ferocious beasts, likely to kill more than they will feed.

A small mountain chain splits the low lands like the spine of a great beast. The east is said to belong to the dwarves, though they rarely leave their citadel except to hunt. The west is



ruled by the Kyrians from their city between the river branches. The only exceptions to this are the many branches of the great river. The true river folk call these lands home, and trouble few beyond those who trespass in their homeland.

The eastern edge of the lowlands is almost uninhabitable due to the ferocious storms that constantly strike the area from the Bay. At one time there were towers erected on the shoreline in what seems to be a fool's attempt to gather the power of the storm, but over the years these towers were destroyed by time and the elements. Little is known of what, if anything remains, as few travelers journey to the area.

## **Kyr**

Alignment: Chaotic Evil

Size: Large City

Just south of where the great Irgach river forks for the first time is a large city, standing proud on the largest of the islands created by the river's many branches. The city of Kyr was founded by plains folk who found protection and strength in the numbers and defenses of a walled city.

In the decades since its founding, Kyr has fought many battles; some with the creatures of the lowlands, others with the dwarves of Varnyth who seem to hoard their metals and gems to themselves, and still others within their own walls. Though the city is supposedly lawful in nature, the truth is far from this. Many of the families only have their own best interests in mind. There have been full scale wars between the merchant houses. The government is only a single faction of the city, controlled by the ruling house of nobles, the Kirgach. The Kirgach were once hunters and farmers themselves, but in the time since the city's construction they have turned their skills to the hunt of humanoids and martial skill. Few factions of the city, and there are many, will dare to anger the Kirgach. One never knows when one of their assassins will find you sleeping soundly and ensure that you never wake. It is in this manner that the Kirgach House maintains an iron grip on the city, through fear and intimidation.

The merchant houses constantly squabble among themselves. They battle over sources of

goods, contracts, trade routes, and every other aspect of their business. It almost seems as though the constant struggle between them has become more tradition now than because there is an actual grievance. Despite this, when within the city walls they at least make a show of obeying the laws of the Kirgach. What happens in the dark alleys and behind the scenes is not punished, it is only what people see that is considered a crime. Thus politics has become a very dangerous and powerful game to the merchants and the nobles alike.

The nobles are constantly struggling for rank, both within their own houses and among the hierarchy of the city. The Kirgach have their seat at the top well supported; not only by their own soldiers and assassins but by the support of a large number of the other noble houses. It is politically smart to ingratiate one's house to the ruling power of the lands, but there are always dissidents who do not agree with the Kirgach. Even these houses disagree quietly however, for to do so in plain sight is to sign the warrant for their own destruction.

The Kirgach have ruled the city for decades, but their House was not the first to rule the city. When the city was founded one of the warrior tribes declared itself nobility and reigned for the first twenty years of the city's existence. They tried to rule justly and maintain order, but the nature and greed of humanity would not bow to their laws and the city fell into chaos. The Kirgach would rather have the illusion of order than total chaos. It is simply bad for business. So the leader of the House challenged the ruler to ritual combat and won, though rumors spread that the previous ruler was poisoned prior to the battle. Now the Kirgach rule through fear and strength of arms, and for the moment their rule is absolute.

## **Relations:**

Varnyth: The merchants constantly trade with the dwarves of Varnyth. They bring the bounty of the plains and the river in exchange for metals, weapons and gemstones. Randomly, it seems, the dwarves will refuse to trade. It is at these times that the merchants and nobles of Kyr will rally together and attack the citadel. Though



they have never penetrated the Dwarven defenses they have slaughtered hundreds of dwarves who have met them on the plains. It almost seems as if the dwarves provoke them in order to rid themselves of the dissidents in their own society, and the merchants themselves always seem to survive these conflicts. Wars like this occur every ten to fifteen years.

The River Tribes: Not all of the tribes joined the group that founded Kyr. There are a number of them that still live on the plains and along the river. Many of the merchants have trade agreements with villages of these people, but the city generally sees them as harmless and savage. Some of the merchants have even begun capturing individual people from these tribes to sell as slaves, though they are careful not to take too many, as a merchant house would be left to fight alone if the tribes ever rose up against them. The slaves they bring to the market, however, are rarely turned away and often bring a high price for guards or manual laborers.

### Notable NPCs:

Grey Kirgach, Patron of House Kirgach

Race: Human

Class: Aristocrat/Rogue/Assassin

Grey has risen through the ranks of his house through deception and skill. His three older brothers fell before him to clear the way for his ascension. Though the houses of most nobility function in this way, the exceptional skill at which Grey carried out his plans, leaving no trace whatsoever to him, is admired by friend and foe alike. He is a ruthless man, skilled in manipulation and politics. Nowadays he spends hours of his day reviewing the defenses of his house and planning against any scenario that crosses his mind should the other nobles attempt to unseat him. He is paranoid, but not to the point of insanity. To him he is simply planning for an eventuality.

In his youth he was a skilled assassin, a powerful tool used often by his House. His family used his skills even as they feared them. In the end it was his quiet cunning, the appearance that he is always one step ahead in the game that has gotten him to where he is today, and helped keep

him there.

## Varnyth

Alignment: Lawful Good

Size: Large City

The Dwarven citadel of Varnyth has stood strong for a thousand years, or longer if you ask the dwarves who live there. It is a beautiful specimen of dwarven craftsmanship and engineering. Tunnels run deep into the mountain, following rich veins of ore. Huge caverns have been supported by great stone pillars, etched with Dwarven runes meant to increase their stability and minimize the effects of time and stress.

Runes, the true power of the dwarves of Varnyth. Though the wizards among the dwarves only discovered the power of runes a few centuries ago, they have come a long way in their study. They use rune magic to strengthen their structures and enhance their defenses and weapons. It is largely because of these runes that the humans of Kyr have never broken into the citadel. Dwarven wizards theorize that rune magic can perform any feat imaginable if only the right rune structure can be found and implemented. As of yet their knowledge is limited as to the number and applications for the runes they know, but they continue to study and experiment in hopes of unlocking their true power. Rune magic is the most guarded secret the dwarves possess and they will not even let outsiders know of its existence, let alone share their knowledge.

The ruling body of Varnyth is the Council of Thanes. A council made up of the thanes, or kings, of each of the five Dwarven clans that live in the citadel. The High Thane is the king of the most powerful clan. Currently it is a mountain dwarf by the name of Fogrin Goldhammer. Though the council functions as a democracy, where every thane has an equal vote, the High Thane is always the last to cast his vote, and thus is able to break any ties among the other thanes. These votes are cast only after suitable, and at times very lengthy, debates.

For the most part the five clans live in harmony beneath the mountain. There are frequent drinking challenges and brawling contests, but these are all done in a manner that is within the





*The Halls of Varnyth*

laws of the citadel and with no real intent to injure those involved. Each dwarf holds his family first and foremost in his heart, followed by his clan, the citadel of Varnyth and finally himself. Those that are selfish in their desires and actions are generally those placed on the front lines when Kyr declares war. After all, if they are strong enough to stand alone, without the clan, then they should be strong enough to fight the tide of attackers and defend their homeland alone.

Being well-known craftsmen the dwarves are very skilled in metal and stonework. The grand design and detail of their stronghold is a testament to their skill, yet they are always seeking to better themselves. Weaponsmiths are always searching for new alloys or forging techniques, sculptors seek better tools and styles, and rune mages seek knowledge and a glimpse into the veiled secrets of rune structure. The citadel is constantly humming with dwarves constantly seeking to perfect their chosen craft. It is for this reason that their wares

are so highly valued among all of the plains people and the people of Kyr as well.

Even the miners always seek to perfect their own techniques. They delve ever deeper into the earth, seeking raw materials to provide for the other craftsmen. There have been several instances where they have broken through to immense caverns and tunnel structures deep beneath the ground. The Thanes quickly send soldiers to investigate, and when the tunnels are explored as much as they deem necessary, any uncontrolled tunnel is collapsed, in order to maintain the safety of the miners. They will return to that tunnel once their current project comes to an end, but who knows what is lurking in those passages that they have already blocked off, or what dangers they may unlock in the tunnels beneath Varnyth.

### **Relations:**

**Kyr:** The nature of Kyr causes nothing but grief for the dwarves, who are a people of true



law, not the illusory kind that seems to dominate Kyrian politics. They recognize the chaos that lives in the city, and this is why they trade with them. The dwarves provide weapons and metals in hopes that the houses and merchants of Kyr will destroy each other, for the dwarves do not have the strength to battle so far from their home. They do, however refuse trade to any merchant who does not treat them with respect or makes demands that they simply find unacceptable on financial or moral grounds. It is these times that cause the Houses of Kyr to declare war. Even during wartime, however, the dwarves refuse to kill the merchants, for this would damage their trade relations and damage their ability to get weapons into Kyr for use by its citizens against each other. Only their soldiers die, alongside any nobility that appears on the field.

The Plains Tribes: There are tribes of various races of humanoids that live on the eastern plains. Representatives of these tribes visit Varnyth often. Generally they are sent to trade, but at times they are sent as diplomats, requesting that the dwarves play mediator in a dispute between the tribes. The dwarves are honored by this and do so willingly. When they pass judgment they attempt to do so in a manner that is consistent with the laws of the tribes and the general good. The tribesmen almost unfailingly adhere to whatever decision is made by the dwarves. In those few cases that they do not, well that is not a dwarven problem.

### Notable NPCs:

Fogrin Goldhammer, High Thane of Varnyth

Race: Mountain Dwarf

Class: Fighter

Fogrin is a practical dwarf, and he always seeks to put his clan ahead of anything else. Since he holds the position of High Thane he considers all those who live beneath the mountain to be a part of his clan, though he speaks for the Goldhammers. He has a keen mind for military action and for judgment, but the intricacies of politics elude him. He is much too blunt to survive in the political arena of anywhere not dominated by dwarves. He has the habit of saying whatever he means without consideration for who it will offend or what grief it may cause. Most

dwarves admire him for this trait, though some of the tribesmen of the plains find him to be a bit too blunt for their liking. However this has not yet managed to cause any damage to the relations between the dwarves and the plains folk.

## The Scorched Lands

Though there are active volcanoes all across the continent, there is no place more affected by it than the scorched lands. The northwestern edge of Cylthia is isolated from the rest of the continent by an extremely violent volcanic mountain range. Rock slides, steam vents and even full scale eruptions are only the beginning of the dangers that lurk here. Some scholars theorize that there is a gateway to the elemental plane of fire that remains deep within one of the many volcanoes. They claim that this is the only possible reason for the frequency and intensity of the eruptions. Strangely though, when eruptions occur they only seem to affect the sea side of the mountains. Aside from the ash sprayed into the air and the resulting earthquakes, the eastern side rarely feels any effect of all but the most powerful eruptions.

No safe path has yet been found through the mountains. Of course there are very few who have tried, as no one would want to journey to a land of scorched earth and fire. The jungle people believe that there is only heat blasted land beyond the mountains. They believe that no animal or plant could survive in the intense heat and constant threat of natural dangers. They are wrong.

While admittedly there are few "natural" creatures that survive in this environment, there are other creatures, beasts and humanoids alike that thrive in the heat. Serpents of fire, salamanders and elementals are but a few examples. There are even animals that have been touched by the power of the elemental planes that can survive the heat.

The ground of the scorched lands is not kind to plant life either. There are very few plants that could survive the heat of the area, but a few have managed to make it. A strange type of thick, yellow grass has begun to cover the land like a vine. Some rare herbs thrive in the heat, but there is not a single tree across the entire stretch of the scorched lands. They were destroyed by the fires



of the mountains before they could adapt to the hot conditions.

As previously mentioned, very few travelers have reason to make their way to the scorched lands, and thus few even try. As a result these lands remain a mystery to the people of the rest of the continent. Though there are creatures that have adapted to the extremely hot conditions, the heat alone is enough to deter many would be explorers before they even discover the myriad of other dangers.

## **The Great Salt Marsh**

Once these lands were lush plains, much like the Syravi Lowlands or the Red Plains. All of that changed centuries ago when the Twilight Dragon raged across the world. Cylthia suffered very few effects from those days, but the greatest damage that was done resulted in poisoned land that is to this day almost unlivable to many beings and beasts. The seas rose up and claimed the plains that were once there. The waves of salt water swept south from what was once the shoreline, and consumed miles of once fertile land, stopping only upon reaching the end of the Trackless Jungle. The salt poisoned the land.

Centuries later the flood waters began to recede. Unfortunately they did not retreat all of the way back to the original shoreline. The water level remains several feet higher to this day. The result of this event is the Great Salt Marsh. Salt water still covers the majority of the land, leaving only sparse paths of solid ground. For the most part the water is not that deep, only a few feet at most, but there are deep sink holes that could consume a giant should he step in the wrong spot.

There are several tribes of lizard folk that have come to call the marshes home. Though their scale patterns vary, most of them have black or brown scales, the signature that the marshlands has left on their people. The lizard folk constantly war amongst their own tribes and are very distrustful of any outsiders that they should encounter. They survive by feeding off of the strange plants that grow in the salt marsh and by hunting and fishing for meat. Every once in a while they even manage to slay giant

fish and crabs to bring back to their dens. To do this they organize themselves into strong hunting parties and exhibit amazingly coordinated attacks and complex plans for what most people would consider savages. This practice belies an intricate culture possessed by these lizard folk, though few outsiders understand the intricacies of their beliefs and practices.





## *Chapter 7: The High Seas*

*The Treatise on Sea Nations, written two hundred years before the Twilight Dragon raged across the world, speaks of dozens of island kingdoms, coastal city states and trade markets that have since been lost or destroyed. None, however, have attracted more attention and speculation than the Isle of Mists.*

*The Treatise details the geography, culture and economic basis of every society found within its pages. The island kingdom of Rulesai is among them. It was a large island in the middle of what is now called the Shadefire Sea. Mountains guarded the shores of a lush valley, cultivated by its inhabitants into a paradise of forests and plains.*

*The inhabitants of this valley, also details in the Treatise, were wood elves, said to be extremely talented in the arcane arts as well as herbalism and alchemy. It also briefly makes mention of fey creatures living throughout the land and winged humanoids residing high in the mountains; though no details are given of either of these species. The elves were extremely tolerant of outsiders, unlike most wild elves we think of in today's world. They traded their mystical skills and items they crafted for gold, gems and steel. They were said to be extraordinarily wealthy because of this practice. In fact the Treatise details their gem-laden garments and etched gold statuary as examples of*





their wealth. They were also said to be a very vain people. Celebrations took place almost nightly, to which exquisite evening gowns and silk were the normal dress. The jewelry crafted by races across the sea glittered in the light of the moons as they danced, sang and reveled.

The Treatise speaks of a majestic tree city where the homes crafted by the elves were a part of the enormous trees they so adored. Each home was carefully melded into the tree over a number of years so as not to disturb the natural growth.

Life for these elves seemed to be going perfectly. They were prosperous, with their trade bringing them riches and luxury, and they were protected well enough by the mountains to prevent any major attack against their homelands. Time passed, their wealth grew, as did their magical prowess, until the Prophet arrived.

Olrueen, a male elf who was said to have never achieved any measure of magical abilities dreamt of a mighty dragon with wings of night and scales that glistened like the stars. The coming of this beast would bring about the end of their world. He was as certain of this fate as he was his own name, so he attempted to spread the news of his dream. The others laughed at him and cast him out. Even the magi, the eldest wizards of the community could not find the truth in his story. He was simply a Juril, one without magic, and as such he was below them and always would be.

It was only a century later when they realized their mistake. The seas boiled and began to erupt with the geysers of flame for which the Shadefire Sea is now named. The mountains shook, several peaks tumbling down. It was then that they sought out Olrueen, in the small hut he had built on the ground. They found not the elf they last knew, but an empty shell. His mind had been shattered by the terrifying visions of what was to come. They searched his home for some guidance; anything that would help them understand what was happening and fight against it. Only after hours of searching did they discover his journal. At first the elders discarded it as the ramblings and unintelligible scrawling of a broken mind; but when they looked closer they realized what it truly was. In this small book, penned by an

elf with no magical abilities, were the arcane formulae that would save their race and their homeland. It was a spell of massive proportions and incredible power. How Olrueen came by such knowledge was discussed at length, with no obvious answer. It was then that they gave him the honorable title of Prophet.

From these formulas the high mages created an arcane ritual that would protect their paradise from destruction. Days later, the entire island of Rulesai vanished from the world.

The few sailors who have survived years sailing on the Shadefire Sea now tell tales of an island. They say it is shrouded in white mist and appears as if a dream. Most of them speak as if they truly did only dream of the island they refer to as the Isle of Mists, and they debate among themselves whether what they saw was real or a fantastic figment of their imagination. There are a few, however, that have gazed upon it in its full majesty. When the moons shone brightly in the twilight sky they saw the mists clear to reveal a beautiful land surrounded almost entirely by rocky peaks. Those who have returned speak of it with great reverence and have not dared to set foot on the island, nor have they been able to locate it again.

Since this tale began hundreds of brave men have sailed in search of the riches and magic of the Isle of Mists. Not a single ship has yet returned with anything but dreams and stories. Some of them fail to return at all, perhaps blasted to flaming bits by the eruptions of the Sea. Then again, perhaps they found it and are taking their time digging through the gems.

- Eryk Silvertongue  
Academic Storyteller of Hezlyn

The oceans of Relistan are even more dangerous than they once were. Not only do sailors have to face the potentially deadly storms that have wrecked thousands of ships, but there are great and terrible creatures that live beneath the waves. It is not uncommon for any convoy anywhere in the world to lose at least one ship in transit from one place to another, making sea travel expensive and trade by sea almost



impossible without a strong escort or powerful magic.

Very few nations have even attempted any major expeditions to explore the seas. The occasional adventurous captain will sail out of a harbor, and if he or she returns, perhaps they will bring back a new map of areas previously unexplored. The Illurian Empire once had plans to build a powerful navy, housed in the port of Hezlyn, but the losses in the Shadefire Sea were expensive enough to suspend such an endeavor.

Only the kingdoms of Valin and Aruna-Nigh have successfully endeavored to travel the seas, and even then at great cost. Hundreds of ships have been lost by both nations as they travel the waves, exploring and trading with whomever they find. Yet all of the ferocious storms and deadly sea creatures have not deterred them. Their determination has rewarded them with the only intercontinental trade route in the world.

## The Alzarin Sea

In the north, between the great continents of Kesuril and Slarinca lies the heart of the Alzarin sea. Though it is not the most dangerous body of water in the world, a great number of ships have been lost traversing it.

The nations of Valin, on Kesuril, and Aruna-Nigh on Slarinca have managed to forge a trading alliance across the sea despite the danger. They sail heavily armed and escorted by at least twice as many combat ships as there are trade ships actually carrying goods. The men on these voyages are usually well-trained and experienced. Despite this, great sea serpents and krakens have destroyed several ships and whole convoys have been lost to the raiders of the sea.

Several groups of sahaugin reside in the depths of the southern Alzarin. These raiders sustain their existence by raiding coastal settlements and, more frequently, any ships that come into their territory. There have been very few journeys made across this sea in which the sahaugin are not encountered at least once.

The sea itself is named for an ancient sea captain whose ship disappeared, a victim of the waves. The story goes that he led a crew of loyal

sailors from a nation lost to history across the unknown water ways. There are many different versions of what happened on that ancient voyage, but they all end the same. The Captain and his crew were swallowed up by the sea, and they never returned home. It is in his honor that the sea was named, carried into present use by ancient maps discovered in the ruins of the long lost country.

## The Sea of Lost Souls

The Sea of Lost Souls is aptly named. Very few sailors ever dare to sail these waters, and fewer still ever return. Rumor says that tens of thousands of sailors have lost their lives to the mysteries of the Sea.

A few of the stories tell of the usual monster attacks or powerful storms, but most of them speak of something entirely different. It is said that when a ship sails into the mists of the Sea of Lost Souls they become hopelessly lost. The moons and the stars used for navigation are concealed by the perpetual fog that blankets the whole of the sea, and other navigational instruments go haywire. Ships become lost and are unable to find their way out of the fog. Then the wind dies and the ship is stranded, held captive by the whim of whatever sea goddess they believe in. When the wind returns and the fog clears, those that haven't succumbed to the madness commonly brought on by a dead calm, begin to sail towards their original destination. When they arrive, however, they discover that they are not where they thought. Some stories tell of being transported to another place in the world, others speak of discovering completely strange landscapes of ice or red rock, populated by creatures that are definitively not of this world. Still others tell of returning from whence they came, only decades have passed since their departure. Few return from these journeys and find their way back home to their port and time of origin.

Because of these stories and experiences the vast majority of sailors, even many of the most hardened pirates of the area, refuse to sail on the Sea of Lost Souls. Holding to the fact that no promise of treasure is worth the certainty of





*Witness the fury of the Shadefire Sea*

knowing you will not return to use it.

## **The Shadefire Sea**

Shadows and flame, this is the legacy of the Shadefire Sea. This sea lies in the midst of all of the continents and is the most direct way to travel across the water between them. However, it is also the most dangerous waterway in the world.

While there have been no tales of being transported to other worlds and few stories of raiders, the danger lies most often in the sea creatures and a particular fantastic occurrence that seems all too common.

The water appears to be completely black, no light seems to be able to penetrate the depths, yet water drawn from the sea is perfectly clear and drinkable, once the salt is removed. But the black water only gives the Sea half of its name. Sailors tell of flames that burn below the surface of the water, a strange, shimmering red and yellow light

visible beneath the wave. On seemingly random occasions these flames are released from their watery prison and burst free onto the surface. Gouts of flame can shoot twenty feet or more into the air, and have been known to not only lay waste to sails and rigging, but to destroy entire ships in a rather spectacular, and explosive display should they be sailing directly over one of these fiery bursts.

Unbeknownst to sailors, this body of water has an incredible number of gas pockets in the sea bed and in the reefs of the sea. The fiery light beneath the waves is given off by a strange fungus that feeds off of this gas and gives off luminescence as a result. This light can be seen all the way from the surface, despite their depth due to the crystal clarity of the water. When bubbles of this gas reach the surface of the water, they explode with impressive force and heat.

Why would a sailor want to sail across this sea? Despite the fact that it is the easiest route



## **Fires Bursts in the Shadefire Sea**

The bursts of flame from beneath the sea occur randomly. To determine if a ship is hit by such a blast roll d20. If the roll results in a 1 the ship is hit and suffers fire damage. If the result is 10 or less (but greater than a 1) flames erupt in a nearby square within 10 feet of the ship. Roll d8 to determine direction, assigning a 1 result to the fore of the ship with increasing results moving clockwise around the vessel. A d20 result greater than 10 means the ship is no where near the burst.

It might occur on the horizon or as close as 30 feet. Following is a table detailing the damage done by various sizes of bursts.

**Table 7-1: Fire Burst Results**

Burst Size (Diameter)	Direct Hit Damage	Glancing Blow Damage
Small (5')	3d6	1d6
Medium (10')	6d6	2d6
Large (20')	12d6	4d6

between continents and the many outlying islands, there is another story that draws pirates, treasure hunters, and others. It is the legend of the Isle of Mists.

## **The Isle of Mists**

The first sailors that dared to travel the Shadefire Sea in search of treasures and trade since the time of the Twilight Dragon, returned with tales of a strange island in the middle of the sea. They spoke of a large island, shrouded by mists and seeming to fade into and out of existence, as if the island itself were only a dream.

Many ships have found themselves dashed upon the reef that surrounds this illusory island, others have sailed straight through it without so much as a hint of its existence. The tales tell of great treasures and great dangers that await any who manage to land on the island. Some claim to have done so, but the stories they tell of savage beasts and natives force others to understand why they did not stay to search for the rumored riches.

In reality the Isle of Mist is a land that is trapped on the border between the Prime Material Plane and the Ethereal Plane due to a great spell that was cast in ancient times. The residents of the island sought to save their culture from the ravages of the twilight dragon, and this parallel existence is the result.

The people of the isle, elves of extraordinary magical talent, have come to enjoy their self-imposed exile. The people of the ancient kingdom of Rulesai have learned to survive alone in their home. All has not been peaceful in their history

however.

Their simultaneous planar existence opens them to threats from both planes at times, so they have been forced to maintain a powerful military fortified with wizards and magical weapons. At the present few creatures native to the Ethereal Plane bother them, but in the past they were a prime target for these creatures. Hundreds of their kind were lost to wars with strange beings before they managed to gain the upper hand.

Things among their own people have also faced trying and hazardous times. There are factions among the elves that believe the spell over the island should never have been cast. They believe that their kingdom would have been spared the wrath of the Dragon and they would have survived, unthreatened by the beasts of the ethereal. Once the Rulesian elves stabilized their defenses, they had time to savor on the rest of what was once their world. They saw the devastation, the changed world that the Twilight Dragon had both destroyed and created. The factions that argued against the casting of the spell that, it was commonly agreed, had saved their race were quickly silenced by these observations.

Since then they managed to forge a more or less normal life out of the position they have found themselves. In their island home is over twenty miles across, featuring large forests, mountains and even a small jungle in the north. There are many terrains and many creatures that were taken with the elves when they performed the spell. Some have been changed by their exposure to the energies of the Ethereal Plane, others have remained themselves; yet the ecology



of the island remains much the same as it always has.

Time also flows much differently on the Isle of Mists than in the Prime Material Plane. Because of its connection with the Ethereal the flow of time is slowed for them. The elves that cast the great spell over the island are still alive today, over two thousand years after they separated themselves from the world. Of course to the residents of the Isle, it has only been several hundred years and to the long lived race of elves, it has not even been a generation. The elves have separated themselves from the world, and are quite content in doing so. But after their long years of isolation, who knows whether they would respond to travelers with anger, or welcome them with open arms.

## The Ocean of Ages

Like all great oceans, the Ocean of Ages has its own series of legends told by those who have sailed her waters. Here the veil between the realm of the dead and the land of the living is the thinnest. It is said that if one sails far enough across the waves they can find and speak with the spirits of their ancestors.

Though superstitious, there are many sailors and scholars who would love the chance to sail these waters and discover the truth behind these legends and stories. A sailor might seek the location of a treasure buried in the ancient past. A scholar might seek one who has knowledge of the history that has since been lost to most of the world. The desires of those who seek to speak with the dead are truly limitless.

The legends are true. When the Twilight Dragon rampaged across the world in centuries past and banished all outsiders from His world, these strange phenomena began. It seems that he unknowingly pierced the border between worlds. Now a being on the Prime Material Plane can call and speak with the dead without the use of magic. The spirits of the dead cannot harm those on the physical plane in any way, with only a few exceptions. There are spirits that are so powerful and restless that they have the power to cross into the physical world. Even those powerful enough to do so generally must be consumed by a

powerful emotion like anger or hate in order to be possessed of the strength and determination to do so; though particularly potent spirits do not need a motivating emotion.

In most cases a person on the Prime Material Plane is only capable of calling upon those who have shared his own bloodline throughout the centuries. This is because there is a strong link between those who share blood. Powerful wizards and clerics are capable of using their magic and will to summon almost any spirit to them. Performing this feat requires a caster level check modified by the would-be summoner's wisdom modifier. The DC is equal to the Hit Dice of the spirit to be summoned modified by his Will saving throw modifier and the age of the spirit. The older the chosen spirit is, the more difficult it is to summon. An spirit that departed the physical world centuries ago will be very difficult indeed. A spirit summoned in this way will most often not be happy that it was called from rest. It will assault the summoner in any way possible in order to find its release. For those not powerful enough to break through into the physical world this usually manifests itself in the form of taunting and cryptic answers, or frightening illusions and vision. For every question answered the summoning check must be made again or the spirit breaks free of the summons and returns to whence it came.

As with most waterways of Relistan, the Ocean of Ages is not without its dangers. Aside from the more mundane threats of severe weather, seam monsters and sea-based raiders, there is another threat. Rumors of a trio of ships, crewed by the spirits of the fallen, sail these waters. Many have seen ships in the distant mist, and fled at the sight of them. How does one fight something that is already dead?

The first ship is the Crimson Cutter. In centuries past it was an incredibly fast ship captained by the pirate Brugon Redblade. Even now, centuries later, tales are told in many dock side pubs of his cruelty and lust for blood and gold. Most believe that it was his love of killing that prompted his raids. The gold and treasure was simply an added boon. Even legend does not tell of how the Captain was slain or where. This Captain's ship is normally recognized by its dyed-



red sails and painted hull. It was these traits that gave the ship its name.

The second of these ghost ships is the Black Sun. The main sail of this ship is embroidered with a huge ball of black fire. It is rumored that the Black Sun carries its own complement of wizards that it uses to utterly destroy any ships it captures. It is said that the sail itself can even fire mystical flames at great distances. Beyond these stories there is little known about the Black Sun, other than its ancient name.

Lastly, there is the Barracuda. Once the command ship of a great fleet, the Barracuda sank beneath the waves over three hundred years ago in this very ocean. The way it was destroyed varies by the telling, but all agree that it was not a pleasant death. The ship is a huge behemoth of a vessel, bristling with weaponry. No ship now crafted rivals its sheer size and power. Most tales tell of various abilities this ship possesses, some even including the ability to sail through the air as easily as water. None know the truth, but all fear.

Strangely neither the monsters of the sea nor the savage weather seem to have any effect on these ships. It is this fact that most use to prove they are not entirely from this world. In the centuries that sailors have been traveling the Ocean of Ages it is likely that there are more “ghost ships” that sail these waters, however most sailors simply assume that any unidentified ship is one of these three and flee with all speed in the opposite direction.

## The Ocean of Twilight

The glittering stars and shining moons reflect off of the surface of these calm waters. There are many places in this world that are well known due to severe weather conditions, particularly monstrous dangers or strange ancient powers. The Ocean of Twilight is probably the closest to “normal” that one can come. Of course there are always the usual threats of severe weather and raiders, but they are no more common than in any other part of the world. These are said to be the safest waters in the world, despite the normal dangers of seafaring.

One would almost think that the Ocean

of Twilight is a bit too inviting. Perhaps there is an enchantment placed on the water to seduce any who sail across her. Perhaps some powerful creature lurks beneath the waves lulling sailors and captains into a false sense of security, waiting for its time to strike. But then, perhaps it is truly a less dangerous part of the world. Sailors of the oceans and seas of Relistan, however, do not easily take things at face value. There are too many hidden dangers that lurk just out of sight for them to relax. Thus they sail these waters with the same caution that they sail anywhere else.

## The Strait of Belundíal

The Strait was once a well-traveled channel when sea trade was much more common. The underlying currents of the Strait flowed quickly from west to east, allowing for the quick transportation of goods along the southern coast of Slarinca and the northern coast of Shirán.

Now, the current still flows, but is disrupted by numerous rocks and reefs that lay both above and below the water’s surface. In past centuries these sort of dangers would be well documented and charted, but this is no longer true. The changes in the world that took place so many centuries ago have also affected the Strait. Now it is a wide, swift flowing channel of rapids. At its widest point there are several miles several miles between the shores and yet the current still moves at a quick pace. This is especially true the closer a ship gets to the shoreline. If a ship can manage to stay in the center of the Strait it has little to fear. The water there is deep enough for all but the largest and heaviest ships, and few reefs are found close to the surface in such depths.

Within a few miles of the shore on both the northern and southern sides of the Strait are dangerous rapids, similar to a swift flowing river. The water froths as it flows over rocks and reefs and life churns just below the surface. Only the most skilled or daft of navigators would dare sail along the waters near the shoreline for anything more than simply to drop anchor. In some cases, even that short time span can become hazardous very quickly.



## The Djinn's Channel

While the Straight of Belundial harbors many physical dangers such as reefs and rocks, the dangers of the Djinn's Channel are much less tangible but are just as threatening.

The waters here seem to have their own flow, similar to that of the Straight, however the current moves from east to west; ending in the Shadefire Sea. These currents vary in strength throughout the length of the channel, but continue relentlessly.

The winds of the Channel present the greatest danger. The legends of Shirán tell that a djinni of great power once watched over the channel. This djinni demanded a tax from all who would travel the waters he commanded. Since it was the easiest way to sail west from the eastern seas there were many that were forced to pay his toll. Those who refused were dashed upon the rocks by the great winds he commanded. There was one nameless captain who managed to outsmart the djinni. The

details of the encounter are vague but it resulted in the disappearance of the powerful elemental being. For years the channel was calm and no payment was required to travel through it. Ten years later the djinni returned. He was enraged over the treachery of the sea captain and used all of his power to curse the Channel. From that day forth the winds have been harsh and wild. There may be a steady eastward wind for days only to reverse itself into hurricane force winds blowing westward in an instant. Only the best helmsmen can navigate safely through the Channel, and even they ride on the edge of destruction. One false turn could dash their ship into the sharp rocks that line the majority of the channel. The fee for such helmsmen is enormous as one can imagine, but they are renown throughout the region for their skill.





## *Chapter 8: Character Classes*

The purpose of this chapter is to give players and game masters alike a new set of options for professions of player characters and villains alike. There is little more frightening to a party that has found themselves on the wrong side of the law than an elite group of Knights of the Iron Rose hunting them. Or perhaps a player seeks to become one themselves. In either case the addition of any one of these classes can add a new flavor to any campaign.

Here you shall find one new base class and several new prestige classes. A number of these are unique to the Realms of Twilight Campaign Setting, having ties to particular geographies or deities found in the world of Relistan. However, even these can be easily adapted to other settings if a suitably similar area or deity exists.

### **Combat Alchemist**

Fighters wield swords and spear with great skill. Wizards and sorcerers decimate a battlefield or the mind of an opponent with their mysterious magical abilities and clerics wield the raw power of their deities in service of good or evil. A combat alchemist can mimic the abilities of each of these professions through the use of

the most powerful weapons wielded by mortals: skill, ingenuity and wit.

Combat alchemists learn to heal others, sheath their weapons in biting flame or chilling frost and even toss fiery explosions into the midst of foes, and they do so without relying on mysterious arcane or divine energies of magic.

**Adventures:** These clever craftsmen can choose to adventure for any number of reasons. Perhaps they seek a new alchemical mixture or a recipe for an elixir of eternal life. Others may adventure in service of their home city or a merchant. After all, the ingredients they use to create their unstable mixtures can be costly, and those that follow the profession of a combat alchemist seldom seek to live in squalor. Curiosity drives many combat alchemists to set foot on the road to adventure. There is much to be learned and experienced beyond the confines of the laboratory after all.

**Characteristics:** Combat alchemists are generally cocky in nature. They enjoy the fact that they need not rely on the intervention of the gods or mystical hand signals for their skills. To many of them, this very fact places them above even the most powerful wizards and clerics. After



all, without their magic, they are nothing. A combat alchemist always has his wits and cleverness; and ingredients for mixing can be found anywhere, if one can only find a way to make use of them.

Combat alchemists tend to find whatever niche fits them best. If their adventuring group lacks a healer, they simply fill that role with their salves. A group lacking a wizard may find their alchemist friend lobbing fire bombs into the midst of their foes. While a combat alchemist cannot stand toe to toe with a fighter, they are intelligent combatants, and will make use of every advantage available to bring down their enemies, perhaps weakening their armor with a metal eating acid, reducing the advantage of a heavily armored opponent.

**Alignment:** Most combat alchemists are neutral, though many tend to have a more chaotic nature. Despite this there are many members of this profession that fall on both ends of the spectrum of good and evil, and law and chaos as well. Beware the combat alchemist that follows the path of evil and chaos. One never knows where the next explosion may occur. Many a building has been brought down around the ears of an

alchemist who cares not for practical law or those near them.

**Religion:** Very few combat alchemists subscribe to any definitive religious practice. There is a small number of them that worship various gods of invention, or trickery but they are in the minority. Deities of luck also tend to receive a great number of prayers from these daring professionals, but seldom do they do more than whisper requests that their mixtures work and that they survive.

**Background:** Those that tend to be drawn towards life as a combat alchemist are generally noticed at a very young age. A child who blows up his mother's kitchen trying to bake bread might be a warning sign of their future. Others are chosen and trained in schools for several years, mastering their skills before being sent alongside a military strike team or being sent to create new weapons of war as researchers and inventors.

There are those, however, that are taught by a single mentor. These mentors tend to be experienced adventurers and kindred spirits to those they would train. The skills offered by this type of training vary widely. Each alchemist tends to specialize in particular skill

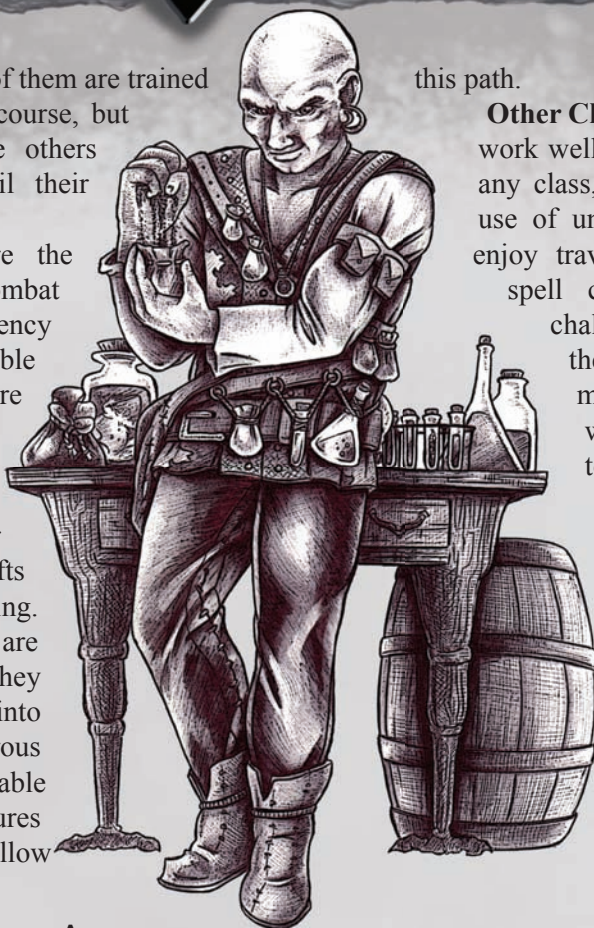
**Table 8-1: Intelligence Modifiers and Bonus Mixture Points**

Ability	Bonus Mixture Points (by Class Level)																			
Score	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th	16th	17th	18th	19th	20th
10-11	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
12-13	0	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10
14-15	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
16-17	1	3	4	6	7	9	10	12	13	15	16	18	19	21	22	24	25	27	28	30
18-19	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40
20-21	2	5	8	10	12	15	17	20	22	25	27	30	32	35	37	40	42	45	47	50
22-23	3	6	9	12	15	18	21	24	27	30	33	36	39	42	45	48	51	54	57	60
24-25	3	7	10	14	17	21	24	28	31	35	38	42	45	49	52	56	59	63	66	70
26-27	4	8	12	16	20	24	28	32	36	40	44	48	52	56	60	64	68	72	76	80
28-29	4	9	13	18	22	27	31	36	40	45	49	54	58	63	67	72	76	81	85	90
30-31	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100
32-33	5	11	16	22	27	33	38	44	49	55	60	66	71	77	82	88	93	99	104	110
34-35	6	12	18	24	30	36	42	48	54	60	66	72	78	84	90	96	102	08	114	120
36-37	6	13	19	26	32	39	45	52	58	65	71	78	84	91	97	104	110	117	123	130
38-39	7	14	21	28	35	42	49	56	63	70	77	84	91	98	105	112	119	126	133	140
40-41	7	15	22	30	37	45	52	60	67	75	82	90	97	105	112	120	127	135	142	150



sets and recipe types. All of them are trained in the alchemical arts of course, but some favor stealth while others are more likely to assail their opponents head on.

**Races:** Gnomes are the obvious choice for a combat alchemist given their tendency to experiment with unstable substances, but humans are also very common in this profession. Dwarves may also train as an alchemist, but they generally prefer the more substantial crafts such as weaponsmithing. Elven combat alchemists are equally uncommon, as they tend to put their efforts into crafting new and wondrous magics rather than the unstable and brief methods and mixtures employed by those who follow



this path.

**Other Classes:** Combat alchemists work well with members of almost any class, once you get past their use of unstable chemicals. They enjoy traveling with wizards and spell casters, as they see a challenge in trying to mimic their spells with non-magical materials. Some wizards may take offense to this, but the alchemist doesn't seem to mind. Clerics also seem to be a source of amusement for alchemists. Their mixtures prove that divine magic is not necessary to heal the sick or mend wounds. Thus they question the need for a cleric's devotion constantly,

TABLE 8-2: THE COMBAT ALCHEMIST

Level	Base Attack	Saving Throws			Mixture Points	Special Abilities	Maximum Mixture Level
	Bonus	Fort	Ref	Will			
1	+0	+0	+2	+2	1	Bonus Feat, Quick Craft	1st
2	+1	+0	+3	+3	2	Bonus Feat	1st
3	+2	+1	+3	+3	4		2nd
4	+3	+1	+4	+4	7	Experimentation	2nd
5	+3	+1	+4	+4	10	Poison Use	3rd
6	+4	+2	+5	+5	15		3rd
7	+5	+2	+5	+5	20	Bonus Feat	3rd
8	+6/+1	+2	+6	+6	27	Master Craftsman	4th
9	+6/+1	+3	+6	+6	34		5th
10	+7/+2	+3	+7	+7	43		5th
11	+8/+3	+3	+7	+7	52	Quick Application	6th
12	+9/+4	+4	+8	+8	63	Bonus Feat	6th
13	+9/+4	+4	+8	+8	74		7th
14	+10/+5	+4	+9	+9	87		7th
15	+11/+6/+1	+5	+9	+9	99		8th
16	+12/+7/+2	+5	+10	+10	114		8th
17	+12/+7/+2	+5	+10	+10	129	Bonus Feat	9th
18	+13/+8/+3	+6	+11	+11	146		9th
19	+14/+9/+4	+6	+11	+11	162		9th
20	+15/+10/+5	+6	+12	+12	179		9th



usually to the chagrin of the cleric in question.

**Role:** A combat alchemist can fill almost any role necessary. His salves can help mend wounds during a battle, and his explosive mixtures and fiery oils can mimic effects created by a low-level mage. While his combat capabilities are not on par with those who train their entire lives in the arts of war, they are far from helpless and can generally hold their own. A combat alchemist is a profession based in skill and cleverness, yet they always find a way to be useful in even the most dire situations.

## Game Rule Information

Combat Alchemists have the following game statistics:

**Abilities:** Intelligence increases the number of skill points available, and thus increases the effectiveness of the character. Dexterity helps him avoid damage despite being limited to lighter armor, and Constitution will help increase the amount of damage he can take when he just wasn't quick enough.

**Alignment:** Any, though many combat alchemists tend towards neutrality or chaos.

**Hit Die:** d8

**Starting Gold:** 4d4x10

### Class Skills:

The combat alchemist's class skills (and the key ability for each skill) are as follows: Acrobatics (Dex), Appraise (Int), Bluff (Cha), Craft (Int), Disguise (Cha), Heal (Wis), Knowledge (Arcana) (Int), Knowledge (Engineering) (Int), Knowledge (Local) (Int), Knowledge (Nature) (Int), Perform (Cha), Perception (Wis), Profession (Wis), Sense Motive (Wis), Survival (Wis).

**Skill Points for Each:** (4 + Int modifier)

### Class Features:

All of the following are class features for the combat alchemist.

**Weapons and Armor Proficiency:** Combat alchemists are proficient in all simple weapons, plus the rapier, sap, shortbow, shortsword, and

whip. They are also proficient with light armor but not shields.

**Mixtures:** Wizards have their spells. Mind mages have their mental powers. The combat alchemist has his mixtures. Mixtures are non-magical effects created by the combination of various ingredients. A wizard may be able to enchant a sword to burst into flame, but a combat alchemist can cause the same effect in a matter of seconds by rubbing a particular type of oil on the blade. Generally speaking, Mixtures are not nearly as powerful as the spells of wizards or clerics, but they are just as versatile, if not more so. Mixtures are also unaffected by wild magic and anti-magic areas and effects.

When a combat alchemist uses a mixture, he takes the pre-mixed components (prepared the night before) and performs the final combination, creating an unstable mixture with the desired effect. Mixture points are used to represent the number of components and amount of each that can be prepared the night before. The higher an alchemist progresses in experience, the more efficient he is in utilizing these mixtures. He also learns to make purer forms of the components, thus requiring less of it in order to have the desired effect.

A combat alchemist knows two mixture recipes at first level + 1 per point of Intelligence modifier he possesses. (i.e. a 1st level combat alchemist with a 16 Intelligence would start with 5 recipes). A combat alchemist also gains 1 recipe per level up to the highest level mixtures they are capable of using (per table 8-1). Recipes can also be researched or scribed as spells of the same level, though a scroll with a mixture recipe cannot be used like a magic scroll. It can only be used to teach an alchemist a new mixture. A combat alchemist must also have a number of ranks in Craft (Alchemy) greater than or equal to the mixture level in order to learn and use a recipe (i.e. 2 ranks to learn or use a 2nd level recipe).

The number of mixture points available to a combat alchemist is shown on Table 8-2 (on the previous page). However, an alchemist with a particularly high intelligence will have more points available to him. This represents his ability to learn to make more efficient combinations



sooner. The formula for these bonus points is as follows:

(Combat Alchemist Level x Int Modifier) x 1/2

The values for 1st through 20th level with Intelligence scores of up to 41 are shown on Table 8-1 for easy reference.

**Bonus Feat:** At 1st level a combat alchemist gains Skill Focus (Craft: Alchemy) as a bonus feat. At 2nd level and every 5th level thereafter (i.e. 7th, 12th, etc.) he gains an additional bonus feat from the list below. They need not meet the prerequisites required to select the feat in this manner.

Apothecary, Catch Off-Guard, Defensive Mixing, Duster, Grenadier, Potent Mixture, Sustaining Mixture, Throw Anything

**Quick Craft:** This ability allows a combat alchemist to perform the final combination of his mixtures as a move action. The act of quick crafting does provoke an attack of opportunity unless the alchemist performs a successful Defensive Mixing check (see Chap. 10 for details). After the mixture is created, it must be applied. Refer to the description of each mixture for its application type (ranged attack, standard action, etc.).

**Experimentation:** At 4th level a combat alchemist becomes daring enough to begin experimenting with his mixtures. To do this he spends more mixture points when executing a quick craft mixture. This represents adding a larger amount of one or more of the components in order to enhance some aspect of the mixture. The number of points required and the effect of the addition are given under the individual mixture descriptions. The combat alchemist must have at least 4 ranks in Craft (Alchemy) to qualify for this ability.

**Poison Use:** Once a combat alchemist reaches 5th level he no longer risks poisoning himself when applying poison to a weapon, creating poison or any other similar activity.

**Master Craftsman:** Upon reaching 8th level a combat alchemist gains the Master Craftsman feat, however this feat only applies to potions and other items related to the alchemical arts. The combat alchemist must have at least 8 ranks in Craft (Alchemy) to qualify for this ability.

**Quick Application:** Due to the alchemist's skill in applying his mixtures, at 11th level they

gain the ability to apply their mixtures a bit faster than before. For any mixture with an application time, treat it as one step faster than the mixture description states (i.e. a standard action becomes a move action). Mixtures that already take a swift action or free action to apply as well as those that rely on attacks (such as grenade type mixtures) are unaffected by this ability.

### Gnome Combat Alchemist Starting Package

**Armor:** Studded Leather (speed 20 feet)

**Weapons:** Shortsword (1d4, 1-Handed, 1 lb., Slash), Shortbow (1d4, Crit x3, range inc. 60 ft., 1 lb., piercing)

**Skill Selection:** Pick a number of skills equal to 4 + Int modifier.

Skill	Ranks	Ability	Armor
			Check Penalty
Bluff	1	Cha	–
Craft: Alchemy	1	Int	–
Knowledge:			
Nature	1	Int	–
Perception	1	Wis	–

**Feat:** Improved Initiative

**Gear:** Alchemy pouch, backpack, three days trail rations, two torches, flint and steel and a Quiver with 20 arrows.

**Gold:** 4d4 gold pieces.

## Prestige Classes

Here you will find a plethora of new prestige classes that provide a variety of potential paths to power and roleplaying experiences. The faithful of several religions may discover new and potent abilities gained by service to their deities. Members of the martial classes may learn to wield the elements themselves as weapons, or train to survive in the harshest of climates. With these new prestige classes your characters can become a living part of the culture and societies of Relistan. Follow whatever path you may, for all of them may lead to adventure.



## Picking A Prestige Class

The first step in picking a prestige class is easy. It involves comparing the requirements of each class to the skills and feats you already possess. It can be easier to have a prestige class in mind as early as character creation. By doing so you can steer your character down the path you want him to follow from the day he or she is created. The second part of making the decision which prestige class to pursue is a bit more difficult. It involves taking a look at the role your character plays in the party. If you are the party's only healer for instance, you may want to pursue a prestige class that still helps you gain levels in a divine spellcasting class.

**Melee:** A prestige class that falls into this category has skills and talents used in the arts of martial combat, more specifically melee combat. In this book these classes will primarily come from a clerical or warrior background.

**Mystic:** While not necessarily arcane in nature, prestige classes that fall into this category possess abilities that tend to mimic magical effects or seem magical in nature. The source of these abilities are not, however, the study of or talent in arcane magic. They manifest from other sources.

**Religious:** Prestige classes that are religious in nature define themselves by their faith and gain special abilities as their pursuit of the divine brings them closer to the deity they have chosen to worship.

**Stealth:** Stealthy classes are the most rogue-like of the prestige classes presented in this book. They not only generally have Hide and Move Silently as class skills, but they emphasize the art of moving and striking undetected until the first blows have already fallen.

**Table 8-3: Prestige Class Groupings**

Group	Prestige Classes
Melee	Elemental Fist, Knight of the Iron Rose
Mystic	Elemental Fist, Fire Dancer

Group	Prestige Classes
Religious	Acolyte of Twilight, Disciple of the Shadows, Shadowspeaker
Stealth	Hunter of the Wastes, Shadowspeaker

## The Acolyte of Twilight

In the ancient past the last remaining dragons, pursued by the agents of the gods themselves, joined their essences together so that their race would never truly die. For thousands of years that sentience was dormant within a large onyx. With the shattering of the Dragon's Eye a new being of deific power was born. By the good and lawful intentions of the being known as the Twilight Dragon used its powers to cleanse the world of Outsiders and free mortals from the slaughter that was destroying them. At that moment Chaos and Evil shattered the mind of the reborn Dragon and its rampage laid waste to what remained of the world before sealing itself away in some unknown location.

For centuries now a cult of followers have worshipped the Twilight Dragon and followed its divine example. Many believers attempt to emulate the duality that the Dragon represents, but only the true faithful ever get a taste of the power wielded by their god. What doesn't destroy a being, only makes it stronger. No where is this more true than in the mind and soul of an acolyte of twilight. The opposing forces of good and evil, law and chaos, are at war for his very soul. Rather than be crippled by the constant internal struggle, the acolytes are strengthened by it.

Divine spellcasters who pay homage to the Twilight Dragon are the most logical choice to take this prestige class. While paladins might also seem well suited for the role, they tend to limit themselves to one end of the spectrum and cannot fully embrace the whole of the acolyte's ideal.

**Adaptation:** While a deity is used to inspire the acolytes in the world of Relistan, the raw forces of law and chaos could be an equally driving force in a world where gods do not exist. It is the struggle between such extreme opposites from which the acolytes truly derive their power, and thus it need not be linked to a deity at all.



**Hit Dice:** d8

## Requirements

To qualify to become an acolyte of twilight, a character must fulfill all of the following criteria:

**Deity:** Twilight Dragon

**Language:** Draconic

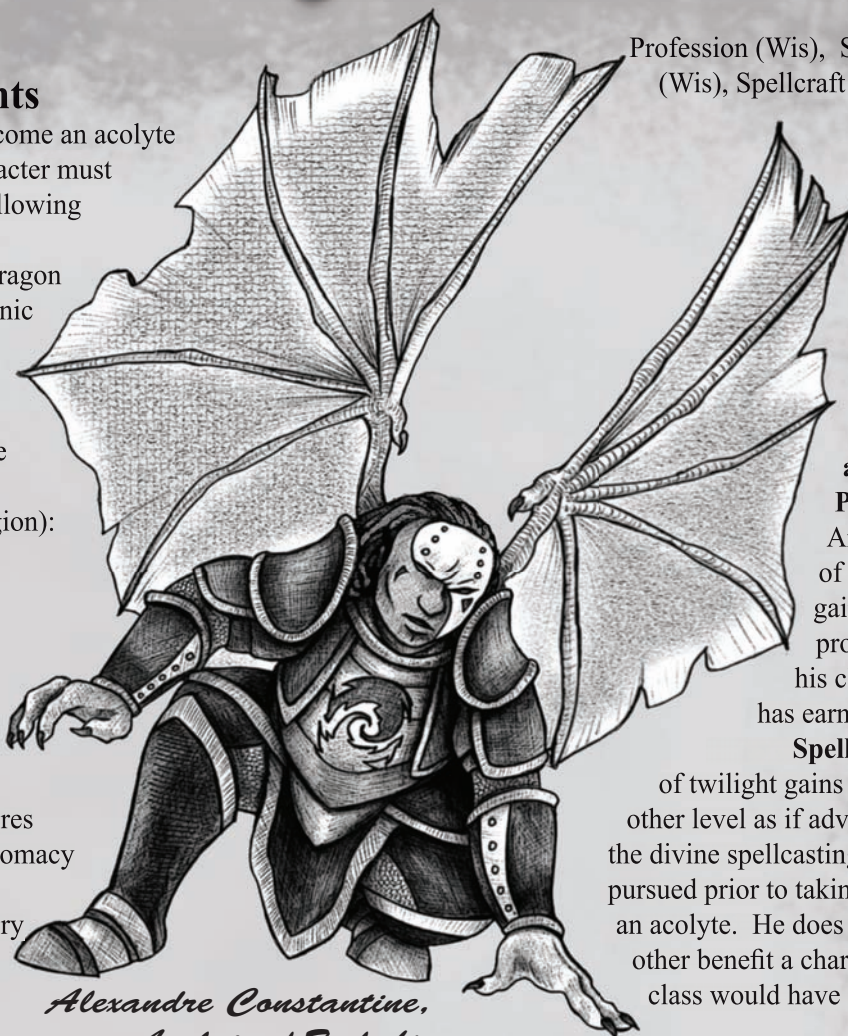
**Spells:** Ability to cast 2nd-level divine spells

**Skills:** Knowledge (History: 5 ranks, Knowledge (Religion): 5 ranks.

**Feats:** Iron Will

## Class Skills

The class skills of an acolyte of twilight (and the key ability scores for each) are: Diplomacy (Cha), Fly (Dex), Knowledge: History (Int), Knowledge: Religion (Int), Perception (Wis),



*Alexandre Constantine,  
an Acolyte of Twilight*

Profession (Wis), Sense Motive (Wis), Spellcraft (Int)

**Skills for Each Level:**  
2 + Int modifier

## Class Features

### Weapon and Armor Proficiency:

An acolyte of twilight gains weapon proficiency with his claws once he has earned them.

**Spells:** An acolyte of twilight gains spells every other level as if advancing in the divine spellcasting class he pursued prior to taking becoming an acolyte. He does not gain any other benefit a character of that class would have gained.

**Table 8-4: The Acolyte of Twilight**

Level	Base Attack Bonus	Saving Throws			Special Abilities	Spells
		Fort	Ref	Will		
1	+0	+0	+0	+2	Split Mind (Will Bonus), Channel Energy	+1 level to existing divine spellcasting class
2	+1	+0	+0	+3		-
3	+2	+1	+1	+3	Claws of the Dragon, Dragonblood	+1 level to existing divine spellcasting class
4	+3	+1	+1	+4	Split Mind (Enchantment Resistance)	-
5	+3	+1	+1	+4	Bewildering Touch	+1 level to existing divine spellcasting class
6	+4	+2	+2	+5		-
7	+5	+2	+2	+5	Bewildering Breath	+1 level to existing divine spellcasting class
8	+6	+2	+2	+6	Split Mind (Concentration)	-
9	+6	+3	+3	+6		+1 level to existing divine spellcasting class
10	+7	+3	+3	+7	Blessing of the Dragon	-



**Channel Energy (Su):** Levels taken in this prestige class stack with those of a cleric for the purposes of determining the save DC from the Channel Energy ability. Every other level can also be counted towards the amount of damage the acolyte can channel (i.e. every 2 levels taken in Acolyte of Twilight is equivalent to 1 level taken in cleric with regard to the number of d6 of energy channeling the character is capable of). If the character did not previously have any cleric levels, they gain the channel energy ability as a cleric of a level equal to  $\frac{1}{2}$  the number of levels taken in the acolyte of twilight prestige class.

**Split Mind (Ex):** Upon entering this prestige class an acolyte begins to learn to split their psyche into two equal halves in order to control the battle within and raise power from it. At first level this manifests in the form of a +2 bonus to Will saves against spells of the Enchantment and Illusion schools of magic and other mind-affecting effects. This bonus increases to +4 when the character reaches 6th level.

In addition to this the character's alignment is undetectable, even by magical means.

Anyone attempting to do so detects an alignment at random each round or no alignment at all (GM's option). This ability also protects the acolyte from the *Detect Thoughts* spell. The caster will find only chaotic gibberish within the mind of the acolyte.

When the character reaches 4th level the character actually gains a Spell Resistance against any spell from the Enchantment school of magic. This Spell Resistance is equal to  $10 +$  the characters class level in the acolyte of twilight prestige class. The acolyte also receives a +2 to his Wisdom score as his strength of will grows due to the forces within.

At 8th level, the acolyte can also use their Split Mind ability to maintain a spell that requires concentration while continuing to act normally without penalty (i.e. they can still take a standard and move action while maintaining concentration on another spell).

**Claws of the Dragon (Ex):** Upon reaching 3rd level the fingers and nails of the acolyte form into deadly claws. These claws inflict 1d6 damage (1d4 for small, 1d8 for large) on a

successful attack. The acolyte can attack with both claws in the same action without penalty and is considered proficient with them.

**Dragonblood (Ex):** At 3rd level the acolyte gains the dragonblood subtype, allowing him access to feats and other abilities that require a creature with the blood of dragons in his veins.

**Bewildering Touch (Su):** Upon attaining 5th level the acolyte can channel a small portion of his internal struggle into an opponent by a simple touch. This causes an effect equivalent to the *Confusion* spell and lasts a number of rounds equal to the acolyte's wisdom modifier. They can perform this ability 1/day. This effect can be resisted with a successful Will save with a DC equal to  $10 + \text{Wis modifier} + \frac{1}{2}$  class level.

Upon reaching 10th level the acolyte gains an additional use per day of this ability, for a total of 2/day.

**Bewildering Breath (Su):** The constant struggle of polar opposites within the acolyte has yielded amazing abilities. At 7th level the acolyte receives a breath attack. This attack is a release of the battling powers within and is seen as a cone of screaming energies, seemingly at war with each other even as they join in the attack. Anyone caught within the 30' cone must make a Will save (DC:  $10 + \text{Wis modifier} + \frac{1}{2}$  class level) or be confused as per the *Confusion* spell for 1d4 rounds. The acolyte can use his breath weapon 1/day.

**Blessing of the Dragon (Su):** At 10th level the acolyte has reached the pinnacle of his power. As the embodiment of the Twilight Dragon's power he is gifted with black, leathery wings. These wings grant a fly speed of 40 feet (good maneuverability) and can wrap around the acolyte like a cloak when not extended.

This is not the only physical manifestation of the Twilight Dragon's gift. The acolyte also receives a +2 natural armor bonus and a +4 bonus to all saves against paralysis effects and poisons.

The constant struggle of opposing forces now also allows an acolyte of twilight to manipulate positive and negative energy equally. This means that both *Cure Wounds* and *Inflict Wounds* spells can be spontaneously cast. It also means that an acolyte with the ability to turn or rebuke undead



can now do both interchangeably.

### Sample Acolyte of Twilight

Alexandre Constantine is a true worshipper of the Twilight Dragon. He has worked his entire life to become the physical manifestation of the duality his deity represents. There can be no light without dark, no good without evil, no law without chaos; these are the precepts that dominate his life.

Though he abhors combat, Alexandre realizes that physical force is, more often than not, needed to swing the scales of balance. When fighting he relies mostly on the abilities and claws granted to him by the power of the Twilight Dragon. For if he cannot prevail with the gifts of his god, how can he be deserving of them? If the situation allows he will first strengthen himself with *Bear's Endurance*, and *Shield of Faith*.

**Alexandre Constantine:** Male Valshari Cleric 5/Acolyte of Twilight 10; CR: 16; Medium Dragonblood Humanoid; HD: 15d8; hp: 74; Init: +3; Spd: 20 ft., fly 40 ft. (good); AC: 27, Touch: 13, Flat-footed: 24; CMD: 27; Base Atk: +10/+4; CMB: +20; Atk: claws +14 (1d6+3) Full Atk: claws (2) +14/+14 (1d6+3); SA: Bewildering Breath, Bewildering Touch, Channel Energy (both positive & negative) 8/day, Claws of the Dragon, Darkness 2/day, Spells, Touch of Law, Touch of Chaos; SQ: Blessing of the Dragon, Darkvision: 60', Dragonblood, Low-Light Vision, Split Mind, Spontaneous Casting (both *Cure* and *Inflict* spells); AL: True Neutral; SV: Fort: +7, Ref: +7, Will: +18; Str: 17, Dex: 16, Con: 10, Int: 18, Wis: 20, Cha: 16; *Skills:* Acrobatics: +7, Diplomacy: +18, Fly: +8, Heal: 9, Knowledge (History): +17, Knowledge (Religion): +17, Sense Motive: +18, Spellcraft: +17; *Feats:* Acrobatic, Extra Channel, Improved Channel, Iron Will, Selective Channeling, Weapon Focus (Claws)

*Languages:* Abyssal, Celestial, Common, Draconic, Elven, Sylvan

**Bewildering Breath (Su):** Alexandre can use a breath weapon of screaming energies that can confuse anyone (as per the *Confusion* spell) caught in its area of effect. (Will negates, DC: 20) 1/day. This effect lasts for 1d4 rounds.

**Bewildering Touch (Sp):** With a simple touch

Alexandre can inflict confusion (as the spell with the same name) 2/day. A successful Will save (DC: 20) will negate this effect.

**Blessing of the Dragon (Su):** The Twilight Dragon has granted Alexandre wings. These leathery wings allow him to fly at a speed of 40 feet (good maneuverability). He is also granted a +2 natural armor bonus and a +4 bonus to resist paralysis effects and poisons.

**Channel Energy (Su):** Alexandre can channel both positive and negative energy up to a total of 8 times per day (5d6).

**Claws of the Dragon (Ex):** The Twilight Dragon has given Alexandre claws in his own image. These claws inflict 1d6 damage on a successful melee attack.

**Dragonblood (Ex):** As a part of the metamorphosis granted by the Twilight Dragon, Alexandre possesses the Dragonblood subtype.

**Split Mind (Su):** Due to the conflicting energies of his dual nature that rage within him, Alexandre has learned to split his mind into two parts. Because of this he gains a +4 competence bonus to Will saves against spells of the Enchantment and Illusion schools and other mind-affecting effects.

His alignment is also completely undetectable, even via magical means due to this ability, and spells such as *Detect Thoughts* find nothing more than garbled muttering, as if monitoring an insane mind.

Lastly he has gained a spell resistance against Enchantment spells and effects (SR: 20).

**Spontaneous Casting:** Alexandre can convert any prepared spell into either a *Cure* spell or an *Inflict* spell of an equal level.

**Touch of Chaos (Sp):** Alexandre can imbue a target with chaos with a melee touch attack. For 1 round, anytime the victim must roll a d20, he must roll twice and take the lowest result. He can perform this touch 7 times per day.

**Touch of Law (Sp):** As a standard action Alexandre can touch a willing creature and infuse it with the power of law. For 1 round all skill checks, attack rolls, ability checks and saving throws are treated as if the natural d20 roll was an 11. He can perform this touch 7 times per day.

*Cleric Spells Prepared* (caster level 10th):



0 - *Bleed, Detect Magic, Guidance, Mending*; 1st - *Cause Fear (x2), Cure Light Wounds (x2), Entropic Shield, Protection From Chaos, Shield of Faith*; 2nd - *Align Weapon (Law), Bear's Endurance, Enthrall, Silence, Shatter (x2)*; 3rd - *Bestow Curse, Cure Serious Wounds, Dispel Magic, Magic Circle Against Law, Searing Light* 4th - *Chaos Hammer, Freedom of Movement, Holy Smite, Order's Wrath, Spell Immunity*; 5th - *Break Enchantment, Dispel Chaos, Flame Strike*;

*Possessions: Mithril Full Plate +3, Ring of Shooting Stars, Ring of Regeneration, Belt of Giant Strength +4, Mask of Twilight (see Chapter 10), holy symbol of the Twilight Dragon, cleric's vestments, belt pouch*

## Disciple of the Shadows

The Illurian pantheon is one of the most worshipped set of gods on Relistan. It is the priests of Steelight that effectively rule the empire beneath only the emperor himself. As a result there are many who would try to advance in the ranks of the clergy while giving only lip service prayers and false faith to their god in their pursuit of power. The disciples of the shadows are an organization formed in secret within the church of the Dark Father. To most they are only rumor and hearsay, but the few that know the truth of their existence know to fear them. Rank will not save you from the divine retribution they will bring should you faithlessly abuse the church's resources and authority. They answer to the High Priest of Steelight only to maintain their guise within the clergy. It is the Shadow Priest that holds their ultimate loyalty. Many think that these disciples are crazed men seeking their own path to power, but the true faithful believe that they are the cleansing fire of faith, sent by the will of the Gods to purge those unworthy of their position. They are the inquisitors that bring true law to those within the church's hierarchy.

All disciples of the shadows are loyal priests of Steelight and have some divine spellcasting abilities. Most come from the ranks of his clergy, but there are others who are blessed with divine magic outside of their structure that could serve as well.

**Adaptation:** If Steelight Shadowborne does not exist in your campaign, any deity connected to shadows or the Plane of Shadow could easily be substituted. In this case substitute a different domain for the prerequisite. Cold or Darkness are good possibilities for that substitution. Those religions that have a more militant branch are much more likely to have followers trained in a similar manner of the Disciples.

If the two-bladed sword is not as common in your world as it is in the priesthood of Steelight, another weapon can easily be substituted. A longsword or shortsword are the most likely candidates, but any weapon chosen by the selected patron deity can be used.

**Hit Dice:** d8

## Requirements

To qualify to become a disciple of the shadows, a character must fulfill all of the following criteria:

**Deity:** Steelight Shadowborne

**Alignment:** Lawful

**Domain:** Shadowborn

**Spells:** Ability to cast 2nd-level divine spells

**Skills:** Knowledge (Religion): 5 ranks

**Feats:** Weapon Focus (Two-Bladed Sword), Iron Will

**Special:** Must prove your loyalty and faith to the Disciples. This is commonly done by undertaking a quest in the name of Steelight Shadowborne.

## Class Skills

The class skills of a disciple of the shadows (and the key ability scores for each) are: Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Heal (Wis), Intimidate (Cha), Knowledge (History) (Int), Knowledge (Religion) (Int), Knowledge (The Planes) (Int), Spellcraft (Int).

**Skills for Each Level:** 2 + Int modifier

## Class Features

**Weapon and Armor Proficiency:** A disciple of the shadows gains no additional weapon or armor proficiencies.

**Spells:** After 1st level, a disciple of the shadows gains spells every other level as if advancing in the



divine spellcasting class that he pursued prior to becoming a disciple. He does not gain any other benefit a character of that class would have gained.

### Shadowflame

**Blade (Su):** At 1st level a disciple of the shadows can imbue his two-bladed sword with a form of the Flaming enchantment. This ability affects both blades of the weapon and sheaths it in wispy black flame. Any attack made with the weapon while it is flaming inflicts an additional 1d6 points of damage (½ is fire, ½ is cold). This ability can be



*Vincent Rultan,*

*A Disciple of the Shadows*

used once per day at first level and an additional time per day for every three levels thereafter (i.e. 2/day at level 4, 3/day at level 7, etc.). The flame lasts for a number of rounds equal to the disciple's class level + cha modifier.

### Chosen

#### Weapon

**(Ex):** When a character takes their first level in this prestige class they must choose a single, particular two-bladed sword of masterwork quality. The disciple must practice with this weapon, adjusting to the slight inconsistencies and balance variations of the blades. After one week of such practice the following

**Table 8-5: The Disciple of the Shadows**

Base Attack		Saving Throws			Special Abilities	Spells
Level	Bonus	Fort	Ref	Will		
1	+0	+2	+0	+2	Chosen Weapon, Shadowflame Blade 1/day	
2	+1	+2	+1	+2		+1 level to existing divine spellcasting class
3	+2	+3	+1	+3	Eyes of the Shadowborn	
4	+3	+3	+1	+3	Shadowflame Blade 2/day	+1 level to existing divine spellcasting class
5	+3	+4	+2	+4	Touch of the Shadowborn	
6	+4	+4	+2	+4		+1 level to existing divine spellcasting class
7	+5	+5	+2	+5	Shadowflame Blade 3/day	
8	+6	+5	+3	+5	Grace of the Shadowborn	+1 level to existing divine spellcasting class
9	+6	+6	+3	+6		
10	+7	+6	+3	+6	Shadowflame Blade 4/day, Shadowborn Transformation	+1 level to existing divine spellcasting class



benefits are granted, depending on the level of the disciple.

These bonuses are in addition to any magical bonuses granted by an enchanted weapon as they represent the skill of the disciple with his chosen weapon. These bonuses cannot be applied to any other weapon. If his chosen weapon is lost or destroyed he can select a new weapon. In this case he must spend one full week practicing with the weapon at least four hours a day in order for it to become his chosen weapon.

**Eyes of the Shadowborn (Ex):** At 3rd level the disciple of the shadows is given his first major reward for his service. He begins the metamorphosis into one of the Dark Father's Shadowborn. This first step takes place in the disciple's eyes. No longer does any particular color dominate the irises, they are black. Even the whites of their eyes become a dark shade of gray. The metamorphosis grants the disciple the ability to see through magical darkness as if it were merely wisps of shadow. Thus his opponents are not granted concealment and the disciple is not considered to be flat-footed when in the area of effect of this type of magic.

**Table 8-6: Chosen Weapon Bonuses**

Class Level	Hit/Damage Bonus
1	+1 to Hit
2	
3	+1 to Hit/+1 to Damage
4	
5	+2 to Hit/+1 to Damage
6	
7	+2 to Hit/+2 to Damage
8	
9	+3 to Hit/+2 to Damage
10	+3 to Hit/+3 to Damage

**Touch of the Shadowborn (Su):** When a disciple of the shadows achieves 5th level they are blessed with the second stage of their transformation. The disciple's limbs darken to a dull gray and the strength draining touch of the shadowborn is conferred. Once per day the disciple can make a melee touch attack to attempt

to drain 1d4 points of strength from a target plus an additional point at 7<sup>th</sup> and 9<sup>th</sup> levels (totalling 1d4+2). The drained strength is given to the disciple for a number of rounds equal to their class level + Wis modifier. This ability can be resisted by a successful Fortitude save (DC = 10 + Wis modifier + ½ class level). At 8th level this ability can be used twice per day.

**Grace of the Shadowborn (Ex):** The third stage of the metamorphosis comes in the form of divinely enhanced reflexes and insight at 8th level. This translates to a permanent +2 bonus to the disciple's wisdom and dexterity scores.

**Shadowborn Transformation (Ex):** When the disciple of the shadows achieves 10th level they are granted the highest blessing a mortal can receive from the Dark Father. The entire body of the disciple becomes almost completely black. They are furthermore considered Outsiders (native) and are no longer subject to spells that specifically target humanoids. They also gain Cold Resistance: 10 and Fire Resistance: 10.

## Sample Disciple of the Shadows

Vincent is one of the highest ranking Disciples operating in the Illurian capital. He moves throughout the church's hierarchy without question, though only his brothers know the truth of his power. He serves as the Shadow Priest's High Inquisitor during cleansings. Otherwise he gathers his information discreetly for use when the time is right.

In combat Vincent relies heavily on his chosen two-bladed sword and his martial talents. If he has time he will cast *Divine Power*, *Shield of Faith* and *Protection from Energy* before combat is joined.

**Vincent Rultan:** Male Human Cleric 6/ Disciple of the Shadows 10; CR: 17; Medium Outsider (native); HD: 16d8; hp: 80; Init: +7; Spd: 30 ft.; AC: 23, Touch: 14, Flat-footed: 19; CMD: 27; Base Atk: +11/+6/+1; CMB: +13; Atk: +3/+3 *two-bladed sword* +20 (1d8+8/19-20 x2), Full Atk: +3/+3 *two-bladed sword* +18/+18/+13/+8 (1d8+8/19-20 x2); SA: Channel Negative Energy 5/day, Shadowflame Blade 4/day, Spells, Touch of the Shadowborn; SQ: Aura of Law, Chosen Weapon,



Cold Resistance: 10, Eyes of the Shadowborn, Fire Resistance: 10, Grace of the Shadowborn, Spontaneous Casting (*Infllict* spells); AL: LN; SV: Fort: +11, Ref: +8, Will: +16; Str: 14, Dex: 18, Con: 11, Int: 14, Wis: 19, Cha: 14;

**Skills:** Acrobatics: +14, Bluff +7, Craft: Weaponsmith +8, Diplomacy +13, Disguise +7, Intimidate +7, Knowledge (Arcana) +7, Knowledge (History) +7, Knowledge (Religion) +12, Knowledge (The Planes) +7, Perception: +6, Sense Motive +10, Spellcraft +13;

**Feats:** Battlepriest of Steelight, Exotic Weapon Proficiency (Two-Bladed Sword), Improved Initiative, Investigator, Iron Will, Two-Weapon Defense, Two-Weapon Fighting.

**Languages:** Common, Elven, Shadrath

**Aura of Law (Ex):** As a cleric of a lawful deity Vincent radiates a particularly powerful aura of law.

**Chosen Weapon (Ex):** While using his chosen weapon (his current +3/+3 two-bladed sword) Vincent receives a +3 to hit and damage rolls due to his extensive practice and knowledge of the weapon.

**Cold Resistance (Ex):** The power of the Shadowborn Transformation has granted Vincent a resistance to cold energy (10).

**Eyes of the Shadowborn (Ex):** Vincent can see through any magical darkness as if it were merely wisps of shadow. As a result he is not considered flat-footed while in areas of darkness and opponents are not granted concealment against his attacks.

**Fire Resistance (Ex):** The power of the Shadowborn Transformation has granted Vincent a resistance to fire energy (10).

**Grace of the Shadowborn (Ex):** Vincent has been granted a +2 bonus to his Wisdom and Dexterity scores due to divinely inspired reflexes and insight.

**Rebuke Undead (Su):** Vincent can channel negative energy in order to rebuke undead 5/day. Due to his knowledge of religion and the undead, Vincent receives a +2 bonus to his rebuking rolls.

**Shadowflame Blade (Su):** Vincent can cause his two-bladed sword to erupt in black fire. Every successful hit while the weapon is flaming inflicts an additional 1d6 points of damage (½ fire damage, ½ cold damage). He can create this effect 4 times per day and it lasts for up to 12 rounds each time.

**Spontaneous Casting:** Vincent can sacrifice any prepared spell for an *Infllict* spell of the same level.

**Touch of the Shadowborn (Su):** Twice per day Vincent can use a touch attack to drain 1d4+2 points of strength from an opponent. The drained strength is temporarily added to Vincent's strength score for 13 rounds. A Fortitude save (DC: 19) can negate this effect.

**Cleric Spells Prepared** (caster level 11th): 0 - *Detect Magic, Detect Poison, Light x2, Read Magic, Resistance*; 1st - *Bless, Cause Fear, Cure Light Wounds, Detect Undead, Divine Favor, Embrace of the Shadows\* Shield of Faith*; 2nd - *Bull Strength, Calm Emotions, Darkness, Hold Person, Silence, Zone of Truth*;

3rd - *Armor of Darkness\*, Cure Serious Wounds, Dispel Magic, Protection From Energy, Searing Light, Speak with Dead*; 4th - *Divination, Divine Power, Order's Wrath, Tongues*; 5th - *Discern Lies, Empower the Dead\*, Mark of Justice*; 6th - *Shadow Twin\*, Word of Recall*

**Possessions:** *Amulet of Proof Against Detection and Location, Boots of Speed, Mithril Chain Shirt of Invulnerability +3, Ring of Evasion, Scroll of Flame Strike, Two-Bladed Sword +3/+3, Wand of Cure Serious Wounds (23 charges)*

\* Indicates a new spell found in Chapter 10 of this book

## Elemental Fist

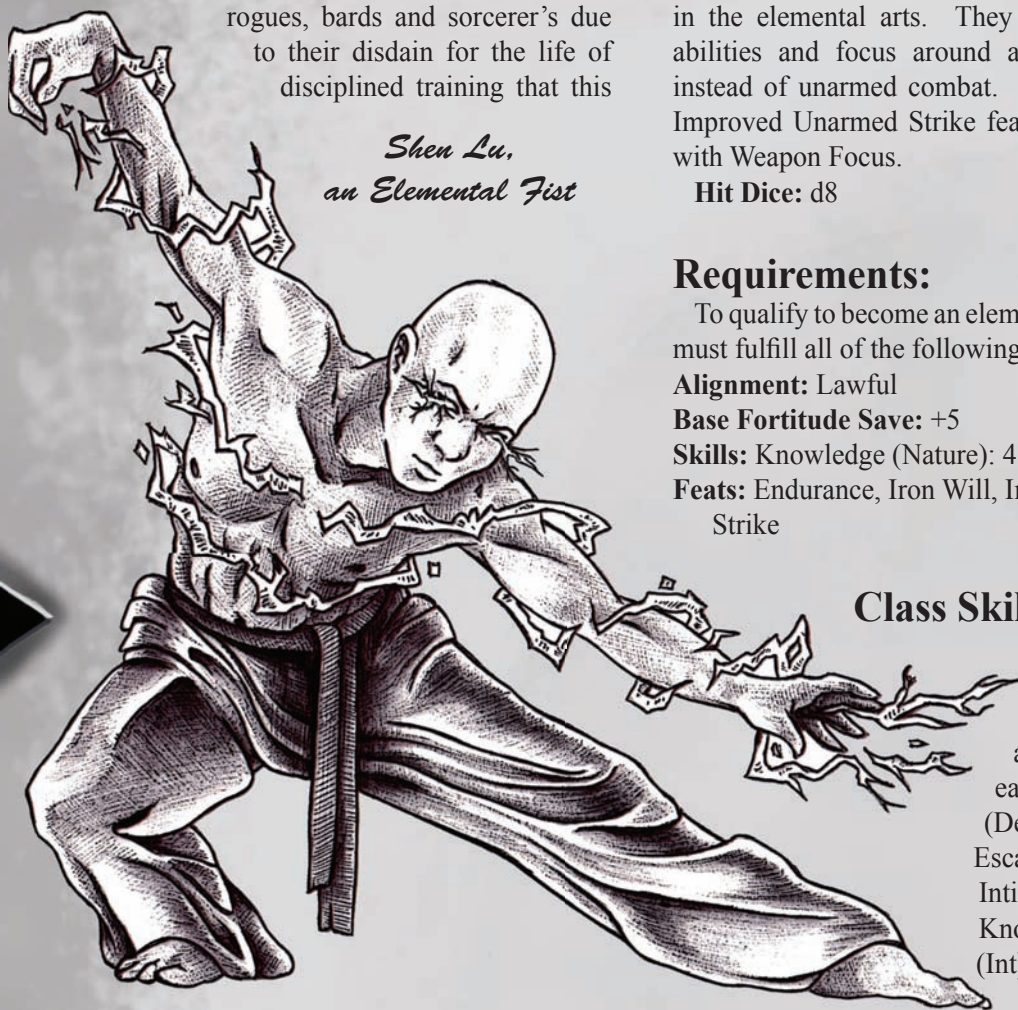
There are few warriors that choose to forgo training with armor and common weaponry. These select few undergo special training to turn their very body into a weapon, and in so doing find perfection. Many scholars believe this state of perfection can only be reached when the mind and the body are at one, and internal energies are in harmony with nature. If this is true, the elemental fist is the epitome of perfection. They have pursued rigorous training and endured incredible pain to harmonize their body, mind and their very soul with the power of the elements. Yet this is only the first step. Along the path they have chosen to follow they slowly learn to harmonize with different elemental energies, even learning to shroud themselves in the power of the immortal energies from which the world itself was



born.

Monks are easily the best suited for this prestige class as it specializes in unarmed combat. Most other classes will take much longer to fulfill the requirements. The alignment prerequisite also tends to deter classes such as rogues, bards and sorcerer's due to their disdain for the life of disciplined training that this

*Shen Lu,  
an Elemental Fist*



prestige class requires.

**Adaptation:** Any campaign that contains monks can easily contain those who study to become elemental fists. It is also possible to adapt this class for other types of warriors. Perhaps there is a particular nation or school that trains their warriors in the elemental arts. They could have similar abilities and focus around a particular weapon instead of unarmed combat. In this example the Improved Unarmed Strike feat might be replaced with Weapon Focus.

**Hit Dice:** d8

### Requirements:

To qualify to become an elemental fist, a character must fulfill all of the following criteria:

**Alignment:** Lawful

**Base Fortitude Save:** +5

**Skills:** Knowledge (Nature): 4 ranks

**Feats:** Endurance, Iron Will, Improved Unarmed Strike

### Class Skills:

The class skills for an elemental fist (and the key ability score for each) are: Acrobatics (Dex), Climb (Str), Escape Artist (Dex), Intimidate (Cha), Knowledge (Nature) (Int), Knowledge

**Table 8-7: The Elemental Fist**

Level	Base Attack	Saving Throws			Special Abilities
	Bonus	Fort	Ref	Will	
1	+1	+1	+1	+1	Monk Abilities
2	+2	+1	+1	+1	Elemental Shroud (Ice), Elemental Resistance
3	+3	+2	+2	+2	Elemental Shroud (Fire)
4	+4	+2	+2	+2	-
5	+5	+3	+3	+3	Elemental Shroud (Acid), Elemental Resistance
6	+6	+3	+3	+3	-
7	+7	+4	+4	+4	Elemental Shroud (Lightning)
8	+8	+4	+4	+4	Elemental Resistance
9	+9	+5	+5	+5	Elemental Shroud (Sonic)
10	+10	+5	+5	+5	Master of the Elements



(Religion) (Int), Perception (Wis), Sense Motive (Wis), Stealth (Dex), Swim (Str)

**Skill Points at Each Level:** 4 + Int modifier

## Class Features:

**Weapon and Armor Proficiency:** Elemental fists gain no additional proficiency in any weapons or armor.

**Monk Abilities:** Levels taken in elemental fist stack with monk levels to determine unarmed attack damage, flurry of blows abilities, Maneuver Training, and Stunning Fist effects. If the character does not have any levels in monk treat them as a monk of the same level as their elemental fist class level to determine these abilities.

**Elemental Shrouds (Su):** As an elemental fist progresses in his training they learn to mold their inner energy and mix it with the power of the elements. Doing this creates a shroud of elemental power that surrounds their body for a time, granting them additional attack damage and a temporary elemental resistance. This resistance stacks on his Elemental Resistance ability and any natural resistances he may have as they prevent a certain amount of such damage from ever reaching the fist's body. They can use this ability a number of times per day equal to his class level in elemental fist, and maintain it a number of rounds equal to  $1 + \frac{1}{2}$  class level + Con modifier.

At 2nd level the elemental fist learns the first of his shrouds, the Ice Shroud. This ability covers his body with extreme cold and coats his limbs in sharp ice shards. Any unarmed attack made while this shroud is active inflicts an additional 1d6 points of cold damage. The shroud also grants the elemental fist also gains Cold Resistance 5.

At 3rd level an elemental fist learns to create a Flame Shroud. When this shroud is used their body becomes enveloped in flame created from their own inner energy. Any unarmed attack made while this shroud is active inflicts an additional 1d6 points of fire damage. Fire Resistance 5 is also gained while this shroud is active. This shroud produces light equivalent to a torch.

At 5th level the ability to create an Acid Shroud is learned. This shroud causes the body of the elemental fist to secrete a potent acid, temporarily bleaching his skin. This shroud does not, however, damage

any clothing or equipment the character may be wearing or carrying. Any unarmed attack made while this shroud is active inflicts an additional 1d6 points of acid damage. This shroud also grants Acid Resistance 5 while it is active.

At 7th level the next step in his learning takes place. He learns to create a Lightning Shroud. This shroud is a sight to behold, covering the body with glowing blue electrical currents that are constantly in motion. Any unarmed attack made while this shroud is active inflicts an additional 1d6 points of electrical damage. Electricity Resistance 5 is granted whenever this shroud is active. It also generates light equivalent to half the illumination given off by a torch.

At 9th level the elemental fist has reached the pinnacle of shroud mastery. His studies and trials have taught him to harness the energy of sound to command. The sonic shroud causes the very sound of the environment to resonate around the body of the fist. Any unarmed attacks made while this shroud is active inflict an additional 1d8 points of sonic damage. The noise can also disrupt spellcasters struck with a successful attack. A spellcaster struck by an elemental fist using a sonic shroud must double the effective damage taken to determine the DC of the concentration check needed to maintain his focus. While this shroud is active the elemental fist gains Sonic Resistance 5.

**Elemental Resistance (Ex):** This ability is received at 2nd, 5th, and 8th level. Each time the character reaches one of these experience plateaus, they gain Resistance 5 to the element of their choice. Sonic Resistance is not available via this ability. These resistances do not stack with energy resistances from any other source with the exception of the resistances granted by the Elemental Shroud class ability or race. Energy resistances stack normally in these cases. It is through practice, focus and endurance that these abilities are gained.

**Master of the Elements:** When an elemental fist achieves 10th level they are forever more considered an Outsider (Native) with all of that template's benefits and draw backs. The damage dealt by their elemental shrouds increases by one die type and the fist gains Sonic Resistance 5.



## Sample Elemental Fist

Shen Lu has trained hard for every ounce of discipline and skill he has acquired. He has walked this path for as long as he can remember, but the path to become an elemental master is long and there is still much to walk.

Shen uses his training for the betterment of the world, though there are times he loses sight of that noble endeavor in favor of training himself. Of all of the elemental shrouds he has learned thus far, the shroud he most recently mastered is by far his favorite. Lightning is an awesome power of nature, moving faster than the eye can see and inflicting incredible and sudden damage in the blink of an eye. Thus is Shen Lu.

**Shen Lu:** Male Human Monk 6/Elemental Fist 7; CR: 13; Medium Humanoid; HD: 13d8 + 26; hp: 101; Init: +4; Spd: 50 ft.; AC: 20, Touch: 20, Flat-footed: 16; CMD: 27; Base Atk: +11/+6/+1 (+11/+11/+6/+6/+1); CMB: +13; Atk: unarmed +13 (2d6+2), Full Atk: unarmed +11/+11/+6/+6/+1 (2d6+2); SA: Elemental Shrouds, Stunning Fist; SQ: Electricity Resistance: 10, Evasion, Purity of Body; AL: LN; SV: Fort: +11, Ref: +13, Will: +14; Str: 14, Dex: 18, Con: 14, Int: 13, Wis: 20, Cha: 12;

*Skills:* Acrobatics: +19, Climb: +12, Escape Artist: +14, Intimidate: +9, Knowledge (Nature): +7, Perception: +15, Perform (Weapon Drill): +5, Sense Motive: +20, Stealth: +19, Survival: +11;

*Feats:* Combat Expertise, Deflect Arrows, Endurance, Improved Disarm, Improved Trip, Improved Unarmed Strike, Iron Will, Scorpion Style, Stunning Fist

*Languages:* Common, Elven

**AC Bonus (Ex):** When Shen Lu is unarmored and unencumbered he adds his Wisdom bonus (+5) to his AC and CMD. In addition, he gains an additional +1 bonus to his AC and CMD.

**Elemental Resistance (Ex):** Through Shen Lu's focus and training he has trained his body to be resistant to electrical energy (Electricity Resistance 10).

**Elemental Shroud (Su):** Shen Lu has learned to mold his inner energy and mix it with the power of the elements. Doing this creates a shroud of

elemental power that surrounds his body for a time, granting him additional attack damage and a temporary elemental resistance. This resistance stacks on his Elemental Resistance ability and any natural resistances he may have as they prevent a certain amount of such damage from ever reaching the fist's body. He can use these shrouds 7 times per day, and maintain it for 6 rounds each time.

**Ice Shroud:** This ability covers his body with extreme cold and coats his limbs in sharp ice shards. Any unarmed attack made while this shroud is active inflicts an additional 1d6 point of cold damage. He also gains Cold Resistance 5.

**Flame Shroud:** When this shroud is used his body becomes enveloped in flame created from his own inner energy. Any unarmed attack made while this shroud is active inflicts an additional 1d6 points of fire damage. Fire Resistance 5 is also gained while this shroud is active. This shroud produces light equivalent to a torch.

**Acid Shroud:** This shroud causes his body to secrete a potent acid, temporarily bleaching his skin. This shroud does not, however, damage any clothing or equipment he is wearing or carrying. Any unarmed attack made while this shroud is active inflicts an additional 1d6 points of acid damage. This shroud also grants Acid Resistance 5 while it is active.

**Lightning Shroud:** This shroud is a sight to behold, covering Shen Lu's body with glowing blue electrical currents that are constantly in motion. Any unarmed attack made while this shroud is active inflicts an additional 1d6 points of electrical damage. Electricity Resistance 5 is granted whenever this shroud is active. It also generates light equivalent to half the illumination given off by a torch

**Flurry of Blows (Ex):** As a full-attack action, Shen Lu can make a flurry of blows. When doing this he may make two additional melee attacks using any combination of unarmed strikes or attacks with special monk weapons as if using the Improved Two-Weapon fighting feat.

Shen applies his full Strength bonus to his damage rolls for all successful attacks made with flurry of blows and he may substitute disarm, sunder, and trip combat maneuvers for unarmed attacks as part of the flurry of blows.

**High Jump (Ex):** Shen Lu adds his level to all



Acrobatics checks made to jump, both for horizontal and vertical jumps. He is also always considered to have a running start when making jump checks. As a swift action, Shen may spend 1 point from his *ki* pool in order to gain a +20 bonus on Acrobatics checks made to jump for 1 round.

**Ki Pool (Su):** Shen Lu has a pool of supernatural energy which he can use to accomplish amazing feats. His *ki* pool consists of 7 points. As long as he maintains at least 1 point in his *ki* pool he can perform a *ki* strike. A *ki* strike allows his unarmed attacks to be treated as magic weapons for the purposes of overcoming damage reduction.

By spending 1 point from his *ki* pool, Shen Lu can perform one of the following: make one extra attack at his highest attack bonus during a flurry of blows attack, increase his speed by 20 feet for 1 round, or give himself a +4 dodge bonus to AC for 1 round. These powers are activated as a swift action.

**Maneuver Training (Ex):** Shen Lu uses his monk and elemental fist class level in place of his base attack bonus when determining his Combat Maneuver Bonus.

**Purity of Body (Ex):** Shen Lu is immune to all diseases, including those of supernatural or magical nature.

**Slow Fall (Ex):** When within arm's reach of a wall Shen Lu can slow his descent. He takes damage as if the fall were 30 feet shorter than it actually is.

**Still Mind (Ex):** Shen Lu gains a +2 bonus on saving throws against enchantment spells and effects.

**Stunning Fist (Ex):** When using a Stunning Fist attack Shen Lu can add any one of the following effects on the target on a successful attack (determined prior to the attack roll): Fatigued, Sickened for 1 minute, or Staggered for 1d6+1 rounds.

**Unarmed Strike:** Shen Lu is trained in the martial arts. His unarmed strikes inflict lethal damage and deal more damage than those of a normal person (2d6 hit points damage per successful attack).

*Possessions: Belt of Physical Might +4, Amulet of Mighty Fists (Shocking Burst +1), Monk's Robe, Potion of Cure Moderate Wounds*

## Fire Dancer

The elegance of a dancing flame can entrance even the casual watcher. A fire dancer, with her graceful twirls and tumbling steps is no different. As she dances the flames of her spirit swirl into existence around her. As she learns to harness it she can make that fire lash out at her enemies or erupt into a shield that harms any who get close enough to strike.

To fire dancers, the flames that surround them are an extension of themselves. Most of those who become fire dancers do so naturally. They love to dance, and when they do so, the whole world disappears before them and there is only their dance. This is generally how it begins. There are many dancers that feel this way about their art, but when they learn to manifest their passion and will as they move their body gracefully, they step into the world of a fire dancer. Passion, power, and flame... these are the pillars of their existence.

**Adaptation:** Most fire dancers come from mummer troops or nomadic, gypsy-like societies. Almost any world can play host to groups such as these. It is also possible that particular places in the world (Such as the College of Song in Requiem) can help a skilled dancer achieve this level of emotion in their skills.

**Hit Die:** d8

## Requirements:

To qualify to become a fire dancer, a character must fulfill all of the following criteria:

**Skills:** Acrobatics: 5 Ranks, Perform (dance): 5 Ranks

**Save:** Base Reflex +4

**Feats:** Combat Expertise, Dodge, Mobility

**Special:** Bardic Performance class feature

## Class Skills:

The class skills for a fire dancer (and the key ability score for each) are: Acrobatics (Dex), Bluff (Cha), Disguise (Cha), Knowledge (Local) (Int), Perception (Wis), Perform (Cha), Sense Motive (Wis), Spellcraft (Int), Use Magic Device (Cha);

**Skill Points at Each Level:** 4 + Int modifier



## Class Features:

**Weapon and Armor Proficiencies:** Fire dancers gain no additional proficiency in any weapons or armor.

**Spells:** At every even numbered class level a fire dancer gains spells as the arcane spellcasting class she pursued prior to entering into this prestige class. She does not gain any other benefits of advancing in level in the previous class.

### Dance of the Flames (Su):

The most notable ability of a fire dancer is the physical manifestation of flames while they dance. Their feelings and passions come to life in the form of the fires that swirl around them and dance with them as they gracefully move about. As long as the dance continues the created fires move with the dancer and obey



her commands. The fire gives off light equivalent to a torch normally but the fire dancer can

brighten or dim the light generated as a swift action to a minimum amount of light equivalent to a candle burning and a maximum brightness equal to a *light* spell. While in the throes of the dance a fire dancer can

create a number of magical effects and manipulations of the flame.

The saves against these abilities are Charisma based.

**Hypnotic Fires:** At 1st level the fire dancer can weave the flames around her in a hypnotic manner.

By spending one of her daily Bardic Performances she can cause the slow movement of the dancing flames to hypnotize

**Table 8-8: The Fire Dancer**

Level	Base Attack	Saving Throws			Special Abilities	Spells
	Bonus	Fort	Ref	Will		
1	+0	+0	+1	+0	Dance of the Flames 1/day (Hypnotic Fires)	
2	+1	+1	+1	+1	The Fires Within	+1 level of existing arcane spellcasting class
3	+2	+1	+2	+1	Dance of the Flames (Slashing Flame)	
4	+3	+1	+2	+1	Dance of the Flames 2/day	+1 level of existing arcane spellcasting class
5	+4	+2	+3	+2	Dance of the Flames (Leaping Fire)	
6	+5	+2	+3	+2		+1 level of existing arcane spellcasting class
7	+6	+2	+4	+2	Dance of the Flames (Guardian Fires)	
8	+7	+3	+4	+3	Dance of the Flames 3/day	+1 level of existing arcane spellcasting class
9	+8	+3	+5	+3	Dance of the Flames (Wandering Flames)	
10	+9	+3	+5	+3	Dance of the Flames (Vortex of Fire), Dance of Flames 4/day	+1 level of existing arcane spellcasting class



onlookers as the *hypnotic pattern* spell. To determine the caster level of this effect add any previous bard levels to class levels in fire dancer.

**Slashing Flames:** At 3rd level the fire dancer gains more control over the surrounding fires. She can make one touch attack each round against an adjacent foe. A successful attack inflicts 1d8 points of fire damage. This increases to 2d8 at 6th level. Each use of this ability shortens the duration of the dance by 1 round.

**Leaping Fire:** At 5th level the fire dancer can cause the flames that surround her to lash out at her foes at a distance. Treat these attacks as touch attacks with a reach of 15 feet. These attacks, if successful, inflict 1d8 points of fire damage on the target. Each use of this ability shortens the duration of the dance by 2 rounds.

**Guardian Fires:** At 7th level, by using one of her daily Bardic Performances, a fire dancer can imbue the flames surrounding her with arcane substance. The flames function as the warm version of the spell *fire shield* for a number of rounds equal to the fire dancer's class level.

**Wandering Flames:** At 9th level a fire dancer can will a portion of the fires of her dance to wander from her. When she does this she must expend one of her daily Bardic Performances, then the wandering flames take the form of a Medium Fire Elemental. She can only maintain a single elemental at a time and even then it is difficult to allow the embodiment of her passions to stray too far. The elemental must stay within 50 feet of the dancer at all times. If, at any time, that distance is exceeded the fires that make up its existence extinguish and fade into nothingness. Even if it remains near to the dancer, she can only maintain it for a number of rounds equal to her Charisma modifier before it must return to her and rejoin the flames surrounding her dancing form.

**Vortex of Fire:** At 10th level a fire dancer learns to manifest the most powerful form of her dance. At any point during her dance she can go into a fast spin as a full-round action. The flames swirl about her madly and build upon themselves, feeding on her passion and growing ever stronger. At the end of the spin the flames of her dance swirl and lash out in a vortex of fiery destruction. Every creature in a 10 foot radius takes 6d6 points of fire damage and

may catch fire (Reflex save for half). The use of this ability instantly ends the dance, and leaves the dancer fatigued.

At 1st level a fire dancer can perform the dance 1/day and gains an additional dance per day every 3 levels thereafter (2 at 4th level, 3 at 7th and 4 at 10th level). She can maintain the Dance of the Flames for 1 round for every 2 ranks of Perform (dance) the character has. She must move at least 5' each round that she maintains the Dance of the Flames. If she fails to do so or is prevented from moving, the flames die out and the dance ends.

**The Fires Within (Ex):** The fires of passion that burn within a fire dancer grant her Fire Resistance 5 at 2nd level.

## Sample Fire Dancer

Leshida grew up in a traveling mummers group. They travelled from town to town performing any number of skits, plays or songs across the land. They played in taverns and theatres alike. Leshida's role was simple at first. She would work the crowd, stealing what she could without being noticed while the attention of the audience was on the performers.

As she grew, her dancing talents were noticed by the senior members of the group. They were amazed by her natural grace and her passion for the dance. The first time her flames manifested was in the middle of a performance on a street stage. Even the mummers believed them to be clever illusions or stage tricks. Only after the show was over, when she was asked about them, did she discover exactly what she had done. She has since left that particular group and struck out on her own, telling tales, singing and dancing to keep her purse full.

**Leshida Rashdul:** Female Human Bard 5/Fire Dancer 3; CR: 8; Medium Humanoid; HD: 8d8 + 16; hp: 61; Init: +3; Spd: 35 ft.; AC: 16, Touch: 13, Flat-footed: 13; CMD: 19; Base Atk: +5; CMB: +6; Atk: +1 *Flame tongue* +7 (1d8+2 plus 1d6 fire/19-20 x2 plus 1d10 fire), Full Atk: +1 *Flame tongue* +7 (1d8+2 plus 1d6 fire/19-20 x2 plus 1d10 fire); SA: Spells, Dance of the Flames; SQ: The Fires Within; AL: CG; SV: Fort: +4, Ref: +9, Will: +7; Str: 13, Dex: 16, Con: 15, Int: 16, Wis: 14, Cha: 19;

**Skills:** Acrobatics: +16, Bluff: +12, Disguise: +11, Escape Artist: +13, Perception: +11, Perform



(Dance): +15, Perform (Sing): +11, Profession (Mummer): +9, Sense Motive: +12, Sleight of Hand: +10;

*Feats:* Combat Expertise, Dodge, Fleet, Mobility

*Languages:* Common, Dwarven, Elven, Halfling

**Bardic Knowledge (Ex):** Leshida adds a +2 bonus to all Knowledge skill checks and may make all Knowledge skill checks untrained.

**Bardic Performance:** Leshida is trained to use song and dance to create magical effects on those around her, including herself if desired. She can use this ability for a total of 16 rounds per day. Starting a bardic performance is a standard action, but it can be maintained as a free action.

*Countersong (Su):* Leshida can counter magic effects based on sound (but not spells). Each round of the countersong she makes a Perform (Sing) skill check. Any creature within 30 feet of her (including herself) that is affected by a sonic or language-dependant magical attack may use her

Perform check in place of its saving throw if, after the saving throw is rolled, the Perform check result is higher.

*Distraction (Su):* Leshida can also use her performance to counter magic effects that depend on sight. Each round of the distraction, she makes a Perform (Dance) skill check. Any creature within 30 feet of her (including herself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use her Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proved to be higher.

*Fascinate (Su):* Leshida can use her performance to cause one or more creatures to become fascinated with her. Each creature to be fascinated must be within 90 feet, able to see and hear her, and capable of paying attention to her. Leshida can target 2 creatures with this ability.

Each creature receives a Will save (DC: 16) to negate the effect. If a creature's saving throw succeeds, Leshida cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes the performance for as long as Leshida continues to maintain it. While fascinated, a target takes a -4

penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows it a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect.

Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

*Inspire Courage (Su):* Leshida can use her performance to inspire courage in her allies (including herself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive her performance. An affected ally receives a +2 morale bonus on saving throws against charm and fear effects and a +2 competence bonus on attack and weapon damage rolls.

*Inspire Competence (Su):* Leshida can use her performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear the bard. The ally gets a +2 competence bonus on skill checks with a particular skill as long as she continues to hear Leshida.

**Dance of the Flames (Su):** Leshida's feelings and passions come to life in the form of the fires that swirl around them and dance with them as they gracefully move about. As long as the dance continues the created fires move with her and obey her commands. The fire gives off light equivalent to a torch normally but the fire dancer can brighten or dim the light generated as a swift action to a minimum amount of light equivalent to a candle burning and a maximum brightness equal to a *light* spell. While in the throes of the dance Leshida can create a number of magical effects and manipulations of the flame. The saves against these abilities are Charisma based.

*Hypnotic Fires:* By spending one round of her Bardic Performances she can cause the slow movement of the dancing flames to hypnotize onlookers as the *hypnotic pattern* spell (Caster Level 8)

*Slashing Flames:* Leshida can make one touch attack each round against an adjacent foe. A successful attack inflicts 1d8 points of fire damage. Each use of this ability shortens the duration of the dance by 1 round.



She can perform the dance of flames 1/day and maintain it for 8 rounds. She must move at least 5' each round that she maintains the dance. If she fails to do so or is prevented from moving, the flames die and the dance ends.

**Spells:** At every even numbered class level a fire dancer gains spells as the arcane spellcasting class she pursued prior to entering into this prestige class. She does not gain any other benefits of advancing in level in the previous class.

**The Fires Within (Ex):** The fires of passion that burn within Leshida grant her Fire Resistance 5.

*Bard Spells:* 0 - *Detect Magic, Flare, Lullaby, Message, Prestidigitation, Read Magic*; 1st - *Charm Person, Cure Light Wounds, Grease*; 2nd - *Cat's Grace, Mirror Image*

*Possessions:* +1 *Flame tongue, Bracers of Armor +3, Wand of Cure Light Wounds (41 charges), Gold and Pearl Earrings (120 g.p.) and an Entertainer's Outfit.*

## Hunter of the Wastes

The wasteland surrounding the city of Illuria is one of the most deadly environments the world of Relistan has to offer. Nightling tribes prowl unseen and unheard by even the best Illurian scouts. Undead shadows, remnants of an ancient disaster, outnumber living souls. Even the living flora seeks the blood and life of the living. A hunter of the wastes will simply look out upon the wasteland and smile. It is his home, and nothing can defeat him there.

Most hunters come from the ranks of rangers or druids that have survived for years in the wastelands that would claim the lives of others in moments. Others come from the ranks of nightling shamans who use their abilities to guide and protect their tribes from the dangers of the wasteland.

**Hit Dice:** d8

## Requirements:

**Base Attack Bonus:** +5

**Skills:** Perception: 5 ranks, Stealth: 4 ranks, Survival: 4 ranks

**Feats:** Endurance, Self-Sufficient, Track

**Special:** Must survive at least one week in the wasteland of Illuria.

## Class Skills:

The class skills for a hunter of the wastes (and the key ability score for each) are: Acrobatics (Dex), Heal (Wis), Intimidate (Cha), Knowledge: Geography (Int), Knowledge: Nature (Int), Perception (Wis), Stealth (Dex), Survival (Wis), Swim (Str)

**Skill Points at Each Level:** 4 + Int modifier

## Class Features:

All of the following are class features of the hunter of the wastes prestige class.

**Weapon and Armor Proficiencies:** Hunters of the waste gain no additional proficiency in any weapons or armor.

**Spells:** Starting at 1st level a hunter of the wastes gains the ability to cast a number of divine spells. He casts spells as a ranger 3 levels higher than his hunter of the wastes class level. If the hunter already has levels in the ranger class, his class levels in the hunter of the wastes prestige class stack with his ranger levels in order to determine the number of spells per day he can cast.

To cast a spell the hunter must have a Wisdom score of at least 10 + the spell's level, so a hunter of the wastes with a Wisdom of 10 or lower cannot cast spells at all. The bonus spells of a hunter of the wastes are based on his Wisdom score, and saving throws against these spells have a DC of 10 + spell level + the hunter's Wisdom modifier (if any). When the hunter gets 0 spells per day of a given spell level (for instance, 1st-level spells for a 1st-level hunter of the wastes), he only gains his bonus spells he would be entitled to due to a high Wisdom score for that spell level. The hunter's spell list appears below.

**Detect Undead (Sp):** At 1st level a hunter of the wastes learns to perceive things beyond his normal senses. He can feel and see auras around undead creatures and feel their presence nearby. This effect functions much like the spell *Detect Undead* but it is constantly active, and allows the hunter to feel the presence of undead within a 30



foot radius, though he still must concentrate to pinpoint the location of the undead creature(s).

**Wasteland Stride (Ex):** Starting at 2nd level a hunter of the wastes gains the ability to move across the broken ground of the wastelands unimpeded. This allows him to move across areas such as broken and uneven ground and even through patches of ground overgrown with brambles at his full movement rate without taking damage or suffering other impairments. However, areas that fall into this category that are enchanted or have been magically manipulated to impede motion still affect him.

**Unquenchable Spirit (Ex):** At 2nd level a hunter of the wastes has become more accustomed to the negative energies inherent in the wastelands. As a result they gain a +2 resistance bonus to all saves against the effects of undead creatures and their attacks.

**Alertness:** At 3rd level a hunter of the wastes gains Alertness as a bonus feat.

**Incorporeal Defender (Su):** Beginning at 4th level, any armor worn by the hunter functions as if

it had the *ghost touch* special ability in addition to any other enchantments the armor normally possesses.

**Incorporeal Assailant (Su):** Once a hunter of the wastes has achieved 7th level any weapon they wield functions as if it had the *ghost touch* special ability in addition to any other enchantments the weapon(s) normally possesses.

**Hide in Plain Sight (Su):** A hunter of the wastes of at least 9th level can use the Hide skill even while being observed. As long as he is within 10 feet of some sort of shadow, a hunter can hide himself from view in the open without anything to actually hide behind. He cannot, however, hide in his own shadow.

**One With the Wastes (Su):** At 10th level a hunter of the wastes has reached the pinnacle of his power. He has learned not only to survive in the savage and deadly environment of the wastelands, but mold its energies to his own purpose.

*Lerathin Asemuril,  
A Hunter of the Wastes*



Table 8-10: The Hunter of the Wastes

Level	Base Attack	Saving Throws			Special Abilities
	Bonus	Fort	Ref	Will	
1	+1	+1	+1	+0	Detect Undead, Ranger Spells
2	+2	+2	+2	+0	Wasteland Stride, Unquenchable Spirit
3	+3	+2	+2	+1	Alertness
4	+4	+3	+3	+1	Incorporeal Defender
5	+5	+3	+3	+1	
6	+6	+4	+4	+2	
7	+7	+4	+4	+2	Incorporeal Assailant
8	+8	+5	+5	+2	
9	+9	+5	+5	+3	Hide in Plain Sight
10	+10	+6	+6	+3	One With the Wastes



When a hunter reaches this point he is hereafter immune to any negative energy effects as well as the ability drain effects of creatures tied to the negative energy plane (such as shadows). Furthermore, once per day the hunter can channel that same negative energy through a weapon as part of a melee attack. A successful attack forces the victim to make a Fortitude save (DC = 10 + Cha modifier) or lose 2d4 points of strength. Any strength drained in this manner is transferred to the hunter for a number of rounds equal to 1d4 + his Constitution modifier.

## Sample Hunter of the Wastes

Lerathin was born in the capital city of the Illurian Empire. His family had been hunters in the service of the city's many mages for decades. It was only natural that he be trained to follow in the family business. For years he ventured from the safety of the city into wastelands to gather rare plants and harvest pieces of the strange terrors that resided there. He, and his family, make an exceptional living doing this dangerous work, and they are among the best at what they do.

**Lerathin Asemuril:** Male Elf Ranger 5/ Hunter of the Wastes 4; CR: 9; Medium Humanoid; HD: 5d10 + 4d8 + 27; hp: 72; Init: +3; Spd: 30 ft.; AC: 18, Touch: 13, Flat-footed: 15; CMD: 19; Base Atk: +5; CMB: +6; Atk: +2 *composite longbow* +9 (1d8+3/x3) or +1 *short sword* +7 (1d6+2/19-20 x2), Full Atk: +2 *composite longbow* +9 (1d8+3/x3) or +1 *short sword* +7 (1d6+2/19-20 x2); SA: Favored Enemy (Nightlings), Spells; SQ: Elven Immunities, Elven Magic, Low-Light Vision; AL: True Neutral; SV: Fort: +7, Ref: +7, Will: +5; Str: 13, Dex: 17, Con: 16, Int: 10, Wis: 18, Cha: 14;

**Skills:** Acrobatics: +15, Climb: +7, Knowledge (Geography): +6, Knowledge (Nature): +6, Heal: +10, Perception: +10, Sense Motive: +5, Spellcraft: +6, Stealth: +15, Survival: +16;

**Feats:** Alertness, Endurance, Precise Shot, Self-Sufficient, Track

**Languages:** Common, Elven, Nightling

**Detect Undead (Sp):** Lerathin can feel and see auras around undead creatures and feel their presence nearby. This effect functions much like

the spell *Detect Undead* but it is constantly active, and allows him to feel the presence of undead within a 30 foot radius, though he still must concentrate to pinpoint the location of the undead creature(s).

**Elven immunities:** Lerathin is immune to magic sleep effects and gets a +2 racial saving throw bonus against enchantment spells and effects.

**Elven Magic:** As an elf, Lerathin receives a +2 racial bonus on caster level checks made to overcome spell resistance and a +2 racial bonus to Spellcraft skill checks made to identify the properties of magic items.

**Favored Enemy (Ex):** In all of his hunts through the wastelands, the native nightlings have always been the most challenging threat. Lerathin's training against these foes grants him a +4 bonus to Bluff, Knowledge, Perception, Sense Motive, and Survival checks against them. He also gets a +4 bonus to attack and damage rolls while fighting Nightlings.

His hatred of the undead that lurk, hidden in the wastes has also taught him much about these opponents, granting him a +2 bonus to Bluff, Knowledge, Perception, Sense Motive, and Survival checks against them. He also gets a +2 bonus to attack and damage rolls while fighting undead creatures.

**Hunter's Bond (Ex):** Lerathin has been hunting with his family for over decades and has formed a tight bond with them as a result. This bond allows him to grant half of his favored enemy bonus against a single target of the appropriate type to all allies within 30 feet who can see or hear him. This can be done as a move action and lasts for 4 rounds. This bonus does not stack with any favored enemy bonuses his allies may possess.

**Incorporeal Defender (Su):** Any armor worn by Lerathin functions as if it had the *Ghost Touch* special ability in addition to any other enchantments it may possess.

**Unquenchable Spirit (Ex):** Lerathin gains a +2 resistance bonus to all saves against the effects of undead creatures and their attacks.

**Wasteland Stride (Ex):** Lerathin has the ability to move across the broken ground of the wastelands unimpeded. This allows him to move across areas such as broken and uneven ground





**Table 8-11: The Shadow Speaker**

Level	Base Attack	Saving Throws			Special Abilities
	Bonus	Fort	Ref	Will	
1	+1	+0	+1	+1	Shadow Empathy
2	+1	+0	+2	+2	Sneak Attack +1d6, Stealth Mastery
3	+2	+1	+2	+2	Summon Shadows, Poison Use
4	+2	+1	+3	+3	Darksight
5	+3	+1	+3	+3	Sneak Attack +2d6
6	+3	+2	+4	+4	Shadow Speak
7	+4	+2	+4	+4	
8	+4	+2	+5	+5	Sneak Attack +3d6
9	+5	+3	+5	+5	Improved Darksight
10	+5	+3	+6	+6	Master of Shadows



and even through patches of ground overgrown with brambles at his full movement rate without taking damage or suffering other impairments. However, areas that fall into this category that are enchanted or have been magically manipulated to impede motion still affect him.

**Wild Empathy (Ex):** Lerathin can alter the initial attitude of an animal. This essentially functions the same way as the Diplomacy skill. Lerathin rolls 1d20 + 7 to determine the result of the wild empathy check. Domestic animals are treated as being indifferent initially while wild animals are unfriendly. He must be within 30 feet of the animal to use this ability.

*Ranger Spells Prepared (caster level 6th):*  
1st - *Endure Elements, Longstrider, Pass Without Trace*; 2nd - *Cat's Grace, Cure Light Wounds*

*Possessions: Composite Longbow (+1) of Distance +2, Mithril Chain Shirt +1 (with the Ghost Touch and Shadow enchantments), Short Sword +1, Boots of Elvenkind, 43 Seeking Arrows*

## Shadow Speaker

There are many among the umbral race that are bitter about the nation known as the Illurian Empire dominating the lands they believe to be rightfully theirs. A few of these act, guided by the invisible hand of their progenitor Carius, to correct the situation. They move quietly among the very shadows over which the Empire's deities hold dominion. They are the anointed blades of Carius, acting for the betterment of their race and the will of their deity. They are spies, deceivers and assassins. They are the shadow speakers.

**Hit Dice:** d8

### Requirements:

**Race:** Umbral

**Deity:** Carius

**Skills:** Bluff: 5 ranks Knowledge (History): 3 ranks

**Feats:** Deceitful, Iron Will

**Special:** Must be anointed by a high priest of Carius.

### Class Skills:

The class skills for a shadow speaker (and the key ability score for each) are: Acrobatics (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge: History (Int), Perception (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Use Magic Device (Cha)

**Skill Points at Each Level:** 6 + Int modifier

### Class Features:

All of the following are class features of the shadow speaker prestige class.

**Weapon and Armor Proficiencies:** Shadow speakers gain no additional proficiency in any weapons or armor.

**Shadow Empathy (Ex):** Starting at 1st level a shadow speaker gains the ability to empathically communicate with undead shadows. This communication is limited to emotions and strong feelings, and can be used to dissuade shadows from attacking. To do this the shadow speaker must project the presence of power and confidence that is stronger than the shadow's need for the strength of the living. Any affected Shadows must make a Will save (DC = 10 + Wis modifier + 1/2 class level). If the saving throw is failed, the shadows will not attack the shadow speaker or his allies. If the save fails by five or more, the shadows will actually serve the shadow speaker for the duration of the ability's effect.. This effect will last for one minute per shadow speaker class level possessed and can be performed a number of times per day equal to 1 + Wis modifier.

**Sneak Attack:** If a shadow speaker can catch an opponent when they are unable to defend themselves they can target a vital spot in order to deal additional damage.

The attack of a shadow speaker deals additional damage anytime an opponent would be denied their Dexterity bonus to their Armor Class or when they are flanked. Bonus damage dice granted by this ability stack with those granted by any other class (such as the rogue).

**Stealth Mastery (Ex):** At 2nd level in the shadow speaker prestige class they begin to develop an



amazing affinity for the arts of silence and stealth. This affinity manifests itself in the form of a competence bonus to the Stealth skill equal to 1/2 the shadow speaker's class level.

**Poison Use (Ex):** The training of a shadow speaker includes the application and use of poisons. Upon reaching 3rd level a shadow speaker no longer risks poisoning himself when applying poisons to a weapon or other object.

**Summon Shadows (Sp):** At 3rd level a shadow speaker can summon to him an undead shadow, the lesser cousins of the umbrals, once per day. This shadow will serve the summoner for 1 minute per class level. At levels six, and nine the number of shadows summoned increases by 1.

**Darksight (Ex):** At 4th level a shadow speaker gains the ability to see through magical darkness. Any spell or effect equivalent to the *Darkness* spell seems to be nothing more than wisps of gray shadow. More powerful magics such as the *Deeper Darkness* spell still impede them normally.

**Shadow Speak (Su):** Starting at 6th level a shadowspeaker is blessed with the ability to communicate with Shadows. This ability functions as a *Speak with Dead* spell except that it functions only with undead shadows and has a caster level equal to the shadow speaker's class level. The magic innate to shadow speaking also keeps the shadow from performing any aggressive action for the duration of this ability's use. Shadow speaking can be performed once per day.

**Improved Darksight (Ex):** At 9th level the veils of darkness yield to the eyes of a shadow speaker. They can now see through all magical darkness as if it were wisps of gray. They suffer no ill effects and function normally within areas of such darkness. This ability includes being able to see through the *Deeper Darkness* spell and equivalent effects.

**Master of Shadows (Su):** Upon reaching 10th level in this prestige class, the shadow speaker has reached the climax of their abilities. They can now transform themselves into a greater shadow at will as a standard action. While in this form they receive all of the normal abilities and weaknesses of the creature detailed below. Even transformed the shadow speaker maintains his own mental abilities (Intelligence, Wisdom and Charisma) and hit points.

His physical abilities become those of his shadow form.

### Greater Shadow Form:

**Init:** +5; **Senses:** darkvision 60 ft.;

**Perception:** Per Character.

#### Defense

**AC:** 10 + 5 (Dex) + Deflection (Cha Modifier)

**hp:** Per Character

**Saves:** Per Character (modified by ability changes)

**Defensive Abilities:** incorporeal, channel resistance +2

**Immune:** Undead Traits

#### Offense

**Speed:** fly 40 ft. (good)

**Melee:** Incorporeal touch + (per character) (1d8 Strength)

**Special Attacks:** Strength damage

#### Statistics

**Str -, Dex 20, Con -, Int, Wis & Cha** per character

**Base Atk, CMB & CMD** per character modified by new ability scores.

**Feats:** Per character

**Skills:** Per character; **Racial Modifiers:** +4 Stealth in dim light (-4 in bright light)

They can only maintain this ability for a total number of rounds equal to 10 + their Wisdom modifier per day. They can transform to and from this form as they wish but are limited to the total duration per day. It should also be noted that shadow speakers transformed in this manner cannot create spawn.

### Sample Shadow Speaker

Shas has been a devoted servant of Carius and the goals of the umbral race practically since birth. The arrogance of the Illurian Empire at taking the lands that rightfully belong to the umbrals has ignited an ever-burning fire of hatred in his soul.

When he discovered his natural magical abilities at such a young age he saw it as an opportunity. He chose to use his talents for the betterment of his race, and was accepted into the secret organization of Carius shortly thereafter.

Since that time he has completed dozens of missions from information gathering to arson in the



name of his faith and his race. His true goal is to get his chance to assail the Emperor himself, though he is wise enough to realize that he does not yet possess the power and skill to do so.

**Shas Sunil:** Male Umbral Sorcerer 5/Shadow Speaker 3; CR: 9; Medium Humanoid; HD: 5d6 + 3d8 + 8; hp: 46; Init: +4; Spd: 30 ft.; AC: 18, Touch: 14, Flat-footed: 14; CMD: 20; Base Atk: +4; CMB: +6; Atk: +1 *short sword* +7 (1d6+3/19-20 x2), Full Atk: +1 *short sword* +7 (1d6+3/19-20 x2); SA: *Chill Touch*, *Grave Touch*, Spells; SQ: Cold Resistance 10, Darkvision: 120', Undead Bloodline; AL: Neutral Evil; SV: Fort: +3, Ref: +7, Will: +11; Str: 15, Dex: 18, Con: 12, Int: 16, Wis: 17, Cha: 16; Skills: Acrobatics: +9, Bluff: +14, Disguise: +9, Knowledge (Arcana): +9, Knowledge (History): +11, Knowledge (Religion): +8, Sleight of Hand: +10, Stealth: +15, Use Magic Device: +14;

*Feats:* Deceitful, Eschew Materials, Iron Will, Martial Weapon Proficiency (Short Sword)

*Languages:* Common, Elven, Goblin, Infernal, Umbral

**Bloodline Arcana:** Undead creatures that were once humanoids are treated as humanoids for determining which of Shas' spells affect them.

**Chill Touch (Sp):** Once per day Shas can cast *Chill Touch* (as the spell) at effective caster level 4.

**Death's Gift (Su):** Due to his undead bloodline Shas gains resist cold 5 (for a total of 10) and DR 5/- against nonlethal damage.

**Grave Touch (Sp):** Shas can make a melee touch attack as a standard action that causes a living creature to become shaken for 2 rounds. If he touches a shaken creature that has fewer than 5 Hit Dice, it becomes frightened for 1 round. Shas can use this ability 6 times per day.

**Shadow Empathy (Ex):** Shas has the ability to empathically communicate with undead shadows. This communication is limited to emotions and strong feelings, and can be used to dissuade shadows from attacking. To do this he must project the presence of power and confidence that is stronger than the shadow's need for the strength of the living. Any affected Shadows must make a Will save (DC = 15). If the saving throw is failed, the shadows will not attack him or his allies. If the save fails by five

or more, the shadows will actually serve Shas for the duration of the ability's effect.. This effect will last for 3 minutes and can be performed 4 times per day.

**Sneak Attack:** If Shas can catch an opponent when they are unable to defend themselves he can target a vital spot in order to deal additional damage.

His attacks deal an additional 1d6 points of damage anytime an opponent would be denied their Dexterity bonus to their Armor Class or when they are flanked. Bonus damage dice granted by this ability stack with those granted by any other class (such as the rogue).

**Stealth Mastery (Ex):** Shas receives a +1 competence bonus to the Stealth skill.

**Poison Use (Ex):** The training of a shadow speaker includes the application and use of poisons. Due to this training Shas no longer risks poisoning himself when applying poisons to a weapon or other object.

**Summon Shadows (Sp):** Shas can summon to him an undead shadow, the lesser cousins of the umbrals, once per day. This shadow will serve him for 3 minutes.

*Spells Known* ( $\infty/7/5$ ): Cantrips - *Acid Splash*, *Daze*, *Detect Magic*, *Detect Poison*, *Ghost Sound*, *Read Magic*; 1st Level - *Charm Person*, *Chill Touch*, *Disguise Self*, *Magic Missile*, *Protection From Law*; 2nd Level - *False Life*, *Invisibility*, *Spider Climb*

*Possessions:* Belt Pouch, *Boots of Elvenkind*, *Bracers of Armor* +4, 3 pouches of Caltrops, *Hat of Disguise*, *Potion of Bull's Strength*, *Potion of Cat's Grace*, *Ring of Mindshielding*, *Scroll of Knock*, *Short Sword* +1, Whetstone





## *Chapter 9: Character Options*

In this chapter you will find a few of the new races that are native to Relistan. You will also find a list of new feats and new ways to use old skills. All of these can be useful tools for any campaign. Be sure to get the approval of your GM prior to selecting any of the options presented in this chapter.

### **New Races**

There are four new races presented here that are not normally found on other worlds. These three races are the Nightlings, a race of savage halflings native to the wastelands of the Illurian Empire, the Umbrals, created in the ancient past by the destruction of the artifact known as the Dragon's Eye, Twilight gnomes native to the Twilight Wood, from which they get their name, and the Valshari, elven descendents of the infamous drow elves.

#### **Nightlings**

When the term halfling is spoken, the image called to mind is usually a short, plump individual that is relatively child-like in appearance. Most

people think of either a relatively pleasant demeanor or street rogues that survive in the underworld of civilized society. This is why the term "nightlings" was created. Though they share common ancestors with other subraces of halflings in eons passed, that is where the similarity ends.

Native to the wastelands of the Illurian Empire, they survive in the natural caves and tunnels that spread throughout the region and by the protection of their tribal shamans. Their food comes from the few edible plants that have only recently begun to grow in the wastelands, and any form of meat they can hunt. They are incredibly skilled hunters. Even Illurian patrols sometimes fear nightling hunting parties. There is no sound; only the occasional cry of animal calls in the distance, then in a flurry of silence the patrol is dead, punctured by small quills coated with a virulent poison known only to nightling hunters. That is the efficiency and skill of the nightlings.

**Personality:** Nightlings are seen as a savage people. They are believed to be barbarians by anyone who comes from a civilized society, but they have their own ways that are perhaps more





ancient than those of some more “civilized” lands. As a tribe they work together perfectly, with a precision that would be the envy of most military units. Each member of the tribe knows their role and their place. Though they constantly strive to raise their standing in their role (i.e. the hunters always fight amongst themselves when not hunting to determine a pecking order) these attempts never end up negatively affecting the tribe, or going so far as to incapacitate one of its members.

Despite their savage appearance they do have their own defined culture. They practically worship their tribal shamans and will die to protect them, for the shamans are the only thing standing between them and the shadows of the wasteland.

The standard nightling has little communication with the world outside of their tribe. They tend to be quick to anger and slow to forgive. An angered nightling tends to react to a slight with violence, though not necessarily deadly violence. If prevented from doing so, they will remember the slight and, in time, hunt down the offender and remedy the offense by whatever means they deem necessary.

### **Nightling Racial Traits**

**+2 Constitution, +2 Dexterity, -2 Wisdom, -4 Charisma:** Nightlings are extraordinarily hardy and quick, but their savage appearance and nature make it difficult for them to interact in normal society.

**Small:** As a small creature a nightling gets a +1 size bonus to Armor Class and attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 bonus on Stealth checks.

**Normal Speed:** Nightlings have a base speed of 30 feet.

**Low-Light Vision:** A nightling can see twice as well as a human in conditions of low-light.

**Practiced Hunter:** Due to the skills in silence and survival needed to exist in the wastelands, nightlings have developed a natural affinity for these skills, granting them a +2 bonus to any Stealth or Survival skill checks.

**Incorporeal Scent:** This ability works identically to the Scent special ability, with the exception that it only applies to incorporeal creatures. Nightlings have developed a sixth sense that helps them locate incorporeal creatures to help them survive in the wastelands.

**Languages:** Nightlings begin play speaking Nightling. Nightlings with high intelligence scores can choose from the following: Common, Dwarven, Elven, Gnome, Sylvan or Umbral.

**Level Adjustment:** +1



**Physical Description:** Most halflings appear relatively the same and nightlings vary only slightly from that stereotypical appearance. They stand about three and a half feet tall, weighing between 30 and 50 pounds. Their bodies are covered with dark hair used both for concealment and to help them keep warm in the chill of the wasteland. Their eyes are small and slanted, almost elven in appearance. And they seem to be designed to utilize every bit of the moonlight with their large pupils, colored in shades of gray.

Many hunters have tattoos and piercings intended to show their rank among their tribe. Generally the more ornate the tattoo or the larger the number of piercings, the higher the position in the pecking order.

**Alignment:** Nightlings can be of any alignment. Within their own tribe they might be seen as having a lawful nature, but those outside of their own society see only the chaos of their rage and ferocity.

**Religion:** Nightlings have a complex religion composed of a number of gods. They do not, however, perform complex rituals. They kill to honor Nibtenay and perform ritual scarring and piercings to honor Grestika and purge their bodies of pain and impurities. In general they honor their gods through actions not through ritual. Besides the gods, their shamans hold great influence within the tribe, almost being equal to the chieftain in power. In some cases the word of the shaman is taken over the chieftain in matters of survival and when determining the rank of the hunters. These shamans are greatly revered, as they are the only weapon the nightlings have against the incorporeal creatures native to the wastelands.

**Nightling Lands:** The home of the Nightlings on Relistan is in the wastelands that surround the Illurian capital. They are organized into tribes with each tribe holding dominion over a particular part of the wasteland. They attack all who they see as trespassers. This is why Illurian merchant caravans are so heavily guarded. There are always conflicts between the tribes, but this is no more than another form of competition, to determine the status order of the tribes amongst themselves.

It is possible that other nightling tribes exist

beyond the borders of the wastelands, but such tribes have not yet been discovered.

**Language:** The nightling language consists of a series of clicks and hoots. This language is completely incomprehensible to most people, who think of it as the noise of savage animals. When hunting, the nightlings actually mimic the sounds of animals to communicate and set up ambushes, though they switch to their normal language after the battle has begun. Very few people outside of the nightling race ever have a chance to learn to understand let alone speak the nightling's native tongue.

**Male Names:** Agach, Sargak, Xarkig

**Female Names:** Luknok, Rishta, Xersh

**Adventures:** On occasion nightlings are sent by their shamans or chieftains on missions beyond the wastelands. There are also those who have been expelled from the tribe for any number of reasons. They abhor killing members of their own tribe, but are more than willing to expel them from the safety of their homes to survive or perish on their own should it be deemed better for the survival of the tribe.

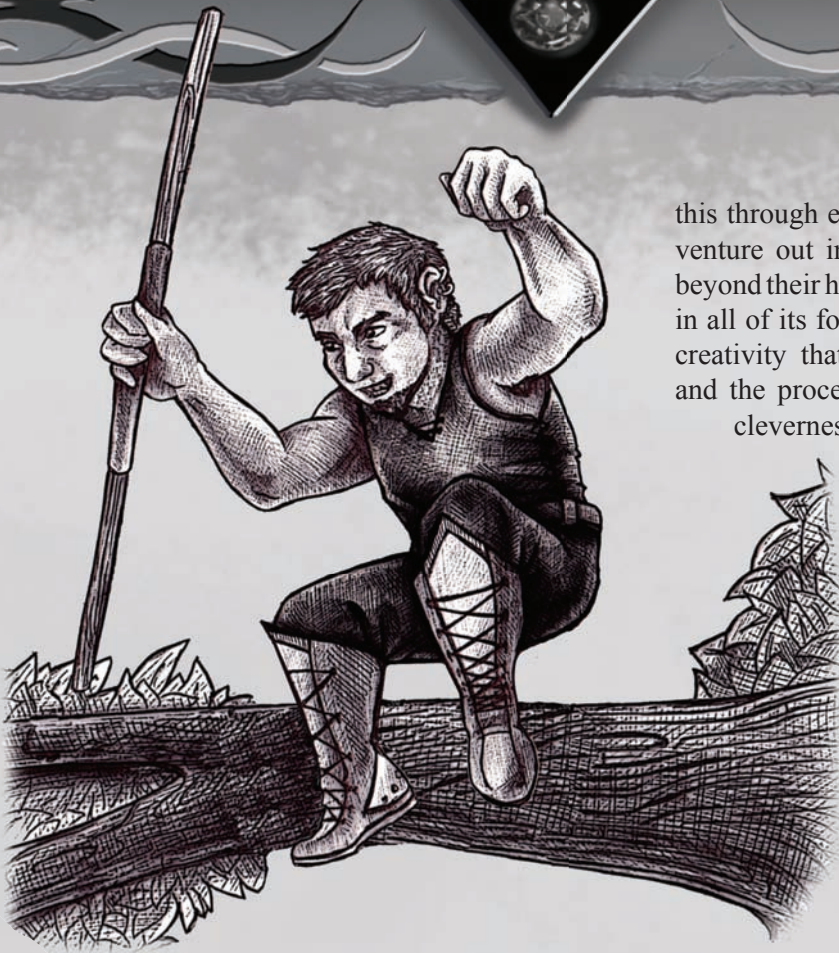
## Twilight Gnomes

In the north of the continent of Slarinca lies a strange forest that is saturated with energies leaking in from the elemental planes. Energy from the Elemental Plane of Water has seeped into the natural ground water of the region. The trees drink it and bear iridescent fruit. The animals drink from the springs and change in strange ways. The water and the food supply it affects have changed the gnomes native to the area as well. It has granted them strange abilities and a skin tone reminiscent of the sea.

While the Twilight Gnomes are a race unto themselves, they have much in common with their more mundane cousins. They enjoy the art of invention and illusion as any other self-respecting gnome, but they have been forced to adapt to their strange environment, and the otherworldly powers that exist in the region, hidden behind the appearances, both mystical and mundane, of the Twilight Wood.

**Personality:** Twilight gnomes are an adventurous people by nature. Some pursue





this through experiments and inventions. Others venture out into the world to explore what lies beyond their home. They also appreciate creativity in all of its forms; and it is not only the result of creativity that they appreciate, but the journey and the process as well. They are creatures of cleverness and invention, always forming new ideas and new possibilities in their minds, despite the limitations of practicality.

Twilight gnomes are also very loyal to each other. No matter how far one journeys from his home, he will always carry thoughts and memories of home with him in his travels, and be anxious for the day he can return home.

**Physical Description:**

Like their more mundane cousins, twilight gnomes generally stand

### **Twilight Gnome Racial Traits**

**+2 Constitution, +2 Wisdom, -2 Strength:** Twilight gnomes are a hardy and insightful race. Their small frame, however, reduces thier ability to build muscle.

**Small:** As small creatures twilight gnomes get a +1 size bonus to Armor Class and attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 bonus on Stealth checks.

**Slow Speed:** Twilight gnomes have a base speed of 20 feet.

**Low-Light Vision:** A twilight gnome can see twice as well as a human in conditions of low-light.

**Defensive Training:** Twilight gnomes get a +4 dodge bonus to AC against monsters of the giant type.

**Hatred:** Twilight gnomes receive a +1 bonus on attack rolls against humanoid creatures of the reptilian and goblinoid subtypes due to special training against these hated foes.

**Elemental Resistance:** Twilight gnomes have Cold Resistance 5 due to their affinity for water elemental energy.

**Elemental Magic:** Twilight gnomes add +1 to the DC of any saving throws against any spells they cast having the earth or water elemental properties (Acid and Cold energies respectively). Twilight gnomes with a Charisma of 11 or higher also gain the following spell-like abilities: 1/day - *Acid Splash*, *Ray of Frost*, *Resistance* and *Obscuring Mist*. The caster level for these effects is equal to the gnome's level. The DC for these spells is equal to 10 + the spell's level + the gnome's Charisma modifier.

**Keen Senses:** Twilight Gnomes get a +2 racial bonus on Perception skill checks.

**Weapon Familiarity:** Twilight gnomes treat any weapon with the word "gnome" in its name as a martial weapon.

**Languages:** Twilight gnomes begin play speaking Common, Gnome and Aquan. Twilight gnomes with high Intelligence scores can choose from the following: Draconic, Elven, Goblin, Sylvan, Terran and Orc.



just over 3 feet tall and tend to be built rather sturdy for their size. However, the skin of a twilight gnome is generally blueish green in color due to the influence of the elemental energies that they are exposed to on a daily basis. Their hair color ranges from deep blue to earthy brown and their eyes range from completely black to vibrant shades of blue or green. The rarest of these creatures boasts eyes the color of crystalline ice.

**Alignment:** While twilight gnomes may appear to be very chaotic in nature due to their tendency to move quickly from one idea or task to another, this tendency does not dominate their existence. Twilight gnomes can be of any alignment, but tend towards neutral good. Their goal is generally good in nature, but sometimes the methods they use to accomplish their goals are of questionable legality, or at the very least unorthodox.

**Religion:** Since they are beings that have been changed by their exposure to elemental energies, they have a tendency to worship those very energies that helped change them into what they are today. In most major settlements a shrine to the power of elemental water or earth can be found. Beyond these elements, there are many twilight gnomes that pay homage to deities of invention, cleverness and trickery.

**Twilight Gnome Lands:** The twilight gnomes are native to the forest that gives them their name, and the place where the race evolved, the Twilight Wood. While there are small settlements throughout the northern reaches of the continent of Slarinca, only in their native wood will one find large numbers of their kind.

**Language:** Twilight gnomes are descended from the same ancestors as other gnomes, and thus speak gnomish.

**Male Names:** Bringdon, Derosin, Kerig, Prinite, Zurkez

**Female Names:** Arless, Feril, Kara, Vasha,

**Adventures:** Twilight gnomes adventure frequently within the boundaries of their own woods. The Twilight Wood is ever changing, and there are still many unexplored regions hidden beneath its canopy. Though rare, there is occasionally a gnome who succumbs by the wanderlust that plagues their race. These individuals seek travel to distant places and desire to see wondrous things. These are the

true adventurers of the race.

## Umbrals

There are very few races in existence that can claim creation in the same manner as the umbrals. Their ancestors were once practically mindless undead creatures, at one with the shadows. They were the physical manifestation of strength draining negative energy and dwelled in the Plane of Shadow. In ancient times a race of psychic humans dared to travel through their domain, and unintelligent though they were, they were incredibly cunning. It would only be a matter of time before they feasted on the life force of those who dared trespass.

It was the death of their progenitor Carius that truly gave life to the race. The shattering of the onyx gem within his breast that had granted him his power splintered his essence into the shadows nearby. Several hundred shadows were transformed into umbrals on that night, beneath the moons. Since then their race has grown, now numbering in the tens of thousands across the Illurian Empire. They have not forgotten how they were created. Nor have they forgotten the history that forced them from the lands they consider their own.

**Personality:** Umbrals tend to be a very secretive race. As individuals they do not trust easily, and are extremely hesitant to allow others into their circle. They have been raised to believe that the only reliable beings are their brothers, and that all others will betray them, in time. Suspicion has a tendency to cloud their judgement, but they endure all the same, seeing themselves as victims, and angrily trying to climb to the dominance they believe is rightly theirs.

**Physical Description:** With skin ranging from pitch black to muted gray, they appear much like the creatures their ancestors once were. Their bodies are completely hairless from head to toe, giving them an appearance that is generally seen as strange or alien by those not of their race. Males of the race typically stand about 6 feet tall, with females only slightly shorter. Their general physical build has more in common with the lean, graceful structure of elves than that of humans. Of all of their physical characteristics, it is the eyes that unnerve people the most. Their eyes are

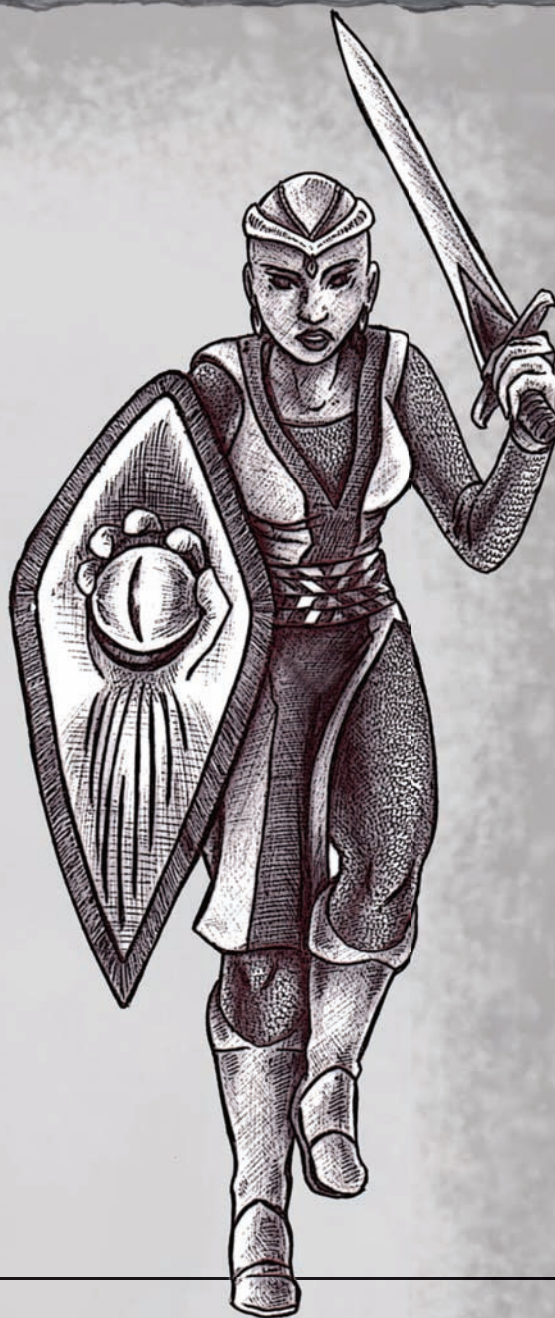


invariably completely black or some shade of gray. They have no pupils, furthering the otherworldly impression provided by their appearance. In the rarest of cases there have been umbrals born with eyes of silver, sparkling in appearance like polished metal. These umbrals are said to have the eyes of Carius and are considered blessed, unless they later prove otherwise.

**Alignment:** While individual umbrals can be of any alignment, their race as a whole tends towards neutrality. There are organizations within their race that show the various possibilities of their belief systems. There are groups that act within the laws of the Illurian Empire, even as they seek to subvert its citizens. Others are truly loyal to the same empire; and still others thrive on the chaos found in a life of crime. Examples of any and every alignment can be found within their home city alone.

**Religion:** Almost without exception umbrals worship their progenitor, Carius, as a deity (see chapter 11 for details). Their devotion to him is absolute, and those of their race who do not worship their god are generally cast out of umbral society for their ignorance.

**Umbral Lands:** The largest population of umbrals can be found in the Undercity, an underground city just east of the wastelands in the Illurian Empire. Here they thrive, living their lives in relative contentment. Despite this, if one were to ask an umbral where their true home is they would tell you it was the city of Illuria. In general they seem to believe that the Emperor evicted them from their rightful homes in order to



### **Umbral Racial Traits**

**+2 Dexterity, -2 Charisma:** Umbrals tend to be very agile, but their distrustful nature and general demeanor tend to put others on edge.

**Medium:** Umbrals are medium creatures and have no bonuses or penalties due to their size.

**Normal Speed:** Umbral base land speed is 30 feet.

**Darkvision:** Umbrals have Darkvision to a range of 60 feet.

**Stealthy:** Umbrals get a +2 racial bonus to Stealth checks due to their uncanny knack for such skills.

**Spell-Like Abilities:** Umbrals can cast *Chill Touch* 1/day as a spell-like ability. Their effective caster level equal to ½ character level (minimum caster level 1).

**Cold Resistance 5:** Because of their unique nature, umbrals are resistant to all forms of natural and magical cold.

**Languages:** Umbrals begin play speaking Common and Umbral. Umbrals with high Intelligence scores can choose from the following: Dwarven, Elven, Gnome, Goblin, Halfling and Orc



claim his throne. They see themselves as victims, even though their ancestors abandoned the city in order to explore the world and their newfound sentience.

**Language:** The language of the umbrals can be very difficult for non-native speakers to understand. Their words flow from their mouths like wisps of shadow, always seeming to blend from one to another before abruptly disappearing altogether. The sounds of “sh” and “ss” are spoken frequently in common umbral speech patterns and hard consonants like “b” or “g” are found only rarely.

**Male Names:** Arilin, Shawar, Quarin, Variel

**Female Names:** Evhesha, Ferish, Nelissa, Sithsa

**Adventures:** Some umbrals suffer from wanderlust or excitement beyond every day life. These umbrals generally leave their homes at an early age to seek their own fame and fortune. Others leave in the service of Carius and his servants, or on missions, working to reclaim the Illurian capital as their own.

## Valshari

In centuries past dark elves from across the planes were brought to Relistan by the Illurian Emperor. Generations of patriarchal dominance, law and the religion of the Three altered their society from the chaos driven spider worship they once prided themselves in. As more time passed the absence of the magical radiations found deep beneath the surface of the world lessened their innate magical abilities even as life on the surface strengthened their tolerance of light.

The result, after numerous elven generations, was the evolution of the dark elves into what are now known as the Valshari.

**Personality:** While the valshari have left the chaos and sadism of their ancestors behind, they have managed to retain much of the cleverness and subtlety. They are skilled at manipulating others without their knowledge, and sometimes do so without even meaning to. Beyond their manipulations, they tend to be very intelligent creatures. In some cases that intelligence manifests as a purely academic interest through the study of ancient history, religion or magic. In

other cases it shows its face in the cleverness of a criminal mastermind or thief.

Most valshari are not proud of their ancient heritage, but they do not seek to deny it either. They tend to strive to prove that they have evolved beyond their ancestors, and have truly become another race all together.

**Physical Description:** Much like their ancestors, valshari elves have skin as dark as a moonless night and hair as white as Celine, the white moon. Their eyes run the entire spectrum of color, from the fiery crimson of their ancestors to the soft blue or violet of lighter skinned elves.

As with most elves they tend to be rather slim and lithe, their strength coming from dense, toned muscle rather than bulk.

**Alignment:** The valshari have evolved a great deal from the chaos of their ancestors. They have lived for generations in a society of laws and religion. Though there are valshari of every alignment, they commonly tend towards the structure of law. Good and evil, however, are a different set of scales. As a race they commonly favor lawful neutral as an alignment, but there are many of these elves that follow the path of good and at least as many that have returned to the road of evil.

**Religion:** The vast majority of the Valshari that are born within the borders of the Illurian Empire are worshippers of the Three: Steelight, Elarii and Arudia, as they have been raised in the worship of these gods since birth. However, there are some black elves, including those born beyond the borders of the empire that worship any number of other deities.

**Valshari Lands:** The valshari race is very widespread across the continent of Kesuril. The densest population of their kind can be found in the Illurian Empire, where their ancestors were first brought to this world. Valshari elves compose the largest percentage of the empire's citizens and can easily be found throughout its lands. They are frequently seen elsewhere on the continent and, slightly less commonly on other continents across Relistan.

**Language:** One remnant of their ancestry that they have kept is their language. Now referred to as the Valshari tongue, its roots can



easily be traced back to the dark elves of the past, though many parts of the tongue of the surface elves have filtered into the language over the centuries. They have also managed to maintain an intricate sign language, though as years and generations pass on the surface of the world, the need for a speechless language diminishes, and so its use grows less and less common.

**Male Names:** Chyzmyr, Jayel, Marizim, Riszen

**Female Names:** Koryn, Quarthel, Vissira

**Adventure:** Valshari might adventure for any number of reasons. Some venture beyond the safety of the cities in an effort to help secure the lands of the empire. Others seek their own personal glory and riches by following ancient legends and lost ruins. The desire to explore the lands beyond the city and simple curiosity are also common reasons for a valshari to leave home and set out on the path to adventure.

### **Vital Statistics**

This section will help determine a character's starting age, height and weight. These statistics are influenced by the character's gender, race and class. If you wish to create a character that does not conform to these statistics consult your GM for approval.



### **Valshari Racial Traits:**

**+2 Dexterity, +2 Intelligence, -2 Constitution:** The Valshari are quick of wit and graceful. However their slight build provides less endurance than other races.

**Medium:** Valshari are medium creatures and have no bonuses or penalties due to their size.

**Elven Immunities:** Valshari are immune to magic sleep spells and effects and receive a +2 racial saving throw bonus against enchantment spells and effects.

**Normal Speed:** Valshari have a base land speed of 30 feet.

**Darkvision:** Valshari have Darkvision up to a 60 foot range.

**Low-Light Vision:** Valshari can see twice as well as a human in conditions of dim light such as torch-lit areas or twilight.

**Innate Magic:** Valshari are able to cast *Darkness* (per the spell) once per day as a spell-like ability. Their effective caster level for this ability is equal to their class level.

**Racial Weapon Proficiency:** In addition to any proficiencies granted by class any Valshari is proficient in the use of a hand crossbow, shortbow, longsword and rapier.

**Keen Senses:** Valshari receive a +2 racial bonus to Perception skills.

**Languages:** Valshari begin play speaking Elven and Common. Valshari with high intelligence scores can choose from the following: Draconic, Dwarven, Gnome, Goblin and Valshari Sign,



**Age**

To determine the starting age of your character you can either determine it randomly using the table below, or choose it. If you choose it, your chosen age must be above the minimum age for your character's race and class (see Table 9-1). For example, an umbral fighter must be at least 40 years of age at character creation. If you choose to determine your character's starting age randomly simply find your character's chosen race and class on Table 9-1 and roll the appropriate dice. Then add the total of the roll to the adulthood age for your chosen race.

**Height and Weight**

To determine a character's height roll the modifier dice indicated on Table 9-2 and add the result, in inches, to the base height of your character's race and gender. To determine weight simply multiply that roll by the weight multiplier and add the result to the base weight for your character's race and gender.

**Skills:**

There are some skills that may have alternate uses or different applications than their general description explains. These new rules are completely optional, but they may add a much needed element or extra creative aspect to your game.

**Linguistics**

There are several new languages that can be taken by exceptionally intelligent people or those who study languages. Take note of any restrictions placed on who would commonly be allowed to learn a given language. Such restrictions can be found in the language description. Despite these normal restrictions, in the end it is up to the Game Master to decide if a person can know a particular language.

**Nightling:** This language is a series of hoots, clicks and growls. It resembles a combination of animal sounds and can be very difficult for non native speakers to imitate. Because of this only

**Table 9-1: Random Starting Ages**

Race	Adulthood	Barbarian, Rogue, Sorcerer	Bard, Fighter, Paladin, Ranger	Cleric, Druid, Monk, Wizard
Nightling	15 years	+1d6	+3d4	+3d6
Twilight Gnome	40 years	+4d6	+6d6	+9d6
Umbral	35 years	+3d6	+5d6	+7d6
Valshari	100 years	+4d6	+6d6	+10d6

**Table 9-2: Random Height & Weight**

Race	Base Height	Base Weight	Modifier	Weight Multiplier
Nightling, Male	2 ft. 8 in.	30 lbs.	2d4	x1 lb.
Nightling, Female	2 ft. 6 in.	25 lbs.	2d4	x1 lb.
Twilight Gnome, Male	3 ft. 0 in.	35 lbs.	2d4	x1 lb.
Twilight Gnome, Female	2 ft. 10 in.	30 lbs.	2d4	x1 lb.
Umbral, Male	5 ft. 0 in.	110 lbs.	2d8	x3 lbs.
Umbral, Female	4 ft. 10 in.	90 lbs.	2d8	x3 lbs.
Valshari, Male	5 ft. 5 in.	100 lbs.	2d8	x3 lbs.
Valshari, Female	5 ft. 4 in.	90 lbs.	2d6	x3 lbs.



nightlings themselves have ever learned to speak this language. Members of other races who take this language as a selection learn to understand it, but may have much difficulty imitating the sounds (at the GM's discretion)

**Shadrath:** The language of shadows and fire. Shadrath is the secret language of the church of Steelight. It is commonly spoken only by its priests, and generally only among each other. Generally only clerics of Steelight can take this language.

**Umbral:** The language of the umbrals is a blend of elvish, draconic and whispers. It favors breathy tones and "s" sounds. Anyone exposed to it could learn this language.

**Valshari Sign:** Many valshari still use this soundless form of communication that was passed down from their ancestors. Combinations of gestures, postures and other signs can communicate as much as most spoken languages.

## Stealth

The Stealth skill can potentially be used in a crowded street as easily as it can in the shadowy depths of a long forgotten ruin. Many are the stories of a mysterious stranger or thief disappearing into a crowd of people in an effort to escape the city guard or, in some cases, simply to annoy PCs who are attempting to glean more information from an unknown informant.

This maneuver can only be attempted in a street that is moderately busy or greater. To determine the success of an attempt to hide in a crowd of people the character attempting to hide rolls a Stealth skill check against the Perception skill check of the person(s) seeking them out. This check is modified by the following situational modifiers:

### 9-3 Hiding in a Crowd

Condition	Stealth Modifier
Moderately busy street	+2
Very busy street	+4
Overcrowded Street	-3
Ambient Distraction	+2
Specific Distraction	+3

**Moderately Busy Street:** A street that is moderately busy is defined as having some significant foot traffic, but there is still plenty of room for an individual or even a group of people to travel down the road easily.

**Very Busy Street:** A very busy street is exceedingly crowded. While an individual would not have to push or otherwise force their way through the crowd, a group might have to if they wish to stay together.

**Overcrowded Street:** Moving is very slow in a street with this many people on it. While it may not be difficult to join the crowd, any sort of movement faster than a crawl is sure to disturb those nearby. This condition makes it difficult to effectively disappear into the crowd.

**Ambient Distraction:** Crowds are not the only thing that can make disappearing into a crowd a bit easier. A flamboyant group of mummers performing nearby or several loud beggars can cause a distraction that draws attention away from a stealthy individual.

**Specific Distraction:** A specific distraction is one that is likely engineered by the character attempting to hide. A persistent beggar that has been given a few coins to hassle the pursuing guards is just one example. It should be noted that a successful bluff check also allows a character to attempt a Stealth skill check without the cover of a crowd, though they receive no bonuses to their Stealth skill in this situation.

## Jok-Rin: A Game of Chance

While the Profession skill mentions making a skill check to determine how much money the character can make in a particular time period, there are much more interesting ways to use this skill. Games of chance are very common, not only in gambling halls but in taverns across the world of Relistan.

A tavern proprietor in the Illurian capital has created a new dice game that has become all the rage throughout the city. Its name is Jok-Rin and the rules are relatively simple. As with all games of chance the first step is for the two players to make a wager. Then they each roll a set of five 6-sided dice, one player at a time. The results are set aside. After each player has rolled



their initial “spread” they make a second wager, beginning with player 1. After the second wager is decided the player who rolled first may select some of his dice to roll a second time. He can choose as many as all five dice or choose not to re-roll any. The values of the individual dice rolled in the second round replace those of the first. Then the second player makes a similar choice and re-rolls whichever dice he chooses. In the end, the person with the highest result wins.

The result rankings are shown on Table 9-4. Only the highest possible result applies, and if both players end up with the same result, the highest die roll wins (i.e. a pair of 5's beats a pair of 2's).

Below is an example of how the game would be played between two players, one of which has ranks in Profession: Gaming.

Step 1: Wager: The two participants agree on a 5 gold piece initial bet.

Step 2: Player 1 rolls his five dice, resulting in 5, 5, 3, 1, 4. The best combination that can be made from this result is a pair of 5's.

Step 3: Player 2 rolls his five dice resulting in 2, 4, 3, 2, 3. Here we see 2 pairs.

At the end of the first roll Player 2 has the advantage with 2 pairs.

Step 4: Player 1 chooses to raise the bet by 5 gold pieces since he has a good chance to recover with the second roll.

Step 5: Player 2 re-raises, for a total bet of 15 gold pieces. He is confident in his position.

Step 6: Player 1 agrees and throws in 5 additional gold pieces to even up the bet.

Step 7: Player 1 chooses to keep his two 5's and a 4, re-rolling the other two dice. This results in a 5 and a 1. He now has 3 of a kind, and has the advantage.

Step 8: Player 2 has ranks in Profession: Gaming, so he makes a skill check, resulting in an 18. So he can re-roll a single die after the second roll.

Step 9: Player 2 decides to re-roll only his 4, hoping to roll a 2 or a 3. Unfortunately it comes up with a 6.

Step 10: Because of his Profession: Gaming skill check Player 2 decides to roll that last die one more time, luckily coming up with a 3.

Step 11: Player 1 curses and gives up his 15 gold pieces to Player 2.

**Table 9-4: Jok-Rin Results**

Die Result	Example
5 of a kind	6, 6, 6, 6, 6
4 of a kind	3, 3, 3, 3, 6
3 over 2	5, 5, 5, 3, 3
Straight	2, 3, 4, 5 3
3 of a kind	4, 4, 4 5, 1
2 pair	3, 3, 4, 4 6
Pair	2, 2 1, 5, 3

While most games of Jok-Rin have a betting limit, some do not. These games can have hundreds of gold pieces riding on a single roll. It has also become highly fashionable among the more privileged players to have an ornate rolling box that they roll into when playing.

## Feats

A number of new feats are introduced in this section, along with several new types of feats. Some of these feats are designed with a specific region or organization in mind. While this may seem limiting, these feats can be adapted to fit almost any campaign with little effort.

### Alchemy Feats

Feats that fall into this category are specifically designed for use by the Combat Alchemist core class (presented in Chapter 8). These feats generally affect the mixtures crafted by a combat alchemist in ways similar to how metamagic feats affect the spells of spell casters.

### Background Feats

Every character came from somewhere. They all have a story about the place they once lived. Whether tragic, joyous or somewhere in between each character is forged by past events.



## House Rules

In my own game I generally allow characters to select a single background feat in addition to their normal allotment of feats. This gives each character an opportunity to have a unique background that actually means something beyond good roleplaying potential. Unlike most feats, background feats can link a

character to a particular organization, providing both the player and the Game Master with a plethora of opportunities for bringing that character's history into the middle of the campaign, instead of it being a good but potentially meaningless story that many players spend hours creating.

The concept of background feats is designed with this idea in mind. Perhaps the character was trained by an elite organization, or was forced to survive in a particularly harsh environment. These are simple examples of events that might warrant a background feat.

The feats that fall into this category are representations of some of those events and the bonuses they might grant to a character who has managed to endure the event the feat represents. Background feats can generally only be selected at 1st level.

## Craft Feats

It has always been true that some magnificent craftsmen could accomplish amazing things within their craft that others could only dream of. The Craft category of feats is comprised of feats that allow an artisan to manipulate certain aspects of the materials they use or imbue their creations with certain, non-magical qualities. Because one must be proficient in a craft in order to master it and even more so to improve it beyond normal masterwork items, each of these feats requires the character to have ranks in the Craft skill. More specifically, they must have ranks in the Craft skill that deals directly with the craft covered by the feat they wish to select.

## Feat Descriptions

The new feats presented in this book are summarized on Table 9-5 on the following page. The prerequisites and benefits on this table are abbreviated for ease of reference.

The following format is used for all feat descriptions:

**Feat Name:** Just after the feat's name the subcategory, if any, that the feat falls into will be indicated.

**Prerequisite:** If a feat has a minimum ability score, requires ranks in a specific skill or anything else it will be listed here. These prerequisites must be fulfilled prior to selecting the feat.

**Benefit:** This section details what the feat allows you (the character) to do. Generally speaking, selecting the same feat more than once does not allow the benefits to stack.

**Normal:** This tells what a character who does not possess the feat is limited to or restricted from doing. If this section is absent from the feat description then there is no particular drawback to not possessing the feat.

**Special:** Any additional, unusual information about the feat.

## Advanced Armorcrafft (Craft)

You have mastered the art of armor smithing.

**Prerequisites:** Craft (Armor Smithing) 6 ranks

**Benefit:** When attempting to craft a masterwork piece of metal armor the crafter can attempt, through various special methods and processes, to grant the item a special quality that is non-magical in nature. The following list shows the various qualities as well as the DC adjustment for the crafting attempt.

*Acid Cleaned:* Armor that has been dipped in a specific type of acid during its creation is free of impurities and is therefore less likely to fall apart when exposed to similar acidic conditions. This method gives the armor Acid Resistance 2. This special quality does protect the wearer of the armor provided the acid strikes in an area protected by the armor. The DC of crafting increases by 5

*Articulated:* Articulated armor is much more flexible than normal armor, though much more difficult to craft while maintaining the same level



**Table 9-5: Feats**

Feats	Prerequisites	Benefits
Animal Magnetism	Animal Empathy class ability	+2 to Animal Empathy checks
Blessed of Raseru	Worship Raseru	+2 to DC for channeling positive energy
Blood of Anuk	Worship Anuk-Asa	+2 on Fortitude saves vs. Poison
Book Worm	—	+2 to any 2 Knowledge skills
Born of the Shadows	Worship Steelight, Lawful	+2 vs. Necromancy and negative energy
Focused Chastisement	Chastise Spirit as a class ability	Alter the effects of the Chastise Spirit ability.
Heavy Drinker	—	Resistant to poison and the effects of alcohol
Treasure Hunter	—	+2 to Appraise and Knowledge (History) checks

**Alchemy Feats**

Apothecary	Experimentation as a class ability	+2 to the mixture point limit when experimenting with Salve and Potion type mixtures.
Creative Experimentation	Experimentation as a class ability	Gain 1 bonus mixture point for experimentation when mixing.
Defensive Mixing	Quick Craft as a class ability	+4 to checks for Defensive Mixing
Duster	Experimentation as a class ability	+2 to the mixture point limit when experimenting with Dust type mixtures.
Grenadier	Experimentation as a class ability	+2 to the mixture point limit when experimenting with Grenade type mixtures.
Potent Mixture	Quick Craft as a class ability	+1 to save DC of mixtures
Sustaining Mixture	Quick Craft as a class ability	Mixture duration +1d4 rounds

**Background Feats**

Battlepriest of Steelight	Worship Steelight, Cleric or equivalent class, Citizen of the Illurian Empire	+1 to hit with a two-bladed sword and +1 to the spell DC of divine Necromancy magic.
Child of the Wastelands	Significant time in the Wastelands	+2 to Survival checks and saves Vs. Fear
Kylan-Fil Graduate	Citizen of the Illurian empire, Rogue or equivalent class	+2 to Stealth and Survival checks
Sargh-Velve Graduate	Citizen of the Illurian Empire, Fighter, Monk, Ranger or equivalent class	Acrobatics is a class skill, +2 to Intimidate checks
Zil'ress Fier Graduate	Citizen of the Illurian Empire, Wizard, Sorcerer or equivalent class	+2 to Spellcraft checks and a Knowledge skill of choice.



Feats	Prerequisites	Benefits
<b>Craft Feats</b>		
Advanced Armorcrafter	Craft (Armorsmith) - 6 Ranks	Allows specific non-magical improvements on crafted armor
Advanced Blade Crafter	Craft (Weaponsmith) - 6 Ranks	Allows specific non-magical improvements on crafted blades
Advanced Bludgeon Crafter	Craft (Weaponsmith or Woodworking) - 6 Ranks	Allows specific non-magical improvements on crafted blunt weapons
Advanced Bow Crafter	Craft (Bowmaking) - 6 Ranks	Allows specific non-magical improvements on crafted bows and ammunition
Advanced Leather Crafter	Craft (Leatherworking) - 6 Ranks	Allows specific non-magical improvements on crafted leather items
Advanced Poison Crafter	Craft (Poisonmaking) - 6 Ranks	Allows crafting of more potent poisons
Forge Umbristine	Craft (Metal Related): 9 ranks	Gain the ability to forge Umbristine
<b>Metamagic Feat</b>		
Grand Incantation	—	Extend casting time to increase effective caster level

of protection to the wearer. Armor forged using this technique has a maximum dexterity bonus of 1 higher than normal for the armor type. The DC of crafting increases by 5.

***Hardened:*** Special methods used while forging and quenching the armor plates can harden the metal and make it more resistant to attacks. This translates into a damage resistance 1/- for any metal armor forged using this technique. The DC of crafting increases by 10.

### Advanced Blade Crafter (Craft)

You have mastered the art of forging bladed weapons.

**Prerequisites:** Craft (Weaponsmithing) 6 ranks

**Benefit:** When attempting to craft a masterwork bladed weapon the crafter can attempt, through various special methods and processes, to grant the item a special quality that is non-magical in nature. The following list shows the various qualities as well as the DC adjustment for the crafting attempt.

***Acid Cleaned:*** By dipping the blade into a weak acid all manner of impurities can be removed from the surface. This creates a blade that can

hold a sharper edge for longer. As a result this grants a +1 to damage rolls with the crafted weapon. The DC of crafting increases by 5.

***Balanced to Perfection:*** The blades crafted using this technique are perfectly balanced and are easier to use than even normal masterwork quality blades. These blades get an additional +1 to hit. This bonus stacks on the normal bonus for a masterwork quality item. The DC of crafting increases by 5.

***Hardened:*** Special methods used in the forging and quenching of the blade have created a harder metal that can pierce through objects of equal or lesser hardness much easier than a normal blade. The hardness rating of any item attacked with this weapon is considered to be 2 lower than its actual value. i.e. A staff with hardness 5 is considered to have a hardness of 3. The DC of crafting increases by 10.

### Advanced Bludgeon Crafter (Craft)

You have mastered the art of forging bludgeoning weapons.

**Prerequisites:** Craft (Woodworking or Weaponsmithing) 6 ranks.



**Benefit:** When attempting to craft a masterwork bludgeoning weapon the crafter can attempt, through various special methods and processes, to grant the item a special quality that is non-magical in nature. The following list shows the various qualities as well as the DC adjustment for the crafting attempt.

*Etched:* The etching into the surface of the weapon allows for a much stronger grip and better control of the crafted weapon. A weapon with this special quality gets an additional +1 to hit. This stacks with the normal bonus due to the weapon being of masterwork quality. The DC of crafting increases by 5.

*Hardened:* Whether it is through the use of fire-hardening techniques or special methods in the forging and quenching of metal bludgeoning weapons this method creates a much harder weapon than normal. This quality allows the weapon to punch through the first 3 points of an item's hardness rating. i.e. an item with a hardness of 5 is considered to have a hardness of 2. The DC of crafting increases by 5.

*Studded:* The attacking end(s) of the weapon have been imbedded with some secondary type of material. In the case of wooden weapons this may take the form of iron studs. When referring to metal weapons it may be a different, harder metal type used to make a flail's spikes for example. This method grants the weapon a +1 to damage rolls. The DC of crafting is increased by 10.

### Advanced Bowcraft (Craft)

You have mastered the art of bow making.

**Prerequisites:** Craft (Bowmaking) 6 ranks.

**Benefit:** When attempting to craft a masterwork bow the crafter can attempt, through various special methods and processes, to grant the item a special quality that is non-magical in nature. The following list shows the various qualities as well as the DC adjustment for the crafting attempt.

*Tension:* By setting a specific way to set the string of a bow the crafter can make it in such a way as to have a much higher string tension than normal. This higher tension allows more force to be put behind the arrow resulting in a +1 bonus to all damage rolls made with this weapon. The

DC for crafting is increased by 5.

*Flexible:* By treating the spine of the bow with special mixtures it can be made much more flexible than normal. This results in a range increment 20 feet longer than normal. The DC for crafting increases by 5.

### Advanced Leathercraft (Craft)

You have mastered the art of leatherworking.

**Prerequisites:** Craft (leatherworking) 6 ranks

**Benefit:** When attempting to craft a masterwork leather item the crafter can attempt, through various special methods or processes, to grant the item a special quality of non-magical nature. The following list shows the various qualities as well as the DC adjustment for the crafting attempt.

*Acid Resistant:* Through a special curing mixture the item is more resistant to acid than the average item of its type. It gains Acid Resistance 2. This resistance protects any portion of the wearer that is covered by the leather item. The DC of crafting increased by 10.

*Hardened:* Hardened leather, created through the use of a special resin during the curing process, grants the item additional hardness. In the case of armor this translates into an additional +1 to the armor bonus. However, the item loses flexibility in this process, therefore reducing the maximum dexterity bonus by 1 and increasing the armor check penalty by one. The DC of crafting increases by 5.

*Woven:* Using a special method involving interwoven strands of cured leather, leather armor with this quality is made more flexible than even normal masterwork armor. This quality raises the maximum dexterity bonus of leather or hide armor by 1. The DC of crafting increases by 5.

### Advanced Poisoncraft (Craft)

You have mastered the art of poison making.

**Prerequisites:** Craft (Poison making) 6 ranks.

**Benefits:** When attempting to craft a poison the crafter can attempt, through various special methods or processes, to manipulate the effects of the poison. The following list shows the various qualities as well as the DC adjustment for the crafting attempt.

*Enduring:* Using certain methods in deriving



the poison from its base components, the crafter can cause it to endure within a creature's system for a longer duration than normal. This increases any duration based effect by a multiplier of 2. Thus a poison that puts a creature to sleep for 1d6 rounds is now effective for 2d6 rounds. Subtract 10 from the Craft skill check used to determine how much of the poison is produced..

**Mixture:** By mixing the capabilities of two different poisons during the crafting process the poison maker can combine their effects. The resulting craft check is that of the more difficult poison being crafted plus half of the secondary poison. There are too many combinations to detail the resulting effects here. Discuss any combination ideas with your Dungeon Master for the final ruling on their effectiveness and difficulty in creating.

**Virulent:** This method creates a much stronger version of the poison being created by purifying the poison while drawing it from its base components. This results in a save DC 2 higher than normal for that poison. Subtract 5 from the Craft skill check used to determine how much of the poison is produced..

### Animal Magnetism (General)

Something about you puts animals at ease, and makes them respond more positively to your presence.

**Prerequisite:** Animal Empathy Class Feature

**Benefit:** +2 to Animal Empathy Checks.

### Apothecary (Alchemy)

Your alchemical specialty is salves and oils.

**Prerequisite:** Experimentation as a class ability.

**Benefit:** For any alchemical mixture of the Salve or Oil types, you are able to spend an additional 2 mixture points (increasing the maximum possible points spent) while experimenting.

### Battlepriest of Steelight (Background)

Your training at the Temple of Shadows in Illuria has prepared you well for the dangers that lie beyond the safety of the city.

**Prerequisite:** Deity: Steelight, Class: Cleric or

equivalent, citizen of the Illurian Empire.

**Benefit:** +1 to hit with a two-bladed sword and +1 to spell DC of necromancy spells. The to hit bonus does not stack with the Weapon Focus feat but serves the same function when considering prerequisites for other feats (such as Weapon Specialization). The bonus to spell DC applies to divine magic only and are not applied to arcane magic even if the character should take a level in an arcane casting class at a future time.

**Special:** This feat can only be selected at 1st level.

### Blessed of Raseru (General)

The power of the sun is not wholly lost. You have been blessed by your god and can channel its power through you to destroy the servants of Anu-Celes and their like.

**Prerequisite:** Deity: Raseru

**Benefit:** +2 to the Will save DC when channeling positive energy.

### Blood of Anuk (General)

You have been blessed by the Shiranian deity of serpents and disease, and her favor has made you much more resilient against those who would use her weapons against you.

**Prerequisite:** Deity: Anuk-Asa

**Benefit:** +2 to Fortitude saves against poison and disease.

### Book Worm (General)

Extensive studying has helped you gain understanding into your chosen area of expertise.

**Benefit:** +2 to any two Knowledge skills. If you have 10 or more ranks in these skills, the bonus increases to +4.

### Born of the Shadows (General)

You were blessed by the Dark Father. His touch has left a birthmark somewhere on your body that resembles the holy symbol of Steelight.

**Prerequisites:** Lawful alignment,  
Deity: Steelight

**Benefit:** +2 on all saving throws against Necromancy spells and negative energy spells and effects.



**Child of the Wasteland (Background)**

It is incredibly difficult to survive in the harsh environment that surrounds Illuria's capital city. Yet you have managed it. You have learned to survive through instinct, skill and judgment.

**Prerequisite:** Must have spent a significant amount of time (months) in the Wastelands of Illuria without normal supplies.

**Benefit:** +2 to all Survival skill checks in wasteland terrains and +2 to all saving throws versus fear spells and effects. If you have 10 or more ranks in the Survival skill the skill bonus increases to +4.

**Special:** This feat can only be selected at 1st level.

**Creative Experimentation (Alchemy)**

You are always seeking ways to improve upon existing mixtures.

**Prerequisite:** Experimentation as a class ability.

**Benefit:** Choose 1 type of alchemical mixture. When mixing that type you gain 1 free mixture point to use for experimentation only.

**Defensive Mixing (Alchemy)**

You have learned to duck, dodge and weave in the midst of combat while preparing your mixtures while being careful not to spill a drop.

**Prerequisites:** Quick Craft class ability.

**Benefit:** +4 to any rolls to mix defensively.

**Duster (Alchemy)**

You enjoy tinkering with the small details and creative aspects of alchemy, particularly those mixtures of the dust type.

**Prerequisite:** Experimentation as a class ability.

**Benefit:** For any alchemical mixture of the Dust type, you are able to spend an additional 2 mixture points (increasing the maximum possible points spent) while experimenting.

**Focused Chastisement (General)**

You have developed the ability to focus your power over the spirits towards a single target, dealing devastating damage as you wrack it with spiritual power.

**Prerequisites:** Chastise Spirit as a class ability

**Benefit:** You can use one of your daily uses of the Chastise Spirit ability and focus it on a single target. The damage inflicted is your normal Chastise Spirit damage +2d6 but affects only a single target instead of an area.

**Forge Umbristine (Craft)**

You have learned the secret arts of manipulating umbristine.

**Prerequisites:** Umbral, Craft (metal-related) 6 ranks.

**Benefit:** The character can use his crafting skills to manipulate umbristine metal into any form the character has the skill to create (i.e. fulfills the craft skill requirements for this feat.) For example character with ranks in Craft (weaponsmithing) could craft an umbristine sword but could not make armor or jewelry out of the metal.

**Normal:** Umbristine becomes gaseous and incorporeal when any attempt to forge or manipulate it is made.

**Grand Incantation (Metamagic)**

You have learned that you can use extra time in the casting of a spell in order to summon more energy and thus make the spell that much more potent.

**Benefit:** The caster can add up to 2 rounds to the casting time of any spell that has verbal and somatic components. For each round added, the effective caster level of the spell increases by 2 (for a maximum of +4). This increase in caster level effects all variables of the spell (such as damage, duration, range, etc.), as well as any caster level checks required for the spell to break through spell resistance.

**Grenadier (Alchemy)**

You enjoy tinkering with the more volatile aspects of alchemy, particularly those mixtures of the grenade type.

**Prerequisite:** Experimentation as a class ability.

**Benefit:** For any alchemical mixture of the Grenade type, you are able to spend an additional 2 mixture points (increasing the maximum possible points spent) while experimenting.



**Heavy Drinker (General)**

The taverns of the world have drawn many a tankard at your expense. You now pride yourself on your resistance to the effects of such drinks.

**Benefit:** You gain a +4 to all Fortitude saves regarding the effects of alcohol and a +1 against general poisons due to your body's tolerance for foreign substances.

**Kylan-Fil Graduate (Background)**

Many hours of training in the arts of stealth have rewarded you. You have graduated from the Illurian Academy of Malla Zhaunil as a specialist in the arts of stealth and deception.

**Prerequisites:** Citizen of the Illurian Empire, Class: Ninja, Scout, Rogue or equivalent.

**Benefit:** +2 to Stealth and Survival skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for those skills.

**Special:** This feat is only selectable at 1st level.

**Potent Mixture (Alchemy)**

You have learned to alter the portions of various substances in your mixtures to make them more effective.

**Prerequisites:** Quick Craft Class Ability.

**Benefit:** Add +1 to the DC of all mixtures of a particular type (dust, grenade, etc.) created using the Quick Craft class ability.

**Sairgh Velve Graduate (Background)**

After countless hours of sparring, patrols and weapon drills you have finally reached graduation. You have successfully graduated from the Illurian Academy of Malla Zhaunil as a specialist in the arts of combat and warfare.

**Prerequisites:** Citizen of the Illurian Empire, Class: Fighter, Monk or equivalent

**Benefit:** Acrobatics becomes a class skill. +2 to Intimidate skill checks. If you have 10 or more ranks in Intimidate, the bonus increases to +4 for those skills. If acrobatics is already a class skill you gain a skill bonus equal to your bonus to the intimidate skill due to this feat (+2 or +4).

**Special:** This feat is only selectable at 1st level.

**Sustaining Mixture (Alchemy)**

By slight alterations in your mixtures you have discovered a way to extend the duration of their potency.

**Prerequisite:** Quick Craft class ability.

**Benefit:** All mixtures created by using the Quick Craft class ability have their stability increased by 50% (minimum 1 round).

**Treasure Hunter (General)**

Without money one has many troubles in this world. So you have mastered the art of acquiring such funds from those who no longer need it.

**Benefit:** +2 to Appraise and Knowledge (History) checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for those skills.

**Zil'ress Fier Graduate (Background)**

After many years of study and practice you have graduated from the Illurian Academy of Malla Zhaunil as a practitioner of arcane magic.

**Prerequisites:** Ability to cast 1st level arcane spells, Citizen of the Illurian Empire

**Benefit:** +2 to Spellcraft, +2 to a Knowledge skill of choice. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for those skills. A wizard who chooses this feat also gains an additional 1st level spell in their spellbook due to the

**Special:** This feat is only selectable at 1st level. Bards are not eligible for this feat.





## *Chapter 10: Equipment & Magic*

Nothing brings the light to the eyes of an adventurer more than new magic items, spells and equipment... except perhaps the prospect of finding such things after a particularly difficult adventure. This chapter is dedicated to detailing and expanding the trove of items and knowledge that player characters and villains alike may have at their fingertips. There are new items and weapons here for the aspiring warrior or clever rogue, new spells and domains for the spellcasters of the group and, of course, the alchemical mixtures for the new combat alchemist class.

### **Special Materials**

Many items, from weapons and armor to candelabras, tools and more, can be fashioned from materials beyond ordinary iron or steel. Gold and platinum decorations surround the rich and powerful, but this is not the limit of creation. Some materials are innately stronger, more mystical or carry with them particularly strange properties. Bear in mind, however, that should a piece of armor or a weapon be crafted out of more than one of these special materials, only

the material that is most prevalent in its creation will grant its properties to the wearer and the item itself.

**Umbristine:** A new special material has been discovered deep in the bowels of Relistan. It is believed that only those born of the shadows themselves are capable of forging this rare substance. Indeed, the mining of it alone is nigh impossible without the correct tools. Umbristine is a strange metal found in areas tied closely to the Plane of Shadow. Some alchemists and metalworkers actually believe the metal is the purest energy from that plane leaking through into our existence, and then compressed by the weight of the surrounding earth into its current form. The material feels slightly cool to the touch and appears, in its natural form, as veins of pure blackness running through the earth. Pulling umbristine from the earth is a process that is part alchemy and part mining. If it is done incorrectly the metal can disperse into the air, creating a dark and chill fog. Harvesting it at that point becomes impossible. Once the metal is mined it must go through a special cold forging process developed by umbral metal smiths. A strange silver dust is blended into the metal, grounding it into the Prime



Material Plane.

Weapons and armor created of umbristone are universally black in color, shot through with veins of silver. These items are considered to have the *ghost touched* special property detailed in the Pathfinder Roleplaying Game Core Rulebook, though it remains a non-magical weapon unless otherwise enchanted. Umbristone has 30 hit points per inch of thickness and 10 hardness.

Type of Umbristone Item	Item Cost Modifier
Ammunition	+60 gp per missile
Light Armor	+5,000 gp
Medium Armor	+10,000 gp
Heavy Armor	+15,000 gp
Weapon	+3,000 gp

**Waterwood:** This rare wood can be found only in the Twilight Wood on the continent of Slarinca. It has been imbued over the centuries with the magical emanations of the Elemental Plane of Water and is very resistant to attempts to burn it as a result, though this is not its only special property. Any item crafted mostly of waterwood (such as a quarterstaff, bow or spear) is considered to be a masterwork item. Items made only partially of wood (such as a mace or battleaxe) gain no special benefit from being crafted of waterwood.

Waterwood is extraordinarily resistant to fire gaining a +4 bonus to save against any fire-based attack. This bonus applies even if held by a character (which uses the character's saving throw). If crafted into a weapon the magical essence infused into the wood causes it to always be treated as a magical weapon, regardless of the presence or lack of additional enchantments. This allows a weapon made of waterwood to bypass the damage reduction of some creatures even without being enchanted.

Waterwood is also exceedingly useful in the crafting of water or cold related magic items. Any magic item whose abilities are based primarily in cold energy (such as a *cone of cold* spell) or protecting against fire (such as a *ring of elemental resistance* attuned to fire) reduces the cost of magic supplies required to construct the item (normally 1 per 2 of the base price) by 10%.

Waterwood has 10 hit points per inch of thickness and hardness 5.

## Equipment

While adventuring, characters can face any number of a variety of challenges. While skills, talent, and guts can take a character far, in many cases, the equipment they carry can mean the difference between surviving a situation, and the alternative. This section presents several new pieces of mundane equipment that have found great use throughout the world of Relistan.

**Alchemy Pouch:** Like the spell component pouch found in the Pathfinder Roleplaying Game Core Rulebook, an alchemy pouch contains everything a combat alchemist needs to create his mixtures. Thus, a combat alchemist with an alchemy pouch is assumed to have all of the components needed to create his mixtures.

**Elven Dagger Harness:** Originally crafted by leather workers in the elven nation of Aruna-Nigh, the concept of the elven dagger harness has since spread to various cities across at least two continents. The various straps and sheaths hold up to six daggers comfortably, allowing easy access to a plethora of throwing weapons. Due to the unique design of the harness, when a wearer is throwing daggers pulled from the harness, they are considered to have the Quick Draw feat with respect to multiple attacks with thrown daggers. For example, a 6th-level fighter has a base attack bonus high enough to have multiple attacks. Normally, he must have the Quick Draw feat in order to actually make multiple attacks with thrown weapons. Because of the harness's design, this feat is not necessary, but only when attacking with daggers drawn from the harness. Once the harness is empty of daggers, the normal restrictions for multiple attacks with thrown weapons apply once again.

The adjustable straps allow a single harness to fit a wide variety of people and races, thus increasing the demand.



Table 10-1: Weapons &amp; Equipment

Weapon	Cost	Dmg (S)	Dmg (M)	Range	Weight	Type	Special
Whistle Stick	10 gp	1d4	1d6	–	3 lbs.	B	Monk

Gear	Cost	Weight
Alchemy Pouch	5 gp	2 lbs
Elven Dagger Harness	15 gp	5 lbs.



**Whistle Sticks:** These 3-foot long shafts of fire-hardened wood are as much art as they are weapons. Each whistle stick is drilled through at various points. These holes create sounds of various pitches as they move through the air. Whistle sticks can be used as a musical instrument (using the Perform: Whistle Stick skill) or as weapons. The true masters of these weapons can create incredible melodies as they take down opponents one after another.



## Magical Items

Several new magic items are presented in this chapter. Each item gets a general description which details the item's powers as well as each of the following topics, covered in notational form.

**Aura:** Most of the time, a *detect magic* spell reveals the school of magic associated with a magic item and the strength of the aura the item emits. This information (when applicable) is given at the beginning of each item's notational entry.

**Caster Level (CL):** The next item in the notational entry gives the caster level of the item, indicating its relative power. The caster level determines the item's saving throw bonus, as well as range and other level-dependent powers of the item (if variable). It also determines the level that must be contended with should the item come under the effect of a *dispel magic* spell or similar situation.

**Slot:** Most magic items can only be utilized if worn or wielded in their proper slots. If the item is stowed or placed elsewhere, it does not function. If the slot lists "none," the item must be held or otherwise carried to function.

**Price:** This is the cost, in gold pieces, to purchase the item, if it is available for sale. Generally speaking, magic items can be sold by PCs for half of this value.

**Weight:** This is the weight of the item. When a weight figure is not given, the item has no weight worth noting for purposes of determining how much of a load a character can carry.

**Description:** This section of a magic item describes the item's powers and abilities. Some items refer to various spells as part of their description (see the Pathfinder Roleplaying Game Core Rulebook for spell descriptions).

**Construction:** With the exception of artifacts,



most magic items can be built by a spellcaster with the appropriate feats and prerequisites. This section describes those prerequisites.

**Requirements:** Certain requirements must be met in order for a character to create a magic item. These include feats, spells, and miscellaneous requirements such as level alignment, and race or kind. The prerequisites of creation of an item are given directly beneath the heading for construction for each entry. A spell prerequisite may be provided by a character who has prepared the spell (or who knows the spell, in the case of a sorcerer or bard), or through the use of a spell completion or spell trigger magic item or spell-like ability that produced the desired effect. For each day that passes in the creation process, the creator must expend one spell completion item or one charge from a spell trigger item if either of those objects is used to supply a prerequisite.

It is possible for more than one character to cooperate in the creation of an item, with each participant providing one or more of the prerequisites. In some cases, cooperation may even be necessary.

If two or more characters cooperate to create an item, they must agree among themselves who will be considered the creator for the purpose of variables (such as spell duration or damage) where the creator's level must be known.

**Cost:** This is the cost in gold pieces to create the item. Generally this cost is equal to half the price of the item, but additional material components might increase this number. The cost to create includes the costs derived from the base cost plus the cost of the components.



### Armor of Alhara

**Aura** strong enchantment; **CL** 6th

**Slot** armor; **Price** 28,175 gp; **Weight** 20 lbs.

#### DESCRIPTION

The Armor of Alhara is a suit of armor favored by those who suffer the pains brought by the red moon. This suit of studded armor is crafted from leather the color of blood. On its chest is the symbol of Alhara. This *studded leather armor* +2 grants its wearer increased control over lycanthropic transformation in the form of a +4 competence bonus to all Control Shape skill checks. In addition it grants the wearer a +2 bonus to Will saves to resist spells of the school of enchantment and similar effects.

#### CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *Alter Self*, *Resistance*; **Cost** 14,085 gp





### Mask of Twilight

**Aura** none (strong evocation with a successful caster level check DC 20); **CL** 9th

**Slot** head; **Price** 99,770 gp; **Weight** 2 lbs.

#### DESCRIPTION

This mask, traditionally worn by powerful Acolytes of Twilight (see chapter 9) is crafted to resemble the holy symbol of the Twilight Dragon. It displays the powers of light and darkness in balance, yet swirling about each other, each trying to gain the advantage. The Mask of Twilight grants the wearer the following spell-like abilities:

Constant – *nondetection*

2/day – *deeper darkness*, *searing light* (4d8 or 9d6 vs. undead)

1/week – *dispel chaos* or *dispel law* (chosen at time of casting)

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *deeper darkness*, *dispel chaos*, *dispel law*, *nondetection*, *searing light*; **Cost** 49,886 gp



### Necklace of the Sirens

**Aura** moderate enchantment; **CL** 10th

**Slot** neck; **Price** 34,000 gp; **Weight** –

#### DESCRIPTION

The necklace is a fluid mixture of gold and silver, accentuated by flawless pearls. Even without its enchantments the beauty of the craftsmanship and valuable metals would bring over 1,000 gold pieces. The necklace allows any bard wearing it to use the following spells (with the cost in charges).

*Charm Person* (1 charge)

*Hypnotism* (1 charge)

*Confusion* (2 charges)

The *Necklace of Sirens* has 2 charges that renew each day at the rise of Nalus the silver moon. The charges can also be renewed by anyone with the Bardic Performance class feature at a cost of 3 rounds of performance per charge. Charging the necklace in this manner is a standard action that provokes an attack of opportunity.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *charm person*, *confusion*, *hypnotism*; **Cost** 17,000 gp



### Sunstar

**Aura** moderate evocation; **CL** 6th

**Slot** none; **Price** 16,200 gp; **Weight** –

#### DESCRIPTION

This 4-inch diameter gold medallion is emblazoned with the symbol of the sun rising over the horizon. It is an item that is much sought after by undead hunters in the sunless realms. When found a *Sunstar* possesses 2d6 charges. When a wielder utters the command word, a charge is expended and it creates an area of true sunlight out to a 30 foot radius. This sunlight affects vampires and other creatures adversely affected by sunlight as if it were natural, true sunlight. This magical light lasts for 1d6+1 rounds and is then extinguished.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *Bless*,



Daylight; Cost 8,100 gp

## Artifacts

Artifacts are extremely powerful. Rather than being merely another form of magical equipment, they are the sorts of legendary relics that whole campaigns can be based on. Each could be the center of a whole set of adventures—a quest to recover it, a fight against an opponent wielding it, a mission to cause its destruction, and so on.

Unlike normal magic items, artifacts are not easily destroyed. Instead of construction information, each artifact includes one possible means by which it might be destroyed.

Artifacts can never be purchased, nor are they found as part of a random treasure hoard. When placing an artifact in your game, be sure to consider the impact and role. Remember that artifacts are fickle objects, and if they become too much of a nuisance, they can easily disappear or become lost again.

### Blade of Shadows

**Aura** strong conjuration and necromancy;

**CL** 25th

**Slot** none; **Weight** 10 lbs.

#### DESCRIPTION

This is a +5/+5 *vampiric axiomatic two-bladed sword* forged from umbristine. Because of the unusual metal's nature it is considered to possess the *ghost touched* special ability in addition to its considerable enchantments. When a wound is inflicted by either of the blades it inflicts 1d6 points of negative energy damage to the victim. The damage dealt by negative energy is absorbed by the Blade and used to heal its wielder.

If a creature of chaotic alignment attempts to pick up this weapon of law it takes 4d6 points of damage and has one permanent negative level bestowed upon them. Creatures of non-lawful and non-chaotic alignments take 2d6 points of damage. This damage continues for each round of continued contact.

If the Blade of Shadows is wielded by a lawfully aligned priest of Steelight Shadowborne its true power becomes apparent. In addition to the previously mentioned enchantments the Blade



allows its wielder to cast the following spells as spell-like abilities:

- *Enervation*: Three times per day the wielder can cause a black ray of negative energy to lance out from the two-bladed sword, affecting any living creature as the spell of the same name.
- *Summon Shadows*: Twice per day the Blade may summon 2d4 shadows. These shadows are immune to turning and serve the wielder as if called by a *summon monster V* spell cast at 25th level.
- *Summon Shadowborn Warrior*: Once per day the wielder of the Blade of Shadows can summon a shadowborn warrior (see chapter 12). The warrior serves the wielder as if called by a *summon monster VI* spell cast at 25th level.

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#### DESTRUCTION

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The *Blade of Shadows* dissipates into wisps of shadow if exposed to the light of the True Sun for 24 hours continuously.

### Shard of the Abyss

**Aura** strong conjuration and necromancy;  
**CL** 20th

**Slot** none; **Weight** 1 lb.

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#### DESCRIPTION

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No one is certain how the Shard was created, or where it came from, but wherever it appears chaos erupts. Above all, this artifact is an agent of chaos. It has a mind of its own and always seeks to further its own goals through subtle manipulations. Should it choose to, it can grant its wielder/servant the following powers:

At will – *suggestion*

3/day – *chaos hammer*

2/day – *dispel law*

1/day – Summon a Vrock (100% success)

Additionally, the Shard of the Abyss has spells that it can cast on its own:

At will – *charm monster*; *suggestion*

3/day – *crushing despair*; *major image*

1/day – *dominate person*, *dream*

When it chooses to, the Shard can also fly at a speed of 30 feet per round (as per the spell).

(AL CN; INT 26; WIS 20; CHA 20; EGO 36;

Communicates via telepathy and has normal senses and blindsense out to a range of 120'. It can convey blindsense of up to 30' to its wielder/servant.)

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#### DESTRUCTION

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The Shard can only be destroyed by being used to destroy 1,000 demons by a single lawful being.

## Alchemical Mixtures

The talents of a combat alchemist reside in the creative use of alchemical mixtures. The description of known mixtures are presented here, in a standard format. Each category of information is explained below.

### Name

The first line of any mixture description is the name by which the mixture is generally known.

### Type

There are several types of mixtures that can be created. Each type has its own properties and uses. The details regarding each general type are provided below. There are some mixtures that fall into more than one category. In these cases any feats or bonuses that apply to either type apply, though these benefits do not stack.

**Dust:** Dust type mixtures create a very fine dust that can then be scattered in an area or tossed into the air. It is important to note that dust that has been created and not yet applied (or applied to an area) can be blown away by winds. The strength of wind required depends on other environmental conditions and the judgement of the GM.

**Grenade:** Grenade type mixtures are the type that are combined and then thrown at the enemy. When a grenade type mixture is thrown at a target a ranged attack is required (in some cases a ranged touch attack). If the attack misses roll 1d8 to determine where the missile lands (1 being directly north of the target and progressing clockwise). Most grenade type mixtures begin reacting within seconds of the mixture completing (usually 1-2 rounds) though a rare few have a longer delay time. If the mixture is still in hand when the delay passes the alchemist receives the full effect of the mixture on himself.



**Oil:** Oils are mixtures that must be applied to objects in order for them to take effect. Generally oils grant the object some special attribute or ability for a limited time.

**Potion:** Mixtures that fall into this category are similar to those created by spellcasters in that they must be consumed in some way. That is where the similarity ends however. Alchemical potions are not magical in nature, nor are they permanent. Potions may also take effect in any manner that allows it to enter the body (i.e. injection or injury (as poisons)).

**Salve:** Salves must be applied to a person or item after the mixture is completed. Applying a mixture is a completely separate action, the length of which is detailed in the information provided for each mixture.

**Vapor:** These mixtures produce some sort of fog or vapor. Most of these have an effect that begins a single round after mixing, allowing time for the alchemist to toss the completed mixture away from him prior to the vapor effect beginning.

## Level

This line of the mixture description gives the mixture's level. This number is between 1 and 9.

## Point Cost

The point cost is the number of mixture points required to create the desired mixture. This does not take into account any experimentation that the alchemist may perform.

## Application Time

Here the time it takes to apply a particular mixture is provided. It is generally a standard action, a move action or a swift action.

## Stability

The stability of a mixture represents how many rounds the mixture will retain its potency. At the end of that time the mixture is rendered inert and will no longer function. In the case of grenade type mixtures, at the end of that time, the grenade takes effect if not activated earlier, causing its full effect centered on whomever is holding the mixture.

## Duration

A mixture's duration is how long the mixture's effects last. Once the duration of a mixture has expired, it becomes inert and no longer produces any alchemical effects. Expired mixtures cannot be salvaged to be used again at a later time.

**Timed Durations:** Most durations are measured in increments of time such as rounds or minutes. When the time is up, the effects of the mixture fade to nothing.

**Instantaneous:** A duration of instantaneous indicates a mixture whose effect is not lasting but sudden. The effect comes and goes in an instant.

## Saving Throw

Harmful mixtures may have a saving throw associated with them. A successful saving throw typically means avoiding either all or a portion of the effect of the mixture. Note that not all harmful mixtures have saving throws associated with them, as some are considered normal attacks. The standard DC for saves is equal to 10 + the alchemist's Intelligence modifier + the mixture's level.

## Description

This section describes the effects of the mixture, including any interactions between particular mixtures and additional rules-related information.

## Experimentation

Here you will find a few possible examples of experimentation results on the mixture. This includes point costs and resulting effects. While there is no limit to the creativity of how an alchemist can experiment with a particular mixture (except the judgement of the GM), an alchemist can only spend an additional number of points equal to the mixture level for experimentation purposes. There are feats that can increase this limit. These are meant to be examples. Other possibilities are viable with the approval of the GM.



## Defensive Mixing

Normally, creating mixtures provokes an attack of opportunity. However, that attack can be prevented if the alchemist makes a successful Defensive Mixing check. Essentially this is the same as making a concentration check for defensive casting of spells (DC 15 + double the level of the mixture). In order to do this you must first determine how many points you are going to spend on a particular mixture. This is simple if there is no experimentation involved. If the roll is successful you complete the mixture without provoking attacks of opportunity. If you fail the roll, you lose the number of points you would have spent as you spill and scatter your ingredients across the floor. (Roll = d20 + Combat Alchemist level + Intelligence modifier)

## Mixture List

All currently known alchemical mixtures are listed here by level and type. Those mixtures that can be categorized as more than one type are listed under the first type listed in their description.

### 1st-Level Mixtures

#### Dusts

**Aniseed Dust:** Ruins the scent ability for 1d6 hours.

#### Grenades

**Thunder Clap:** Creates a deafening blast of sound.

**Quick Stick:** Creates a sticky substance that can immobilize an opponent.

#### Oils

**Quicksilver:** Affected object is considered a silver weapon.

#### Potions

**Strength Potion:** +2 alchemical bonus to Strength.

#### Salves

**Healing Salve, Minor:** Heals 1d6 damage +1 per 2 levels (+5 max)

#### Vapor

**Fog Veil:** Fills an area with harmless fog.

### 2nd-Level Mixtures

#### Dusts:

**Dust of Drowsiness:** Affected creatures fall asleep for 2d6 rounds

#### Grenades

**Blinding Flash:** Creates a flash of bright light that blinds onlookers.

**Oil Slick:** Creates a slippery surface, causing those moving in the affected area to fall.

#### Oils

**Fire Oil:** Affected weapon does +1d4 fire damage for the duration of the effect.

#### Potions

**Pheromones:** +6 alchemical bonus to Charisma for 1 race.

#### Salves

**Embalming Salve:** Prevents decay of an affected undead creature or corpse.

#### Vapors

**Calming Vapor:** Negates moral bonuses and calms affected creatures.

### 3rd-Level Mixtures

#### Dusts

**Revealing Dust:** Reveals invisible creatures and objects.

#### Grenades

**Blast Bomb:** Bull rushes a 10' radius and inflicts 2d6 bludgeoning damage.

**Fire Bomb, Lesser:** Inflicts 2d6 fire damage and 1d6 bludgeoning damage to a 10 ft. radius.

#### Oils

**Frost Oil:** Affected weapon inflicts +1d4 cold damage for the duration of the effect.

#### Potions

**Anti-Venom:** Allows additional save with a +4 bonus.

**Catnip Cocktail:** +4 alchemical bonus to Dexterity and +1 to Initiative.

#### Salves

**Healing Salve, Lesser:** Heals 2d6 damage +1 per 2 levels (max +7)



**Vapors**

**Stink Bomb:** Creates a stinking vapor that can cause nausea and mask scents.

**4th-Level Mixtures****Dusts**

**Hallucinogen Dust:** Affected creatures are unable to tell friend from foe.

**Grenades**

**Metal Eating Acid:** Reduces the effectiveness of an opponents armor or weapon.

**Oils**

**Slowing Venom:** Poison that inflicts 1d3 Dexterity damage per round.

**Potions**

**Strength Potion, Greater:** +4 alchemical bonus to Strength.

**Salves**

**Purifying Salve:** Cures non-magical diseases.

**Vapors**

**Noxious Cloud:** Creates a cloud of debilitating poison.

**5th-Level Mixtures****Dusts**

**Freezing Dust:** Freezes water and inflicts cold damage.

**Grenades**

**Concussion Bomb:** Inflicts 3d6 sonic damage and 2d6 bludgeoning to a 10' radius.

**Oils**

**Weakening Venom:** Poison that inflicts 1d3 Strength damage per round.

**Potions**

**Adrenalin:** Grants +4 to Str, +2 to Con and a +4 bonus vs. fear.

**Salves**

**Healing Salve:** Heals 3d6 damage +1 per 2 levels (+10 max)

**Vapors**

**Nightmare Vapor:** Inflicts Wisdom damage and confusion.

**6th-Level Mixtures****Dusts**

**Corrosive Dust:** Corrodes and weakens metal objects.

**Grenades**

**Fire Bomb:** Inflicts 3d6 fire damage and 2d6 bludgeoning damage to a 20 ft. radius

**Oils**

**Impacting Oil:** Explodes on impact when applied to a blunt weapon.

**Potions**

**Essence of Earth:** DR 5/adamantine and +4 alchemical bonus to Constitution.

**Salves**

**Depetrification Salve:** Turns a petrified creature back to flesh.

**Vapors**

**Poison Cloud:** Constitution damage to anyone inhaling the vapor.

**7th-Level Mixtures****Dusts**

**Incendiary Dust:** Floating dust bursts into flame dealing 5d6 fire damage to the area.

**Grenades**

**Thunder Strike:** Inflicts sonic damage, deafness and electrical damage to an area.

**Oils**

**Deadly Venom:** Poison that inflicts 1d4 Constitution damage per round.

**Potions**

**Essence of Water:** Regenerates severed limbs and heals nonlethal damage.

**Salves**

**Healing Salve, Greater:** Heals 4d6 damage +1 per 2 levels (max +15).

**Vapors**

**Acid Mist:** A mist that deals acid damage.

**8th-Level Mixtures****Dusts**

**Lotus Dust:** A virulent contact poison.



**Grenades**

**Blinding Radiance:** Causes blindness and 6d6 points of damage.

**Oils**

**Transmuting Oil:** Transforms a weapon based on a foe's DR.

**Potions**

**Essence of Fire:** Immunity to cold, poisons, and other inhaled toxins.

**Salves**

**Salve of Resistance:** Resistance 10 to all elemental attacks (except sonic).

**Vapors:**

**Insanity Mist:** Causes insanity to those caught in the vapors.

**9th-Level Mixtures****Dusts**

**Death Dust:** Produces extreme hallucinations, slaying the weak minded.

**Grenades**

**Nova:** Inflicts 12d6 fire damage and 5d6 bludgeoning damage to a 30 foot radius.

**Oils**

**Channeling Oil:** Contains and discharges magical effects.

**Potions**

**Quintessence:** A random, permanent effect.

**Salves**

**Cure-All:** Cures many ailments and heals damage.

**Vapors**

**Scintillating Cloud:** Sparkling colors *confuse*, stun or render unconscious.

**Mixture Descriptions**

The following mixtures are presented in alphabetical order with the exception of those bearing the words "greater," "lesser," or "minor."

**Acid Mist**

**Type vapor; Level 7**

**Point Cost 7**

**Application Time 1 standard action**

**Stability 2d6 rounds**

**Duration 1 round / level**

**Saving Throw None**

The effects of this mixture fills a 20 foot area that is 20 feet high (or equivalent area). Any creature or object caught in the area suffers 2d6 points of acid damage per round.

**Experimentation:** For every 3 extra mixture points spent on the mixture the duration can be increased by 1 round.

**Adrenalin**

**Type potion; Level 5**

**Point Cost 5**

**Application Time 1 standard action**

**Stability 1d4+1 rounds**

**Duration 2d4 rounds + 1 round / level**

**Saving Throw Fortitude negates (harmless)**

Consuming an adrenalin sends a surge of physical power through the body of a living creature. The creature gains a +4 Strength bonus, a +2 Constitution bonus and a +4 to saving throws against fear effects. These bonuses are all alchemical in nature.

When the mixture expires, the creature is left fatigued.

**Experimentation:** For each additional mixture point spent the alchemist can increase either the stability or the duration for 1 round. By spending 7 extra mixture points once of the bonuses (Strength, Constitution or save vs. fear) can be increased by +2.

**Aniseed Dust**

**Type dust; Level 1**

**Point Cost 1**

**Application Time 1 standard action**

**Stability 1d4 minutes**

**Duration 2d4 minutes + 1 minute / 2 levels**

**Saving Throw Fortitude negates**

Aniseed dust creates a particularly pungent odor when sniffed closely. Any creature coming into the affected area during the mixture's duration smells the mixture. Those creatures with the scent special ability must make a Fortitude save or lose that ability for 1d6 hours. Creatures that track by scent are likewise affected. This dust affects three 5 foot squares.



**Experimentation:** For 1 additional mixture point either the duration or the stability of the mixture can be increased by 1 minute. For 3 points the Fortitude save DC can be increased by 1.

### Anti-Venom

**Type** potion; **Level** 3

**Point Cost** 2

**Application Time** 1 standard action

**Stability** 1d4 rounds

**Duration** Instantaneous

**Saving Throw** see text

A poisoned individual consuming anti-venom is allowed another saving throw with a +4 alchemical bonus to negate the effects of the poison.

**Experimentation:** By spending 3 additional mixture points the alchemical bonus is increased by an additional +1.

### Blast Bomb

**Type** grenade; **Level** 3

**Point Cost** 3

**Application Time** 1 standard action

**Stability** 1d4 rounds

**Duration** Instantaneous

**Saving Throw** None

When a *blast bomb* impacts something hard it explodes with great force, inflicting 2d6 points of bludgeoning damage to anyone within a 10 foot radius.

Everyone in the affected area is also affected by a Bull Rush attack (CMB = alchemist's base attack bonus + Intelligence modifier + 3). The direction of the bull rush is outward from the point of impact.

**Experimentation:** By spending 2 additional mixture points spent the CMB of the bull rush attack increases by 1.

### Blinding Flash

**Type** grenade; **Level** 2

**Point Cost** 2

**Application Time** 1 standard action

**Stability** 1d4 rounds

**Duration** Instantaneous

**Saving Throw** Fortitude negates

Upon completion this mixture yields a small

white pellet. This pellet can be thrown with a 20 ft. range increment. When the pellet hits a hard surface it explodes into blinding light. Any creature within a 10 foot radius must make a Fortitude save or be blinded. Blinded creatures take a -2 penalty to Armor Class, lose their Dexterity bonus to AC (if any), and take a -4 penalty on most Strength and Dexterity based skill checks, as well as Perception checks.

**Experiment:** 2 extra mixture points can raise the save DC by 1 or expand the effective radius by 5 feet. A single point can increase the stability by 1 round.

### Blinding Radiance

**Type** grenade; **Level** 8

**Point Cost** 8

**Application Time** 1 standard action

**Stability** 1d2 rounds

**Duration** Instantaneous

**Saving Throw** Reflex partial

Wherever the grenade strikes a chain reaction of chemicals creates a bright and devastating explosion. All creatures in a 40 foot radius are blinded and take 6d6 points of damage. A successful Reflex save negates the blindness and reduces the damage by half.

Creatures that are adversely affected by bright light take double damage from this mixture. The light is powerful enough to temporarily counter any darkness spell of 8th level or lower. Though after 1 round those spells return and continue for the remainder of their duration.

**Experimentation:** 6 additional mixture points will increase the Reflex save DC by 1. The blast radius cannot be affected by experimentation.

### Calming Vapor

**Type** vapor; **Level** 2

**Point Cost** 2

**Application Time** 1 standard action

**Stability** 1d4 minutes

**Duration** 2d6 rounds +1 round / 2 levels

**Saving Throw** Will negates

The *calming vapor* mixture creates a soothing effect for anyone in the area affected by the vapor. Raging creatures come out of their rage and aggressive or hysterical creatures



calm. While under the influence of this mixture affected creatures can take no violent actions or do anything destructive. They are still able to defend themselves however.

Those affected by calming vapors lose all morale bonuses or penalties (such as those granted by the *bless* spell, a bard's inspire courage ability or fear effects) for the duration of the affect. When the affect ceases the morale bonuses or penalties return. Creatures under the influence of a *rage* spell or class ability come completely out of their rage and suffer the penalties associated with doing so. Their rage does not return at the end of the mixture effect.

These vapors fill four 5 foot cubes, and can be blown away after the first round by high winds.

**Experimentation:** By spending 2 extra mixture points an alchemist can affect an additional 5 foot cube or increase the Will save DC by 1.

### Catnip Cocktail

Type potion; Level 3

Point Cost 3

Application Time 1 standard action

Stability 2d4 rounds

Duration 1d4 minutes + 1 minute / 2 levels

Saving Throw None

The *catnip cocktail* is an alchemical potion designed to increase the reflexes and reactions of the person drinking it. The imbiber gains a +4 alchemical bonus to Dexterity while under the influence of this potion. They also receive an additional +1 to initiative rolls.

**Experimentation:** 2 additional mixture points will increase the duration by 1 minute. 5 points will increase the Dexterity bonus to +6.

### Channeling Oil

Type oil; Level 9

Point Cost 9

Application Time 1 swift action

Stability 1d4 rounds

Duration 1d4 rounds + 1 round / 3 levels

Saving Throw see text

Through the use of the purest element of alchemy, quintessence, this oil can absorb the energies of spells and discharge them at a later time. The oil must be applied to a weapon or

shield to function properly.

When a spell of an offensive nature is cast at the wielder of a weapon coated in *channeling oil* the caster must make a caster level check (1d20 + caster level) against the skills of the alchemist (DC = 19 + Intelligence modifier). If the caster level check fails the spell's energies are absorbed into the oil. Channeling oil can only contain the energy of a single spell at a time. However, the next time a target is struck with the coated weapon the full power of the absorbed spell (along with any bonuses or metamagic feats applied by the original caster) explode out of the oil, affecting the target of the strike.

*Channeling oil* cannot absorb area of effect spells like *stinking cloud* or *fireball*, only spells that target the weapon's wielder.

**Experimentation:** By spending 5 additional points the DC of the caster level check can be increased by 1 or the duration of the effect can be increased by 1 round.

### Concussion Bomb

Type grenade; Level 5

Point Cost 6

Application Time 1 standard action

Stability 1d4 rounds

Duration Instantaneous

Saving Throw Reflex half

When the resulting mixture is thrown it creates a blast of sonic and concussive energy. Anyone caught in the blast (10' radius from the point of impact) suffers 3d6 sonic damage and 2d6 bludgeoning damage. A successful Reflex save reduces all damage by half.

**Experimentation:** By spending 2 extra mixture points the stability can be increased by 1 round. 5 points will inflict an additional 1d6 points of bludgeoning damage.

### Corrosive Dust

Type dust; Level 6

Point Cost 6

Application Time 1 standard action

Stability 1d4+1 rounds

Duration 1d2 rounds + 1 round / 3 levels

Saving Throw Fortitude negates

*Corrosive dust* causes any ferrous object in its



area of effect to begin to rust and weaken. Any metal object in the area must make a Fortitude save or be weakened. The weakening of weapons takes the form of a -1 to damage per 3 levels of the alchemist. If at any time the weapon is incapable of inflicting damage it will break on its next attack. For armor, the armor bonus to AC provided is reduced by 1 per 4 levels of the alchemist. If its armor bonus is reduced to 0 it falls apart when it is next struck. Other objects lose 1 point of hardness per round that they remain in the affected area. Should their hardness reach 0 they fall to dust.

This dust is powerful enough to affect magical items, though standard rules regarding attended items still apply. The dust can be spread over four 5 foot cubes, and will affect any ferrous object entering the area for the entirety of the mixture's duration. Penalties induced by the corrosive effects of the dust remain until the armor is repaired or replaced.

**Experimentation:** By spending 6 additional mixture points the Fortitude save DC can be increased by 1. 4 points can increase either the stability or the duration by 1 round. The corrosion induced penalties cannot be increased via experimentation.

### Cure-All

**Type** salve; **Level** 9

**Point Cost** 9

**Application Time** 1 standard action

**Stability** 2d4 rounds

**Duration** 2d6 minutes

**Saving Throw** None

When the *cure-all* salve is applied to a creature it removes all nonlethal damage and heals 5d6 points of damage +1 per level (Maximum +20). Additionally it cures any physical malady, including poisoning, disease or continuing damage of any kind (such as that by the *acid arrow* spell or a weapon with the wounding special ability). Lastly, this salve can be used to cure mental afflictions as well. Effects such as *Confusion* and *feblemind* of 8th level or lower are removed over the mixture's duration.

The cure all salve does not restore lost body parts, bring the dead back to life or have any effect on undead creatures.

**Experimentation:** By spending 7 extra mixture points the duration can be reduced by 1 minute.

### Deadly Venom

**Type** oil; **Level** 7

**Point Cost** 8

**Application Time** 1 swift action

**Stability** 1d4 minutes

**Duration** 1 round / 2 levels

**Saving Throw** Fortitude negates

Completing this mixture creates an injury-based poison that quickly affects the heart and lungs of the victim. Any living creature that is injured by a weapon carrying this venom must make a Fortitude save each round for the duration of the mixture's potency. Each round in which the saving throw is failed the creature takes 1d3 points of Constitution damage. Two successful saves resists the effects of the poison and any creature immune to poison is also immune to the effects of this mixture.

The venom is effective on the weapon for either the duration of the mixture's effect or 1 successful hit per 3 levels of the creating alchemist.

**Experimentation:** 7 extra mixture points can increase the Fortitude save DC by 1. 4 points can increase either the duration of the effect by 1 round or the number of effective hits by 1. By spending 9 extra mixture points the alchemist can inflict 1 additional point of Constitution damage per round.

### Death Dust

**Type** dust; **Level** 9

**Point Cost** 10

**Application Time** 1 standard action

**Stability** 1d4 rounds

**Duration** 1d3 rounds + 1 round / 3 levels

**Saving Throw** Will negates

Victims of *death dust* see horrid hallucinations that push their psyches to the breaking point and beyond. So horrible are these images that those that fail a Will save against the effects collapse into seizures, dying in 2d4 rounds. While collapsed they are considered helpless and can take no action. In fact, they will not even acknowledge the existence of the world around them, consumed as



they are by the hallucinations.

**Experimentation:** 2 additional mixture points can increase either the stability or the duration of the effect by 1 round. By spending 5 points the alchemist can increase the Will save DC by 1.

### Depetrification Salve

Type salve; Level 6

Point Cost 6

Application Time 1 full-round action

Stability 1d4 minutes

Duration 2d4 rounds

Saving Throw None

When depetrification salve is applied to a petrified individual it turns them from stone to flesh over the course of the mixtures duration.

**Experimentation:** by spending 4 extra mixture points the alchemist can shorten the duration by 1 round (thus taking less time to return the petrified individual to flesh).

### Dust of Drowsiness

Type dust; Level 2

Point Cost 2

Application Time 1 standard action

Stability 2d4 rounds

Duration 2d6 rounds + 1 round / level

Saving Throw Will negates

*Dust of drowsiness* affects the ability of living creatures to stay awake. When scattered, the dust typically covers four 5 foot cubes. Anyone within the affected area must make a Will save or fall asleep for 2d4 rounds.

**Experimentation:** By spending 2 additional mixture points the alchemist can increase the save DC by 1. For a single point the stability can be increased by 1 or an additional 5 foot cube can be affected.

### Embalming Salve

Type salve; Level 2

Point Cost 2

Application Time 1 standard action

Stability 2d4 minutes

Duration 1 day / 2 levels

Saving Throw None

*Embalming salve* preserves any body that it

is rubbed on. In the case of flesh-based undead creatures (such as zombies) it grants them an additional 2 hit points per Hit Die for the duration of the effect. In the case of a corpse, it hold the corpse in whatever state it was in when the mixture was applied. The time that passes while the mixture is in effect does not count against the time the person has been dead for purposes of spells such as *raise dead* and *reincarnate*.

**Experimentation:** 1 additional mixture point can increase the stability of the mixture by 1 minute. 2 points can increase the duration by 1 day.

### Essence of Earth

Type potion; Level 6

Point Cost 6

Application Time 1 standard action

Stability 2d4 rounds

Duration 1d4 minutes + 1 minute / 2 levels

Saving Throw None

When a creature is affected by the *essence of earth* potion their skin takes on the form of that primal element. It becomes hard, granting the creature a damage reduction of 5/Adamantine. Additionally the creature gains a +4 alchemical bonus to their Constitution score for the potion's duration.

**Experimentation:** 3 extra mixture points will increase the duration of the potion by 1 minute. By spending 6 points the DR can be increased to 6/Adamantine.

### Essence of Fire

Type potion; Level 7

Point Cost 7

Application Time 1 standard action

Stability 2d4 rounds

Duration 2d4 + 1 round / level

Saving Throw None

By consuming an *essence of fire* potion the imbiber becomes immune to cold damage. The fire's essence continues to burn within them for the duration of the mixture's effect, thereby purifying the blood and breath of the creature. The affected creature is rendered immune to all forms of poison or disease, as well as all inhaled toxins (including spells such as *stinking cloud* and *cloud kill* of 7th



level or lower). Due to the constantly burning fire the creature also becomes immune to stunning and paralysis attacks. Lastly, this potion provides a +4 alchemical bonus to Strength.

Alternately, at any point after consuming the potion the affected creature can expel the flames as a cone of intense flame 60 feet long. If used the round after consumption it inflicts 1d6 points of fire damage per level of the alchemist (Reflex save for 1 per 2). Each round after consumption the damage is reduced by 1d6. Once the total available damage reaches 0, there is no longer enough essence remaining to support the breath of flame.

**Experimentation:** For 4 additional mixture points a 1 round time delay can be added before the damage of the fire breath begins to decrease. For 6 additional points the Strength bonus can be increased to +6. 3 additional points can increase the duration of the effect by 1 round.

### Essence of Water

Type potion; Level 7

Point Cost 7

Application Time 1 standard action

Stability 2d4 rounds

Duration 2d4 minutes

Saving Throw None

By consuming the *essence of water* the affected creature begins to regenerate. The subject's severed body members (fingers, toes, hands, feet, etc.), broken bones and ruined organs mend and grow back. This physical regeneration is completed when the mixture's duration expires.

*Essence of water* also rids the subject of exhaustion and fatigue as well as all nonlethal damage the subject has taken. This potion has no effect on non-living creatures.

**Experimentation:** By spending 6 extra mixture points, this potion can also cure 2d6 points of damage. 5 extra points will reduce the regeneration time by 1 minute.

### Fire Bomb

Type grenade; Level 6

Point Cost 7

Application Time 1 standard action

Stability 1d2 rounds

Duration instantaneous

Saving Throw Reflex partial

When a *fire bomb* is thrown at a creature or a 5 foot square it explodes with great and fiery concussive force dealing 3d6 points of fire damage and 2d6 points of bludgeoning damage to any creature in a 20 foot radius. Any creature in the affected area can make a Reflex save for half damage. This is considered a ranged attack against the targeted square (AC 10). An unsuccessful attack means the grenade has gone astray. Determine where it lands normally for a grenade-like weapon.

**Experimentation:** An additional 4 mixture points can increase either the fire damage or the bludgeoning damage by 1d6. 3 points can increase the blast radius by 5 feet. By spending 2 extra mixture points an alchemist can extend the stability by 1 round or increase the CMB of the blast by 1.

### Fire Bomb, Lesser

Type grenade; Level 3

Point Cost 4

Application Time 1 standard action

Stability 1d2 rounds

Duration instantaneous

Saving Throw Reflex partial

This mixture functions the same as a *fire bomb* with the following exceptions: the blast radius is only 10 feet, it inflicts 2d6 points of fire damage and 1d6 points of bludgeoning damage.

### Fire Oil

Type oil; Level 2

Point Cost 3

Application Time 1 swift action

Stability 1d2 rounds

Duration 2d4 rounds or 1 successful attack / level

Saving Throw None

*Fire oil* is a mixture that creates a sustaining flame when exposed to air. When placed on a weapon this oil inflicts an additional 1d4 points of fire damage each time the weapon hits a creature.

**Experimentation:** For each additional mixture point the alchemist spends he can add 1 round of duration (and 1 additional strike) or 1 point of damage (max +2).



**Fog Veil****Type** vapor; **Level** 1**Point Cost** 1**Application Time** 1 standard action**Stability** 1d3 rounds**Duration** 2d6 rounds + 1 round / level**Saving Throw** None

When this mixture is completed it is capable of creating a harmless fog that covers an area. Once the stability time ends it produces fog that covers a 5 foot radius from the source. For the next 3 rounds the fog grows more dense and spreads an additional 5 foot radius per round (to a maximum of 20 foot radius). The fog cloud is thick enough to offer partial concealment (20% miss chance) to anyone within the cloud. Should someone within the cloud attack someone outside of it, they still have a 20% miss chance due to the concealing effects of the cloud.

A strong wind can dissipate the fog cloud quickly, however since the mixture continues to generate fog for the complete duration, the fog will always fill the square the mixture was thrown into. Should the wind cease the expansion of the cloud begins again.

**Experimentation:** For an additional mixture point the stability or duration of the *fog veil* can be increased by 1 round.

**Freezing Dust****Type** dust; **Level** 5**Point Cost** 5**Application Time** 1 standard action**Stability** 1d3 rounds**Duration** 2d4 rounds + 1 round / level**Saving Throw** None

When this dust is scattered in the air it creates an area of extreme cold. Any creature entering the affected area takes 2d6 points of cold damage per round. After leaving the area they take 1d6 points of cold damage each round for the remainder of the mixture's duration as the dust particles cling to the creature. If used in this manner the dust can affect five 5 foot cubes.

If this dust were to be thrown into or sprinkled over water the water in the area will freeze. The dust will freeze a volume of water equivalent to the amount of area it could normally affect if sprinkled

in the air.

**Experimentation:** By spending 3 additional mixture points the alchemist can affect an additional 5 foot cube. 2 extra points will extend either the duration or the stability of the mixture by 1 round. 2 extra points can also increase the damage inflicted by the dust by 1 point (applicable to both the primary damage and the residual damage).

**Frost Oil****Type** oil; **Level** 3**Point Cost** 3**Application Time** 1 swift action**Stability** 1d2 rounds**Duration** 2d4 rounds or 1 successful attack / level**Saving Throw** None

*Frost oil* is similar to *fire oil* in that it allows the weapon it is rubbed on to inflict additional damage. This oil, however, absorbs the heat from the surrounding area and anything it touches, causing 1d4 points of cold damage whenever an affected weapon hits a creature.

**Experimentation:** For each additional mixture point the alchemist spends he can add either 1 round of duration (and 1 additional strike) or 1 point of damage (max +3).

**Hallucinogen Dust****Type** dust; **Level** 4**Point Cost** 4**Application Time** 1 standard action**Stability** 1d4 minutes**Duration** 2d4 rounds +1 / 2 levels**Saving Throw** Will negates

A creature entering the area affected by *hallucinogen dust* begins to see strange things. Friends and enemies alike begin to take on demonic traits and appearances. Creatures failing their Will save will attack the nearest creature, seeing it as a demon of shadow, threatening them.

A successful Will save still causes a -1 penalty to attack rolls due to the affected creature's hesitation. They can see through the hallucinations, but only to a limited extent.

**Experimentation:** By spending an additional 4 mixture points the alchemist can increase the Will save DC by 1 point. 2 points can increase the duration of the effect by 1 round.



**Healing Salve****Type** salve; **Level** 5**Point Cost** 5**Application Time** 1 full-round action**Stability** 1d4+1 rounds**Duration** Instantaneous**Saving Throw** None

Upon completion, this mixture takes the form of a thick cream that helps cure injury when applied to a wound. A *healing salve* cures 3d6 +1 per 2 levels (max +10) points of damage when applied to a wounded, living creature. Since this is an alchemical effect and not a positive energy effect this salve has no effect on undead creatures. Applying this mixture is a standard action that provokes an attack of opportunity.

**Experimentation:** For each mixture point spent the alchemist can add 1 round to the stability time or 2 points of healing.

**Healing Salve, Greater****Type** salve; **Level** 7**Point Cost** 7**Application Time** 1 full-round action**Stability** 1d4+1 rounds**Duration** Instantaneous**Saving Throw** None

This mixture functions just like the healing salve mixture, excepting that it heals 4d6 damage +1 per 2 levels (max +15).

**Healing Salve, Lesser****Type** salve; **Level** 3**Point Cost** 3**Application Time** 1 full-round action**Stability** 1d4+1 rounds**Duration** Instantaneous**Saving Throw** None

This mixture functions just like the healing salve mixture, excepting that it heals 2d6 damage +1 per 2 levels (max +7).

**Healing Salve, Minor****Type** salve; **Level** 1**Point Cost** 1**Application Time** 1 full-round action**Stability** 1d4+1 rounds**Duration** Instantaneous**Saving Throw** None

This mixture functions just like the healing salve mixture, excepting that it heals 1d6 damage +1 per 2 levels (max +5).

**Impacting Oil****Type** oil; **Level** 6**Point Cost** 7**Application Time** 1 swift action**Stability** 1d4+1 rounds**Duration** 2d4 rounds or 1 successful attack / level**Saving Throw** None

This mixture creates an oil that, when used to coat a blunt weapon, causes small explosions on impact. A creature struck by a weapon coated in *impacting oil* takes normal weapon damage (with any normal modifiers or multipliers). Additionally the victim takes 3d6 points of bludgeoning damage as the oil explodes.

**Experimentation:** 4 extra mixture points can be used to add 1 round of duration (and 1 additional strike). 7 additional mixture points can be used to inflict an additional 1d6 points of fire damage from the explosion.

**Incendiary Dust****Type** dust; **Level** 7**Point Cost** 7**Application Time** 1 standard action**Stability** 2d2 rounds**Duration** 1 round / 2 levels**Saving Throw** None

*Incendiary dust* hovers in the air when scattered, visible only as a glimmer of red in most lighting conditions. It reacts violently when it is stirred up. Any creature walking through an area affected by incendiary dust takes 5d6 points of fire damage as the agitated dust bursts into flame. Once ignited the dust hangs in the air for the remainder of the duration before dissipating. Creatures leaving the area after the dust has ignited take 1d6 points of fire damage each round for the remainder of the mixture's duration as the dust clings to their bodies.

Unlike most mixtures the effects of *incendiary dust* do not activate immediately after being



scattered about. The area ignites either at the end of the stability time or when disturbed by movement through the area. A standard application of incendiary dust can cover four 5 foot cubes.

**Experimentation:** 3 additional mixture points will allow the dust to cover an additional 5 foot cube. 4 points will add an additional d6 to the damage roll (for a total of 6d6 fire damage). The duration or the stability of this mixture can each be increased by 1 round by spending 2 additional mixture points (i.e. 2 points to add 1 round to duration or stability).

### Insanity Mist

Type vapor; Level 8

Point Cost 8

Application Time 1 standard action

Stability 1d4 rounds

Duration 1d4 rounds + 1 round / 4 levels

Saving Throw Will negates

Creatures caught in the area affect by *insanity mist* must make a Will save or be affected by a non-magical *confusion* effect, as the spell of the same name. Once a creature has made a single successful saving throw they are immune to the effects of *insanity mist* crafted by that particular alchemist for 24 hours. Due to the lasting effects of this mixture, each week a creature affected by this mixture can make a new saving throw. Each successive saving throw has an increasing +1 bonus to the save.

Spells such as *remove curse*, *greater restoration*, or *heal* can bring clarity to the victim's mind once again, as can other similar, more powerful spells.

The vapor fills two 5 foot cubes (or equivalent area) effectively. Any creature standing in an adjacent square must also make a Will save, but with a +4 bonus to their roll due to the centralized nature of this particular vapor.

**Experimentation:** By spending 8 additional points the Will save DC can be increased by 1. 6 points can increase the duration by 1 round.

### Lotus Dust

Type dust; Level 8

Point Cost 8

Application Time 1 standard action

Stability 2d6 rounds

Duration 2d6 rounds + 1 round / 2 levels

Saving Throw Fortitude negates (see text)

When a living creature enters an area where *lotus dust* has been spread they must immediately make a Fortitude save. Failure inflicts 1d6 points of Constitution damage. Each round the affected creature remains in the area they must succeed another save or suffer the same effect again.

Once affected by *lotus dust* two successful saves are required to prevent it from inflicting any further damage. Thus, even after a victim has left the affected area they may still suffer continued ill effects from the dust. Saving throws are only necessary as long as the mixture is still active. When the mixture's duration ends, the *lotus dust* can do no further damage.

**Experimentation:** 4 points can increase the duration of the effect by 1 round. By spending an additional 8 mixture points the Fortitude save DC can be increased by 1.

### Metal Eating Acid

Type grenade; Level 4

Point Cost 5

Application Time 1 standard action

Stability 2d6 rounds

Duration 1 round (onset time)

Saving Throw See text

This special acid is created to be used on metallic substances such as weapons or armor. When applying this mixture the alchemist must make a ranged touch attack on the target (or a ranged attack with a -4 penalty if attempting to strike a weapon). If the acid hits, the item must make a Fortitude save (modified by any magical bonuses of the item) or partially dissolve. In the case of metal armor this reduces the Armor Class of the armor by 1d4 points until the armor is repaired. If a weapon is affected it takes a -2 penalty to damage rolls made for that weapon. Anytime the affected weapon strikes a hard surface there is a 50% chance that the weapon breaks. Other metallic items are likewise affected.

This particular acid does not react with any other type of material besides metal, and thus does not inflict any damage on creatures, wood, etc.

**Experimentation:** By spending 3 extra mixture



points the alchemist can increase the penalty incurred on the item struck by an additional 1.

### Nightmare Vapor

**Type** vapor; **Level** 5

**Point Cost** 5

**Application Time** 1 standard action

**Stability** 1d3+1 rounds

**Duration** 2d6 rounds + 1 round / level

**Saving Throw** Fortitude negates

Nightmare vapor affects a 30' radius (or equivalent area) when first activated. Any creature caught in the affected area must make a successful Fortitude save or take 1d6 Wisdom damage. Creatures failing the Fortitude save are also confused (per the *confusion* spell) for the duration of the mixture's effect.

**Experimentation:** By spending 5 additional mixture points the Fortitude save DC can be increased by 1. 3 points can be used to increase either the stability or the duration of the mixture by 1 round.

### Nova

**Type** grenade; **Level** 9

**Point Cost** 10

**Application Time** 1 standard action

**Stability** 1d2 rounds

**Duration** instantaneous

**Saving Throw** Reflex partial

The *nova* mixture is the paramount of large, explosive mixtures. The area around where the mixture strikes is enveloped by white hot flames and it leaves decimation in its wake. Those caught in its 30 foot blast radius take 12d6 points of fire damage and 5d6 points of bludgeoning damage. Those failing their Reflex save are affected by a Bull Rush attack (CMD = the alchemist's base attack bonus + Intelligence modifier + 9). In addition all those caught in the blast as well as those within an additional 20 feet must make a Fortitude save or be blinded for 2d6 rounds.

**Experimentation:** 3 experimentation points will allow an additional round of stability. 4 will increase the Combat Maneuver Bonus of the Bull Rush attack by 1, and 5 will allow the alchemist to increase either the bludgeoning damage or the fire damage by 1d6.

### Noxious Cloud

**Type** vapor; **Level** 4

**Point Cost** 4

**Application Time** 1 standard action

**Stability** 1d2 rounds

**Duration** 2d6 rounds + 1 round / level

**Saving Throw** Fortitude negates

This mixture creates a small capsule that can be thrown with a range increment of 20 feet. When the capsule strikes something hard it breaks. The contents react with air to produce incredibly noxious fumes in an area equivalent to a 10 foot cube. All those in the affected area that breathe the substance must make a Fortitude save or be poisoned. (Frequency: 1/round; Effect: 1d2 Con; Cure: 1 save).

**Experimentation:** An alchemist can spend 3 additional mixture points to increase the save DC by 1. 2 points can increase the affected area by one 5 foot cube or increase the duration by 1 round.

### Oil Slick

**Type** grenade; **Level** 2

**Point Cost** 2

**Application Time** 1 standard action

**Stability** 2d4 rounds

**Duration** 1 minute / 2 levels

**Saving Throw** See text

Completing this mixture fills a container with an extraordinarily slippery liquid. When the container strikes a hard surface it shatters, scattering the greasy substance over a 10 foot square. Anyone moving through the slick area must make a Reflex save or fall prone. Even should the creature succeed in the Reflex save, they can still only move at half speed through the affected area.

This substance is highly flammable and will combust easily if lit, dealing 1d6 points of fire damage to anyone in the affected area.

**Experimentation:** 1 mixture point will increase the stability by 1 round. 2 points will add one 5 foot square to the affected area or increase the Reflex save DC by 1. 3 points will add 1 minute to the duration.



**Pheromones****Type** potion; **Level** 2**Point Cost** 2**Application Time** 1 standard action**Stability** 2d4 rounds**Duration** 1d4 minutes + 1 minute / 2 levels**Saving Throw** None

Pheromones cause the imbiber to attract the attention of members of one specific race (i.e. elf, human, goblinoid, etc.). To all such creatures the imbiber receives a +6 alchemical bonus to their Charisma score.

**Experimentation:** By spending 1 additional mixture point the alchemist can add another race to be affected. By spending 2 extra points they can increase the duration by 1 minute.

**Poison Cloud****Type** vapor; **Level** 6**Point Cost** 6**Application Time** 1 standard action**Stability** 1d4 minutes**Duration** 1d4 rounds +1 round / 2 levels**Saving Throw** Fortitude negates (see text)

The vapor created by this mixture is extremely poisonous. Anyone inhaling it must succeed a Fortitude save or take 1d3 points of Constitution damage. Each round a creature remains in the cloud they must again roll a saving throw. Due to the effects of the poison, affected creatures continue to take damage even after leaving the cloud until they have made one successful save or 3 rounds have passed.

When initially mixed the vapor will spread to fill an area with a 20 foot radius that is 20 feet high (or equivalent area). Creatures immune to poison are immune to the effects of this mixture.

**Experimentation:** 5 extra mixture points will increase the Fortitude save DC by 1. By spending 3 extra points the alchemist can increase either the duration of the vapor itself, or the amount of time it stays in a victim's system by one round.

**Purifying Salve****Type** salve; **Level** 4**Point Cost** 4**Application Time** 1 standard action**Stability** 2d4 rounds**Duration** 2d6 minutes**Saving Throw** see text

When this salve is applied to a creature that has contracted any form of non-magical disease they are allowed a new saving throw with a +4 alchemical bonus. If this saving throw succeeds the creature is purged of the disease entirely over the course of the mixture's duration.

**Quicksilver****Type** oil; **Level** 1**Point Cost** 2**Application Time** 1 swift action**Stability** 1d3 rounds**Duration** 2d6 rounds + 1 round / level**Saving Throw** None

When *quicksilver* is rubbed on a weapon, the weapon gains a shining silver sheen. For the duration of the effect the weapon is considered to be made of silver for all intents and purposes (including bypassing damage reduction). Each successful strike reduces the duration of the effect by 1 round.

**Experimentation:** For each additional mixture point spent the duration of the effect can be increase by 1 round.

**Quick Stick****Type** grenade; **Level** 1**Point Cost** 1**Application Time** 1 standard action**Stability** 1d4+1 rounds**Duration** 2d4 rounds + 1 round / 2 levels**Saving Throw** Reflex partial

This mixture creates an extremely sticky substance that is then thrown at an opponent. If the creature is struck by a ranged touch attack it is held in the affected square and becomes entangled. Entangled creatures suffer a -2 to attack rolls and a -4 to Dexterity. The affected creature must make a Reflex save or be glued to the floor. If the save is successful the stickiness still only allows the creature to move at half speed.

Flying creatures struck by this mixture must make a Reflex save or be unable to fly (assuming the creature uses wings to fly).

Any creature affected by quick stick can make a Strength check (DC = 11 + Intelligence modifier)



to pull free or deal 15 points of damage to the substance with slashing weapons.

### Quintessence

Type potion; Level 9

Point Cost 12

Application Time 1 standard action

Stability 1d4 minutes

Duration Permanent

Saving Throw See text

The imbiber of a potion of *quintessence* consumes a distillation of the very essence of alchemy. They must immediately make a Fortitude save or die. Should the user succeed in this saving throw they gain incredible abilities. Though the art of alchemy is nothing if not unpredictable. Great tragedy may also result. Roll once on the following table for the results.

Die Roll	Resulting Effect
01-20	+2 to a random ability score
21-30	gain darkvision with a range of 120'
31-40	Permanently blinded
41-50	grow claws (1d4 damage for medium creatures)
51-60	Reincarnated (per the spell)
61-70	-2 to a random ability score
71-84	+2 to all saves
85-94	-4 to a random ability score
95-99	+4 to a random ability score
00	Immortality (no penalties for old age)

In cases where the granted ability may be something the drinker already possesses the *quintessence* enhances that ability by the stated amount. For example, in the case of darkvision, a creature already possessing darkvision to a 60 foot range would then possess a 180 foot range for the same ability (an increase of 120 feet).

This potion can be consumed more than once, however the save DC is increased by 2 each time, and there is a 15% chance of reversing all previous effects each time an additional dose is consumed.

**Experimentation:** None.

### Revealing Dust

Type dust; Level 3

Point Cost 3

Application Time 1 standard action

Stability 1d6 rounds

Duration 1 round / level

Saving Throw None

When *revealing dust* is scattered into the air the dust is immediately attracted to invisible creatures and objects. Upon interacting with invisibility the dust begins to sparkle, as the light bent by the invisibility magic reflects off of the dust.

A single mixture of revealing dust can be scattered into four 5 foot cubes, revealing all invisible creature and objects in the affected area. It also negates the effects of spells such as *blur* or *displacement* for the duration of the mixture. When the duration expires, the spell effects will continue normally if the spell is still in effect.

**Experimentation:** An additional 5 foot cube can be added at the cost of one mixture point each. A single mixture point can also add 1 round to either the stability of the mixture or the duration.

### Salve of Resistance

Type salve; Level 8

Point Cost 8

Application Time 1 standard action

Stability 2d4 rounds

Duration 2d4 minutes +1 minute / 2 levels

Saving Throw None

When this salve is applied to a creature or object, it grants cold resistance 10, electricity resistance 10, acid resistance 10 and fire resistance 10.

**Experimentation:** For 4 additional mixture points a single resistance can be increased by 5. For 6 points the duration can be increased by 1 minute.

### Scintillating Cloud

Type vapor; Level 9

Point Cost 9

Application Time 1 standard action

Stability 2d6 rounds

Duration 1 round / level

Saving Throw see text

When this vapor initiates it produces a cloud



of sparkling and twisting colors that weave through the affected area. Due to the properties of this mixture, it is effective even in dark areas, as it creates light bright enough to penetrate through any darkness spell or condition of 8th level or lower. The cloud affects a total number of HD of creatures as your alchemist class level (maximum 20). Creatures with the lowest HD are affected first. HD that are not sufficient to affect a creature are wasted. This mixture affects each creature according to its HD.

*6 or less:* Unconscious for 1d4 rounds, then stunned for 1d4 rounds, then *confused* for 1d4 rounds (treat unconscious creatures as stunned for nonliving creatures). No saving throw is allowed.

*7 to 12:* Stunned for 1d4 rounds, then confused for an additional 1d4 rounds if the victim fails a Will save. If the save is successful they are only confused for 1d4 rounds.

*13 or more:* *Confused* for 1d4 rounds if the Will save is failed.

Sightless creatures are not affected by this mixture. A creature who successfully saves against this mixture is immune to any further effects from that particular mixture.

**Experimentation:** For every 5 additional mixture points used the duration of the mixture can increase by 1.

### Slowing Venom

Type oil; Level 4

Point Cost 5

Application Time 1 swift action

Stability 1d4 minutes

Duration 1 round / 2 levels

Saving Throw Fortitude negates

This mixture creates a potent oil, that when applied to a bladed weapon becomes a powerful poison. This poison must be contracted via an injury. Any living creature that is injured by a weapon carrying this venom must make a Fortitude save each round for the duration of the mixtures potency. Each round in which the saving throw is failed the creature takes 1d3 points of Dexterity damage. One successful save resists the effects of the poison and any creature immune to poison is also immune to the effects of this mixture.

The venom is effective on the weapon for either

the duration of the mixture's effect or 1 successful hit per 3 levels of the creating alchemist.

**Experimentation:** 4 extra mixture points can increase the Fortitude save DC by 1. 3 points can increase either the duration of the effect by 1 round or the number of effective hits by 1. By spending 6 extra mixture points the creating alchemist can increase the Dexterity damage inflicted by 1 point per round.

### Stink Bomb

Type vapor; Level 3

Point Cost 3

Application Time 1 standard action

Stability 1d3 rounds

Duration 1d6 rounds + 1 round / level

Saving Throw Fortitude negates

A stink bomb creates a field of noxious vapors. Any breathing creature that enters the area must make a Fortitude save or be nauseated. Creatures with the scent special ability are also unable to use it for the duration of the effect +1d4 rounds.

A single dose of this mixture affects a 10 foot square area. A strong wind can dissipate the cloud easily.

**Experimentation:** By spending 1 extra mixture point the alchemist can add either 1 round of stability or duration. An additional 2 mixture points can cause the mixture to affect an additional 5 foot square. 3 points can increase the DC of the Fortitude save by 1.

### Strength Potion

Type potion; Level 1

Point Cost 2

Application Time 1 standard action

Stability 2d4 rounds

Duration 1d4 minutes + 1 minute / 2 levels

Saving Throw None

The imbiber of a *strength potion* gains a +2 alchemical bonus to Strength for the duration of the effect.

**Experimentation:** 1 additional mixture point will increase the stability by 1 round. 2 points will increase the duration by 1 minute.



### Strength Potion, Greater

Type potion; Level 4

Point Cost 5

Application Time 1 standard action

Stability 2d4 rounds

Duration 1d4 minutes + 1 minute / 2 levels

Saving Throw None

The imbiber of a *strength potion* gains a +4 alchemical bonus to Strength for the duration of the effect.

**Experimentation:** 1 additional mixture point will increase the stability by 1 round. 2 points will increase the duration by 1 minute. Spending 6 extra mixture points will increase the Strength bonus by +2.

### Thunder Clap

Type grenade; Level 1

Point Cost 1

Application Time 1 standard action

Stability 1d3 rounds

Duration Instantaneous

Saving Throw Fortitude negates

Completing this mixture creates a small sphere that can be thrown with a range increment of 20 feet. When the resulting sphere strikes a hard surface it creates a deafening bang. All creatures within a 10 foot radius must make a Fortitude save (DC = 11 + Intelligence modifier) or be deafened for 1 hour.

**Experimentation:** A single extra mixture point can increase the stability of the mixture by 1 round. 2 extra mixture points can increase the DC by 1 or increase the radius of the effect by 5 feet. (remember, the normal limit for experimentation is the level of the mixture).

### Thunder Strike

Type grenade; Level 7

Point Cost 7

Application Time 1 standard action

Stability 1d4 rounds

Duration instantaneous

Saving Throw see text

When this mixture is completed it takes the form of a hardened pellet. Should this pellet be thrown against a hard surface it shatters, unleashing

a tremendous sonic boom, as if the earth itself was being torn asunder. Anyone in a 30' radius from the point of impact must make a Fortitude save or take 6d6 points of sonic damage and be deafened. However, this thunderous noise is not the only effect of the mixture.

The thunder strike mixture is specially prepared to gather a static charge from the surrounding area. 2d4 rounds after the pellet is broken an arc of lightning shoots out at any living creature within 10 feet. The total damage inflicted by the electrical blast is 10d6 points of damage. This should be divided among all possible targets (minimum 1d6 per creature) with the closest taking damage first.

**Experimentation:** 3 extra mixture points will enable the alchemist to either add or subtract 1 round to the time it takes the broken pellet to build and unleash its charge. 6 points will add 1 point of electricity damage per die to the electrical arc effect.

### Transmuting Oil

Type oil; Level 8

Point Cost 8

Application Time 1 standard action

Stability 2d4 rounds

Duration 2d6 rounds + 1 round / 2 levels

Saving Throw None

When this oil is spread on a weapon it seems as if nothing has happened. When the weapon is used to strike a creature possessing a damage reduction it begins to react. After striking a creature once the oil reacts to the creatures hide and effectively becomes a substance that can penetrate it. For instance, a creature with DR 5/cold iron would cause the oil to turn its affected weapon into a cold iron weapon for the duration of the effect. The oil is not limited to a single transformation throughout the mixture's duration, however, it takes 1 round to transform itself. So striking a creature with a DR pierced by cold iron one round, followed by one with a DR pierced by adamantine the next would be fruitless. The oil would adjust to the most recent hit until another creature was struck. When the mixture's duration expires the weapon returns to its original composition.



**Experimentation:** For every 3 extra mixture points spent the duration of the effect is increased by 1 round.

### Weakening Venom

Type oil; Level 5

Point Cost 6

Application Time 1 swift action

Stability 1d4 minutes

Duration 1 round / 2 levels

Saving Throw Fortitude negates

*Weakening venom* is an oily poison that must be applied to a bladed weapon and can only be inflicted via an injury. Any living creature that is injured by a weapon carrying this venom must make a Fortitude save each round for the duration of the mixture's potency. Each round in which the saving throw is failed the creature takes 1d3 points of Strength damage. One successful save resists the effects of the poison, and any creature immune to poison is likewise immune to the effects of this mixture.

The venom is effective on the weapon for either the duration of the mixture's effect or 1 successful hit per 3 levels of the creating alchemist.

**Experimentation:** 5 extra mixture points can increase the Fortitude save DC by 1. 3 points can increase either the duration of the effect by 1 round or the number of effective hits by 1.

## Cleric Domains

Clerics may select any two domains granted by their deity. Clerics without a deity may select any two domains (subject to GM approval). Spells marked with an asterisk (\*) indicate new spells detailed in this chapter.

### Endurance Domain

**Deities:** Grestika, Nibtenay, Wyshan

**Granted Powers:** You gain Endurance as a bonus feat.

*Touch of Endurance (Sp):* You can grant the effects of your Endurance feat to your allies with a touch. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Enduring Aura (Sp):* At 8th level you can

extend the area of effect of any protection spell cast on your person to affect your allies. At 8th level the radius effect of such spells increases by 5 feet (i.e. a *protection from energy* spell cast on you would affect all allies within a 5 foot radius of yourself. Should someone affected by this ability leave that radius, they lose the protection granted by the spell. The radius of the effect increases by 5 feet for every 4 cleric levels after 8th (10' at 12th, 15' at 16th, etc.). This ability can be activated and deactivated at will as a swift action.

**Domain Spells:** 1st – *endure elements*, 2nd – *bear's endurance*, 3rd – *protection from energy*, 4th – *death ward*, 5th – *stoneskin*, 6th – *mass bears endurance*, 7th – *regenerate*, 8th – *holy/unholy aura* (dependent on alignment), 9th – *protection from spells*.

### Ice Domain

**Deities:** Argoron, Selyrin

**Granted Powers:** You are resistant to the perils of natural cold and ice. You gain a +4 bonus on Fortitude saves to resist non-lethal damage due to cold temperatures and a +2 competence bonus for Acrobatics checks made to maintain balance on ice covered surfaces.

*Freezing Gaze (Sp):* A number of times per day equal to 3 + your Wisdom modifier you can attempt to freeze a victim in place using a gaze attack. If successful ice crystals form on the body of the victim and they are held immobile for 1 round per 3 cleric class levels. A successful Fortitude save (DC = 10 + Wisdom modifier + highest spell level available) negates the affect. You can affect one additional target for every 4 cleric levels beyond 1st (2 at 5th level, 3 at 9th level, etc.).

**Domain Spells:** 1st – *endure elements*, 2nd – *chill metal*, 3rd – *sleet storm*, 4th – *wall of ice*, 5th – *ice storm*, 6th – *cone of cold*, 7th – *control weather*, 8th – *polar ray*, 9th – *glacial freeze\**

### Pain Domain

**Deity:** Grestika, Risier

**Granted Powers:** You revel in the purifying feeling of pain.



**Painful Touch (Sp):** As a melee touch attack you can cause incredible pain to a target. This effect causes a -2 penalty to all attack rolls, saving throws and skill checks for a number of rounds equal to 1 per 2 cleric class levels due to the agony that wracks the victims body. You can use this ability a number of times equal to 3 + your Wisdom modifier.

**Bleeding Blade (Su):** At 8th level you can imbue any edged weapon you touch with the *wounding* special ability for a number of rounds equal to 1 per 2 your cleric class level. You can use this ability 1/day at 8th level and an additional time per day per 4 levels thereafter.

**Domain Spells:** 1st – *inflict light wounds*, 2nd – *inflict moderate wounds*, 3rd – *inflict serious wounds*, 4th – *inflict critical wounds*, 5th – *symbol of pain*, 6th – *harm*, 7th – *mass inflict serious wounds*, 8th – *mass inflict critical wounds*, 9th – *energy drain*.

## Pestilence Domain

**Deities:** Anuk-Asa, Pelazin

**Granted Powers:** Disease culls the herd of mortals, so that only the strong will survive.

**Disease Resistance (Ex):** Starting at 1st level you can add your Wisdom modifier as a divine bonus to any Fortitude saves against disease.

**Touch of Pestilence (Sp):** Upon reaching 8th level, your touch becomes a means of spreading the shakes (see the Pathfinder Roleplaying Game Core Rulebook). Living creatures touched while this ability is in effect must make a successful Fortitude save or contract the shakes, suffering 1d8 points of Dexterity damage each day until 2 consecutive successful saves are made (one saving throw attempted each day.) Damage is not suffered on days that the saving throw is successful. You can use this ability a number of times per day equal to your Wisdom modifier. Each use can potentially infect a single living creature. The saving throw is Charisma based (DC = 10 + Charisma modifier).

**Domain Spells:** 1st – *bane*, 2nd – *death knell*, 3rd – *contagion*, 4th – *giant vermin*, 5th – *insect plague*, 6th – *eyebite*, 7th – *creeping doom*, 8th – *horrid wilting*, 9th – *apocalyptic plague*.\*

## Shadowborn Domain

**Deity:** Steelight Shadowborne

**Granted Powers:** You can channel and manipulate shadows to your benefit.

**Touch of Shadow (Sp):** At 1st level the Shadowborn domain grants the ability to manifest the Touch of Shadow a number of times per day equal to 4 + your Wisdom modifier. This ability drains 2 points of strength on a successful melee touch attack and grants it to you for a number of rounds equal to your Charisma Modifier.

**Concealing Shades (Sp):** At 8th level you can pull ambient shadows around to mask your movements. These shadows give you a +5 circumstance bonus to Stealth skill checks in areas of normal or dimmer light as well as granting you full concealment (50% miss chance). This power can be used 1/day at 8th level and lasts 1d4 rounds +1 round/2 levels. You gain an additional use of this power every 4 levels after 8th (i.e. 12th, 16th, etc.).

**Domain Spells:** 1st – *embrace of the shadows*\*, 2nd – *eyes of twilight*\*, 3rd – *armor of darkness*\*, 4th – *shadowborn blade*\*, 5th – *empower the dead*\*, 6th – *shadow twin*\*, 7th – *summon shadowborn*\*, 8th – *mass empower the dead*\*, 9th – *aspect of the dark father*.\*

## Spirit Domain

**Deity:** Krelnétka

**Granted Powers:** Beyond the mortal shell lie advisors with the experience and wisdom of centuries, and beside them waits danger.

**Ghost Touched (Su):** You can imbue the weapon you are holding with the *ghost touched* special quality a number of times per day equal to 3 + your Wisdom modifier. Each use of this ability lasts for 1 round.

**Ghost Ward (Sp):** At 8th level any armor you wear is considered to have the ghost touched special ability, and thus protects you from the attacks of incorporeal creatures. This ability is constant.

**Domain Spells:** 1st – *detect undead*, 2nd – *unseen servant*, 3rd – *speak with dead*,



4th – *dimensional anchor*, 5th – *summon spirit*, 6th – *forbiddance*, 7th – *ethereal jaunt*, 8th – *dimensional lock*, 9th – *soul bind*.

## Undead Domain

**Deities:** Anu-Celes, Steelight Shadowborne, The Shadow Master

**Granted Powers:** Death is but a door, and beyond that door lies incredible power.

**Necromantic Embrace (Su):** At 1st level your touch can paralyze a victim for 1 round (Fortitude save negates). You can use this ability a number of times per day equal to 3 + your Wisdom modifier. The save DC is Charisma based.

**Fearful Visage (Sp):** At 7th level you can transform your facial features into those of an undead corpse. Anyone gazing upon your visage while this ability is in effect must make a successful Will save or be shaken. You can use this ability for a total number of minutes equal to 3 + your Wisdom modifier each day. This could be in a single use or a number of uses. The minimum time consumed is 1 minute, even if the visage is only used for 1 round.

**Domain Spells:** 1st – *detect undead*, 2nd – *desecrate*, 3rd – *animate dead*, 4th – *vampiric touch*, 5th – *empower the dead\**, 6th – *create undead*, 7th – *control undead*, 8th – *create greater undead*, 9th – *wail of the banshee*.

## New Spells

In addition to the new spells presented in the cleric domains, there are several additional spells for druids and arcane casters. These spells are listed here by caster type and level.

### Cleric Spells

#### 1st-Level Cleric Spells

**Embrace of the Shadows:** Grants +5 to Stealth

#### 2nd-Level Cleric Spells

**Eyes of Twilight:** Grants low-light vision and 30' darkvision

### 3rd-Level Cleric Spells

**Armor of Darkness:** grants +6 armor bonus and partial concealment.

### 5th-Level Cleric Spells

**Empower the Dead:** Strengthens and fortifies undead creatures.

**Summon Spirit:** Calls a spirit from the beyond for questioning.

### 8th-Level Cleric Spells

**Empower the Dead, Mass:** Fortifies 1 undead creature/level

## Druid Spells

### 3rd-Level Druid Spells

**Aspect of the Bear:** Imbues a target with a +4 Con, claws and Improved Sunder.

**Aspect of the Bull:** Grants +4 to Str and +2 to Con but sacrifices Intelligence and Wisdom.

### 4th-Level Druid Spells

**Animalistic Transmutation:** Transforms the target into a powerful and animal-like hunter

### 9th-Level Druid Spells

**Apocalyptic Plague:** Infects 1 living creature/level with a deadly wasting disease.

## Sorcerer/Wizard Spells

### 1st-Level Sorcerer/Wizard Spells

**Embrace of the Shadows:** Grants +5 to Stealth

**Shadow Vines:** Entangling shadows cover a 5' square.

**Visage of Death:** Illusory effect that makes the target appear dead.

### 2nd-Level Sorcerer/Wizard Spells

**Force Chain:** A chain of force grapples a foe.

### 3rd-Level Sorcerer/Wizard Spells

**Sand Darts:** Missiles formed of dirt and sand fire from the ground inflicting 2d4 damage per



missile. Creates 1 missile per 2 levels.

**Shadow Vines, Greater:** Entangling shadows cover a 5' square/ 2 levels.

### 5th-Level Sorcerer/Wizard Spells

**Deadly Shadow Vines:** Vines of shadow entangle and damage any creature they touch.

**Empower the Dead:** Strengthens and fortifies undead creatures.

**Summon Spirit:** Calls a spirit from the beyond for questioning.

### 6th-Level Sorcerer/Wizard Spells

**Force Chain, Mass:** Chains of force grapple 1 target/2 levels.

**Shadow Twin:** Creates a shadowy image that fights for the caster.

### 8th-Level Sorcerer/Wizard Spells

**Empower the Dead, Mass:** Fortifies 1 undead creature/level

### 9th-Level Sorcerer/Wizard Spells

**Glacial Freeze:** Massive cold damage to a 100' radius.

## Spell Descriptions

The following spells are presented in alphabetical order, with the exception of those whose names begin with "greater," "lesser," or "mass."

### Animalistic Transmutation

**School** transmutation (polymorph); **Level** druid 4

**Casting Time** 1 round

**Components** V, S, DF

**Range** touch

**Target** creature touched

**Duration** 1 round/level

**Saving Throw** Fortitude negates

**Spell Resistance** Yes

When casting is completed this spell transforms the creature touched into a powerful and savage force of animalistic fury for a short time. This spell gives the affected creature the following bonuses and penalties:

- +4 to Strength
- +2 to Dexterity
- +2 to Constitution
- the Scent special quality
- 2 Claw attacks (1d6 damage)
- 4 to Intelligence
- 4 to Wisdom
- 4 to Charisma

The subject becomes noticeably more savage and feral. If the targets Wisdom score falls below 6 for any reason they effectively go berserk. They are no longer able to distinguish friend from foe and will simply attack the nearest target. If the targets Intelligence score falls below 6 for any reason the target loses the ability to speak and is limited to snarls and howls. At times these effects can last for several rounds after the spell's effects expire as the subject slowly regains their sense of self.





**Apocalyptic Plague****School** transmutation (polymorph); **Level** druid 9**Casting Time** 1 round**Components** V, S, DF**Range** Medium (100 ft.+10 ft./lvl)**Target** 1 living creature/level, no 2 of which can be more than 30 feet apart.**Duration** 1 day/level**Saving Throw** Fortitude negates**Spell Resistance** Yes

When cast, this spell causes a deadly disease in a number of living creatures. Affected creatures take 1d4 points of Constitution, Dexterity and Strength damage each day until dying. Two consecutive saves will cure the person of the disease, however they can still contaminate others until the spell's duration has elapsed. Those that die from the disease can likewise still spread the infection. For each day that damage is taken a second Fortitude save must be made. Failing this saving throw means that 1 point of damage for each ability score is drained instead.

Any other living creature coming within 5 feet of an infected creature must make a Fortitude save or be infected by the disease as well.

Those who have successfully battled the disease are thereafter immune to that particular casting of this spell.

**Armor of Darkness****School** conjuration (creation) [force];**Level** cleric 3**Casting Time** 1 standard action**Components** V, S, DF**Range** touch**Target** creature touched**Duration** 1 hour/level**Saving Throw** Will negates (harmless);**Spell Resistance** No

The darkness itself coalesces into a protective shell around the target of this spell. It takes the form of platemail armor, though it has no weight or encumbrance to it. Wisps of shadow emanate from the armor granting partial concealment (20% miss chance) to the wearer. The protection offered by the armor itself takes the form of a +6 armor bonus.

Because the armor is a force effect, it is also effective against incorporeal creatures such as shadows and ghosts.

**Aspect of the Dark Father****School** evocation; **Level** shadowborn 9**Casting Time** 1 standard action**Components** V, S, DF**Range** personal**Target** you**Duration** 1 round/2 levels

This spell calls directly on the power of the Dark Father, asking to be imbued with a fraction of his might. This results in an amazing and deadly transformation. The skin of the caster darkens to deep black and all features become lost in a haze of shadow. They are granted the following benefits:

+4 to Strength

+4 to Constitution

+4 to Dexterity

Armor of Darkness (per the spell)

Spell Resistance 15

Energy Resistance (all): 5

The energy resistance stacks with any already existing resistance. The ability score bonuses are divine bonuses and thus stack with all other ability score bonuses.

Upon the conclusion of this spell the caster will be fatigued until they are able to rest and recover. They are also dazed for 1d4 rounds following the end of the spell duration as the divine energy suddenly exits the body.

**Aspect of the Bear****School** transmutation; **Level** druid 3**Casting Time** 1 standard action**Components** V, S, DF**Range** touch**Target** creature touched**Duration** 1 round/level**Saving Throw** Fortitude negates (if unwilling)**Spell Resistance** Yes

This spell grants the affected creature a +4 enhancement bonus to Constitution, two claw attacks (Damage is dependent on size: 1d4 for medium-sized creatures) and temporary use of the Improved Sunder feat for the duration of the spell. With this new strength there are also drawbacks. Due to the new bulk created by the effects of this spell the recipient suffers a -2 penalty to Dexterity, becomes noticeably bulkier and gains some physical traits that resemble the animal for which the spell is named.



### Aspect of the Bull

**School** transmutation; **Level** druid 3

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Target** creature touched

**Duration** 1 round/level

**Saving Throw** Fortitude negates (if unwilling)

**Spell Resistance** Yes

When the recipient of this spell is touched upon completion of the spell, they are immediately granted incredible strength and heightened endurance. This spell grants the following bonuses and penalties:

- +4 Strength
- +2 Constitution
- 2 Wisdom
- 2 Intelligence
- Improved Bull Rush

### Aspect of the Panther

**School** transmutation; **Level** druid 4

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Target** creature touched

**Duration** 1 round/level

**Saving Throw** Fortitude negates (if unwilling)

**Spell Resistance** Yes

The recipient of this spell undergoes several noticeable physical changes. Their skin becomes the ebony black of a panther's coat, their eyes become cat-like and they grow whiskers similar to the animal for which this spell is named. This spell grants more than simple changes in appearance however. It also grants a +4 enhancement bonus to Dexterity, an increased movement rate (+10 ft.), and enables the affected creature to use a Pounce attack which allows him to perform a full attack action after a charge.

### Deadly Shadow Vines

**School** necromancy; **Level** sorcerer/wizard 5

**Casting Time** 1 standard action

**Components** V, S

**Range** Medium (100 ft.+10 ft./lvl)

**Area** one 5' square/2 levels

**Duration** 1 round/level

**Saving Throw** Reflex negates (see text)

### Spell Resistance No

When this spell is cast it creates an area of living shadows. Any creature in the area of effect or that enters the area while the spell is still in effect must make a Reflex save or be caught in the grappling vines. Each round the vines constrict their victim and their thorns rip through armor and flesh even as the chilling effects of the shadows seep into the very soul of the victim.. To escape the vines the victim can attempt either a Strength check or an Escape Artist skill check with a DC of 25. Each round they are caught in the vines they take 2d6 points of damage from the negative energy in the vines in addition to the following penalties: the victim cannot move from the spot in which he is entangled. He also suffers a -4 penalty to Dexterity and a -2 to attack rolls due to movement restrictions.

### Embrace of the Shadows

**School** Illusion (Shadow); **Level** cleric 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Target** you

**Duration** 1 minute/level

The ambient shadows subtly flow and gather around you. While they are not thick enough to offer you concealment you do gain a +5 circumstance bonus to all Stealth skill checks for the duration of the spell.

### Empower the Dead

**School** necromancy; **Level** cleric 5, sorcerer/wizard 5

**Casting Time** 1 standard action

**Components** V, S, M/DF (grave dust)

**Range** Close (25 ft. + 5 ft./level)

**Target** one undead creature

**Duration** 1 round/level

**Saving Throw** Fortitude negates (harmless);

**Spell Resistance** Yes

The subject of this spell becomes imbued with incredible physical power. They become stronger and more agile, taking the undead subject one step closer to becoming the perfect warrior.

The target creature gains a +4 profane bonus to their Strength and Dexterity scores as well as



a 10 ft. increase in their normal movement speed (including any alternate movement modes they possess). The creature seems to become a bit larger and more substantial as the spell takes effect.

This spell cannot affect incorporeal undead due to the need for a physical body to empower.

### Empower the Dead, Mass

**School** necromancy; **Level** cleric 8, sorcerer/wizard 8

**Casting Time** 1 standard action

**Components** V, S, M/DF

**Range** close (25 ft. + 5 ft./level)

**Target** one undead creature/level, no two of which can be more than 30 ft. apart

**Duration** 1 round/level

**Saving Throw** Fortitude negates (harmless);

**Spell Resistance** Yes

This spell functions like *empower the dead*, except that it affects multiple targets.

### Eyes of Twilight

**School** transmutation; **Level** cleric 2

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Target** you

**Duration** 1 round/level

Your eyes begin to glow softly, as if the light of a crescent moon was behind them. As long as this spell is active you gain low light vision (4x normal distance) and Darkvision out to a range of 30 ft. This spell does not allow you to see through magical darkness.

### Force Chain

**School** evocation [force]; **Level** sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M (a chain link)

**Range** close (25 ft. + 5 ft./level)

**Target** one creature

**Duration** 1 round/level

**Saving Throw** none

**Spell Resistance** Yes

Through the use of this spell the caster forges a long chain of force that shoots out from his hand at the chosen target. The caster must then make a ranged touch attack against the target. If this attack is successful, the target is wrapped in the chain

and gains the grappled condition (cannot move and takes a -4 penalty to dexterity. They also take a -2 penalty to all attacks and combat maneuver checks except those made to escape the grapple). For the purposes of this spell the caster is considered to have the Improved Grapple feat. His Combat Maneuver Bonus is equal to his base attack bonus + Intelligence or Charisma modifier (for wizards and sorcerers respectively) + 4. This bonus increases by +1 for every 4 levels of the caster.

Because this is a force effect, the *force chain* spell can also grapple with incorporeal creatures.

### Force Chain, Mass

**School** evocation [force]; **Level** sorcerer/wizard 6

**Casting Time** 1 standard action

**Components** V, S, M (a chain link)

**Range** close (25 ft. + 5 ft./level)

**Target** one creature/2 levels. No 2 creatures can be more than 30 ft. apart.

**Duration** 1 round/level

**Saving Throw** None

**Spell Resistance** Yes

This spell functions in the same manner of *force chain*, however it can affect more than one target. For purposes of grappling, the caster is considered to be grappling with each target individually and so is not considered to be grappling with multiple opponents.

### Glacial Freeze

**School** evocation; **Level** ice 9, sorcerer/wizard 9

**Casting Time** 1 standard action

**Components** V, S, M

**Range** Medium (100 ft.+10 ft./lvl)

**Area** 100' radius hemisphere.

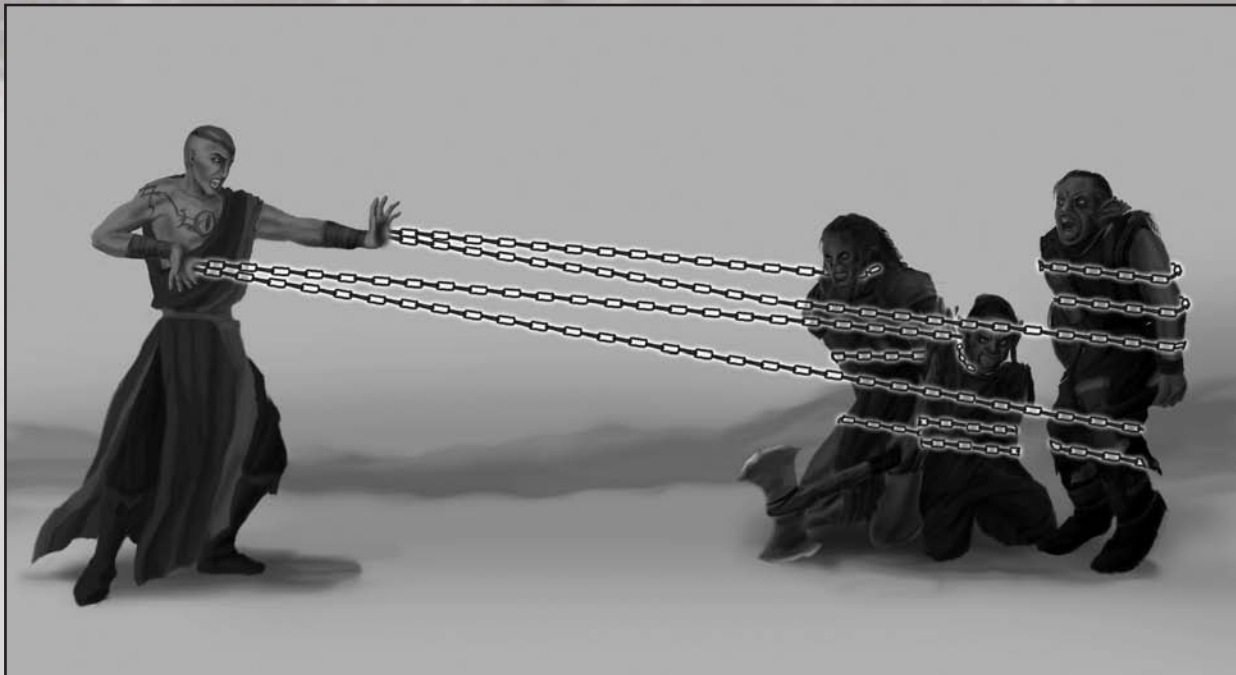
**Duration** 1 round/2 levels

**Saving Throw:** see text

**Spell Resistance** No

The temperature in the area affected by this spell drops instantly to the level of some of the most frigid outer planes. Every creature within the area of effect suffers 4d6 points of lethal cold damage each round that they remain in the affected area with no saving throw to resist the effects. Mundane liquids in the area freeze instantly. Magical liquids (such as potions) freeze in 1d4 rounds, making them unusable until they are thawed again.





Even creatures normally immune to cold take damage in these magically frigid conditions. Creatures with the cold subtype or others normally immune to cold energy effects still take 2d6 points of cold damage each round they remain (Fortitude save for 1 per 2).

### Sand Darts

**School** evocation; **Level** sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, M (pinch of sand)

**Range:** Medium (100 ft.+10 ft./lvl)

**Target** One or more creatures, no two of which are greater than 30 ft. apart.

**Duration** instantaneous

**Saving Throw** None

**Spell Resistance** Yes

This spell forms a series of darts from the surrounding earth (sand, dirt, etc.). These darts fire from the ground at targets as specified by the caster. The caster must make a normal to hit roll for each missile fired. The number of missiles created is equal to 1 per 2 levels, up to a maximum of eight at 16th level. Each dart causes 2d4 points of magical piercing damage on a successful hit.

### Shadowborn Blade

**School** conjuration (creation) [force]

**Level** shadowborn 4

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** personal

**Target** you

**Duration** 1 round/level

This spell creates a black bladed two-bladed sword. It comes to being by gathering darkness in the palm of the caster's hand. In a sudden chill burst the sword comes into being.

The shadowborn blade is a +1/+1 two-bladed sword. Because it is a force effect, the blades of the sword can damage incorporeal creatures as easily as those that are more substantial. The enchantment of the blade increases by +1/+1 for every 4 levels of the caster.

### Shadow Twin

**School** conjuration; **Level** shadowborn 6, sorcerer/wizard 6

**Casting Time** 1 standard action

**Components** V, S, M

**Range** personal

**Target** you

**Duration** 1 round/level

This spell creates a shadowy double of the caster. It looks exactly like a silhouette of the caster and has the following statistics:

HP: ½ caster's hp

AC: 20 (+5 Dex, +5 Natural)

Strength: 16

Constitution: -



Dexterity: 20  
 Wisdom: 10  
 Intelligence: 11  
 Charisma: 10  
 Attack: Melee + 6 (1d8+3 plus  
 strength drain)  
 Incorporeal

The strength drain is a single point and can be resisted by a successful Fortitude save.

The Shadow Twin is mentally linked to the caster and performs actions simultaneously. The caster can give mental commands to his twin as a free action. If no command is given the shadow twin acts on its own to follow the last order it received or to protect the caster (if no order was received). When summoned the *shadow twin* appears in any square adjacent to the caster.

### Shadow Vines

**School** conjuration (creation)

**Level** sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S

**Range** Medium (100 ft.+10 ft./lvl)

**Area** one 5' Square

**Duration** 1 round/level

**Saving Throw** Reflex negates (see text)

### Spell Resistance

No  
 When this spell is cast the shadows surrounding an area suddenly become more substantial and lash out at any creature in the area, entangling it and restricting movement. A creature that fails its saving throw against this spell cannot move from the spot in which he is entangled. He also suffers a -4 penalty to Dexterity and a -2 to attack rolls due to movement restrictions. This spell can only affect creatures of medium or smaller size.

Each round a trapped creature can attempt a Strength check or an Escape Artist skill check (DC: 20) to escape from the grasp of the shadow vines. Should the original target succeed in their saving throw, or if the target escapes the spell's grip, the vines remain in the creature's original position. Should the creature remain in that space or any other creature pass through the space while the spell is still in effect they must make a reflex save or be entangled. This spell will attempt to grab friend and foe alike after the initial casting. This is also the effect if the spell is cast at an area rather than a target.

### Shadow Vines, Greater

**School** conjuration (creation)

**Level** sorcerer/wizard 3





**Casting Time** 1 standard action  
**Components** V, S  
**Range** Medium (100 ft.+10 ft./lvl)  
**Area** one 5' square/2 levels  
**Duration** 1 round/level  
**Saving Throw** Reflex negates  
**Spell Resistance** No

This spell functions the same as *shadow vines* except in that it affects a larger area. The shadows are also much more difficult to escape once a creature has fallen victim to the vines. The Strength check or Escape Artist DC for this spell is 25.

### Summon Shadowborn

**School** conjuration (summoning)  
**Level** shadowborn 7  
**Casting Time** 1 round  
**Components** V, S, DF  
**Range** close (25 ft. +5 ft./2 levels)  
**Duration** 1 round/level

When the summoning is completed this spell calls one of the shadowborn (see Chapter 12) from the planes to stand beside the summoner and fight at his command for a limited time. The number and type of shadowborn that can be summoned is determined by the caster level of the summoner, and is shown on the table below. Statistics for these creatures can be found in Chapter 12 of this book.

Caster Level	Summoning
13th	1d2 Warriors
17th	1d4 Warriors or 1 Magi
20th	2d4 Warriors, 1d3 Magi or 1 Law Priest

### Summon Spirit

**School** conjuration (summoning)  
**Level** cleric 5, sorcerer/wizard 5  
**Casting Time** 10 minutes  
**Components** V, S, F/DF  
**Duration** 1 question/level

Through the use of this spell the caster can call a spirit from beyond the material plane. This spirit will answer questions for the caster about any topic it has knowledge of (including aspects of its life and memories or knowledge of the plane its soul now dwells). Most spirits are unwilling servants and, though the magic inherent in the spell prevents them from lying, they will seek to answer any

question asked in as vague a manner as possible. The caster has a base 30% chance to get a straight answer to any question asked. This percentage can be modified by numerous circumstance. A few examples of such are as follows:

Circumstance	Modifier
per level difference between the Caster and the Spirit	+/-2%
Spirit is lawful	+10%
Spirit and Caster are both good	+10%
Spirit and Caster are both evil	+5%
Caster knew the spirit in life	+40%

The spirit can, at any time, choose to deliberately answer a question with a direct and clear answer. This usually only happens if providing such knowledge is of some benefit to the spirit, or the beliefs the spirit holds to.

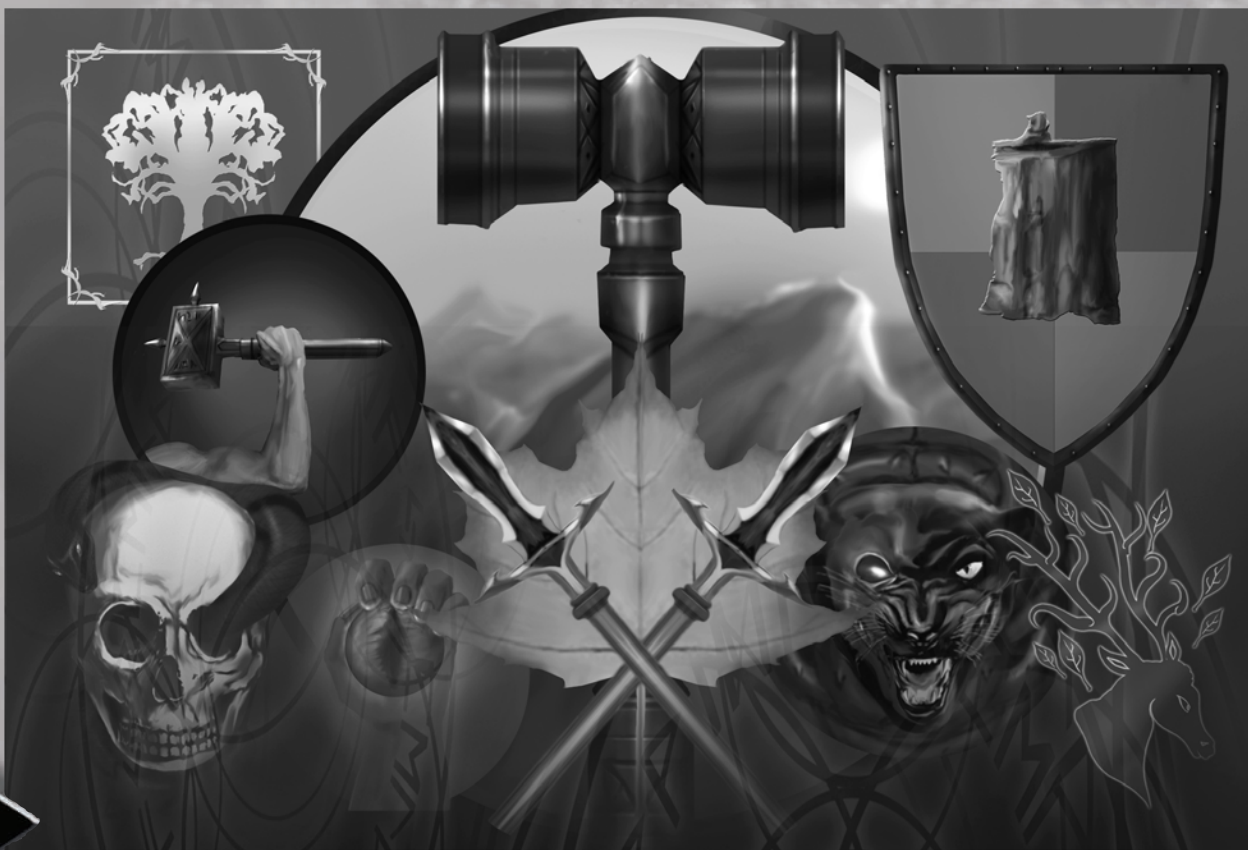
### Visage of Death

**School** illusion (glamour)  
**Level** sorcerer/wizard 1  
**Casting Time** 1 standard action  
**Components** V, S, M  
**Range** touch  
**Target** creature touched  
**Duration** 1 minute/level  
**Saving Throw** Will negates (disbelieve)  
**Spell Resistance** Yes

While a creature is under the influence of this spell they appear for all intents and purposes to be deceased. They take on the appearance of a corpse (amount of decay determined by the caster). Breathing seems to stop while this spell is in effect and a pulse is impossible to find.

While the affected individual appears to be dead, this spell does not create any scents that would commonly be found around decaying corpses. It can, however, make the skin seem cold and clammy.





## *Chapter 11: Religion*

There are many gods that exist in this ancient world. Some were known in ancient times, whose worshippers have passed knowledge through the generations. Others are relatively new to the world, having arrived only in the past thousand years or so. Remember, the list and descriptions of deities you will find in this chapter are not all inclusive. This chapter is meant primarily to give a few details about some of the regional deities that exist in the world. Other gods and goddesses may play their own part, and many racial deities may exist that are not mentioned here. In the end, it is up to the Game Master to determine the availability and power of deities beyond what is listed here. This may include elemental princes, demon lords, high ranking celestials and even powerful mortal beings. There is no limit to the possibilities.

The pantheons listed here are organized by the primary continent where their worshippers may be found. Again, this is not a limitation,

only the most likely place to find a temple or society of a particular deity's followers. There is no reason that a temple to Arudia, a goddess of the Illurian Empire, could not be worshipped on Shirán, even if she is worshipped under a different name or guise.

The format of the entries is as follows:

**Aliases:** Here you will find a list of other names and titles a deity may be known by.

**Portfolio:** This entry contains the gods primary areas of power. i.e. a goddess of magic would have "Magic" listed here.

**Domains:** Here is a list of the domain possibilities available to clerics of the deity.

**Symbol:** The most common symbolic representation of the deity. One common form a deity's symbol might take is displayed above the deity entry.

**Weapon:** This is the chosen weapon of the deity.



**Notes:** Here you will find a few historical facts about the god or goddess, as well as some of the legends surrounding them.

**Relations to Other Deities:** This entry contains the deity's interactions with other gods and goddesses of their own pantheon.

**Alignment:** The alignment of the deity. The vast majority of a particular god or goddess' worshippers will be within one step (Law-Chaos or Good-Evil) of their patron deity. (i.e. a lawful neutral deity would be likely to have a true neutral or lawful good follower, but not a chaotic neutral one.)

## The Continent of Kesuril

### The Illurian Pantheon



#### **Steelight Shadowborne (Greater God)**

**Aliases:** The Dark Father, The Lord of Shadows

**Portfolio:** Battle, Shadows and Necromancy

**Domains:** Law, Shadowborn, Undeath, War

**Symbol:** A two-bladed sword before a crescent moon on a background of black or gray.

**Weapon:** Two-Bladed Sword

**Alignment:** Lawful Neutral

**Notes:** It is said that the Dark Father was once a mortal of perfect skill and discipline. His race of origin depends on the teller, but all agree that his power and skills were so great that he once challenged the ancient gods for his place among them. In a titanic battle that thundered across the planes he defeated the ancient god of battle whose name has since been lost to the ages, and claimed his

immortality and divine power.

#### **Relations to Other Deities:**

*Arudia:* The Illurian goddess of magic is the wife of the Lord of Shadows. It is this relationship that the soldiers of the Illurian Empire try to emulate by combining martial skills with the powers of magic.

*Elarii:* He is the mischievous son of Arudia and Steelight. Long ago the two elder gods tired of his games and deceit and cast him from their home. Steelight is ever watchful and ever disdainful of his son, and sees his every action as an affront to his own honor.

*The Shadow Master:* Once the vampiric slave of this entity, Steelight believes he fought and killed his former master. He is ignorant, as of yet, to his continued existence as well as his rise to godhood. Should the Lord of Shadows become aware of him, he would most definitely seek the complete destruction of him and every one of his followers.



#### **Arudia (Greater Goddess)**

**Aliases:** Spell Mother, The Silverstar, The Mistress of Magic

**Portfolio:** Magic in all of its forms

**Domains:** Knowledge, Magic, Protection

**Symbol:** Five silver stars sparkling on a blue background.

**Weapon:** Quarterstaff

**Alignment:** True Neutral

**Notes:** Arudia is believed to be the source of all magical knowledge and inspiration passed on to mortals. She does not differentiate between



“good” and “evil” applications of magic. She seeks only to further the ends of magic in and of itself. As a result, powerful wizards of both sides have attributed some of their greatest works to her divine inspiration.

#### **Relations to Other Deities:**

*Steelight:* The Lord of Shadows is her husband.

She finds him a bit dark and too serious at times, but she would stand beside him against any onslaught. She also respects the warrior's strength and commands her followers to fight alongside warriors for the betterment of both.

*Elarii:* Though she is not as disdainful of her son as Steelight, she finds him to be a bit of a nuisance. He is rather entertaining at times, but most of his pranks have lost their ability to bring a smile to her face.

*The Shadow Master:* Like her husband, Arudia is unaware of the Shadow Master's return. If it came to war against him, she and all those who followed her would stand beside the forces of her husband to combat him.



#### **Elarii (Lesser God)**

**Aliases:** The Trickster, The Veiled One, The Master of Secrets

**Portfolio:** Rogues, Secrets, Assassins, and Deception

**Domains:** Chaos, Trickery

**Symbol:** A golden dagger encircled by a snake biting its own tail.

**Weapon:** Dagger

**Alignment:** Chaotic Neutral

**Notes:** Elarii seeks to know all secrets in the multiverse. If knowledge is power, he seeks to become absolutely powerful. One could find many thieves and killers among his followers, but it is the ingenious pranks and deceitful tricks that gain the majority of his favor.

#### **Relations with Other Deities:**

*Steelight:* Elarii believes his father is too uptight and stuck in his honorable existence. How can he ever have fun with that sort of attitude? As a result he is more than happy to make his father (or his father's faithful) the targets of his trickery. However, both he and his followers know the limit of the greater god's tolerance and fear the retribution that will come if one day they push too far.

*Arudia:* He enjoys entertaining his mother, but in recent centuries she seems to be becoming more and more like his father. It is frustrating to him to know that his mother will take his father's side over him, regardless of the argument or occasion.

*The Shadow Master:* Of all of the Illurian gods, only Elarii knows of his existence and activities. However, The Veiled One is ignorant as to the implications of his return, or his goals. If a war broke out between the Shadow Master and his father, he is just as likely to take one side as the other, or perhaps sit out of the conflict entirely.



#### **The Shadow Master (Demi-God)**

**Aliases:** None

**Portfolio:** Vengeance and Undead



**Domains:** Darkness, Death, Undeath

**Symbol:** Skull with no lower jaw ringed by runes

**Weapon:** Quarterstaff

**Alignment:** Neutral Evil

**Notes:** The Shadow Master is currently focusing all of his efforts on revenge while simultaneously trying to keep himself hidden from the powerful, greater gods. His worshippers are few and far between, but their power is slowly growing. It is only a matter of time before his power is great enough to lay waste to the upstart that destroyed his physical form.

#### **Relations with Other Gods:**

*Steelight:* He is the focus of the Shadow Master's hatred. Once, Steelight served him as a general. That was before the vampire turned on him and destroyed all but a small portion of his psychic essence.

*Arudia:* He has respect for her knowledge and magical abilities, but as long as she stands beside Steelight she is his enemy as well.

*Elarii:* Though unsure, he suspects that the Veiled One has learned of his existence. Now he makes every attempt to keep Elarii in the dark about his true purpose. Perhaps, when the time is right, he will attempt to enlist the Trickster's aid in battling Steelight and Arudia.

*Carius:* After observing the progenitor of the umbral race for decades, the Shadow Master has come to the conclusion that their goals are the same, and Carius has earned much respect for his subtleties and skill. However, for the moment it is more beneficial to let him act on his own until the time comes that he will be invited into the fold when the wars of the divine are brewing.

## **The Pantheon of the Nightlings**



### **Grestika (Lesser Goddess)**

**Aliases:** The Pain Maiden

**Portfolio:** Pain and Torture

**Domains:** Endurance, Pain

**Symbol:** Three slashes crossed by a fourth

**Weapon:** Serrated Stone Dagger

**Alignment:** Neutral Evil

**Notes:** The nightlings pay homage to the Pain Maiden by performing ritual scarring and piercing upon themselves and their fellow tribe members. They believe that to endure pain is to strengthen the body and purge the spirit.

#### **Relations with Other Deities:**

*Nibtenay:* He is a barbarian who uses rage to dull and therefore ruin the exquisite sensation of pain. Such a mindless thug could never appreciate the value of such a thing.

*Krelnétka:* The god of the underworld is a complete mystery. His manner leads her to believe that he knows something that she does not. So she is cautious around him. She never seems to be completely on his side, but never goes completely against him either.

*Ragach:* The two never seem to see eye to eye. Even if they were to agree on a general course of action for a particular situation, they could never agree on the details. Yet Grestika respects and covets his strength and power, so she caters to him whenever it does not negatively impact her own goals.





### Krelnétka (Greater God)

**Aliases:** The Keeper of Souls, The Silent One, Lord of the Underworld

**Portfolio:** Death, Mysticism, and Spirits

**Domains:** Death, Spirit

**Symbol:** A skull with many small horns.

**Weapon:** Claws

**Alignment:** True Neutral

**Notes:** Krelnétka rules over the land of the dead.

He is the source of great fear among the nightling people who have a limited understanding of existence after death.

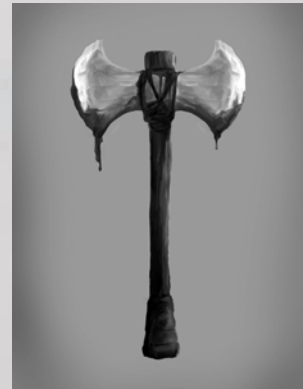
The Keeper speaks very little, but when he chooses to speak, his word is absolute. Only Ragach dares to oppose him, and even then there is usually hesitation in his divine voice. It is also the power of Krelnétka that the nightling spirit shamans wield to protect their tribes from the undead dangers of the wastelands they call home.

#### Relations to Other Deities:

*Nibtenay:* The Raging One sends many souls into his kingdom and so he has earned the respect of Krelnétka, to a degree. However, he is a powerful, savage tool and nothing more.

*Grestika:* Her methods serve to strengthen the nightling people. The rituals they carry out in her name make their souls worth that much more when they travel to him. She is another tool to be used, and discarded when she is no longer useful. Of course he is not open with his opinion in this matter. She is much more useful when she is ignorant.

*Ragach:* He believes he is the greatest of the gods, which shows in his arrogance. Ragach is the only one who will stand up to the words and opinions of The Keeper. Unfortunately when he chooses to open his mouth in opposition, he is usually wrong. There will come a time when Ragach will realize that he never truly was the greatest of the gods. It was Krelnétka, fed by generations of souls that reigns the heavens.



### Nibtenay (Greater God)

**Aliases:** The Raging One, The Destroyer

**Portfolio:** Rage, Battle, Strength, and Barbarians

**Domains:** Destruction, Endurance, Strength

**Symbol:** A large battle axe dripping blood

**Weapon:** Stone battle axe

**Alignment:** Chaotic Evil

**Notes:** Nibtenay is the pinnacle of strength given by rage. Legends speak of him laying waste to entire civilizations in his anger. Some nightling tribes even attribute the cataclysmic effects caused by the Twilight Dragon to the rage of Nibtenay.

#### Relations with Other Deities:

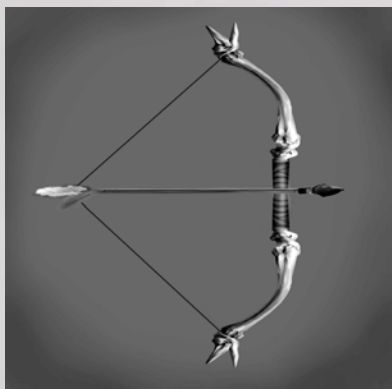
*Grestika:* The Lady of Pain is weak. What purpose is there to torture when killing is so much easier? Why deal with pain when anger can drive the weakness pain causes from the body and soul?

*Krelnétka:* The warriors of Nibtenay send countless souls to the domain of the Keeper of Souls. As a result there is an uneasy alliance between the two. Nibtenay is slightly



unnerved by the attitude and manner of the god of death, but he would never admit such a thing, even to his fellow immortals.

*Ragach:* Both the Great Hunter and the Raging One are killers, only the manner and purpose sets them apart. Despite this similarity, one some attribute to the fact that the two gods are actually brothers, these two have never gotten along. The aloofness of Ragach is a source of constant frustration and anger. In the end, these two brothers exist only to disagree.



### **Ragach (Greater God)**

**Aliases:** The Great Hunter

**Portfolio:** Hunting, Rangers, and Druids

**Domains:** Animal, Good, Plant

**Symbol:** Bone Short bow with an arrow knocked

**Weapon:** Short bow

**Alignment:** Neutral Good

**Notes:** Ragach is the greatest of the nightling pantheon and he knows it. It is said that he taught the first among the nightlings to hunt and survive in the wilds of the wastelands. Without his guidance their race would have surely perished in the harsh, dark lands.

### **Relations with Other Deities:**

*Nibtenay:* His brother, though strong, is a savage corruption of what the nightling race was meant to be. He is too anxious to charge in swinging that axe of his instead of observing a target before finding the perfect time to strike. This fundamental difference in thought processes has led to a division between them that no words have yet been able to bridge.

*Grestika:* Her values are completely foreign to him, but the homage she demands serves to make his people stronger and more able to survive in their harsh world; for that she is appreciated. Beyond that single useful point, Ragach has yet to discover what use she has among the gods. For now he allows her to exist simply on the off chance that she will prove her usefulness in the future.

*Krelnétka:* The Silent One unnerves even Ragach. When the gods gather in discussion the Lord of the Underworld sits silently, staring into the hearts and minds of his fellow gods. What can one expect from a god who spends all his time with the souls of those who died in agony? Ragach is beginning to believe that Krelnétka's sanity is starting to waver. If that happens he could potentially become a powerful enemy very quickly.

## **The Pantheon of Valin**



### **Elvaril (Greater Goddess)**

**Aliases:** The All Mother

**Portfolio:** Nature, Earth, and Animals

**Domains:** Healing, Earth, Protection

**Symbol:** A great oak tree

**Weapon:** Quarterstaff

**Alignment:** True Neutral

**Notes:** Elvaril is the primary goddess worshiped by the people of Valin. Her largest temple can be found in the capital city of Maruk. She is believed to be the mother of the world, and as such everything in it was



either created by her will, or an abomination created by jealous gods. She is also believed to be the mother of lycanthropes. As a result, lycanthropes themselves are seen as holy representations of her will.

#### **Relations with Other Gods:**

*Alrune:* Elvaril and Alrune are lovers.

Lycanthropes are believed to be their children and their messengers to the mortal plane. It has been such for longer than mortals have existed. At times they have their lovers' quarrels, represented by a ceremonial hunt, but for the most part they are believed to be allies.

*Winasa:* *Elvaril believes* Winasa is jealous of the relationship the Earth Mother has with Alrune. The storms that rage along the coast of Valin are believed by many worshippers of Elvaril to be the physical representation of that jealousy. In truth the two goddesses enjoy playing games against each other, sometimes with very serious results for their worshippers but they are far from true enemies.



#### **Alrune (Lesser God)**

**Aliases:** The Huntsman

**Portfolio:** The Hunt and Rangers

**Domains:** Animal, Plant

**Symbol:** A stag's head

**Weapon:** Longbow

**Alignment:** True Neutral

**Notes:** Alrune is the celebrated God of the Hunt. It is to him that all hunters pay homage before leaving to find food for their families and villages. He is believed to be the lover of Elvaril and the father of lycanthropes. These

beasts are said to be the physical manifestation of his hunting prowess and desire.

#### **Relations with other Gods:**

*Elvaril:* Alrune's lover is kind and contributes all of the control to their majestic children. At times though, she can be incredibly frustrating. He finds it a bit annoying that she mourns the loss of any animal killed, despite the fact that his worshippers pay them all due respect. It is this argument that is celebrated in the Great Hunt annually.

*Winasa:* The fierceness of the sea goddess intrigues him. He finds her passion tantalizing and has been known to favor her over Elvaril at times. This coupling is generally portrayed in the spring, alongside the celebration of birth and fertility held in honor of Elvaril.



#### **Winasa (Lesser Goddess)**

**Aliases:** Queen of the Waves

**Portfolio:** The Sea, Sailors, and all seagoing vessels

**Domains:** Water, Weather

**Symbol:** A rising wave

**Weapon:** Trident

**Alignment:** Chaotic Neutral

#### **Relationships with other Gods:**

*Elvaril:* There is an eternal and playful competition between Winasa and Elvaril, however there are times when Winasa takes these competitions much more seriously. She prides herself in stealing Alrune every spring, and vents her frustrations with savage storms that pound on along the coastline every year.



*Alrune:* She is infatuated with the God of the Hunt. Yet she sees him as a toy to be used for her amusement. Alrune also serves as a tool to make Elvaril jealous, and the nature goddess' lack of reaction to her trysts with him frustrates her to no end. In truth Winasa's chaotic nature prevents her from forming any true relationship between her and the other gods.

### God of the Umbrals



#### **Carius (Lesser God)**

**Aliases:** He Who Walks in Shadow,  
The Beginning

**Portfolio:** Shadows, Rogues, and Subtlety

**Domains:** Darkness, Trickery

**Symbol:** A gray hand holding a serpentine eye

**Weapon:** Short sword

**Alignment:** Neutral Evil

**Notes:** Carius' physical form was believed to have been destroyed by the Mystaca in the final battle of their race. The faith of his followers has allowed him to reform and elevated him to the status of a lesser deity.

#### **Relations with other Gods:**

*The Pantheon of Illuria:* Carius, like his worshippers, believes that the Empire and their deities have stolen the homeland of his people. As such there is tension between them. Carius actively works against them when he can, but is careful not to arouse suspicion among the gods, for their might is much greater than his, for now.

*The Shadow Master:* Carius has not yet learned

of the existence of this potential ally.

## **The Continent of Slarinca**

### The Pantheon of Aruna-Nigh



#### **Selundial (Greater Goddess)**

**Aliases:** Lady of Light

**Portfolio:** Light, Beauty, Art, and Summer

**Domains:** Charm, Glory, Good

**Symbol:** A rising sun or silver moon

**Weapon:** Longsword

**Alignment:** Neutral Good

**Notes:** Selundial rules over the Court of Light in the elven paradise. Her clergy are generally female and dress in beautifully colorful vestments. Male priests are accepted into the clergy but generally end up in positions of lesser power. No position of High Priest has ever been bestowed upon a male.

Selundial is also a bit of a zealot regarding her ways and thinks that everyone should follow the light for their own benefit and if they are not wise enough to see that then her clergy will have to guide them along the correct path.

Despite her disdain for the darker side of things she is still the patron of all art and appreciates art in all of its forms.

#### **Relations with other Gods:**

*Shekulta:* Selundial has great respect for The Song Lord. To her, his music is simply another form of art to be cherished by mortals and deities alike. Though she distastes his more



mischievous side, she has come to genuinely enjoy his presence and entertainment.

*Lessinu:* The eternal war between light and dark is epitomized by the clash between these two goddesses. Selundial despises the underhanded tactics used by the goddess of darkness, but gives her a grudging respect in that the armies of light have not yet been able to gain an advantage over her in the battle for the cosmos.

*Wyshan:* Though there is some frustration towards the Keeper of the Balance, Selundial realizes that it is the place of the nature goddess to maintain the scales between light and darkness so that neither rules for too long. Her company is accepted at the Court of Light, but she is not an ally by any stretch of imagination.

*Nerotesh:* The Great Huntsman is a servant of Wyshan and often functions as her messenger to the Court of Light. As such his presence is tolerated and he is treated with respect among the gods.

*Acheron:* Acheron is the general of the armies of the Light. As such, he serves Selundial as her commander, advisor and messenger. When Selundial wishes to indirectly act in the world of mortals on a matter she considers of the utmost importance she commands Acheron to go in her stead.



### Shekulta (Lesser God)

**Aliases:** The Song Lord, Father of Music

**Portfolio:** Music, Bards, Mischief, and Spring

**Domains:** Travel, Trickery

**Symbol:** A wooden lute with musical notes drifting from it.

**Weapon:** Whistle sticks

**Alignment:** Chaotic Neutral

**Notes:** Shekulta frequently travels the mortal realms in the guise of a travelling minstrel. He uses his music to inspire those who would listen. There are very few priests of Shekulta but those that exist are experts in some form of musical performance. There are even rumors of a strange elven fighting style, inspired by the Song Lord.

### Relations with other Gods:

*Selundial:* Shekulta cares not for the ongoing war. In fact, unbeknownst to Selundial, the Song Lord uses his music to inspire both sides of the war. He is extremely adept at hiding his presence even from the gods themselves. Should Selundial ever find out about his mischief, she would most likely be less than amused.

*Lessinu:* The Song Lord feels about Lessinu the same way he feels about Selundial. He has no true place in the war between them and so he plays both sides to his own amusement. Shekulta is rather certain that the Lady of Shadows knows this, but she seems to appreciate the deceit and so continues to allow it.

*Wyshan:* Wyshan is the source of much inspiration for song, being the goddess of nature. Many ballads have been written in her name. In fact, it is not uncommon for Shekulta to be seen doting upon the goddess as if petitioning for her love.

*Nerotesh:* The hunter takes himself and his job way too seriously. He has frequently brushed Shekulta away from his liege Wyshan and does not seem to see the value in song. Perhaps he was the target of too many pranks when he was a godling?

*Acheron:* Another soldier who is way too serious;



though at least this one sees that music can be used to inspire troops, immortal and mortal alike. Drum beats can be used to unify an army. Unfortunately, the frivolity that generally accompanies music and dance are lost on this otherwise acceptable deity, as are the genius of Shekulta's mischievous designs.



### Lessínu (Greater Goddess)

**Aliases:** The Dark Lady, The Lady of Shadows

**Portfolio:** Darkness, Deceit, Thieves, and Winter

**Domains:** Darkness, Evil, Trickery

**Symbol:** A four pointed star with an eye in the center

**Weapon:** Dagger

**Alignment:** Chaotic Evil

**Notes:** The clergy of Lessínu tend to wear darker colors with little care for style or beauty. Most of their outfits are rather plain and, in some cases, drab.

### Relations with other Gods:

*Selundial:* A single word sums up Lessínu's opinion of Selundial: Arrogance. The Light Goddess believes that everyone should follow her beliefs. What right does she have? To the Dark Lady, the war between them is not a battle of beliefs; it is a fight for freedom from the oppression of the Light.

*Shekulta:* He is a schemer, and thus was instantly liked and appreciated by the Lady of Shadows. His music is an afterthought. It is his mischief that causes her enjoyment to no end. She is careful to watch him and knows that he plays both sides of the war. She is simply appreciative for when he aids her and will treat

him as any other foe when he sides with her enemies.

*Wyshan:* The Keeper of the Balance is extraordinarily frustrating. How can the armies of the Dark Lady win their freedom for any length of time when Wyshan continuously interferes? Though Lessínu has seen the Keeper thwart Selundial as well, she considers the nature goddess to be a wall between her and her goals.

*Nerotesh:* He is a powerful, masculine hunter. Why he serves a goddess like Wyshan could never be understood. He belongs at the side of Lessínu and she maintains no illusions of desiring otherwise. But until that time comes he is an agent of Wyshan and thus her enemy.

*Acheron:* Acheron is the backbone of the armies of Light. Break him and the war is won. However, over the centuries this has proved to be an impossible feat for Lessínu. Though she continues her attempts, she has begun to seek new targets in her intrigues. Naturally Acheron is her enemy.



### Wyshan (Greater Goddess)

**Aliases:** Keeper of the Balance

**Portfolio:** Balance, Nature, and Druids

**Domains:** Animal, Endurance, Plant

**Symbol:** A stag head on a background of falling leaves.

**Weapon:** Quarterstaff

**Alignment:** True Neutral

**Notes:** Wyshan will do whatever is necessary to maintain the balance of light and dark,



good and evil and law and chaos. She will occasionally allow one force to triumph over another for years or even decades at a time, but eventually she moves to equalize the balance again.

#### **Relations to other Gods:**

*Nerotesh:* The Huntsman is her faithful servant.

He has stayed by her side after numerous advances by Lessínu and has proven a strong and capable guardian and messenger for the nature goddess. It is he that speaks her words to others, even the other deities, more often than Wyshan herself appearing.

*All other Deities of the Pantheon:* As the Keeper of the Balance, Wyshan has made a point to avoid getting involved with any of the other gods, for to do so may bring the impartiality of her judgment into question. It is true that she finds joy in music and art, particularly when they reflect the beauty or power of nature, but even Shekulta who pledges allegiance to no cause or side has not been able to influence her.



#### **Nerotesh (Lesser God)**

**Aliases:** The Huntsman, Messenger of Wyshan

**Portfolio:** The Hunt and Autumn

**Domains:** Animal, Law

**Symbol:** Crossed spears over a maple leaf

**Weapon:** Spear

**Alignment:** Lawful Neutral

**Notes:** Offerings are commonly given to the Huntsman by followers of most other deities prior to any hunting expedition or any other endeavor in which the favor of Nerotesh may

help mortals gain success.

Nerotesh teaches respect for prey as well as predator. Those who truly hunt in his name do so with the intention of using every piece of the prey, from meat to bones. Trophy hunting is not only forbidden among his followers, but it is severely punished. There are even rumors of a sect that seeks out and punishes trophy hunters in general, regardless of their faith.

#### **Relations to other Gods:**

*Selundial:* The Lady of Light seeks to not only disrupt the delicate balance of nature, but to destroy it completely in favor of her own regime of light. Though Nerotesh bears no personal like or dislike towards her, the disruption of nature's delicate balance is not to be tolerated. But by his liege's command, Nerotesh is not sanctioned to interfere.

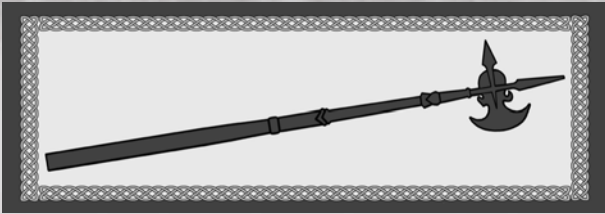
*Shekulta:* The reason for this god's existence is still a mystery to the huntsman, who exists in the silent stalking movements of a hunting predator. Music is a frivolous waste of time, as are the antics of Shekulta.

*Lessínu:* Having resisted her temptations several times, his resilience to her influence is wavering. For the moment he is still firmly in the service of Wyshan, but in time, with the right push Nerotesh may come to serve the Lady of Shadows.

*Wyshan:* Mother Nature is his liege. He serves her faithfully as her messenger and guardian. He even serves to execute her will in times when mortals simply will not do. In exchange he receives a portion of her power.

*Acheron:* There is a mutual respect between the two gods. While Acheron values only the disciplined life of a soldier, based on teamwork and formations, Nerotesh has still managed to gain his respect. They both follow a path of discipline, it is only the manner in which that discipline applies that differs. While they are not allies, nor will they voluntarily, directly battle each other.





### Acheron (Lesser God)

**Aliases:** The Great General

**Portfolio:** War, Fighters, and Strategy

**Domains:** War, Strength

**Symbol:** A single Halberd bordered by symbolic knot work that symbolizes strength

**Weapon:** Halberd

**Alignment:** Lawful Good

**Notes:** Acheron's followers are soldiers. Even his clergy are well trained in the arts of combat and tend to focus more on disciplines that are useful in the heat of battle than other skills. The life of all followers of Acheron is filled with structured discipline. A strict daily schedule and weapons training are just a few of the practices of his faithful.

#### Relations to other Gods:

*Selundial:* Acheron serves Selundial as her general and consort. He does so with the utmost devotion and loyalty to her and her cause. Though he believes that her zealotry is misguided and extreme, it is not his place to judge. It is only his place to serve... for now.

*Shekulta:* The beat of a drum helps maintain the discipline of marching troops. Music and revelry can help relax troops prior to an upcoming battle or help them forget the tragedies after one. There are uses for music, but not as wide and varied as the Lord of Song would have mortals believe. Beyond that, Shekulta is, if anything, unpredictable and thus cannot be relied upon.

*Lessinu:* The Dark One is the enemy. Simply put, she is the darkness that seeks to smother the ever-guiding light of Selundial. Without the Lady of Light mortals would be lost. Though Acheron has been forced to show

a grudging respect for his enemy's tactical prowess, they are still opposite ends of the spectrum and thus she must eventually fall.

*Wyshan:* The concept of balance is lost on Acheron. There is only what is right and what is not. Why must all that is lawful and good suffer chaos and evil to survive? There is no logic to it. Despite this, Mother Nature receives his respect for she has influenced mortals against the darkness several times, yet she has also driven them against the light in centuries past. She is the Keeper of the Balance and has her duty to attend to. That much is understood. Yet the scales that measure that duty are yet a mystery to the soldier-god.

*Nerotes:* The huntsman is a soldier, just like Acheron. His discipline is that of the wilds. The discipline needed to silently stalk prey and survive in the wilds. It also lies in his ability to remain neutral in all things per Wyshan's command. These things have earned Acheron's respect. They are not allies, but neither are they enemies. Of all of the deities of the pantheon beyond the Lady of Light, it is Nerotes that he holds in highest regard.

## The Continent of Shirán



### Anu-Celes (Greater Goddess)

**Aliases:** Keeper of the Underworld, The Keeper

**Portfolio:** The Dead, Undead, and Curses

**Domains:** Death, Repose, Undeath



**Symbol:** A Grinning Skull with a tribal design on the forehead.

**Weapon:** Scythe or sickle

**Alignment:** Lawful Evil

**Notes:** Priests of Anu-Celes have been experimenting with the creation of new types of undead for centuries. To them it is only important that the soul has departed. There is no use in letting an empty shell go to waste when it could be put to good use.

#### **Relations with other Gods:**

*Risier:* Due to the relationship that commonly occurs between violence and death, Anu-Celes thinks very highly of Risier. He and his followers send her a constant supply of souls for her underworld, and they keep her minions supplied with materials for their experiments with the nature of death and undeath.

*All other deities of the pantheon:* Other than Risier, the Keeper feels that every other deity is below her. After all, not all mortals pay homage to scorpions, fire, or water; yet they all must come into her domain at the end of their lives.



#### **Ya-Tuth (Greater God)**

**Aliases:** The Scorpion, Lord of the Desert

**Portfolio:** Scorpions, Poisons, Fire and Desert

**Domains:** Chaos, Fire, Sun

**Symbol:** A scorpion with a ball of fire instead of a stinger.

**Weapon:** Bladed Whip

**Alignment:** Chaotic Neutral

**Notes:** Worshipers of Ya-Tuth are generally survivors. They see scorpions as the pinnacle

of evolution for survival in the desert and seek with all of their power to imitate them.

#### **Relations with other Gods:**

*Anu-Celes:* The Keeper has an unwarranted level of arrogance. It is true that she is one of the most powerful deities in the pantheon, but her egotism is intolerable. It is fortunate that she isolates herself in the domain of the dead, for continuous interaction with her might prove more than Ya-Tuth can tolerate.

*Amon Atus:* There is an eternal conflict between these two gods. It seems that the fundamental differences between fire and water embody themselves even in the gods.

*Raseru:* Raseru is weak. It is a shame to have spawned such a creature. He will not even be allowed to carry the title of the son of Ya-Tuth. The only true justice is that found in the desert, not rulings dispensed by the whim of civilized aristocrats.

*Risier:* He is all that a true son should be. The Harbinger of Death is the embodiment of the trials of the desert and the desert's true justice.

*Anuk-Asa:* It is she who mothered the two divine sons of Ya-Tuth. They have a supportive alliance and it is even rumored that the divine snakes that serve as Anuk-Asa's messengers were gifts from Ya-Tuth.

*Garibus:* The Guardian is successful and potent in his duties, however there is little need for him. Mortals will never survive a journey to the realm of the gods, no matter what magic they command.





### Amon Atus (Lesser God)

**Aliases:** Bringer of Life, The Storm God

**Portfolio:** Oasis, Water and Storms

**Domains:** Water, Weather

**Symbol:** Three raindrops arranged in a triangle (all oriented downward)

**Weapon:** Unarmed

**Alignment:** Chaotic Neutral

**Notes:** Thunderstorms and rainstorms are commonly referred to as the fury and blessing of Amon Atus respectively.

#### Relations with other Gods:

*Anu-Celes:* She has great power and thus deserves some measure of respect. Yet her domain and her purpose only serves to encourage Ya-Tuth and Risier in their destructive tendencies.

*Ya-Tuth:* He is intolerable. Amon tries to allow a respite from the terrors and dangers of the desert, yet Ya-Tuth seems to want only to watch those who travel it waste away into nothing. Mortals need water to survive, yet Ya-Tuth would deny them that in favor of sand. What an absurd notion. It is only the difference in power between the two that keeps Amon Atus in check.

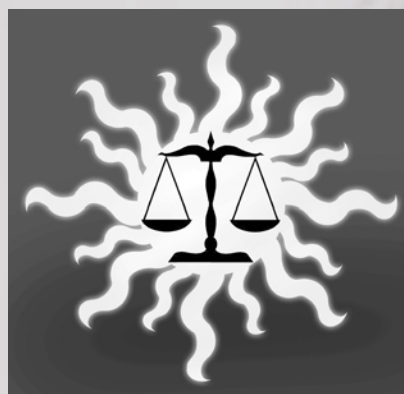
*Raseru:* He is the only true ally of Amon. It is the hope of the Rain God that one day the sun will return and with it the power of his friend. Until that day this alliance helps protect them both from Ya-Tuth and his violent son.

*Risier:* Like his father, Risier is too consumed by

killing and death. Perhaps they forget that the basis for divine power is the faith of mortals.

*Anuk-Asa:* Many are the dangers of Anuk-Asa. Amon has fallen victim to her influence more than once, but he has learned from these lapses and will be much more difficult to manipulate in the future.

*Garibus:* Garibus holds Amon's greatest respect for he is the barrier between all that is mortal and that which is divine. Without that barrier who knows how destiny would unfold.



### Raseru (Demi-God)

**Aliases:** The Scales of Judgement

**Portfolio:** The Sun, Justice, Peace and the White Moon (Celine)

**Domains:** Sun, Protection

**Symbol:** A blazing sun behind a scale

**Weapon:** Warhammer

**Alignment:** Lawful Neutral

**Notes:** In the few civilized areas of Shirán a short ceremonial prayer to Raseru is generally part of the pre-trial protocol in any existing justice system. Priests of Raseru tend to be very analytical and weigh all sides of a dilemma before making a judgment. However, once a decision is made they have no qualms about following through with it and very little will alter their chosen course.

As the sun faded and the eclipse lasted on the power of Raseru waned, thus his current status as a demi-god. Therefore his followers constantly seek to learn how and why the sun faded and return it to its former glory.



**Relations with other Gods:**

*Anu-Celes:* Her teachings represent everything that the sun god and his followers seek to quell. The clergy of the Sun God will seek out strongholds of the Goddess of the Dead and strike at them whenever and wherever possible.

*Ya-Tuth:* Ya-Tuth never thought highly of Raseru. Yet this disdain hasn't stopped Raseru from trying to prove his strength to his father, though he believes that only when the sun returns will he gain the recognition he so desires.

*Amon Atus:* Amon stood beside Raseru when the sun, and as a result his strength, faded into darkness. Now there is a strong alliance between them that serves to protect them both from Ya-Tuth and Risier should the more violent gods choose to move against them.

*Risier:* The relationship between the brothers can only be described as extreme rivalry. Raseru is jealous of the praise Risier receives from their father, and at the same time is disgusted by everything that the Harbinger stands for. Hatred has been the result of these feelings. Only Risier could invoke such ire from a god of justice and peace.

*Anuk-Asa:* Raseru's mother is a deceitful creature. Despite this fact, she too has her place. Many mortals follow the paths of her teachings, whether they realize it or not. However, it is the duty of Raseru and his followers to reveal these deceptions so that true justice can be dispensed upon all.

**Risier (Lesser God)**

**Aliases:** The Painbringer, Harbinger of Death

**Portfolio:** Strength, the Red Moon (Alhara), Violence, and Jackals

**Domains:** War, Pain

**Symbol:** A howling jackal head silhouetted before a red full moon

**Weapon:** Scimitar

**Alignment:** Chaotic Evil

**Notes:** Alhara (the red moon) is said to be the chariot of Risier as he rides across the sky observing the mortal world, planning his next inspiration or attack.

**Relations with other Gods:**

*Anu-Celes:* Risier realizes that for every death caused by his divine inspiration or even by his own hand he makes her stronger. Yet there is little care about this fact. It is only the existence of strength and violence that truly matter.

*Ya-Tuth:* His father is proud of him, though Risier truly cares little. The laws of the desert preached by his father are only applicable when they favor the path of violence and victory through strength. Beyond that, his rules, and any rules for that matter, are useless.

*Amon Atus:* Risier admires the wondrous violence and power of the lightning storms that frequently rage across the desert. They truly are works of art. Yet the personality of Amon does not give these storms their due. He is too civil and calm for the tastes of the Painbringer.

*Raseru:* The twins have never gotten along.



They represent different ends of the spectrum of beliefs. There is truth to his practices. Justice is needed to a certain degree. However it is only right for the strongest to dispense such justice. Might makes right after all.

*Anuk-Asa:* There are diseases, created by his mother, that can cause incredible amounts of pain followed by death. For this Risier is grateful, yet death should be the result of being defeated by one that is stronger, not by something intangible to which there is no defense.

*Garibus:* He fights with a titanic will and no small amount of skill. But he does not appreciate the value of the strength he possesses, nor the pain he can cause.



### **Anuk-Asa (Lesser Goddess)**

**Aliases:** The Serpent

**Portfolio:** Snakes and Disease

**Domains:** Pestilence, Trickery

**Symbol:** A cobra coiled in/around an upheld hand

**Weapon:** Scourge

**Alignment:** Neutral Evil

**Notes:** Except in private rituals and celebrations the clergy of Anuk-Asa generally do not display their beliefs as they fear attack from anyone outside of their own faith. Many of their rituals are not fully comprehended by the general populace and condemned by the more goodly aligned deities and their followers.

### **Relations with other Gods:**

*Anu-Celes:* The pride of the goddess of the dead

is outrageous. It is only a matter of time before Anuk-Asa seeks to usurp the greater goddess. But there are many plans that must be carefully made before such a thing can come to be.

*Ya-Tuth:* An ally, for the time being. Ya-Tuth is a strong partner for as long as his being so is beneficial to Anuk-Asa's goals. When his usefulness ends, so will their relationship.

*Amon Atus:* Though his places of sanctity are very useful for the spread of disease, the god himself is useless to the Serpent. He has managed to deny her manipulations thus far.

*Raseru & Risier:* She cares little for her sons. Risier is too violent and too obsessed with strength while Raseru has lost his will, and is no longer worth much more than a puppet.

*Garibus:* Duty? The only duty is to ensure that one's own interests are furthered. If measures are not being taken to do that, then there is surely a mix up in priorities.



### **Garibus (Greater God)**

**Aliases:** Guardian of The Cliffs of Divinity, Protector of the Sacred Realms

**Portfolio:** Guardians and Lawful Causes

**Domains:** Law, Protection, Strength

**Symbol:** A shield emblazoned with a cliff face

**Weapon:** Two-Handed Sword

**Alignment:** Lawful Neutral

**Notes:** Garibus very rarely influences the realm of mortals, only intervening when his sacred charge is threatened. Those that pay homage



to him faithfully are said to join him in the divine realm at the top of the Cliffs of Divinity.

#### **Relations with other Gods:**

*All Gods of the Pantheon:* By divine providence Garibus is not allowed to associate with any of the gods of the pantheon. It is unknown what power holds him to this sacred promise or the vow made to guard the Cliffs. Garibus stoically accepts his duty and carries it out with great fervor. It is unknown to all of them, however, that Garibus not only guards the Realm of the Gods, but is also the protector of the Valley of the Dragon, as a favor to the Twilight Dragon.

## **The Continent of Ezalyth**



### **Selyrin (Greater Goddess)**

**Aliases:** The Ice Queen

**Portfolio:** Snow, Ice and Cold

**Domains:** Air, Ice, Water

**Symbol:** A large crystal of blue ice

**Weapon:** Morning Star

**Alignment:** Neutral Evil

**Notes:** Selyrin is the leader of the pantheon, though two of the gods do not answer to her at all. She is a goddess that is truly worshipped little but many give lip service prayers to her in fear of the cold of the frozen lands.

#### **Relations with other Gods:**

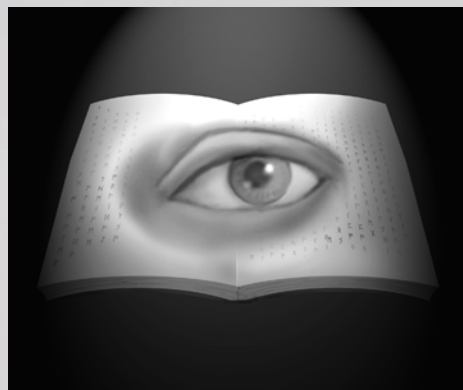
*Dinnok:* Selyrin has been trying for as long as she can remember to sway The Watcher to her cause; for the Keeper of Mysteries has

much knowledge that even deities desire. Yet he remains beyond her reach and influence, to her ever increasing frustration.

*Magamar:* Though they share a daughter, these two deities have little in common. Selyrin is the dominant deity of the pantheon, but she chooses to leave Magamar to his own devices unless she has specific need of him.

*Argoron:* The God of Frost Giants is perhaps the greatest threat to her mortal followers and to her power. His children are unaffected by all but the most piercing, frigid conditions and are powerful in their own right. It is only a matter of time before war comes to Ezalyth, with these two deities leading their followers into the fray.

*Rinkara:* Selyrin is proud of her daughter. She serves as a messenger for the ice goddess, bringing cold winds and great snow storms to mortals in dramatic displays of their divine power.



### **Dinnok (Greater God)**

**Aliases:** The All-Seer, Keeper of Mysteries, The Watcher

**Portfolio:** Knowledge and Mysteries

**Domains:** Knowledge, Magic, Runes

**Symbol:** An open book behind an eye

**Weapon:** Heavy Mace

**Alignment:** True Neutral

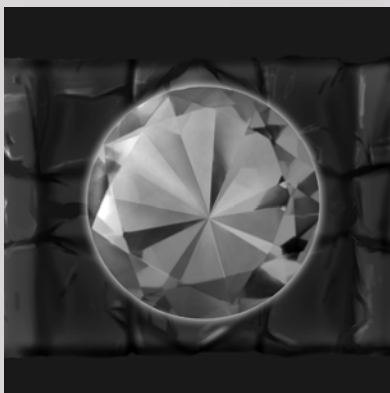
**Notes:** It is said that Dinnok knows all. His clergy specializes in divinations and are constantly seeking knowledge by both magical and mundane methods. They are commonly employed as sages. Dinnok is concerned with the spread of knowledge among mortals.



While his goal is to reveal all of the secrets of existence to mortal and immortal alike in time, he knows that there are some things that are best kept secret and beyond their reach for the time being.

**Relations with other Gods:**

*All gods of the Pantheon:* The Keeper of Mysteries serves no one and is served by none among the immortals. He is concerned only with knowledge and its spread through the mortal realms to the benefit of their kind. All of the other gods of the pantheon, Argoron included, have petitioned him for knowledge of things that are beyond even their sight. Sometimes he gives them the answers they seek, sometimes not. It is completely dependent on whether such an act will support or hinder his goals.



**Magamar (Lesser God)**

**Aliases:** Lord of Earthen Secrets

**Portfolio:** Mountains, Dwarves and Earth

**Domains:** Earth, Law

**Symbol:** A perfect glittering Ruby on a background of brown or gray stone

**Weapon:** Light Pick

**Alignment:** Lawful Good

**Notes:** Many offerings of rare metals and magnificent crafts are made to Magamar with great frequency. The dwarves believe that it is he who inspires them to the great heights of their craft.

**Relations with other Gods:**

*Selyrin:* Magamar serves the greater goddess and has little remorse about doing so.

However, he appreciates the free hand she has given him. They have little in common, and though there is no love lost between them, there is no love gained either.

*Dinnok:* There are many things that lie deep beneath the earth that have eluded even the dwarves for ages untold. Dinnok knows of these secrets, yet Magamar has yet been able to discover only a few. He resents being kept in the dark about his own realm, and the arrogance of the Keeper of Mysteries infuriates him. Only the hand of Selyrin has kept him in check.

*Argoron:* Argoron and his children are dangerous, by their very nature. While he respects the strength of their kind as well as their skills at metal craft, Magamar has been sure to instill a healthy respect for and intolerance of frost giants into his worshippers. He knows a war is coming, and he wants them to be prepared.

*Rinkara:* His daughter is of no concern to him. Her storms do not test the majority of his worshippers, for they live under the protection of the mountain. Though she seems to revel in testing them whenever they journey out, he does not begrudge her this. It does, in fact, make them stronger for it.



**Argoron (Greater God)**

**Aliases:** King of Winter

**Portfolio:** Frost Giants

**Domains:** Ice, Strength

**Symbol:** An engraved hammer held in a flexed



arm

**Weapon:** Warhammer

**Alignment:** Chaotic Evil

**Notes:** The vast majority of his worshippers number among frost giants, but it is not uncommon for their slaves or other mortal races seeking power to revere this great god. Many of his clergy seek to train themselves to resist the flames to which they are most vulnerable. Argoron teaches that fire is their only weakness, and this weakness must be eliminated before they can take their place as the dominant beings on the continent.

**Relations with other Gods:**

*All Gods of the Pantheon:* The Lord of Frost Giants does not associate with the deities of lesser races. He believes them to be as far beneath him as their worshippers are beneath his mighty giants. There will come a day, however, when his faithful begin to play a much more active role in the existence of Ezalyth. When war breaks out between the giants and other mortals, he will likely take a much more aggressive perspective against the deities of lesser beings.



**Rinkara (Lesser Goddess)**

**Aliases:** Lady of Storms

**Portfolio:** Storms

**Domains:** Air, Weather

**Symbol:** A swirling thundercloud

**Weapon:** Javelin

**Alignment:** Chaotic Good

**Notes:** The storm goddess does not create her storms for the cause of destruction, though she revels in the power and fury of the elements.

She uses them as a test of her worshippers and of mortals in general. Those who survive have proven themselves worthy of continued existence. She sees herself as assisting in strengthening the mortal races, by culling those who cannot survive her power.

**Relations with other Gods:**

*Selyrin:* She works well with her mother. She carries the cold and ice across the land and delivers it as she sees fit. Thus far she has no qualms in her subservience to Selyrin.

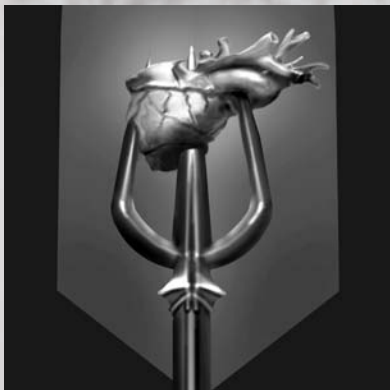
*Dinnok:* Of all of the deities of the pantheon of Ezalyth, Rinkara has troubled the god of knowledge the least. She has little interest in knowledge, reveling instead in the primal fury of nature.

*Magamar:* Rinkara's father is incomprehensible to her. His dwarves and other worshippers live beneath the shelter of mountains and worship rocks and metal. They are beyond her influence, as storms do little underground. Why would they want to abandon the power of the elements for inert stone? This is a question that has troubled Rinkara for a long time, and is yet unanswered.

*Argoron:* Frost giants infuriate the storm goddess. Of all of the creatures on Ezalyth, they are the most resistant to her power; though she has crafted several storms that would test even these great creatures. Despite this, she has a grudging respect for Argoron. After all, he managed to create a race that is generally strong enough to withstand her furious storms. That alone proves to her that they are worthy of continued existence in the mortal realms.



## The Continent of Cylthia



### Nyldak (Greater God)

**Aliases:** The Reaper

**Portfolio:** Vengeance and War

**Domains:** Chaos, Destruction, War

**Symbol:** A heart impaled on a trident

**Weapon:** Trident

**Alignment:** Chaotic Evil

**Notes:** Many of the people living on the red plains pay homage to Nyldak due to the current tension and past history of the area.

### Relations with other Gods:

*Pelazin:* The Trackless Jungle, the embodiment of Pelazin, extracts its own form of vengeance against those who harm it. Nyldak revels as he watches the jungle act out against jungle folk and non-natives alike.

*Sargira:* War and death go hand in hand. Though it is more the chaos of war and the strength of warriors in battle that truly gain the attention of The Reaper, the large number of deaths caused in his name have made Nyldak and Sargira allies, for the moment at least.

*Heste:* Greed is as good a reason to go to war as any. In fact, many wars have been fought for this reason in the known history of Cylthia. While Nyldak doesn't have much respect for Heste himself, any deity whose portfolio includes a common cause for chaos and conflict merits at least grudging acceptance.

*Rylith:* The Weaver of Dreams spends too much

time with her mind in the beyond. It is what is here and now... the chaos of a battle field, the bleeding wounds of the dying... that is where the joys of immortality are found; Not in the surreal dreams of ephemeral realms that may or may not really exist.

*Varathain:* The Dwarf Lord is of small consequence, though he has taught his worshipers well the ways of war. Seeing a dwarven unit on the battlefield is truly a sight to behold. For this Nyldak offers his respect. Though he cares not for mines and minerals, nor for the dwarves themselves, they are skilled in battle and do much to further his own cause when inspired to go to war.



### Pelazin (Greater God)

**Aliases:** The Trackless Jungle

**Portfolio:** Disease and The Jungle

**Domains:** Pestilence, Plant

**Symbol:** Decayed panther's head

**Weapon:** Whip

**Alignment:** True Neutral

**Notes:** The trackless jungle is often referred to as the body of Pelazin. The branches of The Serpentine River are his veins, and deep beneath the surface of the Lake of Dreams lies his heart... or so it is believed.

### Relations with other Gods:

*Nyldak:* War has little enough to do with the affairs of the jungle. Certainly some of its people battle each other, but such occurrences are not the concern of the gods. When Nyldak's wars bring harm to the living jungle, it becomes Pelazin's concern. His vengeance



is swift and deadly, much to the joy of The Reaper, and it is also inevitable.

*Sargira:* Death is common in the jungle.

Predators, disease and natural dangers bring down the living every day. Pelazin respects Sargira and her place in the cycle of life. His domain often contributes to her power, as many who pay homage to Pelazin pay similar respects to the goddess of death.

*Heste:* Heste is a deity for the men of civilization. As such, Pelazin has little use for him. When travelers enter the domains of the jungle in his name, they are welcomed with the same dangers as any other.

*Rylith:* Pelazin is a great supporter of Rylith. The jungle holds many secrets among the vines. It is Rylith that has dominion over the Jungle's mysteries, and manipulates mortals to enter Pelazin's domain in search of them. The two deities work well together.

*Varathain:* Varathain's people live beyond and below the jungle. They treat it with fear and reverence. As long as this behavior continues, Pelazin will be content to ignore them, and their god.



### **Sargira (Greater Goddess)**

**Aliases:** The Dark Lady, The Great Serpent

**Portfolio:** Death, Snakes, and The Underworld

**Domains:** Death, Evil, Repose

**Symbol:** A viper slithering through a skull

**Weapon:** Dagger

**Alignment:** Lawful Evil

**Notes:** Sargira represents death in all of its

forms. This does not mean her worshippers slaughter randomly. They instead offer respect for the dead and often perform funeral rights for those who are unable to afford such things. They believe that death is not the end, it is simply a means of passing from one realm to another.

### **Relations with other Gods:**

*Nyldak:* The Reaper is little more than an extremely powerful barbarian. While he has his calculating moments of incredible ingenuity and his followers hurry many along the roads to Sargira's kingdom, neither they nor Nyldak himself pay proper respect to death itself. They often leave bodies on the ground to rot and at times deliberately deny them the Last Rites. This is unacceptable and has driven a wedge into the relationship between these two deities.

*Pelazin:* The cycle of life and death is truer in Pelazin's jungle than anywhere else on Cylthia. Death cannot be deterred by the interference of other divine powers or arcane means. Sentient creatures frequently lose their way and become food for predators and scavengers as the natural cycle of life intended. A mutual respect has slowly grown between Sargira and Pelazin because of this. Perhaps one day they will become true allies, but that time is far in the future.

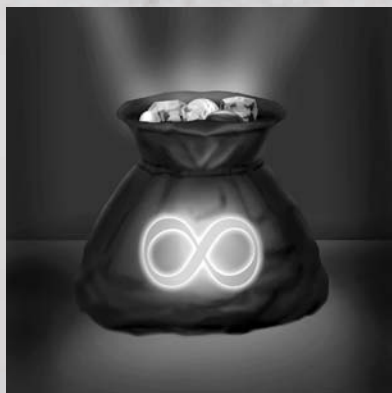
*Heste:* Wealth matters not to the dead. Such is Sargira's opinion of Heste. When grave robbers come to disturb the dead, it often rouses Sargira's anger towards the god of greed, yet she realizes that the decisions of mortals guide them, much to her frustration.

*Rylith:* To most mortals, death is one of the greatest mysteries they will ever face, and it is one of the few beyond the grasp of the Dream Weaver. Sargira revels in this fact and delights in the power the secret gives her.

*Varathain:* The dwarves honor their dead perhaps with more respect than any other race thanks



to the teachings of Varathain. Sargira has been impressed by the Dwarf Lord because of this, and remains so for the time being.



### Heste (Lesser God)

**Aliases:** The Coin Lord, The Greedy God

**Portfolio:** Greed, Prosperity, and Wealth

**Domains:** Charm, Luck

**Symbol:** A bag of gems marked with an infinity symbol

**Weapon:** Rapier

**Alignment:** Chaotic Evil

**Notes:** Though many give lip service prayers to the god of greed he has few true worshippers. His name can be heard on the lips of merchants, nobles and thieves yet nowhere will a traveler find his temple.

### Relations with other Gods:

*Nyldak:* Heste doesn't care for war in general, though there are exceptions. The more bodies that lay dead, the more wealth remains for those that survive. The greed shown by the human vultures that pick over the slain on the battlefield serve Heste well. War itself, and its Lord, mean nothing to him however.

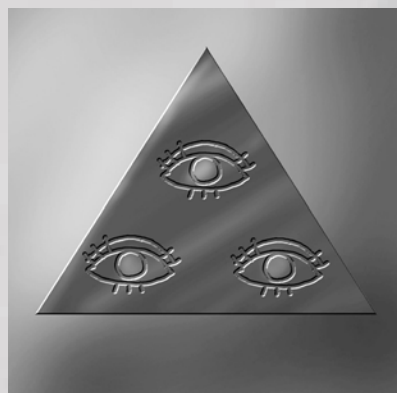
*Pelazin:* Diseases... jungles... there is nothing worthwhile in Pelazin's domain. Thus Heste has little use for him.

*Sargira:* Avoidance. Heste tries to avoid all contact with the Dark Lady for fear of his existence. She has threatened Heste's very being more than once, and he would prefer to continue existing. If that means staying out of

her way, so be it.

*Rylith:* She serves as inspiration for all mortals. Sometimes that inspiration leads them to chase after treasures and wealth. Rylith is a means to an ultimate and greedy end. Heste treats her with general respect, but attempts to manipulate her to further his own ends.

*Varathain:* The wealth of the dwarves is beyond the imagination of many mortals. Mere rumors (spread by Heste himself at times) have sent legions to die in the name of greed, chasing after treasures earned by the dwarves through sweat and blood. Since Heste admires mortals who are able to retain their wealth (as much as he enjoys inspiring others with the greed to covet it) Varathain, who has taught his people well, has earned the respect of the Coin Lord.



### Rylith (Lesser God)

**Aliases:** The Dream Weaver

**Portfolio:** Artistic Inspiration, Dreams, and Secrets

**Domains:** Knowledge, Runes

**Symbol:** Three eyes on a pyramid

**Weapon:** Club

**Alignment:** Neutral Good

**Notes:** Worship of Rylith tends towards vision quests, and the deciphering of dreams. Knowledge is also a powerful tool to the clergy of the Dream Weaver. Knowledge of the secrets of the world is even more so.

### Relations with other Gods:

*Nyldak:* War is the destruction of dreams. It



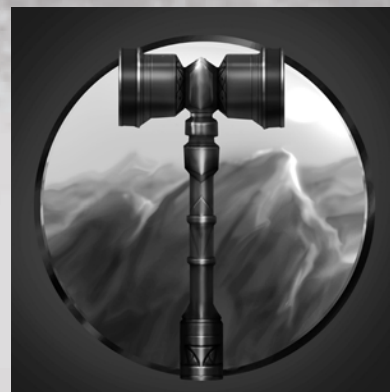
ruins art and life and what life can become. Rylith despises Nyldak and everything that he represents. She shows open hatred rarely, as she fears the power of the greater god.

*Pelazin:* The jungles of his domain hide many things from the eyes of mortals. In seeking the secrets of the world, many are inspired to cross from safety into the wilds, some never to return. Though Rylith is pained by their deaths, they are not wasted, for they pursued the mysteries of life, and by doing such gave their own lives purpose. This is what Pelazin represents to her. He is a mask that hides secrets beyond mortal comprehension. One day, perhaps, she may even discover one of his secrets for herself.

*Sargira:* Death is part of the natural cycle. Rylith may mourn the death of a mortal who has not yet achieved his dreams, but she respects the duty of the Dark Lady. It is a duty she herself could not perform.

*Heste:* Some men dream of wealth. Others seek it to fulfill another desire. To do so is a respectful path. Greed for its own sake is useless and self-destructive. The blend of these two aspects of the Greedy God have given Rylith pause. She has thus far kept her distance, as she is uncertain as to the true nature of Heste.

*Varathain:* Rylith is one of the few deities of Cylthia that interacts with the dwarves as frequently as she does any other mortal. She inspires them, grants them dreams of great things, and sometimes even carries the messages of Varathain to his faithful.



### **Varathain (Lesser God)**

**Aliases:** The Dwarf Lord

**Portfolio:** Dwarves and Mining

**Domains:** Community, Earth

**Symbol:** An upright warhammer before a mountain

**Weapon:** Warhammer or Dwarven Waraxe

**Alignment:** Neutral Good

**Notes:** While not the only deity worshipped by the dwarves of Cylthia, he is the most prominent. Varathain has become a part of everyday life to the dwarves. They pay him homage by their crafts, their battles, and when they honor their dead. He is their maker, and it is by his side that they will rest when they die. The dwarves truly believe this.

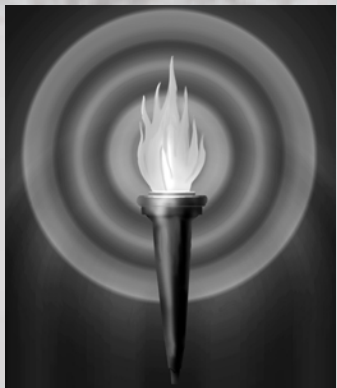
### **Relations with Other Gods:**

*Rylith:* She sometimes serves as a messenger, when Varathain wishes to test his people, or simply wishes to remain in the background of events rather than divinely inspiring them. Her work has earned her the respect of the Dwarf Lord, and he sees her as an equal.

*Other Gods of the Cylthian Pantheon:* Varathain has earned the respect of most of them and is generally left to his own devices, as he likes it. With the exception of Rylith he would prefer not to associate with those deities who cater mostly to non-dwarves. There is a fundamental lack of true purpose in them, and that is something Varathain cannot overlook.



## The Ancients



### Beralyn (Ancient Greater Goddess)

**Aliases:** Mother of all Dragons

**Portfolio:** Light and Color

**Domains:** Glory, Nobility, Strength

**Symbol:** Torch with rings of color behind it

**Weapon:** Glaive

**Alignment:** True Neutral (Chaotic Tendencies)

**Notes:** Followers of Beralyn typically wear well polished armor and reflective shields, designed to give the impression of an aura of light emanating from the wearer. If not adorned for battle, they are generally garbed in colorful cloth and decorated with shining stones.

### Relationships with other Gods:

*Tilantus:* To this day the two deities will sit together in the immortal realms and observe the activities of their draconic children. For centuries they plotted revenge against the ancient gods that destroyed their creations, but now that revenge is all but realized. Few of the ancient gods remain and those that do have hidden themselves from the mortal world for fear of the retribution of Tilantus and Beralyn.

*Other Gods:* Beralyn believes that the other gods have their place. Mortals will always need a divine being to turn to and blame things on. She watches the battles and intricacies that occur between them and revels in watching the plays for power, thankful that she is not involved in them for the moment.

There will come a time, she knows, that the

Ancients will reclaim their position at the top of the hierarchy of deities. While a part of her is anxious for that day to come, for the moment she is content to stand apart, and observe.



### Tilantus (Ancient Greater God)

**Aliases:** Father of the Dragons

**Portfolio:** Darkness, the Underearth, and Metals

**Domains:** Darkness, Earth

**Symbol:** Cave entrance with stars of metallic colors surrounding it

**Weapon:** Heavy Pick

**Alignment:** Lawful Neutral

**Notes:** Tilantus was enraged by the audacity of the other ancient gods when they sought to destroy the dragons. Yet there was nothing he could do against their combined might. Now that the dragons have been reborn it is time to renew his authority in this world he helped create.

### Relationships with other Gods:

*Beralyn:* For many centuries the pair plotted for a way to restore the majesty of dragon kind on the mortal Planes. For centuries they had failed. Now, through the actions of a mortal their most divine creation has been reintroduced to the world these two gods helped create. They plan to assist the young dragons in gaining their foothold in the world once again, but then it will be time to sit back and watch how destiny unfolds.

Plans have also been in motion for the pair to declare war on the usurping gods. While these plans have been largely driven by Tilantus, he has slowly gained the backing of



Beralyn, and now waits for their time to come.

*Other Gods:* Unlike Beralyn he sees most of the new gods as usurpers to the divine kingdom that he has rightfully earned. Yet they are many, and Tilantus and his partner are only two. Their time will come, and he is patient.



### The Twilight Dragon

**Aliases:** The Divine Devil

**Portfolio:** Duality and Twilight

**Domains:** Chaos, Law, Strength

**Symbol:** A black dragon and a white dragon circling each other

**Weapon:** Punch Dagger or Claws

**Alignment:** True Neutral (with extreme alignment swings)

**Notes:** The Twilight Dragon has sealed himself away beneath the surface of the continent of Shirán, where the god Garibus has sworn to prevent mortals from ever waking him from his eternal slumber. Despite this, he is still capable of granting spells to those clerics he deems worthy, and interacting through means normally attributed to the gods. He forbids himself, however, from ever again acting in physical form upon the world of mortals. There are times when his evil side is dominant. During these times he has been known to grant visions to his worshippers, urging them to free him from his self-imposed imprisonment.

### Relations with other Gods:

*Garibus:* The Guardian of the Shiránian pantheon has sworn to guard and protect the Valley of the Dragon. This oath is unknown even to the other gods. It is a sacred trust and Garibus is

bound to it by powers greater even than the deities themselves.

*The Ancients:* The Twilight Dragon is mostly forgotten by the deities of the world, but the two remaining gods of the ancient pantheons remember well the catastrophe of the past. They fear his release, and have sent guardians to his valley to ensure his continued slumber. Should he chance to wake, he will not bear them ill will, for he too wishes to remain slumbering for the rest of eternity. He may become a great ally for the ancients when the war of the gods comes to be.

*Other Deities:* Every deity that remembers ancient times fears the return of the Twilight Dragon. Their power is great, but the power of the Divine Devil is greater still. Most of the current deities of the world, however, have arrived since the Twilight Dragon sealed himself away and are therefore unaware of his presence or his power. His return, should it ever come, will be a terrific shock to the already delicate balance of power between all of the deities of Relistan.





## Chapter 12: New Monsters

The realms of twilight are home to a number of creatures that are not found on other worlds. Some of them have ties to specific areas of Relistan, some to specific religions, but all of the creatures found in this chapter are easily adaptable to any campaign regardless of the chosen setting.

Each monster is presented alphabetically. In the case of a group of monsters sharing similar traits (such as outsider races and some animals or vermin), the monster's basic name is listed first. Each stat block lists the monster's full name, organized by Challenge Rating.

### Stat Block

This is where you'll find all of the information you need to use the monster in an encounter. A stat block is organized as follows. Note that in cases where a line in a stat block has no value, that line is omitted.

**Name and CR:** The monster's name is presented first, along with its challenge rating (CR) that you can use to quickly identify the creature's role in the game. The challenge rating is a numerical indication of how dangerous a monster is—the higher the number, the deadlier the creature.

**XP:** Listed here are the total experience points

that PCs earn for defeating the monster.

**Race, Class, and Level:** Some monsters do not possess racial Hit Dice and are instead defined by their class levels. For these monsters, their race, class, and level appear here. Unless otherwise noted, the first class listed is the class chosen by the monster as its favored class.

**Alignment, Size, and Type:** While a monster's size and type remain constant (unless changed by the application of templates or other unusual modifiers), alignment is far more fluid. The alignments listed for each monster in this book represent the norm for those monsters—they can vary as you require them to in order to serve the needs of your campaign. Only in the case of relatively unintelligent monsters (creatures with an Intelligence of 2 or lower are almost never anything other than neutral) and planar monsters (outsiders with alignments other than those listed are unusual and typically outcasts from their kind) is the listed alignment relatively unchangeable.

**Init and Senses:** The creature's initiative modifier followed by any special senses and its Perception check modifier.

**Aura:** If the creature has a particular magical or exceptional aura, it is listed here along with its radius from the creature and, as applicable, a save DC to resist the aura's effects.



**AC:** The creature's Armor Class, touch Armor Class, and flat-footed Armor Class. The modifiers that generate its AC are listed parenthetically at the end of this entry.

**hp:** The creature's hit points, followed by its Hit Dice (including modifiers from Constitution, favored class levels, creature type modifiers, and the Toughness feat). Creatures with PC class levels receive maximum hit points for their first HD, but all other HD rolls are assumed to be average. Fast healing and regeneration values, if any, follow the creature's HD.

**Saving Throws:** The creature's Fortitude, Reflex, and Will saves, followed by situational modifiers to those rolls.

**Defensive Abilities/DR/Immune/Resist/SR:** All of the creature's unusual defensive abilities. Damage reduction, immunities, resistances, and spell resistance are called out separately as necessary.

**Weaknesses:** All of the creature's unusual weaknesses are listed here.

**Speed:** The creature's land speed, and additional speeds as necessary for the creature.

**Melee:** The creature's melee attacks are listed here, with its attack roll modifier listed after the attack's name followed by the damage in parentheses.

**Ranged:** As Melee above, but for ranged attacks.

**Space/Reach:** The creature's space and reach—if the creature's space and reach are standard (one 5-foot square and a reach of 5 feet), this line is omitted.

**Special Attacks:** The creature's special attacks. Full details for these attacks are given at the end of the stat block or in the universal monster rules appendix.

**Spell-Like Abilities:** After listing the caster level of the creature's spell-like abilities, this section lists all of the creature's spell-like abilities, organized by how many times per day it can use the abilities. Constant spell-like abilities function at all times but can be dispelled. A creature can reactivate a constant spell-like ability as a swift action.

**Ability Scores:** The creature's ability scores are listed here. Unless otherwise indicated, a creature's ability scores represent the baseline of its racial modifiers applied to scores of 10 or 11.

**Base Atk/CMB/CMD:** These values give the

creature's base attack, its Combat Maneuver Bonus, and its Combat Maneuver Defense score.

**Feats:** The creature's feats are listed here. A bonus feat is indicated with a superscript "B."

**Skills:** The creature's skills are listed here. Racial modifiers to skills are indicated at the end of this entry.

**Languages:** The languages most commonly spoken by the creature are listed here. For unusual creatures, you can swap out the languages known for other choices as needed. A creature with a higher-than-normal Intelligence score receives the appropriate number of bonus languages.

**SQ:** Any special qualities possessed by the creature.

**Environment:** The regions and climates in which the creature is typically encountered are listed here.

**Organization:** This lists how the creature is organized, including number ranges as appropriate.

**Treasure:** "Standard" treasure indicates the total value of the creature's treasure is that of a CR equal to the average party level, as listed on Table: Treasure Values per Encounter. "Double" or "triple" treasure indicates the creature has double or triple this standard value. "Incidental" indicates the creature has half this standard value, and then only within the confines of its lair. "None" indicates that the creature normally has no treasure (as is typical for an unintelligent creature that has no real lair, although such creatures are often used to guard treasures of varying amounts). "NPC gear" indicates the monster has treasure as normal for an NPC of a level equal to the monster's CR.

**Special Abilities:** Finally, any of the creature's more unique special abilities are detailed in full here.

**Description:** Here you'll find information on how the monster fits into the world, notes on its ecology and society, and other bits of useful lore and flavor that will help you breathe life into the creature when your PCs encounter it. Some monsters have additional sections that cover variant creatures, notes on using the monsters as PCs, methods of constructing the creature, and so on.



# Anu-Zarati

*An enormous four-armed creature with human features, sharp talons and muscles seeming to almost bulge out of its skin. The slight stench of decay lingers about this walking, mutated corpse.*

## Anu-Zarati

CR 7

XP 3,200

LE Large Undead

**Init** +1; **Senses** darkvision 60 ft; Perception +8

### DEFENSE

**AC** 18, touch 10, flat-footed 17 (-1 size, +1 Dex, +8 natural)**hp** 46 (7d8+14); fast healing 2**Fort** +2, **Ref** +3, **Will** +5**Defensive Abilities** channel resistance +2, undead traits; DR 5/magic

### OFFENSE

**Speed** 30 ft.**Melee** 4 slams +9 (2d6+6/x2)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** Constrict (3d6+9)

### STATISTICS

**Str** 22, **Dex** 12, **Con** –, **Int** 8, **Wis** 10, **Cha** 8**Base Atk** +5; **CMB** +12; **CMD** 23**Feats** Improved Grapple, Improved Natural Armor, Power Attack, Multiattack**Skills** Intimidate +9, Perception +8, Sense Motive +8, Stealth +9**Languages** Common

### ECOLOGY

**Environment** Any**Organization** solitary, pair, gang (3-4)**Treasure** standard

### SPECIAL ABILITIES

**Constrict (Ex)** After successfully grappling with an opponent of medium size or smaller an anu-zarati can squeeze them with two arms for 3d6+9 points of damage each round. While constricting a single opponent they are only able to perform a single attack at +9. An anu-zarati can constrict up to two medium-sized creatures simultaneously, but will not be able to make any additional attacks in this case.

The anu-zarati are powerful undead creatures

created through necromancy mixed with alteration magic. They were originally created by the priests of a goddess of the undead, Anu-Celes, as guards. The means of creating them is still a closely guarded secret amongst The Keeper's clergy, but despite their efforts, there have been others who have discovered the methods to making these behemoths.

Anu-zarati are created from human corpses, mutated by magic to give them an additional pair of arms and increased strength. This transmutation also causes them to grow to a large size in order to accommodate the new appendages.





# Celesti

*Winged beings of incredible grace soar through the skies on the wings of eagles.*

## Celesti

CR 1

XP 400

Celesti warrior 1

NG Medium winged humanoid

**Init** +2; **Senses** low-light vision; Perception +4

### DEFENSE

**AC** 15, touch 12, flat-footed 13 (+2 Leather Armor, +1 Buckler, +2 Dex)

**hp** 9 (1d10-1)

**Fort** +1, **Ref** +2, **Will** +0

### OFFENSE

**Speed** 30 ft., fly 50 ft. (Average)

**Melee** Spear +1 (1d6/x3)

**Ranged** Spear +3 (1d6/x3) or Longbow +3 (1d8/x3)

### STATISTICS

**Str** 11, **Dex** 15, **Con** 8, **Int** 10, **Wis** 11, **Cha** 12

**Base Atk** +1; **CMB** +1; **CMD** 13

**Feats** Flyby Attack

**Skills** Fly +6, Perception +4, Ride +7; **Racial**

**Modifiers** +4 Fly, +4 Perception

**Languages** Celestial, Common

### ECOLOGY

**Environment** any mountains

**Organization** solitary, pair, eyrie (3-30)

**Treasure** standard (buckler, leather armor, longbow with 20 arrows, spear, other treasure)

The celesti are descended from the ancient union of humans and celestials. The first of their kind was seen not long after the Gate Wars began. Now, the power of their celestial blood has been diluted through the generations. Only the beautiful feathered wings remain to show the truth of their ancestry.

Celesti are rare and skittish beings. In the past they built great cities among the mountain peaks, but the prejudice against them on

behalf of the blood their ancestors spilled has scattered them to the winds. Now they gather only in small groups, hidden in remote mountain peaks.

## Celesti Characters

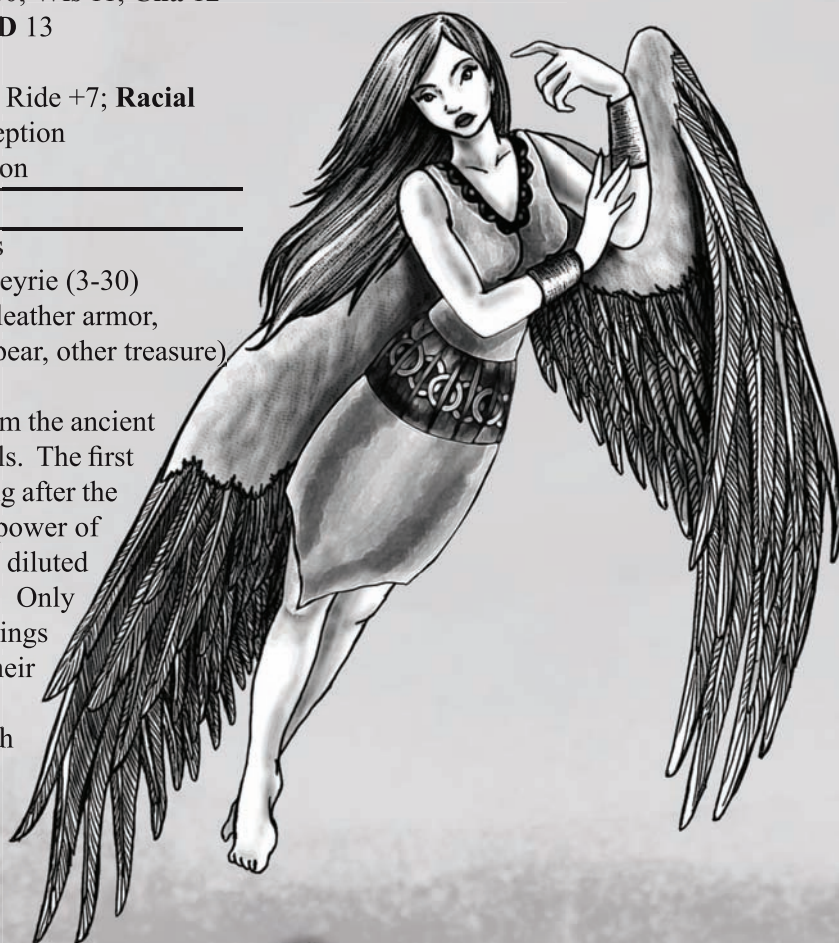
**-2 Constitution, +4 Dexterity, +2 Charisma:**

Celesti are beautiful creatures filled with grace. Their hollow bone structure does make their bodies less durable than most races however.

**Low-Light Vision:** Celesti can see twice as far as humans in dim light conditions such as starlight, twilight or torch light.

**Wings:** From adolescence celesti learn to fly on their feathered wings at a fly speed of 50 ft. and average maneuverability.

**Racial Weapon Proficiency:** All celesti are trained in the use of both longbows and short bows from a very young age.





# Claw Leapers

*These insectoid creatures are among the greatest hunters the natural world has ever known.*

## Claw Leaper

CR 6

XP 2,400

N Medium magical beast

**Init** +7; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +9

### DEFENSE

**AC** 19, touch 13, flat-footed 16 (+3 Dex, +6 Natural)

**hp** 42 (6d10+12)

**Fort** +8, **Ref** +9, **Will** +3

### OFFENSE

**Speed** 50 ft.

**Melee** 6 claws +7 (1d4+3/x2)

**Special Attacks** Pounce, Rend (2 claws, 1d4+5)

### STATISTICS

**Str** 16, **Dex** 16, **Con** 14, **Int** 3, **Wis** 11, **Cha** 10

**Base Atk** +6; **CMB** +9; **CMD** 22

**Feats** Improved Initiative, Multiattack, Run

**Skills** Acrobatics +16, Perception +9, Stealth +16;

**Racial Modifiers** +8 Acrobatics, +4 Perception, +8 Stealth

**Languages** Sylvan (cannot speak)

**SQ** great leaper

### ECOLOGY

**Environment** Warm Forest/Jungle and Subterranean

**Organization** : Solitary, pair or pack (3-6)

**Treasure** standard

### SPECIAL ABILITIES

**Great Leaper (Ex)** Claw leapers possess incredibly strong legs that can propel them through the air with incredible speed and agility. For Acrobatics skill checks related to jumping, a claw leaper is always considered as having a running start even when stationary. They also gain an additional +10 racial bonus to Acrobatics checks made for the purposes of jumps.

**Pounce (Ex)** When a claw leaper makes a charge attack, it can make a full attack (including a rend attack).

**Rend (Ex)** If it hits with two or more claw attacks in 1 round, a claw leaper can cause tremendous damage by tearing its

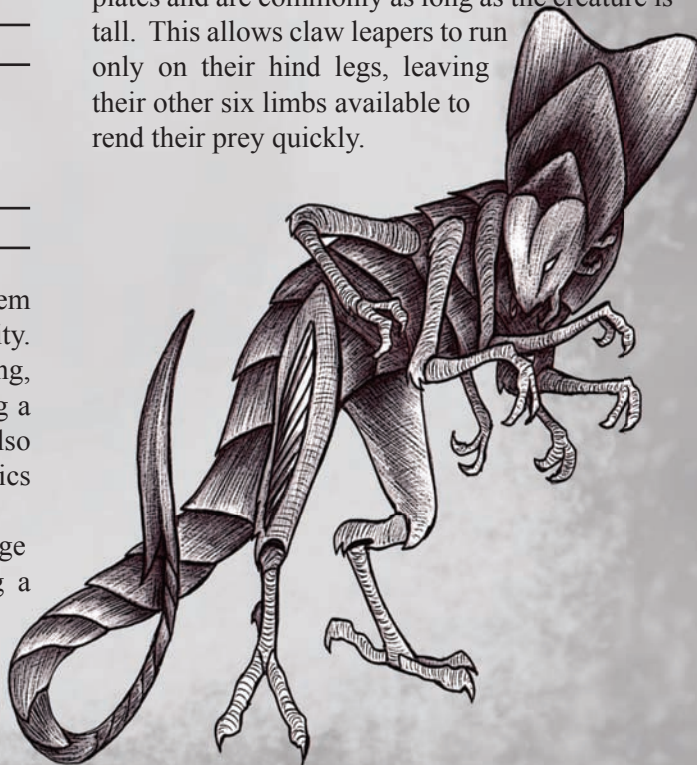
opponent's flesh.

**Scent (Ex)** Claw leapers can detect approaching enemies, sniff out hidden foes and track by a sense of smell. They can detect opponents up to 30 feet away by their keen sense of smell. If the opponent is downwind this distance is reduced to 15 feet; if the opponent is upwind it increases to 60 feet. Claw leapers cannot pinpoint foes until they are within 5 feet.

When tracking by scent these creatures can make a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10 (regardless of surface type). For each hour that the trail is cold the DC increases by 2. This DC can be modified for the number of creatures, the strength of the creature's odor and other factors.

These fast, insect-like creatures are commonly known simply as leapers. They are frequently found in the Twilight Wood as well as the Trackless Jungle. The largest population of these creatures can be found at the Lake of Dreams on Cylthia.

Their exoskeleton is a mottled black color, helping them blend in with the twilight conditions of Relistan and making them hard to spot before an attack. Their tails are articulated, seeming to be composed of a large number of bone plates and are commonly as long as the creature is tall. This allows claw leapers to run only on their hind legs, leaving their other six limbs available to rend their prey quickly.





# Nightwhisper

*A shadow in the dark, manipulating mortals and pushing the world into glorious, everlasting chaos.*

**Nightwhisper** **CR 6**

**XP 2,400**

CE Medium outsider (chaotic, evil, extraplanar, incorporeal)

**Init** +8; **Senses** darkvision 60 ft.; Perception +10

## DEFENSE

**AC** 19, Touch 19, flat-footed 15 (+4 Dex, +5 Deflection)

**hp** 28 (5d10)

**Fort** +1, **Ref** +10, **Will** +9

**Defensive Abilities** incorporeal; **DR** 10/cold iron or lawful; **SR** 17

## OFFENSE

**Speed** Fly 50 ft. (good)

**Melee** incorporeal touch +9 (1d4 Wisdom)

**Special Attacks** create thralls, possession

**Spell-Like Abilities** (CL 9th)

Constant – *tongues*

At will – *charm monster* (DC 19), *detect thoughts* (DC 17)

2/day – *major image* (DC 18)

## STATISTICS

**Str** –, **Dex** 18, **Con** 10, **Int** 19, **Wis** 16, **Cha** 20

**Base Atk** +5; **CMB** +9; **CMD** 19

**Feats** Improved Initiative, Iron Will, Lightning Reflexes

**Skills** Bluff +20, Diplomacy +12, Disguise +12, Intimidate +12, Knowledge (arcana) +11, Knowledge (the planes) +11, Perception +10, Sense Motive +18, Spellcraft +11, Stealth +11;

**Racial Modifiers** +8 Bluff, +8 Sense Motive, +8 Stealth

**Languages** Abyssal, Celestial, Common, Draconic, Infernal; telepathy 100 ft., *tongues*

## ECOLOGY

**Environment** Any

**Organization** : Solitary

**Treasure** standard

## SPECIAL ABILITIES

**Create Thralls (Su):** Any humanoid creature that dies due to a nightwhisper's Wisdom drain becomes a mindless thrall similar to a zombie

(without undead traits, but immune to mind affecting apells and effect.).

**Possession (Su)** As a standard action a nightwhisper can attempt to possess any corporeal being. To do this the nightwhisper must make a successful touch attack. The victim then must make a successful Will save (DC 17) or be possessed. If this happens the nightwhisper immediately gains access to all of the host being's knowledge, skills and abilities. From this point on all physical abilities (Strength, Dexterity and Constitution) as well as any special physical attacks are the same as the host body. The nightwhisper also gains access to any spells or spell-like abilities the host possesses.

While possessed the host can see and hear everything that is happening, but they are unable to act. Should the nightwhisper attempt a severe action that is directly against the host's nature (such as attempting to commit suicide or slay a loved one) it receives a new saving throw with a +2 bonus. A successful saving throw forces the nightwhisper out of the host.

**Wisdom Damage (Su)** A nightwhisper's touch attack deals 1d4 Wisdom damage to its victim.





# Sai-Heth

*Fey of the ancient world. They have not been seen in centuries, but their work still influences us all.*

## Sai-Heth

CR 2

XP 600

Sai-heth Shadow Warrior (Fighter 2/Rogue 1)

N Medium fey (shadow)

**Init** +3; **Senses** low-light vision; Perception +8

### DEFENSE

**AC** 20, touch 13, flat-footed 17 (+6 Elven Chain, +3 Dexterity, +1 Shield)

**hp** 13 (2d10-2 + 1d8-1)

**Fort** +2, **Ref** +5, **Will** +0

**DR** 5/cold iron

### OFFENSE

**Speed** 30 ft.

**Melee** 2 *Shortswords* +1 +3/+3 (1d6+1/19-20 x2)

**Ranged** longbow +5 (1d8/x3)

**Special Attacks** sneak attack +1d6

### STATISTICS

**Str** 12, **Dex** 16, **Con** 8, **Int** 14, **Wis** 11, **Cha** 14

**Base Atk** +2; **CMB** +3; **CMD** 16

**Feats** Double Slice, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse

**Skills** Acrobatics +7, Bluff +7, Knowledge (the planes) +5, Perception +8, Sense Motive +5, Stealth +11, Survival +2; **Racial Modifiers** +2 Perception, +4 Stealth

**Languages** Common, Draconic, Sylvan

**SQ** bravery +1, hide in plain sight, shadow jump, trapfinding

### ECOLOGY

**Environment** any

**Organization** solitary, pair

**Treasure** standard (2 *shortswords* +1, longbow with 20 arrow, elven chain, and other treasure)

### SPECIAL ABILITIES

**Hide in Plain Sight (Su)** Because of their affinity for the Plane of Shadow, any sai-heth can use the Stealth skill to hide even while being observed. As long as they are within 10 feet of any sort of shadow, a sai-heth can hide themselves from view without actually having anything to hide behind. The exception to this is that they are unable to hide in their own shadow.

**Shadow Jump (Su)** Sai-heth have the ability to jump from shadow to shadow. They can move a total distance equal to their Hit Dice x 10 feet per day in this manner. This can be in a single jump or any number of smaller jumps, however each jump, regardless of distance, counts as a 10 foot increment minimum.

The sai-heth are fey creatures that are equally attuned to the natural world and the Plane of Shadow. They have not been seen for centuries. It is the sai-heth that caused the Eternal Eclipse in an effort to exterminate the “plague upon the world” that they believed humans, orcs, dwarves and many other races are. Since their ritual’s success so many centuries ago they have waited, invisible to the world, for the vermin to die. Yet they have survived. The time may be coming when the sai-heth have to become involved in the world once again, and make a more direct effort to cleanse their world.





# The Shadowborn

Many are the warriors who, in their mortal lives, wield a two-bladed sword in the name of Steelight. His worshippers believe that if they serve him faithfully in this life, they will be rewarded by becoming part of his immortal army upon their mortal death. There is some truth in this, though not exactly as the faithful believe. The most devout and strongest of his worshippers join the ranks of his shadowborn. Rank within his church means nothing for there are many false priests. When the time comes, the Dark Father will judge those who followed the tenets of his faith, and if he finds them worthy he will bless them. They become his personal guard, his shadowborn.

The shadowborn are broken up into three distinct castes. The lowest ranking is the warrior caste. It is these that are seen most often on the mortal planes. Above them are the shadowborn magi, powerful necromancers dedicated to his cause. Leading his armies are the law-priests. Shadowborn

warriors are fairly common so far as outsiders go. They are sent as messengers and summoned as soldiers by the faithful of Steelight. Shadowborn magi are typically summoned to provide advice or council, for they have knowledge about a great many things. Law priests can be summoned only by the strongest of clerics, faithful to the Dark Father. In their pride they tend to resent these summons more so than their lesser counterparts, and are usually less helpful because of this. More commonly law priests are seen across the planes, guiding and managing the battles of Steelight Shadowborne and the forces of law. It is not unheard of for them to even come to the aid of the forces of hell in the eternal battle known as the blood war. The shadowborn are creatures of law, and will battle the forces of chaos wherever they are able. Good and evil are abstract concepts to them. No more relative to them than the need for food or sleep.





Though each type of shadowborn has a unique set of abilities, there are some special abilities that they all share. Below you will find the descriptions of each of these abilities.

**Darksight (Ex)** All shadowborn have the ability to see through all magical and non-magical darkness without penalty.

**Ghost Touched Armor (Su)** Any armor worn by a shadowborn is considered to have the *ghost touched* special quality.

**Ghost Touched Weapon (Su)** Any weapon wielded by a shadowborn is considered to have the *ghost touched* special quality. This applies to natural attacks such as a slam attack as well as crafted weapons. All weapons wielded by a shadowborn are also considered to have a lawful alignment.

**Summon Shadowborn (Sp)** All shadowborn have the ability to summon others of their kind. The type of shadowborn that can be summoned as well as the success percentage is provided in the individual description under spell-like abilities.

**Shadowborn Touch (Su)** The touch of a shadowborn is a chilling experience. For a single moment all the world seems cold and everything that was bright is dull and lackluster. The *shadowborne touch* drains 1d4 points of strength from their target and transfer that strength to the warrior. Some people believe that the warrior is stealing a portion of their soul when they execute this attack. These temporary strength points last for 1 round per Hit Die of the shadowborn and then fade. The number of times per day that each caste of shadowborn can use this ability is provided in their statistic block. There is no saving throw to resist this ability and it can be made as part of a natural attack.

**Vulnerability to Chaos (Su)** Because the shadowborn are creatures whose very existence is based in the tenets of law, they are vulnerable to weapons imbued with the power of chaos as well as spells from the chaos domain or that are chaotic in nature. Shadowborn warriors and magi take twice normal damage in these circumstances. Law priests, being stronger and more resilient to the powers of chaos only take +50% normal damage.

## Warriors

*Clad in black platemail edged in silver, these fierce warriors are an intimidating sight to behold.*

### Shadowborn Warrior

CR 6

XP 2,400

LN Medium outsider (lawful, extraplanar)

**Init** +2; **Senses** darksight, darkvision 120 ft.,  
*see invisibility*; Perception +7

#### DEFENSE

**AC** 22, **Touch** 11, **flat-footed** 21 (+1 Dex,  
+10 *Full Platemail* +1, +1 **Shield**)

**hp** 67 (7d10+28)

**Fort** +7, **Ref** +7, **Will** +6

**DR** 5/magic or chaotic; **Immune** paralysis,  
poison; **Resist** cold 5, fire 5

**Weaknesses** chaos vulnerability

#### OFFENSE

**Speed** 30 ft.

**Melee** +1/+1 *Two-Bladed Sword* +13/+13/+8  
(1d8+7/x2)

**Special Attacks** shadowborn touch 2/day

**Spell-Like Abilities** (CL 5th)

Constant – *see invisibility*

At will – *deeper darkness*, *dispel magic*,  
*teleport* (self plus 50 lbs. of objects only)

1/day – *dispel chaos*, *summon* (level 3,  
1 shadowborn warrior at 40%)

#### STATISTICS

**Str** 22, **Dex** 15, **Con** 19, **Int** 14, **Wis** 15, **Cha** 17

**Base Atk** +7; **CMB** +12; **CMD** 24

**Feats** Iron Will, Two-Weapon Defense<sup>B</sup>,  
Two-Weapon Fighting<sup>B</sup>, Weapon Focus (Two-  
Bladed Sword)

**Skills** Acrobatics +6, Climb +9, Intimidate +11,  
Knowledge (religion) +12, Perception +7, Ride  
+6, Sense Motive +12, Stealth +14; **Racial**  
**Modifiers** +8 Stealth

**Languages** Celestial, Infernal, Shadrath

**SQ** ghost touched armor, ghost touched weapon

#### ECOLOGY

**Environment** Any

**Organization** : Solitary, pair, squad (4-8),

**Treasure** none

Shadowborn warriors are the lowest caste of the shadowborn. They serve as soldiers and messengers for the court of Steelight Shadowborne.



They appear as dark humanoids clad in black full platemail and wisps of shadow. They are fierce and disciplined combatants, capable of complex maneuvers and tactics.

Warriors work together flawlessly. They form complex formations and create intricate tactics with perfect precision. They are the front line in the war against chaos across the planes. Most frequently they are seen fighting alongside devils in the eternal war or performing the will of their Lord on the Prime Material Plane, in service to his priests.

When not summoned for combat they appear as black-skinned humans clad in fine clothing. They typically wear various shades of gray and black, trimmed or decorated in silver. Their equipment is also a part of them. When a shadowborn warrior is killed, their armor and sword disappear into wisps of shadow. The average shadowborn warrior possesses equipment equivalent to those bearing a +1 enchantment. More powerful warriors do exist. These soldiers bear more powerful equipment, enchanted with any possible combination of abilities.

Their magnificent armor and two-bladed sword can always be called with a thought (a swift action) should they feel threatened. When they do this a shroud of shadows seems to gather from nothing around them. When the shadows clear only seconds later they are fully clad in their black plate armor and have their two-bladed sword in hand.

Shadowborn warriors are created from the souls of faithful soldiers who fought in the name of Steelight Shadowborne. It is the goal of many soldiers in the armies of the Illurian Empire to be judged worthy to serve as a shadowborn warrior when they finally fall on the field of battle in the world of mortals. The more powerful and devout the warrior is in life, the stronger he will become when he joins the legions of Steelight.

## Magi

*Black robes decorated in runes of silver and gold flutter in the passing breeze of the figure swathed in shadow as he stands calmly amidst the storm.*

## Shadowborn Magi

CR 7

XP 3,200

LN Medium outsider (lawful, extraplanar)

**Init** +8; **Senses** darksight, darkvision 120 ft., *detect magic*, *see invisible*; Perception +14

### DEFENSE

**AC** 22, touch 21, flat-footed 17 (+4 Dex, +7 Deflection, +1 Dodge)

**hp** 45 (7d10+7)

**Fort** +6, **Ref** +7, **Will** +9

**DR** 10/chaotic; **Immune** paralysis, poison; **Resist** cold 10, fire 10; **SR** 18

**Weaknesses** chaos vulnerability

### OFFENSE

**Speed** 40 ft.

**Melee** Slam +10/+5 (1d6+4)

**Special Attacks** shadowborn touch 4/day

**Spell-Like Abilities** (CL 9th)

Constant – *detect magic*, *see invisible*

At will – *deeper darkness*, *dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *magic missile*, *ray of enfeeblement* (DC 14)

3/day – *dispel chaos*, *chill touch* (DC 14), *lightning bolt* (DC 16), *silence*

2/day – *cause fear* (DC 14), *enervation*, *ray of exhaustion* (DC 16), *vampiric touch* (DC 16)

1/day – *animate dead*, *plane shift*, *summon* (level 4, 1d4 shadowborn warriors or 1 shadowborn magi at 45%)

### STATISTICS

**Str** 16, **Dex** 18, **Con** 12, **Int** 21, **Wis** 18, **Cha** 17

**Base Atk** +7; **CMB** +8; **CMD** 21

**Feats** Dodge, Empower Spell-Like Ability (*ray of enfeeblement*), Improved Initiative, Lightning Reflexes

**Skills** Diplomacy +10, Disguise +10, Knowledge (arcana) +15, Knowledge (dungeoneering) +15, Knowledge (history) +15, Knowledge (planes) +15, Knowledge (religion) +16, Perception +14, Sense Motive +14, Spellcraft: +16, Stealth +21, Use Magic Device +13; **Racial Modifiers** +8 Stealth

**Languages** Abyssal, Celestial, Common,

Draconic, Infernal, Shadrath; telepathy 100 ft.

**SQ** float, ghost touched weapon

### ECOLOGY

**Environment** Any

**Organization** : Solitary, warband (1 magi, 4-8 warriors)



**Treasure** none

#### SPECIAL ABILITIES

**Float (Su)** While shadowborn magi do not fly, they do not walk upon the ground either. They float slightly above the ground at all times. Because of this they are unaffected by difficult terrain and suffer no movement penalty when moving over it.

The shadowborn magi are the middle caste of the shadowborn. They are often summoned by the spellcasters of Steelight's faithful to answer questions or provide aid in research. Their knowledge of the planes as well as many other topics makes them a prime source of information.

The magi are not simply knowledgeable scholars however. While they lack the up front strength at arms of the warrior caste, they more than make up for it with their substantial spell casting abilities. On the battlefield they often serve as squad commanders or artillery. Shadowborn magi are very adept at using their abilities in concert with other military tactics and formations for an utterly devastating effect.

## Law Priest

*The eyes of Law stand in judgement of all, and strike swiftly into the chaos of existence.*

**Shadowborn Law Priest** **CR 15**

**XP 38,400**

**LN** Large outsider (lawful, extraplanar)

**Init** +3; **Senses** darksight, darkvision 120 ft., *true seeing*; **Perception** +32

#### DEFENSE

**AC** 26, touch 10, flat-footed 25 (+11 *Full Plate* +2, +1 Dex, +1 Two-Weapon Defense, +4 Natural, -1 Size)

**hp** 208 (14d10+126)

**Fort** +18, **Ref** +7, **Will** +16

**DR** 10/chaotic; **Immune** cold, fire, paralysis, poison; **Resist** acid 10, electricity 10; **SR** 25

**Weaknesses** chaos vulnerability

#### OFFENSE

**Speed** 40 ft.

**Melee** +1/+1 Two-Bladed Sword

+22/+22/+17/+17/+12 (2d6+10/19-20 x2)

**Special Attacks** shadowborn touch (unlimited)

**Spell-Like Abilities** (CL 14th)

Constant – *detect magic*, *tongues*, *true seeing*

At will – *deeper darkness*, *dispel chaos*, *greater dispel magic*, *greater teleport* (self plus 50 lbs. of objects only)

2/day – *animate dead*, *lightning bolt* (DC 18), *mass cure moderate wounds*, *order's wrath* (DC 19), *silence*

1/day – *Dictum* (DC 22), *mass inflict serious wounds* (DC 22), *planeshift*, *summon* (level 5, 2d6 shadowborn warriors at or 1d4 shadowborn magi at 50%)

#### STATISTICS

**Str** 29, **Dex** 17, **Con** 29, **Int** 22, **Wis** 25, **Cha** 21  
**Base Atk** +14; **CMB** +24; **CMD** 37

**Feats** Bleeding Critical, Critical Focus, Improved Two-Weapon Fighting, Power Attack, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (two-bladed sword)

**Skills** Acrobatics +15, Diplomacy +22, Intimidate +22, Knowledge (arcana) +20, Knowledge (history): +18, Knowledge (planes) +23, Knowledge (religion) +23, Knowledge (any one other) +20, Perception +32, Sense Motive +24, Spellcraft +23, Stealth +11, Use Magic Device +19; **Racial Modifiers** +8 Perception

**Languages** Abyssal, Celestial, Common, Draconic, Infernal, Shadrath; *tongues*, telepathy 100 ft.

**SQ** ghost touched armor, ghost touched weapon

#### ECOLOGY

**Environment** Any

**Organization** : Solitary

**Treasure** none

Law priests are the commanders of the Dark Father's army and as such are rarely seen in the mortal realms. Their existence is more legend than first hand knowledge... rumors gleaned from the questioning of lesser shadowborn. Only the most powerful clerics of Steelight are able to summon a law priest, and even then only for very short periods of time. More often they are sent across the planes to lead armies of their lesser brethren, and direct attacks against the forces of chaos wherever they may rise.



# Tunneler

*The cavern walls seem to move as a great worm rises from its slumber.*

**Tunneler** CR 9

**XP 6,400**

N Huge magical beast

**Init** +2; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +12

## DEFENSE

**AC** 24, touch 8, flat-footed 24 (+16 natural, -2 size)

**hp** 136 (12d10+60)

**Fort** +13, **Ref** +8, **Will** +3

## OFFENSE

**Speed** 30 ft., burrow 30 ft., swim 10 ft.

**Melee** bite +19 (3d6+13/19-20 plus grab)

**Special Attacks** swallow whole (3d6+13 acid damage, AC 18, 12 hp)

## STATISTICS

**Str** 28, **Dex** 10, **Con** 21, **Int** 3, **Wis** 9, **Cha** 8

**Base Atk** +12; **CMB** +23 (+27 grapple);

**CMD** 31 (can't be tripped)

**Feats** Awesome Blow, Critical Focus, Improved Bull Rush, Improved Critical (bite), Power

Attack, Sickening Critical

**Skills** Perception +6, Stealth +11, Swim +17;

**Racial Modifiers** +8 Stealth

## ECOLOGY

**Environment** any underground

**Organization** solitary

**Treasure** standard

Tunnelers are enormous hunters of the subterranean world. They can eat almost anything, but prefer the taste of flesh. Their favored tactic to catch their prey is to lay in wait in a cavern deep underground. When a potential victim passes by they uncoil themselves with lightning speed and strike, attempting to swallow the victim before they can put up any semblance of a defense.

While they are extremely large, their coloring and hard chitin help to conceal them among the rocks of the Underearth. Many adventurers have mistaken a tunneler laying in wait for a boulder or rock formation, much to their agony.







## *Chapter 13: Legends of an Ancient World*

The Realms of Twilight have an ancient history that is virtually unknown to the vast majority of the world's current inhabitants. All they have left is an immense collection of stories and legends that have either been passed down through generations or recently discovered in a tome found buried in a library or left in one of the many ruins of the world. A few of these stories you have already heard, as they introduce each of the first few chapters of this book. But for those who want to truly make the world come alive here are a few more tales that can be blended into your campaign should you so desire. It is always a good idea to read these legends for additional insight into the history of the world and some of the places in it.

### The Journal of a Dark Defender

#### 5th Cycle, 14th of Shalice, year 1253

*My name is Asraka Fulinas, of the fifth guardian squad in the Army of Shadows. I have been ordered by my superiors to keep a journal of the events to come, to show those who survive our true intentions and explain why we seek to cover the land in eternal twilight.*

*I will begin by speaking of our race, the Sai-Heth. In centuries past we were one with the powers of nature. We rejoiced in the blowing of the wind, and sang with the song of the winding rivers of this world. We worshipped nature itself in all of its forms. As any of our scholars will tell you, nature is the embodiment of balance.*



While we reveled in the light of the sun we also respected the power of the shadows. Truly, it was in the shadows that we discovered the true balance of nature. Brilliant scholars of our race believed that the shadows revealed a great gap in our understanding of nature and began to investigate. The thought was that both light and darkness, in their purest forms, were blinding and therefore corrupting. Shadow, however, was the borderland between these opposing forces. It was the area where darkness was illuminated and light was dimmed to allow for a man to see clearly the wonders of the world.

Over time our race became more and more connected to the Realm of Shadows. Teams were sent to explore this alternate reality and scholars learned to draw power from it. Our tactical squads even spend a year there in training. We have done so for ages and have never regretted our choice. In this world, we celebrated the turning of the seasons, the waxing and waning of the moons and danced in the twilight. We were a race at peace. Yet that peace was not to last.

In time there would come others that did not share our respect for nature. Dwarves delved into the mountain sides, eating away the very veins of the earth as they dug. Elves claimed the woodlands for themselves and would not allow others to enjoy the simple peace the woodlands had brought our people for generations. But humans were the worst of the demi-human races. They cared not for the land. They only seemed to care about what could grant them more power. If they destroyed a plain or a forest in the process, it did not concern them. I will not even speak of the horrors the goblinoids have committed against our beautiful earth. For years my people tolerated their presence, even slipping in among them and trying to teach them the true ways of the world. We had hoped they would learn to see the truth. Yet they would not listen. We were forced into extreme measures that would not have been acceptable under any other circumstance. It is here we stand. On the brink of a war that will rage the world around, with our desperate attempt to cleanse the world of the vermin that have infested it.

My squad has been assigned to defend the scholars throughout the ritual. It is said that it

will take days of preparations before the ritual has even begun, but we must stand ready should the plague of this world recognize their danger. The cure is coming.

### 7th Cycle, 16th of Shalice, year 1253

Our first day of duty was uneventful. We spent our time building defenses in the forest surrounding the ritual site. Hopefully if battle should come, these will slow their approach long enough for the ritual to be completed. We are few compared to the tens of thousands that could be sent against us. Only one hundred of our elite tactical squads stand ready, that is five hundred soldiers. We fear not for our lives. Each of us would gladly give our very existence to allow the natural world to continue, unspoiled by these creatures. It is time for me to take my rest. Our watch is in a few hours. I will write again tomorrow.

### 1st Cycle, 17th of Shalice, year 1253

It seems the humans and elves, at least, have somehow been informed of our plans. Rumors are spreading through the squads that they are organizing in preparation to march on the ritual site. They are several days away, yet if they know what we intend, I am willing to bet they will find a way to shorten the journey. The squads are ready. We are trained for this very purpose. Though we do not relish killing, we will do what we must in order to protect our world. I personally am looking forward to giving the cure a head start. They deserve no less and no more than the edge of my blade. Yet I hope never to be faced with the need to slay them. With any luck they will not get this far. There is much to be done. My armor and blade need tending and I have other chores around camp other than maintaining this record.

### 3rd Cycle, 26th of Shalice, year 1253

The dwarves have joined the march. They are approaching much quicker than we thought possible. Perhaps my theory is correct, they do realize our intentions. They cannot possibly comprehend that the ritual is the best thing for our world. They, who by their very existence



destroy nature, could not understand the cause we fight for.

My commander gave the squads special orders today. Half of them are to fortify the outer defenses and prepare to face combat at the edge of the grove and in the forest. Each of the remaining squads, ours included, was assigned a scholar to watch over and protect. They are the key to the ritual's success. It is they, not us, who must survive to see its completion. Our orders state that we are to defend them with our lives. Once the ritual is complete we are to take them, for they will be extremely weakened by the powerful magic of the ritual, and flee this place. It is not a soldier's place to ask why, but I am curious. If we are to allow these parasites

to die, why not stay and speed the process along instead of running away? We will discuss this question in our squad meeting tonight. Perhaps my comrades have an answer that has managed to elude me.

### 5th Cycle, 28th of Shalice, year 1253

The armies of the demi-humans are only a day out. They have entered the forest and are doing just what we expected. They are cutting a swath through this ancient wood with no respect for the trees that have lived for a thousand years or the groves that have stood untouched for a millennium. They are barbarians, and nature will destroy them in time. Her vengeance will be righteous and swift when the ritual is complete.



*The Eternal Eclipse begins*



*For now though, we are completing our preparations and making our final battle plans. Things are tense at the ritual site. The ritual is to begin in a few hours and be completed as the three moons align high in the sky. The scholars seem calm and collected, yet they know they place their lives in the hands of defenders like me. They will not be able to defend themselves, having to focus entirely on the ritual. I pray to the Earth Mother and the Shadowed One that we succeed. This world will not survive another generation of infestation.*

### **6th Cycle, 1st of Cilren, year 1253**

*The battle has begun. Our outer forces have been striking at their lines for hours, slaying dozens if not hundreds of soldiers, yet they come forth like an unyielding wave. They will be at the grove in a short time. I can hear the sounds of battle not far from here, even over the chanting of the scholars. The moons have risen. We must hold them off long enough. There is nothing else in this world except this. This battle, defending these men with every skill and talent we have earned or learned since birth is all that remains to us. We must not fail, too much depends on it. It is time for the elite squads of the Sai-Heth to rise to the challenge and we shall see who remains at the end. I hear their battle cries now. It seems they have broken through. I can see the squads at the edge of the grove battling furiously so I must end this. If we survive I will complete this account from the safety of the Shadow Realm. If not, we have done all in our power to succeed.*

### **3rd Cycle, 5th of Cilren, year 1253**

*We did it! It was a glorious success, yet the cost was incredibly high. The first soldiers of the coming army, dwarves, broke through the first of the squads and charged the ritual circle. The protectors cut them down with little trouble, but they were only the beginning. Hundreds of foes poured out of the forest into the grove like water flowing from a pitcher. The clang of blade against blade echoed across the entire glade. The moons rode high as we fought them to a standstill. Many of our own men died*

*but took scores of the enemy to the grave with them. However, despite our skills our numbers were too few. We could not protect the ritual circle. Scholars were slain as their protectors died around them. Those that remained strained that much more, their energy draining that much faster as each scholar fell. The moons soared high in the sky as the circle broke, two of the moons were in eclipse and the third was near. Only a matter of minutes remained until the ritual was complete. Somehow, with amazing will and strength from somewhere I did not know scholars possessed they held the circle together. The power they summoned was amazing to behold and when the ritual was completed the entire battlefield, Sai-Heth and the parasites alike, stood still. The moons flashed and shone incredibly, their radiance almost blinding. Planets moved and stars realigned in the heavens. Rainbows of color shot through all of existence it seems as the immense energy of the ritual extended towards its purpose. We had succeeded. The sun, our first love and the guardian of all that was green and good, would never rise again.*

*I am the only survivor of my squad. My beloved compatriots all gave their lives so that the earth may have a new chance at life when the disease that currently infests it dies out without the heat and light of the sun. I barely escaped with my scholar into the Shadow Realm before being swarmed by elves and their swirling blades. I truly hope and believe that we have done the right thing. Perhaps now those who would not heed our advice will see their fault and learn to respect the new world they will find themselves in. Only time will tell. I have now fulfilled my orders and recorded the events that brought about the eclipse of the sun. Now I shall leave the rest to my scholar companion when he wakes. For history is much more his domain than that of a soldier.*

**Asraka Fulinas, Squad Captain  
5th guardian squad of the  
Army of Shadows**



## **The Spider's Sanctum**

Once, long ago, there was one of our kind whose bravery was matched only by his incredible cunning. His name was Gurdigle, and he was the foremost treasure hunter of the age. No threat or trap could prevent him from delving deep into the ancient ruins that lie scattered across the land. He is credited with dozens of treasures from civilizations that predate Burligburrow by centuries and magic that befuddles our wisest mages to this day. But this is not a tale of his success; it is a tale of his one, crippling failure.

One day, as the moons shone brightly over head Gurdigle was relaxing in his favorite tavern, listening for news of his next tip and hunt. He overheard a tale, much like this one, that lead him to his doom. He heard the story of the Spider's Sanctum. He was told of a dark cave hidden deep in the Twilight Wood. The storyteller said that in the depths awaited a great treasure for anyone clever enough to retrieve it. Caught up in the tales of treasure as he was, he didn't even think to question the gnome, who none had ever seen before, about this place. As cunning as Gurdigle was he failed to notice the red glint in his eyes, or the fact that even though the treasure hunter was not part of the audience clustered around the storyteller, the gnome's gaze continuously focused on Gurdigle. Perhaps if he had our hero would have avoided the terrible fate he stumbled into.

Always anxious to test his skills, Gurdigle gathered his gear and set off the next morning in search of the cave. He knew the forest well, having spent a large portion of his life exploring it and searching for its secrets. He believed the cave would be easy to find. Unfortunately he was wrong. Weeks passed and the cave remained unfound. The treasure hunter climbed and hiked through miles upon miles of forest but no cave he found resembled that which had been described in the story he heard. He fought off beasts, living plants and all of the other denizens of the forest, all for naught.

It was only when he finally had given up hope and began the long journey home that the Sanctum found him. I say that the Sanctum

found him because he had traveled through this particular section of the forest a dozen times or more in his search, yet only now did the cave appear, its mouth yawning wide before him.

He could feel the evil of the place in his bones, but with the bravery that had earned him his reputation, tempered by the caution that had kept him alive thus far; he crept into the cavern mouth, into the darkness. There was no light, but he could hear something or maybe scores of things scuttling about in the blackness around him.

No one knows what he found in the depths. He disappeared for several years, until only a month ago. Gurdigle was found curled up in a ball on the outskirts of Burligburrow, eyes wide in fear and softly muttering to himself. He has since been known for wild rants about spiders, demons and some incredible evil; but none have yet been able to make sense of his ramblings. The most well-known explorer among our people, reduced to insanity and fear. That is the power of the cave now known as the Spider's Sanctum. May it never seduce anyone into its depths again.

- Lirden Iglesnibber  
Storyteller of Burligburrow



[illegible]



[illegible][illegible][illegible]

NAME		
RACE/TYPE		
SIZE		
HIT POINTS	/	

STRENGTH	
CONSTITUTION	
DEXTERITY	
WISDOM	
INTELLIGENCE	
CHARISMA	

FORT	
REF	
WILL	

INITIATIVE		
WEAPON/ATTACK	Attack Bonus	DAMAGE
SPEED		
ARMOR CLASS		
VS. TOUCH		
FLAT FOOTED		


[illegible]


TOTAL EXPERIENCE

NEXT LEVEL

COPPER  
SILVER  
GOLD  
PLATINUM

[illegible][illegible]
$$SAVE DC = \boxed{\phantom{000}} + LEVEL$$

	SPELLS PER DAY	SPELLS KNOWN	DOMAIN/SPECIAL
0 <sup>th</sup>			
1 <sup>st</sup>			
2 <sup>nd</sup>			
3 <sup>rd</sup>			
4 <sup>th</sup>			
5 <sup>th</sup>			
6 <sup>th</sup>			
7 <sup>th</sup>			
8 <sup>th</sup>			
9 <sup>th</sup>			



OCEAN OF TWILIGHT

RESURIL

ALZARUN SEA

SLARINCA

SEA OF LOST SOULS

CYLCYRIA

THE TRACKLESS JUNGLE

SHADEFIRE SEA

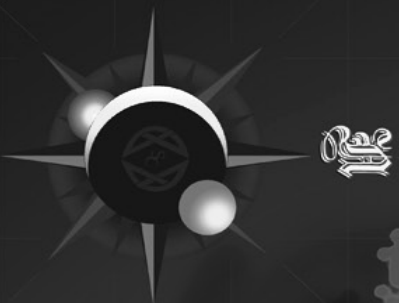
SHIRAY

THE RASHARIN DESERT

EZALPYN

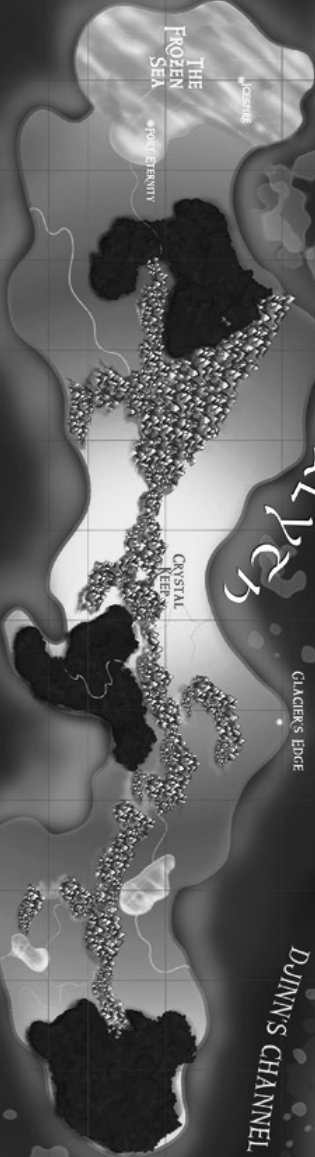
THE FROZEN SEA

OCEAN OF AGES



DUNN'S CHANNEL

STRAIGHT OF BELUNDIAL





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# Welcome, to Relistan, and the Realms of Twilight!

The True Sun was eclipsed centuries ago, leaving the world in darkness. Only the light of the three moons shines down on the surface of Relistan, illuminating the savagery and chaos of the wilds. In recent centuries civilization has once again found a foothold in some regions of the world. The Realms of Twilight campaign setting allows you to become an adventurer and travel through the moonlit lands. Will you journey in pursuit of all that is good and righteous, or will greed dominate your decisions and your adventures wherever they may take you?

The Realms of Twilight Campaign Setting includes:

- 5 continents to explore, complete with nations and almost 40 regional deities!
- 6 new Prestige Classes including the Fire Dancer, Elemental Fist, and the Disciple of the Shadows.
- The Combat Alchemist core class, supported by more than 50 alchemical mixtures to use and experiment with!
- Complete rules for four new player races
- New spells and New monsters native to the world of Relistan
- AND MUCH MORE!

