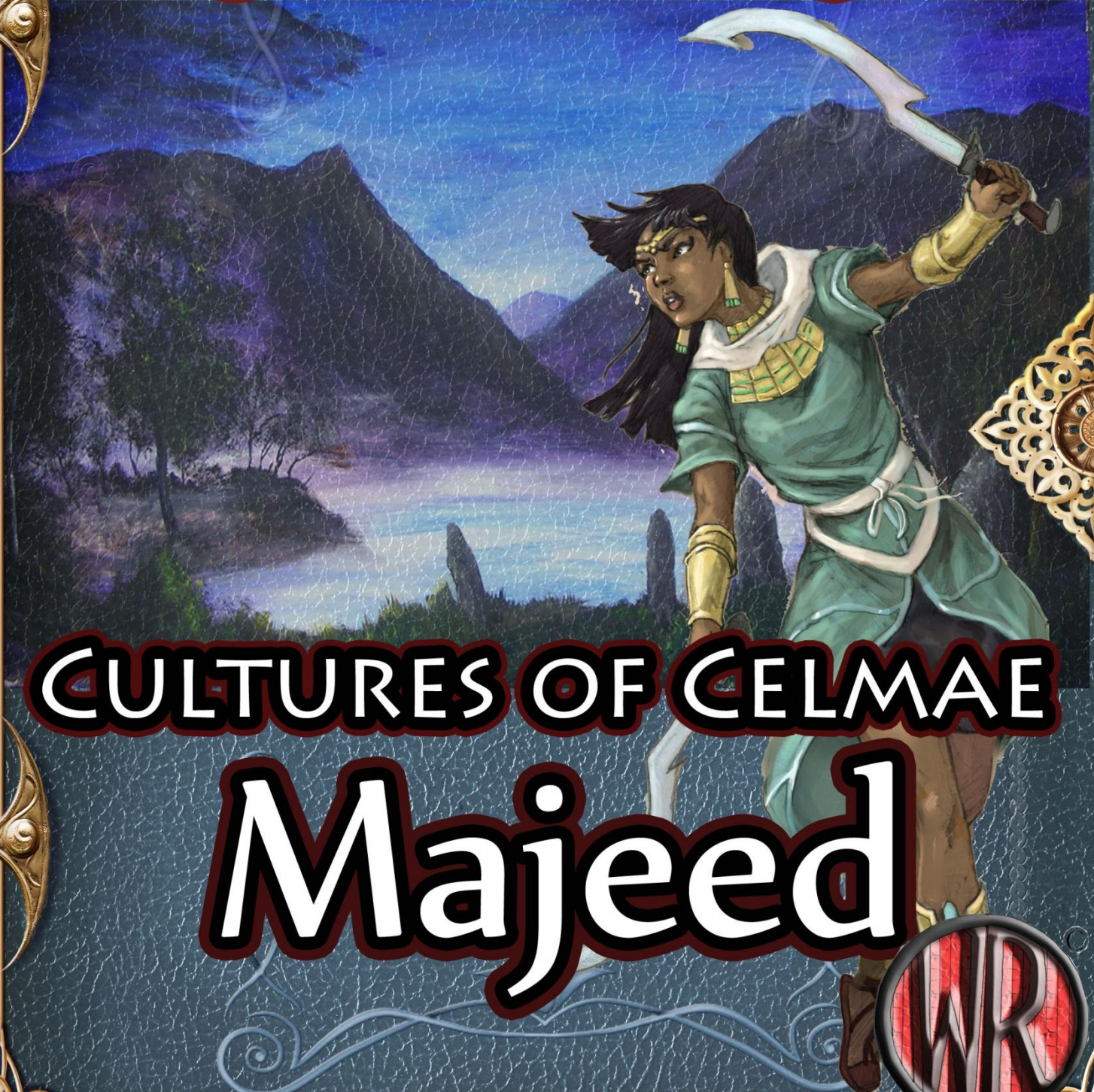


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**SHATTERED SKIES**

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**CAMPAIGN SETTING**



**CULTURES OF CELMAE**  
**Majeed**

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE



PUBLISHING



# CULTURES OF CELMAE

# Majeed

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Cover Art by: Storn Cook and Stock Art USA

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Layout by Robert Gresham

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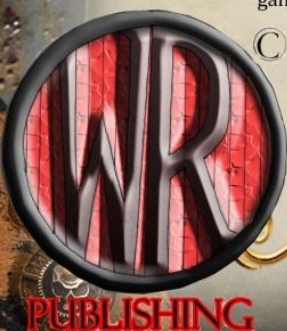
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## Majeed

**Languages:** Majar, Common (Brynnish)

**Favored Regions:** Majera, Brynndell

**Favored Religions:** Amaura, Krokaar

**Female Names** Auroraa, Brynn, Caareaa, Domita, Elaaraa, Elissaa, Felixaa, Hilaary, Lunayaa, Junia, Myaa, Maarcellaa, Naataali, Rheaa, Rosaliaa, Salaa, Silviaa, Taatiaanaa, Vaalaria

**Male Names** Alhoon, Bheren, Connor, Constantine, Deraan, Daric, Eric, Erol, Fredric, Gareth, Hadrien, Haanibaal, Leopus, Justus, Mark, Martinus, Octaavius, Ovid, Quintus, Tibirius

**Appearance:** Majeed are shorter than most humans, standing five, to five and a half feet. They have coffee colored skin with eyes of blue, green, and brown. Their hair runs in dark hues of brown and black. Lighter colored hair is very rare. They prefer loose clothing to accomidate the warm climate of their homeland.

**Special:** Majeed are difficult and concieted. They receive a +1 bonus to Will saves



The Majeed are a noble but stubborn people. They carry themselves with an air of superiority and enjoy ostentatious displays of wealth to demoralize foreigners. Women are short, averaging five feet in height, with men only standing about six to nine inches taller. They have smooth, coffee-colored skin with vibrant green and blue colored eyes. Black and Brown hair is the most common, with lighter shades being very rare.

Women enjoy a higher social station than men in Majeed society, and often incorporate extravagant jewelry and exotic feathers into their dress. They fashion their hair into elaborate styles, the most creative earning the envy of their peers. Gowns of silk, or loose, comfortable cotton, is the typical attire of a Majeed woman. Capes and cloaks are often accessorized.

Men are denigrated in Majeed society, being viewed as little more than breeding stock and military fodder. They wear their hair cropped and short, and often garb themselves in simple cloth breeches with silk shirts. Instead of expensive jewelry, men carry artisan weapons and wear high quality armor, displaying their various military medals on their chests and shoulders.

Devoutly religious, the Majeed venerate the Sea Goddess Amaura above all other deities. Promoting her role as the sole creator of life on Celmae, the Majeed teach that Amaura, not the Grey Maiden, has dominion over their earthly souls. After death, she will reincarnate these souls into new vessels to begin life anew. Because they don't believe in the afterlife or the purgatory of the Dustlands, the Majeed gather as much wealth and luxury they can accumulate, enjoying their hedonistic lives to the fullest. The clergy of Amaura preach that the goddess blesses her chosen with riches and that living in poverty is proof that the poor are not in her favor. Some

Majeed whisper that the church is corrupt and only go through the motions of the Sea Goddesses worship.

That's not to say that the Majeed are care free individuals. They have a glorious history of military prowess and don't rest upon these laurels. They train vigorously for combat, to assert their superiority over other races and to maintain the physical beauty of their bodies. Swimming and running are favored past times for many Majeed, and it is common for many to gather in one location to exercise together.

The Majeed are excellent ship builders and sailors, and their navies are feared throughout the Western Ocean. Their dominance of the Cytheacn Sea forced the Dragon Kings to recognize their might. Their disciplined armies spread out and conquered many neighboring lands, forcing them to pay homage.

Public baths are major aspect of Majeed society, and many neighborhoods are built around them. It is one of the only places that the poorer citizens are able to fraternize with the wealthier ones. Many political deals and marriages are brokered at the baths, and it is not uncommon for women to frequent in search of sexual conquests.

The Majeed are accomplished artists and were the first culture to sculpt anatomically correct statues. The Colossus of Harodai is the most famous of these works. This thirty foot tall, marble woman, sits on an island in the harbor, her feet submerged in the water.

Sculptures are not the only art form of the Majeed. There are exquisite murals and frescos adorning the interior walls of the Cathedral of Creation, along with bass reliefs in many government buildings. Galleries are always busy with the newest artists. Music is practiced throughout Majeed lands and men are expected to know how to passably play a lute or harp. Most music has a trance-like, almost hypnotic feel to it with many repeating tempos and



rhythms. It is possible in Majeed society, through the creation of a truly exceptional work of art, to ascend to the ranks of the nobility, though this is quite rare.

Marriages are typically arranged, though affairs and illicit liaisons are an expected social norm. Children from these dalliances are almost always cast out of the main household to live in poverty, though exceptions might be made for especially attractive females.

## Majeed Traits

**Flashy Showmanship:** Not only are you a spellcaster, you use magic in a way that dazzles those that observe you. Once per day, when casting a spell with somatic components, you may make a performance check as an immediate action. You may select a single target. That target must make a Will save with a DC equal to your performance roll. Failure causes the target to be distracted by you. They receive a -1 to attack rolls, damage rolls, and skill checks for the following 24 hours when using those applicable abilities against you.

**Hear the Wind:** Long hours listening to the ocean and the air-currents of your homeland has taught you to notice subtle differences in sounds they carry. When using survival to track, you gain a +1 bonus towards tracking down flying creatures.

**Military Training:** From an early age you trained in military maneuvers either at an academy or from a relative. you gain a +1 to the CMB of the following listed maneuvers: Disarm, Sunder, and Trip.

**Sailors Insight:** You have spent long hours at sea and have learned to anticipate the oceans chaotic patterns. You gain a +1 bonus to profession sailor and survival checks.

**Sea Legs:** You have lived nearly your entire life on an ocean vessel and have learned to adapt to the harsh life aboard ships. Climb and Acrobatics become permanent class skills for you.

**Unshakable Pride:** You know what it means to be a Majeed, and that is, to be superior to other humans. Your culture's accomplishments prove it. You gain a +2 trait bonus on Will saving throws against fear effects, but your vanity causes non-Majeed to bristle at your demeanor, giving you a -1 penalty to diplomacy.

**Water Maji:** You have always felt a deep connection with the ocean and this bond led you to learn its arcane or divine secrets. When casting schools of the Water domain or using powers from that domain, treat your ability as if it were one level higher.

**Wealthy Display:** As long as you wear an outfit valued at 80gp or above you may choose one of the following skills: Diplomacy, Bluff, or Intimidate. You gain a +1 bonus in that skill and it is always a class skill for you.

## The Colossus at Harodai

This majestic statue was carved by the artist Jakeel Ruljova almost six hundred years ago, and remains the tallest of its kind in all of the Western Ocean. Legends say that the colossus was a gift from the artist to his paramour, an aloof noblewoman that rebuffed his advances.

The colossus is magical, and at night her eyes shine out to the sea, providing guiding light to Harodai's shores. She is a guardian as well as a guide. If enemy ships approach the city, as Cythean vessels did in 1671 AS, the Colossus will emit a destructive ray at the intruders, disintegrating them instantly.

The leaders of the city do not control the colossus, and none in the Cathedral of Amaura claim to either. There has been no need for the statue to activate its powers in centuries leading some to whisper that it has lost this destructive capability.

Today the colossus acts as a tourist attraction, bringing adventurers from all around the Western Ocean to gaze upon Majera's greatest work of art.

## The Sea Devils

Majera has long been plagued by colonies of aggressive grindylow, locathah, and sahuagin. Indeed, much of the naval prowess that the Majeed have developed over the years, are due to defending against the raids of these sea devils. Many nighttime tales to frighten Majeed children feature these monsters.

Before the shattering, peaceful mermen lived beneath the waves and traded pearls and ocean food with dwarves and early humans. After the cataclysm, the mermen vanished, replaced by these bloodthirsty creatures. Sages theorize that the miasmic energy released, warped the mermen into these twisted mockeries of their former selves. Others whisper that the creatures are controlled by a much more powerful entity, one with the strength to rival a god. The Church of Amaura works hard to squash such heresies.

Special hunters, known as Mariners, patrol the coasts at night, ever watchful for invading sea devils. Some even take the fight to them, descending beneath the waves to strike at their strongholds.



## Majera

**Proper Name:** The Everlasting Theocracy of Majera

**Ruler:** Her Divine Mercy, Theocrat, Nala Loajální, Supreme Servant of Amaura, Queen of Majera. (LN, female human, cleric 14)

**Government:** Matriarchal, Theocratic-Monarchy, and hegemon of surrounding territories.

**Cities:** Harodai (LC), Titanastor (SC), Maeve (ST)

**Resources:** olives, pearls, whale oil. As the controller of several neighboring territories, Majera confiscates or tariff's these realm's resources which include cattle, food-stuffs, ivory, and gems.

**Population:** 90% Human (Majeed), 3% Half-elf, 3% Dwarf, 4% other

**Law:** LN

**Allies:** No real allies only trading partners and conquered realms.

**Enemies:** Cythea, Rogaard, Kladio, Dolpfland.

The coastal kingdom of Majera was once controlled by a collection of pirates and ruthless bandit lords who used the realm as a black market seaport and a haven for criminals and vagabonds. 1200 years ago Bokstov Loajální, a fanatical-pious follower of Amaura, came to resupply. The high cleric declared he'd received a vision proclaiming the land a holy site to his goddess. In 5 short years his fellow Amaurites took control of the city of Harodai and established their religious capital. Because the bandit lords and various pirate captains lacked central leadership, they were soon toppled one after the other. For hundreds of years the new holy land prospered.

In 1710 A.S. a horrific heresy was uncovered, dethroning then King Fetzse. The church leaders, all women, and led by Queen Soreil, regrouped and issued a new, more fanatical view, of the churches laws. Criminals and heretics were harshly punished, in most cases their property seized. The new leaders helped to establish a vibrant pearl trade with neighboring sea powers making the church quite rich. To safeguard this new wealth, mandatory service in the countries army was declared law. Numerous military vessels were built, and after three failed invasions, the might of their navy became known through-out the Kraken Sea.

Today Majera remains a matriarchal theocracy, with the royal ruling family in charge of the church. Society is female dominated with men often viewed as lowly breeding stock or worse plain laborers. Women dress in elaborate styles and carry themselves with an air of refinery and supremacy. Men dress in simple, comfortable clothes, embellishing their outfits with buttons and buckles. They tend to be reserved but are quite stoic due to their military service.

As the kingdom grew more wealthy, the rich worshipers of Amaura were able to influence church doctrine to place lower value on the impoverished, going so far as to decree



that living below certain income levels to be an affront to the Goddesses gift of life. These customs have caused many Majerans to turn away from Amaura's worship viewing it as corrupt, although in public they go through the motions, attending services and performing the required rituals, or else they face cruel punishments as heretics.

### HARODAI

LN Large city

**Corruption** +2; **Crime** +1; **Economy** +6; **Law** +9; **Lore** +5; **Society** +1

**Qualities** financial, government capitol, hardened, military presence, pious (Amaura, The Mother of Life) Danger +10

### DEMOGRAPHICS

**Government** Matriarchal Theocracy

**Population** (90% human (Majeed), 3% half-elf, 3% dwarf, 4% other)

**Notable NPCs** Queen Nala Loajální (Human cleric 14), Admiral Jeljolaf Payne (Human fighter 6 rogue 4), Guild master Elao Khun (half-orc rogue 11)

### MARKETPLACE

**Base Limit** 12,000 gp; **Purchase Limit** 80,000 gp;

**Spellcasting** 8th

**Minor Items** 4d4; **Medium Items** 3d4; **Major Items** 2d4



## AMAURA

**Alignment:** Chaotic Good

**Domains:** Charm, Community, Good, Healing, Liberation, Magic, Water.

**Symbol:** A seashell surrounded by three drops of water.

**Garb:** Blue robes or cloaks. Chainmail. Seashell jewelry.

**Favored Weapons:** Morningstar, scimitar.

**Worship and Holidays:** Priests worship Amaura at seaside stone shrines, or before a body of salt water.

Worshippers pray to her for safe passage across oceans and for safe childbirths. A feast to her honor is held at the beginning of spring celebrating the rebirth of the world.

**Typical worshippers:** Coastal dwelling peoples, river and island folk, midwives.

**Center of worship:** Majera, Brynnndell.

Amaura, the goddess of life, appears a maternal, middle-aged woman with raven black hair often adorned with seashells. She wears flowing blue robes over her azure toned chainmail Oceanbreaker. Her eyes are soft and those in her presence feel an overwhelming sense of calm.

The faithful of Amaura believe that life on Celmae began in the oceans and that all surface beings evolved from its waters. She teaches respect for life and protects wells and water from corruption. Her followers task themselves with water bearing, marriage, and childbirth. Amaura believes that love and the joy of life transcend all boundaries. She enjoys offerings of flowers, jade, and seashells that are thrown into bodies of water.

Amaura considers sharks, sauguign, kraken and kopru her enemies, and the faith teaches that these creatures refused the Goddess's gift of love, turning away, and becoming the murderous monsters they are today. The storm god Krokaar is the father of her daughter, Hydra. The union that brought about their godlings birth was not consensual and this crime has caused Amaura to hate Krokaar ever since.

The Goddess of the Sea favors both the scimitar and the morningstar. One symbolizes the way she cuts through the water as she swims, and the other for the way she crushes foes with her waves.

### CLERICS

Amaura's priests concern themselves with marriage ceremonies and assisting women in labor. They pray at dawn, facing in the direction of the nearest body of salt water.

Shrines are often quarts tipped monoliths carved with oceanic symbols.





# SHATTERED SKIES

## CAMPAIGN SETTING

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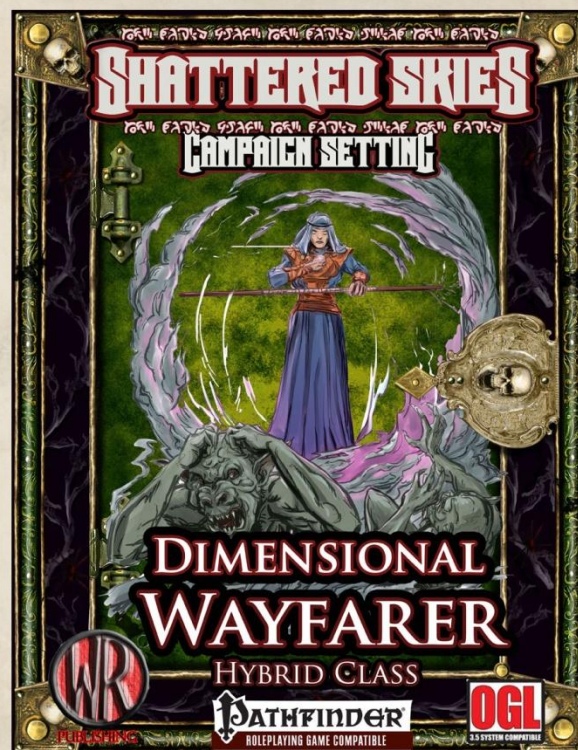
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# SHATTERED SKIES

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## CAMPAIGN SETTING

### CULTURES OF CELMAE

# Majeed

PROUD AND PRIVILEGED, THE MAJEED CONSIDER THEMSELVES THE SUPERIOR HUMAN CULTURE OF CELMAE. ARTISTS AND MILITARY EXPERTS, THEIR NAVIES ARE FEARED THROUGHOUT THE WESTERN OCEAN, AND FOR GOOD REASON. EVEN THE SEA-DEVILS FEAR THESE EXCELLENT TACTICIANS.

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