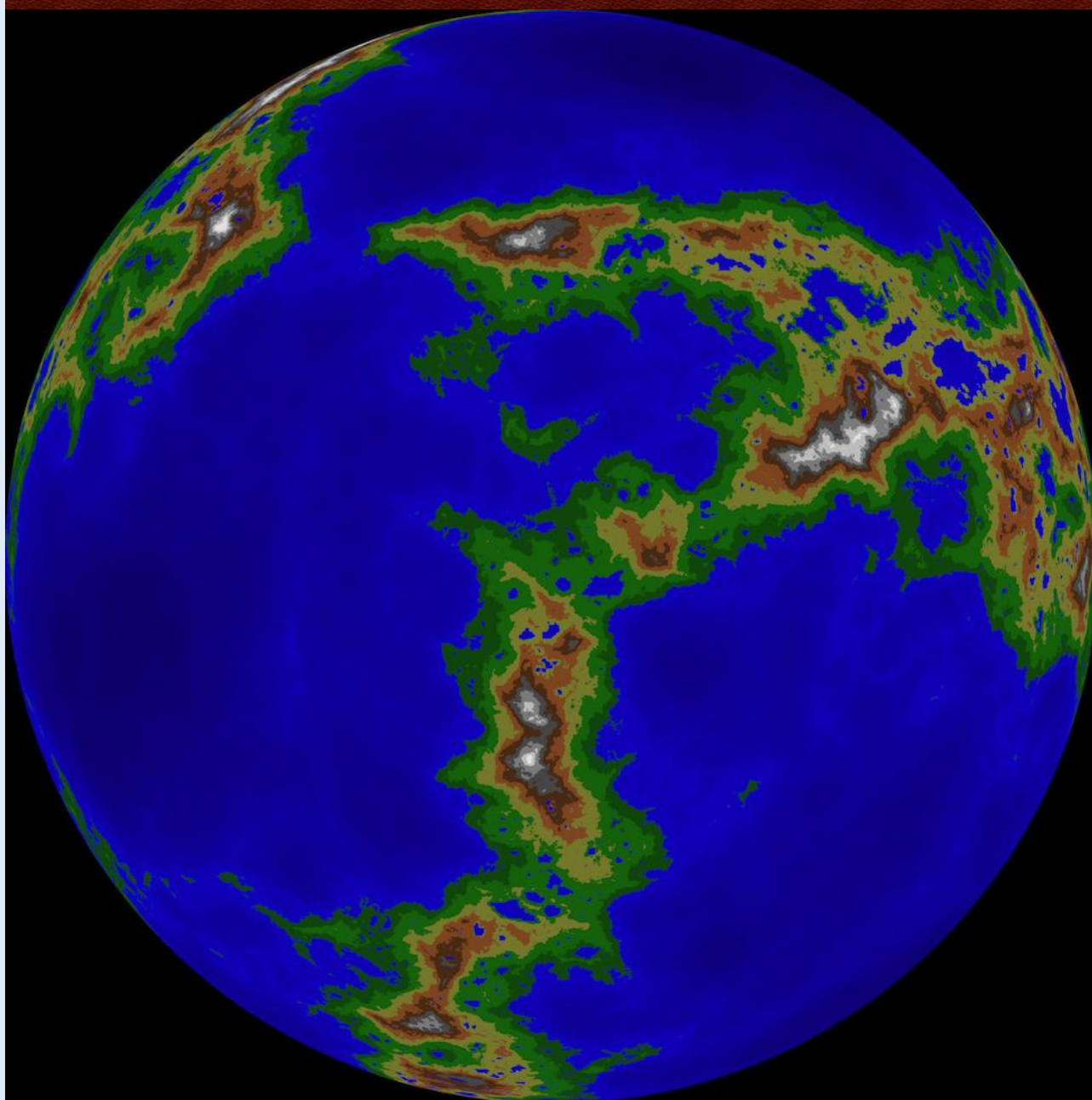


RIKIRTA GAMEMASTER GUIDE



DW
DUNGEON WORLD

BY BLAKE RYAN
FOR USE WITH
DUNGEON WORLD

Contents :

[Running Games in Rikirta](#) – 4

[Style \(match locations with campaign style\)](#) - 5

[Overview](#) – 7

Magical World :

[Twilight](#) – 8

[Wild magic](#) – 9

[Death & Resurrection](#) - 11

Poem – They Ferryman - 12

The Cycle of Years :

[Festivals](#) – 14

[Nation Games](#) - 17

[Timeline](#) – 20

[Legends](#) – 27

Poem – The Warrior & The Lover - 29

The Places :

[Nations – Culture](#) – 30

[Nations - Details](#) – 35

[Inns – Happy Badger & Hooded Claw](#) - 47

[World](#) – 49

[Underworld](#) – 53

Option - [Natural Disasters](#) - 56

Option - [Espionage in Rikirta](#) - 57

Poem – To the sea- 59

[Oceans](#) – 60

[Moons](#) – 64

[Dreams and Characters](#) – 67

[Shrines for Constellations & Deities](#) - 70

[Example Session and Campaign Flow](#) - 71

Groups of Note :

[Arcane Guilds](#) - 73

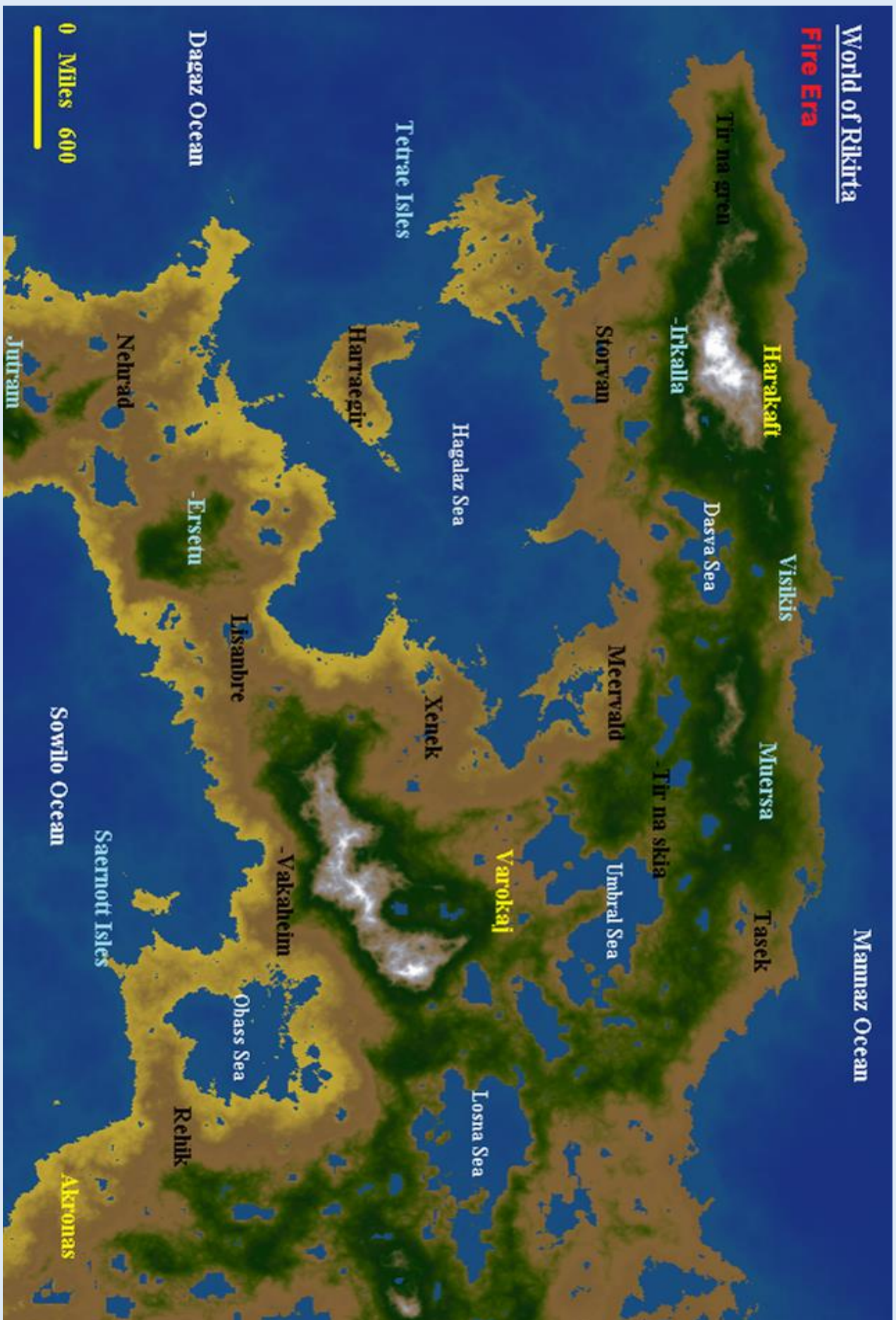
[Ninja Ryu](#) - 74

Magic Items :

[Unique & Items Series](#) - 79

[Homes and Houses](#) - 87

[Recommended Reading](#), Viewing & Listening - 89



Running Games in Rikirta

Welcome to the Game Masters Guide to The World of Rikirta.

Rikirta has a number of features, and some of these are unique.

In order to embrace the Rikirta flavor, it is best to use one (but rarely more than one) of these features per session. This way the players do not get information overload, and the Game Master does not need to increase their preparation.

The list below is an opportunity to add variety and flavor to Rikirta games, events that while not frequent are common enough to be conventions.

These elements are detailed throughout the Game Master book –

Rikirta Elements

- Demons are aquatic and want to destroy the land and the living.
- Dreams of the moon Dreyri (for Cambions, Nephilim & Humans).
- Dreams of the moon Jarri (for Kitsune, Nekomata or Tengu).
- Ferryman & Valkyrie Encounters.
- Festivals – Lunar conjunctions and holy days.
- High Altitude (see World section).
- Methane Vent (see World section).
- Myrkr Alliance Creatures (subtle corrupters).
- Portals to the Moons (see Moons section).
- Restless dead (Undead) are underground.
- Storms (long and large storms that can last for days – see World section).
- Twilight Encounter (5am-7am then 5pm-7pm, magic attracts critters).
- Vandyr Pact Creatures (overt consumers of resources and people).
- Volcanic Region (see World section).

The key is to use one of these things to flavour an encounter, however your adventure may take place high in the mountains in which case you may use the High-Altitude notes for several encounters in a row.

Myrkr and Vandyr creature encounters do not have to be combat encounters, they have their own goals and other enemies outside the player character species.

Portals to the Moons may be from a lunar conjunction (check festivals), Volcanic Region or Methane Vent.

The feature must be appropriate for their current adventure, e.g. if there are no Humans in the party then you can't have any Dreyri dream events.

Valkyrie and Ferryman encounters involve someone dying, locating the deceased or finding out information about them, so those encounters must fit in with plot.

What should reveal itself within this tome is an integrated world and universe, laden with encounters, opportunity and fantasy.

Happy gaming.

Style of Games in Rikirta

- Below are suggestions for the style and location for your games.

Against the Fire

- Fight the invading Fire beasts army or recover the homeland afterwards.

Start in Pyrafell- south eastern Rehik.

Main character species – Agamar (Lizardfolk), Dryad, Ranik (Frog folk)

Style - Rural-Wilderness, All about the war. Vandyr pact invaded homeland to the south.

Foul creatures roam the dungeons, twisted landscapes and ruined buildings. What has changed, what remains, and can you restore what was lost?

Quest types : Recover artifacts or people, Access restoration potential, Stop the oncoming horde.

Critters : Kobolds, Naga, Fire Elementals.

Allies/Enemies/Neutral Parties - Arcane Guild-Order of Astar. Churches-Kayel, Namar. Ninja Ryu-Ghost Ryu.

Rikirta elements : Vandyr beasts. Storms.

Things PC's can find out about – Vandyr have notes about Demons sank their land named Helbani to the west of Nehrad. Also every 16 years is a lunar conjunction where Vandyr beasts raid other moons and planets. Next one is due 502 FE.

City of Espionage

- Covert factions competing for advantage in the city.

Start within - cities of Kestrek or Maagang in Lisanbre.

Main character species - Dryad, Ranik (Frog folk) & Satyr.

Style - bartering, stealth, information gathering, threat of violence instead of obvious carnage.

Is your enemies friend a potential enemy for your enemy? How far will you go to keep your lands safe and still reach your goals?

Quest types : Recruiting watchers and active agents. Spreading false information to enemies, Gaining information of others supplies, notables locations and magical activities.

Kestrek : Major players-League of Free States, Xenek Empire, Myrkr Alliance (Jorogumo). Minor players-Skogyr (Dryad, Satyr) & Demons (Hag-Sea).

Maajang : Major players-League of Free States, Xenek Empire, Vandyr Pact (Nocnitsa). Minor players-Marid (Ranik, Wysto) & Demons (Succubus).

Rikirta elements : Methane Vents, Volcanic Areas.

Things PC's can find out about – Demons used an earthquake ritual to sink Virkimal island in 350 FE. Also Vandyr trained mercenaries (Red Dragon Sorcerers) gained influence in Lisanbre during the recent invasions by undead. Undead invaded Gnome nation beneath Vorda Mountains.

Exploring the Underworld

- Deep underground in the Gnome or Dwarven cities, guarded by constructs against roaming Undead and worse.

Start within - underground city states of Tir na skia or Vakaheim.

Main character species - Gnomes, Dwarves, Lugat (Bat folk), Nichav (Tasmanian Devil folk).

Style - Underground, Close combat, Difficult environment. Darkness & silence.

When you are out on a quest, help is a long way away.

Quest types : Patrolling the trade routes, Find new resources, Recover lost artifacts.

Critters : Undead-Shadows, Wraiths. Vandyr-Ninazu (Scorpion folk)

Allies/Enemies/Neutral Parties - Arcane Guild-Order of Thalassa. Churches-Hnaska, Namar, Yuloss. Ninja Ryu-Echo Ryu (Vakaheim).

Rikirta elements : Demons (coastal underworld), Vandyr Ninazu Labyrinth. Lava tunnels.

Things PC's can find out about – Demons used an earthquake ritual to sink Virkimal island in 350 FE, and sank several continents on other side of the planet. Huge lunar conjunction every 270 years allows gates to Underworld to open, next one is 510 FE.

Shape-shifters in the Mist

- Survive and protect your allies among a variety of hunters and prey.

Start within - Cities of Adenep or Zadiri in Storvan.

Main character species - Elves & Humans.

Style - Shades of grey existence, what is a normal public-private life balance. Do you ally with some or none? Do you fall to temptation or from weariness? Are your allies, friends or family afflicted with Lycanthropy or Vampirism?

Quest types : Bodyguard-Escorts, Find the cure, Rescue the innocents, escape the combat zone.

Adenep : Major players-Xenek Empire, Marid (Ranik), Lycanthropes. Minor players-Undead (Vampires), Myrkr Alliance (Myriax).

Zadiri : Major players-Xenek Empire, Skogyr (Satyr), Lycanthropes. Minor players-Undead (Lich), Vandyr Pact (Ninazu).

Rikirta elements - Dreyri Dreams for Humans, High Altitude, Storms, Twilight.

Things PC's can find out about – Undead realm beneath Obsidian Peaks called Irkalla. Huge lunar conjunction every 270 years allows gates to Underworld to open, next one is 510 FE.

Underwater

- Exploring and surviving the ocean depths of Hagalaz Sea from Demons and worse.

Start in Rieama-Harraegir east coast.

Main character species - Merfolk, Ranik (Frog folk), Wysto (Sea horse folk).

Style - Rural/Wilderness, Same quests but different foes in different environment.

Skirmishes in kelp forests underwater. Harpies in the south east, Tsunami in the south west.

Fighting attracts sharks everywhere underwater. Fighting is a 3d environment.

Quest types : Recovering pieces of fallen Virkimal in Hagalaz Sea, dealing with the Merrow there.

Critters : Demons-Dokkalfar (Dark Elves), Merrow. Myrkr-Gyrrak (Cuttlefish raiders).

Allies/Enemies/Neutral : Arcane Guild-Order of Callisto. Churches-Mantyr, Sygnara.

Rikirta elements : Myrkr Methane vent. Portals to Myrkr.

Things PC's can find out about – Demons used an earthquake ritual to sink Virkimal island in 350 FE, Vandyr have notes about Demons sank their land named Helbani to the west of Nehrad.



Plug in-If you want to use [The Sword, The Crown &The Unspeakable Power](#) game by Wheel Tree Press within Rikirta, set the campaign in Lisanbre in the two espionage cities Kestrek & Maajang.

Plug in-If you want to use the [Salt In Wounds](#) setting by J.M Perkins within Rikirta, set the city and swamp south of Caer Midar, between Meervald & Tir na skia.

Overview of Rikirta

"Fear is not evil. It tells you what your weakness is. And once you know your weakness, you can become stronger as well as kinder."

- Gildarts, Fairy Tail anime

World Features :

- Large water filled Neptune sized planet, with fourteen moons-three are Earth sized.
- Usual fantasy critters – Fey, Humanoids, Giants, Golems, Lycanthropes, Undead.

What most travellers know –

- Demons are aquatic and come from the sea.
- Most other creatures come from the moons of Vandyr (van-dir) or Myrkr (mir-kir).
- If you die and are not blessed by Holy Water or Prayer within 1 day you will rise as an Undead Spirit in the Underworld (subterranean caverns).
- During twilight magic and strong emotion will attract critters.
- Lunar conjunctions and certain holy days have different magical effects.

What it all means -

Efreeti minions come from the Moon-Vandyr, Demons are aquatic and come from the sea.

- Trading ships often have a Cleric or Paladin along.
- Vandyr lairs often have open sky roof/tunnels & fire pits.
- Demonic lairs often have pools or access to underworld rivers.

If you die and are not blessed by Holy Water or Prayer within 1 day you will rise as an Undead Spirit in the Underworld (subterranean caverns).

- People are taught prayer for eternal rest as part of school.
- People near those who die and went to the Underworld may have dreams about them.

During twilight magic and strong emotion will attract critters.

- Most people stay indoors and have breakfast or dinner.
- Thieves guilds are active during Twilight since they expect little magic retaliation.

Lunar conjunctions and certain holy days have different magical effects.

- During Myrkr and Vandyr zenith people will pray before going outside at night.
- Arcane Guilds & Ninja Ryu have meeting or grading sessions on these nights.

Alliances :

Celestials : Domovoi, Ferryman, Hippogrif, Kudari, Light Elves, Phoenix, Rui Shi, Silver Dragon, Unicorn, Valkyrie.

Marid (Blue Dragon) : Anacanth, Blue Dragon, Elementals-Water, Kelp-Treant, Merfolk, Nymph, Octocanth, Ranik, Selkie, Wysto, Zaratan.

Skogyr : Djinni-Black Dragon : Black Dragon, Centaur, Dryad, Elementals-Air, Griffin, Pegasus, Pixie, Satyr, Sphinx, Sprite, Sylph, Treant.

Independent : Astarkyn, Dinosaurs, Frost Giants, Gold Dragon, Lycanthropes, Oozes, Owlbear.

Demons : Brachari, Cyndari, Dark Elves, Fomorians, Hag-Sea, Kavnari, Kraken, Merrow, Succubus.

- Demons – Creatures came to Rikirta in third era. -1 Dex & Wis rolls from-Radiant, Immunity-Cold.
- Tactics – Rituals target the environment.
- Currently most of the Demonic forces are far to the east, but some are here and others are coming this way.
- Type : Primary-Planar Forces. Elemental Lord.
- Type : Secondary-Hordes. Underground Dwellers.
- Goal - Demons aim for sinking of the surface lands, to bring the filth low and transform them into true form. Those who do not accept their new form are food for the strong.

Myrkr : Lead by - Dao-Green Dragon. Creatures : Barguest, Bugbears, Cyclops, Elemental-Earth, Goblins, Green Dragons, Gyrrak, Harpy, Jorogumo, Minotaurs, Myriax, Ogres, Orcs, Peryton, Rakshasa, Trolls, Vyrrak.

- Myrkr – Creatures came to Rikirta in the first era.
- -1 Dex & Wis rolls from-Acid, Immunity-Lightning.
- Type : Primary-Ambitious Organization. Cult then Religious Organization.
- Secondary-Planar Forces. God.
- Methane based. Regenerate 1hp/rd around methane vents in underworld/underwater.
- Tactics - Protection racket. Kidnapping. Forgery, Bribery.

Underworld : Lead by – Vampires. Creatures - Banshee, Ghost, Ghoul, Jubokko, Krasue, Lich, Mummy, Revenant, Shadow, Skeleton, White Dragon, Wraith, Vampire, Zombie.

- Undead – Recurring invasions from Underworld. -1 Dex & Wis rolls from-Radiant. Immunity-Psychic.
- Type : Primary-Hordes. Plague of the Undead.
- Secondary-Cursed Places. Unholy Ground.
- Tactics - Distracted by strong emotion or blood.

Vandyr : Lead by Efreeti-Red Dragon : Creatures : Basilisk, Chimera, Cockatrice, Elementals-Fire, Fire Giants, Hydra, Kobolds, Lizardfolk, Manticore, Medusa, Naga, Ninazu (Scorpion folk), Nocnitsa, Oni, Red Dragons, Salamander, Wyvern.

- Vandyr – Creatures came to Jarri in the second (earth) era, Rikirta in the third (fire) era.
- -1 Dex & Wis rolls from-Cold, Immunity-Fire.
- Type : Primary-Hordes. Humanoid Vermin then Wandering Barbarians.
- Type : Secondary-Arcane Enemies. Chosen One or Dragon.
- Avoid Marid faction, Marid, Nymph & Water Elementals terrify the Fire Elementals, Ninazu & Salamanders.
- Silicon based life forms. 100 Hp worth will affect metal within 100ft. Vibrates. Discern Realities to notice. Grey tint flesh when wounded or slain. Dark grey blood.
- Tactics - Bandits, Pirates. Value food-now and sources for later. Do not go deep into underworld or underwater from fear of Methane vents-Make them suffocate or explode.

Twilight – Dusk & Dawn

Darkness and Light : Twilight 5-7 am, Day 7am to 5pm, Twilight 5-7pm, Night 7pm to 5am.

Twilight is the orange and grey misty time when the veil between the worlds is weak and magic attracts strange creatures.

Normal Vision goes for 100 ft maximum, Night vision goes for 200ft maximum.

Encounter : Any spell or magical effect that rolls 6- triggers an encounter.

- This includes using potions, scrolls, charged items, or spell like abilities.

Magic can be used during twilight to boost spells. However doing this will immediately attract a visitor, typically a fey or shapeshifter.

• Boost spells duration, area of effect & range by one level.

Critters Attracted : 2D12 : 2=Lycanthrope-Werewolf, 2=Dryad, 3=Domovoi (#), 4=Sprite (&), 5=Rhu Shi (#), 6=Barguest, 7=Goblin, 8=Harpy (%), 9=Myriax (%), 10=Troll, 11=Gyrrak, 12=Anacanth, 13=Kelp-Treant, 14=Selkie, 15=Lycanthrope-Werebear, 16=Kobold, 17=Medusa (@), 18=Ninazu (Scorpion folk), 19=Nocnitsa (@), 20=Chimera, 21=Unicorn, 22=Light Elves, 23=Treant (&), 24=Lycanthrope-Wererat.

• &=Portal to Skogyr. @=Portal to Vandyr. %=Portal to Mykr. #Portal to Vorda.

Activity for Visitors : D10; 1=Working, 2=Relaxing, 3=Praying/Studying, 4=Watching Others, 5=Playing, 6=Sleeping, 8=Eating/Drinking, 9=Raiding/Scheming, 10=Patrolling territory.

"I had been arguing on and off for several minutes with my comrade Boris whether this area was safe, when I chanted out a spell to check the area. Too late I remembered about emotion and magic during Twilight... by then six scorpion-men had melted out of the mists.

The Ninazu were upon us."

– From the journal of Lysander Federov, 300 years ago

Wild Magic –

Roll 2D20

2-4: D6; 1-3=Oozes or 4-6=Owlbears are teleported into the area.

5-6: Silence 60ft radius.

7: Reverse Gravity 100ft radius.

8: Half range & area of effect.

9: Effects random friendly.

10: Spell functions normally.

11-12: 2D6 Giant Bats appear, D8; 1-3=Hostile, 4-5=Neutral, 6-8=Friendly. Flee Sonic attacks.

13: D6 Marid Faction (Blue Dragon, Merfolk, Selkie) appear, D6; 1-2=Hostile, 3-4=Neutral, 5-6=Friendly.

14: Half the effect on everyone within 1 mile radius.

15: Gate opens to country; D10, 1=Xenek, 2=Lisanbre, 3=Meervald, 4=Tasek, 5=Nehrad, 6=Harraegir, 7=Rehik, 8=Storvan, 9=Tir na gren, 10=Vakaheim.

16-17: Time distortion; D6, 1-3=Random friendly hasted, 4-6=Random friendly slowed.

18: Instant spells stay for D6 rounds, Longer spells last only 1 round.

19: Clouds billow 30ft radius, D6; 1-2=Confusion, 3-4=Stinking Cloud, 5-6=Fog Cloud.

20: Grease 100ft radius, All Defy Danger Dex or prone. Dries up after 2d6 rounds.

21: Natural storm occurs, see World section.

22: Lively music fills the area, Defy Danger Wis/round or Dancing for D6 rounds.

23: Black Tentacles in area. D6; 1-2=20ft radius, 3-4=200ft radius, 5-6=2 mile radius.

24: Reverse effect happens to all within 60ft radius.

25-26: Time distortion; D6, 1-3=Random hostile slowed, 4-6=Random hostile hasted.

27: Gate opens to moon; D10, 1=Vandyr, 2=Dreyri, 3=Myrkr, 4=Vorda, 5=Skogyr, 6=Galasir, 7=Thallari, 8=Despasir, 9=Jarri, 10=Underworld.

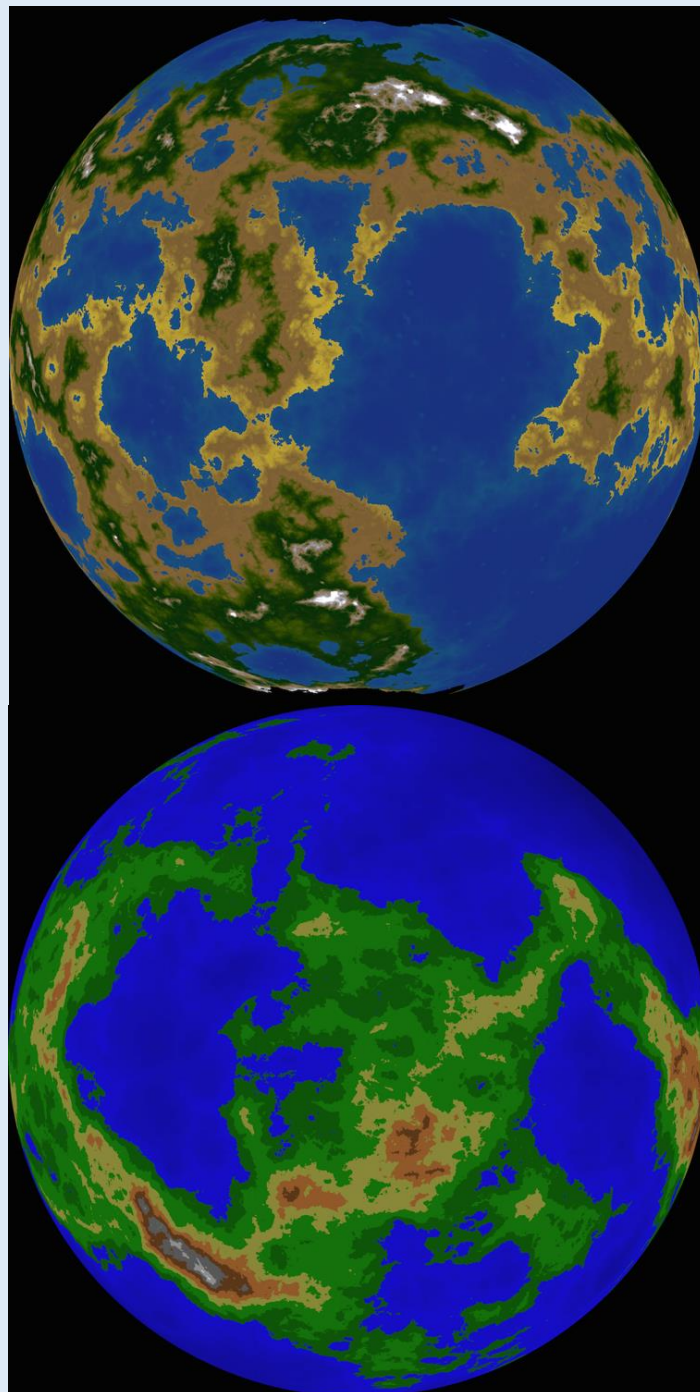
28: Double the effect on everyone within 1 mile radius.

29: D6 Skogyr Faction (Black Dragon, Sphinx, Treant) appear, D6; 1-2=Hostile, 3-4=Neutral, 5-6=Friendly.

30-31: 2D6 Giant Spiders appear, D8; 1-4=Hostile, 5-6=Neutral, 7-8=Friendly. Flee Fire attacks.
32: D6 random targets polymorphed into D6 1-3=Oozes, 4-6=Owlbears.
33: Shatter 60ft radius.
34: Double range & area of effect.
35: All metal objects (including magical) within 100ft radius must Defy Danger Constitution (use wearers) Rust in 1 minute.
36-37: Effects random enemy.
38-40: Nothing happens at all.

Tonja the Elder – Twilight is more dangerous than night, magic is less powerful, thieves and bandits are out in force.

Two closest Daytime Moons – Dreyri & Vorda



Death & Resurrection (Last Breath)

When someone dies either the Valkyries take their soul to the moon Vorda, or a Ferryman takes their soul to the Underworld.

- Those souls who have received Prayer of Rest or who's bodies have been sprinkled with holy water, are saved, and a Valkyrie takes them to rest on Vorda before being reincarnated ready for a new journey.
- Those souls who have not received Prayer of Rest or who's bodies have not been sprinkled with holy water, are taken by Ferryman to the Underworld to be tormented for some time before becoming undead, typically zombies.
- Those living people near the recently fallen are often troubled by dreams of the deceased. Some of these are messages, some are memories, some are cries for help.

What the Ferryman or Valkyrie can do :

- Ferryman-Observe or Reveal the location of a soul from The Underworld.
- Valkyrie-Observe or Reveal the location of a soul in the moon Vorda.
- Convert an Undead-Restless spirit to a Dead-Restful spirit.
- Transport the living from or to the Underworld (Ferryman) or moon Vorda (Valkyrie).
- Alter the effects of someone raised, reincarnated or resurrected.

Cost for Services : (1 Gold=2 Electrum)

- Varies by wealth of requestor, 100 Electrum Pieces, 1,000 Electrum Pieces, 10,000 Electrum Pieces.

How can you summon a Ferryman or Valkyrie -

- cast a Raise Dead, Reincarnation or Resurrection spell
- 2 Electrum coins are given to ensure the return is not driven mad by the journey.

alternatively if you make a trained Spout Lore-Religion check, you can Summon one with :

- 3 drops of Summoners blood
- An item of the fallen
- 2 Electrum coins.

Reincarnation and Resurrection :

Each time someone returns to the world, one of their aspects changes. Players may roll or decide. Change must be noticeable and not minor.

D8 : 1=Eye colour, 2=Alignment, 3=Hair/skin colour, 4=Sex, 5=Shadow/smell, 6=Change features (tail/wings), 7=Species, 8=Height & weight.

Ferryman - 8 of : Male in hooded cloak and scythe on gondola boat. Species is same as viewer.

- 100ft radius Daylight. - 100ft radius Detect Good, Evil & Undead.

May offer a deal. Return to life in exchange for -

- Slay 12 notable Undead per year. Wraiths, Vampires, Liches.
- 1 year to slay a Dragon (Genie) of any kind.
- 1 year to slay a Tsar, Pharaoh or Shogun.

Valkyrie - 8 of : Female with feathered wings, mace and shield, golden scale armour. Species is same as viewer.

- 100ft radius Dim light. - 100ft radius Detect Good, Evil & Undead.

May offer a deal. Return to life in exchange for -

- Save 100 innocent lives in 1 year.
- 1 year to slay a Vyrak, Rakshasa, Kraken or Fomorian.
- 1 year to recover an artifact for temple of relevant deity of light.

The Ferryman – (Villanelle)

Each restless night and sleepless day
Ashen robes and countenance fell
Through stygian mists he makes his way

The lost are those who cannot pay
passage a single coin will sell
Each restless night and sleepless day

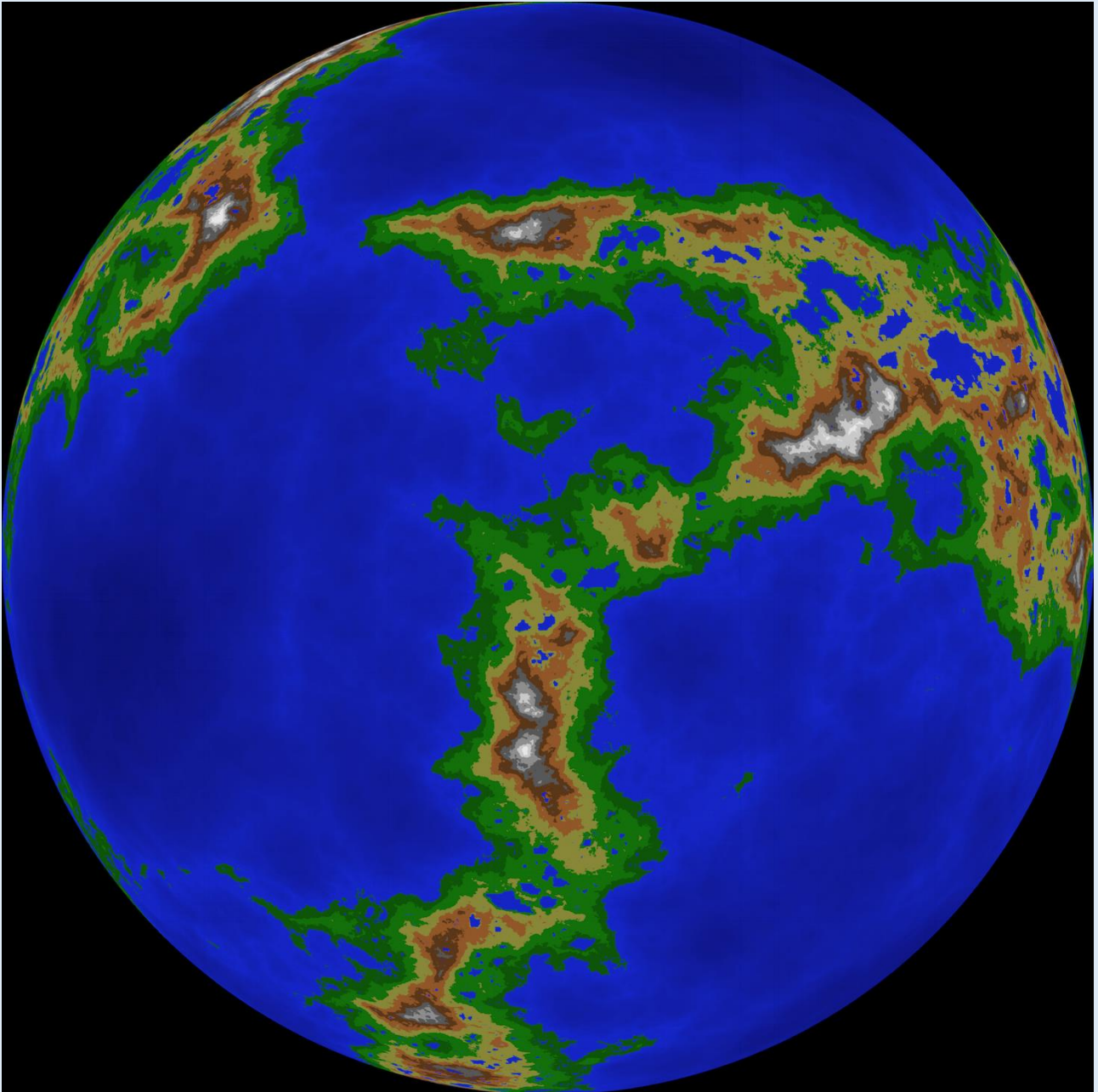
Streams of pain and pools of dismay
No dreams or love on which to dwell
Through stygian mists he makes his way

Child of darkness the legends say
though of the past he could not tell
Each restless night and sleepless day

In Hades company they will stay
Once living to this ancient cell
Through stygian mists he makes his way

Hears every hour its haunting bay
Knows the tripled guardian well
Each restless night and sleepless day
Through stygian mists he makes his way.

Rikirta from space



Cycle of Years

Calendar : Week = 8 Days, Month = 5 Weeks (40 Days), Season = 3 Months (120 Days) Year = 480 Days. Week = 4 Work days, Rest day, 2 Work days, Prayer day.

Years are named after the 12 sacred animals, which rotates in a cycle. For example the Year 500 is the Year of the Bat, and it was also the year of the Bat 12 years before that in 488, and will be 12 years after 500 in 512.

Year	Sign	Year	Sign	Year	Sign	Year	Sign
463	Bear	477	Wolf	491	Snake	505	Raven
464	Bat	478	Stag	492	Salmon	506	Otter
465	Wolf	479	Snake	493	Raven	507	Kangaroo
466	Stag	480	Salmon	494	Otter	508	Dolphin
467	Snake	481	Raven	495	Kangaroo	509	Crocodile
468	Salmon	482	Otter	496	Dolphin	510	Cat
469	Raven	483	Kangaroo	497	Crocodile	511	Bear
470	Otter	484	Dolphin	498	Cat	512	Bat
471	Kangaroo	485	Crocodile	499	Bear	512	Wolf
472	Dolphin	486	Cat	<u>500</u>	<u>Bat</u>	513	Stag
473	Crocodile	487	Bear	501	Wolf	514	Snake
474	Cat	488	Bat	502	Stag	515	Salmon
475	Bear	489	Wolf	503	Snake	516	Raven
476	Bat	490	Stag	504	Salmon	517	Otter

Jordi the Troll – Myrkr watch Troll. Dark Moon is Troll heart. Myrkr friend.

Festivals and Lunar Conjunctions

New Year – Season-Winter - 1st of 1st, Day 1 of 480. Moons-Vandyr, Myrkr & Skogyr Nadir. Note-Holiday for common-folk. Humans have masked street & hillside parties. Year birth animals regenerate 1 Hp/Hour.

Skydark : Season-Winter, 16th of 1st, Day 16 of 480. Moons-Vandyr & Skogyr Nadir. Bad omen, people stay indoors & leave offerings out to satisfy the monsters. Increased chance of encounters

with monsters, all across Rikirta. Secret-Holy day for Lyria followers. Followers indulge (and encourage others) in vice all day

Northsky Festival : 7th & 8th of 2nd – Day 47 & 48 of 480. Moons-Day Dreyri & Vorda Zenith. Holy day for-Namar followers. Bat, Dolphin & Salmon constellations are brightest. Note-Weekend Festival. Mid Winter. No crimes are committed on this day, criminals feel watched. Three Moons : Wild Magic on Rikirta, Myrkr, Skogyr. All mammal births are Triplets. Year birth animals have +1 vs Magic Defy Danger rolls.

Agamar Culture : Piñata (Bat, Dolphin or Salmon - kids & adults), Day-Tug of war (adults).

Elven Culture : Day-Axe Beak race (adults), Day-Sack race (kids/adults), Bat/Dolphin/Salmon mimicry/sculpting contest (kids/adults). Night-People wear Bat, Dolphin & Salmon masks.

All - Treasure hunt (kids). Dancers & musicians in the streets and markets. Lots of group singing.

Firesky : Season-Winter, 12th of 2nd, Day 52 of 480. Moons-Vandyr Zenith. Warm night, Fire heals permanent wounds and illnesses on Rikirta & Vandyr. Holy day for-Herjac followers.

Winter Eclipse : Season Winter, 12th of 3rd, Day 92 of 480. Moons-Mykyr in front of the sun. Note-Dead Magic on Rikirta, Skogyr and Vandyr.

Three Moons : Season-Winter, 16th of 3rd, Day 96 of 480. Moons-Day Dreyri & Vorda Zenith, Mykyr Zenith. Note- Wild Magic on Rikirta, Myrkr, Skogyr. All mammal births are Triplets. Year birth animals have +1 vs Magic Defy Danger rolls.

Many Stars : Season-Winter, 20th of 3rd, Day 100 or 480. Moons-Vandyr Waning, Skogyr Waxing. All mammal births are twins Born.

Starweaving : Season-Spring, 1st of 4th, Day 121 of 480. Moons-Vandyr & Mykyr Nadir. Holy day for-Yuloss followers. Note-Holiday for common folk. People who wear hawk masks do not get attacked. Archery competitions by day, Gatherings at night (with Cat masks). Everyone has empathy with animals and plants within 5 meters. Most common day for handfast/wedding ceremonies. Practicing of arts and crafts. Feasting. Birth of lambs.

Many Stars : Season-Spring, 20th of 4th, Day 140 or 480. Moons-Vandyr Waxing, Skogyr Waxing. All mammal births are twins Born.

Three Moons : Season-Spring, 24th of 4th, Day 144 of 480. Moons-Day Dreyri & Vorda Zenith, Mykyr Zenith. Note- Wild Magic on Rikirta, Myrkr, Skogyr. All mammal births are Triplets. Year birth animals have +1 vs Magic Defy Danger rolls.

Eastsky Festival : 7th & 8th of 5th – Day 167 & 168 of 480. Moons-Vorda (Day) & Myrkr Zenith. Holy day for-Gabrielle followers. Bear, Kangaroo & Snake constellations are brightest. Note-Weekend Festival. Mid Spring.

Agamar Culture : Day-Hurdles (kids/adults), Kayak race (adults), Knife throwing (adults).

Elven Culture : Day-Archery (3 distances, adults), Horseshoe throw (kids), Wrestling & kendo (adults). People wear Bear, Kangaroo & Snake broaches & cloaks.

All - Dancers & musicians in the streets and markets. Lots of percussion music.

Many Stars : Season-Winter, 20th of 3rd, Day 100 or 480. Moons-Vandyr Waning, Skogyr Waxing. All mammal births are twins Born.

Four Moons – Season-Spring, 32nd of 5th, Day 192 or 480. Moons-Zenith Vandyr, Vorda, Myrkr & Dreyri. The evening sky acts as simultaneous multi-viewscreen for locations on Vandyr, Vorda, Myrkr & Dreyri.

- Dreyri-Thousands of floating rocks 1-100ft across. Stormy landscape of floating rocks 1-100ft across. Wastelands, small lizards.
- Myrkr-caverns and chasms, storms are frequent. Cyclops, Orks.
- Vandyr-Fire storms and lava seas. Creatures roam the desert, jungle and volcanic areas of Vandyr. Sky is light green haze. Lizardfolk, Oni.
- Vorda-One massive north-south continent, other half of the world is sea. Phoenix flying.

Gathering : Season-Summer, 1st of 7th, Day 241 of 470. Moons-Skogyr & Myrkr Zenith.

Holy day for Tylyn followers. Note-Holiday for common folk. Mid year, hillside bonfires, start the growing season, Sunrise revitalizes the body & spirit. Dryad=Fertility rituals, cattle let onto open ground.

Icesky : Season-Summer, 8th or 7th, Day 248 of 480. Moons-Vandyr Nadir. Myrkr & Skogyr Zenith. Holy day for-Kayel followers. Cool night, Water gives visions of past or possible futures on Rikirta & Skogyr. Mortal humanoid species have a chance of having stigmata appear. Inflicted on those who have strayed far from the ideals of justice - particularly those who justify oppression with the words of Order and Justice. They are warnings that can only be removed by a similarly significant event such as a quest or ordeal.

Dead Spirits Day : Season-Summer, 6th of 7th, Day 256 of 480. Moons-Dreyri, Myrkr & Skogyr Zenith. Holy day for-Mantyr followers. Spirits slain in battle or by violence return to walk and talk with their descendants and those of similar causes. That night feasts are held in their honour.

Southsky Festival : 7th & 8th of 8th – Day 287 & 288 of 480. Moons-Vandyr & Skogyr Zenith. Mid Summer. Holy day for-Hnaska followers. Cat, Otter & Stag constellations are brightest. Note-Weekend Festival. Wild Magic on Rikirta, Myrkr, Skogyr. All mammal births are Triplets. During the Day-Dwarven Alliance Culture traditionally they recruit trainee Arcanists, have Arcane duels, and people wear tall Wizard/Witch hats. At night-In the League of Free States Culture people use magic for visual entertainment.

Agamar Culture : Piñata (Cat, Otter or Stag-kids & adults), Tug of war (adults).

Elven Culture : Relay race (adults), Cat/Otter/Stag Mimicry/Sculpting Contents (kids/adults), Sack race (kids/adults). Night-People wear Cat, Otter & Stag masks.

All - Day-Treasure hunt (kids). Dancers & musicians in the streets and markets. Lots of stringed instruments.

Four Moons – Season-Summer, 24th or 8th, Day 304 of 480. Moons-Zenith Vandyr, Skogyr, Myrkr & Dreyri. The evening sky acts as simultaneous multi-viewscreen for locations on Vandyr, Vorda, Myrkr & Dreyri.

- Dreyri-Thousands of floating rocks 1-100ft across. Stormy landscape of floating rocks 1-100ft across. Wastelands, many insects.
- Myrkr-caverns and chasms, storms are frequent. Harpies in storm.
- Vandyr-Fire storms and lava seas. Creatures roam the desert, jungle and volcanic areas of Vandyr. Sky is light green haze. Hydra.
- Vorda-One massive north-south continent, other half of the world is sea. Unicorns in glade.

Skybright – Season-Summer, 32nd of 8th, Day 312 or 480. Moons-Vandyr, Myrkr & Skogyr Zenith. Daylight that night on Rikirta & Vandyr.

Summer Eclipse : Season Summer, 12th of 9th, Day 332 of 480. Moons-Vandyr in front of the sun. Holy day for Zuzeca Cult. Note-Dead Magic on Rikirta, Skogyr and Vandyr.

Three Moons : Season-Summer, 16th of 9th, Day 336 of 480. Moons-Day Dreyri & Vorda Zenith, Myrkr Zenith. Note-Wild Magic on Rikirta, Myrkr, Skogyr. All mammal births are Triplets. Year birth animals have +1 vs Magic Defy Danger rolls.

Many Stars : Season-Summer, 20th of 9th, Day 340 or 480. Moons-Vandyr Waning, Skogyr Waning. All mammal births are twins Born.

Stormwrath : Season-Autumn, 1st of 10th, Day 364 of 480. Moons-Vandyr & Myrkr Waning. Holy day for-Impag. Note-Holiday for common folk. Coastal lands have stormy weather. One aspect of peoples lives change for the night. Example-A greedy merchant might forget business and go fight or socialise. Harvest festival. Share bread, make brew for mid autumn. Athletic contests.

Three Moons : Season-Autumn, 24th of 10th, Day 384 of 480. Moons-Day Dreyri & Vorda Zenith, Mykr Zenith. Note-Wild Magic on Rikirta, Myrkr, Skogyr. All mammal births are Triplets. Year birth animals have +1 vs Magic Defy Danger rolls.

Many Stars : Season-Autumn, 28th of 10th, Day 388 of 480. Moons-Vandyr Waxing, Skogyr Waning. All mammal births are twins Born. Holy day for Sygnara. Sleeping : Effect happens to groups-by proximity. D20. 1-2=D6 years younger, , 3-4=Dreams-Become real, 5-6=Nightmare-Becomes real, 7-12=Normal, 13-14=Teleport-Space D6*10 Miles, 15-16=Teleport-Time D6 years, 17-18=Removes debility/Cures Blind-Deaf etc, 19-20=D6 years older. Affects wear off after D6 hours.

Many Stars : Season-Autumn, 4th or 11th, Day 404 of 480. Moons-Vandyr Waxing, Skogyr Waning. All mammal births are twins Born.

Westsky Festival : 7th & 8th of 11th – Day 407 & 408 of 480. Mid Autumn. Moons-Vorda (Day) & Myrkr Zenith. Holy day for Ginan followers. Crocodile, Raven & Wolf constellations are brightest. Note-Weekend Festival. Day-Dryad go for long walks with their family or clans. Day-People craft goods and teach others crafts. Night-Everyone works on long term goals or helps loved ones on their goals. People show intention for next years work or apprenticeship.

Agamar Culture : Day-Hurdles (kids/adults), Kayak race (adults), Knife throwing (adults).

Elven Culture : Day-Archery (3 distances, adults), Horseshoe throw (kids). People wear Crocodile, Raven & Wolf broaches & cloaks.

All - Dancers & musicians in the streets and markets. Lots of wind instruments. Swimming relay race (kids & adults).

Four Moons – Season-Autumn, 32nd of 11th, Day 432 of 480. Moons-Zenith Vandyr, Vorda, Myrkr & Dreyri. The evening sky acts as simultaneous multi-viewscreen for locations on Vandyr, Vorda, Myrkr & Dreyri.

- Dreyri-Thousands of floating rocks 1-100ft across. Stormy landscape of floating rocks 1-100ft across. Wastelands, small lizards.
- Myrkr-caverns and chasms, storms are frequent. Trolls-caverns.
- Vandyr-Fire storms and lava seas. Creatures roam the desert, jungle and volcanic areas of Vandyr. Sky is light green haze. Basiilsk.
- Vorda-One massive north-south continent, other half of the world is sea. Golden skinned winged elves.

Shadow soul : Season-Autumn, 12th of 12th, Day 452 of 480. Moons-Myrkr & Skogyr Nadir. Everyone meets their opposite (in personality), either in person or in dreams. Discuss thoughts and feelings towards event or person, or just a social, mental or physical contest.

Three Moons : Season-Autumn, 40th of 12th, Day 480 of 480. Moons-Vandyr Nadir, Vorda & Dreyri Zenith. Note-Wild Magic on Rikirta, Skogyr and Vandyr. Those born on this day are triplets. Year birth animals have +1 vs Magic Defy Danger rolls.

Nation Games

Originally the Agamar Games from 442 to 480 – Harraegir, Lisanbre, Nehrad and Rehik send Agamar and Ranik competitors every 2nd year to win.

Then the high priest of Kayel invited other humanoid species from each land to send their champions. The competition changed to Yearly, to be held in rotation at Nadiri-Tir na gren, Jargrad-Storvan, Hurrang-Lisanbre, Issigen-Xenek, Firargren-Nehrad. For Year 500 it is in Issigen.

Held over 8 days (1 week). 9 Nations sending competitors.

Six sports : Wrestling, Soccer, Marathon, Archery, Hammer Throw, Swimming.

First/Gold = 10,000 gp to individual or team. Second/Silver = 4,000 gp to individual or team.

Marathon : 10 km run from the city gates along a scrub track around several nearby hills and back again. Strength roll then Constitution. Then Strength roll then Constitution. Failure on either of the first two will give -1 on the corresponding second roll.

Archery (vs targets) : Short range stationary and moving 100ft / Long range stationary and moving 300ft. Ranged to hit roll, minimum required 10 for stationary and 14 total for moving targets.

Soccer : 1 to 2 four matches at a time, in an arena with grandstands.

Each team rolls 2D6, this is the amount of attempts at scoring a goal. This number is the amount of D6 to roll. For each D6, odd=goal scored, even=goal blocked. Most goals win.

Hammer Throw (vs targets) : Short range stationary and moving 20ft / Long range stationary and moving 50ft.

Ranged to hit roll, minimum required 10 for stationary and 14 total for moving targets.

Swimming : In the cities bay. 1 km swim. Outside this area is will patrolled against interference. Strength roll then Constitution. Then Strength roll then Constitution. Failure on either of the first two will give -1 on the corresponding second roll.

Wrestling : 1 to 2 four matches at a time, in an arena with grandstands.

Melee opposed to hit rolls, must beat opponent twice in a roll to pin, they get Strength roll to break free, and start opposed rolls again.

Individual Sports : Marathon, Archery, Hammer Throw, Swimming.

Day 1 = 3 from each land competes, so 27 total. Best two from each land go to Day 3.

Day 3 = 2 from each land competes, so 18 total. Best one from each land go to Day 6.

Day 6 = Best from each land competes, so 9 total.

Team Sports : Wrestling and Soccer. 1 point for a win, most points after 4 matches is the winner.

1=Harraegir, 2=Lisanbre, 3=Rehik, 4=Xenek, 5=Nehrad, 6=Storvan, 7=Tir na gren, 8=Tasek, 9=Meervald.

Day 1 = 1 vs 4 / 2 vs 7 / 5 vs 8 / 3 vs 9.

Day 3 = Rest day.

Day 5 = 6 vs 7 / 9 vs 2 / 1 vs 8.

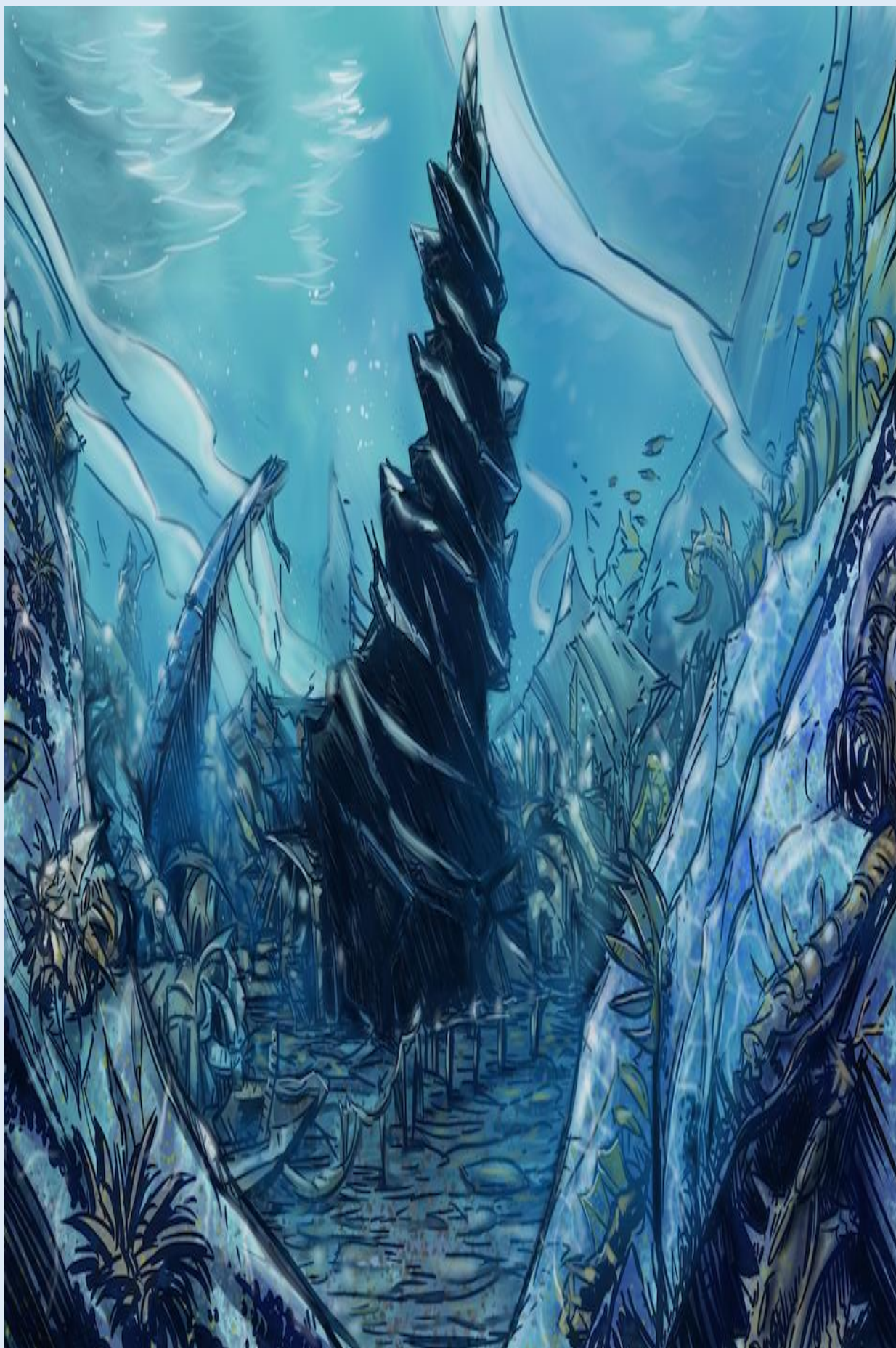
Day 7 = 9 vs 6 / 3 vs 7 / 5 vs 4.

Day 2 = 1 vs 7 / 3 vs 5 / 6 vs 2 / 4 vs 8.

Day 4 = 2 vs 8 / 3 vs 4 / 5 vs 9 / 6 vs 1.

Day 6 = Rest day.





Rikirta Timeline

Harvey Dent - Okay fine...you either die a hero, or you live long enough to see yourself become the villain.

- The Dark Knight.

What follows is a chronicle of historical events in the World of Rikirta. Many of the events of the previous two eras (Water Era and Earth Era) are largely unknown to most people, for it happened so long ago.

Water Era :

Factions - Myrkr/Undead.

Mortals - Agamar/Ranik.

Other - Humans are on Dreyri. Kitsune, Nekomata & Tengu are on Jarri.

At first Rikirta was just ocean. All was the sea and the oceans and astral space were one.

The sea creatures interacted and dreamed. From their dreams the gods were formed, each with different ideas. The gods in return dreamt and created other creatures.

The gods lifted massive islands out of the oceans and these became the surface lands.

Myrkr Creatures came to Rikirta in the first era.

Dao-Green Dragon : Barguest, Bugbears, Cyclopse, Elemental-Earth, Ettins, Goblins, Green Dragons, Gyrrak, Harpy, Jorogumo, Minotaurs, Myriax, Ogres, Orcs, Peryton, Rakshasa, Trolls, Vyrrak.

-1,500 (2,000 years ago) Djinni with Air Elementals defend from raiding Myrkr Ettins & Rakshasa. Group of Dryad, Elves, Faerie & Satyr leave Skogyr moon, setup Empire of Akatiir on Skogyr and Rikirta, in lands far to the east.

- Kitsune, Nekomata & Tengu are on the ninth moon Jarri.

-1,300 Water Era (1,800 years ago) : Demons sank the lands of Berkana into the Naudiz Sea, far to the south west.

(1,200 years ago) Kitsune, Nekomata & Tengu exist as 3 separate nations. Many giant insects on Jarri.

-1,050 (1,550 years ago) : Far to the south the Agamar broke free of enslavement from Jutram. First major arrival of Vandyr on Rikirta from Vandyr lunar conjunction. 3 volcanos in the east erupted within hours of each other.

End of the Water Era – Agamar & Ranik migrate throughout the Rikirta lands.

Agamar : Went from Nehrad in the South West, heading North East to Lisanbre then Xenek.

- Lisanbre-Hurrang, Maajang. Nehrad-Jarrivek, Sarigen. Xenek- Issigen, Varinek.

No Dwarves, Elves, Humans in the area for all of Water Era.

Earth Era :

Factions - Djinni/Marid/Myrkr/Vandyr/Undead.

Mortals - Agamar, Dryads, Dwarves, Elves-Wood, Faerie, Gnomes, Merfolk, Ranik, Satyr, Wysto.

Other - Humans are on Dreyri until end of Earth Era. Kitsune, Nekomata & Nichav are on Jarri until end of Earth Era.

- Civilised humanoid species go from stone age to bronze age technology.
- Many portals between Rikirta and the first nine moons exist.
- Humans are on the second moon of Dreyri.

Vandyr Creatures came to Rikirta.

Efreeti-Red Dragon : Basilisk, Chimera, Cockatrice, Elementals-Fire, Fire Giants, Hydra, Kobolds, Lizardfolk, Manticore, Medusa, Naga, Ninazu (Scorpion folk), Nocnitsa, Red Dragons, Salamander, Wyvern.

Underworld Creatures starting invading the sea and surface lands.

Banshee, Ghost, Ghoul, Jubokko, Krasue, Lich, Mummy, Revenant, Shadow, Skeleton, White Dragon, Wraith, Vampire, Zombie.

Year -1,000. Initial trading of civilised species. Most folk are enslaved by Cyclopse, Goblins & Naga.

In the Empire of Akatiir, non casters are treated as inconvenient, assigned jobs and homes and marriage arranged. Some of the Dryad, Elves, Faerie & Satyr leave and head south to Rehik and west to Xenek.

Year -935 : Ranik tribes create many surface cavern forts in Nehrad area under the banner of Urdrag.

Year -900 (1,400 years ago) : Dwarven clans skirmish vs Cyclopse raiders in the northlands.

Year -870 : Far to the east the Agamar broke free of enslavement from Tir na saar-the Fomorian realm in the Myrkr Alliance.

Year -840 : Undead swarm out of the Underworld during autumn, many villages near caverns are abandoned. Five week massive storm over Nehrad. [Unknown by most] Herjac smashed a gate to the Underworld starting the arrival of massive Undead incursion from the Underworld.

Year : -839 to -830 : Celestial strike teams of Light Elves and Silver Dragons venture forth to remove Undead creatures from the lands and upper levels of the Underworld.

Year -790 : Satyr tribes known as Quetyrr spread throughout the Xenek area, using swords & bolas against Goblin and Kobold tribes.

Year -720 : First record of mortal humanoid species doing magic, taught by Djinni & Marid.

Year -700 : Nehrad founded by Khan Rohan Rangan.

Year -660 : Dwarves and Gnomes broke free of enslavement from the Cyclopse (Myrkr Alliance) nation of Tir na saar in the east.

Year -630 : Tir na Skia and Vakaheim were founded.

Year -620 : Quetyrr Satyr monarchy annexes Varokaj to the east with javelins & chariots. Agamar tribes in Lisanabre, Nehrad & Xenek.

Year -585 : Urdrag villages are raided by Wyverns in eastern Nehrad. Agamar from Nehrad are recruited to guard villages.

Year -570 : Undead swarm out of the Underworld during autumn, many villages near caverns are abandoned. Two week massive storm over Tasek. Over 1 million Grakar, Lugat & Nichav migrate from the moon of Vorda to Rikirta to aid the civilized species against the Undead and other threats.

- Harraegir - 2 underwater cities - Merfolk, Wysto
- Lisanbre - create flying cities - Agamar, Lugat, Ranik, Satyr, Dryads.
- Meervald - Satyr
- Nehrad - create floating cities – Agamar, Ranik
- Rehek - Gnomes, Ranik, Satyr
- Storvan - Elves, Satyr, Wysto
- Tasek – Elves, Lugat
- Tir na gren - create flying cities - Lugat, Dryads.
- Tir na skia - Dwarves, Gnomes, Lugat
- Vakaheim - Dwarves, Gnomes, Lugat
- Xenek - Agamar, Satyr, Tengu

Year -555 : Last of the Urdrag Ranik tribes swear fealty to the Agamar nation of Nehrad.

Year -500 (1,000 years ago) Xenek-Issigen, Hnaska created the Tomes of Enchantment.

Year -460 : Nation of Quetyrr falls after eleven years of Orc raids from the north and underworld.

Year -425 to -225 (975 to 775 years ago) Vandyr creatures carve out lava tunnels and prepare rituals for future Vandyr lunar conjunctions.

Year -400 (900 years ago) Marid genie brokered a peace treaty between Agamar of Nehrad and Merfolk of Harraegir.

Year -350 (850 years ago) : Demons sank the lands of Jera into the Wunjo Sea, far to the north west.

Year -320 : Volcano in eastern Rehek erupts, forcing many villagers in the area to migrate northwest.

Far to the East - Elven Empire of Akatiir war vs Tir na Saar, lasts for 300 years.

Year -300 : Undead swarm out of the Underworld during autumn, many villages near caverns are abandoned. Ten week massive storm over Rehek. Rehek-Kostrheim, Kayel came down in Minotaur form and lead Minotaurs against Undead.

On the moon of Jarri : -300 (800 years ago) : Shared arcane academy of Nekomata & Kitsune summons the first elementals from other places on Jarri.

Year -200 : Ministr Grigori Balakirev-Dwarven Paladin of Tylyn brokered a peace deal with Elves to fight off roving Ork tribes in the Xenek area. Dwarven nation of Varokaj founded. Sygnara visited in giant Octocanth form and cured hundreds of the plague spread by the Merrow of Hagalaz Sea.

Year -162 : Dwarves from the seven citadels of Varokaj develop chainmail and teach it to other Dwarven clans.

Year -110 : Many Varin broke free of enslavement from Goblin nation of Jutram in the south east.

Year -96 : Trolls raid Tir na gren villages for slaves.

Year -90 : Fifteen Satyr towns of Akronas unite to form a nation.

Year -74 : During one of the Vandyr moon lunar conjunctions - Kitsune, Nekomata & Tengu fled the ninth moon of Jarri after vile creatures invade from Vandyr. Ginan appeared at the site in Nehrad and blessed them with resilience.

Year -52 : Tsunami hits Ork villages along RehiK coasts.

Year -30 : Undead swarm out of the Underworld during autumn, many villages near caverns are abandoned. Seven week massive storm over Storvan. In Storvan-Adenep daylight shone at midnight and a dozen Phoenix came to fight the Undead incursion from the Underworld.

Year : -29 to -20 : Celestial agents of Light Elves and Kudari venture forth to remove Undead creatures from the lands and upper levels of the Underworld.

Year -10 : Gnomes in Tir na skia develop the first Iron constructs as guardians.

Year -1 (501 years ago) Myrkr creatures (Rakshasa with Cyclopse & Troll minions) were already on Rikirta-losing a war against the Skogyr (Djinni with Sphinx & Treant allies). They brought the moon Myrkr from another realm to smash the moon Skogyr. Djinni slowed Myrkr down enough not to destroy Skogyr. But still they collided and bits became meteors that devastated Dreyri.

Humanity : Human kind lived for thousands of years on the moon Dreyri, but had to leave after a massive meteor shower devastated their civilisation. They came to Rikirta with the help of Djinni. Most records of this have disappeared and Humanity has spread out over the lands over the last 20 generations. Gabrielle appeared and blessed the area of Varinek-Xenek with safety.

End of the Earth Era : Humans & Nichav migrate throughout the Rikirta lands.

Humans : Went from Xenek heading north & west along the Hagalaz Sea coast.

- Storvan-Hyrrbrae, Saerbrae. Tasek-Dyrrbrae, Verbrae. Xenek-Keldabrae, Talabrae.

Dryad-Satyr : Went from RehiK in the South, heading north to Lisanbre then Meervald.

Some escaped Jutram in the south west and headed north to Nehrad.

- Akronas-Banifell, Nottfell. Meervald-Haskifell, Vandifell. Nehrad-Firargen, Mirok. RehiK-Dagafell, Pyrafell.

Tengu : Went from Storvan to Tir na gren.

- Storvan : Jargrad, Radagrad. Tir na gren-Lyrikav, Muerat.

Fire Era :

Factions - Celestials/Demons/Skogyr/Marid/Myrkr/Undead/Vandyr.

Mortals – Agamar, Dwarves, Elves-High & Wood, Gnomes, Humans, Kitsune, Lugat, Merfolk, Nekomata, Nichav, Ranik, Satyr, Dryad, Tengu, Varin, Wysto.

- Civilized nations go from Bronze Age to Iron age technology. Elves migrate into western lands from the Elven Empire of Akatiir which lies to the east.

Demons : Brachari, Cyndari, Dark Elves (Dokkalfar), Fomorian, Hag-Sea, Kavnari, Kraken, Merrow, Succubus.

Year 0 : Nichav nation of Akronas falls over 2 years to fiery beings from moon of Vandyr. Over 100,000 Nichav fell to the Vandyr raiders.

Year 1 : First recorded sightings of Demons at on land. Crab Demon Brachari raid Storvan coastal towns. More and more Demons come from the sea. First appearance of Phoenix. Three Phoenix came from the Obsidian Peaks and attacked the Demonic hordes as the civilized humanoids fled.

Year 5 : Hagalaz Pact - Elders of the civilized species and nations sign a treaty to make slavery and eating each other illegal.

Year 12 : Ranik tribes war against Trolls in the swamps in western Nehrad over 3 years.

Year 30 : The High Elves founded the nation of Harakaft in the north.

Year 32 : Dryad followers of Yuloss establish a massive sacred grove in central Virkimal-island in the centre of Hagalaz sea. Elven rangers in Harakaft hunt down Troll packs in the mountains.

Year 40 : First outbreak of Lycanthropy in Xenek. Gretel Grunewald-Wysto Cleric of Hnaska establishes the Order of Skogyr in Meervald to aid in Lycanthropy management.

Year 44 : Dryad of the Ginan cult raid Nocritsa nests in the woods of eastern Nehrad.

Year 55 : First recorded Kraken attack, against the surface city of Kostheim in Rehik. 200 Militia fell in the battle against the Kraken.

Year 62 : Lugat of Tir na skia defend against skeletal beasts from the Underworld.

Year 70-90 : Having repaired much of Skogyr moon, the Djinni start sending covert Dryad, Sylph and Satyr agents to Rikirta to aid the mortal humanoid species.

Year 95 : Merfolk of Harraegir setup portals from their Underwater cities to the surface villages.

Year 115 : Royal twins born in Storvan. Clans unite to forge a Monarchy.

Year 180 : Lugat of Lisanbre create the first Flying city. First outbreak of Lycanthropy in Tasek.

Year 185 : Many Nekomata clans join the pledge allegiance to Xenek Empire in Storvan and Xenek.

Year 192 : Ghost Ryu established in Lisanbre to train scouts, messengers and assassins. They keep watch against Demons inside and outside of Lisanbre.

Year 221 - Ranik & Wysto scouts free Selkie from Merrow captors in fallen Virkimal within Hagalaz Sea.

Year 240 : Undead swarm out of the Underworld during autumn, many villages near caverns are abandoned. Nine week massive storm over Lisanbre. Myrkr mystics summoned another moon from the other realm, this became Thallari, the 7th moon, and a staging ground for the Myrkr.

Year : 241 to 250 : Celestial strike teams of Rui Shi and Kudari venture forth to remove Undead creatures from the lands and upper levels of the Underworld.

Year 270 : Elves of Tir na gren elevate two of their cities to permanently fly.

Year 295 : Nichav of Tasek upgrade the nations ships speed and weapons.

Year 300 : Shogun Nikita Vakri, a Satyr Transmuter-inherits a series of gold mines and forms a merchant guild to expand her families influence. Throughout Meervald and Storvan.

Year 312 : Order of Astar created by Dryad sisters in Lisanbre. They swear loyalty to Lisanbre citizens to defend against Demons & Undead creatures.

Year 326 : Dryad priests of Sygnara in Lisanbre perform the Circle of weddings, 21 couples are blessed in one ceremony.

Year 350 : Agamar nation of Virkimal fell. Earthquake shook the whole island, sank beneath the waves of Hagalaz Sea. Agamar lost 1,000,000 citizens in the earthquake. What few know is the earthquaked was caused by Demonic ritual.

Year 350 (150 years ago) : Zuzeca [Unknown by most] In Gullmosi a Medusa priest slew six of her rivals in one fight. The was blessed by Zuzeca with double lifespan and immunity to normal weapons.

Year 355 : Merrow setup the new realm of Illirvidir in the ruins of Virkimal, beneath the Hagalaz Sea.

Year 360 : First outbreak of Lycanthropy in Rehik.

Year 370 : Merfolk of Harraegir defend against five massive raids from Merrow during Autumn.

Year 385 : Storvan annexes Meervald. Both nations share trade and laws.

Year 410 : Tsunami hits Keldabrae in Xenek. A third of the city needs to be rebuilt.

Year 422 : Elven realm of Harakaft fell. Overrun by Kobolds and Naga. Many Elves fled to Storvan.

Year 442 : Earthquake hits Meervald inland. Dryad tribes aid hundreds of Elves and Humans.

Year 450 : Gnomes of the Namar church sent from Tir na skia track down and fight Demons in the hills north east of Xenek.

Years 452-458 Jasmine War - Lisanbre vs Xenek. Started over Jasmine shipments to nobles. This escalated to a fishing dispute over territory. Naga from islands within the Hagalaz sea raided both sides during 453-456.

Year 465 : Human nation of Tasek changes from Feudal to Theocracy of Tylyn.

Year 470 : Kitsune patrollers skirmish with Goblins on the Meervald-Xenek border.

Year 477 : Ranik followers of Gabrielle send pilgrims to share music and magical lore with other Gabrielle shrines across Rikirta.

The Invasions – 486 to 496 Fire Era.

War between Xenek nation vs Varokaj : Varokaj was a Dwarven Alliance nation of seven citadels.

- In Varokaj, east of Xenek - During a Vandyr moon lunar conjunction a dozen portals opened and Vandyr creatures – Hydra, Manticore, Naga & Ninazu stormed the area.
- Elven archers from Meervald and Lugat assassins from Tasek travelled to the front to perform hit and run raids against the fire creature camps.
- Over the following decade 10,000 Dwarves fled to Xenek, 20,000 fled to Tasek.
- War ended with the Order of Thalassa shutting down five major portals in one night.
- Secret – Myrkr increased influence in Xenek by putting people in key positions and giving information about Vandyr activities to aid the Xenek Empire.

War between Underworld vs Lisanbre.

- Undead such as Ghouls & Skeletons were coming up from the Underworld and raiding Lisanbre caravans and towns in increasing numbers.
- Group of Red Dragon Sorcerers were mercenaries aiding Lisanbre nation against Undead.
- Dunwich was attacked 6 times, Hurrang was attacked 4 times, Valleyview was attacked twice.
- Over a hundred Priests and Holy Warriors of Kayel-War maiden from Nehrad assisted Lisanbre.
- Dwarven Alliance traded goods and weapons via Maajang city during the war.
- Secret – Vandyr faction trained and commands the Red Dragon Sorcerers.

Year 490 : Vampire mobbed and staked in market square of Adenep, Storvan.

Year 495 : Second recorded Kraken attack, against the surface city of Hyrrbrae in Storvan.

Current year 500.

Once per 270 years (129,600 days) Undead swarm out of the Underworld during a Lunar Conjunction : Vandyr, Myrkr, Skogyr, Galasir, Thallari & Jarri are full on same night. Day 312/480 in the year. Green night sky. Next conjunction of this type will be in Fire Era 510.

Once per 16 years (7,680 Days) Vandyr, Myrkr, Skogyr, Galasir & Jarri align - Day 200/480 in the year. One of these occurred when the Vandyr invaded Jarri. Sickly yellow night sky. Last two conjunctions were in Fire Era 470 then 486. Next conjunction will be Fire Era 502 then 518.

Timeline Questions :

Elves : High Elves Grandparents lived in Empire of Akatiir (far to the east) before they came here 500 years ago.

Why did the High Elves leave Akatiir?

- Exiled. They freed Agamar. Considered them equals. Empire of Akatiir consider 'scaled ones' as beasts, as foul as Fomorians.

Do they still have contact?

- Some Elven Magi in the Order of Twilight are still in contact with the Empire of Akatiir.

Kitsune, Nekomata & Tengu have histories of the 3 nations on Jarri before they came here 574 years ago.

Any remnants from Jarri-moon?

- Crystals that create a Dead magic zone 60ft radius when taken out of led cases.

Are there plans to take Jarri back from the Vandyr?

- No. Ghost Ryu close portals to Vandyr and report Vandyr activity to Good churches.

Agamar & Ranik have been in this region for 1,500 years, the longest of the mortal species.

Did they have contact with Elves near Tir na saar in Early Earth era?

- No. Both have tales of fighting Fomorians in ancient times.

Are they trying to retrieve Virkimal relics?

- Order of Callisto in Nehrad send expeditions.

Lisani Hills



Legends of Rikirta

Some people have left a larger mark in the tomes of history than others...

Name - Shogun Nikita Vakri, Satyr female Wizard.

Lifetime : Storvan region 200 years ago in Fire Era.

Quirks : Nikita was moody and sometimes locked herself away in her study for 2 days.

Remnants : Street in Jargrad-Storvan, Plaza in Rakiru-Meervald.

- Vakri family are a wealthy merchant guild in Meervald/Storvan.

Achievements : First and Wealthiest Gold miner for the area.

- Fought many Merrow raiders along the coast.

Family : Nikita had four children, 3 sons and 1 daughter. They had 8 grandchildren who in turn had 24 great grandchildren. In 440 FE there were bad raids from Cyclopse, and only 12 great, great, great, grandchildren to Nikita survived to adulthood. Finally seven generations later there are 40 great, great, great, great, great grandchildren of Nikita Vakri.

Name - Gretel Grunewald, Wysto female Cleric of Hnaska (God of Knowledge & Magic)

Lifetime : Meervald region during the in Earth Era (500 years ago).

Quirks : Loved fruit juice, used to drink gallons of it.

Remnants : Statue in Rakiru-Meervald, Library in Varinek-Xenek.

Achievements : Roughly 480 years ago in Fire Era. Gretel fought Nocnitsa (Wasp Shape-shifters) in northern Vecher Woods.

- Gretel went on to found the Order of Skogyr to aid against the growing numbers of Lycanthropes.
- Wrote tomes about creature lore in Siduri lands libraries-written in Elven & Oceanspeak.

Warnings : Some claim Gretel left messages in tomes with warnings about groups of monsters allying together. The creatures she warns about are various Myrkr.

Name - Ministr Grigori Balakirev, Dwarf male Paladin of Tylyn (Light and Justice)

Lifetime : 700 Years ago in Earth Era in the Xenek region.

Quirks : Had a huge collection of hats and often gave hats away as presents.

Remnants : Plaza in Varinek-Xenek, Library in Vakaheim.

- Grand children are active in military and politics in Xenek.

Achievements : Slew Minotaurs & Ogre tribes.

- Grigori managed to broker peace with Elves of the region.
- Routed Orks beneath the Astar Peaks.

Family : Grigori had a son and a daughter, and they spawned ten grandchildren. The twenty one current great grandchildren of Grigori range from 50 to 100 years old in 500 FE. Ten of those are associated with the church of Tylyn.

Name - – Khan Rohan Rangan, Agamar male Fighter.

Lifetime : Oldest child of four. Warrior of Nehrad region. First Khan of Agamar and Nehrad 1,200 Years ago in Water Era.

Quirks : Rohan liked to sing while he checked his weapons and armour.

Remnants : Street in Sarigen-Nehrad, Statue in Kestrek-Lisanbre.

- Rumours of his armour and weapons being hidden in tomb in central hills.

Achievements : Rohan cleared out Ghouls in Dunwich.

- He went on to unite some tribes and become the founder of Nehrad.

Visions – it is said Rohan still patrols the hills of Nehrad against invaders. Every generation several Agamar claim to receive visions of Rohan throughout their lives. Those gifted with visions are always Agamar and have three siblings.

Name - Shogun Nikita Vakri, Satyr female Wizard-Transmuter.

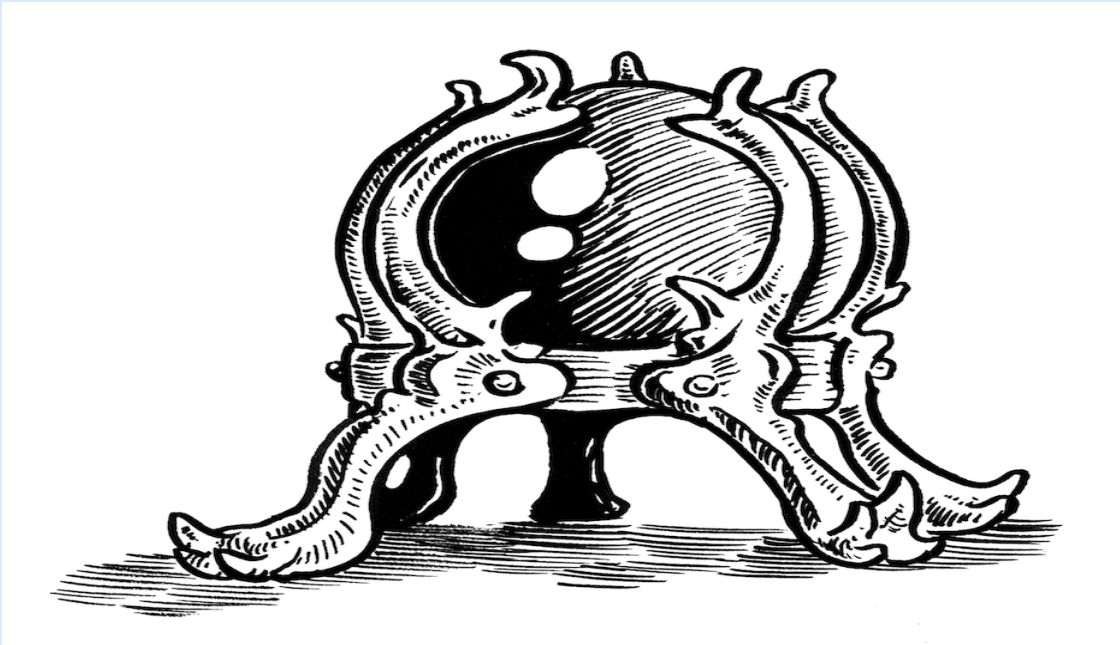
Lifetime : Storvan region 200 years ago in Fire Era.

Remnants : Street-Storvan, Plaza in Meervald.

- Vakri family are a wealthy merchant guild in Meervald/Storvan.

Achievements : First and Wealthiest Gold miner for the area.

- Fought many Merrow raiders along the coast.
- Rumours of his armour and weapons being hidden in tomb in central hills.



A chant before sleep for Agamar and Ranik.

Guide us up to Vorda, Where spirits rest in bliss
 Guide us to our lovers arms, Tender care and kiss
 Guide us with our piety, Upon our chosen path
 Guide us and our children, Until the very last
 Guide us from sickness, Dishonour and defeat
 Guide us up to Vorda, Our honoured dead to meet.

The Warrior (Part One)

My ghost has seen the fall of men - battered bodies lying still
their dance of glory invited death - who leaves them spent and twisted.

Cold rain falls across the field - splatters mud on sword and armour
Years of words and baneful gazes - Cities of old sit by waters edge
Months of drills and precise training - People volunteer to serve and win
Days of waiting for the order - My brothers doomed on the same day.

Eternal towers pierce the sky - streets awash with fading memories
souls of many taken by demons - while mine have yet to come

Instead I stand in tearless wonder. - A cold wind blows through my form
dreams shattered and fears achieved - had I the power within
Would I change a thing or do it again.

The Lover (Part Two)

My heart has known the joy of love - the touch of moving flesh
our summer nights of laughter - fond memories make me smile.

Beach alight in the midday sun - warm skin and sparkling water
Years of anger came to war - took the ship to safety then
months of sailing ancient seas - no word from home so far
Days of wandering this new place - teaching children of our ways
What those who stayed had to do.

Should fortune abandon us - happy tears streak my face
for the brief time we knew - a season of tenderness.

Hot sand beneath me now - unlike the towers where we met
if we meet again or no - our love will always light my heart.

The Places :

Rikirta – Nations of

- Above subterranean city of Tir na skia, east of Meervald is the Umbral Mountains.
- Travelling from Dasva Sea to Umbral Sea is 1,200 Miles (1920km) across land.
- Further you go inland the higher and colder it gets.

Trade Routes :

- Land : From Nehrad, Lisanbre & Rehik to Xenek.
- Land – From Tir na gren, Storvan & Tasek to Meervald.
- Sea : Northern-via Mannaz Ocean & Hagalaz Sea : From Tasek heading west to Tir na gren then south & east to Storvan, then south to Harraegir, north east to Meervald and on to Xenek.
- Sea : Southern-via Sowilo Ocean : From Nehrad south then east to Lisanbre then on to Rehik.
- Underworld : Tir na skia to Vakaheim.

Migration and City Design

Agamar-Ranik : Went from Nehrad in the South West, heading North East to Lisanbre then Xenek.

- City Design = Quadrants. Lisanbre-Hurrang, Maajang. Nehrad-Jarrivek, Sarigen, Verjavek. Xenek-Issigen, Varinek.

Dryad-Satyr : Went from Rehik in the South, heading north to Lisanbre then Meervald.

- Design = 2 Rings. In Lisanbre, Meervald & Rehik.
- Akronas-Banifell, Nottfell. Meervald-Haskifell, Vandifell. Nehrad-Firargen, Mirok. Rehik-Dagafell, Pyrafell.

Dwarves : Tasek-Cinax, Pinok. Tir na skia : Glavnayagrad. Vakaheim : Kamengrad, Vechnygrad. Xenek-Ruskivek.

Elves : Went from Tasek in the north east, heading west to Meervald and Tir na Gren.

- City Design = Spoke Wheel. Storvan-Adenep, Falliri, Zadiri. Tir na gren-Elleri, Nadiri.

Nichav : Design = 2 Hubs. Low Market and High Market. Lisanbre-Dunwich, Salem. Nehrad-Gintani, Norwich. Rehik-Kostrheim, Lystaheim, Torwich.

Humans : Went from Xenek heading north & west along the Hagalaz Sea coast. Storvan-Hyrrbrae, Saerbrae. Tasek-Dyrrbrae, Verbrae. Xenek-Keldabrae, Talabrae.

Lugat : Lisanbre-Corvusiim, Kestrek, Valleyview.

Tengu : Storvan : Jargrad, Radagrad. Tir na gren-Lyrikav, Muerat.

Fallen Lands :

- Akronas : Former Satyr, now infested with Vandyr faction Kobolds & Naga. 0 FE.
 - Ersetu : Former Gnomes, now nests of Undead in the Underworld. 240 FE.
 - Harakaft : Former Elven, now overrun with Vandyr faction Kobolds and Naga. 422 FE.
 - Illirvidir : Former Agamar, now nests of Demons beneath Hagalaz Sea. 350 FE.
 - Varokaj : Former Dwarven, now infested with Vandyr faction Kobolds & Naga. 486 FE.
-

= Crime and The Law =

- Concealment – attempting to hide your crimes from society.
 - Consorting – associating with Demons, Goblins, Naga, Nocnitsa, Orks, Undead.
 - Outlaw – a non-citizen who is outside the law, thus in no way protected by it.
 - Sedition (Encouraging-Planning) acts against the rulers - Discredit.
 - Treason (Performing) acts against the rulers/nation - Exile.
- Escapees - Criminal or bandits who flee into areas not patrolled by their pursuers, will find the area trapped, sealed off or magically warded to prevent return. Private individuals may hire adventurers to pursue criminals beyond the realms of what their nation typically does.

Dwarven Alliance : Tasek, Tir na skia & Vakaheim. Aka The Alliance.

Alliance Humanoid Species - Dwarves, Gnomes, Lugat, Nichav. Some Humans.

Ranks : Hussar, Boyar, Ministr, Kniaz, Tsar.

Becoming a citizen – Citizens can marry, build property, trade goods with others, and can become nobles or elders.

- 6 months service – either teaching, militia, fishing or courier work.

- Five rites of Passage - Travel, Marry, Learn/teach magic, Leadership, learn/teach war.

Architecture - Forts are five buildings that meet in the middle and have tower at the end. Buildings have sections of 5 rooms each. Plans always have 5 stages - start, hunting, finding, capture, finish.

- Insignia : Blue Tunic and Silver Belt buckle with Dryad Cultural emblem-5 blue bats on red field.

- Membership of these cults removes Citizenship – Herjac, Lyria, Impag, Zuzeca.

Legal System :

- 50% of farms, fishing boats and mines are owned and managed by Dwarven Alliance.

- 100% of cartographers, couriers and scribe businesses are owned and managed by Dwarven Alliance.

- Children are examined for magical potential at ages 6, 9 and 12. Educators teach 9 children at a time from ages 3-12. Children are raised by and the responsibility of the family, unless they are Arcane Casters, in which case they are raised by and the responsibility of the Order of Thalasso (Vakaheim) & Order of Twilight (Tasek & Tir na skia). They have a duty to lead against the societies enemies.

- Communal territory - Shared economy, information and defence.

- Criminals are put to work in sewer cleaning, mines or militia-navy.

- Forbidden of anyone to eat 12 Year Birth animals.

- Law - In Dwarven. Personal choice to speak of self or have an advocate.

- Loyalty to the Alliance - donate 20% of profits to the Alliance.

- Militia are assisted by Echo Ryu, Lily Ryu, church of Mantyr.
 - Necromancy of any kind is punishable by death.
 - State conscription - 1 year of service to Dwarven Alliance. Farming, Mining, Patrolling or Teaching.
 - Will pursue criminals into Astral space, Sea, Non Dryad lands (secretly). Not into Underworld.
 - Crimes Minor – adultery, assault, concealment, impersonation, intimidation, slander, theft, vandalism.
 - Crimes Medium – arson, consorting, sedition, torture.
 - Crimes Major - murder, treason.
 - Punishment Minor - 100 gp fine or 2 months community service for Dwarven Alliance per offence.
 - Punishment Medium - 400 gp fine or 6 months community service for Dwarven Alliance per offence.
 - Punishment Major - 1000 gp fine or 1 years community service for Dwarven Alliance per offence.
 - Community service is typically maintaining roads & buildings.
- It is known that Dwarven nations pursue criminal into other lands, which is tolerated in Xenek Empire, but seen as Banditry in League of Free States. They use poison, nets or magic to capture.

Premier of the Alliance deals with other lands and manages the military. General Secretary of the Alliance deals with churches and internal issues. Head of each state meets with the Premier and General Secretary every five years to discuss plans and direction of the Dwarven Alliance for the following five years.

Cultural Notes :

- Ball games are a common hobby for children. Sometimes vs nearby villagers.
- Citizens enjoy barley pancakes and borsch soup with cabbage.
- Clothes - Hooded cloak, leather boots, shirt, dress/pants and tunic.
- Comedy and Tragedy plays are performed in open areas that people watch at the end of each week.
- Common musicians – Balalaikas, panpipes.
- Common gift to women for coming of age, getting married or having a child is a Matryoshka doll.
- Couriers are Neutral, will guide, transport, trade with anyone, for goods, favour or coin.
- Dwarves and Gnomes use Pistols & Muskets instead of Crossbows.
- Encourage spread of Alliance influence, culture & Common language when possible.
- Five Parts : Culture revolves around the concept of five parts. Plays and Tales = Tragedy, Comedy, History, Informative, Prophecy. Music = Violin, Drums, Flute, Singing, Dancing. Food and Drinks = Each tavern only offers five types of food and drink. Military – Five people per Shadow, Five Shadow per Dusk, Five Dusk per Twilight.
- Homes are modest dwelling places but forts, temples and plazas are decorated with all carvings, religious or heroic images and ornaments.
- Utensils - Knives/Forks.

League of Free States : Harraegir, Lisanbre, Nehrad & Rehik. Aka The West

League Culture : Species - Agamar, Dryad, Satyr & Wysto. Some Nichav, Merfolk & Ranik.

Rank - Archon, Morza, Khan, Vizier, Pharaoh.

Becoming a citizen – Citizens can marry, build property, trade goods with others, and can become nobles or elders.

- 6 months militia service or 12 months non-militia service.
- Insignia : Armour or Belt pouch must have Agamar Cultural symbol-3 green diamonds.
- Membership of these cults removes Citizenship – Impag & Zezuca.

Legal System :

- Law - In Oceanspeak or Common, Must speak for self.
 - Militia are assisted by churches of Hnaska, Kayel, Mantyr & Tylyn.
- After one year of Militia service a tribes-member/citizen has the right to marry, breed, leave, join the cavalry, or build a home.
- Will pursue criminals into the Sea and Vandy-Moon. Not Underworld.
- Crime Minor – adultery, assault, concealment, impersonation, intimidation, slander, theft, vandalism.
- Crime Major – arson, consorting, murder, sedition, torture, treason.
- Punishment Minor - three deeds assigned by the victim's family to repay them.
- Punishment Major - nine deeds assigned by the victim's family to repay them.
- Criminals who have 3 minor crimes within 1 week suffer a public flogging.
 - Criminals who have 3 major crimes within 1 year suffer public burning.
- While people can create Skeletons and Zombies as guardians, other use of Undead is considered murder.

Cultural Notes :

- Archaeopteryx are considered sacred, cannot be harmed.
- Buildings : Farms – Many corn fields and vineyards. Homes & Temples-Stepped pyramids.
- Theatres – open air, amphitheaters with weekly plays. Many pools and gardens throughout towns.
- Public bath-houses and marketplaces.
- Caste System : Hierarchy of society is Sphinxes, Priests, Warriors/Sorcerers and then Workers.
- Cooperative Lycanthropes are considered Blessed by the Animal Spirits, and watched. Violent Lycanthropes are considered Cursed by Animal Spirits, and hunted by the Mantyr Church.
- Dead are mummified, goods buried with them in sloped pyramids. Organs stored in Canopic jars.
- Every seven years the Priests of each nation decide on a racial enemy for the next seven years.
- Free market economy.
- Gardens and parks are shared communal territory.
- Lots of bronze tools still in regular use. Iron and steel weapons.
- Dryad, Merfolk & Wysto - Homes are glades or grottos, not artificial structures.
- Most wear amulets, symbol of clan/god/animals etc.
- Military have Cavalry and Chariots (flat grounds/roads).
- Pass on stories and teaching by reciting tales and group songs. Written lore is on home and temple walls-cartouches.
- People believe in good and honest life leads to reincarnation.
- Public schools for 7-12 year olds. Learning Language, Religion & World lore.
- Scarab beetles and Ibis are considered sacred. To see them near your home is a good omen.
- Use chariots & canoes.

Xenek – Meervald, Storvan, Tir na gren & Xenek. Aka Elven Empire.

Species – Elves, Humans, Kitsune, Nekomata & Tengu. Some Faerie & Satyr.

Ranks : Shifu, Samurai, Laoshi, Daimyo, Shogun.

Becoming a citizen – Citizens can marry, build property, trade goods with others, and can become nobles or elders.

- Birth (Elves, Humans, Kitsune, Nekomata, Satyr, Tengu)
- For non Birth citizens, 1 year Border patrol or farming service must be undertaken.
- Insignia: Golden Cloak with purple and green crescents facing each other.
- Membership of these cults removes Citizenship – Herjac, Lyria, Impag, Zezuca.
- Required for joining the Orders of Skogyr, Vine Ninja Ryu.
- Required for marrying a citizen.

Legal System :

- Bandits are considered Outlaws. This means they live outside society and are not protected by law and have no rights with in it.
- Law - In Common and Elven, Legal advocate speaks for the accused.
- Militia are assisted by Vine Ninja Ryu, Order of Skogyr, Church of Tylyn, Yuloss.
- Authorised documents-Papers for merchants, official business, Arcane Order members (wizards, warlocks, sorcerers)
- Will exile criminals born in Tir na skia or Vakaheim. Hand them over to Dwarven elders.
- Will pursue criminals into the Underworld but not moons. Not Underwater.
- Crimes Minor – assault, concealment, impersonation, intimidation, theft, vandalism.
- Crimes Major – arson, consorting (inc Myriax & Nocnitsa), murder, sedition, torture, treason.
- Adultery and Slander are considered personal issues are not for rulers to deal with.
- Repeat actions against the nation means the target is then setup to lure enemies.
- Punishment Minor - 1 months patrol of roads-caravans or coasts per offence.
- Punishment Major - 6 months patrol of roads-caravans or coasts per offence.

Cultural Notes :

- Birthdays, Marriages and alliances are marked with giving of jade ornaments and jewellery.
- Buildings : Farms – Many rice farms. Nobles have 3-7 level pagoda houses. Every house has a meditation room or zen garden. Most homes have ceramic roof tiles.
- Clothes - Conical hat, sandals, lose pants and shirt. Kimono for formal occasions.
- Common food – Rice cakes, Ramen (Noodle Soup) and Sushi rolls (vinegared rice with meat), All meals eaten with chopsticks.
- Meat from hooved animals (horse, cow, goat) is illegal.
- Dead are sent to the sky to become stars with funeral pyres, never burial.
- Empire has less influence in Meervald than it does in Storvan or Xenek.
- Every house has a meditation room or zen garden. Most homes have ceramic roof tiles.
- Family honour and reputation is more important that the individuals.
- Many farming and fishing areas.
- Merchants are regarded as suspicious until proven worthy.
- Monks in Monstaries-Multiple shrines within. Summoning of Demons & Undead is illegal.
- Most common hobbies are calligraphy, gardening and martial arts.
- People of this culture have strong family ties have often all members of several families are allies for generations.
- Rice for breakfast, all meals eaten with chopsticks.
- Shape-shifters & Humanoids are called Bakemono.
- Utensils-Chopsticks. Weapons-Katana, Naginata, Nun chuku, Sai, Wazikashi.
- Warriors - Samurai practice bushido - What to do in war time and peace time. Loyalty to ruler, Courage, Endurance, Integrity, Duty to the truth & Honour.
- Well patrolled roads, Agriculture-drainage & crop growing.



Civilised Lands

Trautman: Then what is it you want?

Rambo: I want...what they want, and every other guy who came over here, and spilt his guts and gave everything he had.. wants... for our country to love us...as much as we love it. That's what I want.

- Rambo (First Blood part II)

Nation - Harraegir : Population - Large amount of Merfolk, a medium amount of Faerie, Dryade, Ranik & Wysto. A small amount of Elves, Agamar.

- Cities – 2 Underwater-Rakiden, Uraden, 2 Floating-Marama, Rieama.
- Deities – Mantyr, Sygnara.
- Mounts : Aquatic-Giant Axelotl.
- Shared Languages : Oceanspeak, Common, Elven.

Geography – Surface Realm – Tropical Deciduous Forest, 80F / 26C.

Aquatic Areas – Shallow Ocean, 90F / 32C.

Many limestone caverns and coral reefs. Libraries have coral tablets with runes. Sea plant farms on the sea bed. Some Anacanth and Octocanth in the area. Citizens make sure not to overfish in one area

Order of Callisto – patrols the sea around Harraegir with Water Elementals.

Portal from Marama-Harraegir to Jarrivek-Nehrad & Valleyview-Lisanbre.

Many Watermills - used for milling cotton, flour, ore & wool.

League of Free States Culture.

- Hall of Necros, standard necro school, but beneath is crypt where eternal, concepts & universes come to die.

Harraegir Adventure Hooks -

-Discover what is on Tetrae Isles to the west. (Owlbears)

-Recover outpost from Demons from Illirvidir.

-Order of Callisto want artifacts from sunken Virkimal recovered.

Nation - Lisanbre : Population – A large amount of Ranik & Wysto, a medium amount of Satyr, Grakar, Agamar & Merfolk, a small amount of Humans, Kitsune, Tengu, Dwarves, Gnomes, Nichav. Cities – 2 Agamar-Hurrang, Maajang. 3 Nichav-Dunwich, Salem. 2 Lugat-2 Flying-Corvusiim, Kestrek

- Deities – Hnaska, Tylyn.
- Mounts : Camels & Moa. Special Mounts-Sabre Tooth Tigers. Giant Manta Rays.
- Shared Languages – Oceanspeak, Common, Dwarven.

Geography - Windier on the eastern side for the East side is a higher than the west side. There are hills all throughout this realm. The plains and grasslands have a 5 to 10 degree upward slope as you head east, with hills having 20 to 40 degree slope up and down as you go east.

• Hilly Inland – Temperate Forest, Summer 68-86F (20-30C). Winter 50-68F (10-20C). Rainfall Summer 10mm, Winter 50mm. High Humidity in Spring & Autumn.

• Tropical Coast – Tropical Deciduous Forest, Summer 68-86F (20-30C). Winter 59-77F (15-25C). Rainfall Summer 30mm, Winter 60mm. High Humidity in Spring & Autumn.

Many Watermills - used for milling cotton, flour, ore & wool.

- Ranik nation of Urdraq - Earth Era 935 to 555 (380 years) in Nehrad/Lisanbre area.

Lisanbre-Kitsune keep watch on the Vandyr portal in Sosna Woods

Ghost Ryu in Lisanbre work against Demons from the Sea.

City - Hurrang : Dual city-Surface 14,000 (3,000 Agamar, 1,000 Gnomes, 2,000 Kitsune, 2,000 Nichav, 6,000 Ranik), Underwater 30,000 (6,000 Agamar, 18,000 Ranik, 6,000 Wysto). Three portals between. Also four winch lifts down 400ft.

City - Kestrek : On the coast of the Hagalaz Sea.

Population : 28,000. 2,000 Varin, 2,800 Wysto, 2,300 Lugat, 1,000 Faerie, 4,500 Agamar, 2,800 Ranik, 1,400 Humans, 3,000 Satyr, 5,200 Dryad, 3,000 Nichav.

- Some of the Humans and Satyr in Kestrek work for the Xenek Empire and have regular contact with those nations.
- Some Cambion disguise themselves as Satyr, Gnomes as Kitsune, Merfolk as Humans, & Nichav as Varin.
- Note; A great deal of spying and espionage happens in Kestrek, due to it being the main trade port between the League of Free States and the Xenek Empire. Major players-League of Free States, Xenek Empire, Myrkr Alliance (Jorogumo). Minor players-Skogyr (Dryade, Satyr) & Demons (Hag-Sea).

Kestrek – Lisanbre Arms - Tavern, Nice restaurant. Quiet music. Four pools in courtyard. Many Wysto frequent this place.

Kestrek – Falling Stars - large inn with 20 small, 10 medium & 5 large rooms.

Kestrek – Khan Rohan Rangan Statue. Agamar male Fighter in the Nehrad region. 1,200 Years ago in Water Era. Street-Nehrad, Statue in Lisanbre. Founder of Nehrad. First Khan of Agamar and Nehrad. Rumours of his armour and weapons being hidden in tomb in central hills.

City - Maajang : Dual city, Surface & Underwater - On the coast of Sowilo Ocean.

Surface Population : 10,000 (1,500 Agamar, 1,000 Varin, 1,000 Dryad, 500 Wysto, 1,000 Lugat, 1,000 Dwarves, 2,000 Satyr, 1,000 Nichav, 1,000 Ranik).

Underwater 12,000 (2,000 Agamar, 2,000 Dryad, 4,000 Ranik, 4,000 Wysto). Two portals between. Also four winch lifts down 300ft. Two portals between. Also four winch lifts down 400ft.

- Note; A great deal of spying and espionage happens in Maajang, due to it being the main trade port between the League of Free States and the Dwarven Alliance. Major players-League of Free States, Dwarven Alliance, Vandyr Pact (Nocnitsa). Minor players-Marid (Ranik, Wysto) & Demons (Succubus).
- Some of the Dwarves and Lugat in Maajang work for the Dwarven Alliance and have regular contact with those nations.
- Some Cambion disguise themselves as Satyr, Gnomes as Kitsune, Merfolk as Humans, & Nichav as Varin.
- Inn-Tavern : High Grand, 5 stories, 2 tavern levels above ground, 3 inn levels below. Five private rooms with bouncers. Moderate-Expensive meals. Stringed music only. Many Nichav.
- Inn-Tavern : Forestpark, 3 story tavern. Cheap-Moderate meals. 3 gardens with pools out the back. Sometimes group singing. Many Agamar.

Valleyview (Lisanbre-Village) 200 Ranik, 300 Satyr, 100 others. Farming/Mining Village. Inland-Hilly area in the middle of country.

Town - Salem : Population 7,600.

- Many Grakar & Ranik in town. Only cats and dogs in town are peoples familiars.

Salem – Agate Stag, Inn. 2 level up, 4 down. Cave rooms. Dwarven family run the inn.

Salem – Emerald Sky, Tavern. Skylights in each room. 20 ground level rooms.

Wilderness near Dunwich - Ribbak-Yak : Aztec ziggurat, 7 stories. Violent Ranik tribe against landwalkers, away from regular lands.

Oakunut grove - oak trees with coconuts which are very hard. During Skogyr zenith the trees whisper words of wisdom.

League of Free States Culture.

- Astar Peaks – Frost Giant lairs above 10,000 ft. Windy 3,000 to 9,000 ft.
- Lisanii Hills – Giant Fire Beetles. Red sandy dunes and orange sandstone hills.
- Dyre Desert : Stony desert in the north east. Many scorpions within.
- Dreyri Desert : Stony desert in the south east. Often whirlwinds during the day.
- Dagaz Desert : Sandy desert in the south west. Many snakes within.
- Prismatic Jungle – Colors frequently shimmer at midday and midnight. South west.
- Between Xenek and Lisanbre = Night Swamp. Quiet at night with any moons are full.

Historical Alliance : Tengu or Lisanbre with the Nichav of Rehik against Demons of Saernott Isles.

Monument - Library of Maajang (last 100 years) Rebuilt to 3 times the original size in 8 years ago. Octagonal structure, 5 stories high. 500 meters across, Seamless rock, red with white veins. Golems guard the magical sections. Portals to the Order of Astar guild, and the palace. Currently hiring explorers to find archives from Earth Era to replace damaged or destroyed books. Also paying for books & scrolls. Portals to the Astral plane. Links – Lyria cult, Hnaska Church.

Lisanbre Adventure Hooks -

-Tylyn church detected Foul magics in Lisanii Hills.(Demons from Saernott Isles).

-Lights in the prismatic Jungle going out, never happened before. (Undead from Ersetu-Underworld).

-Biggest snake ever seen spotted in Dagaz desert.

Nation - Meervald : Population – A large amount of Faerie, Dryad, a medium amount of Kitsune, Satyr, Varin, Lugat & Ranik. A small amount of Elves, Humans, Nekomata, Gnomes, Nichav, Agamar & Wysto.

- Cities – 2 Floating-Rakiru, Tiraka. (2 Dryad-Satyr : Haskifell, Vandifell)
- Deities – Ginan, Sygnara.
- Mounts : Special-Giant Elk. Flying-Pteranadon.
- Shared Languages : Oceanspeak, Common, Elven.

Geography – The central half of Meervald is forest. The trees range from pine in the north, elm and maple in the middle, and willow in the south. This forest is over 200 miles across in any direction. There are two bands of hills and caves east-west across the Meervald, around the 60 miles from the southern forest edge, and 50 miles from the northern forest edge.

- Coastal Marshes : Tropical Deciduous Forest, Summer 50-64F (10-18C). Winter 41-51F (5-11C). Rainfall Summer 30mm, Winter 60mm. Frequent Rain Late Autumn to Early Spring.
- Hilly Inland : Alpine Forest, Summer 50-64F (10-18C). Winter 32-42F (0-6C). Rainfall Summer 20mm, Winter 40mm. Frequent Rain Late Autumn to Early Spring.

Many Watermills - used for milling cotton, flour, ore & wool.
 Meervald-Nichav patrol hills Vs Vandyr of Harakaft
 Order of Skogyr in Meervald work against Vandyr creatures.

Notables : Tonja the Dryad, Dryad female Druid 9/Barbarian 7. Sygnara worshipper, Patroller of Meervald. Hunts Undead inland and Demons on the coast.
 Mistwood (Meervald-Village) 200 Tengu, 300 Satyr, 100 others. Farming/Fishing village. North side of eastern bay.
 Caer Jadarr - plateau, neutral ground for Fey/Lycanthropes, and meeting place for Dryad.
 Caer Midar - plateau, neutral ground for Fey/Lycanthropes, and meeting place for Dryad.

City - Rakiru : Population 34,000.

- Over 2,000 Faerie in town. Giant Elk & Pteranodon farms. Massive Sygnara glade.

Rakiru – Crown & Leaf, Tavern. Many Dryads.

Rakiru – Wyverns Nest – Inn. Low quality, lots of rooms.

Rakiru - Grunewald Road - Wysto female Cleric of Hnaska in the Meervald region. In Earth Era. Statue in Meervald, Library in Xenek. 460 years ago in Fire Era. Founded Order of Skogyr vs Lycanthropy. Wrote tomes about creature lore in Dryad lands libraries-written in Elven & Oceanspeak.

Rakiru - Shogun Nikita Vakri Plaza. Satyr female Wizard-Transmuter in the Storvan region. Street-Storvan, Plaza in Meervald. 200 years ago in Fire Era. First and Wealthiest Gold miner. Vakri family are a wealthy merchant guild in Meervald/Storvan.

Town - Vandifell : Population 6,400.

- Half the population are Varin. Citizens enjoy climbing activities.

Vandifell – Wycked Thyngs – Tavern/Brothel. Poor lighting, private booths and rooms.

Vandifell – Hagalaz Inn. Inn on coast. Quiet place. Many Merfolk & Ranik.

Oakunut grove - oak trees with coconuts which are very hard. During Skogyr zenith the trees whisper words of wisdom.

Xenek Empire Culture.

- Between Meervald and Storvan = Dasva Moor.
- Wycked Woods : North of Loch Hagala - Sightings mutated animals and Hags.
- Wuthering Woods : North of Caer Jadarr - Always windy at night.
- Whiteskull-(Rock lair-Skull shape) necromancer project-growing a skeletal construct, will defend the world against Fenrir.

Elven airships - Magically powered oriental junk ships. In Keldabrae-Xenek, Vandifell-Meervald & Hyrrbrae-Storvan. Land each 2nd night 8pm, takes off again 10pm. Generally fly 5,000 to 15,000ft.

Most of the time passengers spend below deck. Spend 1/3rd their flying time avoiding creatures and bad weather. Take 20 passengers at a time, 1gp per ride. 3 day trip between cities. 500 miles per day, 1,500 miles (2,400km) between cities. If there is a storm they wait 1 hour then take off and try to go above/around it.

Monuments : Living Fortress (last 100 years). Druid citadel made from magic & plants. Huge tower with 4 small towers next to it. 20/5 stories high. Whole area & towers is covered in vines, grass and flowers. Ranik keep watch over the area against evil. Only Druids, Bards and Rangers can

enter, they must follow Sygnara or Animal Spirits. Entire area is a 'holy ground'. Golems guardians. Central tower is part plant and will regenerate. Links – Demonic agents, Gnomes, Sygnara church.

Meervald Adventure Hooks -

- Clear out angry Owlbears around Caer Jadaar.
- Gyrrak seen heading deep into Meervald, find out why (Myrkr from Visikis).
- Discover what is behind the mutations in Wycked Woods.

Nation - Nehrad : Population – A large amount of Agamar, a medium amount of Nekomata, a small amount of Kitsune, Tengu, Grakar, Ranik, Merfolk & Wysto.

- Cities : 2 Floating-2 Agamar-Jarrivek, Sarigen. Agamar-Verjavek. Nichav-Gintani, Norwich. Dryad-Satyr : Firargen, Mirok.
- Deities – Ginan, Kayel, Yuloss.
- Mounts : Camels. Special-Triceratops.
- Shared Languages : Common, Sylvan.

Geography –

- Southern Highlands – Tropical Deciduous Forest, Summer 68-95F (20-35C). Winter 59-77F (15-25C). Rainfall Summer 0mm. Winter 60mm. No rain Late Spring to Early Autumn.
 - Northern Lowlands – Tropical Scrublands, Summer 59-77F (15-25C). Winter 50-68F (10-20C). Rainfall Summer 20mm. Winter 60mm. No rain Late Spring to Early Autumn.
- Many Watermills - used for milling cotton, flour, ore & wool.

- Ranik nation of Urdraq - Earth Era 935 to 555 (380 years) in Nehrad/Lisanbre area.

Swamps along western coast, woods in central eastern border.

City of Arketh –

- Population : 30,000. 20% Agamar, 20% Nekomata, 20% Wysto, 10% Grakar, 10% Ranik, 20% Humans.
- Shared Languages : Common, Forestspeak, Oceanspeak.
- Sea trade to Lisanbre & Rehik. Land trade to Nehrad-Sarrigen & Mirok, Lisanbre-Dunwich.
- Temples to Ginan (Stealth/Twilight), Kayel (Battle/Strength), Mantyr (Guardians/Navigation), Yuloss (Forests/Hunting).
- Arcane Guilds : Order of Astar (1 Manor), Order of Callisto (Academy and 1 tower)
- Ninja Ryu : Official - Thorn Ryu (Nehrad Loyal), Hidden-Ghost Ryu (watching Demon activity)
- Arketh is only 200 years old, growing from a sea fishing village to a major trading hub.
- City has been attacked numerous times by Demons from the Sea and Goblins from Jutram.
- Part of being a member of an Arcane Guild is agreement to assist the city vs invaders.
- Arketh has many homes with 2nd & 3rd levels, with bridges between some buildings.
- There are 27 stepped pyramids in Arketh. These are five stories high, shared Agamar & Ranik home-forts.

City - Sarigen : Population 42,000.

- Floating city on the coast. 20% of Population are Agamar. Large temples of Ginan & Kayel.
- Sarigen – Hazel Arms, Inn. Always has good music and good food.
- Sarigen – Khan Rohan Rangan Road. Agamar male Fighter in the Nehrad region. 1,200 Years ago in Water Era. Street-Nehrad, Statue in Lisanbre. Founder of Nehrad. First Khan of Agamar and Nehrad. Rumours of his armour and weapons being hidden in tomb in central hills.
- Sarigen – Stormy Minstrel, Tavern.

Biggest Iron Mine - 30 miles east of Nehrad-Gintani.

Ruler – Every 10 years a ruler is chosen via Melee or Arcane dual.

League of Free States Culture.

- Despinar Woods – Lowlands between Norwich and Sarrigen. Dead magic zone.
- Hagalaz Hills – North eastern Nehrad. Green rock spires throughout the area.
- Incendiary Desert – stone desert, wild magic zone. In the north
- Thallari Desert – stony desert, dead magic zone. In the south
- Galatar Jungle – South of Verjavek. Giant Spiders.
- Sarrigen Swamp – South of Sarrigen. Giant Toads. 200 statues of Humans, petrified by Medusa plague 400 years ago.
- Trioct Woods – North western cape. Sound echos five times in random directions.
- Vorda Peaks – east of Nehrad, above Ersetu. Grey granite steep mountains.

Monument –Hexfeuer. Age : (Savage) 7,200. Condition : Poor. Size : Large. Original Inhabitants : Orks. Now : Dark Elves. Multicoloured flames throughout the ruins. Sunken temples linked with two guard towers. Tunnels to the ocean. Impag and fiend carvings everywhere. Earthquake damaged one third of it. Links – Ork clans, Impag cult. Portals to deep sea lairs.

Nehrad Adventure Hooks -

- Rescue Ginan churches sacred relics from Goblins (Myrkr from Jutram).
- Guard a negotiation between Agamar clans in Despinar Woods (Dead magic zone).
- Retrieve venom for assassins guild, big money-Galatar Jungle (Giant Spiders)

Nation - Rehik : 10% Wysto, 20% Agamar, 20% Ranik, 20% Satyr, 10% Dryad, 20% Nichav.

- Nichav-Lystaheim, Kostrhein, Torwich. Dryad-Satyr : Dagafell, Pyrafell.
- Deities – Kayel, Namar.
- Mounts : Moa. Flying-Giant Ravens. Aquatic-Giant Platypus.
- Shared Languages : Oceanspeak, Common, Elven.

Geography - Rivers from mountains in the east to Obass sea in the north, and Sowilo Ocean in the west. Rainforest and Jungle valleys throughout the nation. Lots of rain from mid autumn to early spring. Two volcanic mountain peaks on south eastern border.

- North East Highlands – Temperate Forest, Summer 59-77F (15-25C). Winter 50-68F (10-20C). Rainfall Summer 10mm. Winter 70mm.
- South West Lowlands – Tropical Scrublands, Summer 68-95F (20-35C). Winter 59-77F (15-25C). Rainfall Summer 30mm. Winter 90mm. High Humidity in Spring.

Rehik-Nichav navy patrols watch the Saernott Isles for Vandyr-Naga activity.

City - Torwich : Dual city-Surface 20,000 (8,000 Humans, 2,000 Gnomes, 6,000 Nichav, 2,000 Ranik, 2,000 Dryads), Underwater 12,000 (4,000 Agamar, 4,000 Ranik, 4,000 Dryad)
Torwich – Dreyri Inn, good quality inn, 3 stories high, 2 stories deep. Many Humans.
Torwich – Skogyr Tavern, many Nichav. 20ft sq Fighting arena in courtyard.

Many Watermills - used for milling cotton, flour, ore & wool.
Biggest Silver Mine - 20 miles south of Rehik-Dagafell.

Town - Kostrhein : Population 5,800.

- 20% of the population are Nichav. Giant Platypus nests. Kayel fighting arena in centre of town.
- Kostrhein – Twilight Glade Inn. Vineyard with outdoor tables and spit roasts.
- Kostrhein – Onyx Sun, Tavern. Quiet, No music.
- Portal from Torwich-Rehik to Jarrivek-Nehrad to Marama-Harraegir.

Oakunut grove - oak trees with coconuts which are very hard. During Skogyr zenith the trees whisper words of wisdom.

League of Free States Culture.

- Grey Forest - Sub Tropical rain forest. Some Cyclopse tribes.
- Harpy Hills : South West of Obass Sea - Many Harpy nests within the valleys.
- Hagard Hills : South of Pyrafell. Many chasms and pits within.
- Haunted Hills : West of Dagafell. Zombies wander around ancient battlefield in the central hills.
- Ettin fort (Floating castle), one of 100 made 10,000 yrs ago to avoid Undead invasion from Underworld. Some overtaken by Fomorians.
- Warusha Mesa – Raised plateau – Nomad clans raid from here, been living here for 500+ years.

Monuments - Name : Salumbara. Age : (Savage) 2,000. Condition : Repaired. Size : Large. Old Naga fort complex, now inhabited by Vandyr. 1000 meters deep, riddled with caves and tunnels. Raided by Fiends summoned by Lyria cult 780 years ago. Tribal home for the Fire Claw tribe for over 500 years. Links – Dryad clans, Fire Claw tribe, Lyria cult.

Rehik Adventure Hooks -

- Bribe Cyclopse in Grey Forest to war against Vandyr fire beasts to the south.
- Fire elementals spotted in Hagard Hills, find out why (Vandyr from Akronas).
- Remove the curse of the Haunted Hills (ancient battlefield in the middle).

Nation - **Storvan** : Population – A large amount of Human, Tengu, a medium amount of Elves & Faerie, a small amount of Nekomata, Kitsune, Satyr, Dryade, Dwarves, Varin, Lugat & Wysto.

- Cities : 2 Flying-Tengu-Jargrad, Radagrad. Elves-Adenep, Falliri, Zadiri. Humans : Hyrrbrae, Saerbrae.
- Deities – Mantyr, Tylyn, Yuloss.
- Mounts : Llama. Flying-Giant Bats.
- Shared Languages : Common, Forestspeak, Elven, Starspeak.

Geography – Highland, Lowlands and The Island (Southern). Highlands-Northern third is a Plateau, which you need to climb a 300ft cliff to get onto. Two winch areas and Winding valleys up to the plateau. Both valleys are around 30 miles long, the valleys are 200 miles apart from each other.

- The Island – Tropical Scrublands, Summer 77-95F (25-35C). Winter 53-62F (12-17C). Rainfall Summer 40mm, Winter 60mm. Frequent Rain Late Autumn to Early Spring.
- Lowlands – Temperate Forest, Summer 68-86F (20-30C). Winter 44-62F (7-17C). Rainfall Summer 30mm, Winter 50mm. Frequent Mist in Autumn and Spring.
- Highlands – Temperate Forest, Summer 59-77F (15-25C). Winter 35-53F (2-12C). Rainfall Summer 20mm, Winter 40mm.

Many Windmills - used for mill grain & pump water.

Highbridge (Storvan-Village) 200 Tengu, 300 Satyr, 100 others. Farming/Mining village. Inland-Where Lowlands meets the Island.

Biggest Gold Mine - 50 miles south of Storvan-Zadiri.

City - Adenep : 13,000 population. 30% Human, 20% Elves, 10% Nekomata, 20 Kitsune, 10 Ranik, 10% Tengu. Elven layout. Quarters = Docks, Nobles, Crafts, Old.

Fading Storm ; Quality food, stone building, rough place at night, some Wysto patrons.

Malachite Turkey, three story inn. Turkey farm next door.

Surprised Ox – Classy tavern with music at night time, good food at a price, quiet place.

Pigs Foot – Rowdy tavern, cheap food and plenty of rooms. Often group singing and dancing.

- There is a great deal of shapeshifter activity Adenep. Major players-Xenek Empire, Marid (Ranik), Lycanthropes. Minor players-Undead (Vampires), Myrkr Alliance (Myriax).

Town - Hyrrbrae : Population 8,400.

- Large temple to Tylyn. Many farms in the area.

Hyrrbrae - Bovine Comedy - Tavern, Sign has cows leaning on fence laughing. Popular with clerics.

Hyrrbrae - Cackleberry Jim - Inn, Three story. Chicken farm next door.

City - Jargrad : Population 24,200.

- Large Mantyr temple. Many Giant Bat roosts & Tengu nests. Dual flying/surface city.

- Jargrad – Arkham Arms – Nine story Inn & Tavern carved in and around a rock spire. 3 levels down, six up. Tavern room has weapons painted on the walls. Arches not doorways on lower levels.
- Jargrad – Constant Mayhem – Tavern, rowdy, often lively music. Nichav & Satyr.
- Jargrad - Shogun Nikita Vakri Street. Satyr female Wizard-Transmuter in the Storvan region. Street-Storvan, Plaza in Meervald. 200 years ago in Fire Era. First and Wealthiest Gold miner. Vakri family are a wealthy merchant guild in Meervald/Storvan.

City - Zadiri : 21,000 Population. Large Order of Skogyr faction here. Garden quarter in the centre of town. Large river coming down from the Obsidian Peaks.

- Zadiri - There is a great deal of shapeshifter activity - Major players-Xenek Empire, Skogyr (Tengu), Lycanthropes. Minor players-Undead (Lich), Vandyr Pact (Ninazu).

Xenek Empire Culture.

- Loch Hagala - High lake on a massive plateau, very cold winds.
- Valley - Glensurock - Warm rocks throughout the valley.
- Dagaz Mangroves – off the southern section of The Island. Giant Wasps.
- Obsidian Peaks – north of Storvan, east of Tir na gren. Fire Giant lairs above 5,000 ft.
- Between Tir na gren and Storvan = Forest of Stars. Giant Rats.
- Statue in hills – Wodens The Drinker, dwarf standing on pile of kegs.

Wyvern Woods – North of Adenep. Some Wyvern nests. Rumours of a Cabal of Wyvern Sorcerers.

- Between Meervald and Storvan = Dasva Moor. Dead magic zone. Often foggy and cold.

Historical Alliance : Elves of Tir na gren and Wysto of Storvan against Shadows of Irkala in the Underworld.

Elven airships - Magically powered oriental junk ships. In Keldabrae-Xenek, Vandifell-Meervald & Hyrrbrae-Storvan. Land each 2nd night 8pm, takes off again 10pm. Generally fly 5,000 to 15,000ft.

Most of the time passengers spend below deck. Spend 1/3rd their flying time avoiding creatures and bad weather. Take 20 passengers at a time, 1gp per ride. 3 day trip between cities. 500 miles per day, 1,500 miles (2,400km) between cities. If there is a storm they wait 1 hour then take off and try to go above/around it.

Monument - Khemab Caverns (discovered in the last 1000 years) Coast of Storvan. Half underwater. 200ft deep, 30-60ft diameter caves. Legends say they are haunted. Many Fomorian & Merrow here. 1 km deep, 5 km across. Lower half of the caverns are completely underwater. Giant eggs within, legend among dragons. Eggs will hatch if Impag ever comes to the world. * Impag church restricts access to the caverns. Visitors must prove loyalty, by some deed or gift. Portal to the Underworld lairs. Links – Impag cult, Naga clans.

Storvan Adventure Hooks -

- Empire wants a criminal brought in from Dasva Moor (Dead Magic zone).
- Stop to vampire coven in the cities (Undead from Irkalla-Underworld).
- Lycanthrope tracks around Loch Hagala, see if they will leave the area.

Nation - **Tasek** : Population – A large amount of Varin & Nichav, a medium amount of Elves, Kitsune, Dwarves, Gnomes, Merfolk, a small amount of Humans & Tengu.

- Cities : 2 Humans : Dyrrbrae, Verbrae. Dwarves-Cinax, Pinax.
- Deities – Hnaska, Kayel, Mantyr, Namar.
- Mounts : Horses.
- Shared Languages : Starspeak, Common.

asek

Town - Dyrrbrae : Population 15,200.

- Massive Namar temple, Iron Mine west of town. 20% of town are Nichav. 500 Cavalry patrol the area.

Dyrrbrae ñ Silver Candle ñ Inn. Quiet well furnished inn.

Dyrrbrae ñ Rising Tankard ñ Tavern. Often rowdy and busy.

Many Windmills - used for mill grain & pump water.

Dyrrbrae - Library : cellar, was alchemist guild, shut down, experiments still down there.

Geography -

- South West Highlands – Temperate Forests, Summer 59-77F (15-25C). Winter 35-53F (2-12C). Rainfall Summer 20mm, Winter 60mm.
- Coastal Lowlands – Temperate Forests, Summer 50-68F (10-20C). Winter 48-68F (9-20C). Rainfall Summer 30mm, Winter 70mm. Frequent Mist in Autumn.

Town - Dyrrbrae : Population 15,200.

- Massive Namar temple, Iron Mine west of town. 20% of town are Nichav. 500 Cavalry patrol the area.

Dyrrbrae – Silver Candle – Inn. Quiet well furnished inn.

Dyrrbrae – Rising Tankard – Tavern. Often rowdy and busy.

Many Windmills - used for mill grain & pump water.

Dyrrbrae - Library : cellar, was alchemist guild, shut down, experiments still down there.

Verbrae - Citadel of Tylyn : Golden citadel at valley entrance, castle in centre.

Biggest Mithral Mine - (Elves) 40 miles north of Tasek-Dyrrbrae.

Dwarven Alliance Culture

- Loch Fynnus – Lake goes to artesian basin and has caves to deeper. 600 ft deep atleast. Very large fish and snakes here. Some Fomorians.
- Myrkr Mountains : South west of Tasek. Many tall peaks of dark basalt. Barguest dens.
- Mannaz Mountains : West of Tasek. Windy. Pools that act portals to the sea at midnight.
- Magnificent Mountains : East of Tasek. Borealis around twelve peaks. Many mountain goats & cougars.
- Forlog Woods – east of Truinna, Dead magic zone.
- Arcane Badlands – stony desert, wild magic zone.
- Valley – Glenkarock – Filled with Pleistocene megafauna. Many holy sites that are warded vs Demons and undead.
- Ymir's Rest - Frost giant crypt, dire wolves also within, raided by ice magic cabal for ymir's corpse.

Monuments - Kemsamora. Age : (Savage) 4,200. Condition : Good. Huge. Original Inhabitants : Naga. Now : Nocnitsa lair. Nine large rock pinnacles with caves and huts throughout the area. Strange noises from the caves for each full and no-moon. Portals to Vandy within. Links – Kayel church, Naga agents, Order of the Twilight.

Tasek Adventure Hooks -

- Order of Twilight request you discover the cause of the weird magic in Arcane Badlands (wild magic zone).
- Remove the Orcs setting up forts around Loch Fynnus (Myrkr from Tir na saar).
- Guard mining expedition into Myrkr Mountains. (Barguest dens).

Nation - Tir na gren : Population – A large amount of Elves, a medium amount of Humans, Tengu, a small amount of Nekomata, Faerie, Satyr, Dryad, Varin, Grakar, Lugat, Ranik & Merfolk.

- Cities – 2 Flying-2 Tengu (Lyrikav, Muerat). Elven-Elleri, Nadiri.
- Deities – Gabrielle, Sygnara.
- Mounts : Llama. Aquatic-Giant Sea Horses.
- Shared Languages : Forestspeak, Elven, Starspeak.

Geography - Central mountain chain stretches from eastern border to middle of the realm. Rivers and valleys stretching north and south from the central mountain range. Miles of grasslands on the western third of the realm. Far western point is seaside cliffs.

- Central Hills – Temperate Grassland, Summer 50-68F (10-20C). Winter 48-68F (9-20C). Rainfall Summer 30mm, Winter 70mm. Frequent Rain Late Autumn to Early Spring.
- Coastal Lowlands – Tropical Shrublands, Summer 59-77F (15-25C). Winter 35-53F (2-12C). Rainfall Summer 20mm, Winter 50mm.

Many Watermills - used for milling cotton, flour, ore & wool.

Caer Har - plateau, neutral ground for Fey/Lycanthropes, and meeting place for Dryads.

Caer Trygyr - plateau, neutral ground for Fey/Lycanthropes, and meeting place for Dryads.

Town - Elleri : Population 10,500.

- Four sacred shrines to Gabrielle in city parks. 25% of population are Elves.

Elleri – Jewelled Vagabond; Many Elves, moderate food & entertainment. Large vined place.

Elleri - Five Branches; Good food, many entertainers, some Bards. Wooden structure. Some Merfolk.

City - Lyrikav : Population 25,600.

- Many Tengu cliff and tree nests. Silver & Copper mines in the hills.

Lyrikav - Hallowsong - Tavern, quality meals and music, private booths, popular with Elves.

Lyrikav - Nyghtfall Inn, Above ground entrance, cavern and cellar rooms.

Lyrikav - No Mans Lamb - Tavern, Sign has lamb alone on a hill. Lamb farms on hills in view.

Town - Nadiri : Population 12,800.

- Many Lugat cave lairs. Many Llama farms. 25% of population are Elves.

Nadiri – Rabid Badger – Tavern, many Tengu & Dryads.

Nadiri – Dancing Squid – Tavern/Inn. Fish tanks and pools in the gardens.

Oakunut grove - oak trees with coconuts which are very hard. During Skogyr zenith the trees whisper words of wisdom.

Xenek Empire Culture

- Forest – Vydra Woods. Many Otters.
- Strigis Hills – Many owls out at night, Orc lairs in the valleys.

- Volny Cliffs – most western edge of Tir na gren.
- Between Tir na gren and Storvan = Forest of Stars.

Monument - Warlord Statues (5) (3,000+ years old) Ogre Tribal Chief statues, 100 meters tall. Original tribe leaders. Sacred to Ogres, Frequent Ogre raids into Parene for the statues. Area is considered cursed. Any one who does not follow an evil god touching these statues will be petrified. Statues are immune to magic, their existence is legend among Ogres. Locals believe Fenris will animate the statues and begin Armageddon. Nichav keep watch over the area and the statues. Always. 7 years ago an Ogre clan captures the area and is besieged for 3 months by the forces of Tir na gren. Links – Ork clans, Ogre tribes.

Tir na gren Adventure Hooks -

- Something is disturbing the Giant Rats in the Forest of Stars.
- Patrols attacked in Vydra Woods (Vandyr from Harakaft).
- See if the Orcs in Strigis Hills wish to trade or agree to peace.

Nation - Tir na skia : Population – A large amount of Gnomes & Grakar, a medium amount of Dwarves, Varin, Lugat & Nichav, a small amount of Nekomata & Faerie.

- Dwarves-Glavnayagrad.
- Underground, well constructed rooms deep within the Underworld.
- Deities – Hnaska, Yuloss.
- Shared Languages : Common, Dwarven, Gnomish.

Geography - Many Watermills - used for milling cotton, flour, ore & wool.

- Within Tir na skia City = 75F / 23C.
- Tunnels around Tir na skia = 50F / 10C.

Founded in -630 Earth Era by Lugat.

Food – Boiled rats and moles, crushed worms and beetles. Crops grown in mineral soil that allows growth & variety without photosynthesis. Mostly grain and root vegetables.

Dwarven Alliance Culture.

Ghost Ryu – Many Dwarven members. Order of Thalassa – Many Gnome Warlocks. Iron Golem guardians around the city.

Town - Glavnayagrad : Xenek/Tir na Skia-Underworld - 300ft down. 300 miles west of Ruskivek-Xenek. Gnomish town, 5,500 Population. 20 Stone Golems.

Tir na skia Adventure Hooks -

- Diplomats from Xenek Empire are visiting and they want cooks!
- Yuloss church funds a hunt-Tunnels from Umbral Mountains to Tir na skia attacked by Demons.
- Gnomes are getting sick. Find to cause and or the cure.

Nation - Vakaheim : Population – A large amount of Dwarves & Lugat, a medium amount of Gnomes, Grakar & Nichav, a small amount of Kitsune, Faerie & Varin.

- Dwarves-Kamengrad, Vechnygrad.
- Underground, well-constructed rooms deep within the Underworld.
- Deities – Namar.
- Shared Language : Common, Dwarven, Gnomish.

Geography : - Many Watermills - used for milling cotton, flour, ore & wool.

- Within Vakaheim City = 68F / 20C.
- Tunnels around Vakaheim = 50F / 10C.

Biggest Adamantine Mine - (Dwarves) 20 miles north of Vakaheim.

Ministr Grigori Balakirev Library. Dwarf male Paladin of Tylyn in the Xenek region. 700 Years ago in Earth Era. Slew Minotaurs & Ogre tribes. Brokered peace deal with Elves. Plaza in Xenek, Library in Vakaheim. Grand children are active in military and politics in Xenek.

Ruler – New ruler chosen every 200 years. Currently Vakaheim has it's 6th ruler, who's term will end in 560 Fire Era. Rulers are given three puzzles and three physical challenges to be eligible.
Dwarven Alliance Culture.

Town - Kamengrad : Lisanbre/Vakaheim-Underworld - 500ft down. 300 miles east of Salem-Lisanbre. Dwarven town, 3,500 Population. 30 Iron Golems.

Town - Vechnygrad : Rehik/Vakaheim-Underworld - 500ft down. 300 miles southeast from Vakaheim. Gateway to Rehik. 1,500 Population. 50 Clay Golems.

Vakaheim Adventure Hooks -

- A teachers retreat was raided and they need teachers in school immediately.
- Trade caravan to Tir na skia missing (Undead in the Underworld)
- Some Clans want to revive the Dwarven Monarchy, the Alliance wants them stopped.

Nation - Xenek : Population – A large amount of Nekomata & Kitsune, a medium amount of Humans & Tengu, a small amount of Elves, Satyr, Dryad, Dwarves, Gnomes, Lugat, Nichav, Agamar & Merfolk.

- Cities – 2 Agamar-Issigen, Varinek. Humans : Keldabrae, Talabrae. Dwarves=Ruskivek.
- Deities – Gabrielle, Hnaska.
- Mounts : Horses. Special-Giant Goats.
- Shared Languages : Elven, Common, Forestspeak.

Geography - Three large rivers heading from mountains in southeast to the coast. One to the southwest mangroves and two to the northwestern cliffs. Forest in the middle. Upper South East is Valleys and Hills. Warm winds off the sea to the west in spring. Cold mists in autumn. Sandy beaches central western coast.

- South East Highlands – Temperate Forest, Summer 50-68F (10-20C). Winter 41-59F (5-15C). Rainfall Summer 20mm, Winter 40mm.
- North West Lowlands – Tropical Deciduous Forest, Summer 50-68F (20-30C). Winter 50-68F (10-20C). Rainfall Summer 30mm, Winter 60mm. Frequent Rain Late Autumn to Early Spring.

Shogun of Varinek - Jiro Yoshida, Kitsune male Wizard, only one to return from Level 3 Underworld.

Many Windmills - used for mill grain & pump water.

- Satyr nation of Quetyrr - Earth Era 790 to 460 (330 years) in Xenek/Varokaj area.

Seahaven (Xenek-Village) 200 Ranik, 300 Satyr, 100 others. Farming/Fishing village. Central coast.

City - Issigen : Population 32,000.

- Many Agamar families. Quarter of the population are Dryads & Satyrs. Many parks and gardens. Issigen – Park Light – Two story Inn with large courtyard, torches and pond within. Issigen –_Cods & Lobsters – Tavern, seafood menu. No music. Murals on walls of aquatic heroes.

City - Ruskivek : Population 24,900.

- Dwarf and Gnome caverns beneath the city. Many Lugat & Nichav active at night.

Ruskivek – Laughing Rhino – Tavern/Inn, lively music, many kitsune/nekomata.

Ruskivek – Fiends Forge – Tavern, many craftsfolk.

City - Varinek : Population 56,000.

- Agamar quarter of the city is the oldest part of town. Merfolk reefs north of town.

Several giant Goat farms.

- Varinek - Late Incantations - Tavern, magic lanterns & servents, popular with arcanists.
- Varinek - Nine Lives - Tavern, great food, often music, popular with Nekomata.
- Varinek - Wuthering Kites - 7 story tower inn, kites off each balcony.
- Varinek – Gretel Grunewald Library. Wysto female Cleric of Hnasa in the Meervald region. In Earth Era. Statue in Meervald, Library in Xenek. 460 years ago in Fire Era. Founded Order of Skogyr vs Lycanthropy. Wrote tomes about creature lore in Dryad lands libraries-written in Oceanspeak & Elven.
- Varinek - Ministr Grigori Balakirev Plaza. Dwarf male Paladin of Tylyn in the Xenek region. 700 Years ago in Earth Era. Slew Minotaurs & Ogre tribes. Brokered peace deal with Elves. Plaza in Xenek, Library in Vakaheim. Grand children are active in military and politics in Xenek.

Xenek Empire Culture : Humanoid Species - Agamar, Varin, Ranik.

- Loch Larellen – 150 Miles south of Ruskivek. Ghosts and spirits haunt the area since the Demons came here. 80 Mile Diameter.
- Valley - Glenrenock Minotaur caves along top of the valley. 300 Miles south east of Varinek.
- Losad Hills – South of Keldabrae.
- Vecher Woods – 150 Miles east from Varinek. 110 Miles long, 70 miles wide. Strange sounds at night. Commonfolk avoid. More hilly the further east you go.
- Between Xenek and Lisanbre = Night Swamp.

Historical Alliances : Dwarves and Satyr of Xenek against the Naga of Varokaj.

Elven airships - Magically powered oriental junk ships. In Keldabrae-Xenek, Vandifell-Meervald & Hyrrbrae-Storvan. Land each 2nd night 8pm, takes off again 10pm. Generally fly 5,000 to 15,000ft.

Most of the time passengers spend below deck. Spend 1/3rd their flying time avoiding creatures and bad weather. Take 20 passengers at a time, 1gp per ride. 3 day trip between cities. 500 miles per day, 1,500 miles (2,400km) between cities. If there is a storm they wait 1 hour then take off and try to go above/around it.

Monument : Name : Xagafell Ruins. Southern edge of Vecher Woods, North side of large river Valley, 150 miles East of town. Age : 2,000+. Condition : Good. Size : Huge. Hanging vines everywhere. Very dark. Jorogumo & Myriad meeting place within. Portal to the Vandyr within. Links – Kayel church, Xenek militia. Complex of caves, trees and woven tunnels of plant matter over several hundred meters.

Xenek Adventure Hooks -

- Animals taken from farms near the Night Swamp. (Hungry Astarkyn).
- Minotaur cairns in Glenrenock destroyed and they blame the Empire (Vandyr from Varokaj).
- Ghosts and spirits wandering Loch Larellan area.

Famous Inns :

Happy Badger Inn – Seven inns with the same layout and style. Entertainment from midday to midnight. Big parties during two moons/three moons festivals. Buskers are welcome. Three levels down, three levels above ground. Always located on the edge of town. Each has a belowground and above ground common room.

Locations –Norwich-Nehrad, Hurrang-Lisanbre, Talabrae-Xenek, Haskifell-Meervald, Dyrrbrae-Tasek, Zadiri-Storvan, Lyrikav-Tir na gren.

Hooded Claw – Five inn-taverns, Nadiri-Tir na gren, Rakiru-Meervald, Varinek-Xenek, Kestrek-Lisanbre, Jarrivek-Nehrad. Initially setup by a group of Satyr adventurers between 480 and 500. The Hooded Claw tavern inns are often used as 'neutral ground' meeting places between the three orders of arcane magic users. What most do not know is that the five Ninja clans meet here as do many blackmarket traders.

- All have 2 levels above the Ground floor, 2 levels below the Ground floor.
- No Magic' rule on the ground level.
- Entire building is fire and scrying proof.
- Desert is Bananas and Gravy.
- The Hooded Claw never closes.
- Ground floor tavern is lively.
- Common place for people to recruit people for dangerous or questionable tasks.
- What happens in private rooms is no ones concern.
- What happens in the common shared rooms is watched by Golems and other guardians.



Rikirta – World of

Poncho: You're bleeding, man. You're hit.

Blain: I ain't got time to bleed.

- Predator.

On the world of Rikirta - water covers half the planet, and subterranean caverns of the Underworld lie beneath every continent. Some of the mountain ranges reach 30,000 feet high, harnessed by arctic winds and sprinkled with frost giant lairs.

Scattered throughout the world are portals, magical gateways allowing instant transportation between the moons, the underworld and the various lands of Rikirta. Some of these portals are hidden, and some are guarded. Sweeping the planet are storms, some last for hours, some last for weeks. They range from one to one hundred miles across, and most sentient creatures hide inside for the duration.

World Features :

- Large water filled Neptune sized planet, with fourteen moons-three are Earth sized.
- Demons are aquatic and come from the sea.
- Most other creatures come from the moons of Vandyr (van-dir) or Myrkr (mir-kir).
- If you die and are not blessed by Holy Water or Prayer within 1 day you will rise as an Undead Spirit in the Underworld (subterranean caverns).
- During twilight magic and strong emotion will attract critters.
- Lunar conjunctions and certain holy days have different magical effects.

Known portals

Arcane Orders know of the portals.

Portals to the moons - Often only active during zenith, or twilight. 10% are permanent.

Portals to Vandyr - Lisanbre, Sosna Woods - Steam vent, Hills - Nocnitsa.

- Rehik, Lava pool, Mountains – Lizardfolk
- Ruins in Harakaft. Several Hydra & Wyvern in the area.

Portals to Myrkr - Nehrad, West Coast - Methane vent, Cavern - Earth Elementals.

- Tir na gren, Forest of Stars - Dark pool, Woods - Jorogumo.
- Ruins in Varokaj. Many Bugbears & Ogres around the area.

Portals to Vorda - Xenek, Night Swamp - Forest Glade - Light Elves, Unicorn

- Meervald, Dasva Moor - Coastal Caverns - Domovoi, Rui Shi.

Portals to Skogyr - Rehik, Grey Forest - Green Waterfall - Dryads & Treants.

- Tasek, Hills - Rock pillars - Air Elementals.

Using a portal : 2D6 + Charisma modifier.

10+ : You arrive successfully and pull off a winning smile to anyone nearby.

7-9 : You successfully teleport to the new area however... choose 1.

- Your equipment is now on the other side of the portal.
- Your mind swaps with a random nearby person for D6 hours (freaky friday).
- Nausea makes you Sick (-1 Con) for D6 hours.

6- : You fail to enter the portal, setting off an alarm that lets hostiles within 5 miles know.

Closing a portal : 2D6 + Charisma modifier.

10+ : The portal closes but the portal closes with a clap of thunder. Your hair is windswept and adorable.

7-9 : The portal closes but choose 1;

- Everything within 30 miles knows (on both sides) knows you did it.
- Anti magic blasts through the area, no magic works near you for D6 hours.
- Inner ear damaged, Shakes (-1 Dex) for D6 hours.

6- : Choose 1 arm or leg that gets vaporised by the backlash of energy.

Volcanic Regions – Vandyr Rifts

These areas have fauna and flora from Vandyr which have spread around the portals over the years.

Rocky and sandy deserts, volcanos and even some jungle areas occur in these warm to hot regions. Sulfur dioxide fouls the area of volcanic rifts-within 60ft. Anyone can notice the acrid smell. Double area of effect and duration of fire spells/effects. Half water/ice spells duration and area. Carbon and Sulphur atmosphere. Sky is light green haze.

Daily Maintain Health move ; Roll+Con

- Myrkr creatures get -1 to this roll.

- Demons get +1 to this roll.

10+ = You feel good. I believe in you.

7-9 = Coughing-Sick debility or Itchy skin-Scarred debility.

6- = Coughing-Sick debilities & D4 damage.

Common Creatures - Basilisk, Chimera, Elementals-Fire, Fire Giants, Hydra, Kobolds, Lizardfolk, Manticore, Medusa, Naga, Ninazu, Nocnitsa, Oni, Red Dragons, Salamander, Wyvern.

Major : 90 miles (144km) across. North eastern Obsidian Peaks, south half of Harakaft. 5 portals to Vandyr, 3 are lava pools over 20ft across.

Medium : 60 miles (96km) across. Island in middle of Saernott Isles. 2 Portals, both in shimmering sandy runes. Vandyr vs Demonic skirmishes here.

Medium : 40 & 50 miles (64-80km) across. East side of Umbral Sea. Three portals, all small volcanos.

Minor : 30 miles (48km) across. Western cape of Nehrad – west of the Trioct Woods. Huge chasm portal, 200ft across.

Lava River - Lava tunnels between the Harakaft Vandyr major rifts and Umbral Sea Vandyr rifts. Above Tir na skia & under Dasva Sea.

Moons & Planes of existence

There are 14 moons orbiting the planet of Rikirta. Some of them also serve as the elemental planes for this universe.

The closest moon, the fire moon of Vandyr, is also the elemental plane of Fire. The Naga, Basilisks and Salamanders who evolved there, and invade Jarri & Rikirta during Vandyr lunar conjunctions.

On the faerie moon of Skogyr, a variety of fey creatures live, scheme and play. Elves, Dryads and Satyr live both there and on the planet of Rikirta.

Angels and celestials dwell on the moon of Vorda, and this is where souls who have been properly laid to rest go before moving on to their next life.

The shadow realm for this universe is the moon of Myrkr, with Goblins, Jorogumo & Harpy hunting each other on this the dark and stormy landscape.

There is no plane of water, since the planet of Rikirta is the size of neptune thus has more than enough water for everyone. Any references to the Hells, Tarterus, Hades or the Abyss are referring to the Underworld, the caverns beneath the surface of the planet of Rikirta.

The Astral and Ethereal planes are the same place, there is only one plane to link all other planes. And yes you can go to the moons or the Underworld via astral space or by physically travelling there.

Ork Fortress

Blood Claw Orks - Location : Between Xenek and Tasek. Other Critters : Vyrrak with Skeletal Guards.

- Notes - Former Dwarf Fort. Some tunnels to Underworld rivers. Chief Blarg Bloodclaw, Ork male Warrior.
- Numbers - 200 Orks, 3 Vyrrak, 15 Skeletons.

Dark Moon Orks - Location : North of Meervald. Other Critters : Some Harpy & Minotaurs.

- Notes - Hill cave lair deep in forest. Lots of traps outside. Chief Dunki Darkmoon, Ork female Shaman.
- Numbers - 300 Orks, 20 Minotaurs, 20 Harpy.

Fire Blade Orks - Location : Between Nehrad and Lisanbre. Other Critters : Some Bugbears & Peryton.

- Notes - High in the hills. Some tunnels to Underworld caverns. Chief Fark Fireblade, Ork male Warlock.
- Numbers - 100 Orks, 30 Bugbears, 10 Peryton.

Wild Lands

• **Akronas** (Lost lands south of Rehik) Vandyr critters. Former Satyr - (Faction - Vandyr) Satyr nation of Quetyrr - Earth Era 790 to 460 (330 years) in Xenek/Akronas area.

• **Domor** : [Aquatic] West of Storvan. Myrkr forces-Many Gyrrak nests, some Vyrrak. Many eels in the area.

• **Ersetu** (Underworld between Nehrad & Lisanbre) Was Gnomes. Undead (Faction-Undead) Portals to Thallari. Fell in 240 FE.

• **Eztyr** : South west of Lisanbre. Skogyr forces-Many Dryads & Sprites and some Sphinx. Many trees over 100ft tall.

• **Harakaft** (Lost lands) Former Elven. Kobolds, Ninazu (Scorpion Folk - Five ruined forts. (Faction - Vandyr) Portal to Jarri. Constructs patrolling ruins. Invaded 422 FE.

Monument - Turmather (1,000+ years old) Massive citadel, magical guardians. Series of tests within to own or master the citadel. Legend-Great leader will master the citadel and lead the forces of light. Kobolds restrict access to the tower. Travelers must perform a test or undertake a quest to gain entry. Powerful weapons of light within the catacombs. 26 years ago a Elven warrior returned from Turmather, having mastered all weapons but with no memory of other events. Portals to the moon of Vandyr. Links – Zezuca church, Seelie, Barbarian Tribes.

- **Helbani** : [Aquatic] west of Nehrad. Undead, many corporeal and some incorporeal. Portals to Underworld within. Was Vandyr until 150 FE when Demons sank it.
- **Illirvidir** (Aquatic realm between Harraegir & Xenek) Hagalaz Coast - Merrow (Faction-Demons) Was Virkimal before the Earthquake sank the land in 350 FE.
- **Irkalla** (Underworld between Tir na gren & Meervald) – Undead - Water Caverns (Factions-Undead) Portal to Illirvidir.
- **Innan** : [Aquatic] West of Akronas. Marid forces-Many Ranik & Anacanth, some Kelp-Treant. Large coral city.
- **Jutram** - South of Nehrad. Goblins, Peryton (Factions-Myrkr). Coastal lairs with Gyrrak & Vyrrak. Some Floating bases. Cyclopse, Harpy & Peryton. Humid & Rains alot. Portals to Myrkr.
- **Muersa** - North of Meervald. Centaurs, Griffins, Sprites, Treants. (Faction-Skogyr).
- **Saernott Isles** (Aquatic realm south east of Lisanbre) Sowilo Coast - (7 islands, 5-30 miles across) Dark Elves. (Faction-Demons) Dry & Hot. Portals to Underworld.
- **Tetrae Isles** (Aquatic realm south west of Storvan) Hagalaz Coast - (Five islands, 10-20 miles across) Owlbears (Faction-Independant)
- **Varokaj** (Lost lands east of Xenek) Faction-Vandyr : Kobolds & Naga. (Former Dwarven) Varokaj-Eldrheim, Radaheim. Seven rivers flow from northern mountains into Umbral Sea. Swamps closer to the sea and Moorlands higher up in the hills. Seven citadels. Notables – Khaine the Nocnitsa, Nocnitsa Rogue 3/Cleric 9-Zezuca. Lord of the Ruins. Constructs patrolling towns.
Monument - Ice Basilisk (Ruined-3,000+ years old) 20 meters tall, 90 meters long, Indestructible. Ice structure, cold 50 meters radius. Those touching the basilisk are mutated, physically, mentally and/or spiritually. Lugat consider the area cursed and will not go there. Good priests are sacrificed to this monument. Prophesy-Turn into Impag and lead a forgotten race to defeat its enemies. Impag time bomb, cracking since 650 years ago. The entire area is unholy. Links – Cult of Zezuca, Lugat clans.
- **Visikis** – Northern Coast/Islands - Mannaz Coast – (Factions-Myrkr) Coastal lairs with Gyrrak & Vyrrak. Some Floating bases. Cyclopse, Harpy & Peryton. Cold and windy. Notable-Jordi the Troll. Cleric7-Lyria. Cunning and vicious troll with Many minions.

Encounters in Vandyr Lands : Akronas, Harakaft, Varokaj.

D12; 1=Wyvern, 2=Dinosaur, 3=Nocnitsa, 4=Sylph, 5=Kobold, 6=Giant Scorpions, 7=Vultures, 8=Naga, 9=Agamar, 10=Ninazu (Scorpion Folk), 11=Lava tunnel, 12=Medusa.

Encounters in Myrkr Lands : Jutram, Tir na saar, Visikis.

D12; 1=Orcs, 2=Fey Ooze, 3=Myriax, 4=Domovoi, 5=Gyrrak, 6=Giant Spiders, 7=Tiger, 8=Goblins, 9=Nekomata, 10=Jorogumo, 11=Methane Vent, 12=Bugbear.

Encounters in Underworld : Ersetu, Irkalla.

D12; 1=Jubokko, 2=Shadow Ooze, 3=Ghouls, 4=Rui Shi, 5=Skeletons, 6=Giant Beetles, 7=Bear, 8=Zombies, 9=Dwarves, 10=Shadows, 11=Ammonia Cavern, 12=Krasue.

Encounters in Demon Lands : Illirvidir, Saernott Isles.

D12; 1=Cyndari, 2=Ocean Ooze, 3=Succubus/Incubus, 4=Octocanth, 5=Brachari, 6=Giant Snakes, 7=Shark, 8=Kavnari, 9=Merfolk, 10=Hag-Sea, 11=Whirlpool, 12=Marrow.

High altitude

10,000 ft to 20,000 ft = No trees : Defy Danger Con save per 6 hours or Sick debility.

Ice Caverns above 10,000 ft. Astar Peaks, Obsidian Peaks & Stygian Peaks.

D20 : 1=Blue Dragon, 2-3=Bugbears, 4-5=Dire Wolf, 6=Domovoi, 7=Phoenix, 8-9=Frost Giants, 10=Giant Bat, 11=Giant Badger, 12-13=Griffon, 14=Krasue, 15-16=Polar Bear, 17-18=Owlbear, 19=Sylph, 20=Gold Dragon.

- Sea Level 15 C/59F : At 5,000ft=-15 C/5F : At 10,000ft=-45 C/-49F : At 15,000ft=-75 C/-103F
- Sea Level 20 C/68F : At 5,000ft=-10 C/14F : At 10,000ft=-40 C/-40F : At 15,000ft=-70 C/-94F
- Sea Level 25 C/77F : At 5,000ft=-5 C/23F : At 10,000ft=-35 C/-31F : At 15,000ft=-65 C/-85F

Underworld – Subterranean caverns of no return.

- Critters : Demons, Dark Elves, Dwarves, Giant Bat/Centipede/Rat/Scorpion/Spider, Gnomes, Goblins, Kobolds, Medusa, Naga, Ninazu (Scorpion Folk), Trolls, Undead, Vyrrak.

- Grottos of incorporeal undead with the Underworld. Ghosts, Shadows, Wraiths and Zombies.
- If you die and are not blessed by Holy Water or Prayer within 1 day you will rise as an Undead Spirit in the Underworld.
- Those near people who died and went to the Underworld may dream of the fallen during Three moons.
- Unknown - If you die in the Underworld and are not blessed by Holy Water or Prayer within 1 day you rise as a Zombie.
- Foxfire - Bioluminous fungus on wood. Can be in caverns and forests.

Each campaign can each PC can have someone in their life they need to rescue their soul. Some can roll after game start : D8 : 1-3=Friend, 4-5=Sibling/Cousin, 6-7=Older generation, 8=Ancestor.

- Fallen returns – Spirits only give partial info. Need to find out D8 1-2=Name, 3-4=Location, 5=Time, 6-7=Who hurt them, 8=What to do to release their soul.
- What to do : D8 : 1=Bless remains, 2=Sing, 3-4=Bury/Burn remains, 5-6=Avenge them, 7=Message for descendant, 8=Blood of family.

Underworld is Five levels deep.

Tir na skia and Vakaheim are at between level 1 and 2, Only one person has returned from level 3.

- Level 1=1 to 1,000 feet (304m) deep. Some Demons, Dwarves, Gnomes, Shapeshifters and Undead. 1/4 areas are aquatic. Typically 41-59F (5 to 15 Celcius).
- Level 2=1,001 to 2,000 feet (304-608m) deep. Some Demons and Undead. 1/2 areas are aquatic. Typically 23-41F (-5 to 5 Celcius).
- Level 3=2,001 to 3,000 feet (608-912m) deep. Many Undead. 1/4 areas are aquatic, 1/4 are Ice Caverns. Typical caverns are 5-23F (-15 to -5 Celcius).
- Level 4=3,001 ft (912m+) to unknown. Typically 13 to -148F (-25 to -100 Celcius). ¼ Ice caverns, ¼ Ammonia Caverns. Mammals Defy Danger Con per minute or Sick debility. Agamar, Ranik, Merfolk, Dryad & Wysto=Defy Danger Con per minute or D8 Damage, Sick if they succeed.

Ammonia Caverns

For 3 hours in the Hostile area Roll+Con,

- Agamar, Dryad, Ranik, Merfolk, Wysto get -1 to this roll.

- Undead creatures are unaffected by these areas.

10+ = You feel good. You can pump up the volume.

7-9 = Headaches-Stunned or tight chest-Sick debility.

6- = Sick debility & D6 damage.

Underworld Trade Routes -

Tir na skia (DA) - Meervald (XE) Tunnels, Iron Constructs patrol 60 miles around Tir na skia.

Tir na skia (DA) - Xenek (XE) Tunnels, Iron Constructs patrol 60 miles around Tir na skia.

Tir na skia (DA) - Vakaheim (DA) 3 Portals, Stone Golem Guardians.

Vakaheim (DA) - Lisanbre (DA) Tunnels, Mantyr Paladins at Vakaheim end, Order of Astar sorcerers at Lisanbre end.

Vakaheim (DA) - Rehik (DA) Tunnels, Mantyr Paladins at Vakaheim end, Order of Astar sorcerers at Rehik end.

Glavnayagrad : Xenek/Tir na Skia-Underworld - 300ft down.

300 miles west of Ruskivek-Xenek. Gnomish town, 5,500 Population. 20 Stone Golems.

Kamengrad : Lisanbre/Vakaheim-Underworld - 500ft down. 300 miles east of Salem-Lisanbre.

Dwarven town, 3,500 Population. 30 Iron Golems.

Vechnygrad : Rehik/Vakaheim-Underworld - 500ft down. 300 miles southeast from Vakaheim.

Gateway to Rehik. 1,500 Population. 50 Clay Golems.

Lava River - Lava tunnels between the Harakaft Vandyr major rifts and Umbral Sea Vandyr rifts.

Above Tir na skia & under Dasva Sea.

Underworld Survival

- Every half day – Roll+Wisdom for Survival. Failure : D8, 1=Critter, 2=Lost=Lose ½ day, 3=Cave in move/avoid Defy Danger Dex, 4=Pit=Fall Defy Danger Dex : D6*10ft deep, 5=Patrol (nearest), 6=Gas Pocket Defy Danger Con or Sickened 2D6 hours, 7=River Swim Roll+Str, 8=Critter.
- Every day – 1-3/D10 Encounter. Within ½ day of Base=1-3 Encounter, 4-6=Patrol.

Methane vents –

Underworld and Underwater. Slightly warmer than surrounding water, or cooler than surrounding air. Clear and odourless. Electricity AOE/Damage/Duration is halved. Within 50ft radius of a Methane Vent, Endure Environment move : Roll+Con

- Myrkr creatures regenerate 1hp/rd within 100ft and don't need to roll.
- Vandy creatures get -1 to this roll.
- 10+ = You feel good. You have the key. You have the secret.
- 7-9 = Shaking-Shaky debility or Dizzy-Confused debility.
- 6- = Take D6 suffocation damage per minute.

Methane vents can cause explosions with fire sources.

- - Methane vents + Torches = 20ft diameter 2D6 explosion.
- - Methane vents + Fireball = 100ft diameter 4D6 explosion.

Weather :

Roll once per quest and once per downtime between quests.

- Cloud Cover – (Autumn/Winter -2) D8 : 1-2=Overcast, 3-4=Cloudy, 5-6=Partially Cloudy, 7-8=Clear.
- Rain – (Autumn/Winter -2) D8 : 1-2=Storm, 3-5=Raining, 6-8=Clear.
- Wind – (Autumn or Winter -2, -1 if Cloudy or Storm) 1=High, 2-3=Moderate, 4-5=Light, 6-8=None.
- High Winds = Each round make a Defy Danger Str. 1-6=Moved 10, 30 or 50ft downwind.
- Storm – Duration = 3D8 Hours. 3-6 or Double=Days. 22-24 or Triple=Weeks.
Size = 3D8 Miles. 3-6 or Double=*10 Miles (16km). 22-24 or Triple=*50 Miles (80km).
- Thus storms range from 3 hrs & 3 Miles, to 24 weeks & 1200 miles.

Storms : Use this roll if a storm rolls in. 2D6 + Wisdom Bonus.

10+ : You find a good place to hide for D6 days.

7-9=You find a good place to hide for 1 day.

6- = You are stuck in the storm. Your stuff is everywhere. Lose 2 days rations and D6 HP.

What does it mean – People do not start trips during a storm.

- Get fortune told before going on a trip. based on sea names, Light wood-Float them on water.
- Vandy – Truce/Retreat during storms.

Far Lands – Here be Dragons!

- East - Akatiir - Elven Empire. Two Flying Cities.
- East - Kiensun – Agamar Nation. 2 Floating Cities. Benevolent Dragons.
- East - Tir na saar - Land of Pain – Myrkr Alliance - Fomorians. Large hill forts.
- South - Jorlag – (Aquatic) Dark Elves realm. Faction-Demon.
- South - Gullmosi – Naga Nation. Vandy Faction. Tyrannical Dragons.
- South - Tir na dyrr - Fomorians. (Myrkr Alliance - Faction-Dao) Large cavern complexes.

Optional - Natural Disasters

Note – some players may have had friends or family affected by real world natural disasters, so these events may not be comfortable for your current group, use them with caution.

Disasters are a series of events for region, which can challenge your characters and enhance their shared story. Disasters should not just be a quick thing that happens.

These events are part of the world/timeline that will affect the trade, health and landscape of a region, rather than a quest to accept/reject.

Minor events will occur leading up to these disasters, but due to ignorance of science these can also be misinterpreted.

Remember characters and most of the npcs know FAR less than we modern people know about disasters, so players should not metagame.

Tremors or fissures opened by earthquakes/volcanic activity-may be seen as gods anger, Attacks from air/earth elementals, or even Underworld activity.

Cyclones & Tsunami may be seen as an attack by an aquatic power such as demons, the result of a lunar conjunction, or nature rebelling against the spread of civilisation.

Issues/Options :

- Effects of the Disaster on people, nature, creatures, magic.
- Opportunities for heroism - rescue people during the disaster, getting items/lore during the disaster, rebuilding after.
- Opportunities for villainy - steal/slay during confusion, steal/slay after the disaster-militia & temples are busy
- Plenty of non-combat skill use - climbing, swimming, jumping.

Questions/Quests :

- Was the disaster natural causes or by magic?
- Does it change things longer term? eg volcano ash cloud started forest fire, now nation X has to import timber instead of export it..
- were Underworld or magically imprisoned monsters released? regular prisoners?

Make no mistake, lots of people will be hurt and property damaged in these events, it will be a difficult time for most people involved. But from this tragedy people can come together, fulfilment can be found. But the dawn comes after the darkness.

After these events food supplies will be unreliable, local and regional security will be lower due to stretched resources. These events can be used transform a bad area into a revitalised and cooperative beacon of civilisation, if the right opportunities are taken.

Optional - Espionage in Rikirta

- The actions below are to facilitate covert actions in the world of Rikirta.

Requirement – To activate these actions the player(s) must have done something first, like started the ground work for their activity, roleplayed their moves, or gained some information or physical items. They cannot start the moves below out of thin air.

It is also best to decide before you start which members (one, some, all) of your group are involved in these activities.

- Note full time members of Ninja Ryu get +1 to the rolls. They have mad skillz.

Succeeding these rolls gives leeway in the situation, it does not imply no questions asked dominance. Failing these rolls should not result in instant death, it should result in a more complicated situation with options & opportunities to fail and win in a variety of ways.

Defence – **Misdirection** : Spread rumours and plant evidence to lead rival and enemies away from valuable people, information and items on your side.

Offensive – **Taint** : Corrupt peoples view of a person or section of information, sabotage an item or process without others knowing of your involvement.

2D6 + Charisma if you are spreading lies, + Intelligence if you are creating forgeries.

10+ = It worked and no one knows what you've been up to=

7-9 = It worked, however... Choose One :

- It worked however some third-party suspects you have been active and has started watching you or your group.
- It worked however a third-party caught you in the act and you owe them a favour for not giving the game away.

6 - = You got caught by your rival and they have you out numbered. Start talking or things get rough...

Defence – **Go to ground** : Hide something or someone and remove all traces without others knowing how you did it.

Offensive – **Light the fire** : Lead rivals or enemies against each other without leaving traces of your involvement.

2D6 + Wisdom if you've practiced and keep everyone calm, + Intelligence if you know lots of places to hide things and are down with who's who.

10+ = It worked and no one knows what you've been up to.

7-9 = It worked, however Choose one :

- a mysterious cult is trying to recruit you to assist in their activities.
- It worked however the militia caught you in the act and you have to give them information on others factions activities.

6- = You got caught by your rival and they have you out numbered. Start talking or things get rough.

Offensive – **Investigate** : Gain information on rivals or enemies activities without them knowing of your investigations.

Offensive – **Lure** : Spread information or gain leverage over a rival or enemy to get them to want to meet with you or contact you.

2D6 + Intelligence for detailed profiles on those in the game, or Charisma for chatting to a variety of people regarding a number of topics.

10+ = It worked and no one knows what you've been up to.

7-9 = It worked, however Choose one :

- an arcane guild scryed you, they have marked your house and request mutual favour swapping in the future to prevent your house from incinerating.
- however a church requests your aid in retrieving an item/person taken by a rival religion.

6- = You got caught by your rival and they have you out numbered. Start talking or things get rough.

Example 1 – Treasure-finder Sendarina Gaskell talks to people in the market about the great hero who saved the caravans from the Orc raiders. Now Sendarina can use the Investigate or Lure actions to snare Paladin of renown Emilia Austin and her allies into her clutches, mwuahahaha!

Example 2 – Kristov and Roberto have snuck into the lair of the wizard Phillipe. Now that they are in this advantageous place unobserved, they can plant information for Taint or Misdirection actions.

However Kristov rolls an 11 so the Umbral Walker Beneath the Waves (third party) caught them in the act and now our heroes owe him a favour for not giving the game away. Maybe they get some coin from Umbral Walker, maybe he has some cool gear Kristov and Roberto can steal later, or maybe some of his hirelings are cute. They got caught but they can roll with the situation, keep the game going and have fun.

Grey Forest of Rehik



To the sea

Drawn forever waiting
hollow hearts yearning for peace
troubled minds searching for reason
sit for hours in the sand
some stroll beside her
they venture onwards
with dreams of passion
others laugh and run
the warming sun
for a family of smiles
everywhere by waters edge
returning like a faithful friend
to the sea.

Oceans of Rikirta

A vast expanse of water circles the world of Rikirta. This consists of three oceans and four seas. While some parts of the ocean are 25,000 feet (7,620m) deep, most of it is 8,000 to 12,000 feet (2438-3657m) deep.

In addition to the oceans there are four great seas that are inland, high above sea level. Two of those are fresh water.

A variety of creatures exist in, on and around the lakes, oceans and seas, some friendly, but most are not. There are great quantities of normal sea creatures such as anemones, crabs, dolphins, eels, lobster, manta rays, octopus, sharks, squid, tuna and whales.

There are also magical creatures like Great manta rays known as Anacanth, the raiding humanoids called Gyrrak, Hydra, giant Sea horses known as Kudari, Naga and of course Sea Serpents. A plethora of Demons have also infested the oceans over the last 500 years, Fomorian, Merrow and Kraken to name a few.

Of the mortal humanoid species, Agamar, Dryad, Merfolk, Ranik and Wysto have homes, towns and villages on and in the water. Just like civilization on land, they trade, grow and harvest food, and they must watch for raiders and beasts from the depths.

World Features :

- Large water filled Neptune sized planet, with fourteen moons-three are Earth sized.
- Ocean is divided into depths of Shallow Sea, Middle Sea and Deep Sea.
- Devils come from the Moon-Vandyr, Demons are aquatic and come from the sea.
- If you die and are not blessed by Holy Water or Prayer within 1 day you will rise as an Undead Spirit in the Underworld (subterranean caverns).

Sea Levels : Water Pressure and Vision :

- Shallow Sea – 0-300 Ft (90m) deep = Normal.
- Middle Sea – 300-600ft (90-180m)=Dim Light (-1 to Discern Reality)
- Deep Sea - 601+ft = Darkness. -1 Discern Reality-Vision, Sick debility from pressure/cold.
- Freshwater-Shallow : 1 to 30ft = Dim Light (-1 to Discern Reality).
- Freshwater-Deep : 31ft and deeper = Darkness. -1 Discern Reality-Vision, Sick debility from pressure/cold.

Underwater : Weak & Shaky (-1 Strength & Dexterity rolls) for non aquatic species.

Aquatic Species : Agamar, Merfolk, Ranik, Wysto.

Denizens : Anacanth, Demons, Dragons, Gyrrak, Kudari, Laguz, Lizardfolk, Naga, Nymph, Octocanth, Selkie, Vyrrak.

Holding your breath : 3 minutes. For longer roll below.

Roll + Constitution,

10 + = You can go for another 3 minutes.

7-9 = You are struggling, Sick debility (-1 to Con rolls).

6- = Mouth full of water, D4 damage, Sick debility (-1 Con rolls)

Ocean Events : The most notable events involving the ocean are as follows -

Earth Era -200 (700 years ago) The goddess Sygnara visited in giant Octocanth form and cured hundreds of the plague spread by the Merrow of Hagalaz Sea.

Fire Era 95 (405 years ago) Merfolk of Harraeger setup portals from their Underwater cities to the surface villages.

Fire Era 350 (150 years ago) Agamar nation of Virkimal fell. Earthquake shook the whole island, sank beneath the waves of Hagalaz Sea. Agamar lost 1,000,000 citizens in the earthquake.

Fire Era 355 (145 years ago) Merrow setup the new realm of Illirvidir in the ruins of Virkimal, beneath the Hagalaz Sea.

Trade Routes :

- Northern Route – Along Mannaz Coast then Hagalaz Coast-via Mannaz Ocean & Hagalaz Sea : Tasek to Tir na gren to Storvan to Harraegir to Meervald to Xenek.
 - Southern Route - Along Sowilo Coast via Sowilo Ocean : Nehrad to Lisanbre to Rehik.
-

Aegir Sea : Far to the east. Home to many Rakshasa, Gyrrak & Vyrrak.

Dagaz Ocean : West of Central Lands = 70F / 21C.

Western Sofar communication open channel - Depth 1200ft for 800 miles.

- Transmit sound messages in Oceanspeak, or Message & Speak with Animals/Plants Spells.

Critters – Marid=Selkie, Wysto. Other=Peryton.

Dasva Sea : Inland Seas near Central Lands = 65F / 18C. Roughly 800 * 230 Miles across.

Fresh water, endorheic basin, no links to other lakes or seas. Surrounded by forests, hills and moors. Land nearby is 6,000 ft above sea level. No tides/currents. Dasva Sea is 3,000 ft deep.

Hagalaz Sea : 2,400 Miles across water. 80F / 26C. Sea Water, 7,000 ft deep.

Greenish tint to water, many reefs throughout. In Summer they have Tsunami on the south western coasts. There are many Kelp forests in the Hagalaz Sea with plants that stretch from 100 to 200ft long.

- Dolphins and Sharks are common in these waters. Both feed on thousands of Sardines who come to shallow waters for breeding each time Vorda is at it's zenith.

Travelled by – Lisanbre Catamarans, Xenek Junk ship, Tasek Longships.

- Common PC species - Lugat, Merfolk, Tengu, Wysto.

Busiest Port – Issigen. / Quietest Port – Muerat. / Most fish – Between Rakiru & Vandrfell.

Confirmed - Agamar city of Virkimal in the deep between Harraegir and Xenek. Now overrun with Merrow.

Rumours - Harpies seen near south eastern Hagalaz Sea.

- Brachari lairs all over the western Hagalaz Sea.

Isaz Sea : Far to the south west.

Lake Sarrigen (east Nehrad) - Salt water, links via 3 rivers to to Sowilo Ocean. 320 * 240 Miles.

Loch Hagala (east Storvan) - Salt water, links via 2 rivers to Hagalaz Sea. 120 * 80 Miles.

Losna Sea : Inland Seas near Central Lands = 85F / 29C. Roughly 750 miles diameter. Fresh water, endorheic basin, no links to other lakes or seas. Surrounded by forests, jungle and swamps. Land nearby is 8,000 ft above sea level. No tides/currents. Losna Sea is 2,000 ft deep.
- Critters : Skogyr=Pixie, Sprite. Other=Giant Jellyfish.

Mannaz Ocean : North of Central Lands = 60F / 15C.

Cold and murky water, half the beaches are stony. During spring and autumn there are sometimes tornadoes. Mannaz Ocean gets up to 300 meters deep before it drops to the sea bed. The southern Mannaz Ocean is known for being home to packs of Manta and Sting rays, sometimes in large numbers.

- Seals and Squid are common in these waters, feeding on migrating herring going north-south along the western coasts. Whales breed in these waters each Skogyr zenith.

Travelled by – Tasek Longships, Lisanbre Catamarans, Storvan Trading Ships.

- Common PC species – Thousands of Merfolk. Hundreds of Humans, Dryad, Ranik.

Busiest Port – Cinax. / Quietest Port – Pinox. / Most fish – North of Lyrikav.

Confirmed - Dragon sightings far out to sea to the west.

Rumours - Nymph aid fishermen against pirate raiders in western Mannaz Ocean.

- Demons north of Harakaft ruins. Few return from this area.

Northern Underwater Jetstream - Depth 500ft (E-W) & 1500ft (W-E) between 1,500 Miles.

- Five times normal speed.

Naudiz Sea : Far in the west. Home to many Rakshasa, Gyrrak & Vyrrak.

Obass Sea : Inland Seas near Central Lands = 80F / 26C. Roughly 650 miles diameter. Salt water, links via seven rivers to the Sowilo Ocean. Land nearby is 500 ft above sea level. Obass Sea is 5,000 ft deep.
Critters=Dinosaurs.

Sowilo Ocean : South East of Central Lands = 85F / 29C

Warm breezes and clear waters. Ship wrecks, Fog in winter. Sowilo Ocean is shallow and does not get more than 300 meters deep. In some places in the Sowilo Ocean there are thousands of jellyfish of all sizes, most of these are more active at night.

- Many coral reefs along these warm waters. Turtles lay and hatch on the beaches each spring. Each Vandyr waxing thousands of Hammerheads come here and smaller fish clean the fungi from them.

Travelled by – Nehrad Gondala, RehiK Kayaks.

- Common PC species - Thousands of Wysto. Hundreds of Agamar, Humans, Nichav.

Busiest Port – Maajang. / Quietest Port – Lystaheim. / Most fish – South of Corvusii.

Confirmed – Criminals of all kinds hide and do business here.

Rumours - Water elementals along south west coast.

- Troll raiders on the Saernott Isles.
- Naga citadel in the most northern part of Sowilo Ocean.

Southern Underwater Jetstream - Depth 700 (W-E) & 1000ft (E-W) between 800 miles.

- Five times normal speed.

Umbra Sea : Inland Seas near Central Lands = 75F / 23C. Roughly 300 * 900 Miles across. Salt water, endorheic basin, no links to other lakes or seas. Surrounded by forests, hills and swamps. Land nearby is 8,000 ft above sea level. Umbra Sea is 3,000 ft deep. Critters=Dinosaurs.

- Roaming the Umbra Sea is a Druid named Robin who helps travellers in the area.

Wunjo Sea : Far in the west.



Moons of Rikirta

Fourteen moons orbit the large world of Rikirta. Five of the moons are close, with three of those being Earth sized. Vandyr is bright orange and dominates the night sky, while Myrkr is black and appears as a void in the blanket of stars that seems to shimmer at midnight. Two of the moons are visible in various forms during the day. Moons ten to fourteen do not have sufficient gravity or atmosphere to support life without magical aid.

- Demons are aquatic and come from the sea.
- Most other creatures come from the moons of Vandyr (van-dir) or Myrkr (mir-kir).
- Lunar conjunctions and certain holy days have different magical effects.

Humans, Kitsune, Nekomata & Tengu have recurring dreams involving the moons of Dreyri & Jarri.

Fourteen Moons : Five close, three of those are earth sized, two luna sized and visible two during the day. The other nine moons are further out. Big moons : Vandyr (1st-Here – Fire, Orange), Myrkr (3rd-Mir-kir – Night, Black), Skogyr (5th-Sko-gir Green). The two moons visible during the day are Dreyri & Vorda.

Vandyr (1st-Here ñ Fire, Orange), Earth sized. Efreeti and their minions. 120 day orbit. Vandyr - A Fire Realm of Fire storms and lava seas. Creatures roam the desert, jungle and volcanic areas of Vandyr. The Fire Giant leader Surtr has a massive fort. Sky is light green haze.
- Double area of effect and duration of fire spells/effects. Half water/ice spells duration and area.

Carbon and Sulphur atmosphere. Vandyr Survival Daily roll - Roll+Constitution.

- Myrkr creatures get -2 to this roll.

10+ = Person is feeling fine.

7-9 = Sickened Debility. Slightly dizzy and tight chest.

6- = D6 damage and Sickened Debility. Fever.

During Twilight various elementals spawn and explore, or fight each other. Sky is light green haze. The larger towns are patrolled by constructs.

Volcanic Regions ñ Vandyr Rifts- These areas have fauna and flora from Vandyr which have spread around the portals over the years. Rocky and sandy deserts, volcanos and even some jungle areas occur in these warm to hot regions. Noticeable acid smell. Scattered around the moon of Vandyr are a hundred Ninazu-Scorpion folk nests. Some are 60ft across, some are a mile across.

Common Creatures - Basilisk, Cassowary, Chimera, Cockatrice, Elementals-Fire, Emu, Fire Giants, Hydra, Kangaroo, Kobolds, Lizardfolk, Lizards, Manticore, Medusa, Naga, Ninazu (Scorpion Folk), Nocnitsa, Oni, Red Dragons, Salamander, Snakes, Wyvern.

Dreyri : (2nd) Luna sized. Abandoned. 500 years ago over 1,000 Meteors hit the planet. Humankind fled to Rikirta. Thousands of floating rocks 1-100ft across. Stormy landscape of floating rocks 1-100ft across. 16 day orbit.

Now-Undead spirits throughout (Ghosts, Shadows & Wraiths). Some Oozes.

No large trees, just small shrubs and bushes. Small animals, insects and reptiles.

Old days - Egyptian style pyramids, homes for 7 families.

Low Gravity and Thin atmosphere, roll+Constitution each day.

10+ = Adjusted fine. This place rocks.

7-9 = Balance is off, Shaky debility. -1 Dexterity rolls.

6- = Breathing is harder, balance is off, Shaky & Sick Debility, -1 to Constitution & Dexterity rolls.

Myrkr (3rd-Mir-kir ñ Night, Black), Earth sized. Dao and their minions. 8 day orbit. Retrograde orbit. (reverse direction). Myrkr : On Myrkr the sun has only half the normal amount of brightness. Half duration/area of effect for good/light/day spells. Storms during Skydark can transport people between Myrkr & the Underworld. Many foul creatures roam the Underworld of Myrkr. Some people say that Myrkr can borrow people who perform deeds that greatly affect others, setting a series of events together to test or punish them. There are seven great flying citadels floating around Myrkr, all have magical shields against the windy storms. Most guardians on Myrkr can fly or breath underwater.

- Most of Myrkr is covered with caverns and chasms, storms are frequent.

Visitors : Those who have stayed for more than 20 days, or have visited twice must make Roll+Wisdom.

- Vandy creatures get -1 to this roll.

10+ = Eye or Hair color permanently changes.

7-9 = Voice or your scent permanently changes. -1 Charisma rolls for 1 week.

6- = Shadow and Aura permanently changes. -1 to Magic rolls by you or for you for 1 week.

Methane vents ñ Underworld and Underwater. Slightly warmer than surrounding water, or cooler than surrounding air. Clear and odourless. Electricity AOE/Damage/Duration is halved.

-Myrkr creatures regenerate 1hp/rd within 100ft.

-Vandy creatures Defy Danger Con. 1-6=result means they explode. 7-9=they take 2D6/rd suffocation damage.

-PC species Defy Danger Con. 1-6=They take D6/rd suffocation damage.

Methane vents can cause explosions with fire sources.

-Methane vents + Torches = 20ft diameter 2D6 explosion.

-Methane vents + Fireball = 100ft diameter 4D6 explosion.

Critters ñ Barguest, Bugbears, Cow, Cyclops, Eagle, Earth Elementals, Frost Giants, Goblins, Gyrrak, Harpy, Orcs, Pig, Raccoon, Rakshasa, Stag, Trolls & Vyrrak.

Rakshasa : Created Gyrrak and Vyrrak, masters of Myrkr faction. Can swim in Astral space as well as they do in the oceans. The Rakshasa masterminded the conquering of the moons Myrkr & Thallari, and are invading Rikirta & Skogyr covertly. What few know is long ago they moved the moons Myrkr & Thallari from another realm.

Vorda : (4th) Luna sized. Celestials. Wilderness with dinosaurs and animals. One massive Citadel on the coast, celestials and deities there. 50 craters 1-5 miles across. 24 day orbit. One massive north-south continent, other half of the world is sea.

Critters ñ Bats, Celestials, Dinosaurs, Echidna, Lugat, Nichav, Parrots & Tasmanian Devils.

Skogyr (5th-Sko-gir Green) Earth sized. Djinni and their allies. Fey, Shapeshifters. 480 day orbit. Food and Sleep effects happens during Lunar conjunctions-with No wild magic those days.

Beneath the sea is a massive crater 500 miles across where Skogyr collided with Myrkr and the Skogyr shards became meteors which devastated Dreyri. Fresh and sea water is green, the deeper you go the darker the shade.

Eating in Skogyr : Effect happens to groups-by proximity. This does not happen every meal, use this when its fun to spring on pcs -

Roll+Con : 10+ = Change species for D12 hours.

7-9 = Choose one; Hallucinate for D6 hours, Sick-Sickened debility, Swap Bodies.

6- = Hallucinations become real for D6 hours.

Sleeping in Skogyr : Effect happens to groups-by proximity. This does not happen every night, use this when its fun to spring on pcs -

Roll+Charisma ; 10+ D6 years younger,

7-9 = Choose one; Dreams-Become real, Teleport-Time D6 years, Nightmare-Becomes real, Teleport-Space D6*10 Miles

6- = D6 years older.

Critters : Centaur, Dryad, Eagle, Elementals-Air, Elves, Faerie, Goat, Griffin, Horse, Koala, Lion, Owlbear, Panda, Peguses, Pixie, Satyr, Sphinx, Sprite, Treant.

Galasir - Sixth moon : Luna sized. 80 day orbit. Sea water is white near the surface but orange in the deep areas. Frozen fresh or sea water is black, as is snow.

Low Gravity and Thin atmosphere, roll+Constitution each day.

10+ = Adjusted fine. This place rocks.

7-9 = Balance is off, Shaky debility. -1 Dexterity rolls.

6- = Breathing is harder, balance is off, Shaky & Sick Debility, -1 to Constitution & Dexterity rolls.

Bodies acclimatise to the environment after two weeks. Electricity/Lightning magic/effects area/duration are halved. Myrkr have portals to Thallari.

Critters : No Large Creatures. Animals-Crabs, Dolphin, Fish, Fruitbats, Goats, Pigs, Squirrels, Wombats. Demons-All. Myrkr-Harpies & Orcs. Sentients-Lugat, Ranik & Wysto.

Fire Era 460 : Ranik from the Lisanbre Order of Astar setup a base on Galasir moon. Roughly 150 people there. In the last 40 years they have had many skirmishes with Demons & Myrkr on the planet.

Thallari - Seventh moon : Luna sized. Retrograde orbit (reverse direction) 120 day orbit.

Thallari appeared in the solar system in Fire Era 240.

Environment ñ Half the planet Water, Two of the land masses stretch from pole to pole, one Fifth of the planet is large polar caps. Most plants foliage is shades of pink-purple.

Low Gravity and Thin atmosphere, roll+Constitution each day.

10+ = Adjusted fine. This place rocks.

7-9 = Balance is off, Shaky debility. -1 Dexterity rolls.

6- = Breathing is harder, balance is off, Shaky & Sick Debility, -1 to Constitution & Dexterity rolls.

Bodies acclimatise to the environment after two weeks.

Critters : No Large Creatures. Bear, Hawk, Jackal, Oozes, Pig, Squid, Stag. Myrkr-Barguest, Bugbears, Elemental-Earth, Goblins, Gyrrak, Harpy, Jorogumo, Myriax, Orcs, Peryton & Vyrrak.

ñ Myrkr and Thallari came into Rikirta's orbit after it was created. It is not known how they got there or where they came from, or why.

Despasir - Eighth moon : Luna sized. 240 day orbit.

Environment - Fresh and sea water is green, the deeper you go the darker the shade. Acid/Poison magic/effects area/duration are halved.

Low Gravity and Thin atmosphere, roll+Constitution each day.

10+ = Adjusted fine. This place rocks.

7-9 = Balance is off, Shaky debility. -1 Dexterity rolls.

6- = Breathing is harder, balance is off, Shaky & Sick Debility, -1 to Constitution & Dexterity rolls.

Bodies acclimatise to the environment after two weeks. Vandyr have portals to Jarri.

Critters : No Large Creatures. Animals-Bearded Dragon, Cassowary, Fish, Koala, Kookaburra, Shark, Sea Snake & Wallaby. Sentients-Dryads, Nichav & Tengu. Undead-All. Vandyr-Basilisk & Kobolds.

Fire Era 200 : Nichav of Nightshade Ryu in Storvan establish a base on Despasir moon. Roughly 530 people there. Undead creatures raiding the settlement have increased attacks in the last 5 years.

Jarri - Ninth moon = Luna-earth sized. Was Kitsune, Nekomata & Tengu. Now half of it is overrun with Vandyr creatures. It has a 480 day orbit. Light green day sky, dark red night sky, yellow ocean. There were many burrows and tree houses.

One long tangled continent makes it possible to walk around the world north-south or east-west without touching water.

- Was : Arctic, Desert, Forest, Jungle & Tundra. Sentients-Kitsune, Nekomata & Tengu.

Dinosaurs & Large Insects. Air elemental servants & Earth elemental guardians.

- Now : Desert, Jungle, Savannah & Wastelands. Sentients-Naga & Salamanders. Fire Elemental, Kitsune & Tengu slaves. Dinosaurs & Large Insects. Hundreds of rift-portals to Vandyr-within 100ft Defy Danger Con else Sickened. Volcanos and lava fields around rift portals.

- Word of Recall & Shadow Walk spell – To Astral plane, Underworld or the moons.

Dreams and Characters

Kitsune, Nekomata & Tengu sometimes have dreams of Jarri (9th moon) - Light green day sky, dark red night sky, yellow ocean. Burrows and tree houses. Giant insects roaming the lands. Been on Rikirta for 574 years. 90,000 fled a Vandyr invasion. Vandyr=Chimera, Fire Elementals, Medusa, Salamander, Wyvern.

Jarri Dreams :

D8; 1=Jarri humanoid species during main Vandyr invasion-Chimera & Salamander doing wholesale slaughter. 2=Initial Vandyr invasion, people fleeing away from portal, Medusa & Fire Elementals. 3=Moons align-portals activate on Rikirta & Vandyr & Jarri-portals tainting the air and land. 4=Ninazu-Scorpien folk building nest near lava tunnels. 5=Jarri species splitting south to Xenek to meet with Satyr and north to Meervald to meet with Nichav. 6=Portal opening on Rikirta-Fire Elementals & Wyverns flying out. 7=People hunting giant insects on Jarri. 8=Jarri species years ago, peaceful time on Jarri.

For each Jarri species pc, roll twice and those ones are recur more often and will come into the campaign. Vivid dreams occur once per week or so. Roll+Wisdom, 7-9=Agitated by okay, 6-9=Confused Debility for that day.

Humans, Cambions & Nephilim sometimes have dreams of Dreyri (2nd moon) - Rikirta is massive in the sky-Blue. Egyptian style pyramids, homes for 7 families. Been here for 500 years. 30,000 fled Dreyri but over a 270,000 died.

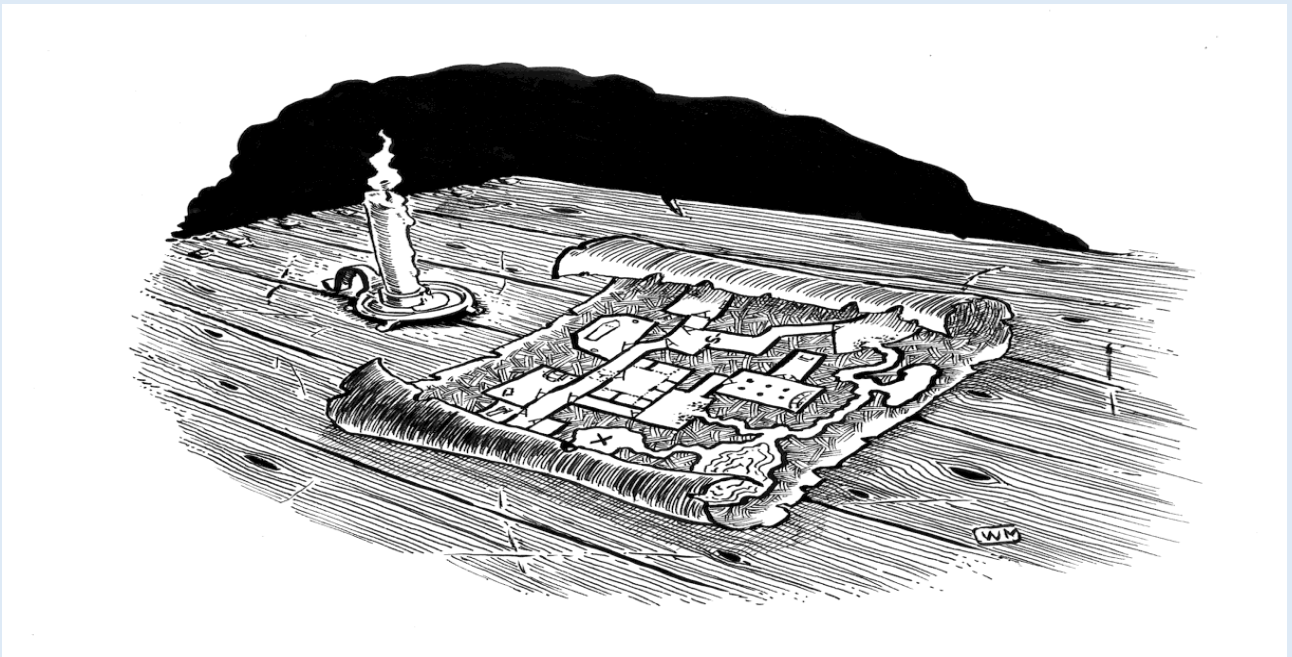
Dreyri Dreams : Ghostly visions-Unfinished tasks from the slain. D8; 1=Dead not gone to Vorda or Underworld, descendants must recite prayer of rest. 2=Someone fleeing hurt them causing them to be slain, get vengeance or confession from descendants. 3=Vision of Rakshasa around dark pool sending ritual magic to portal in moon from another realm. 4=Cultural/Historical lore on Dreyri must be uncovered. 5=Story of life journaled and given to Order of Twilight. 6=Vision of Myrkr portalling in from another realm and smashing Skogyr-chunks turn to meteors and hit Dreyri. 7=Loved one missing, need to find out if slain/lived and descendants okay. 8=Treasure on Dreyri must be uncovered.

For each Human, Cambion or Nephilim characters, roll twice and those ones recur more often and will come into the campaign. Vivid dreams occur once per week or so. roll+Charisma, 7-9=Restless but okay, 6-9=Stunned debility for that day.

Astral Plane surrounds all moons and realms. The Astral Plane co-exists & is interdependent with them. Orange-Purple misty realm, made of thought, spirits & life energy. Every thought, dream, hope and possibility is Astral Plane. With magic people may travel to and through the Astral Plane both physically or spiritually.

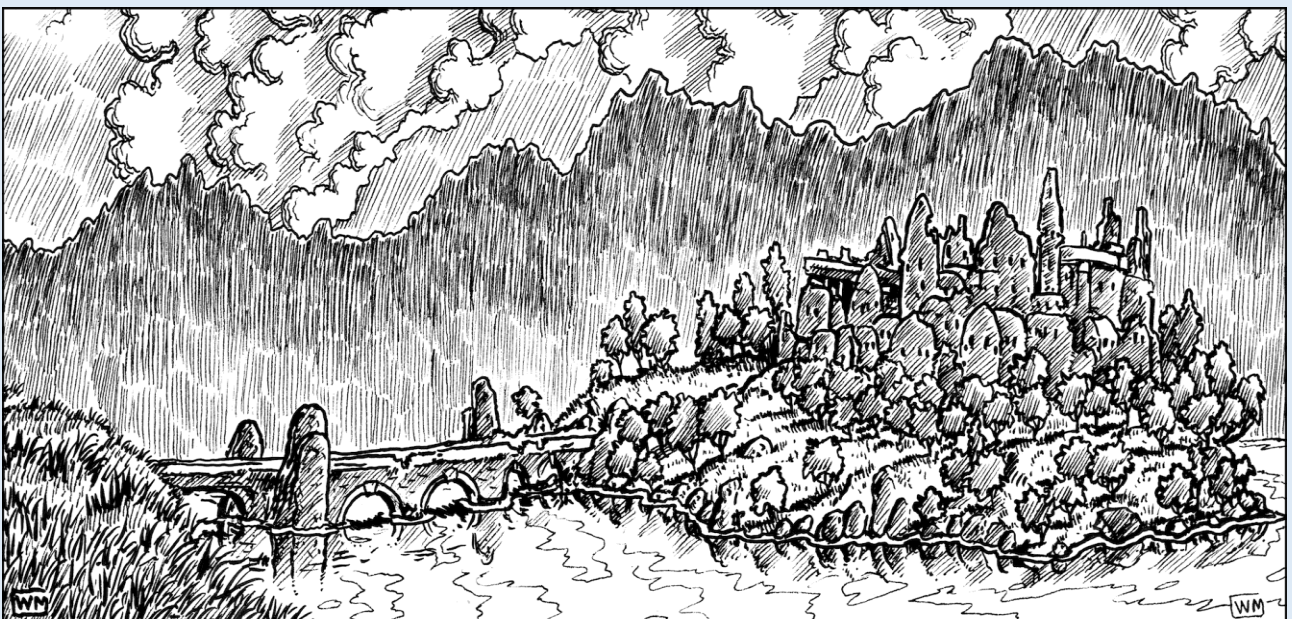
Astral Plane is the fabric between the worlds, created by constant interaction and opposition of the forces of Light, Darkness, Fate, Order & Chaos. Four worlds exist in the same time, but in a difference space. They have similar appearance and features. The direction of gravity in the Astral Plane is chosen by will. Objects do not fall or fly unless a sentient being wills it.

The Astral Plane is timeless in that people do no age or grow thirsty while they are there, however the equivalent time passed catches up to them at double the rate when they return to Rikirta or any other non-Astral realm. For example people may be placed in the Astral Plane to halt the spread of a disease or poison, but the cure should be applied quickly after removing them from the Astral, and the Astral Plane has denizens of it's own.



A chant to inspire courage for Elves, Humans, Kitsune, Nekomata, Satyr and Tengu.

With swords we will fight,
With friends we will venture,
with magic we will conquer,
with faith we will resist the darkness,
with victory we will ascend.



Shrines for Constellations and Deities

Constellation Shrine

- Below are two examples of a shrine to one of the constellations.

Crocodile Shrine - 20ft tall wicker statue of a crocodile.

- When you feed the shrine blood or meat, roll+Wisdom as you put something in its mouth.
- 10+ = Take the form of a muscular Agamar for 6 hours. Other Agamar, Ranik & Tengu find you appealing.
- 7-9 = Your skin turns to hard scales, +2 armour for 3 hours. However -2 on Dexterity rolls, its difficult to move in.
- 6- = Giver is blessed with Crocodile form and intellect for 3 hours.
- If any bird or reptile eggs are put on the shrine an immediate copy is created.
- If any dead body (or parts of) is put on the shrine the giver is blessed with large Crocodile form for 6 hours.

Kangaroo Shrine - 20ft tall brass statue of a Kangaroo.

- When you put something in Kangaroo's pouch, roll+Charisma.
- 10+ = Gain the ability to leap 20ft high or across at will for the next 6 hours.
- 7-9 = You can move faster on land than every biped, but are competitive towards people of the same gender, for 12 hours.
- 6- = Turn into a Kangaroo, with a Kangaroo's intellect for 3 hours.
- If the person is a marsupial (Grakar, Nichav) all wounds are cured and debilities removed.
- If fire touches the statue it animates with stone golem statistics and attacks the person.

Deity Shrine

- Below are two examples of shrines to one of the deities.

- **Herjac**, Evil god of Death, Necromancy & Undead.

Atop this pile of bones is a skeleton with four arms, that holds a different type of skull in each hand.

- When you touch any of the skulls, including the skeletons, roll+Wisdom as you meet its gaze.
- 10+ = Shadow form, are incorporeal for 3 hours when out of direct sunlight.
- 7-9 = Person gains regeneration of 1 Hp/minute and +2 Armour if they eat a pound of flesh per hour.
- 6- = Person is blessed with Skeletal form for 6 hours, -2 to Charisma rolls.
- If Undead are placed on the shrine, they are animated for 1 week.
- If anything holy (sacred to the Good gods) touches the shrine a grey wisp of energy removes 10 years from their life.

- **Gabrielle**, Chaotic Goddess of art, music and revelry.

This brass statue of an elven lady stands amid a dozen instruments and paintings.

- When play music or show art to the statue, roll+Charisma as you meet its gaze.
- 10+ = Everyone within 100ft has wounds healed, and feels inspired to dance, sing or write.
- 7-9 = Everyone feels strong attraction to one person nearby, and revulsion to another person nearby.
- 6- = Their mind is overloaded with breathtaking art and music, -2 to Wisdom rolls.
- If music instruments or art are placed on the shrine, their value is tripled for 1 month.
- If anything unholy (sacred to the evil gods) touches the shrine a orange wisp of energy blinds them for one day.

How would a typical Rikirta session flow -

- Quest is linked to Character 1 & 2's backgrounds or goals.

Five encounters:

1 : At least one interaction encounter, chance to learn information about the plot, the world and/or the denizens. They may gain or lose an enemy or ally.

2 : One encounter is linked to Character 3 & 4 background or goals that is not involved with the main plot.

- this will have a follow-up event or quest in later sessions.

3 : At least one combat encounter, remember to vary the below :

- Distance : Close vs Near vs Far.
- Environment : Hostile vs Moderate vs Passive (includes weather, lighting, obstacles, effect on movement and senses).
- Threat : Easy vs Moderate vs Hard.
- Determination : Barely vs Average vs Very. Many sentient beings will not fight to the death.

Note : if the bad guys win, the pcs may get a chance to escape, or the bad guys will get information, items or a favor. Source the table for ideas. Remember many bad guys have enemies that are not the civilized races, so trade a favor for freedom, insert side quest.

4 : One encounter with a Rikirta feature, such as Twilight, Methane Vent, Festival/Lunar Conjunction, Vandy Portal or Jarri/Dreyri Dreams.

- These can be weaved into other encounter types, eg combat around a Methane vent or interaction during a Festival.

5 : Final encounter should always involve options, bad guy may offer a bribe or pcs may find out the bad guy is being controlled or framed.

- Maybe the pcs have to get through traps to get to the bad guy, but if they treated the Kobolds well in the interaction encounter they can disable half them easily.

After effects - directly or indirectly there are flow on effects. You take out the Orcs then the Vampire moves its zombies into the Orc lair, later on you go back to the Orc caves, but a few things have changed. Meanwhile you are getting more quests because people heard you cleared out the Orcs.

Once a PC has started adventuring, they have started an important journey, and their lives should be in some way different. Maybe strangers smile or scowl at them more. Maybe they pop up on notables radar and get invites to special festivals. Maybe someone in the family has a secret and needs their help. Adventuring should never just be about finding, slaying and looting.

How would a typical Rikirta campaign flow –

Session 1, 3 & 5 will be tied into Character 1 & 2's background or goals.

- Small side events for Character 3 & 4 will occur but not be the main focus.

Session 2, 4 & 6 will be tied into Character 3 & 4's background or goals.

- Small side events for Character 1 & 2 will occur but not be the main focus.

Session 1, 3, 5 & 7 will have your recurring thing, be it Orc invasion, covert smuggling war or recovering of ancient lore.

Session 2, 4 & 6 can be a separate subplot, only related to the main plot by geographic location.

For example, the main plot may be dealing with Orc humanoids raiding from the north and corrupt merchants using them to take out rivals. In the same country is the subplot of Wererats gathering followers in the sewers and docks.

Every session has 1 encounter where you insert world features such as Twilight, Methane Vent, Festival/Lunar Conjunction, Vandyr Portal or Jarri/Dreyri Dreams. Try not to use the same one repeatedly unless it makes sense, eg multiple High Altitude events when you are climbing over a huge mountain range.

- I would choose 2 of the 4 'bad guy' factions for the campaign, eg Demons, Undead, Myrkr and Vandyr. Then not use the others at all. This keeps a strong theme and the bad guys have set goals.
- For variety sprinkle in non-plot events, like sibling's birthdays, mentors retirement, lunar eclipse, old girlfriend visits, just every day stuff. Adventures are people too, so are their contacts.
- The notes are done in preparation for the game, typically there is a large revision of who is involved in what and why after session 1 just due to the dynamic nature of play.

Remember pacing is the Game masters choice too, just because the players investigate something, doesn't mean they find something every time, they may have to look elsewhere or deal with a different plot for a while.

Also if the players are more interested in the subplot then you can put more events in that, but also have an effect of the main plot being ignored. The world should be interactive. In the given example the pcs may delve into the Wererat problem and ignore the Orcs because hey that's what the militia are for. So you can have caravans to the city raided by the Orcs causing food shortages and then the Wererats taking over the granaries.

You can space things out so that the Main plot and subplot alternate over 9 or 11 sessions, but by that time they will be more powerful and you may find you need to change to focus to resource management (like them running a guild or followers) or increasing the power (like going to the moons/other planes of existence) to keep it challenging while maintaining the story.

Groups – Arcane Guilds

A number of powerful groups strive towards their own goals, some nefarious and some more noble. There are five known Arcane Orders, collections of Warlocks and Sorcerers, and six Ninja schools, known as Ryu. The Ninja act as spies, couriers, scouts and assassins as required. It is believed there are Arcane orders and Ninja ryu allied with the Myrkr and Vandyr creatures, but little is known about these groups.

Arcane Guilds – Five known :

Order of Astar - (aka Buccaneers) Location : Lisanbre & Rehik (League of Free States).

Typical Member : Agamar & Ranik.

Numbers : 200 in Rehik, 400 in Lisanbre.

Allies : None.

Enemies : Demons of Saernott Isles.

No Knowledge of : Order of Skogyr, Order of Thalassa, Myrkr Alliance.

Goals : Make Sowilo ocean safe from Demons.

- Order of Astar members are known for bravery and dedication to duty.

Order of Astar have a large citadel 60 miles south west of Vechnygrad.

Order of Callisto - Location : Harraegir & Nehrad (League of Free States).

Typical Member : Merfolk & Wysto.

Numbers : Estimated 500 in Nehrad, 300 in Harraegir.

Allies : Marid Faction (Marid), Church of Kayel (Battle, Strife)

Enemies : Demons from Tetrae Isles & Illirvidir.

No Knowledge of : Order of Twilight, Vandyr Pact.

Ranks : Champion, Master, Warlord, Harbinger.

Goals : They are trying to retrieve Virkimal relics.

- Run by Storm, male Kitsune, Sorcerer-Storm. Hunts Demons.

Order of Skogyr - Location : Meervald, Storvan & Tir na gren (Xenek Empire).

Typical Member : Dryad & Satyrs.

Numbers : Estimated 200 in Meervald, Storvan & Xenek.

Allies : Skogyr Faction (Fey), Church of Ginan (Twilight & Stealth)

Enemies : Vandyr Pact of Harakaft to the north.

No Knowledge of : Order of Astar.

Ranks : Fifth (Lowest), Fourth, Third, Second, First (Highest).

Goals : Interested in Rikirta, enhancing and protecting.

- Base on Skogyr-Moon & Galasir-Moon. Skogyr Base-Collection of 21 tree houses 50ft up in Oak forest. Trade with local Satyr tribes. Raided by Naga in 495 FE. Fire Era 460 : Ranik from the Storvan Order of Skogyr setup a base on Galasir moon. In the last 40 years they have had many skirmishes with Demons & Myrkr on the planet.
- Motto : 'A million stars shall pass, we shall not fall'.
- Election for rulership every 20 years. 1 year campaign in 5 nations. 3-5 candidates visit each city in each land twice in that time. Next election is year 500 Fire Era. Currently run by Skyfire, female Elven Druidess. Gentle with animals/plants, ruthless with Undead.
- Order of Skogyr have a hidden tower 300 miles south east of Jargrad.

Order of Thalassa - Location : Vakaheim & Xenek (Cross culture, Xenek Empire & Dwarven Alliance)

Typical Member : Dwarves & Humans.

Numbers : 200 in Xenek and 400 in Vakaheim.

Allies : None.

Enemies : None.

No Knowledge of : Vorda Faction (Celestials).

Goals : Wealth. Gather lore & artifacts for the Order.

- Mercenary spellcasters. Transport people to and from places for money. Bodyguards but not raiders.
- Order of Thalassa do not travel to the moons or underwater, just around the Rikirta lands.

Order of Twilight (aka Guardians) - Location : Tasek & Tir na skia (Dwarven Alliance).

Typical Member : Gnomes & Elves.

Numbers : 500 in Tir na skia, 1,000 in Tasek. Join eastern patrols watching for Tir na saar raiders.

Allies : Vorda Faction (Celestials), Church of Mantyr (Guardians, Sea)

Enemies : Vandyr Pact of Varokaj & Myrkr Alliance of Tir na saar.

No Knowledge of : Order of Callisto or Vandyr Pact.

Goals : Guard Dwarven Alliance against Myrkr Alliance.

- No Necromancers. Ruled by a Phoenix.
- Base on Vorda-Moon. Three towers on mountain side overlooking jungle. Warm humid climate. Can see a small and large crater in distance.
- Some Elven Magi in the Order of Twilight are still in contact with the Empire of Akatiir.
- Some Gnomes researched the solar system, discovering that the moon Myrkr was brought from another realm, smashing into Skogyr, the rocks from this hit Dreyri causing the Human evacuation from Dreyri to Rikirta. Later Myrkr summoned another moon which became Thallari.

Ninja Ryu – Six known :

Echo Ryu - Locations : Tir na skia & Vakaheim (Dwarven Alliance)

Typical members : Dwarves & Gnomes.

Numbers : 400 in Tir na skia, 200 in Vakaheim.

Allies : Vakaheim Militia, Church of Namar (Crafts, Perserverance)

Enemies : Undead from the Underworld.

No Knowledge of : Order of Callisto, Thorn Ryu, Vandyr Pact.

Goals : Patrol around and within Vakaheim & Tir na skia to keep safe from Demons & Undead.

- Lead by Lucky the Nichav extraordinaire. Nichav male Rogue 5/Bard 7.

Ghost Ryu - Locations : Lisanbre & Rehek (League of Free States)

Typical members : Dryad & Nichav.

Numbers : 500 in Lisanbre & 300 in Rehek.

Allies : Church of Tylyn (Light & Justice), Vorda Faction (Celestials).

Enemies : Vandyr moon Kobolds & Naga of Akronas.

No Knowledge of : Order of Callisto, Order of Twilight, Myrkr Alliance.

Goals : Gather plane shift-teleport magic. Recruit other Ninjas.

Lily Ryu - Locations : Tasek (Dwarven Alliance)

Typical members : Humans & Nichav.

Numbers : 600.

Allies : Tasek Militia, Church of Hnaska (Magic, Knowledge).

Enemies : Myrkr Alliance Shapeshifters, Lycanthropes.

No Knowledge of : Demons, Undead.

Goals : Monitor traitors, spies, criminals & shapeshifters.

- Base in Umbral Mountains. Neutral-Owlbears.

Nightshade Ryu - Locations : Harraegir & Storvan (Cross culture, League of Free States & Xenek Empire)

Typical members : Elves & Wysto.

Numbers : 100 in Harraegir, 300 in Storvan.

Allies : None.

Enemies : Storvan Militia.

No Knowledge of : Order of Astar, Order of Twilight.

Goals : Stay hidden, enjoy wealth, expand into Meervald.

- Smugglers and Assassins. People out of Xenek Empire. Herbs and Poisons into Xenek Empire.
- Fire Era 200 : Nichav of Nightshade Ryu in Storvan establish a base on Despasir moon. Roughly 530 people there. Undead creatures raiding the settlement have increased attacks in the last 5 years.

Thorn Ryu - Locations : Nehrad (League of Free States).

Typical members : Merfolk & Ranik.

Numbers : 300.

Allies : Marid Faction (Marid), Church of Sygnara (Nature, Wisdom).

Enemies : Myrkr Alliance of Jutram.

No Knowledge of : Order of Twilight, Lily Ryu, Undead.

Goals : Assist militia in keeping Myrkr Alliance out of Nehrad.

- Base in Vorda Mountains.

Vine Ryu - Locations : Meervald & Xenek (Xenek Empire)

Typical members : Satyr & Tengu.

Numbers : 100 in Meervald, 200 in Xenek.

Allies : Skogyr Faction (Fey), Church of Gabrielle (Music, Art)

Enemies : Myrkr Alliance of Varokaj & Muersa.

No Knowledge of : Thorn Ryu, Undead.

Goals : Watch Varokaj border for incursions. Watch/Remove Myrkr Alliance creatures and agents.

- Some missions for Xenek rulers.
- Run by Rahaan- male Satyr Rogue-Burglar. Prefers taking prisoners.

Running Thieves Guilds/Ninja Ryu

If your city is 20,000 population, then your thieves guild has 20 full time members, 20 information gathers/beggars and 10 associate members-wizards or assassins.

So no armies of thieves, and half of them are 1st level.

Their advantage is they know their city, multiple safe houses, multiple ways in and around the sewers to get away/get close to people and buildings. so they can take whatever you left back at the inn, or inform the guards you are responsible for the murders down at the docks.

Most of them are from poorer backgrounds so they won't have diamond garrotes, instead they will use lots of cheap stuff - nets, marbles, caltrops, stink powder (as stinking cloud for 3 rounds).

As you leave or as you approach the guild, several agents distract you while others naff your gear

If they are well connected they may follow you for a few days, then suddenly your father's shop is paying protection money and your sisters new boyfriend sneers at you a lot...

Rather than kill you it works better for them to use you to do their work, or act as a distraction,

either way you take the risk and they lose nothing.

If they capture the pcs, it doesn't have to be lethal - sleep poison in their food, nets and cudgels in their inn at night, or just lure them into an alley then they notice 4 crossbows on the roof-ask them to come for a chat.

Game Master lore below :

Claws of Sekash : Demonic Cult commanded by a Warrior-Bard, Sekash the Paladin of Vengeance.

Fomorian Adult. Active in hills between Dyrrbrae-Tasek & Tiraka-Meervald, Umbral Sea Region.

Sub-factions/Member groups : Claws of Sekash are a subfaction of the Demons in Rikirta.

Motto : 'In chaos we conquer'.

Beliefs/Goals : Capture creatures for Sky Dark rituals. Information on Vine Ryu & Order of Skogyr activities.

Typical Members : Dark Elves followers. Impag Cult.

Numbers : Estimated 300 in mountains between Tasek & Meervald.

Locations-Rikirta : Hidden cults and lairs around many places.

Locations-Other : Illirvidir, Tetrae Isles, Underworld-Irkalla, Visikis.

Relations : Work against Meervald, Tasek, Tir na skia & Varokaj.

No Knowledge of : Ghost Ryu, Nightshade Ryu, Vandyr creatures.

Ranks : Champion, Master, Warlord, Harbinger.

Notes : Agents in Order of Skogyr-Meervald & Vine Ryu-Xenek.

Myrkr Alliance : United Realm, share information and resources. Dao-Green Dragon Faction.

Symbol : Black Banner with Green Claw.

Nations : Ersetu (Underworld), Muersa (North), Tir na saar (Far East), Tir na dyrr (Far South), Varokaj (East).

Sub-factions/Member groups : Barguest, Bugbears, Cockatrice, Cyclops, Elemental-Earth, Ettins, Goblins, Green Dragons, Gyrrak, Harpy, Hexrak, Jorogumo, Minotaurs, Myriax, Ogres, Orcs, Peryton, Trolls, Vyrrak. (Followers of Lyria)

Motto : 'Everything in the universe'

Beliefs/Goals : Direct Good churches and humanoid species against Demons and Vandyr, further Myrkr influence.

Typical Members : Followers of Lyria, Goblins, Gyrrak, Orks.

Numbers : Estimated 10,000 Goblins in Jutram, 1,000 Myriax in Varokaj.

Locations-Rikirta : Hidden cults and lairs around many places.

Locations-Other : Bases on Myrkr moon, Jutram, Varokaj, Underworld-Ersetu.

Relations : All others are tool to be used towards our ends.

No Knowledge of : Echo Ryu, Order of Astar, Shadow Ryu.

Ranks : Minion, Guardians, Agents, Masters

Notes : Velvet glove, prefer subterfuge and subtly.

Monster Arcane Guilds -

Jutram – Goblin Cabal in southern jungles. Allies with Lyria Cult. Myrkr Alliance.

Varokaj – Kobolds & Naga in the Eastern ruins. Former Dwarven Realm. Vandyr Pact.

Monster Ninja Ryu –

Harakaft – Naga in northern ruins. Allies with Zezuca Cult. Vandyr Faction.

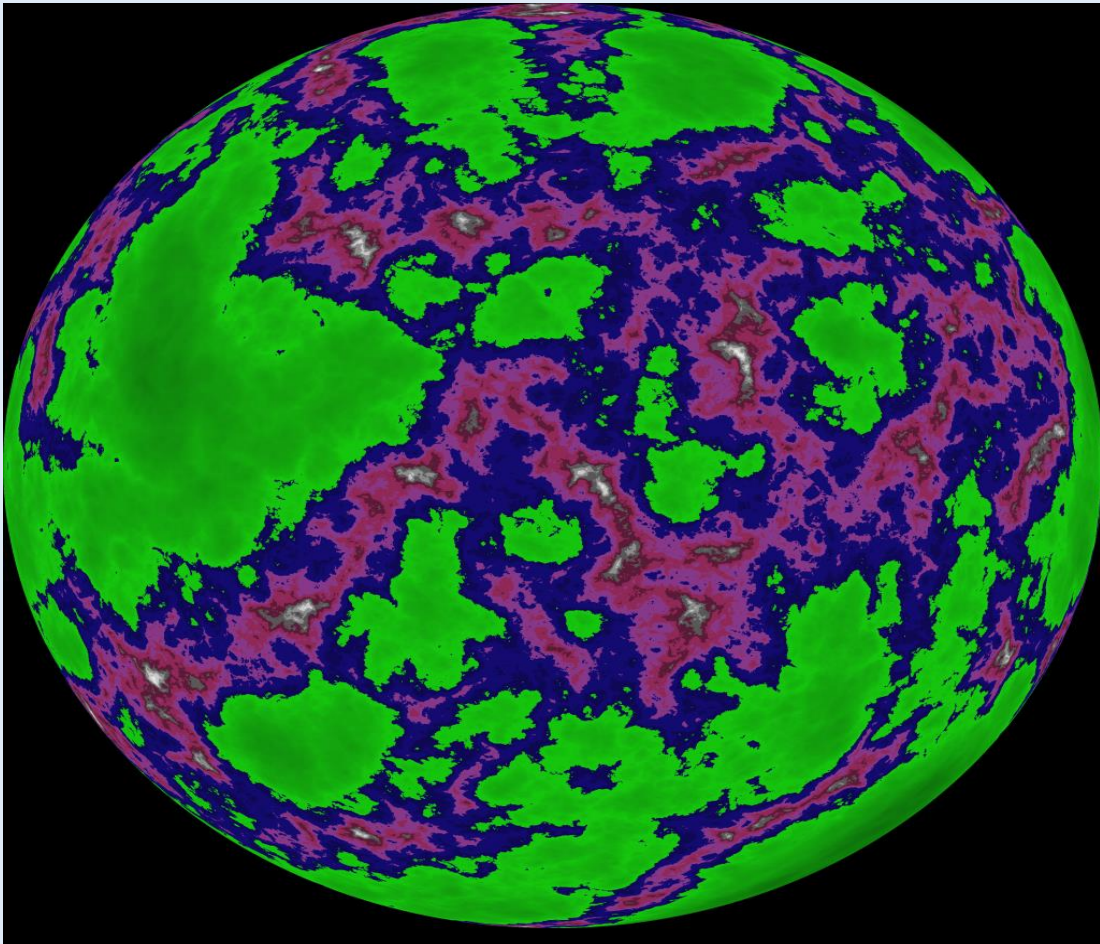
- Goals - Increase territory vs Visikis (east) and Tir na gren (west).

Saernott Isles – Succubus Demons have Ninja Ryu.

A chant for New Years for Dryad, Lugat, Merfolk and Wysto.

When all moons are high,
In the cool evening sky
Keep thy fire bright,
Shield against winter's night
The stag rests,
Wolves roam the land,
Memories returned,
Year Birth is at hand,
Make peace with thy kin,
Embrace your faith within
All worlds are one,
a new cycle begun.

Moon of Skogyr – Home of Fey and Air Creatures



Magic Items of Rikirta

Wally West: You brought your utility belt?

Robin: Never leave home without it. First thing Batman taught me.

Wally West: Right after don't go to the bathroom without it.

- - Happy Harbor, Young Justice

A range of items powered by magic exist on Rikirta. Some are used for fighting, others enhance movement and others aid in hiding from others. A few of the items require dedication to a certain religion or membership of a species, but most can be used by anyone.

Potions : Thick gel in a wax sealed clam. Lasts 6 rounds underwater before dissolving. Ten per pound.

Scrolls : Coral disc with runes carved on. Does not dissolve in water. Five per pound.

Item : **Agamar Ring**

Frequency : Rare

Description : Green lizard biting his own tail around this bronze ring.

Powers - Immunity Acid. +1 Armour. Breath Air/Water while wearing.

Item : **Agamar Stone**

Frequency : Rare

Description : Green lizard biting his own tail around this bronze coloured stone.

Powers : Additional 1st & 3rd level spell *1 per day. No effect on non-casters.

Item : **Agamar Weapon**

Frequency : Uncommon (60% Melee Weapons, 40% Missile Weapons)

Description : Green lizard biting his own tail around this bronze weapon.

Powers – Double damage vs Myrkr Alliance creatures.

Item : **Blood Reaver**

Frequency : Rare.

(Black and red battleaxe) Can be thrown 60ft and it will return ready for the following around.

Needs 6 hp/day of blood and will drain wielders if none are given in battle.

Item : **Demonic Armour**

Frequency : Uncommon

Description : Rusty links make up this Chain armour which smells of crab.

Powers - Immunity Celestials physical or magical attacks.

Not useable by Celestials & worshippers of Tylyn, Namar, Gabrielle & Yuloss.

Item : **Demonic Gloves**

Frequency : Uncommon

Description : Rusty links make up these gloves which smells of crab.

Powers - Immunity Celestials physical or magical attacks. Swim as fast as walk/run.

Not useable by Celestials & worshippers of Tylyn, Namar, Gabrielle & Yuloss.

Item : **Demonic Weapon**

Frequency : Rare (80% Melee Weapons, 20% Missile Weapons)

Description : Rusty links make up this Chain armour which smells of crab.

Powers - Immunity Celestials physical or magical attacks. Double damage vs Celestials, Grakar, Lugat & Nichav.

Not useable by Celestials & worshippers of Tylyn, Namar, Gabrielle & Yuloss.

Item : **Dreyri Cloak**

Frequency : Uncommon

Description : Peering at this cloak is like peering at a moonless night sky.

If item is broken by wearer-Wearer & all within 10ft radius are teleported to Dreyri.

Powers : +1 attack/rd vs Celestials, Demons, Elementals or Undead.

Item : **Dreyri Ring**

Frequency : Uncommon

Description : Peering at this is like peering at a moonless night sky.

If item is broken by wearer-Wearer & all within 10ft radius are teleported to Dreyri.

Powers - Immunity Acid. Wild Magic 30ft radius *1/day, lasts for 9 rounds.

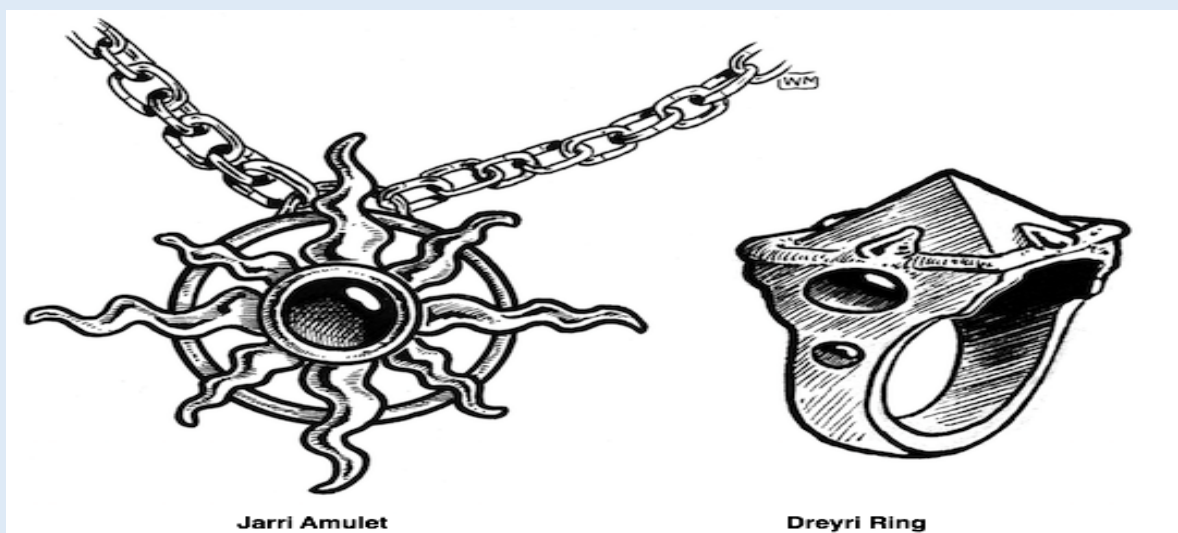
Item : **Dreyri Stone**

Frequency : Uncommon

Description : Peering at this stone is like peering at a moonless night sky.

If item is broken by wearer-Wearer & all within 10ft radius are teleported to Dreyri.

Powers - Night vision for wearer.



Item : **Echo Ryu-Armour**

Frequency : Rare

Description : Armour is made from copper coloured fur with the scent of vanilla.

Powers - Regenerate 1 Hit point per hour. Will stop bleeding conditions.

Hide armour. Not useable by Undead creatures.

Item : **Echo Ryu-Boots**

Frequency : Rare

Description : Boots are made from copper coloured fur with the scent of vanilla.

Powers – Can burrow into loose earth. Double Spell damage vs Undead creatures.

Not useable by Undead creatures.

Item : **Echo Ryu-Ring**

Frequency : Rare

Description : Ring is made from copper coloured fur with the scent of vanilla.

Powers - Night vision for wearer. +1 to Elemental Defy Danger.

Not useable by Undead creatures. Breath Air/Water while wearing.

Item : **Eternal life**

Frequency : Rare

Description : (Orange potion) ingredients nymph blood, dragon fire, vampire tears & phoenix laughter. Gain 3d100 years or can be used to raise dead.

Gnome Blade

Frequency : Rare

Description : Black bladed sword with metal raccoon paws for the cross guard.

D6 damage, *2 vs medium-large, 10+ releases a Fear spell, wisdom Defy Danger.

Gnome Torc

Frequency : Uncommon.

Description : Black, grey and white stripped fur cover this neck ornament.

Powers - +1 to Spout Lore rolls.

Item : **Jarri Amulet**

Frequency : Uncommon

Description : Yellow liquid floats in this green shell. Crickets chirping can be heard.

If item is broken by wearer-Wearer & all within 10ft radius are teleported to Jarri.

Powers - Immunity Acid.

Item : **Jarri Wand**

Frequency : Uncommon

Description : Yellow liquid floats in this green wand. Crickets chirping can be heard.

If item is broken by wearer-Wearer & all within 10ft radius are teleported to Jarri.

Powers - Create a Dead magic zone 60ft radius when taken out of led cases. D6+1 rounds. Usable once per day, typically housed in led.

Item : **Jarri Wings**

Frequency : Uncommon

Description : Yellow & green feathers make up these 6ft wings. Crickets chirping can be heard coming from this item.

If item is broken by wearer-Wearer & all within 10ft radius are teleported to Jarri.

Powers – Fly as fast as walk/run. Note not instant or constant.

Ladies Wrath

Frequency : Rare

Description : Longbow – Grants an extra attack vs lechers, bullies & cheaters. x2 damage if target is married or drunk. Only used by females & hermaphrodites.

Item : **Marid Amulet**

Frequency : Rare

Description : Blue ceramic amulet, smells and sounds like the sea.

Powers – Immunity to Cold. Swim as fast as walk/run.

Not useable by Demons or Vandy creatures. Breath Air/Water while wearing.

Item : **Marid Belt**

Frequency : Uncommon

Description : Blue ceramic amulet, smells and sounds like the sea.

Powers - Immunity Cold.

Not useable by Demons or Vandy creatures.

Item : **Marid Weapon**

Frequency : Uncommon (20% Melee Weapons, 80% Missile Weapons)

Description : Blue ceramic weapon, smells and sounds like the sea.

Powers - Immunity Cold. Double damage vs Vandyr pact creatures.

Not useable by Demons or Vandyr creatures.

Item : **Myrkr Armour**

Frequency : Uncommon

Description : Chain armour forged from a glossy purple metal.

If item is broken by wearer-Wearer & all within 10ft radius are teleported to Myrkr.

Powers – Immunity Electricity. +D6 Cold Spell damage.

Not useable by Celestials or Undead creatures.

Item : **Myrkr Gloves**

Frequency : Uncommon

Description : Forged from a glossy purple metal.

If item is broken by wearer-Wearer & all within 10ft radius are teleported to Myrkr.

Powers – Immunity Electricity. Swim as fast as walk/run.

Not useable by Celestials or Undead creatures.

Item : **Myrkr Wings**

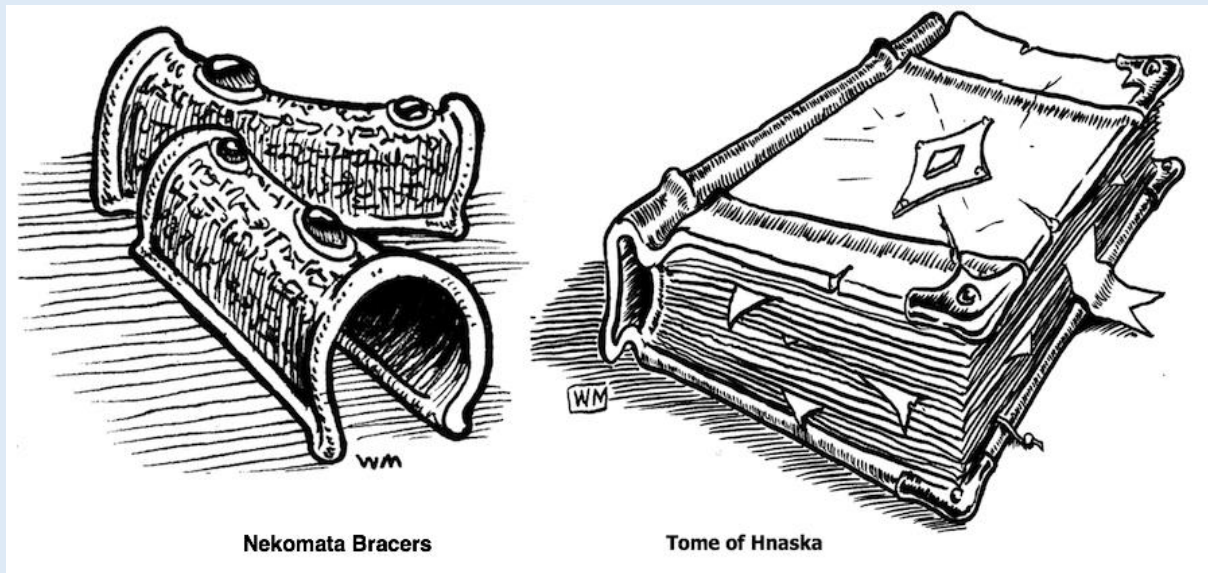
Frequency : Rare

Description : Four bat wings, 2 3ft and 2 6ft-forged from a glossy purple metal.

If item is broken by wearer-Wearer & all within 10ft radius are teleported to Myrkr.

Powers – Immunity to Electricity. Fly as fast as walk/run. Note not instant or constant.

Not useable by Celestials or Undead creatures.



Nekomata Bracers

Tome of Hnaska

Item : **Nekomata Amulet**

Frequency : Uncommon

Description : Grey string woven to form an amulet.

Powers - +1 on Defy Danger vs Disease & Poison, both natural and magical.

Faster walking/running on land. Does not work for Tree to Tree.

Item : **Nekomata Bracers**

Frequency : Uncommon

Description : Grey string woven to form a pair of bracers.

Powers - Immunity Acid.

Item : **Nekomata Ring**

Frequency : Rare

Description : Grey string woven to form a ring.

Powers - +1 on Defy Danger vs Disease & Poison, both natural and magical.

Regenerate 1 Hit point per hour. Will stop bleeding conditions.

Item : **Nightshade Ryu-Amulet**

Frequency : Rare

Description : Dark red ceramic leaves twine around this amulet.

Powers : +1 to Discern Realities.

Item : **Nightshade Ryu-Belt**

Frequency : Rare

Description : Dark red ceramic leaves twine around this belt.

Powers – Can burrow in loose earth. Wild Magic 30ft Radius once per day.

Item : **Nightshade Ryu-Weapon**

Frequency : Rare

Description : Dark red ceramic leaves twine around the pommel of this weapon.

Powers - +1 to Disarm people or traps.

Item : **Order of Astar-Amulet**

Frequency : Rare

Description : Peering at this amulet you can see 1 bright star in the night sky.

Powers – Fly as fast as walk/run. Note not instant or constant-Comet halo around wearer.

Not useable by Vandyr pact creatures.

Item : **Order of Astar-Boots**

Frequency : Rare

Description : Peering at these boots you can see 1 bright star in the night sky.

Powers : Additional 3rd & 5th level spell *1 per day. No effect on non-casters.

Not useable by Vandyr pact creatures.

Item : **Order of Astar-Gloves**

Frequency : Rare

Description : Peering at these gloves you can see 1 bright star in the night sky.

Powers - Dead magic zone 30ft radius *1 day. Lasts for D6+1 rounds.

Not useable by Vandyr pact creatures.

Item : **Order of Callisto-Gloves**

Frequency : Rare

Description : Bark lines the surface of these gloves that have a scent of pepper.

Powers - +1 to Perilous Journey rolls. Not useable by Demons.

Item : **Order of Callisto-Ring**

Frequency : Rare

Description : Tiny pieces of bark lines the surface of this ring that have a scent of pepper.

Powers – Swim as fast as walk/run. +1 Armour.

Not useable by Demons.

Item : **Order of Callisto-Weapon**

Frequency : Rare (40% Melee Weapons, 60% Missile Weapons)

Description : Bark lines the surface of this weapon that have a scent of pepper.
Powers - +D6 Acid Damage.
Not useable by Demons.

Item : **Order of Twilight-Armour**

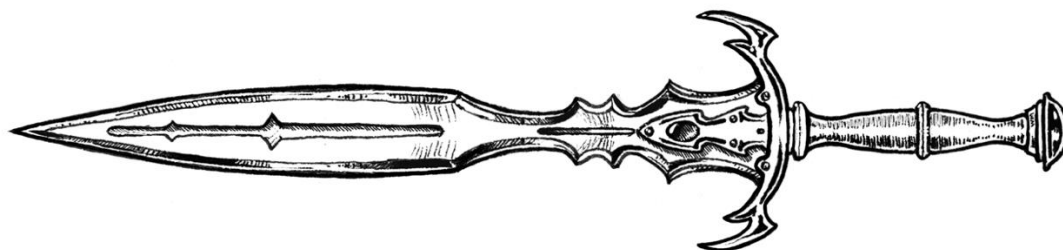
Frequency : Rare
Description : Orange mist swirls in blue metal of this Chain armour.
Powers : +1 to Discern Realities.
Not useable by Myrkr Alliance or Vandyr Pact creatures.

Item : **Order of Twilight-Belt**

Frequency : Rare
Description : Orange mist swirls in blue metal of this Chain belt.
Powers - Night vision for wearer. +1 to Take Watch rolls.
Not useable by Myrkr Alliance or Vandyr Pact creatures.

Item : **Order of Twilight-Staff**

Frequency : Rare
Description : Orange mist swirls in blue metal of this ornate staff.
Powers – Double spell damage vs Myrkr Alliance or Vandyr Pact creatures.
Not useable by Myrkr Alliance or Vandyr Pact creatures.



Marid Longsword



Staff of the Order of Twilight

Item : **Salty Sanguinis**

Frequency : Rare
Description : [Blue Potion] - projects a Watery sword, foes hit suffer d6/rd bleeding, Defy Danger Con for half, no effect on Undead & Constructs, No saving throw for Water elementals or Marid.

Item : **Skogyr Cloak**

Frequency : Uncommon
Description : Pink and silver swirls in the leather of these boots that smell of pine trees.
If item is broken by wearer-Wearer & all within 10ft radius are teleported to Skogyr.
Powers – Blend in, normal animals (not bestial humanoids) will ignore.
Not useable by Demons or Undead.

Item : **Skogyr Ring**

Frequency : Uncommon

Description : Pink and silver swirls in the metal of this ring that smell of pine trees.

If item is broken by wearer-Wearer & all within 10ft radius are teleported to Skogyr.

Powers – +1 to Defy Danger vs Charm & Sleep. +1 to Perilous Journey rolls.

Not useable by Demons or Undead.

Item : **Skogyr Wings**

Frequency : Uncommon

Description : Pink and silver sections make up the Dragonfly wings that smell of pine trees.

If item is broken by wearer-Wearer & all within 10ft radius are teleported to Skogyr.

Powers – Immunity Cold & Fire. Fly as fast as walk/run-Note not instant or constant.

Not useable by Demons or Undead.

Item - **Sphinx Helm**

Frequency : Rare

Description : Bronze & Silver Sphinx head with face missing. +1 on Spout Lore. +1 vs Mind Effecting spells.

Item - **Squidkin**

Frequency : Rare.

Description : (Purple Potion), Summons d100 Giant squids, roll of 90+ opens rift to deep ocean or & water plane for 1 lunar rotation.

Item - **Tome – Hnaska**

Frequency : Rare

Read/Write all languages. Detect Magic *3/day. One was owned by legendary hero Gretel Grunewald.

Requirements –Arcane caster or Worship Hnaska.

tem - **Treelimbs**

Frequency : Rare

Description : (Green Potion) - Grow d6 Plant limbs, each 2d6 feet long. Duration d6 days, Ingredients-heart of Treant+6 acorns.

Item : **Vandyr Armour**

Frequency : Uncommon

Description : Woven from warm orange reptile scales, this plate armour has a scent of sulphur.

Powers - Immunity Fire.

If item is broken by wearer-Wearer & all within 10ft radius are teleported to Vandyr.

Not useable by Marid creatures.

Item : **Vandyr Belt**

Frequency : Rare

Description : Woven from warm orange reptile scales, this belt has a scent of sulphur.

If item is broken by wearer-Wearer & all within 10ft radius are teleported to Vandyr.

Powers - Immunity to Fire. Can burrow in loose earth.

Not useable by Marid creatures.

Item : **Vandyr Staff**

Frequency : Uncommon

Description : Woven from warm orange reptile scales, this staff has a scent of sulphur.

If item is broken by wearer-Wearer & all within 10ft radius are teleported to Vandyr.

Powers - Immunity Fire. +D6 to Fire Spells damage.

Not useable by Marid creatures.

Item : **Vine Ryu-Boots**

Frequency : Rare

Description : 2 vines with different shaped leaves entwined circle around these boots.

Powers – +2 to Athletics rolls.

Not useable by Myrkr Alliance or Vandyr Pact creatures.

Item : **Vine Ryu-Bracers**

Frequency : Uncommon

Description : 2 vines with different shaped leaves entwined circle across these bracers.

Powers - +1 on Defy Danger vs Disease & Poison, both natural and magical.

Not useable by Myrkr Alliance or Vandyr Pact creatures.

Item : **Vine Ryu-Cloak**

Frequency : Rare

Description : 2 vines with different shaped leaves entwined circle across this cloak.

Powers - +1 on Defy Danger vs Disease & Poison, both natural and magical.

+2 to Stealth. Not useable by Myrkr Alliance or Vandyr Pact creatures.



Item : **Vorda Boots**

Frequency : Uncommon

Description : Leather golden boots that shimmer.

If item is broken by wearer-Wearer & all within 10ft radius are teleported to Vorda.

Powers - Immunity Undead physical or magical attacks.

Not useable by Demons or worshippers of Herjac, Zuzeca, Impag or Lyria.

Item : **Vorda Cloak**

Frequency : Rare

Description : Leather golden cloak that shimmer.

If item is broken by wearer-Wearer & all within 10ft radius are teleported to Vorda.

Powers – Immunity to Undead physical or magical attacks. Can burrow into loose ground.

Not useable by Demons or worshippers of Herjac, Zuzeca, Impag or Lyria.

Item : **Vorda Weapon**

Frequency : Uncommon (60% Melee Weapons, 40% Missile Weapons)

Description : Golden weapon that shimmers.

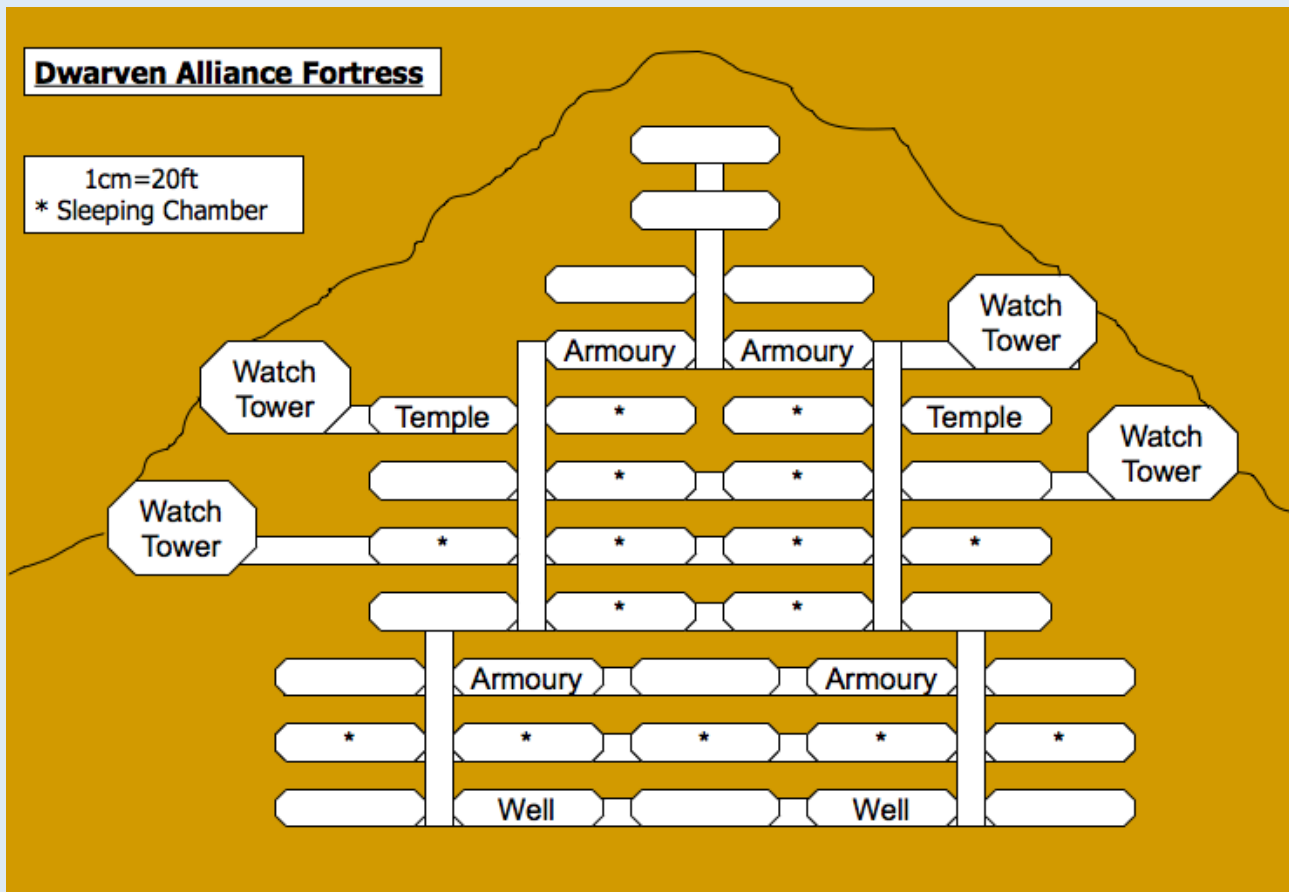
Powers - Double damage against Demons & Undead. Immunity Undead attacks.

If item is broken by wearer-Wearer & all within 10ft radius are teleported to Vorda.

Not useable by Demons or worshippers of Herjac, Zuzeca, Impag or Lyria.

Dwarven Alliance Fortress

1cm=20ft
* Sleeping Chamber



Kitsune, Nichav, Satyr Hut-forts

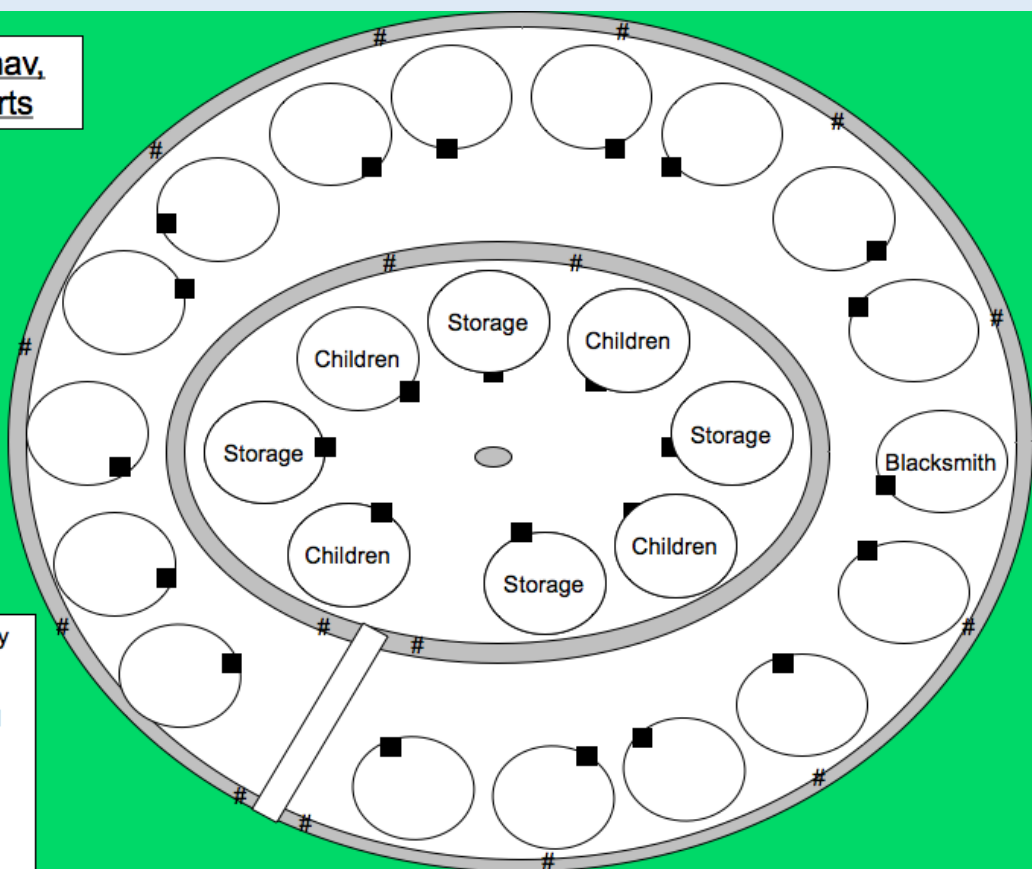
30ft high Inner and outer walls

30ft Diameter walls-roof

Watch Tower

Inner – Kids & Elderly
– Below Ground, Ground & Above ground level

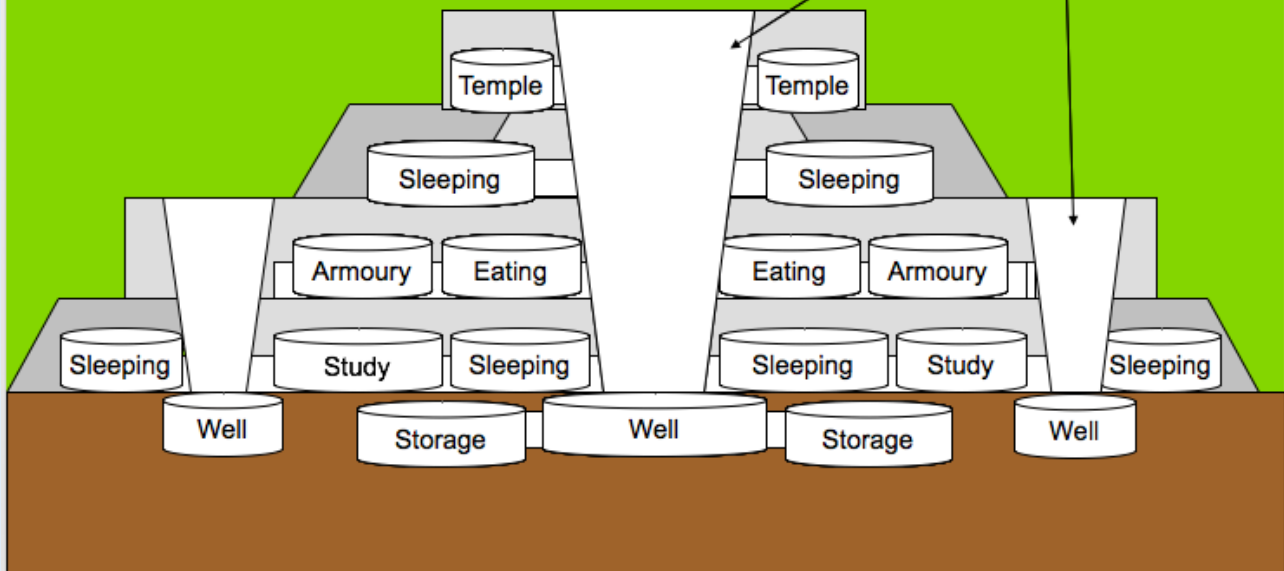
Outer – Adults
– Below ground, Ground & 2 levels above.



League of Free States Ziggurat

Communal Home for
8-12 Agamar, Kappa or
Ranik Families
1cm=10ft

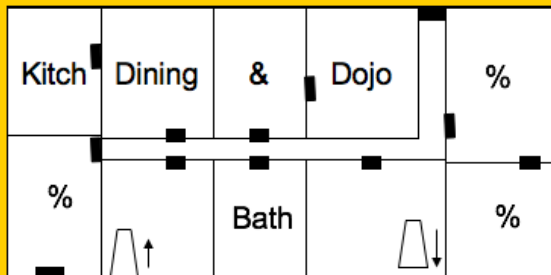
Open roof Stairwell
And Atrium-Pool areas



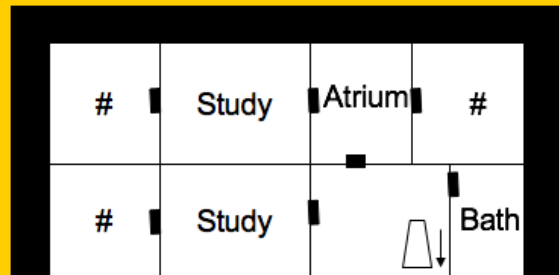
Xenek Empire – Manor

1 cm=5ft : # Bedroom / % Servants Qtr
! Storage / & Family / = Workshop

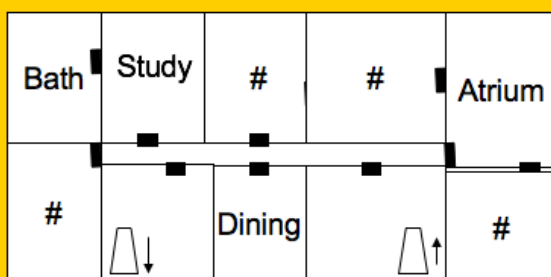
Ground Level



Level Two



Level One



Cellar Level



Inspirational & Recommended Reading

- Thrones and Bones (Frostborne, Nightborne, Skyborne) by Lou Anders. Novels or audiobooks, great for kids and adults.
- DC Comics graphic novels – Red Son, No Man’s Land, Year One, Long Halloween.
- The Dresden Files (novels or audiobooks) by Jim Butcher.
- Sandman graphic novels – Neil Gaiman. Just fantastic.
- Elric of Melniboné – Michael Moorcock. Classic fantasy.
- The Perfect Spy & Tinker, Tailor, Soldier, Spy – John Le Carre.

Inspirational & Recommended Viewing

- The 13th Warrior, Antonio Banderas. Great version of the Beowulf tale.
- The Grimm, TV series. Supernatural critters in modern day setting.
- Babylon 5. Science fiction future space stuff. Great story over 5 seasons.
- Underworld 1-5 movie series, Lycanthropes vs Vampires in modern day.
- Blue Planet, awesome documentary series about Earth’s oceans, BBC production.
- Any nature documentary by David Attenborough. Just filled with inspiration for fantasy.

Recommended Listening – Podcasts

- [All My Fantasy Children](#) – fantasy characters created from public suggestions.
- [Discern Realities](#) – Dungeon World and everything related, a must listen.
- [Dungeon Masters Block](#) – ideal resource for new DM’s to Dungeons & Dragons or Pathfinder.
- [Gaming & BS](#) – Informal chat about gaming, great insights into a variety of topics.
- [Misdirected Mark](#) – chat about the gaming community & industry and elements of games.
- [Pandas Talking Games](#) – Discusses the various aspects of running & playing a variety of roleplaying games.
- [Party of One](#) – Variety of settings & systems experienced on one player journeys.
- [She’s a super geek](#) – Highlights a variety of settings & systems run by women in the gaming community.
- [Table Top Bable](#) – James Introcaso has a friendly chat about all things D&D with people from the gaming industry and community.
- [Thatdndpodcast](#) – awesome live play podcast with 4th ed, 5th ed series, Dungeon World and many others.
- [Whelmed-The Young Justice Files](#) – reviews the Young Justice animated series, contains some great chats on storytelling, character development & dialogue.

Disclaimer : this document is intended for use with Dungeon World game produced by Sage Kobold Productions. For more information on Dungeon World checkout their website <http://www.dungeon-world.com/>

Dungeon World created by Sage LaTorra and Adam Koebel.

This work is licensed under the Creative Commons Attribution 3.0 Unported License. To view a copy of this license, visit <http://creativecommons.org/licenses/by/3.0/> or send a letter to Creative Commons, 444 Castro Street, Suite 900, Mountain View, California, 94041, USA.

- Back cover and Black & White illustrations (Fantasy Clip Inks) copyright William McAusland, used with permission. Outland Arts <http://www.outlandarts.com>
- Color art by Matt Morrow – Purple Duck Games - publisher@purpleduckgames.com

Rikirta Game Master Guide; Copyright 2017 Blake Ryan. – blakeryan74@gmail.com
All other original material in this work is copyright 2017 by Blake Ryan.

<p>Thank you to Chris Sniezak of Misdirected Mark podcast & Encoded Designs, Lou Anders author of Thrones & Bones novel series, and Rich Howard of the Whelmed Young Justice podcast. Your support and feedback has been great, and you are awesome ambassadors for gaming and the science fiction & fantasy genres.</p>

The Poems were all created by Blake Ryan, and can be used in game, spouted forth by a bard in the tavern, or just read by readers and enjoyed.

