

EPIC HIGH FANTASY

Shardar

GUIDEBOOK



GOBLINESH GATHERS

EVIL BEAGLE GAMES PRESENTS

GUIDEBOOK : GOBLINESH GATHERS

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INTRODUCTION

We never belonged here.

Forced to live in the “between places,” the wilderness unclaimed by the greater nations, or else to fight for every scrap of land we might call home, we’ve never been welcome. Our way is not the way of kingdom-builders and power-hungry warlords. We do not seek to mark borders on a map and exert dominion over trees, stone, and stream. We understand these things as needful for life, yet we need less to own them than we need to simply use them... and to tend to them.

Family is life, clan is security. We’ve come to know that gatherings too large lead to wars too bloody among our kind. This is why there is no great Goblinesh Empire, though we certainly possess the strength and the cunning to carve one out if we ever united to such purpose. Sadly, our history is rife with enslavement and manipulation, as those chieftains who craved such things were lured into wars not of their making, but of their doom.

We come from other places and other times, lost to the Mists. We’ve crafted and cultivated homes from the frozen, hard North to the sweltering, fertile South, and to every coast. We’ve learned how to trade, to share, to cooperate with our neighbors, especially in the South. We’ve added our strength, our cunning, and our indomitable spirit to the Life of Shaintar.

We always belonged here.

– Abza Wise-Eyes, *The Big and Small Matters of Goblinesh Life*

FACTS IN BRIEF

Capital: None

Population: Over 3.4 million, spread throughout the lands.

Dominant Religion: Worship of Ceynara as the Goddess of War and Strength in the North; worship of the Ascended and nature spirits in the South.

Government: There is no central authority uniting the gathers, though some do form leagues for common interests and defense. Individual gathers operate under socialist or neo-communist structures; leaders are established through either dictatorial or meritocratic means (the former usually in the Northern lands, the latter in the Southern).

“To Every Purpose, a Being.” The goblinesh tend live in highly social structures where everyone is considered an integral part of the holistic community.

LINER NOTES – WHAT’S IN THIS BOOK?

In this Introduction includes a brief about the scattered nature of the Gathers, where they can be found throughout Shaintar.

In the Historical Overview, the secret and very important story of the origins of the Goblinesh is at long last revealed; for those goblins, orcs, and ogres who discover its truth, their lives may be forever changed.

What life is like among the Goblinesh comes next, accounting for the differences between most Northern Gathers and their Southern counterparts. The nature of Goblinesh societal structure is detailed.

Of Special Interest covers a number of unique and background-influencing matters of Goblinesh culture.

In the Matters of Game Play area, new Edges are presented for Goblinesh characters. This includes the mysterious Bloodsoothers.

In the North, this expresses more as a “might makes right, strong dominate the weak” dynamic, while things are far more equitable and socialist in the South.

Resource Management: Though most gathers have adopted agrarian practices, the hunter/gatherer mode is still vital to their makeup. Those gathers near hills and mountains are avidly involved in mining, as well. The goblinesh economy tends to rely on the trade of raw materials for finished goods with other communities, though most gathers are fully self-sustaining. The leaders manage wealth, as the average gather member has no need of it.

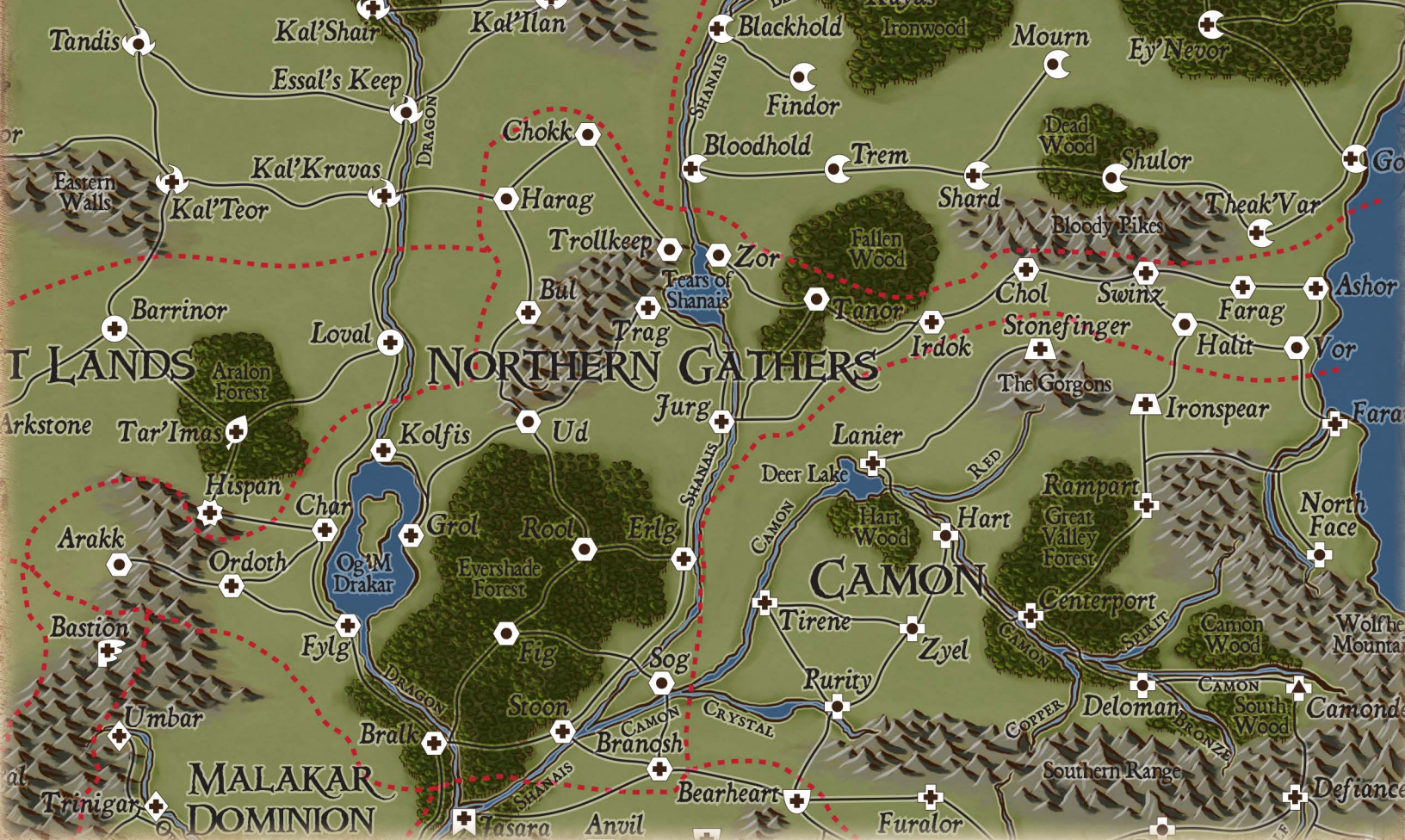
Populations: It is almost unheard of for non-goblinesh to live within a gather, for such a person would have a very difficult time finding a place within the structure. Though each gather is different, the spread between the three types usually falls within the following pattern: goblins 50%, orcs 35%, ogres 15%.

WHERE THE GATHERS LIE

The goblinesh hold no country and rather are a series of scattered gathers and lands often buffering one country from the next. Here’s a list of the largest gathers. The “groupings” do not always indicate a specific alliance or nation, though there may be extensive cooperation between neighboring gathers.

THE SHADOWED GATHERS

Gathers: Ashor, Vor, Farag, Halit, Swinz, Chol, Irdok, Tanor, Zor



These are some of the most brutal and aggressive gathers in all of Shaintar. The Corruption of Darkness runs rampant through some of them (notably Tanor and Irdok, and the smaller gathers nearest to them), while the rest are simply harsh, hard places ruled by totalitarian-minded cheiftans.

THE TARGON'S ARM GATHERS

Gathers: Chokk, Harag, Bul, Trag, Ud, Trollkeep

Ceynara and the forces of Flame have the strongest influence here, especially within Chokk and Harag. Ud serves as a relatively moderate crossroads location between the brutal and barbaric Northern Gathers and their more progressive counterparts to the south. Trollkeep is a place of great and terrible history, with strange secrets of its own.

THE GUARDIAN GATHERS (OG'M'DRAKAR)

Gathers: Kolfis, Char, Grol, Fylg

The Guardian Gathers are places where one encounters the greatest examples of the honor and strength of the Gobliness people. For centuries, they've watched the island where the Dragon Lords were cast out of Shaintar, and their service is respected by all the nations of Shaintar (for the most part).

THE EVERSHADE GATHERS

Gathers: Jurg, Erlg, Sog, Stoon, Branosh, Rool, Fig, Brakk

Though each gather is still very independent in this region, the level of cooperation and mutual defense is very high. In no small part, the proximity to the Prelacy of Camon to the east plays a large role in this, but there's also a lot of prosperity in the extensive trade. The Shanais River makes for an excellent trade conduit, and the Evershade forest has extensive bounties to harvest. Unfortunately, recent incursions of a dark and alien corrupting force have begun to take a toll on the prosperity of the region.

THE NORTH DOMINION GATHERS

Gathers: Arakk, Ordoth

Though not within the borders of the Malakar Dominion (and happily so), the gathers of Arakk and Ordoth nonetheless enjoy strong trade relations with their cousins in the Gnoshen Cabal, based out of the Dominion city of Umbar. This tends to cause gobliness from these gathers to be painted with fairly broad and unflattering brushes, but the money that flows from their relationship with the Cabal assuages many hurt feelings. Arakk flourishes from mining interests, while Ordoth provides the bounty of their river port home.

THE KORG GATHERS

Gathers: Holk, Korg, Tolm, Prelg

The Korg Gathers represent the height of Goblinesh civilization, or at least the goblins, orcs, and ogres who live there believe so. A true confederation, the four major gathers – and the dozens of smaller ones scattered throughout the mountains and nearby lands – function under the coordinated efforts of the Four High Chieftains, who take turns as Grand Chieftain every four months as the three moons are full. The socialist principles found in almost all Goblinesh gathers are the most institutional and structured in the Korg Humps. For them, it works; others wonder how well it might outside of their particular realm.

THE ORCSHIELD GATHERS

Gathers: Shakar, Notz, Lorak, Telok

Goblinesh from these gathers sometimes face anything from mild disdain to outright hostility from those of other regions, for they are known to have the greatest overall prosperity, yet also to have succumbed the most to what many other Goblinesh call “southerning.” This is the condition some of the race claim results in adopting too many of the cultural norms of the other races, along with an overall softer demeanor and weakness of spirit and body. The Orcshield Goblinesh generally couldn’t care less; they’ve got business to tend to and lives to live.

There are many other gathers to be found throughout Shaintar, in the “places between,” but these are where the major and most long-standing ones can be found.

HISTORICAL OVERVIEW

The goblinesh have a long history of being either slaves or pawns to powers that have long ruled the North – the warlords of the Kalinesh and the Shayakeim of Shaya’Nor. Sadly, many of the Northern clans still fall sway to these powers, dying under the blades and magic of the South for no other reason than the blades and magic of the North have pushed them forward.

Truthfully, violence and rejection mark the earliest days of the Goblinesh in Shaintar, and their struggle for homes and belonging defines the millennia of their existence.

Most goblinesh have no idea just how far they’ve come since those earliest days, nor why the struggle is so very important...

LINER NOTES– THE GATHERS

I am certainly not the first to present a setting where orcs, goblins, and ogres could be treated as viable and playable races for heroes. However, back when I first starting working on the world that would one day become Shaintar, this was a fairly unique idea: How to turn the classic horde creatures into something more than sword fodder?

What’s more, I wanted to leave the possibility that they could still be encountered as a horde of bad guys in some cases. However, I wanted them to be more than a bunch of monsters bubbling out of some hole in the ground.

The first step was deciding that goblins, orcs, and ogres are all related somehow. Not a hard thing to pitch, really. In many artistic presentations, they have very similar characteristics, just in different proportions. Over time, various influences combined to give me an interesting take on them – ancient Russian history, the Klingons of Star Trek, traditional Native American cultures, and bits and pieces of so many other things.

Now, the goblinesh are one of the more unique cultures in Shaintar. At once simple and complex, they have an approach to government, economics, and community that is ancient and tribal in its roots, yet possibly more progressive than anything else found on the mainland (with only the Korindians and, perhaps, the Freelanders able to match it in any way).

Barbaric and brutal savages, ferocious in battle and in appetite. Noble tribals, living in harmony with their environment and honorable in their spirits. Both are fair representations of the goblinesh, depending on what gather you wander into or which ones you meet, and where. Of course, there are plenty of gathers where you will find both in abundance...

THE CAVE AND THE SILVER TREE

There was a time, long before the lands were named, where a cave stood in a dark, dark woods. The cave lead to a large underground city, ruled by the trolls, hobgoblins, and troglodytes; the troglanesh. In their unlit city, they worshiped the Darkness; dancing under its cloak and revering the voices that whispered from the shadows.

One evening a Troll, a Hobgoblin, and a Troglodyte wandered to the mouth of the cave and looked out on the dark, dark woods. It was not their first time to gaze at the twisted trees and listen to the sounds of the sick birds that screeched beneath the opaque canopy. They looked out, as they had done many times before, never leaving the safety of the darkness of the cave.

But on that night, the three saw the Silver Unicorn standing in the woods before them. Her body was powerful and flawless, and she radiated a soft light that had never shown within these woods. The three had never seen a creature of this beauty and quickly resolved to kill it and eat its flesh. They burst forth from the cave and rushed towards the majestic creature, only to find that she was much faster than the three. She reared upon her hind legs and rushed off into the dark, dark woods. The three, consumed with the lust for its flesh and blood, followed.

The Troll was the slowest, knocking aside sickly trees to try to reach the Silver Unicorn. The Hobgoblin was smaller, but not fast enough, howling in rage, grabbing rocks and branches, and trying to strike the Unicorn down, missing with each shot. The Troglodyte was fast and cunning, racing ahead to cut it off, but at every turn the Unicorn proved to be too wise to fall into its ambush.

The three pressed deeper into the forest, consumed with anger and rage, now far from the safety of their cave. Their base desire for bloodshed and flesh drove them mad, causing all three to howl in fury. Soon they reached a clearing with a single tree in the center. Standing next to the tree was the Unicorn. The three rushed across the clearing, but before they could reach the Unicorn, she reared once again and struck her hooves against the trunk of the tree. As she did, the tree turned silver, its branches tearing open the canopy allowing the sun to pour in and radiate off of all the leaves and branches until the entire clearing was a column of light.

The three were struck down, falling to their hands and knees. Pain shot through them all as the warm light washed over them replacing their fury with peace. When they stood, the Unicorn was gone, but this new Tree of Silver Light remained standing. As they looked about, they did not recognize each other or themselves, for the Darkness was washed away, and new forms were revealed. The troll was now an ogre, strong and brave. The hobgoblin, now the loyal orc. The troglodyte, now the cunning goblin. They were free from the Darkness.

Their howls of rage had attracted other troglanesh, who also found the Tree of Silver Light and were freed from their Darkness. Those who had stepped into the light gathered together and left the woods looking for new light filled lands.

– Sagaroth, Mak Terresk of the Shakar Gather

Among the Gobliness, it is a common belief that their people stole their way into this world when Shanais opened the way for the dwarves. This is only

partly true. Shanais did open the way for the dwarves, but it was the troglanesh – what most believe to be the Corrupted gobliness – who followed the dwarves. For eons they existed beneath the ground worshipping the Darkness. It was not until much later that most of the troglanesh, purged of their Corruption, would become the gobliness.

Sadly this truth has been lost over time due to the lack of a cohesive culture, the shame of their ancient ancestors in admitting they came from Darkness, and the mostly oral-tradition of the history of the race. Thus the more palatable story of their great cunning, stealing their way into the world, took root in place of the truth.

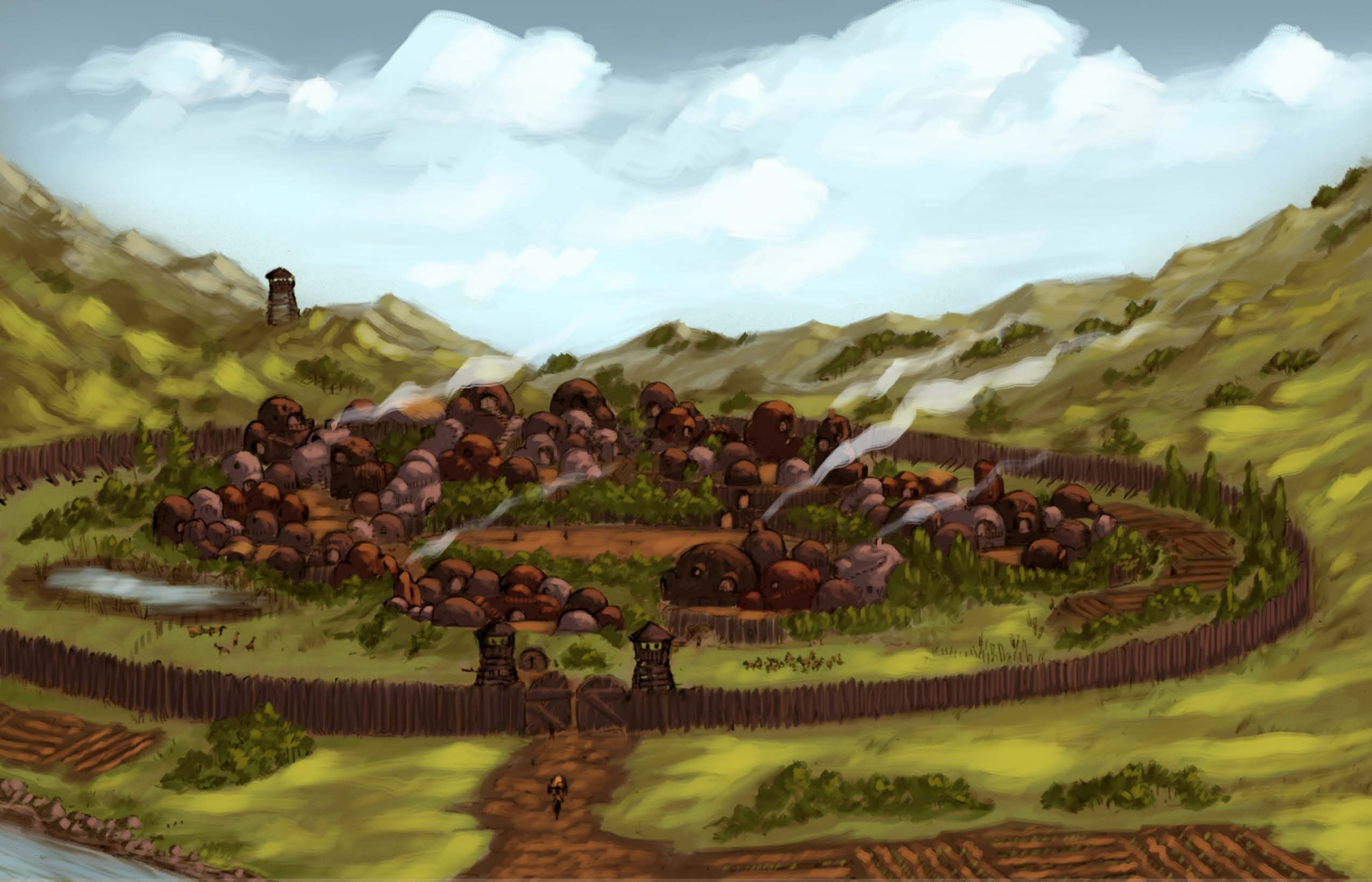
Only in recent years have certain gobliness scholars – mostly those found in the Orcshields and Korg Humps – begun to piece together the original legends. A handful of the Adept-priests known as Bloodsoothers are traveling from gather to gather, spreading the news of their dreams and revelations about the Silver Tree and leading to greater and deeper study.

A growing number of gobliness are coming to accept the truth, though the vast majority still wish to hold onto the original belief that the troglanesh are their fallen brothers and sisters, to be viewed with disdain and pity, rather than as the beginning from which they grew.

LINER NOTES – INTERBREEDING

Yes, it is possible for the gobliness to interbreed among the three races. However, the children almost always favor one parent or the other. In maybe 5% of the cases, there might be a significant “mixed” appearance and presentation; such an offspring might look like an overly large goblin, or an overly small ogre, or something like that depending on the parents. This is best represented, game-wise, by the use of appropriate Racial Edges and clever building on the part of the player. This should be incredibly rare, at any rate.

It is also barely possible for the gobliness to interbreed with humans, though it is also exceedingly rare, and the vast majority of those progeny often don't even come to term. Those few who do will take after one or the other parent, at least in terms of game elements. Their appearance will favor one over the other, but they will more likely have characteristics that visibly mark them as odd, and almost certainly an Outsider.



SOCIETY

It is important to understand that each gather is different. Some are different in subtle ways, while others may depart dramatically from any norms established here. What is presented is an amalgamation of the most common elements of most goblinish gathers, the common denominators that are fair to expect when one enters the place where goblins, orcs, and ogres dwell.

Orcs have managed to become the dominant of the three species identified with the goblinish. With strength, they physically dominate the goblins. With wit, they manipulate the ogres. In the Southern gathers, this is becoming less the case, but centuries of tradition are difficult to break completely.

It's not as if the goblins don't realize they have superior numbers, or that the ogres are so very dense that they can't see the way to change things. However, all within the society see that things work just fine as they are. Tradition and a growing sense of success in how their culture manages to survive and even thrive tends to make everyone content with how things are.

Family is important in goblinish society, especially the concept of the extended clan. In many gathers, the strength of a clan is a very powerful factor in the overall politics and nature of the community.

However, there are no "nuclear families" in most gathers. It matters little with whom one lies, for only the begetting of children determines blood connections. It is entirely common for a group of males and females to share space (and relations), seeing to it that the whole group is cared for as one larger family unit. Two or more of these family units, connected by elders and other means, become known as clans.

Time has taught most gather leaders that the clans are much healthier if they inter-breed, so often the Chieftain will consult with clan leaders to arrange for a male or female to be sent to a new clan, based on numbers and other needs. As such, a crude form of eugenics has developed within goblinish culture.

A typical gather runs efficiently. Whether this is through harsh and unrelenting direction or a deeply ingrained sense of community will vary depending on who runs the gather and where it is, but most often some combination of both elements will be involved. Each member of the community understands his role and tasks, and everyone works to avoid letting their fellows down the inevitable admonition (or worse) from those who lead. Not surprising to those who study such things, the most successful gathers are the ones that are either led by truly brutal taskmasters or have the highest degree of harmonious socialization amongst the members.

The breakdown of positions and tasks is fairly simple in most gathers. There are field workers and laborers; hunters and gatherers; warriors and shamans; those who prepare food and those who take care of homes and people; those who raise the babies and those who teach the children. In more developed gathers, there may be merchants and crafts folk who are accorded certain status outside of the traditional roles.

What role a member of a gather plays is often a matter of clan and tradition, and clans are very prideful of their role, putting pressure on clan members to work hard. In the most strictly traditional gathers, “weaklings” are often weeded out of tasks that are beyond their ability; sadly, the jobs they are given are often meant to mock their weakness (such as the goblin put in charge of raising children because she could no longer operate as a good trail finder). However, in more progressive gathers it is very possible for a gobliness to change his role, so long as he can prove to have a talent or at least strong desire for it.

While the more progressive gathers have begun to take care of their infirm and elderly, many more traditional gathers cleave to the old ways. When a member of the society can no longer fulfill any function at all, even if it is simply to be a teacher and keeper of lore, he is expected to take the Ferikaal (the “Last Journey”). If at all capable, he goes on his own, with only his clothes and a day’s worth of water. If a gobliness is not able to make the journey on her own, she is carried on a litter for a day. Usually in a traditional spot, she is laid down and left with water.

In such gathers that truly worship Ceynara, the Last Journey is always to the same sacred spot, where the High Priest sacrifices the faithful. This is their final gift to the gather – the essence of their life, given to the Great Goddess for her blessings on the people.

TITLES AND RANKS

As simple as the society itself, there are only a few major titled distinctions in most gobliness gathers. Station is a matter of what is earned, and those who earn respect amongst their peers rarely need any kind of formal acknowledgment. Still, there are some traditional achievements that carry a great deal of pride with them.

MAK TORKASH (THE HIGH CHIEFTAIN)

The Voice of the Gather, this gobliness can be like a king or a mayor, depending on the nature of his community. Though he is often required by gather law and tradition to consult with the **Ulersh Gourm**, the final say in all things rests with him. A High Chieftain is expected to know when his time has come for Ferikaal, though his children can make that choice should the Ulersh deem it necessary.

When this happens, the Ulersh Gourm choose the next Mak Torkash, usually based on the results of the Rorock Paal (the “Choosing Trials”). Most often, the eldest son or daughter of the last Mak Torkash is chosen, but if anyone in the gather feels he could better lead, he can call for the trials, and the Ulersh have no choice but to accept the challenge and conduct the brutal tests.

MAK TERRESK (THE HIGH SHAMAN)

Second only to the High Chieftain (in some gathers, this is in name only), the High Shaman is the spiritual leader and guide of the people. She is the spirit guide, the main healer, and keeper of the ancient knowledge of the gather.

In many cases, she practices a variant form of druid mystical channeling, with very much the same results. Such a shaman is closely allied with the Ascended; only her training and experience marks her as somewhat different from those who study at Mindoth’s Tower or otherwise start their journey on the Paths.

The Mak Terresk is ultimately responsible for the spiritual well-being of the gather. Gathers can call for war, they can initiate themselves in brutal rites of strength and endurance, but they cannot invite the Darkness in their hearts or communities. The Mak Terresk, along with her Terresk, watch for signs of Corruption within the gather. The Terresk use a combination of medicines and rituals to perform preventative medicine to help gird the members of their gather from Corruption. Many Mak Terresk have remedies for curing Corruption, which have

been passed down for generations. If the Mak Terresk cannot cure a Corruption, then the member is often killed for the safety of the entire gather.

ULERSH (THE ELDERS)

The eldest member of each recognized clan is known as that clan's Ulersh, the oldest voice of the bloodline. This person is never the clan Torkash, who leads the clan in day-to-day efforts. Instead, the clan Ulersh sits on the Ulersh Gourm – the Elder Council – advising the High Chieftain and discussing the larger issues for the entire gather.

In some gathers, the Ulersh is always male, while in some others; it is generally a female who is chosen. The majority of gathers, however, have no real gender rules; the eldest is chosen, either way.

In addition to the clans, the eldest shaman or priest in a gather also sits on the Ulersh Gourm. More often than not, this person is the most direct and constant adviser the High Chieftain has.

TORKASH (CHIEFTAIN)

Each clan has a chieftain, one who leads the family and administers its affairs. In many gathers, the chieftain is appointed by the clan Ulersh, often with the advice and input of other elders. Some gathers have traditions requiring trial by combat (though this is more ritual than real), while still others use similar rituals for choosing a clan Torkash as the Rorock Paal.

As a general rule, the chieftain is responsible for everything that his clan members do or fail to do. This can sometimes lead to the chieftain receiving punishment on the behalf of his clan.

Among other duties, the Torkash of a clan is responsible for leading her clan to war. She must therefore be strong, intelligent, and capable of leading well in battle. Many clans have the tradition that no challenge may be issued on the eve of battle; in the aftermath, however, if the Torkash failed the clan in some fashion, a direct challenge – to the death – can be offered, and it must be answered.

TERRESK (SHAMAN)

Those who directly serve under the Mak Terresk are simply Terresk, the other shamans of the gather. They are immune to all task requests and other work, serving only as directed by the Mak Terresk. They cannot, however, abuse their station to order others around.

In truly militant gathers the Terresk are martially capable as well. They are often expected to lead the way in great battles, showing the courage expected in others.

OHLMA (THE GIFTED)

In more advanced gathers, there are those who have the education or training to perform tasks and crafts that elevate them above the average citizen. Tradesmen and masters of specialized crafts – merchants, metal workers, and even artists – are held outside the normal structure and encouraged to pursue their talents.

The Ohlma are not expected to participate in the normal daily chores and activities, directed instead to pursue their craft or trade to their greatest ability. What they do or create is expected to benefit the gather in some significant way, which the Ulersh Gourm acts as the arbiters to determine.



TRAVELING THROUGH A GATHER

Not surprisingly, the arrangement of gathers is based on a combination of clan and community function. There are districts, called *domin*, and each district falls under a clan's control and responsibility. The physical layout of a typical gather follows fluid, circular formations starting with Mak Torkash's home in the center; there is often an outer, all-encompassing wall of wood and mud that surrounds everything but the farmlands.

Surrounding the central ring, many overlapping circles form rings as well. Larger gathers have multiple rings, ever expanding to the outermost wall. The domicile of the presiding Torkash is usually at the center of each of these circles, though other leading people might also be there. In gathers that have often seen war, primarily in the North, there may well be multiple ring walls fortifications throughout.

The gobliness are not generally riders, but there are plenty of oxen and mules used for pulling carts and wagons throughout the gather and surrounding farmlands. Most gathers have four main roads, often paved or at least highly worked, running North-South and East-West through the gather. In addition to the domicile of the Mak Torkash, the main market is located near the center of the gather, at the intersection of the two roads.

Most gathers still deal heavily in barter, though gathers that do regular trade with outsiders are more than happy to see coins of the realms. Raw resources, grains, and livestock are the main exports, and what isn't sold is traded for finished goods from the other races and cultures of Shaintar.

Travelers who have any kind of dangerous look about them will soon notice that large and intimidating orcs and ogres are keeping an eye on them. Particularly perceptive travelers might also spot the goblin or three that are surreptitiously trailing the group. These are the Gurraul, the Protectors who see to it that the gather's peace is maintained in the name of the Mak Torkash. Such travelers who gain the honor of being hosted by a Torkash will have escorts, both to show them around and to see that they remain unmolested by those of the gather who might treat them ill (for some clans, the old hatreds from wars past run very deep).

Most travelers stay in the few crude inns that might have space. Some are asked to stay with a clan, and these fortunate few will be introduced to hospitality

that can be surprisingly friendly and warm. The communal stead of a clan is an almost sacred place, a domain dedicated to the shared lives of the bloodline that resides there. To share this space with an outsider is a solemn and special thing, and such guests can expect the highest form of acceptance that a gobliness can give.

On the one hand, this means the traveler will work for his supper. Everyone in the house participates in the preparation, serving, and cleaning up for every meal. Other tasks that have yet to be completed for the day must be wrapped up before anyone is allowed to eat.

On the other hand, the meal is a wondrous, often boisterous and celebratory affair. It may be a bit heavy on the meats, starches, and grains for some diets, but there is always plenty to go around, and lots of conversation as everyone shares the stories of the day. As well, visitors are treated as "blood" while they eat and sleep under a clan's roof. This means the clan will fight for a guest as though they were one of the clan.

In the evening, there are more stories, songs, and games. While the younger are sent to bed, the elders might well tap a keg or pour some favored liquor while discussing the latest doings in the world. Travelers are highly valued for the news they might bring of lands beyond the walls of the gather.

Some gathers, despite interest in foreign trade, are generally hostile to outsiders; these are most common in the northern lands near Shaya'Nor or Kal-A-Nar, where raids frequently occur. Travel through these places can be a very dangerous prospect, for the Gurraul in such a place might well decide the very presence of an outsider is threat enough to warrant immediate confrontation. Such confrontations can be quite lethal. This is why it's always a good idea to purchase a few things at the market so that at least some of the locals have reason to be well disposed to the visitors.

OF SPECIAL INTEREST

There are many unifying elements to gobliness society. There are also many things that set them apart from one another. It is both the unifying elements and the diversity that make the gobliness a culture truly set apart in Shaintar. Below are some of the more notable parts of the gobliness culture.

KURIK MAL, THE RITUAL OF DISCOVERY

When they come of age (usually between thirteen and fifteen), many gobliness go on a traditional quest to become full members of their gather. The Kurik Mal is very much a coming of age trial. Often, it is merely a camping trip with an emphasis on proving one's survival skills before beginning the role in the gather for which one is intended. Sometimes, however, the Kurik Mal is rife with danger and mystery, usually because spirits get involved with the path of the gobliness in question.

In those gathers that follow the oldest traditions of the Kurak Mal, the Torkash of the young gobliness presents him to the Mak Torkash and the Ulersh Gourm, who give their official blessing to proceed. Then the Torkash and a Terresk chosen by the clan make preparations for the ritual to begin.

The trial normally consists of three parts; the first part is called Ferischul ("the First Journey"), during which the young gobliness must travel a fair distance from his home gather to a location of spiritual importance to his people, often a distant burial ground or place of historical significance. For the Ferischul, the young one is only able to bring one weapon and one change of clothing. He may not bring food of any kind, nor is he allowed to bring any other item save a jar or bottle of a strange brew called balae, a noxious drink prepared by the Terresk specifically for this individual.

The "Journey" normally takes one week, during which time the young gobliness must hunt, make shelter, and fend for himself, sometimes in a hostile environment. It is said that the Ferischul ensures each gobliness will be a productive member of his society and will know how to live with the land, rather than on it.

Once the would-be adult gets to his destination, he must find a safe and quiet spot to sit and drink the balae, thus initiating second part of the trial called Vai-chok - "the Dreaming." It is believed that the "Dreaming" will reveal to the young gobliness what it is that the ancients would have of him, what path he should take.

More often than not, it is merely a hallucination-filled night of drunken dreams; in the morning, the young man or woman begins the journey homeward, prepared to take up the role of his or her family or to claim a vision leads him or her on another path. The clan's chosen Terresk will then "read" the newly

raised adult, claim that the vision is true or "mis-read," and will assign the young man or woman to whatever role the family or Torkash wishes.

The last part of the Kurik Mal is then undertaken, the Uulron-lor, translated as the "Night of Making." The family and friends undertake a feast and celebration, but the new adult must suffer hazing and trials of duress and pain amidst the fun and eating. In many gathers, these trials have tapered off into playful parodies of the ancient practices, but some of the more brutal gathers still engage in the harsher forms, where it's actually possible to die during the Uulron-lor. In those gathers, this is a last-chance means of making certain no weaklings are allowed to become adults in the gather.

ROROCK PAAL, THE CHOOSING TRIALS

The long-standing tradition of orcs standing at the top of the social ladder does not remove the need for the orcs to determine their own "pecking order" within their ranks. In ages past, there were the Rorock Paal - the Choosing Trials. Through a series of tests of strength, endurance, and prowess, the community at large would come to know who the strongest and most capable orcs were, and leadership and other positions would go to the orcs who did the best during these trials.

Many gathers still observe the Rorock Paal in some fashion, usually at an annual festival. In other gathers, the process has become either rote or ritualized, or else has fallen into disuse. However, the essence of the Rorock Paal has expanded beyond the trials, leading to a social custom that often confuses or intrigues outsiders who are made aware of it.

Whenever more than one orc gathers in a place (if the orcs are not from the same gather or social group), a series of subtle interactions occurs. Through body language and other signs, each orc will indicate whom he sees as his better or superior. Most of the time, this results in a quiet acknowledgment of order and everyone moves on from there. However, particularly proud or competitive orcs will challenge for dominance.

In such cases, this may manifest as a simple challenge, such as a test of strength, throwing axes at a target or simply taking turns pounding one another until one falls down. Some orcs will take things farther, wishing for a formal gathering and a series of trials; however, most orcs consider this to be in extremely bad taste when done outside of gathers.

In some rare cases, where the orcs come from gathers or clans that have long-standing blood feuds, these trials can be lethal. This is much more common in the North than the South, where it is highly frowned upon.

GOBLINESH MILITARY FORCES

As a general rule, goblinessh do not differentiate between military service and their normal lives. All able-bodied males, and those females who choose, train in combat from childhood. When there is a need, they put on armor, draw weapons, and follow their Torkash into battle.

Thanks to the Rorock Paal, the orcs already have established lines of seniority; they quickly determine who will lead each element based on this structure, assigning goblins and ogres as appropriate, and always with the dictates of their Torkash, as well as the Mak Torkash and the Ulersh, guiding them.

There are more militaristic gathers where some members are permanently assigned defensive and related roles. Many such gathers in the North will follow Imperial organization, while the few such gathers one finds in the South will tend towards either Olan or Grey Ranger ranks and structure.

THE SHAMANS

The traditional spiritual leaders of the goblinessh have always been the Terresk, the shamans who deal with the spirit world on the behalf of the goblinessh people. In most cases, these shamans serve the same role – and channel the same gifts – as druids in other cultures. Their ways are more naturalistic and raw, but the results are much the same.

THE WAR PRIESTS

Over the last century, goblinessh preaching the ways of Ceynara have come to many of the Northern gathers and begun building followings. In some cases, they challenge the local shamans and, defeating them, assume their place as spiritual leaders. In others, they join forces with the shamans who follow the Flame.

Some gathers reject them, either expelling or outright destroying these would-be priests of the people. However, the more troubled or more violently minded gathers welcome these harbingers of the coming of the Queen of War. Temples and shrines are built, and some of the gathers that truly welcome the Church of Ceynara discover a kind of prosperity they did not know before as resources begin pouring into their community.

DAK URRAL M'OG, THE GUARDIAN GATHERS

The end of the Dragon War in 2234 marked the only time in Shaintar's history when virtually all of the nations and people combined their efforts against a common foe. The ritual at Og m'Drakar – the Dragon Gate – successfully cast out the Dragon Lords and their minions, nearly starting another war in its aftermath. The matter of who would guard the mysterious island of ancient power caused a vicious and vitriolic debate that raged for days. The Emperor's emissary actually drew blood against the chief diplomat of Lanthor, and everyone saw another war about to begin right on the bloody fields of the last battle.

Fortunately, cooler heads prevailed when the Quo Unias of the Fae stepped forward, standing next to a mighty ogre warrior all there knew as Jorg Rockfang. Calling for attention, she presented Jorg to the gathered leaders; the presentation was a mere formality, for all there knew that it had been Jorg who had held the main road up the cliffs leading to where the ritual had taken place. A missing arm and eye were testament enough to his sacrifice, but his single remaining eye burned fiercely with determination as he faced the gathered diplomats and rulers.

"The goblinessh have always lived in the places between your lands. We are mighty, and clever, and enduring. We know how to hold our ground, and how to build in places where others see only obstacles and move on. My Mak Torkash has granted me the boon of choosing my own lands and building my own gather. I would choose the place North of here, where the Dragon River flows into the great Tear of Shanais. There I will build not only a gather, but a fortress, and I will guard this holy place of our great glory. Let three others of my kind do the same, to the South, West, and East of the great lake, and you may all know the ancient place is guarded by those who live best where you are not."

On that day, the four gathers of the Dak Urral m'Og were founded at the cardinal points around Og m'Drakar. Jorg built his fortress to the North and called it Kolfis. Char was built to the West, while Grol grew on the East bank of the great lake. Finally, Fylg was built in the South, completing the bounding circle of protection around the ancient "Eye of the Dragon." Since that day, all four gathers have worked together to patrol the shores and the lake, never wavering in their sworn duty to see that the ancient portal on the island is never used to unleash the Dragons back into Shaintar. Combining spirit wards, arcane alarms, and

constant patrolling, the gobliness of the Guardian Gathers are ever vigilant and take great pride in the honor of their ancient duty.

They have only ever failed once; in that it was against the avatar of Vainar himself, none of Shaintar has ever faulted them for it. Nonetheless, the efforts of the four gathers have been enhanced since that day, making it nearly impossible to make it to the island citadel undetected.

TROLLKEEP

Created by Adam Dray

In ancient times, the fifty-foot chasm this walled town resides next to was a dark haven for the troglanesh, the sides of the cliffs a honeycomb of tunnel entrances into deep warrens where Corruption festered and thousands of troglodytes, hobgoblins, and trolls feasted on every other living thing they could find. They were terrors of the region, a horde of doom every population center for many miles in any direction lived in constant fear of.

The day the gobliness Vakshun Clan arrived, the terror of the Troll Gorge came to an end. Ashayra Vakshun, possessed with what many called the Silver Spirit, led her people to war against these creatures she held as blasphemous. The battles without and within raged for weeks, leaving precious few of her clan alive – but all of the troglanesh were dead and burning in the bottom of the chasm by the time she was done.

The tale of her deeds called other gobliness from far and wide, aiding in her rebuilding of her clan; Trollkeep was built atop the chasm of Troll Gorge.

Always an atypical gather, Trollkeep is an eclectic town that mixes classic gather characteristics with more human-style trappings and establishments. Despite others rallying to Vakshun's banner, her clan never fully recovered, and many folks of other races came to Trollkeep to pursue mining, fishing on the Tears of Shanais lake, or to gain access to the exceptional river trade opportunities. Trollkeep is also a burgeoning center for many questionable – and outright criminal – activities. The residents watch for truly evil influences, especially those of Dark persuasions, but they are otherwise fairly permissive of anything that brings money through the gates.

What few know is just how much Trollkeep's population has truly changed; a huge portion of the residents are actually members of Grayson's Grey Rangers. They've been steadily infiltrating and becoming part of the Trollkeep population for

a couple of years, securing many of the caverns in the warrens below for their growing operations. The twofold mission of the Trollkeep Rangers is to act as a watch post for both Kalinesh and Shaya'Nor military activity, as well as to act as a safe zone and transfer point for slaves being smuggled out of both of those nations.

The current commander of the Trollkeep Ranger Outpost is Captain Addisane, a no-nonsense woman who frequently disguises herself as a man to make it harder to track her movements. Ostensibly, she's a broker for various caravans and river barges coming through the region, a perfect cover for what she does. She often coordinates with an ogress by the name of Wentuo, a highly intelligent merchant who aids in a lot of efforts to get escaped slaves further south.

Rangers are often posted to Trollkeep as a kind of hardship tour, either to add the experience to their record for future advancement, or else to whip them into shape due to hacking off too many commanders. A significant portion of the Ranger ranks are gobliness, probably a higher percentage than in any other outpost. In the days of the Kal Civil War, the Trollkeep Outpost has become even more important to the Ranger operations.

THE BLOODSOOTHERS

The recent awakening to the truth of the origins of the gobliness is tied to the recent changes in the Veil between Shaintar, Corelisia (the spirit world), and the rest of Starfall. Certain gobliness are experiencing dreams – many during their *Kurik Mal*, others during one form of trial or another – that reveal to them the Silver Tree and its importance to the destiny of their people. The awakening to this truth affects different gobliness in very personal ways.

A small-but-growing number of goblins, orcs, and ogres who have this awakening seek others to share their epiphanies with, hoping to find the meaning and the purpose. Eventually, they are drawn to the Bloodsoothers.

In the time before the Dragon Wars, a brave and devoted orc named Ukarar Kralle stood with a paltry few remaining defenders of his gather against an overwhelming force of troglanesh and shayakar. Seeing the end of his clan and his gather at hand, Ukarar's spirit cried out for the strength and power to save them, offering himself in sacrifice to whatever spirit might hear his plea. His cry was made in anguish and rage, and he felt his blood burning with vengeance and loss.

Before his mind's eye, in a moment frozen in time, Ukarar Kralle was presented with two images. On his right, a giant flaming sword, promising awesome might and power to fight his enemies. On his left, a gently glowing silver tree, promising peace and understanding of how to face his fears and his loss.

A fierce blue-white light burned in his eyes in that moment, and he was imbued with a power unlike any being had ever known in the world. Hurling riders from their steeds with but a glare, or blasting searing holes through the ranks of the horde that bore down on him, Ukarar led what was left of his forces to a stunning, miraculous victory. Even as the rest of his people exulted in joy and relief, he simply sank to his knees, breathed a word of thanks to whoever had answered his plea, and strove to calm the fires in his blood.

In the days and months to come, the leader of the Kralle clan sought guidance from his Mak Terresk and others. He came to understand that he'd actually been given a choice – to give into the Flame that called to him, or to choose another way. The choice soothed his blood, and he understood that this meant something important to the future of his people.

Ukarar Kralle stepped down from his chieftain duties, allowing his people to select another as he and a handful of followers began a journey of discovery and of training. He sought out the dregordians, who knew of matters mental and spiritual, and he learned that part of what he did came from an inner power of his very being, what they called The Way. However, he also understood that part of his power emanated from a connection to the Light of the Silver Tree, making it more than simply the talents of an Adept.

Over time, Kralle's Bloodsoothers grew in number and purpose. Their studies, meditations, and training make them some of the most enlightened and capable of the gobliness people, though they insist they are yet children in their understanding of what is possible. They travel all of Shaintar, encouraging other gobliness to embrace the Truth of the Tree, to understand the dangers of returning to what they were, and to be ready for the days when Shaintar will truly need them to be what they are capable of.

LINER NOTES – THE CODE OF THE BLOODSOOTHERS

"I will protect my people from those who would oppress or harm them. I will serve the Light of the Silver Tree in all ways, opposing Darkness and Flame at every turn. I will never allow those terrible Powers access to my spirit; I will face them with peace and determination. My mind and my body will be honed to serve with honor and dedication; I will prepare my people to serve when Shaintar needs us; and I will suffer no injustice or tyranny so long as I have a breath left in me."

There is some debate within Bloodsooter circles as to whether "my people" refers strictly to the gobliness, or whether its meaning can (and should) be applied to all the people of Shaintar.



MATTERS OF GAME PLAY

Most of what follows is exclusively for gobliness characters, though players and GMs can work out how non-gobliness might attain certain things.

EDGES

As with most Guidebooks, this one presents some material that players may well wish to “ret-con” into their character. GMs are encouraged to permit this where it makes any sense.

RACIAL EDGES

EPIPHANY OF THE SILVER TREE

Requirements: Novice, Wild Card, Gobliness, Spirit d8

For some gobliness, the Epiphany is a terrible shock. For others, a welcome revelation of truth and something to strive for. Regardless, the Truth of the Silver Tree is known to that person, and it will forever change them.

Gobliness with this Edge gain a +2 on any rolls to resist Powers and effects of Darkness, as well as +2 Armor against damage from Darkness attacks, weapons, and creatures. These bonuses stack with such effects as from Paladin, Soulguard, and Chosen of the Horn.

HALF-BLOOD

Requirements: Novice, Wild Card, Gobliness or Human

Very rarely, the progeny of a gobliness and human pairing comes to term and survives. These rare individuals greatly favor one parent over another, yet they may display traits of both over time.

Upon taking this Edge, a gobliness character may choose a single Human Racial Edge to take. They must otherwise meet all other Requirements for that Edge, and the GM may veto choices that simply don't make sense.

Alternately, a human character may choose a single Goblin, Orc, or Ogre Racial Edge. They, too, must otherwise meet all other requirements, with the same GM veto option. In this latter case, the player must decide which type of gobliness their parent was; all future choices of this Edge must adhere to

that selection. For example, if an Orc Racial Edge is selected the first time this is taken, all future selections must also be Orc Racial Edges.

This Edge may be taken multiple times, but only once per Rank.

MIXED BLOODLINES

Requirements: Novice, Wild Card, Gobliness

The inevitable intermingling of goblin, orc, and ogre blood means traits of one will out in another, specifically in notable individuals. This Edge is useful for representing a mixed-mating progeny, or someone from a bloodline that has a lot of that in its history.

Upon taking this Edge, a goblin, orc, or ogre character may take a single Edge from one of the other gobliness Racial Edge sets. They must otherwise fulfill all other requirements for that Edge, and the GM has the right to veto any nonsensical choices.

This Edge may be taken multiple times, but only once per Rank.

COMBAT EDGES

CHUKTAR-KACH (THE FIRST FORMS)

Requirements: Novice, Fighting d8+, Must use a chuktar or hek-chuktar

Those who take up this difficult and exotic weapon must have the strength to master it and the dedication to train extensively.

The Chuktar-kach forms teach a nearly-stationary position, moving in very tight circles to enhance defense while looking for an opening. If a character with this Edge moves no more than 3 game inches on a given Round, they gain +1 Parry (which stacks with the weapon's bonus), one less Gang-Up bonus against multiple opponents, and +1 on their Fighting for the first attack they make the *following* Round.

CHUKTAR-SHEK (THE SECOND FORMS)

Requirements: Veteran, Chuktar-kach, Student of Forms, Sweep, Must use a chuktar or hek-chuktar

At this level of expertise, the master of this weapon style becomes a whirlwind of destruction.

When maintaining the stance of *Chuktar-kach* (and enjoying its benefits), a character with Edge gains +2 Damage when performing a Sweep.



CHUKTAR-AHZA (THE THIRD FORMS)

Requirements: Heroic, Chuktar-shek, Expert of Forms, Must use a chuktar or hek-chuktar

A true master of the chuktar (or hek-chuktar) knows how to maximize its special qualities to great effect.

At this level, so long as the First Forms are maintained (no more than 3 Pace used), the wielder may make a Disarm maneuver against any single opponent as a Free Action. As well, the wielder may make one free counterattack at -2 (as per the Combat Edge); this *stacks* with the *Counterattack* Edge. If the character has *Improved Counterattack*, the free counterattack has no penalty, either.

PROFESSIONAL EDGES

BLOODSOOTHER

Requirements: Goblinish, Veteran, Epiphany of the Silver Tree, Adept, Warrior-Adept of the Jade Flame, Knowledge (Cosmology) d6+, Code of Honor

Though for Ukarar Krulle, the power came from a moment's desperate choice, the path of a Bloodsoother is a long and difficult journey that pushes them to their limits and requires they learn all they can about themselves and their role in goblinish society and the world at large. The journey also requires them to abide by a code that allows for no delving into Darkness or dancing with Flame.

Upon attaining this Edge, a Bloodsoother gains the following:

Access to all Powers listed under Faith as though they were part of the The Way.

Bloodsoothers count as Priests for purposes of qualifying for Edges that have that Requirement; in their case, the Light connects more to the Silver Tree than to the Celestial Halls of Archanon (but the Powers That Be have zero problem with that distinction, as they are all connected anyway).

Healing and *Succor* are added to the Powers affected by the benefits of *Warrior-Adept of the Jade Flame*. Furthermore, those two Powers (but only them) can be used on others as Free Actions.

SHAMAN

Requirements: Novice, Spirit d8+, Channeling d6+

In most ways, Shamans are parallel to Druids. In fact, the only real difference, outside of the approach to training and spiritual education, is the list of available Powers is altered. Shamans lose the following Powers from their available choices: *Animation*, *Blast*, *Burrow*, *Fly*, *Growth/Shrink*, *Jet*, *Legerdemain*, *Pummel*, and *Speed*. This comes their lesser focus on natural elemental energies.

At the same time, their communion with the spirit world gives them these additional Powers to choose from: *Bless*, *Clairvoyance*, *Curse*, *Fear*, *Mind's Eye*, and *Warrior's Gift*.

A Shaman with the *Epiphany of the Silver Tree* Racial Edge also gains *Divination* as a Power choice.

GEAR

Some equipment unique to gobliness culture.

HEK-CHUKTAR

In recent years, the goblins have decided they are done being left out when it comes to training with and using the traditional melee weapon of their people. Many hardline practitioners of the Chuktar Forms refuse to teach or practice with anyone using these smaller, lighter-weight versions; more progressive gobliness see the great value in adding goblins to the front lines with such effective weapons.

Hek-chuktar: Str+d8, +1 Parry, 2 hands

Cost 750, Value -2, Availability -4, Weight 9

LINER NOTES – “MUST BE LARGE” AND SIEGE MAUL CLARIFICATION

As this has come up more than a few times, I'll clean up the miscommunication here. Ogres count as Large for purposes of the Ogre weapons listed in Shaintar books.

As well, anyone with the strength to pick one up can use an Ogre Siege Maul. However, only someone with Siege Strength may gain the advantage of the Heavy Weapon feature.

GREAT CROSSBOW

Big hands want for bigger things to shoot at enemies. Naturally, some enterprising weaponsmith came up with the answer. For all it's power, the size of the bolt fired actually reduces its range from that of a normal crossbow.

Great Crossbow: 13/26/52, 2d8, AP 2, Full Round to reload, Minimum Strength d10

Cost 1100, Value -4, Availability -4, Weight 30

STORY ARC – SLIDING INTO DARKNESS

This set of story points provides a way to introduce both the Bloodsoothers and the origin of the gobliness. It takes place in the Northern gathers near the Shaya'Nor border. A group of troglanesh devise a magical powder made from the stones of the troglanesh caves beneath Trollkeep, once the home of a great troglanesh horde. This powder, when ingested in small amounts, causes gobliness to become Corrupted, reverting to their troglanesh counterparts. The troglanesh plan on spreading the powder into the water supplies of nearby gathers, to clearly disastrous results.

This plot can be played with any group as long as you have a way to hook them into the danger presented in Chapter I. If the players are Rangers, they will be dispatched to the area to investigate. If any of the players are Bloodsoothers, they will be contacted to come and defend the gathers. Other groups can wander into the danger and assist as appropriate.

Chapter I: Several gathers in the North have fallen under a mysterious and terrible plague. The gobliness in the towns are deteriorating into their troglanesh counterparts and attacking the remaining gobliness. Gobliness refugees are gathering at Stone Fist, a gobliness stronghold so far untouched. Stone Fist is a smaller stronghold near the Shaya'Nor border, located along a key route that leads to the South. Heroes responding to the call for aid will be charged by the Mak Torkash to determine what is happening in these nearby gathers. The Heroes travel to one of these gathers, currently under troglanesh control, to explore. After either engaging or investigating, the Heroes will discover that some of the troglanesh are transformed members of the gather, but there are some that are from Shaya'Nor. In addition, they will find evidence of the magical powder near the gather's well and footprints leading from the well into the wilderness.

Chapter II: The Heroes are able to track the troglanesh who have been responsible for the poisoning of the nearby gathers. They built a small, fortified camp in the wilderness. The camp has a stockpile of the powder, called Ognosh's Call (for the Lord of Trolls of the Thirteen Necrolords). The Heroes will need to raid the camp. During the raid several senior orcs (not hobgoblins, but actual orcs – betrayers of their own species – helping oversee the operation) from Shaya'Nor will try to flee. The Heroes will obtain samples of the powder that can be used to determine its origins.

Chapter III: The Heroes work to determine the origins of the powder. Their search will lead them to the one of the key Bloodsoothers training areas, called Mokdor, deep in the Evershade Forest. Reaching the Bloodsoothers is not without its hazards, as their gather is surrounded by strange and corrupt beings and other hidden dangers (*since the coming of the Blood Witch's minions from Morden, the Accursed lands*). Upon finding the Bloodsoothers, they will be able to determine the nature of Ognosh's Call and discover that the only cure comes from a certain silvery moss believed to be connected in some way to the Silver Tree. There are places in the worst, most dangerous parts of the Evershade Forest where this moss can be harvested.

Chapter IV: The Heroes delve into the depths of the Evershade, accompanied by at least one Bloodsoother guide. It is a hellish journey, besieged by all manner of creatures of Darkness. Elite Shaya'Nor forces, sent to find and deny the use of such moss, will also be encountered. Once the Heroes reach the place where the moss grows, they can collect enough moss to bring back to the Bloodsoothers without depleting the supply.

Chapter V: After the Bloodsoothers are able to concoct the needed cure, the Heroes make their way out of Evershade and return to Stone Fist, where the plague has already taken hold. Fighting through newly-converted troglanesh (whom they must decide whether or not to kill, rather than try and cure), they must get to the center of the gather and deliver the Bloodsoother cure to the shamans, who can enact a ritual to disperse it through Stone Fist quickly and end the immediate threat. Afterward, the cure can be divided and transported to other gathers to bring the plague of Ognosh's Call to an end.

What does it mean to be gobliness?

There's a number of ways to answer this question, certainly. One answer would be that it means other folk take one look at you and make certain assumptions. It's easy to believe that all ogres are simple-minded, all orcs are brutish thugs, and all goblins sneaky pilferers. This is not to say that there isn't some truth to such a judgment... but often, there's a lot more to the story of the gobliness than meets the eye.

Another gobliness may answer the question thus; "I am part of a patchwork nation." The gathers are scattered across Shaintar, and no gather is exactly like any other. The gathers are our home, and—in an unusual way—they are our nation as well. We are of the gathers, and though the gathers are not united, we share many traditions in common. There exists a unique gobliness culture that you find only in the gathers, and I often struggle to explain it in a way that non-gobliness can understand. We all work for the common good in a way that most other races just don't understand.

When I encounter another ogre, orc, or goblin, there's an easy recognition in their eyes. They know that I am one of them, even though we may be rivals... or even enemies. There's a bond amongst our three kinds that extends across the gathers, no matter where they may be.

And if you're ever invited to join in a gather, to become part of our blood... well, that's a rare honor. It's like being knighted in Olara, or claiming a fat prize in the Malakar Dominion. For a people like the gobliness, in the end, all we really have is each other. To share that oneness, that belonging with someone else is truly the greatest gift we can offer.

I may be just a goblin myself, and if I'm in Galea, or Camon, or a half-dozen other places – well, that's all anyone sees when they look at me. Often, that's just fine—even helpful in my line of work. But when I'm with my people, the gobliness, I am one of them in profound way. I belong. I have purpose, and worth.

That's what it means to me to be gobliness.

-Krazkar the Hooded One, Gentleman Thief

