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CULTURES OF CELMAE briranor BY JESS CARSON

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History of Briranor

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For centuries before the Shattering, the human tribes of the Emerald Isles lived as most others on Celmae, isolated and often aggressive towards one another. They lived in the shadows of the vast Drogio Mountains, venerating the peaks as nature gods. Indeed. From time to time, great battles and thunderous roars could be heard originating from the range. When they weren't fighting each other, they battled the savage orc's, and hobgoblins that infested the forest.

When the cataclysm broke the world the tribes were devastated. Titanic beasts erupted from the earth, trampling through orc and human encampments. The most powerful among the human tribes retreated with their decimated numbers to the fractured Drogio Mountains. They discovered that a huge chunk of land had been ripped free from the range and thrust high into the heavens, fixed, and floating. Within the remaining exposed rock, the humans found the façade of a gigantic, majestic palace. Entering the structure and finding it abandoned, they settled within its rocky walls, naming it Baitha. They uncovered architecture and engineering marvels that guided their cultural development.

As it turned out, they were not alone. The surrounding mountains were home to clans of behirs. The lightning-breathing reptiles were wary of humans entering the abandoned city, but they accepting them as a better alternative to its former residents. They entered into an alliance of mutual protection: the behirs would join their armies and act as cavalry, and mounts, while the humans pledged to drive out any dragons that dared lair on the continent. Over the centuries the humans proved their loyalty, and to this day, the ferocity of Briranor's Behir-riders is feared throughout Celmae.

As the settlement developed, the humans spread back out to the land around the mountain. They reclaimed their old settlements, but this time as a unified people. They encountered a new and beautiful race living in the forests they once called home: elves. Initially reluctant to mingle, the two races eventually warmed and then, in many ways, fell in love with one another. Soon, another new race emerged on Celmae: half-elves.

This union between humans and elves angered the dwarf clans of the southern stretch of the Drogio Mountains, and they cut off weapons trade to the region. This embargo was felt deeply, for the hobgoblins had begun to regroup and strengthen their own numbers. Skirmishes turned to full out war. The elves, weaving special magic over the sap of the thickest trees, created crystalized amber, honing the material into deadly weapons. With amber weapons, the elves, and behir-riders turned back the hobgoblin horde.

After cementing their victory over the goblinoids, the people of Briranor decided they needed a new, centralized seat of

government, and moved their capital to the town of Eloria. Roads were built to connect the other emerging towns to Baitha. The military became more formalized: elven warriors patrol the forests, and behir-riders guarding the mountain passes.

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Along with the behirs, basilisks, and wicked fey populating the continent, wild hippogriffs and hateful manticores live among the peaks of the Drogio Mountains. Early in the kingdoms history, elven rangers, either captured or bargained with hippogriffs, and trained them as mounts. Riding on their backs, explorers soared into the sky, and landed on the now floating island of Tekkar. They discovered the island was flush with arcane energy. Looking to tap into this power, the elves erected a tower from which to study this magic and experiment with its application.

Humans that had been trapped on the floating island were overjoyed to be reunited with the mainland. For decades they had watched their crops erode into nothing, turning from farming to alchemy to sustain their health and economy. Many returned to the mainland, but some, weary of a life below the clouds remained. Initially the alchemists were happy to share the island with the elven wizards, but soon, animosities and opposing theories on certain practices, caused the two factions to drift apart.

The alliances between men, elves, and beasts proved to be a glorious boon to the citizens. In 890 AS, a great horde of hobgoblins, riding on the backs of wyverns, descended upon the continent. With aerial support from their hippogriff riders, and the power of lightning from their behir allies, the armies of Briranor pushed the horde back for the second time in its history. The victory proved to the behirs that the humans were loyal, and would keep dragons from invading the realm. This helped cement their relationship to current times.

Briranor

Proper Name: The Kingdom of Briranor, The Emerald Isles, Land of the Behir Riders

Ruler: His Royal Highness, King Melcior Cervo, Guardian of the Emerald Isles

Government: Monarchy. King Cervo rules the country from the capital city of Eloria while his 'Mirs' govern each city.

Cities: Eloria (SC), Baitha (LT), Teakar (LT) **Resources:** Foodstuffs, gems, gold, timber **Law:** CG

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Allies: Behirs, Brynndell, Faramaar, Helot, Emerald Pull Pixies

Enemies: Dragons, Manticores, Cythea, Endiel, Majera.

A combination of rolling hills, mountain passes, and a floating island, the people of Briranor are adaptive and resolute.

The denizens of Briranor range in complexions, from sun stained farmers, to the miners of Baitha covered with perpetual layers of light grey dust. All share thick, sturdy builds. Silver, red, and blonde hair colors are most common among the people. They derive from the Gallifaen; ancient barbarian humans that inhabited much of the land northwest of Cythea before the Shattering.

Each town in Briranor is governed by a Mir who answers directly to King Cervo, who rules from the Rose Palace in Eloria. While each settlement has its own standing guard, elven hippogriff pilots patrol the skies, and Behir Riders from Baitha guard the fractured mountain passes.

While numerous tiny villages and outposts dot the region, there are five main settlements in Briranor: Baitha, Teakar, Eloria, Ihowen, and Wrelyra.

Debt slavery is a common practice among some members of Briranor society, especially in the capital Eloria.

Briranor's major settlements are separated by the Drogia Mountain chain. Rich in ore and minerals, the range also hold abundant hazards. Two clans of trolls hold dominion over passes and caves, attacking smaller rural villages before retreating back to the safety of their lairs. After the ground quakes ripped open the mountain walls, raiding parties of ogres once confined to the Emerald Pull, pushed into their territories.

The Emerald Pull is home to not just numerous wild animals, but also powerful fey magic. While many good pixies, nymphs, huldra, and brownies live peacefully in the Pull, dark fey under the leadership of the ancient nymph sorceress Kylea, attack human settlements, and lure unwary travelers.

Today, the nobles of Baitha petition heavily for the capitol to be moved from Eloria to the Stone City. The local Mir would like nothing better, but so far lacks the will to do anything about it. Rumors abound in the taverns that the scheming houses may soon make a move for him.

In Teakar, animosity between the arcane and alchemical academies as increased lately, due to the actions of a young, alchemist fraternity.

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Sons of wealthy nobles, these 'entitled' potion-makers have long caused trouble with their carousing and escapades, but a recent prank against the elf tower turned deadly. Mir Krile Rey has segregated the two factions to avoid further violence.

Briranor remains the main producer of azure-luster weapons. This strange material, exposed after the Shattering, has the ability to bypass the protections of iron and steel armor, making weapons crafted from them highly sought after. Despite being the largest producer of these arms, the raw ore is heavily guarded and almost never traded.

BAITHA

CG Large town

Corruption +0; **Crime** +3; **Economy** +2; **Law** +1; **Lore** +0; **Society** +0

Qualities massive underground, military presence, strategic location

Danger +15

DEMOGRAPHICS

Government Monarchy

Population 7,200 (69% Human, 15% Half-elf, 15% elf, 1% other)

Notable NPC's Mir Timot, town governor; Somria, cleric of Reada; Kip Nosim, hippogriff wrangler

MARKETPLACE

Base Value 2,400 gp; Purchase Limit 10,000 gp; Spellcasting 5th

Minor Items +1 wooden shield, potion of bull's strength, scroll of shield, wand of cause fear; Medium Items +1 axiomatic short sword, boots of speed, ring of force shield, rod of meta magic, Silent, lesser, rod meta magic Extend, lesser, rod of the python, wand of cure moderate wounds Major Items mantle of spell resistance, ring of protection +5, wand of break enchantment

Gallfaen

Languages: Common (Brynnish) Favored Regions: Briranor, Brynndell, Doerland, Rogaard

Favored Religions: Ametus, Lyra, Reada, Wyre **Female Names** Aystre, Catrin, Dayla, Evadne, Firae, Harah, Kasia, Luvliah, Moss, Nixie, Syre, Tiffen, Vellsa, Zandrea, Wren

Male Names Azzar, Barse, Bandar, Deirnor, Gerwulf, Huw, Marin, Kasim, Lehr, Nasir, Rehan, Sindre, Stone, Taggart, Varad

Appearance: Gallfaen are tall, physically impressive people. Their hair is predominately black, red, blonde, or silver, but their skin colors range the spectrum from jet black to bone white. Due to their ancient history under slavery and forced mating with orcs and half-orcs, some Gallfaen show traces of this lineage.

Special: Gallfaen can be ugly, even brutish looking due to traces of orc blood deep in their lineages. Because of this they receive a +1 bonus to Intimidate skill checks.

Northwest of Cythea, across the former Hanspur Mountain Range, tribes of primitive humans struggled to survive against overwhelming numbers of Orc enemies. The lucky tribes that weren't slaughtered outright by the bloodthirsty humanoids became their slaves. For centuries these humans were fodder for orc depravity and used as shock troops against their giant and reptilian enemies. During this period, humiliating, forced unions, created the hlf-orc race. The orcs considered their half-breed children little better than the human slave stock throwing them into chains. The strongest were forced to build colossal stone monuments to past orc kings, dying by the hundreds during their construction. Others were sacrificed on foul altars dedicated to Shub-Niggurath, the Dark Mother.

During the Shattering the orc empires were decimated. Their largest kingdom, Zugor, was at the epicenter of the explosion, and was disintegrated in the blink of an eye. Disparate orcs, cut off from the strength of their former realms, were easily overthrown by their slaves. The remaining orcs scattered to the far corners of the world, searching for a new home among the shattered ruins.

Humans and half-orcs spread quickly over the continents, many finding refuge in the destroyed, abandoned cities they helped to build. They learned the value of community by banding together to defeat behemoths, and other colossal beats now awake, and roaming the world. Carrying with them a fear and loathing of the rites of Shub-Nigguraths cult, they turned to the worship of the Creator, discovering that his holy symbol caused her foul agents, and other slithering horrors to retreat before its presence.

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Shamans and druids sought out shrines to the Dark Mother wherever they could be found, laid them low, and reconsecrated them in the name of the Creator. Standing stones etched with his symbol were placed around these sites, helping to further guard against her malign influence.

As the centuries became a millennium, the Gallfaen migrated throughout the West, mingling with other cultures and settling far from their original homes. When they merged with humans from Cythea, they became the modern Brynnyn people. Their language, eventually named Brynnysh, remains the common human tongue in Western Celmae, and their gods are worshipped in every human city. The Brynnyn people are the most numerous humans in the West, with true Gallfaen living mostly on the continents of Briranor and The islands of the Forgotten Kings.

From the earliest periods of their post slavery history, the Gallfaen have been the allies of elves. These beautiful people appeared following the Shattering, and took an immediate interest in humans. Without a preexisting culture outside of slavery, the humans didn't have a reason to equate the elves with other, newly awakened horrors, like the dwarves and gnomes did. Any diseases the elves carried, the Gallfaen attributed to the unholy residue left behind by the orc cults. The elves, like the orcs, were able to mate with humans, producing the half-elf race. This led early Gallfaen chiefs to speculate that the elves are actually orcs, transformed by the Shattering into their current forms.

True Gallfaen are tribal and religious at heart, tending to stay within their clans or hometowns for the entirety of their lives. Large cities are rare, the biggest being Eloria in the country of Briranor. Though they tend to live among other Gallfaen, rival families, and full-blown feuds are common. Technologically behind the younger Brynnyn peoples, the Gallfaen of the rest of Celmae are catching up quickly, making advances in weapon crafting and their arts.

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Briranor Gazeteer Baitha

Formed from the ground quakes that shattered the Drogia Mountain chain and sent Teakar floating into the sky, Baitha became the city of stone. Instead of leaving their fragmented homeland, the people of Baitha rebuilt their homes and shops directly into the stone itself. Forges are fueled with roiling fires from deep underground producing superior weapons and armor. Almost all raw materials are mined from the outer rims of the settlement allow for better quality and quicker crafting times.

Mir Timot takes pride in his people being sharp as forged steel yet rooted like the stone. While it is no secret that he someday hopes Baitha will resume its place as the most influential city in the kingdom, he has taken no active steps to make this dream reality. Though there are enough Lords and Ladies willing to help make that happen. For now, Timot is content to make Baitha an example of hard work and ingenuity.

Heated air is moved through clay pipes creating warmth in the otherwise chilly dwellings. Instead of water wheels, this controlled force of air moves paddlewheels to power the city's mills. Along the western edge of town a once underground river racing along bringing mineral dusts, sightless luminescent fish, and occasionally less desirable creatures from deep within Celmae.

Across the waterway lies the Stone Palace. Layers of rock fell away days after the first tremors stopped revealing the massive squared structure. Seemingly abandoned, the Palace extended deep into the walls of the mountain. Rooms decorated with stone tables arched doorways, and glowing crystals provided inspiration and instruction for the early settlers. Most in Baitha patterned their own dwelling after the craftsmanship they witnessed inside. A favorite pastime

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of the denizens of the city is to speculate as to the identity of Palace's original builder and their fate.

Passages deep into the mountain range revealed more than just the city proper. At the heart of labyrinth of ravines and narrow pass ways lays a rounded canyon. Caves high above the ground seem carved deliberately to observe the lone rock jutting out of the ground in the center of the clearing. The stone, coated in dried blood and a scorched with lightning, is the final trial for women wishing to join the famed Behir Riders.

Part defenders, part scouts, and very dangerous, the Behir Riders are often called to deal with difficult creatures across Briranor. Young girls from across the kingdom, hoping to escape their former lives, or wishing to protect their lands, travel to Baitha for the Trials.

Promising candidates meet with the seasoned Riders who test them in combat, teamwork, herbal remedies, and knowledge of various creatures. Those who impress are asked to obtain a suitable tribute for their potential partner and given a knapsack with a week's worth of rations. Then the young woman is told to head east and find the canyon at the heart of the warren.

Navigating the twists of the maze would be difficult enough, but trolls, ogres, wolves, and other monster frequent various intersections and nearby caverns, offering a true challenge for potential riders. During the journey she is constantly watched from above by the clan of behir who call the labyrinth home. If the candidate reaches the clearing, she offers both her glittering trinkets and a piece of herself to the stone in the canyon. Bleeding herself onto the stone, she waits. If unworthy she will be met with silence and sent home in disgrace. However, if she has attracted the admiration of one of the behirs, it will slither down the canyons walls to face her. The behir will attack with its lightning. If the potential Rider attempts to dodge or flinches, she will be hit. If she stands her ground, she will remain unharmed and return triumphant to her new sisters. Social class, birth order, past-all are erased, she is reborn as a Rider.

Teakar

The gleaming island or ivory and moss, the floating island casts its shadow over the countryside. One a modest farming village, Teakar ascended to the sky and now enjoys the reputation as a pioneer in alchemical and magical studies.

Built on ground rich with Azure Luster, an ore found only after the blazing lights fell from the heavens, Teakar's fields seemed to rise and fall while farmers planted crops like the land was taking deep breaths. Azure Luster in its raw form reacted to iron, pushing away from it five or more feet. Ground quakes wrote each year until eventually Teakar freed itself, shaking off gravity and finding its place among the clouds. Dark blue deposits of Azure Luster dot the underside of the island, but mining it is prohibited.

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Primary travel to the island kingdom is hippogriff. Stationed out of nearby Baitha on a plateau, the Nosim family have raised the animals for many years and offer service to and from the island for a few copper pieces. In fact they will fly to nearly any destination in Briranor if paid well enough.

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Most adaptive of Briranor's people, they've learned to survive by embracing unique techniques that blend the practical and magical.

Homes and businesses are all square with slightly sloping roofs. Covered in green moss to help catch the rain, water pools at the lip of each roof and is funneled through a system of channels lined with charcoal. These aqua ducts empty into three lake sized wells underneath the street of Teakar. Stirred by winds said to come directly from the plane of air, the water remains pure and not stagnant.

Each white sandstone house sports lush gardens of herbs, fruits, or vegetables grown from every windowsill. The secluded nature of Teakar attracted alchemists and magi eager to discover why the city floated above ground. Fearing violent reactions between the alchemical experiments and magical energies, Mir Krile Rey ordered the island split into two districts.

The Sunspire District on the Eastern section of the island is dominated by the Spire--a grand tower home to the Alchemist Guild. Gemstones intermingled with various kinds of quartz dot the Spire's belfry catching the first rays of the sun, giving the tower the appearance of a flickering candle. It is home to the Alchemist Guild.

Located on the island's Western side, the Twilight Crest is no less grand. Home to the Magi College, the Crest encompasses four large structures rising over a hill. Lush foliage and thin elm trees obscure most of the structures. A long curving path leads up the knoll. Each night as the sun sinks below the horizon, balls of fairy fire illuminate the path guiding visitors.

Like any area, Teakar has its dark side. Social advancement is most easily obtained through becoming Bound. A form of debt slavery, a Bound pledges themselves to either the mages or alchemists in the hope of learning skills and gaining a court position upon release. More often, the Bound are as personal playthings at best and expendable at worst.

Home to those pursuing magical arts, Wyre is the god of choice. A shrine to him is tucked among the flowing leaves along the Crest. But a cult of Ametas has taken root, recruiting those young girls who wish for more than a life confined to a life of servitude. AMPAIENSETTIN

TEAKAR

N Large town

Corruption +0; **Crime** +0; **Economy** +1; **Law** +0; **Lore** +3; **Society** +0

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Qualities academic, magically attuned, strategic location **Danger** +5

DEMOGRAPHICS

Government Autocracy

Population 5,347 (69% Human, 15% Half-elf, 15% elf, 1% other)

Notable NPC's Mir Krile Rey (LG, human male, Alchemist 13), City Govenor; Forede Sheenleaf (CE, elf male, wizard 14), Instructor Arcane Academy.

MARKETPLACE

Base Value 2,600 gp; Purchase Limit 12,000 gp; Spellcasting 8th

Minor Items Full plate +1; 2,650 gp, Gauntlet +2; 8,302 gp, Ring of the grasping grave; 2,000 gp, Bag of holding (type I); 2,500 gp, Amulet of bullet protection +2; 6,000 gp, Vambraces of defense; 6,000 gp, Burrowing bullet, greater; 3,447 gp; **Medium Items** Wand of Displacement (3rd Level, CL 5th); 11,250 gp, Chain shirt +1/Jousting; 5,000 gp, Wand of Cure moderate wounds (2nd Level, CL 3rd); 4,500 gp, Ring of force shield; 8,500 gp, Hide +1/Shadow; 4,915 gp; **Major Items** Scroll of Invisibility, mass (arcane, 7th Level, CL 13th); 2,275 gp, Wand of Cure critical wounds (4th Level, CL 7th); 21,000 gp

Wrelyra

Representing the most diverse and growing population of Briranor, Wrelyra arose as much out of necessity as opportunity. Once nothing more than worn farmer's path used to drive cattle to Eloria, Wrelyra grew from a tavern and brothel to a thriving trade town. Mirs Sindre and Zandrea rule fairly and justly, ignoring edicts from Eloria deemed too capricious for their society. The husband and wife team are the most respected rulers in Briranor.

Divided by the Canyan Trail into the Allegiant--the merchant quarter--and the Torn--the entertainment quarter, Wrelyra is a town searching for its identity.

If it can be bought and sold there is a stall in the Allegiant that carries it. Exotic goods from beyond Briranor's borders, handmade clothes, and weapons fashioned from metals deep within the Brogia Mountains hang in shop windows. But Allegiant is most famous for its oldest tavern, the Enamoured Hog. Known as much for its honeyed mead as the tunnels underneath the floors, the Hog draws all manner of customers.

Mir Sindre, a towering grey skinned man, is both the proprietor of the Hog and guardian of the Allegiant. Scars along his wrists and chest speak for the life he lived before Wrelyra. Rumors swirl that his hatred of slavery of any kind is more personal than political. Either way, many debt slaves have found themselves free men and women after drinking at the Hog.

Unable to decide whether cultured pleasures such as the playhouse or carnal indulgences should dominate, the Torn

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attracts both aristocracy as well as more unsavory individuals. Among its diverse amusements a prominent sanctuary of Reada offers a safe haven for those in need.

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Mir Zandrea overseas the Torn and all its activities from the Blooming Rose, the original brothel from Wrelyra's founding. More than one cheating spouse or abusive master has found the Rose to be the last place they ever see. Shorter than her husband and more stocky, Mir Zandrea is the more amiable of the two. A cleric of Lyra, she is well suited to making sure the Torn appeals to almost every desire.

Wrelyra

NE Large town

Corruption +0; **Crime** +0; **Economy** +1; **Law** +0; **Lore** +3; **Society** +0

Qualities academic, magically attuned, strategic location **Danger** +5

DEMOGRAPHICS

Government Autocracy

Population 5,347 (69% Human, 15% Half-elf, 15% elf, 1% other)

Notable NPC's Mir Sindre (CG, male human, Fighter 8), Mir Zandrea (N, human female, Rogue 9), Cragen Broos, (LE, half-elf, Bard 5)

MARKETPLACE

Base Value 2,600 gp; **Purchase Limit** 12,000 gp; **Spellcasting** 8th

Minor Items Belt of mighty constitution +2, 4000 gp, Equestrian belt, 3,200 gp, Lenses of detection, 3,500 gp, Light mace +1, 2,305 gp Heavy load belt, 2000 gp **Medium Items** +2 Defiant heavy steel shield +2, 9,170 gp, Headband of havoc, 8,000 gp, Stone of good luck, 20,000 gp, Vambraces of the tactician, 8,000 gp, Xorn robe, 20,000 gp, **Major Items** Drums of panic, 30,000 gp, Stormlord's helm, 35,000 gp

Eloria

Known as the "Grand City by the Lake", and muse to the passionate, the capital of Briranor spreads across two miles. The city of Eloria blooms outward like a flower, its many districts rising in circles spreading from the Rose Palace outward to the rest of the region.

Not just the center of Briranor, Eloria is also the center of worship for Lyria, goddess of art, passion, and the sun. The Rose Palace, erected in her honor, encompasses nearly two acres at the center of this thriving town. Named for the pink tinted stones used for its construction, the square structure is actually a composed of several buildings flowing into each other. At the center of the Palace is an immense library which flows into four suites: one for painters, musicians, poets, and a final suite for those whose art takes a darker or more physical expression. Beyond these suites lie various sitting rooms, panquet halls, and guest quarters.



Melcior Cervo, current King of Briranor, welcomes all visitors, encouraging them to add to the the Rose Palace's collection of art. Fond of throwing lavish feasts, Cervo believes passions should be followed to their fullest extent regardless of where they lead. As a result he hosts commoners, artists, and scholars openingly allowing them to mingle with nobility.

Grand sprawling estates of the most wealthy and influential comprise the second circle in Eloria. Shops and the Grand Exchange fill the larger third circle. The fourth circle stretches further than the other three and is the first ring visitors encounter. Homes, taverns, street artists, and those not having money or sponsors enough to have a stall on the Exchange live and work in this ring.

The brightest fires cast deeper shadows and Eloria is no exception. A city fueled on passions and the fires of the soul attract those who would feast on the flames.

In the Exchange a quaint shop called The Final Word caters to those seeking forgotten tomes, scrolls by the current author Favored in the Palace, or favored childhood stories. Run by Evhar Naget a charming woman in her early thirties and her four daughters, customers are known to linger inside for hours. At night, when the patrons have left, Evhar - a priestess of Ametas-releases her daughters to play. The four girls as Daughters of the Word and scour the city's tiers looking for secrets for their master.

Artists seeking their muse on Eloria need to be cautious of the Leanan sidhe: beautiful, red-haired half-elf women who live among the noble houses. They encourage artists, driving them to create as never before, all while slowly draining their life force away. Rumors circulate that King Cervo does nothing

to rout these fey because of the exquisite work they help produce, including his own artistic visions.

Eloria

LN Large town

Corruption +1; Crime +4; Economy +5; Law +4; Lore +4; Society +4

Qualities academic, government capitol, holy site, military presence, strategic location

Danger +10

DEMOGRAPHICS

Government Monarchy

Population 21,877 (69% Human, 10% Half-elf, 20% elf, 1% other)

Notable NPC's King Melcior Cervo (LN human male, Cavalier 13), Evhar Naget (CE, female human, Cleric 7, Assassin 2)

MARKETPLACE

Base Value 10,400 gp; **Purchase Limit** 55,000 gp; **Spellcasting** 9th

Minor Items Great ax +2, 8,302 gp, Short sword +2, 8,310 gp, Ghost touch sickle +1, 8,306 gp, Sling of returning +1, 8,300 gp, **Medium Items** Dryad sandals, 24,000 gp, Lenses of figment piercing, 12,000 gp, Mask of the skull, 22,000 gp, Wand of searing light (3rd level, CL 5th), 11,250 gp **Major Items** Guantlets of the weaponmaster, 110,000 gp, Headband of mental superiority +4, 64,000gp, Hide armor of brawling +4, 25,150 gp, Rapier of wounding +4, 72,320 gp

Ihowen

Twenty miles East of Eloria sits the hamlet of Ihowen. Each building is connected by wooden walkways creating a serpentine pattern before doubling back on itself. From afar it seems the village is all that keeps the Emerald Pull-a vast forest spanning half of Briranorfrom spilling forward.

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Favored by hunters, rangers, trappers, and those seeking rare components found in the woods beyond town, Ihowen survives off what its people can harvest from the land. The Tattered Remnant remains one of the best kept secrets in Brinanor, offering exquisite fur lined jerkins that keep the wearer warm in the harshest of winters.

Mir Ledgeworth, a formidable ranger until a basilisk took his eye, is the de facto leader of the town. Under his guidance town guard posts were created, keeping roads and visitors safe. Trade agreements were reached with Teakar resulting in ranger from Ihowen begin the sole providers of alchemical and ingredient for magical experiments. In exchange, Ihowen gets access to Azure Luster for weapons and defensive spells from the college.

While Mir Ledgeworth cares for the living, Brother Helem, a devout cleric of Wyre, tends to a different flock. There are many who visit Ihowen because of it proximity to the Emerald Pull. Believing the deep green woods to be a gateway between this world and the Beyond, those wishing solace in their final days make a pilgrimage to Ihowen. Brother Helem with his thick head of silver hair looks older than his age of twenty-five. His quiet manner and gentle smile aid him when it comes to comforting those seeking answers for a loss, but they mask his true strength. Sometimes those who leave the world in the forest refuse to stay dead. But Helem, with that same genial radiance in his eyes makes sure they soon find the peace they sought.

Still others sense the wild energies flowing in the Pull and believe it to be a veil protecting a realm of dreams. Indeed the god Wyre seems to favor those who fall asleep with the emerald groves with knowledge and pleasant visions of their futures.

Ihowen

CN Village Corruption -1; Crime +0; Economy -1; Law -1; Lore +0; Society -2 Qualities Tourist attraction, Under siege Danger -10 DEMOGRAPHICS Government Autocracy Population 240 (80% Human, 15% Elf, 5% other) Notable NPC's Mir Gar Ledgeworth (CG, male human, Ranger 10) village mayor, Brother Helem (LG, male human, Cleric 7), village priest of Wyre

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MARKETPLACE

Base Value 600 gp; Purchase Limit 2,500 gp; Spellcasting 3rd

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Minor Items Engineer's work gloves, 3,000 gp, Wand of aspect of the falcon (1st level, CL 1st), 750 gp, Wand of Command (1st level, CL 1st), 750 gp, Wand of cure light wounds (!st level, CL 1st), 750 gp **Medium Items** Fullplate +3, 10, 650 gp

THE EMERALD PULL

Verdant and serene, the Emerald Pull stretches across the entire Eastern half of Briranor. Spilling like cascading green waves held back by the Drogia Mountains and the Half-light Sea, the deep woods pulsate with energy and life not found elsewhere in Brinanor.

Densely packed thickets of evergreens, laurels, and oaks pepper the first layer of the Pull. These provide lumber, shade, and hunting for the towns bordering the forest. But the weald is as ancient as the fey that inhabit it and the heart of the Pull hides behind shifting walls of trees.

Those who fail to pay attention to their surroundings find the forest wrapping around them. Paths they took moments ago now closed off. Mocking fey tease unwary hunters, nymphs and dryad tempt lost travelers further into center of the Pull. While many good fey-pixies, nymphs, brownies - call the woodlands home, many dark fey-quicklings, redcaps, rose-blood sprites - love to torment those trapped within their domain.

Few make it to the core of the Emerald Pull where powerful magics have opened rifts to various planes. Water, air, fire, positive energy, and shadow planes intersect and pour their energies into the trees, land, and animals. But for every ounce of healing energy that rescues a dying man the darker forces twist and corrupt those lost in the Pull.

Rumors of a nymph sorceress who commands undead abominations, a witch dressed in deep blue robes who guide wayward travelers to safety, and ghostly encounters add to the mystical quality of the ancient groves of the Emerald Pull. For every person these stories frighten away, an equal number hope to unravel its mysteries.

SHATTERED SHIES HAMPAIEN SETTING

Prestige Class: Behir Rider

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Behir riders form close bonds with very dangerous creatures. While many claim they are mad for doing so, those that join the ranks of the behir riders know how valuable a companion behirs can be. Becoming a behir rider is by no account an easy task, many live months with behirs, while others fight them in one on one combat. The boons are grand however, as behir riders gain the trust of behir younglings that they then ride into combat, and as the behir rider's abilities develop, so does the behirs, to the point that both behir and rider are breathing electricity upon their foes.

Role: Bahir riders are frontline combatants, charging into battle riding their behir companions. The behir rider gains various other abilities that would aid her, if she would ever be caught without her behir companion.

Alignment: Behir riders are neutral, sharing their alignments with their behir companions. However, behir riders can be of any alignment.

Hit Die: d10

Requirements: To qualify to become a behir rider, a character must fulfill all the following criteria.

Base Attack Bonus: +8 Feats: Mounted Combat, Ride-By Attack, Trample

Skills: 5 ranks in Handle Animal and Knowledge (arcana), 8 ranks in Ride.

Special: Must have defeated a behir single handedly.

Class Skills

A behir rider's class skills are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Stealth (Dex), Survival (Wis), Swim (Str).

Skill Ranks per Level: 4 + Intelligence modifier.

Class Features

Weapon and armor proficiencies: A behir rider gains no proficiency with any weapon or armor.

Behir Companion (Ex): Whether it was fate or perhaps even a happenstance purchase of an egg, at 1st level, a behir rider forms a bond with a behir youngling. This behir is a loyal companion that accompanies the behir rider in her

adventures.

TABLE: BEHIR RIDER

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Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Behir companion, behir empathy
2nd	+2	+2	+1	+1	Behir Stance +1
3rd	+3	+3	+1	+1	Natural armor +1
4th	+4	+3	+1	+1	Combination charge, behir stance +2
5th	+5	+4	+2	+2	Natural armor +2
6th	+6/+1	+4	+2	+2	Behir stance +3
7th	+7/+2	+5	+2	+2	Natural armor +3
8th	+8/+3	+5	+3	+3	Electric charge, behir stance +4
9th	+9/+4	+6	+3	+3	Breath weapon, natural armor +4
10th	+10/+5	+7	+3	+3	Behir master, behir stance +5

Unlike normal behir of its kind, this behir's Hit Dice, abilities, skills, and feats advance as the behir rider advances in level. If the behir rider has (or receives) an animal companion, eidolon, familiar or mount from any other source, the behir will kill and eat it. If a behir rider releases his behir from service, he may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer in the environment where behirs typically live. This ceremony can also replace a behir that has perished. This ceremony might involve fighting a behir one on one for a youngling; however, that is not always the case. The behir companion's starting statistics are as follows.

Behir Starting Statistics: Size Large; **Speed** 40 ft. **Climb** 20 ft.; **AC** +4 natural armor; **Attack** bite (1d8) **Ability Scores Str** 16, **Dex** 10, **Con** 14, **Int** 7, **Wis** 14, **Cha** 12; **Special Qualities** can't be tripped, darkvision 60 ft., low-light vision.

Behir Empathy (Ex): A behir rider can improve the attitude of a behir (and only a behir). This ability functions just like a Diplomacy check made to improve the attitude of a person. The behir rider rolls 1d20 and adds twice his behir rider level and his Charisma modifier (minimum 1) to determine the behir empathy check result. The typical behir has a starting attitude of unfriendly.

To use behir empathy, the behir rider and the behir must be within 30 feet of one another under normal conditions. Generally, influencing a behir in this way takes 1 minute but, as with influencing people it might take more or less time.

Behir Stance (Ex): Through hours of rigorous training the behir rider has developed defenses akin to that of his behir companion. Starting at 2nd level, the behir rider gains a +1 bonus to his CMD against trip attempts. This bonus increases by +1 every two levels after 2nd.

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Natural Armor (Ex): As the behir rider travels with his behir partner, the spar every day to hone each other's abilities, causing the behir rider to gain tougher skin. Beginning at 3rd level, the behir rider gains a +1 bonus to his natural armor. Creatures without natural armor have a natural armor bonus of 0. This bonus increases by one every two levels after third.

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Combination Charge (Ex): Having faced many opponents together, the behir rider and his behir have learned how to combine their attacks. Starting at 4th level, whenever the behir rider does a charge attack while mounted on his behir, the behir gets a free bite attack against the target of the charge attack.

Electric Charge (Ex): The behir, now sporting a deadly breath weapon can aid his rider in more ways, covering itself in its own breath weapon to power up its rider's attack. Starting at 8th level, whenever the behir rider does a charge attack, the behir can use its breath weapon at the end of the charge (considering the breath weapon isn't recharging). After the electric charge, the behir must wait 1d4+1 rounds to use its breath weapon again.

Behir's Master (Ex): After many battles, the behir has become part of the behir rider, and the behir rider of the behir, they work in perfect unison. At 10th level, whenever the behir uses its breath weapon, the recharge period is reduced by 1 (to a minimum of 1). In addition, the behir rider gains immunity to electricity.

Behir Companion

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A behir companion's abilities are determined by the behir rider's level and its initial traits. Table: Behir Companion Base Statistics determines many of the base statistics of the behir. They remain creatures of the magical beast type for purposes of determining which spells can affect them.

Class Level: This is the character's behir rider level. The behir rider class levels do not stack with levels of any other class that are entitled to an animal companion for the purposes of determining the behir's statistics.

HD: This is the total number of ten-sided (d10) Hit Dice the behir possesses, each of which gains a Constitution modifier, as normal.

BAB: This is the behir's base attack bonus. A behir's base attack bonus is equal to its Hit Dice. Behirs do not gain additional attacks using their natural weapons for a high base attack bonus.

Fort/Ref/Will: These are the behir's base saving throw bonuses. A behir companion has good Fortitude and Reflex saves.

Skills: This lists the behir's total skill ranks. Behirs can assign skill ranks to any skill listed under any skill. If the behir increases its Intelligence to 10 or higher, it gains bonus skill ranks as normal. A behir companion cannot have more ranks in a skill that it has Hit Dice.

Feats: This is the total number of feats possessed by a behir companion. Behir companions can select any feat they meet the prerequisites for.

TABLE: BEHIR COMPANION BASE STATISTICS

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Natural Armor Bonus: The number noted here is an improvement to the behir companion's existing natural armor bonus.

Color Color

Str/Dex Bonus: Add this modifier to the behir companion's Strength and Dexterity scores.

Bonus Tricks: Unlike other behirs, a behir companion can learn tricks usually taught only to animals. The value given in this column is the total number of "bonus" tricks the behir companion knows in addition to any that the behir rider might choose to teach it. These bonus tricks don't require any training time or Handle Animal checks, and they don't count against the normal limits of tricks known by the animal. The behir rider selects these bonus tricks, and once selected, they can't be changed.

Special: This includes a number of abilities gained by behir companions as they increase in power. Each of these bonuses is described below.

Ability Score Increase (Ex): The behir companion adds +1 to two of its ability scores.

Link (Ex): A behir rider can handle his behir companion as a free action, or push it as a move action, even if he doesn't have any ranks in the Handle Animal skill. The behir rider gains a +4 circumstance bonus on any wild empathy checks and Handle Animal checks made regarding a behir companion.

Devotion (Ex): A behir companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

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Class	HD	Base	Fort	Ref	Will	Skills	Feats	Natural	Str/Dex	Bonus	
Level		Attack	Save	Save	Save			Armor	Bonus	Tricks	Special
1st	8	+8	+6	+6	+2	8	4	+6	+3	4	Ability Score Increase, Link
2nd	9	+9	+6	+6	+3	9	5	+6	+3	4	Devotion, Grab
3rd	9	+9	+6	+6	+3	9	5	+6	+3	4	Evasion
4th	10	+10	+7	+7	+3	10	5	+8	+4	5	Constrict
5th	11	+11	+7	+7	+4	11	6	+8	+4	5	Extra Attack
6th	12	+12	+8	+8	+4	12	6	+8	+4	5	Rake, Ability Score Increase
7th	12	+12	+8	+8	+4	12	6	+10	+4	6	Breath Weapon
8th	13	+13	+9	+9	+5	13	7	+10	+5	6	Advancement
9th	14	+14	+9	+9	+5	14	7	+10	+5	6	Improved Evasion
10th	15	+15	+10	+10	+5	15	8	+12	+6	7	Swallow Whole

Grab (Ex): When the behir companion hits with its bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. The behir companion's grab attack works against creatures of any size category. The behir has the option to conduct the grapple normally, or simply use its mouth to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. In addition the behir companion gains a +4 bonus on combat maneuver checks made to start and maintain a grapple.

Evasion (Ex): If the behir companion is subject to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw. Constrict (Ex): The behir can constrict its opponent, dealing bludgeoning damage when it makes a successful grapple check, dealing damage equal to its bite damage. Extra Attack (Ex): A behir companion gains a second attack with its bite attack, albeit at a -5 penalty. Rake (Ex): The behir companion gains 6 claw attacks when it's grappling a creature. These claw attacks can only be used against the creature it's grappling. The behir companion must start its turn grappling a creature to use its rake attacks. Each

claw deals 1d4 points of damage plus the behir companion's

Strength modifier.

Breath Weapon (Su): The behir companion gains a breath weapon that deals 1d6 points of electricity damage, per HD of the behir, to all creatures caught in a 20-foot line. The reflex save for this ability equals 10 + half the behir's Hit Dice + its Constitution modifier. This breath weapon can be used every 1d4 rounds.

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Advancement (Ex): The behir increases to huge size. In addition, it increases its natural armor bonus to AC by +4, increases its Strength by +8, its Constitution by +4, reduces its Dexterity by -2, and gains immunity to electricity.

Improved Evasion (Ex): When subject to an attack that normally allows a Reflex saving throw for half damage, the behir companion takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

AMETUS

Alignment: Neutral Evil Domains: Death, Evil, Magic, Trickery Subdomains: Corruption, Deception, Arcane, Undead Symbols: A book with empty pages, or a will o wisp inside a black hood.

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Garb: Black clothing, black robes, and often identity concealing masks.

Favored Weapon: Scythe, club

Worship and Holidays: The faithful gather to share secrets in corners and forgotten places. Back rooms of taverns and meeting houses are often used for rituals.

Typical Worshipers: Alchemists, assassins, wizards, undead **Centers of Worship:** No one knows the true center of Ametus's worship; the cult makes sure of that. His faith remains popular anywhere that men crave answers to things best left alone.

When seen from afar Ametas appears to be a handsome man of about twenty. It is when he smiles, revealing sharp fanged teeth that destroys the illusion. His fingers taper to long needle points that extend farther away from his hand than humanly possible.

Legends say Ametas uncovered the secrets of undeath from the Grey Maiden, escaping from the Dustlands, to become the first lich. When lichdom grew tiresome to him, he found the keys to becoming a god. Though many wicked undead, such a vampires and mohrg's despise the Lord of Secrets, they nonetheless pay him homage, in recognition of his unrivaled power.

Ametus thrives on knowledge, using his thin talons to draw information from his the souls of his victims eradicating it from their minds in the process. His prey forgets what they knew and no amount of researching or scouring of notes will bring it back. Ametas and his adherent's horde these secrets, keeping anything that would give others more power than they or their master locked away. Ancient rituals, alchemical breakthroughs, and long forgotten treaties all lost to Ametas. The dwarven followers of Adan believe that Ametus and the being called the Ashen King are one and the same. Many crusades have been wrought against that foul creature, for the dwarves are convinced he knows the truth behind the Shattering and how to undo the cataclysm.

Worshipers of the Forgotten Word hide among scholars and royal courts listening to catch information to impress their master. Ametas entices his follows to give him what they find in exchange for a small portion of his vast knowledge. While the Gray Maiden and Lyria are foes to undead, he sees Wyre as his only true enemy as the god of magic has worked to restore the minds of those tainted by Ametas's siphoning.

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CLERICS

Though clerics of Ametas can range from young to old, male to female, it is the Daughters of the Word who are most deadly. They appear to be young girls in their later adolescent years or early adulthood. They blend into the background. In homes they are servants and maids, in the village's, beggars or shop runners, but they wait and listen. Few are better at ferreting out information. They gain the trust of their victims, encouraging their discovery until the moment the turn. Quickly growing sharp teeth and elongated nails, they siphon all knowledge for their master. In exchange for their service, he grants them eternal youth.

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Clerics to the Reaper of Riddles pray for their spells at an unknown time of day, the better to keep their foes in the dark about their abilities.

LYRIA

Alignment: Chaotic Neutral Domains: Art, Luck, Passion, Sun Subdomains: Day, Lust, Movement, Sound, Whimsy Symbols: A sun or a harp engulfed in flame Garb: Hooded green cloak with gold ivy embrodiery over sheepskin pants and an ivory bell sleeve blouse. Favored Weapon: Dagger, Longspear Worship and Holidays: The first day of Spring and the

Summer solstice are the two most sacred days to the followers of Lyria. They are celebrated with day long feasts and artistic performances dedicated to the goddess. Dring the Summer solstice, clerics perform the play, "The Golden Dawn," which tells the tale of Lyria's ascension.

Typical Worshipers: Artists, farmers, mercenaries **Centers of Worship:** The Palace of the Sun, the holy center of Lyria's faith, looms over the city of Eloria in the country of Briranor. Her faith is also popular in Brynndell, Faramaar, and Rogaard

Lyria, patroness of art, passion, and the sun, appears as a tall lithe woman with long red hair and bright golden eyes. Easily recognizable with her flowing velvety green cloak and harp of flames, Lyria maintains an aura of warmth drawing people to her. She is called the Lightbringer and the muse of the gods. Her radiance keeps the shadows of evil at bay and helps grow the crops that feed the living. She is a chaotic goddess, controlled by her passionate whims. She is a benevolent deity, but as a goddess of the sun, she can be harsh in her application of displeasure. Legends say that the gnomes of Pesha offended her with an abhorrent sculpture they claimed was in her likeness, and that is why she allows the perpetual shadow cast from the flying continent of Corbaara to blanket their former kingdom in darkness. Lyria believes that all cultures advance through their art, and that its expression isn't always pleasant, but to stifle it, is to deny future generations the benefits of civilization.

Lyria is an ascended god, raised up by Adan to bring beauty to the world, and to guide the light from the Star Forge to Celmae.

Faithful of Lyria live by the creed "Fan the fire within." Whether this leads to artistic expression of more physical interpretation, all springs from the same flame and Lyria encourages people to follow these passions wherever they lead. To her followers there is as much art in releasing a sculpture from stone as there is wooing a paramour. They believe the sun is the fiery heart of the universe, and that its heat is the passion that fills all worlds with the ultimate form of creation: life.

Adherents invoke her blessing when starting new works even knowing that her favor can lead to dire consequences. Lyria has been known to take such a liking to a devotee's pursuits that she fills them with a burning desire to keep



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A sect of Lyria known as the Chance of Flame, preach primarily about the goddesses connection to luck. They believe that games of chance, specifically sporting competitions, are her favored art form. By conditioning one's body and mind to excel in athletics, the physical form becomes more pleasing, both in appearance and performance.

The one area of creation that disturbs the goddess concerns making undead servants to perform evil or vile actions. If one's fire leads them towards depravity, Lyria wonders if their mind is corrupted by madness instead of driven by imagination. Considering the artistic expressions she does allow, one has to be pretty despicable to earn her ire.

CLERICS

Lyria's priests concern themselves with creating brilliant paintings, poetry, music, stories, and acts of personal enrichment. Clerics are curators of art while counseling young men and women to follow what drives them. They will never condemn another's work even if they don't like it themselves, as they preach, "it isn't an expression of my fire but they will not deny yours." They pray for spells with the rising sun each morning. Clerics from the Chance of Flame act as trainers, councilors, and coaches for those in need.



READA

Alignment: Chaotic Good Domains: Charm, Chaos, Strength, War Subdomains: Love, Lust, Resolve, Tactics Symbols: Two meadowlarks facing each other, but their bodies are turned away.

Garb: Bronze armor over brown leather clothing. **Favored Weapon:** Short Sword

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Worship and Holidays: Prayers are offered to Reada before every marriage, so that the goddess may bless the union, and keep it passionate, and before each battle so that she may guide her sword towards those hateful hearts that have spurned her greatest gift: love. Her most important holiday is The Feast of Reada's Favor, held during the last week of High Sun, and celebrated with jousts, sword tournaments, and marriage vow renewals.

Typical Worshipers: Lovers, mercenaries, artists, mothers Centers of Worship: Briranor, Faramaar, Kladivo

Reada appears as tall muscular woman with long black hair and ruby colored eyes. Dressed in a brass breastplate over leather armor, Reada is never without her short sword Absence. Beautiful, there is an air of risk that surrounds her.

Devotees of Reada, much like their goddess, understand that heart that holds light today can harbor darkness tomorrow. Love is won as much through daggers and spears as flowers and poems. Devotion to a friend or partner can be turned into a weakness or rallying cry. To Reada, both kinds are valuable. The goddess is fickle demanding one man go through many trials to gain woman's heart while another merely smiles and succeeds.

Worshipers believe love is not easily won involving both risk and tenacity. To have feelings is to use them, for better or ill. Unions blessed by her are not easily broken. Reada and her followers don't discriminate against genders or species. Love whomever you please, just be willing to work for it. Lust and erotic expression are encouraged; most forms of expression are celebrated with one exception. Those who beat or harm their beloved find the reason Reada's cleric carry swords; they make it easy to remove a heart.

Reada doesn't discourage those who are in committed relationships from having other lovers, but punishes those who hide their encounters from their partners.

Beyond infatuation or ardor, Reada rewards those who fight whether it's in the name of love, honor, or family.

There is a certain chaos in battle that stirs the hearts of those who love or attachments may shun. These men and women yearn for the heat of a battle where desire builds. The final attack offers as much pleasure for those devoted to combat as a night of passion. Reade grants her blessing to those who lose themselves in the fray bolstering their prowess.



Those who continue on after the battle seems lost are granted her favor. Their weapons glow with a ruddy light cutting bone and sinew as a scythe through grain. Only in the chaos of a struggle can some hearts be freed.

CLERICS

The priesthood of Reada carries short swords and wears armor on honor of their goddess and that love is not easily won or held on to. Presiding over marriages is a minor duty; clerics prefer to help guide others on their quest for love. When a person is forced to leave their loved ones to keep them safe, adherents of Reada step in to safeguard these people, helping them heal and move on.

Reada's temples are sturdy, defensible structures that often double as training halls or extensive armories. Many temples feature apartments for women escaping abusive relationships or who have been wounded in battle.

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WYRE

Alignment: Neutral

Domains: Dream, Healing, Knowledge, Magic **Subdomains:** Arcane, Divine, Memory, Restoration **Symbols:** A swirling cloud of colors, purple smoke curling from a silver bottle

Garb: multi-colored robe with purple and silver whorls. **Favored Weapon:** Glaive

Worship and Holidays: Midwinter Night. On the evening of winter, worshipers draw pictures or compose lists of everything they want to happen in the coming year. They seal it with beeswax and place it under their pillow or heads and sleep on it. Dreams that night will show glimpses of their future giving them hope for what's to come or a chance to pause and reflect on their goals. Prayers are made most often before bed, with requests to guard the sleeper from harm. Typical Worshipers: Artists, children, dreamers, sorcerers Centers of Worship: Briranor, Brynndell, Faramaar, Rogaard

Wyre appears as a tall, middle-aged man with brown hair greying at the temples. His silver eyes seem to glow from within, and appear simultaneously wild, and wise. His multicolored robes flutter in the wind even when no wind is present. His overall ethereal quality makes those who encounter him question whether he really appeared at all.

The Faithful of Wyre believe that the waking world is connected through the unseen. Dreams flow like a stream from one person to another, connecting everyone when they sleep. If one can learn to ride these currents, they can enter this realm and interact with it. These Dreamlands appear to be much like the waking world on first glance, but then one notices the illogical architecture, and strange humanoid residents of the place. Stranger still, these alien forms proclaim to be fellow sleepers, often dreaming from worlds other than Celmae.

Wyre teaches respect for those whose nighttime thoughts are entered. True healing can be done from deep within these fantasies, or true damage.

People plagued by nightmares and sleepless nights pray to Wyre hoping he'll ease their suffering.

Recently Wyre and his followers have started to protect those whose minds are ravaged by Ametus. Wyre believes that removing any part of a person's memory diminishes their inner light, allowing darker nightmares to take root where pleasant dreams once reigned.

Wyre knows all spells and the means to operate all magical items. He comes by this knowledge naturally, so sees no reason to preserve it in stuffy tomes. Clerics of the Master of Dreams preach that this is the god's way of teaching all that memories are best filled with joy, and happiness, not complicated arcane formulae. Because of this dogma, more sorcerers than wizards venerate Wyre.

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CLERICS

Priests of Wyre are trained to interpret dreams to find the hidden meanings. They can communicate with each other and travel through the dreamscapes of willing participants. They often battle nightmarish demons invading young minds. Day to day activities include administering healing to the sick, specifically those suffering from madness or other mental afflictions.

Arcane or divine magic, it makes no difference to Wyre, and this apathy is symbolized in the swirling, chaotic pattern of his holy symbol. Patron of both arts, he encourages magic that heals or blurs the line between reality and illusion. He favors transmutation, illusion, healing, and conjuration. Striving to further these arts wizards, sorcerers, and clerics will often carry small moonstone globes about the size of their fists which pulse whenever another is near. This also serves to hold and record their dreams to share or preserve their work.

Temples can be grand affairs or as simple as a wizard's workshop. Shrines hidden in caves in the more remote places are protected by wards and offer bedrolls for protected and peaceful sleep. The larger temples almost always double as hospitals for the insane, with dormitories for permanent patients.

Clerics pray for spells before going to bed, regaining them after a restful sleep.

Gods of Briranor

Deity	Alignment	Domains Subdomains	portfolio	Favored Weapon	Favored Animal
Ametus	NE	Death, Evil, Magic, Trickery	Knowledge,	Scythe/club	Worm
		Arcane, Corruption, Deception, Undead	secrets, murder		
Lyria	CN	Art, Chaos, Passion, Sun	Art, cats, music,	Dagger/longspear	r Cat
		Day, Lust Movement, Sound, Whimsy	passion		
Reada	CG	Charm, Chaos, Strength, War	Battle, childbirth	Shortsword	Meadowlark
		Love, Lust, Resolve, Tactics	marriage, war		
Wyre	Ν	Dream, Healing, Knowledge, Magic	Dreamlands, healing	Glaive	Rabbit
	and the second	Arcane, Divine, Memory, Restoration	magic		

New Domains

Art

Granted Powers: You can make the mundane magnificent with ease and create masterpieces of the artistic form. In addition, you treat Perform as a class skill.

Masterwork (Ex): You can temporarily transform a mundane object into a masterwork one, as per the spell, for a number of minutes per day equal to 3 + your cleric level. Masterpiece (Ex): At 4th level, you gain access to the masterpiece class option commonly reserved for bards. Instead of spells known, masterpieces occupy spell slots. You may select a masterpiece whenever you gain a new spell slot. Once a masterpiece is selected, that spell slot is lost.

Domain Spells: 1st-attention jolt, **2nd**-eagle's splendor, **3rd**-breath of ecstasy, **4th**-philanthropist, **5th**-music of the spheres, **6th**-mass eagle's splendor, **7th**-steal the painful memory, **8th**-euphoric tranquility, **9th**-convert foe

Dream

Granted Powers: Your dreams provide you with visions of future events, giving you and your companions an advantage in avoiding danger and allowing you to communicate with others.

Dodging Danger (Su): Your sense of future events allows you and your companions to dodge attacks, spells and breath weapons. Twice per day you or a companion you designate gains a +5 bonus to AC or to Reflex saves for 1 round. The bonus can be applied to two different individuals once or to one individual twice.

Dream State (Su): Beginning at 8th level you may enter a dream state once per night. In this dream state you can visit the dreams of any other creature on the same plane of existence with the same chances of success as if you had cast the spell scrying. If you are successful, you can communicate with the person whose dreams you are visiting.

Domain Spells: 1st—obscuring mist, 2nd—pleasant

dreams, **3rd**—premonition, **4th**—sending, **5th**—commune, **6th**—wind walk, **7th**—ethereal jaunt, **8th**—dreamwalker, **9th**—astral projection.

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Passion

Granted Powers: You can grant others the glory of the pleasure god's rapture with just a touch, and the pleasure god's joy fills your heart to overflowing.

Rapturous Touch (Su): You can touch a creature as a standard action, granting them a +2 bonus to any one Perform check for one round.

Pleasure's Heart (Su): Beginning at 8th level, your heart is so full of joy that you are immune to non-magical fear effects and receive a +2 bonus to saving throws against magical fear effects.

Domain Spells: 1st—charm person, **2nd**—mantle of love, **3rd**—suggestion, **4th**—beauty of youth, **5th**—break enchantment, **6th**—symbol of persuasion, **7th**—repulsion, **8th**—peace aura, **9th**—true resurrection.

Sub Domains Movement

Associated Domain: Art

Replacement Power: The following granted power replaces the masterwork power of the art domain. **Dancing Touch (Su):** You can imbue the target with the urge to dance as a melee touch attack. For the next round, the target must use its move action to move directly away from you at their base speed. This movement is graceful and stylish and does not provoke attacks of opportunity but it may force the target to dance into other hazards. If the target's path is blocked they will turn 45 degrees clockwise and continue moving. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 1st-expeditious retreat, **2nd**touch me not, **4th**-freedom of movement, **6th**-irresistible dance

Sound

Associated Domain: Art

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Replacement Power: The following granted power replaces the masterwork power of the art domain. **Song of Courage (Su):** Your singing grants allies a +1 bonus to saving throws against charm and fear effects and on attack and damage rolls. You can sing the song of courage a number of rounds per day equal to 3 + your Wisdom modifier. This power is otherwise similar to a bard's inspire courage ability. 000000

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Replacement Domain Spells: 1st-silver tongue, **3rd**-sculpt sound, **6th**-sympathetic vibration

New Material

Azure Luster

This metal's structure allows it to pass through iron and steel without touching them, seemingly shifting the opposing metal out of its path. Azure-luster is a soft metal, being only slightly less malleable than lead. It doesn't function well for crafting armor as a result, and though azure-luster weapons can penetrate most metal armors with relative ease, the weapons tend to break easily.

Azure-luster has 10 hit points per inch of thickness and hardness 5. An azure-luster weapon deals damage as if it were one size category smaller than its actual size, and is always treated as if it had the broken condition. It ignores all armor or shield bonuses granted by iron or steel armor or shields. Azure-luster weapons cannot damage these materials at all (and, by extension, cannot harm iron golems or similar creatures). An azure-luster weapon costs +5,000 gp. Silent Dancers, the assassin's guild devoted to Ametus, the Forgotten Word, often employ weapons made of azure-luster.

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