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Resources: This creation involved many sources and texts from Wizards of the Coast first and foremost, the *Deities and Demigods* book that was recently published. Much of the format of this book follows a style that will most likely be easily identified as that of a typical *Dungeons & Dragons* book. Monte Cook's Third Edition Ranger as well as the *Manual of the Planes* and *Forgotten Realms Campaign Setting* from WOTC are also drawn from and in some cases modified for our own use. Content from open online sources such as Community 3E were also used as resources. Dragon Magazine and WotC class books were sources of inspiration as well.

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Introduction

"Welcome to your death... do not be afraid. Soon your memory of that dreary Aerde will be long flown from you... and become instead a great delicacy to me."

--Nearon, the Death Dragon - an Old One of Aerde

Welcome to the land of The 13 Kingdoms. This collaborative campaign setting was created over a period of many months, in an effort to bring together into a single, unified setting the creative ideas and designs of various Dungeon Masters who are active in the gaming world. The goal was to create a new game setting, drawing on the long experience of these gamers, for others to enjoy.

One unique aspect of the setting they created is that the founding DMs formed it by creating gods (following the examples and guidelines presented in the Deities & Demigods supplement published by Wizards of the Coast.) Then, through the role-played interactions of the gods with one another, they created a highly coherent history both vast and rich in culture and events. It is a challenging, somewhat dark world with great logical consistency. Though the setting is collaborative, individual gamers and parties can play with extreme freedom from "bookkeeping", while still affecting the larger world that they and other groups play in. In that regard, it is much like the real world.

This guide serves as a supplement to introduce new options as you come into the game, as well as to provide our campaign rules in an easily accessible format. With the setting fully developed, DMs and players can now dive in for an experience totally new to interactive gaming. Unlike the typical "living"-style setting, players and DMs can game together for any length of time - through sessions, adventures or entire campaigns. It is the careful internal logical consistency of the setting, not endless bookkeeping by players and DMs, that prevents the game's "universe"

from splintering into unplayability. Instead, the history unfolds interactively - affected by all the participating groups as they play through a single, accelerated timeline.

In fact, the only recordkeeping required is a simple and fast review by the new and old DMs for new or transferring characters. The organizers learned a lot from experience in other, less satisfying community gaming projects, and tried at every single step to create a system which helps DMs and players find each other and launch into play, with virtually no paperwork. The real-world-like flexibility of action keeps time-eating player squabbles to an absolute minimum, while ensuring that a PC from one DM's campaign can easily integrate into the campaign of another DM. Best of all, it's a community gaming experience with all the strengths and few or none of the weaknesses of the "living" or evolving-universe style campaign, nor of the traditional D&D face-to-face campaign play.

It is our fondest wish that everybody enjoy with us their gaming experience in The 13 Kingdoms. Many months were spent creating this interactive world to game in, and we hope you enjoy the various nuances and ideas that separate us from more traditional interactive fantasy gaming settings. No doubt some ideas will be familiar, while others may be entirely new to you; regardless, our own experience shows it will provide you with a challenging, memorable and above all, fun gaming environment.

-- The Developers of The 13 Kingdoms

Internet Play

Instead of a tabletop roleplaying game, The 13 Kingdoms takes place using the OpenRPG chat software. This software is an Internet application that allows people to play RPGs in real-time over the Internet. It is freeware and available for all. The application is quite good and all the creators have spent long hours playing many games on OpenRPG since it first came out. With this software, people from around the world can enjoy their gaming interests with each other

There is no reason, however, that the setting could not be used in a face-to-face (P&P) gaming environment, without the use of OpenRPG - even as part of the official game world, if the DM has Internet access.

BOOK ONE: *The 13 Kingdoms*

"A strong body is important to survive, but do not forget a strong mind. It is one thing to bludgeon an enemy to death with a huge stick, but to know the fragile points - to find the hidden weaknesses that cause the most damage, not only in personal combat but on the battlefield - that is what separates the General from the mere grunt."

--Brand, the General

The 13 Kingdoms has many revisions and additions to the game that go beyond the material presented in the *Player's Handbook*. We use rules that make it easier to create a character more suitable for our campaigns. They also introduce many new options for a player to take advantage of. Modified and new race options are introduced, as well as classes taken from sources beyond the *Player's Handbook*. Those that are not specifically in the *Player's Handbook* have been reprinted here for the player's convenience. Some DMs may choose not to allow a certain race or alignment in their campaign, of course, so always check with your DM before creating a character.

Abilities

Character ability scores in The 13 Kingdoms are typically assigned using a variation of the point buy system described in the *Dungeon Masters Guide*.

As in Optional Point Buy Method detailed in the *Dungeon Masters Guide*, each Ability begins at 8, and the players are then given 32 points to assign to the various ability scores.

In The 13 Kingdoms, you are allowed to sell off your Ability scores, to a minimum of 3 after racial adjustments. Doing so gives you a return of one available point per Ability reduction below 8. Stats may be raised above 18 by this method.

Remember that racial bonuses and penalties are added or subtracted only after you complete buying Abilities, so room must be left for racial modifiers with negatives to ensure the stat does not fall below the minimum.

Core Classes Changes

There are several changes to the core classes presented in the *Player's Handbook*, which you will want to be aware of when creating a character for use in The 13 Kingdoms.

Ranger

The 13 Kingdoms uses the redesigned Ranger presented by Monte Cook. It includes revisited feats, skills, spells, an improved spell list, and other small items that make the ranger more useful in the long run (as well as being less front-loaded.) It also adds a lot of flexibility – no longer are Ambidexterity and Two-Weapon Fighting required, so players can tailor the Ranger to their own idea of what a “proper ranger” should be.

The PDF of the new Ranger class can be downloaded from Monte Cook's site at (www.montecook.com/arch_stuff3.html).

Paladin

All Paladins must worship Lawful Good deities. Most worship Adenan Stronghand, God of Paladins, though some also may worship Aohalim or Trandim, who are also Lawful Good, if it is the will of Adenan.

Paladins in the world of The 13 Kingdoms do not choose to become Paladins; they are called to duty by Adenan Stronghand himself. There is always a powerful convergence of events in the life of the called one, leading to a single moment in his or her life when the decision is made to pursue the path of a Paladin. Some may choose to ignore the calling, but this is extremely rare. Adenan does not give them a second chance.

Once the calling is accepted, the new Paladin is similarly guided to a particular Order or Church (Occasionally, Adenan calls to Paladinhood one whom he wishes to serve Aohalim or Trandim, who are also Lawful Good.) The organization then trains him or her in the dogma and skills a Paladin is expected to possess.

Paladins can belong either to a church or a paladin order, but must belong to one or the other, and the paladin is responsible to that organization's rules and authority as long as he maintains Paladin class levels.

The Paladin has no choice but to place the good of the organization ahead of any personal, family or political obligations. In most cases, this means Paladins cannot hold positions of worldly power except within their organization. However, as some nations go beyond merely being affiliated with a deity, and have the church deeply intertwined with the ruling body, paladins from the church and nation in question can hold positions of worldly power in addition to any in their order - it being understood that because religion is so entwined with the government that there is no conflict of interests. This is mainly important for those wishing to found baronies and the like, or those with a backstory that indicates a possibility of inheriting a title.

Because of those reasons, the only major nation in which paladins may hold power positions in both an organization or church and within the government is Suryanastra (in addition to PC-founded baronies and such with a DM's judgement and approval, if the church or organization effectively *is* the government.)

Other Classes

The other classes listed in the Player's Handbook and Dungeon Master's Guide remain unchanged.

Races

The 13 Kingdoms has developed in a very unique way. Thus, the races presented in the *Player's Handbook* are significantly different than their THE 13 KINGDOMS counterparts. In addition, this campaign setting presents a number of new races for you to use. As always, remember that your DM may have particular requirements or limitations regarding which races are permitted.

ECL Rules

Characters may use any of the races presented in Book One of this document. Should a character pick a race that has an ECL modifier of +1 or greater, then the following extra rules apply:

- Despite choosing an ECL race, the character still starts with 0 experience.
- However, the character will not gain a level until he or she reaches the appropriate amount of experience as determined by the ECL modifier.
- This amount is reached by adding your current character level to your ECL modifier and then applying it to the experience chart in the PHB.

EXAMPLE #1: A 1st level fighter with an ECL +1 race, will start at 0 experience. This character, adds his ECL modifier and his level together, equaling two. Thus, this character will not gain a level until he reaches the appropriate experience for a level two character to level up, this being 3000 exp.

EXAMPLE #2: A 1st level fighter with an ECL +2 race, will start at 0 experience. The character adds his level and ECL modifier to get a total of three. Thus this character is the equivalent of a level 3 character and will not gain a level until a normal level 3 character would gain a level. At 6000 exp.

Revised Races

The 13 Kingdoms house a multitude of races that are foreign from the other campaign settings. In addition, many races are altered from their original status from the *Player's Handbook* as well as the *Monster's Manual*. The following is a comprehensive list of all the playable races in The 13 Kingdoms.

Dwarves

Before there were halflings and gnomes there were elves, and before there were elves, there were dwarves, the First Children. Galvar Thuradoom created the First Twelve in the tunnels he carved out within the Stoneroot Mountains. He instilled these dwarves with the values of grit, hard work, loyalty, a stubborn determination and a reclusive spirit. While these characteristics served them well in the tunnels of Thoradur while fighting orcs, goblins, and giants, it did not endear them to the other races.

Mountain Dwarves

Mountain dwarves are the best miners and smiths in all Aerde. Mountain dwarves consider mining the most honorable profession possible with smithing a short second. Smiths must undertake a long apprenticeship lasting 20 to 30 years before allowed to practice on their own. Mining also must be apprenticed before a dwarf can call himself a journeyman miner. Master miners and smiths are the most respected of all dwarves and are on the same social level as nobility.

Appearance: Mountain dwarves are nearly as wide as they are tall. They average 4' tall and 145lbs. The beards of mountain dwarves are considered a symbol of their honor and are never cut. Braiding of some of the beard is common, but to braid it all or adorn it with trinkets is considered gaudy and disguises the beard. "A dwarf's beard is his honor" is an old mountain dwarf saying. The cutting off of a dwarf's beard is the most severe penalty next to execution that can be handed down to a dwarf. Many mountain dwarves take their own lives rather than try to grow it back.

Relations: Mountain dwarves do not get along very well with any other race except perhaps hill dwarves. They tolerate gnomes, ignore halflings, distrust humans, loathe elves and half-elves, and are hostile to most every other race.

Mountain dwarves hate water, never learn to swim, and are fiercely ethnocentric. They have a loathing for elves, or "Leaf-eaters", and consider them flighty, undependable, fragile, untrustworthy creatures. An elf that speaks a wrong word around a mountain dwarf will often find an axe lodged in his head. Mountain dwarves do get along well with the faithful dwarven hounds, their constant companions in the tunnels.

Racial Abilities: Mountain dwarf characters have all the racial traits listed on page 14 of the Players Handbook except as follows:

- +4 Con, -2 Dex, -2 Cha; Mountain dwarves are as sturdy as the stone they mine and nearly as rigid and ornery.

Hill Dwarves

Hill dwarves are in many ways a more moderate form of their mountain dwarf cousins, using the same social structure of clans, though not stemming from the First Twelve. They form their own kingdoms when they do not fall under a mountain dwarf kingdom as they do in Thoradur.

Hill Dwarves are not as stubborn, traditional, or reclusive as their mountain cousins. They trade freely with gnomes, humans, and halflings and can even be found sailing across lakes and rivers (a place a mountain dwarf would never be spotted.)

Appearance: Hill dwarves are not quite as stocky as mountain dwarves and stand a few inches taller. Hill dwarves average 4' 6", and 130lbs. They may not see their beards as symbols of honor, but generally braid them more often. Hill dwarves often braid their beards elaborately with metal clips and bands.

Relations: While hill dwarves do not have a deep suspicion or hatred of elves, they prefer not to trade with them, and generally do not treat them well. Dwarves that do interact with elves on an equal basis are often ostracized and referred to by several derogatory names.

Religion: Hill dwarves worship Galvar and Kovar primarily but may also revere other "dwarf friendly" gods.

Hill Dwarf Lands: The land Galvar set them in after creating them is Falinus, part of the dwarven kingdom of Thoradur, but hill dwarves can be found in hilly regions all over Aerde.

Racial Abilities: Hill dwarf characters have all the racial traits listed on page 14 of the Player's Handbook.

Mud Dwarves

It is unknown where mud dwarves came from. They appeared at the beginning of the Age of Kings in the dark and smelly places of the world and have attracted flies ever since.

Mud dwarves are grimy, smelly little versions of dwarves with extreme low intelligence. No dwarf will ever claim a relation to these bumbling creatures and mistreat them badly. Mud dwarves will eat garbage gladly and have the breath to prove it.

They like shiny things and tend to collect them for later inspection. They generally find ways to break items with moving parts and normally get confused if asked to wear armor with pieces or are shown how to use a crossbow. It is universally known unwise and in some kingdoms a crime to arm a mud dwarf.

Mud dwarves are blunt and stupid. They are rarely mean tempered and though normally confused, have a sense of pride that is both comical and somehow admirable.

Appearance: While their origin is unknown they have the distinctive features of dwarves, including short stature, stocky body, and beards (mud dwarves often have assorted disgusting items stuck in their unkempt facial hair). Mud dwarves average 3.5' tall and 115 pounds. They wear rags poorly sewn together, collect assorted junk in pouches, and can always be described as filthy.

Mud Dwarf Lands: Mud dwarves can be found all over Aerde if you look or smell hard enough. They live in human or dwarven city alleys and sewers, as well as caves in the wilderness, often as slaves or subjects to a more powerful or intelligent band of creatures. Having no distinct land, they live in any nook or cranny that a rat might think cozy. If possible mud dwarves will live near mud. Mud is the one constant in their "culture" and they love to cover themselves in it. For them it is nearly a spiritual experience.

Alignments: Almost all mud dwarves are chaotic good or chaotic neutral.

Religion: They have been known to worship random objects, sometimes even mud itself.

Language: The Language mud dwarves speak is a mix of simple dwarven and common words. Few mud dwarves in history have been able to speak a second language and is has usually been of the local dominant race.

Names: A mud dwarf's name is given to him by the leader of his clan. The leader takes a handful of mud, throws it against the wall and names the young child. No one knows what the throwing of mud has to do with the naming of children, but it is an essential part of the naming ritual. "No mud, no name" is an old mud dwarf saying. Though the naming ritual is an intricate and important part of mud dwarf life, nearly a quarter of all mud dwarves are named Sud.

- Male Names: Sud, Boop, Rubu, Loopi, Noknok, Tubi
- Female Names: Suda, Boopa, Ruba, Loopa, Noka, Tuba
- Clan Names: Fat Lump, Big Head, Flat feet, Deep Dirt

Adventurers: A mud dwarf adventurer is usually one that has clung to another adventurer. Mud dwarves have been known to swear their meager lives to an adventurer for saving them or just not kicking them as they walked by. In these cases the devotion of a mud dwarf, though almost always unwanted and unbearable, is a powerful thing.

Racial Traits:

- -2 dex, +6 con, -6 int, -2 wis: mud dwarves are extremely resilient though clumsy and about as smart as a box of rocks.
- Small-size: As small-sized creatures, mud dwarves gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium-size creatures.
- Immunity to natural and magical poisons. This allows them to survive in the most unhealthy environments and eat the most rancid food.
- Scent: Mud dwarves have an incredible sense of smell, which seems impossible given the environments they are found in. They can identify familiar odors just as humans do familiar sights.
- Mud dwarves can detect creatures within 30 feet by sense of smell. If the creature is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage or other mud dwarves, can be detected at twice the ranges noted above. Overpowering scents such as skunk musk, or troglodyte stench, can be detected at triple normal range.
- When a mud dwarf detects a scent, the exact location is not revealed - only its presence somewhere within range. The mud dwarf can take a partial action to note the direction of the scent. If it moves within 5 feet of the source, the mud dwarf can pinpoint that source.
- A mud dwarf can follow tracks by smell, making a wisdom check to find or follow a track. DCs will be given by the DM (MM p.10).
- Track: When tracking by scent, mud dwarves receive a +4 racial bonus.
- Luck: While mud dwarves may seem to be the most cursed race on Aerde, they actually always seem to find a way to survive. This cannot all be attributed to their "bounce back" (some times literally) toughness and thick skulls. Perhaps as a gift from a softhearted god, mud dwarves are blessed with luck. They can re-roll any one roll they make or any one roll made against them once a day.
- Automatic languages: Mud-dwarfen. This is a crude mix of simple dwarven and common words.

- Favored Class: rogue

Elves

Elves are lithe, quick creatures of the forest with sharp eyes and ears. Their ways are strange and mysterious to humans and unfathomable to dwarves, but it suits them well and keeps them in harmony with nature. While some whisper that elves are immortal, it only true that they are long lived. Many elves have been known to live over a thousand years though most do not get the chance to see such an old ripe age.

There are three types of elves: those who stayed in the forest kingdom created by their god, Targran, those living beneath the surface of Aerde, and those that left for the open sea where they live on ships and visit distant ports with exotic goods.

Being infused into an elf's being by Targran, god and creator of elves, song is integral to an elf's life and wherever elves go a song can be heard. In tree-top elven villages wooden and crystal wind chimes can be heard along with the singing of fair voices. Sea-elves sing over the waves and along with whales and mermaids in the open sea.

Elf Ages: middle age (300 years), old (600 years), venerable (800 years), maximum +5d% years.
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Dark Elves

The Dark Elves of Aerde are descended from the offspring of Kithra, a minor deity, and a wayward elf who was subsequently murdered. Through the generations that followed the influence of the goddess has thinned in their blood but they still retain some magical abilities and an inherent resistance to magic.

Dark Elf Lands: The Dark Elves dwell within the deepest, darkest parts of the forest twisting it to their own particular tastes and enchanting it to block out sunlight. Often they will also have entrances to tunnels which lead to the underground lairs they use to escape attacks from their wood elf cousins. Tales speak of great underground labyrinths that lead to vast cities that lie deep beneath the surface of the earth.

Racial Abilities: Dark Elves will use all of the rules in the PHB regarding the normal elven race with the following differences:

- Instead of Low-Light vision, Dark Elves instead have 120 ft. Darkvision
- Dark Elves gain a +2 bonus to Will saves against spells and spell-like abilities
- Dark Elves are Blinded for one round whenever exposed to sudden, bright light
- Dark Elves are sensitive to daylight or similarly bright areas, and suffer a penalty of -1 to all attack rolls when so exposed

Wood Elves

Wood Elves live in the forest that sustains and protects them. The most common gods for them to worship are Targran, Nylaethia, Horun, and Os. They love the forest of their birth and are hard pressed to ever leave it. Most wood-elves are distrustful of outsiders and would rather stay to the shadows and watch them than meet them.

Racial Abilities: Use the PHB description for all wood-elf features with the following differences:

- -2 str, +4 dex, -2 con
- +2 to all musical instrument skills

Sea Elves

Sea Elves love the sound of the hull of a ship smashing through a wave and the feel of salt-water spray on their faces. As much as wood elves love the forest, sea elves love the sea. They feel a balance with the ocean and know its

creatures well. They are most likely to worship Targran, Talina, and Eraekoth (though many only revere Eraekoth out of fear.)

Racial Abilities: Use the PHB description of elves for all sea elf features with the following differences:

- -2 str, +2 dex
- +2 to swim and profession (sailor)

Gnomes

Gnomes were created quietly, by the god Gryel'k. He carved them from stone in his own image. He granted them a playful nature, and inquisitive mind. He gave them a valley in which to live, and to be happy.

Grely'k had hoped his creations would remain innocent, almost childlike in nature, untouched by the violence in the world around them. To this end, he used his powers of illusion to disguise their valley, and keep the gnomes hidden from the eyes of the other gods and mortals alike.

Grely'k's plan failed. In the end, it was the curious nature which he gave the gnomes which led to their downfall. A handful of gnomes, curious to see what lay outside their peaceful valley, left the protection of Grely'k's illusions, and were seen by the god, Beher.

The evil god, incensed that the little beings had been hidden from him, stormed the valley along with his hobgoblins. The best efforts of Grelyk, and his trickery, could only slow down the approaching god and his minions. Grelyk managed to save most of his children, allowing them enough time to flee the oncoming hordes, and scatter throughout Aerde. Many, however, were taken as slaves into the Ulruzian Empire.

Surface Gnomes

Gnomes are a race without a homeland. Despite the best efforts of their god, Greyl'k, the valley which they called home was over-run by Hobgoblins. Many Gnomes were taken as slaves. Many of the gnomes who were able to flee have settled in the kingdoms of other races. Others, work to free their enslaved brothers from the hobgoblins.

In spite of their hardship, gnomes remain playful and free-spirited. They are given to humour and trickery, in fact, it is their good spirits which has given them the strength to soldier on in the face of hardship.

Racial Abilities: Gnome characters are created per the Players Handbook.

Deep Gnomes

In the chaos following the invasion of their valley, some gnomes fled deep into the mountains, and into the underdark. These gnomes were changed, given the ability to survive there by Greyl'k, and they became the Deep Gnomes.

Deep Gnomes are suspicious creatures, quite unlike their cousins. Centuries of living in the Underdark, amongst creatures more dangerous than anything in the Ulruzian Empire have forced them to lose their childlike innocence, a fact that saddens Greyl'k greatly.

Racial Abilities: Deep Gnome Characters are created as per the Players Handbook except as follows:

- -2 Strength, +2 Dexterity, +2 Wisdom, -4 Charisma
- Darkvision 120'. This replaces the Gnome's lowlight vision.
- Spell-like abilities: 1/day - Blindness, Blur, and Change Self. These abilities are as the spells cast by a Wizard of the Deep Gnome's character level (save DC 10+spell level). This ability replaces the Gnome ability to cast Dancing Lights, Ghost Sound, and Prestidigitation.
- Stonecutting: Like Dwarves, Deep Gnomes receive a +2 racial bonus on checks to notice unusual stonework. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A Deep Gnome who merely comes within 10 feet of unusual stonework can make a check as though actively searching and can use the

Search skill to fine stonework traps as a rogue can. A Deep Gnome can also intuit depth, sensing the approximate distance underground as naturally as a human can sense which way is up.

- Nondetection (Su): Deep Gnomes have a continuous nondetection supernatural ability as the spell cast by a wizard of their character level
- Spell Resistance of 11+character level
- +4 Dodge bonus against all creatures (no special bonus against Giants)
- +2 racial bonus on all saving throws
- +2 racial bonus on Hide checks, which improves to +4 in darkened areas underground
- ECL: +3

Halflings

The freedom-loving halflings are known throughout the realm as conveyers of strange and wonderful items from all the exotic locations of the continent. Created by Felicitas, the god of luck, fate, freedom, and adventure, the halflings exude a natural confidence as their keen senses and almost supernatural resistance to life's obstacles seem to manifest among them.

Valuing personal freedom and suffering from severe wanderlust, halfling communities rarely stay tied to a certain place for long. It is common for caravans of halfling families to travel on the night's road from town to town selling their services and seeking their fortunes. Most halflings consider the entire continent of Aerde as their homeland and all lands as their neighborhood - a thought that gets them in trouble occasionally with the local authorities. However, with the blessings of their deity on their side, halflings are usually equally quick to remove themselves from trouble. And, of course, if the authority becomes too dangerous, the halfling community simply vanishes.

Racial Abilities: Halfling characters have all the racial traits listed on page 20 of the Players Handbook.

Half-Elves

Half-elves are the offspring of an elf and a human. The outlook and culture of a half-elf depends on which culture he was raised in. Both cultures, however, have a history of showing dislike or outright hostility toward these half-breeds. Often, half-elves wander Aerde searching for a place in which they can truly fit in.

Racial Abilities: Use the PHB for all half-elf statistics except as follows:

- +2 Dex, -2 Con.

Half-Orcs

Half-orcs are the offspring of an orc and human. Their outlook and culture depend of which culture they were raised in. Half-orcs that are raised in orc villages are generally evil and no different than other orcs. Half-orcs raised in human villages generally take on the culture of those humans. Yet in both cultures half-orcs are never truly accepted. In human villages and towns near wilderness, this rejection sometimes can take the form of violence. Some humans have a hard time accepting half-orcs after years of orc raids and the loss of loved ones to the brutality of orcs.

Racial Abilities: Use the PHB for all half-orc statistics.

Humans

Humans came early to Aerde and quickly carved small niches in all the environments. Aohalim, their creator, gifted them with a sharp mind and ease at learning and as such they are very quick to pick up new skills making them very versatile regardless of the setting they are in.

Humans come in a variety of shapes and sizes as befits their short life spans and their migrations around the continent. The humans of the Northern Islands tend to be fair-skinned with red, blond, or brown hair while those from the Steppes

are more tanned with brown and black hair. Humans of the South share many of the same physical characteristics of Aohalim himself and usually have milk brown to dark black skin color with dark black hair. However, the vast migrations and free breeding with other races have created a race that's only consistency is their diversity.

Racial Abilities: Human characters have all the racial traits listed on page 13 of the Player's Handbook.

New Races

Goblinoids

Bugbears

Bugbears are the strongest of the Goblinoids, created last by Beher when he realized that he lacked shock troops. Not crafted of any particular essence of Beher's soul (chaos and law having been already taken), Bugbears show the widest variety of alignments in the general population of any of Beher's creations.

Personality: Bugbears are usually evil, as befits Beher's creations. Typical bugbears live by hunting any creature weaker than itself, preferring to set ambushes very much like free Goblins. Normally, bugbears send scouts ahead of the main group and when the main body attacks the tactics are sound and coordinated like the Hobgoblin.

Physical Description: Bugbears are large and very muscular, standing 7 feet tall on average. Their thick hides vary in color from light yellow to yellow-brown, with thick, coarse hair of brown to brick red. Their eyes resemble those of a savage animal, being greenish-white with red pupils, and they have wedge-shaped ears. A bugbear's mouth is full of long, sharp fangs and its nose is much like that of a bear, though without the bear's fine sense of smell.

Relations: In most lands, Bugbears are considered predatory bandits. In evil lands, they may also be mercenary families, hiring out to the highest bidder for a living and paid to do what they do so well.

In Ulruz, Bugbears were long ago enslaved by the Hobgoblins in their quest for Empire. Bugbears live largely in mountains, both above and below ground. This preferred terrain serves to provide a natural buffer against the hated Dwarves as well as beachheads for a hobgoblin invasion. Therefore, the Hobgoblins tax them, levy them as soldiers during war, and abide no banditry in Ulruz (when they can enforce such a rule), but otherwise leave the Bugbears alone. In effect, they are the only conquered people in Ulruz to have earned the freedom of being semi-autonomous.

Alignment: Bugbears are always neutral, and tend heavily towards evil.

Bugbear Lands: Bugbears live scattered throughout the mountains of Aerde, but the strip of mountains in eastern Ulruz facing the desert might be considered the Bugbear homeland.

Religion: Beher, of course, as well as any god of battle, stealth or evil.

Language: Bugbears speak Thusesti and Common.

Names: Bugbears are born with a familial name, an endearing name that parents refer to their children by. Then, when they become mobile, they become known by a nickname that is often something associated with a specific event in the bugbear's life such as "Firedancer" or "Arrowfoot".

Upon reaching adulthood (the first hunt, for males, or marriage for females), their first name becomes the family name they are in (by birth for men, marriage for women). They select their own last name, and these usually are from a small list of names that their birth family considers traditional. These names sound truly Roman. Often, Bugbears will pick or be given a title for some great deed as well.

Some examples of tribe/family/title combinations include:

- Lucus Sullia Ahalus

- Popillius Stichius the Archer
- Petronsharus Brutex
- Aquillus Gracex the Wonderful
- Mana Publus Caprarus
- Mari Broc the Stag of Tae'nal
- Lucius Sullus Caestonius
- Tiberius Octavius Caprarex
- Tiberola Lucilius the Badgerslayer
- Lutatus Oresus
- Manla Albinex the Superb
- Puplius Fulvius the Wise

Adventurers: Bugbears may become adventurers for any number of reasons. Their nature is certainly disposed towards adventuring and their strong instincts for loyalty (a result of the harsh environments they live in) make them good companions.

Some Bugbears adventure because their family was devastated in warfare or disaster and adventuring was the only road left open to them. Others are scouts for their tribe, mercenary unit, or Legion. Still others seek wealth, fame and glory.

Bugbear Racial Traits:

- +4 Str, +2 Dex, +2 Con, -2 Cha; Bugbears are big, burly, and surprisingly agile for their size, but usually do not fit in as well in "polite society".
- A Bugbear is Medium-Sized
- Bugbear Base Speed is 30 feet.
- +2d8 HD, +2 Base Attack, +3 natural armor. Bugbears are big, thick-skinned, and can shrug off damage that might kill a person from a less robust race.
- Darkvision 60'
- Weapons Proficiency: Bugbears are familiar with simple weapons and with javelins.
- Bugbears gain the Feat, Alertness, at no cost; their nature and their environment make this a survival trait.
- Bugbears gain a +2 to Climb checks as a racial bonus.
- Bugbears gain a +2 to Hide, Spot and Listen checks as a racial bonus.
- Bugbears have the Neutral Trait; they are crafted from the essence of Beher that remained after the creation of the Goblins and the Hobgoblins. Therefore, they must always be of some Neutral alignment
- (NG, N, NE)
- Favored Class: Rogue
- ECL +3

Goblins

Throughout the temperate and warm lands of Aerde can be found tribes of Goblins. Being exterminated or even enslaved by bigger, stronger creatures as taught Goblins to exploit what few advantages they have: sheer numbers and an uncanny ingenuity.

Goblins are tribal by nature, ruled by whichever goblin is strong enough or tricky enough to rise to the top. They have no concept of privacy, and in fact have been known to go mad when left alone for a long enough period of time.

Personality: In Goblin society, honor and fairness are marks of stupidity. Why die honorably when they can swarm their enemies in ambush? Why let the bigger races take what is theirs when trickery can enable them to keep it?

Goblins typically have a poor grasp of strategy and are cowardly by nature. They favor ambushes, tricks and treachery.

Physical Description: Goblins have flat faces, broad noses, pointed ears, wide mouths, and small sharp fangs. Their foreheads slope back and their eyes are usually dull and glazed, varying in color from red to yellow. They walk upright, but their arms hang down almost to their knees. Their skin color ranges from yellow through any shade of orange to a

deep red. All members of a single tribe are about the same color. Clothing tends to be drab, soiled-looking leather garments.

Relations: Goblins are universally despised. To most races they are considered little better than vermin, and to Hobgoblins everywhere they are considered property and enslaved, and often used as fodder for the Hobgoblin war machine or the Arena. Those that do particularly well in this regard are lucky in that they may be given their freedom - but never Citizenship.

Alignment: Goblins tend strongly towards evil. Goblins must always have a chaotic alignment, as they were created from the chaotic essence of Beher himself. Goblins carry the Chaotic trait.

Goblin Lands: Goblins no longer have lands of their own. In earlier times, before the gods were banished from the Material Plane, Goblins held the plains of what are now the heartlands of the nation of Ulruz, but were conquered by Hobgoblins a short time later. During the Great March, when over 100,000 goblins swarmed out of that area alongside Hobgoblin and Bugbear hordes, goblins spread across all lands.

Goblin tribes in Ulruz are slaves and rightly consider themselves the unfortunate ones while those outside Ulruz generally state that they were led out of slavery by their Father God, Beher, for their cunning and treachery - traits Beher favors.

Religion: Goblins usually worship Beher first and another god second - this other god is usually a deity to give them strength to persevere, success in the hunt, or merely hopes of a clean painless death to escape their horrid little lives.

Language: Goblins speak Thusesti and Common.

Names: Goblins are known by a single name, in the style of whichever lands they live in. Those in Ulruz are given a Greco-Roman style name, for example, as that is the predominant culture of the region.

Adventurers: Goblins adventure for several reasons. Sometimes, they are escaped slaves and have no other option. Others are scouts and spies for their tribe or their masters. Still others, who are especially tainted by the foul notions of love and honor, adventure to redeem their souls and avoid eternal damnation in the afterlife.

Goblin Racial Traits:

- +2 Dex, -2 Str. Goblins are quick and nimble, but not as strong as other races.
- Small: As Small creatures, goblins gain a +1 size bonus to Armor class, attack rolls, and a +4 size bonus to Hide checks, but must carry smaller weapon than humans use, and their lifting and carrying limits are three-quarters of those of Medium-size characters.
- Goblin base speed is 30 ft. Goblins are as quick as the larger races
- +2 Racial Bonus to Spot, Listen, and Hide Checks. A goblin needs to constantly be alert or be caught by slavers, exterminators, as well as other goblins.
- +4 to Move Silently Checks. A goblin is surefooted and it is rare to hear one when it does not wish to be heard.
- Darkvision 60' ft.
- Goblins carry the Chaotic trait and so must always have a Chaotic alignment (CG, CN, or CE)
- Fear of Sunlight: When exposed to daylight, natural or magical, Goblins are automatically Shaken for the duration of the exposure and 1d6 rounds thereafter. They must also must pass a Will Save (DC15) or be Panicked for 2d6 rounds. A new save must be made for each separate exposure, though the effects of multiple exposures do not stack. Viewing the sun itself imparts a -2 Circumstance penalty.
- Favored Class: Rogue

Worg Kinship

Beher has granted goblins a supernatural link with the worg. Though all goblins get along with Worgs, and often ride them into battle, Beher rewards successful goblins in a special way, by giving them the ability to mentally dominate a Worg mount. The dominated Worg obeys any verbal command from his master that he can hear, and when out of

earshot will always behave as he feels his master would desire, considering the Goblin both his best friend and his master. This is a Supernatural Ability.

Behr grants special powers to enslaved Worgs that belong to particularly successful goblins. When a Goblin with an enslaved Worg gains BAB or Sneak Attack dice, his Worg is also empowered, as shown in the table below.

Dominate Worg (Su): As a standard action, a goblin with combined BAB and dice of sneak attack damage equal to 7 or greater may dominate one Worg to act as his mount, so long as the worg is not dominated by another goblin (for example, a 6th level Rogue has a BAB of +4 and +3d6 Sneak Attack dice, and so qualifies - a Fighter would gain it at 7th level due to BAB alone, as would the far more common Warrior.) The Goblin may only have one dominated Worg at a time, and it gains strength per the chart above. Should the goblin's worg die, he may dominate another one after one day, assuming an undominated worg is available. The new worg immediately gains all the accumulated abilities due a goblin of the dominator's BAB/SA.

Matched Rhythm (Su): When mounted on his enslaved worg, a goblin gains the Mounted Combat feat and a +6 bonus to Ride checks.

Improved Evasion (Ex): If the worg is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage on a successful saving throw and only half damage on a failed saving throw.

Share Spells (Su): At the Goblin's option, he may have any spell he casts on himself also affect his worg. The worg must be within 5 feet. If the spell has a duration other than instantaneous, the spell stops affecting the worg if it moves farther than 5 feet away and will not affect the worg again even if the worg returns to the Goblin before the duration expires. Additionally, the Goblin may cast a spell with a target of "You" on his Worg (as a touch range spell) instead of on himself. The Goblin and the worg can share spells even if the spells normally do not affect creatures of the worg's type.

Share Saving Throws (Su): The Worg uses its own base saving throw or his Goblin's, whichever is higher.

Empathic Link (Su): The Goblin has an empathic link with the worg out to a distance of up to one mile. The Goblin cannot see through the worg's eyes, but they can communicate telepathically. Misunderstandings however are still possible.

Blood Bond (Ex): The Worg comes to depend so much on the Goblin's will that it fears to be without the voice in its head. Because of this, it gains a +2 bonus to all attacks, checks and saves if it witnesses its Goblin threatened or harmed. This bonus lasts as long as the threat is immediate and apparent.

Spell Resistance (Su): The worg's spell resistance equals the Goblin's character level +5

Table: Worg Advancement

BAB/ Sneak	HD Bonus	Natural Armor	Str. Adj.	Special
7	--	--		Dominate Worg, Matched Rhythm
12	+2 HD	+1	+1	Improved Evasion, Share Spells, Share Saving Throws
13	+4 HD	+3	+2	Empathic Link
16	+6 HD	+5	+3	Blood Bond
19	+8 HD	+7	+4	Spell Resistance

Hobgoblins

Favored of Behr, Hobgoblins exist in all parts of Aerde. However, the hobgoblins are the societal elite in Ulruz, a militaristic empire of massive size and power. Larger cousins of the goblins, they are pathologically aggressive and frightfully organized.

Personality: Hobgoblins are a martial race and uniformly aggressive. The typical hobgoblin hates dwarves, and will attack them first whenever possible. Hobgoblins can pursue any career, but the warrior and fighter are the ultimate examples of the species. In Ulruz, Hobgoblins are free to pursue whatever course life takes them in (as they are the Citizens) but to follow the military path in life is one of the most respected options (and for those who survive, often a route to some level of power).

Hobgoblins are noble and honorable, after a fashion, though usually evil. They have a natural impulse to follow the strongest tyrant or noble, and quickly turn on those who display weakness in either leadership or in strength. However, keeping one's word – even if it means death to do so – is the norm for Hobgoblin society. How can one trust the warrior by one's side if his word is not good?

Physical Description: Hobgoblins are burly humanoids standing 6.5' tall on average. Their hairy hides range in color from dark reddish brown to dark gray, with dark or red-orange skin. Large males have red or blue noses, with red-nosed Hobgoblins invariably drawn to military life, while those with blue noses avoiding that path in favor of some other. They have yellow eyes, and tend to brightly colored clothes, especially reds.

Relations: Hobgoblins hate dwarves. Beyond this, their enemies depend entirely on the tribe's location. Those in Ulruz share that nation's goals, borders and enemies.

Alignment: Hobgoblins must always be Lawful, a trait that was placed by their creator Beher when he created them from his Lawful essence. They tend heavily towards evil, though of course the curse of the gods has given them free will and a capacity for goodness as well.

Hobgoblin Lands: Hobgoblins make their homes in any terrain, so long as it is warm or better yet, hot. Ulruz is the racial Fatherland of the hobgoblins. Hobgoblins have an affinity for jungles.

Religion: Hobgoblins worship whichever deity is appropriate to the task at hand, but most maintain Beher as their racial father, and thus hold him in the highest regard. Beher's banishment to the Underworld and subsequent conquest of much of that plane is a matter of racial pride for the hobgoblin. Every settlement and most households have a shrine to Beher, regardless of which other deities they may offer prayer.

Languages: Hobgoblins speak Thusesti and Common.

Names: Typical hobgoblin names have a distinct Greco-Roman flavor to them. Hobgoblins have two names - a first name, chosen when the hobgoblin reaches adulthood (16 in most places); and a Clan name, which never changes.

Adventurers: Hobgoblins are martial and territorial. They may take up adventuring if their tribe has been conquered, as a way to return honor to it; or for the simple glory of it. In any case, the hobgoblin adventurer is looked upon with respect (for their dangerous and martial occupation) as well as suspicion, as the average adventurer is more chaotic than hobgoblin society tolerates.

Hobgoblin Racial Traits:

- +2 Con, -2 Cha: Hobgoblins are tough but frighteningly monstrous... Many take advantage of this fact.
- Medium Size
- Hobgoblin Base Speed is 30 ft.
- Darkvision up to 60' feet.
- +2 Racial Bonus to All Will Saves.
- +2 to all Initiative Checks. A hobgoblin is trained from birth to be ready for any conflict.
- +2 to Sense Motive and Intimidate Checks. A hobgoblin must always be aware of their slaves true intentions and discourage them from acting upon them.
- +2 to any single Craft skill. A hobgoblin must be able to provide for himself and his unit or family no matter his occupation.
- Favored Enemy: Goblinoid. Hobgoblins must know how to keep their most commonly-encountered slaves in check, and put down any damnable rebellions. Thus, they gain a +1 bonus to Bluff, Listen, Sense Motive, Spot and

Intimidate checks when using these skills against Goblins. They also gain a +1 to weapon damage against Goblins, including ranged weapons if under 30'.

- Lawful Trait. All hobgoblins carry the lawful trait and thus must have a lawful alignment (LG, LN, or LE) and are affected by certain spells that target lawful creatures.
- Favored Class: Fighter

Beherinome Hobgoblins

Several hundred years ago, Beher sent his Avatars throughout the fledgling nation of Ulruz to each associate with what is now one of the original founding clans. These clans became leaders among hobgoblins. Though nobles, powerful merchant families, and high officers of the military can come from any existing clan; those who carry the blood of one of these founder clans have an edge in any social dealings with other hobgoblins.

Names: Beherinome Hobgoblins carry one of several specific clan names. These are the clans which rallied to Beher's avatars centuries ago to defend Beher's then-home plane from Galvar's invasion. Upon being led back to the Prime Material, these clans were each placed under the auspices of one of Beher's avatars, who dwell now on the Prime Material.

Beherinome Clans: Aimal; Aotupu; Blebliuz; Ctimbra; Ebrause; Einhu; Enotlaex; Eseilale; Ezce; Gudoruot; Ilaxo; Iodiahli; Iubdoifo; Liulmo; Mhoudlae; Praohleu; Puemaeg; Sziole; Tlai; Uomru

Racial Traits: Beherinome Hobgoblins share the same qualities of Hobgoblins with the following changes:

- Beherinome Hobgoblins do not receive a -2 to Charisma.
- +2 to All Perform Checks and one Craft Skill involving the arts. The Beherinome Clans place art, philosophy, and music as a essential necessity in Beherinome society.
- Additional +2 Intimidate Checks: Beherinome are used to enforcing their wills on others.
- +2 bonus to all Bluff and Gather Information checks. The courts of the noble clans and the Senate are unforgiving places that slay many novices and experts alike, as surely as any duel could.
- +2 Morale bonus in any dealings which relate to Charisma or require a Will save, when dealing with the "lesser" clans.
- No Bonus to Will Saves: Life is easier for the Beherinome clans and they often are expected to indulge in their vices.
- ECL +1: Beherinome clans are a more powerful race and advance slower.

Half-ogres

Half-ogres are stupid, extremely strong, clumsy hulking men that can be found as guards, thugs, and warriors. These behemoths are the product of a bizarre union between ogre and human. The few children that live to be born and the fewer that live to childhood are rare even in borderlands. They often seem only like very large ugly children until they reach puberty when their ogre side takes over, causing them to grow quickly and fill out into the ugly hulking forms half-ogres are known for.

Personality: Above all else, half-ogres are dense. They cannot grasp complex instructions or situations. A half-ogre will generally try to simplify a problem by deciding what needs to be destroyed. While not all half-ogres are violent, all half-ogres use it as a method for solving problems.

Half-ogres enjoy simple pleasures including massive amounts of food and singing, the latter of which they are notoriously horrible at. The sound of half-ogre singing can make a grown man cringe and ruin an elf's appetite.

Physical Description: They average 7' to 8' tall and weight between 400 and 500 pounds. They are often hairy and always smell due to a lack of hygiene and dislike of water.

Relations: Since ogres are hated by elves and particularly dwarves, half-ogres can have a hard time around those races. Yet more than half-orcs, half-ogres have been accepted into human societies because of their diminished mental facilities. Half-ogres just aren't smart enough to do anything devious.

Alignment: Half-ogres raised in human communities are generally good aligned and those raised in the wild are almost always evil aligned.

Half-ogre Lands: Half-ogres are most common in the borderlands where humans and ogres have the most contact. But their brute strength is helpful anywhere.

Religion: Half-ogres have no set god they worship. If they do venerate a god, it is generally a god that would appeal to simple-minded people.

Languages: Half-ogres speak common unless they were raised by ogres, in which case they speak giant.

Names: Names for half-ogres are simple like themselves. Grung, Sum, Dun, Gaar, Nunnun, Ugtag, and Togar are examples of common names.

Adventurers: Often half-ogres attach themselves to a character that is smarter and will help them make hard decisions like how many coins to give to the merchant with the shiny axe. In all parties they bring muscle and plenty of it.

Half-Ogre Racial Traits:

- +6 Strength, -2 Dexterity, +2 Constitution, -4 Intelligence, -2 Charisma: Half-ogres are as strong as an ox and about as smart as one. They are also slow and ugly.
- +1d8 hit points: Half-ogres are naturally tough.
- Automatic Languages: Common or Giant
- Favored Class: Barbarian
- ECL +1

Hanaras

Hanaras are a race of monkeylike humanoids, possessing brave hearts and inquisitive minds.

Personality: Hanaras are often viewed with amusement or exasperation by members of other races, who find their personalities childish and irritating. They are curious in the extreme, frequently badgering people with questions (sometimes very personal questions), picking small items up to examine them, opening doors to see where they lead...etc. They also tend to be bluntly honest, never couching a negative opinion in gentle terms or hiding their true feelings about anything. At the same time, they are incredibly loyal, quite brave when the situation requires it, and genuinely kind.

Physical Description: Hanaras stand 4 1/2 to 5 1/2 feet tall and typically weigh 90 to 140 lbs. Their bodies are covered with light fur, ranging from white through light blue to brown and black. Their faces are distinctly monkeylike, with protruding muzzles, furred cheeks, and wide, lipless mouths. They have long, semiprehensile tails, long fingers and toes, and large ears, but their arms, legs, and torsos are proportioned like those of humans.

Relations: Hanaras are fond of humans, admiring them and respecting their power while laughing quietly at their conservative stodginess. They get along well with good-aligned races as well but they loathe evil, however, and their opinion of an entire race or kind can be soured by their experience with one individual.

Alignment: Hanaras are strongly good with most being neutral good. Hanaras view the caste system as the possibility that different gifts are given to different people. However, they do not place any different worth on these gifts.

Hanara Lands: Like the Nagans, the Hanara were founded in the Aghpalla Jungle by Aohalim. The two share a peaceful coexistence with the Nagans hunting on the ground while the Hanaras stay to the trees. The Hanaras unlike the

Nagans have no craving to explore and usually stay in the jungles. They are at home in woodlands and usually are hunters and gatherers.

Religion: Like the Nagans, the Hanaras were created by Aohalim. However, while the Nagans were created as defenders, the Hanaras were created to serve as an example of how mankind could live in harmony with nature. Hanaras worship the great nature spirits with "Father Sun" (Aohalim) and "Mother Nature" (Murraghyn) as the two premier spirits with many others rounding them out.

Language: Hanaras speak Hanaran, which is written in the Common script. Humans complain that Hanaran sounds like nothing more than screeches and chattering but it is actually a highly complex and subtle language.

Names: A Hanara receives a name within a week after birth as soon as the parents observe some sign or portent that suggests an appropriate name. The Hanara keeps the name throughout life and considers it shameful to use any other name, such as a nickname or honorific.

Male Names: Amanu, Khanu, Mindra, Rava, Thetsu, Vaki, and Vindu.

Female Names: Aki, Kiri, Chuna, Lakshi, Sitha, Tani, and Vina.

Adventurers: The arrival of a human or other foreigner usually sparks a rash of curiosity among young Hanaras who--curious of the foreign society--venture out into the wilder world. Hanaras often attach themselves to humans, following them with tremendous devotion and loyalty.

Hanara Racial Traits:

- +2 Int, +2 Wis, -2 Str. Vanars are clever and inquisitive and have keen senses. Their small builds detract from their physical strength, however.
- Medium-Size.
- Base Speed is 30.
- Hanaras have a base climb speed of 20 feet. They gain a +8 racial modifier on all Climb Checks and use either the Strength or Dexterity modifier, whichever is higher. They can always choose to take 10, even if rushed or threatened when climbing. If a Hanara chooses an accelerated climb, he moves at a Speed of 30 and makes a single Climb check with a -5 penalty.
- Low-Light Vision
- +4 Racial Bonus to Balance and Jump Checks. Hanaras are agile and athletic, climbing, leaping, and swinging in trees.
- +2 to Wilderness Lore Skills and Knowledge: Nature is always a Class Skill. Wise in the ways of the outdoors, the Hanaras know much of the forests and its life.
- Automatic Languages: Common and Hanaran. Bonus Languages: Giant, Goblin, Elven, Nagan, Sylvan.
- Favored Class: Druid

Lizardfolk

The lizardfolk of the Aerde were created through the will of Nearon and crafted by him into the militant people seen today. Designed by Nearon to form an unstoppable ground army to pave the way for his dragon hordes the lizardfolk are built tough and durable, though a bit slow on the uptake. In addition, Nearon, himself, sometimes powers chosen lizardfolk to host his avatars as well as to lead in a profound event or battle. This communion is a sought after blessing by all lizardfolk and the one that is chosen is looked upon with respect and is elevated in status immediately within his tribe.

Personality: Lizardfolk have cold and efficient minds, thinking about the good of the tribe over the good of the individual. Bred as combat troops, their ferocity and effectiveness in combat is legendary. However, the classic trend that differentiates lizardfolk from the other races is their highly evolved group survival instinct. A lizardfolk will not think twice about eating the bodies of his fallen comrades if he feels it is necessary nor sacrifice his own for the betterment of his tribes. The concept of "mine" or even "I" is very foreign in the lizardfolk tongue. Only "we" or "our" is usually heard.

Physical Description: Most Lizardfolk stand between 6 to 7 feet tall and their build is quite bulky and muscular. Their scales are mostly dark swamp colors, like greens and blacks, although there are occasionally brightly colored ones where breeding with the half dragons has occurred. These rare individuals are most frequently in positions of leadership or clerics as they are thought to be closer to Nearon himself.

Relations: The relationship with lizardfolk are based on whether or not the tribe is in a desperate need for supplies or not. Lizardfolk are not above robbing nearby villages for supplies if they are not able to support themselves on their own agriculture and hunting. Thus politics with the lizardfolk are tenuous at best. The best bet is to continually supply the lizardfolk with a steady supply of food and goods to keep them satisfied and pray that Nearon does not feel that a divine sacrifice is necessary at that time.

Alignment: Most lizardfolk are Lawful Evil but various other alignments are possible and there is no restriction.

Lizardfolk Land: The lizardfolk prefer hot and moist environments especially bogs and swamps. The founding home of all the lizardfolk are the swamps to the east of Aerde. The greatest city of the swampland is Sthenras, a military city which has all that would be needed to survive a siege for a long time. It is also said that secret tunnels litter these swamps making travel for the lizardfolk quite efficient. Legends state that some of these tunnels lead to the home of Nearon himself - those who dare these tunnels are usually never seen again.

Religion: All lizardfolk owe their creation to Nearon, the Death Dragon and most worship him. A few may choose another deity and some may turn their back on their dark heritage and worship good deities. However, these lizardfolk must either keep their faith secret or flee their homelands or face execution by their brethren.

Language: Lizardfolk speak Common and Draconic.

Names: Lizardfolk names often contain S and Z in them and sound more like hissing than actual words.

Adventurers: Most lizardfolk adventurers are either renegades or acting on a divine quest for Nearon. The lizardfolk mentality of survival of the group makes for a very protective albeit strange warrior in a party and they are usually welcome. However, it is best to teach the lizardfolk the aspects of healing magics before he decides that the dead party member would be better suited as food than a corpse.

Lizardfolk Racial Traits:

- +2 Str, +2 Con, -2 Int; Bred as warriors by Nearon, they are strong and durable though not as intelligent.
- Medium-Size
- Lizardman Base Speed is 30 ft.
- +4 Bonus to Jump, Swim, and Balance: Thanks to their tails, lizardfolk gain an increased advantage to certain skills.
- Water-Dwellers: As natural swimmers, lizardmen can hold their breath twice as long as normal.
- +5 Natural Armor: A lizardman's scaly hide acts as natural armor.
- Favored Class: Fighter
- ECL +2: Lizardmen are much more powerful and advance slower than other races.

Nagans

The serpentine Nagans of the South are known for their stern demeanors, their uncanny agility, and their fearsome devotion to their work. Created by Aohalim to act as protectors, Nagans are steadfast in their duties towards their charge, usually a church or other organization.

Personality: Nagans are a disciplined people with few range of emotions. Most likely a Nagan will act calm and collected with a surprising humility for one so alien. However, when his charge is in danger, the Nagan rage is known and feared. A Nagan is also an intellectual at heart and values information and knowledge which he considers more permanent than the transient gold, gems, or jewelery. Nagans use their agility to their advantage in fights and many

Nagan combats take place as much in the air as they do on the ground. Nagans have a very strong protective instinct and take advantage of this by acting as bodyguards or protectors of an institute.

Physical Description: Nagans stand about 5 to 5 1/2 feet tall and are reptilian in appearance. They have flat snake-like heads with dark beads for eyes and a long neck coming to rest on a humanoid body. Scales replace skin and their bodies are well-proportioned. The movement of a Nagan is quite graceful with a sway that resembles a snake slithering in the grass. The scales usually range from a dark green in color to black and no hair covers the entire body. Albinos are not as rare as the other races and those that are are usually seen as having a grand purpose in life. When a Nagan is angered, a flap rises from the neck framing his head in a fashion very similar to the cobra. This serves to warn intruders as well as provide an intimidating front.

Relations: Nagans get well even with all races. They tend not to trust the more chaotic races but have no special prejudice towards any one race.

Alignment: Nagans are usually lawful and the majority are neutral. Their strict devotion to their charges leave little room for thoughts of whether or not what they are doing is good or evil. Adventuring Nagans are less likely to fit the mold since they do not fit perfectly with Nagan society and values.

Nagan Lands: The Nagans homeland is the Aghpalla Jungle in the south-east corner of Aerde. Most Nagans, however, have moved from there to the desert kingdoms of Suryanasta. From there, many take caravans north to other kingdoms looking for employment or seeking knowledge.

Religion: Aohalim created them and most Nagans worship him singularly. Those that worship another deity will usually worship Brand or another lawful god.

Language: Nagans speak Common and Draconic

Names: Nagan names usually have a hard, spitting syllable somewhere in the name. They tend to also share a secret name known only by their charge so that they may recognize them regardless of magical transformation.

Nagan Names (Genderless): Ptah, Ssithe, Hasthe, Iminpse, Yrth, Kith, Riph

Adventurers: Nagans quest to gain knowledge or most likely when they are acting as a bodyguard towards a caravan. Nagans don't really crave much in the form of material wealth and will usually join a party if he feels a debt of obligation needs to be paid off or just finds the group compatible. A Nagan will consider his adventuring group a surrogate family and will try to assume the role of protector towards them.

Nagan Racial Traits:

- +2 Dexterity, -2 Strength. Nagans are quite agile but not as strong as the other races. A Nagan relies on his quickness and speed to win battles.
- Medium Size: As Medium-Sized creatures, Nagans gain no special size bonuses or penalties.
- Nagan base speed is 40 feet.
- +4 to Jump Checks. Nagans are quite good at springing and leaping and incorporate these into their attacks.
- A Nagan has a poisonous bite attack that deals 1d3 points of normal bite damage plus temporary Ability damage (Fort Save DC 12 or lose 1 point Strength primary/1 point Strength secondary.) This unarmed attack can either be a primary attack or an "off-hand weapon" attack, but the Nagan cannot use a primary attack, an off-hand weapon and his bite. A Nagan's venom-sacs hold enough poison to inject up to three times each day.
- Nagans have the same eyesight as humans but have a keen sense of smell and taste. A Nagan with a Wisdom of 11 can gain the Scent Feat which allows him to detect hidden foes, approaching enemies, and track by sense of smell and taste.
- Nagan Metabolism. Nagans do not sleep but need to rest the same amount of times as humans. In addition, a Nagan needs only eat one meal every two days and drink 1/2 the amount of water as a regular human.
- Automatic Languages: Common and Nagan. Bonus Languages: Goblin, Elven, Sylvan, Hanaran
- Favored Class: Monk. The natural abilities of the monk come quite easily to the Nagans

Languages of Aerde

In Aerde, there are several commonly used languages. In most cases, these replace the languages listed in the Player's Handbook. In addition to the new and replacement languages listed below, the normal array of non-human languages remain (such as Giant, Draconian, etc.)

All PCs are fluent in Tradespeak. On the character sheet, when a PC is able to speak Tradespeak, his native country or region is noted as well; this is because each character is assumed to have an accent when speaking that others can use to identify the PC's homeland. Some will react with prejudice, while others will react favorably for whatever reason.

Table: Languages

Language (Kingdom)	<i>Player's Handbook</i> equivalent
Tradespeak	Common
Argosh (Argossea)	--
Caedmonish (Caedmon)	--
Vweogyn (Ceomyr)	--
Galvic (Cryndon)	Dwarven
Hibridic (Hibrideas)	--
Mulhati (Kinrisar)	--
Forestal (Lorlynia)	Elven
Mittendienish (Mittendien)	--
Draconic (Paludosus)	Draconic
Vweogyn (Rhaavin)	--
Suryan (Suryanasta)	--
Galvic (Thoradur)	Dwarven
Thusesti (Ulruz)	Goblinoid

Skills

A few new skills are available, as a basic accommodation for nautical adventures.

Knowledge (Navigation) Int, trained only

The skill of navigator is a difficult one and any captain is foolish to attempt a crossing of the open sea without someone capable of the task.

Check: Navigation along the coastline does not require a check, however the open sea does. Navigators are highly trained, able to gauge the speed and direction of a ship and cross reference that information with maps and star constellations so that even after many days or weeks on the open sea, they always know exactly where they are. Coastal waters are considered to be within 20 miles of shore; anything outside this is open seas.

Special: DC10 everyday on the open sea to avoid becoming lost; or to find your way after becoming lost. Must have a navigator's tool kit. *Modifiers:* Ship in a storm -6; Known voyage +4; Unknown sea -6; Teleported/displaced -10; Poor Quality maps -4

Profession (Pilot) Wis

You use this skill to pilot any ship. Piloting the ship usually means controlling the ship's rudder by using the captain's wheel or determining which banks of oars should row at which speed. On larger ships, the pilot is the one that determines the actions of the ship, shouting the orders to the proper crewmen to execute the maneuvers correctly, while a pilot can also be alone in a rowboat. The pilot is the person whose skill and knowledge allows her to perform duties to control the ship or to give orders to crewmen.

Check: Checks must be made whenever a pilot must make a maneuver. The base DC for maneuvering a ship depends upon the ship and the crew. Each ship has its own DC depending upon how large and complex the ship is and how well crewed it is. There are also a number of situational adjustments, such as weather and the difficulty of the terrain.

For any voyage, the pilot must make a skill check for each "leg" of the journey. If the check is successful then the pilot has successfully directed the ship to the desired location. If the check failed then the ship will be off course.

Another situation that requires a skill check is whenever the ship must be steered around or through an obstacle, including other ships. Therefore, if the ship must be piloted through a dangerous reef, the pilot must make a piloting skill check (base DC determined by ship and crew + an adjustment for the difficulty of the reef and any other situational adjustments). Also, if two ships are approaching each other and preparing for combat, then each pilot may make an opposed check to see which ship gains the advantage in positioning. The same occurs if one ship attempts to ram the other.

Special: Those with five or more ranks in Intuit Direction gain a +2 synergy bonus to skill checks in Profession (Pilot).

Profession (Sailor) Wis

This skill represents a character's sum ability in all matters pertaining to the maneuver and repair of any vessel, ranging from the tiniest rowing boat to the colossal dreadnaughts of the greatest navies. A character with a high score in Profession (Sailor) is capable of acting as an integrated part of any crew and will be familiar with all manner of duties on board a vessel, be it oared or sailed, merchant or warship.

Check: This skill is the catch-all skill. If it doesn't involve navigation (determining where you are and where to go), or piloting (steering the ship in combat, storms, or mere travel), then this is the skill to use.

Special: This skill can also be used to effect basic repairs on any part of a boat or ship, unless another skill (particularly Craft skills) would be more appropriate. Thus, a Sailor can sew up a ripped sail, but could not create a new one; he could patch a hole drilled in the hull, but could not repair a keel snapped in half. The DM is the final judge of just which skill applies in any particular situation.

Feats

Below are a number of new Feats, unique to The 13 Kingdoms collaborative campaign setting. Some of these are regional feats available only to natives of certain lands, but many are general Feats available to any PC that meets their requirements.

New Rules for Old Feats

Skill Focus

Grants a +3 to the skill in question, in keeping with WOTC's and third-party publishers' stance on the matter, NOT +2 as listed in the Players Handbook.

New Feats

Alyhndro's Honor [Regional]
Archer Defense [Fighter, General]
Band of Brothers [Regional]
Blood of Beher [General]
Goblin Surprise [Regional]
Hoplite [Regional]
Improved Dodge [Fighter, General]
Improved Ranged Sneak Attack [General]
Increased Ability [General]
Jungle Child [General]
Of Noble Blood [Regional]
Orc Hunter [Fighter, General]
Steady Aim [Fighter, General]
Urbanized [Regional]
Versatility [General]
Warrior of Renown [General]

Alyhndro's Honor [Regional]

Elves who follow Alyhndro's preachings find themselves blessed with extra skill at the bow.

Prerequisite: Elven, Point Blank Shot, Patron Deity is Alyhndro

Benefit: +2 Divine Bonus to Attack and Damage with a Bow for one round as a Supernatural Ability (standard action to activate and then you apply the bonuses to the next round) three times a day.

Archer Defense [General, Fighter]

If you have to, you can use your bow as a melee weapon.

Benefit: When you have a bow in your hand, you threaten the squares adjacent to you with the bow as a melee weapon. You may swing your bow as a melee weapon inflicting 1d4 damage with a critical range of 20, x2. No penalty is given for making a melee attack with the bow in the off hand.

Normal: Without this feat you do not threaten any squares with a bow, nor can you use it as a melee weapon.

Band of Brothers [Regional]

Ulruz Legionnaires are trained in a peculiar style of combat that deeply favors discipline, their unique armor and armaments, and the trust for one's life that can only come from belonging to a highly trained unit. The Legionnaire fights with short, thrusting movements that keep the arm down and the body protected.

Prerequisite: Must have served as a Legionnaire of Ulruz

Benefit: You may make a Fight Defensively action as a standard combat action when all of these conditions are met: wearing the Lorica Segmentata armor; using a large (Scutum) shield; and wielding a short sword (Gladius).

Normal: To fight defensively, you must take the Full Attack option, and you must also be capable of one of the following: multiple attacks, fighting with two weapons, or using a double weapon.

Special: If a user of this Feat is fighting side by side (adjacent 5' square, facing same direction) with others, whether or not they also have this Feat, those others each gain a +1 bonus to AC. They also have a reduced attack penalty for fighting defensively of -2. This stacks for each person using this Feat next to whom someone is fighting, but provides a maximum benefit of +4 AC and a -0 Attack penalty.

Blood of Beher [General]

The taint of Beher's blood courses in your veins. Though you show no outward sign, you are something more than a mere man

Prerequisite: Goblinoid race; must be taken when character is created

Benefit: +2 bonus on Fort saves against poison, +1 bonus to all Ref saves

Special: May be taken at a later level as a Feat slot, rather than at character creation, to represent the "awakening" of Beher's blood within you; this costs 100 XP per character level.

Giant Killer [General, Fighter]

You have mastered the techniques of fighting large creatures and slipping through their defenses.

Prerequisites: Dwarf, Combat Reflexes

Benefit: When fighting giants, you negate the effects of any additional reach they may have. Against your character only, such creatures threaten only the squares adjacent to them.

Goblin Surprise [Regional]

Goblins of Ulruz have become adept at hiding small weapons on themselves without being caught by their Hobgoblin oppressors.

Prerequisite: Goblin; from Ulruz

Benefit: You may make a Bluff check with a +6 competence bonus in order to conceal a small or tiny piercing or slashing weapon; anyone searching you must make an opposed Spot check against your Bluff result.

Special: If you appear unarmed but draw your concealed weapon with the Quick Draw feat and attack an opponent, you will do an additional +1d6 damage and negate any Dex bonus to AC of the target.

Hoplite [Regional]

You are trained in the use of the Spear and Shield together.

Prerequisite: BAB +2, Proficient with Spear (Short or Long) and Shield, Region: Paludosus.

Benefit: When wielding a Longspear or Shortspike you may also use a Buckler, Small or Large Shield. If you only possess simple weapon proficiencies this feat only applies to the Shortspike.

Normal: When using a shortspike or longspear a normal sized person may not use a shield.

Improved Charge [General, Fighter]

Your charge strikes your enemy like a blow from the hammer of the gods.

Prerequisite: base attack +1 or higher

Benefit: When you perform a charge action, you receive a +2 bonus to damage in addition to the +2 bonus to hit.

Improved Dodge [Fighter, General]

You have heightened your awareness of attacks to a new level in combat.

Prerequisite: Dodge

Benefit: You get a +1 dodge bonus to AC against all opponents. This bonus stacks with the bonus from the Dodge feat (this applies only to the enemy to which the Dodge Feat is directed.) Note that any condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose the Improved Dodge bonus.

Special: Dodge bonuses (such as this one and a dwarf's racial bonus to dodge giants) stack with each other, unlike most other types of bonuses.

Improved Ranged Sneak Attack [General]

You can strike with deadly accuracy from longer ranges.

Prerequisite: Sneak attack, Point Blank Shot

Benefit: When using a ranged weapon for a sneak attack your maximum range goes from 30 feet to 45.

Increased Ability [General]

Through rigorous training and experience you have increased a natural ability.

Benefit: You may add 1 point to any one ability score.

Jungle Child [General]

The dense jungles are no place for the faint of heart. Those who learn its secrets however are able to survive with ease.

Benefit: +1 bonus to FORT saves and a +2 bonus to all Wilderness Lore checks in any jungle environment

Of Noble Blood [Regional]

Many people in the Empire of Ceomyr can trace their bloodline back to a noble Ancestor.

Prerequisite: Must be chosen when the character is first created, from the Empire of Ceomyr.

Benefit: You begin with 100 extra gold pieces worth of equipment. Also, you may freely Multiclass with Noble, regardless of your class or race.

Orc Hunter [Fighter, General]

Orcs have always invaded neighboring lands and you have developed special fighting techniques against them. You may have served as a member of a militia or military unit devoted to protecting your home from the orc raiders who trouble the area.

Prerequisite: Dwarf

Benefit: Against orcs, you gain a +1 competence bonus on attack and damage rolls with melee attacks and on ranged attacks at ranges of up to 30 feet, and you act as if you had the Improved Critical feat for the weapon you are using. This benefit does not stack with the Improved Critical feat. (May only be taken once)

Steady Aim [General, Fighter]

With a little time you can make difficult shots.

Prerequisite: Point Blank Shot, Precise Shot.

Benefit: If you study an opponent as a full round action, and the opponent does not leave your line of sight, you gain a +2 to hit and damage on your next attack in the following round.

Special: Studying an opponent provokes an attack of opportunity

Urbanized [Regional]

The Empire of Ceomyr, with its sprawling cities and ever present dinosaur threat, creates an air of awareness in its citizens.

Prerequisite: Awareness, from the Empire of Ceomyr.

Benefit: +2 competence bonus to Initiative and +2 competence bonus to Spot Checks

Versatility [General]

You have the ability to learn a wider variety of skills than most people.

Benefit: You may choose any class to be an additional favored class. This feat may be taken only once.

Warrior of Renown [General]

Your exploits have earned you a reputation.

Prerequisite: BAB +2

Benefit: +2 Leadership score modifier

Spells

Magic is a fundamental part of Aerde, as it is with most material planes. There are several modifications of existing spells or new spells available for spell-slingers in your campaign.

Old Spells - Modifications

Bringing a PC Back to Life

When a PC is brought back to life by any means, they will have lost some of their memories to Nearon's greedy absorption in the Underworld. This is why such PCs lose a level of experience upon being brought back. This loss of a level always occurs when a person is brought back from the dead, regardless of the method (including True Resurrection), unless there is direct, personal intervention by a deity.

Without a body all spells must be cast at the place of death (or within long range of the place of death, 400ft + 40ft per level, to cope with people falling into chasms and the like).

Also, the timespan in which a person can be brought back to life is reduced as follows:

- Raise Dead - 1 day/Caster Level (as PHB)
- Ressurrection -1 month/Caster Level (down from 10 years but the range starts at 13 months which should be enough for any PC)
- True Ressurrection - 1 Year/Caster Level.

Finally, any character worshipping a Good deity may be brought back via the clergy of any other Good deity. Characters worshipping Neutral and Evil deities can only be brought back by the clergy of their specific deity! The nature of Good is cooperation, while the nature of Evil is domination and greed. This is one of the reasons the forces of Good have not been completely overwhelmed by the evil forces which seem to dominate Aerde.

Chaos Magic

The practice of magic in Aerde is a well-regulated event. Urvon has brought great order to the Art and its control. However, there are anomalies found in scattered and hidden locations. Sages postulate that Lunakav is responsible for these in some way. Those that have been studied have demonstrated a relationship to the phases of the moon.

In these regions, magic will operate in a quite unexpected manner. Stories are told of a lowly apprentice mage bringing low a powerful dragon with a single spell of the first circle. Fire turns to ice, Abjurations become Necromantic, and other seemingly random events occur. These regions are both curiosities and dangers.

New Spells

Air Blade

Transmutation (Air)
Level: Sor/Wiz 2
Components: V
Casting Time: 1 action
Range: Personal
Target: You
Duration: 2 rnds/level

When cast, this spell creates a 3-foot long dense blade of air. This thin, razor sharp blade is created extending from the caster's hand (rendering that hand useless for anything else) and will remain in existence until the caster lets go of it or the duration expires. This blade can be used like a sword to attack opponents for 2d8 points of damage plus any adjustments for strength. For purposes of damage resistance the air blade is equivalent to a +1 magic weapon.

It is also effective for cutting ropes, branches, etc. since it will not dull. Since the spell pulls the air together from around it to create the blade, if the spell is cast in an airless or near airless environment (such as under water) it will fizzle.

Answer the Question

Divination

Level: Sor/Wiz 2

Range: Touch

Components: V, S, M

Duration: One Question

Target: One Creature

Saving Throw: Special

Description: This spell gives the caster the answer to a single question. The answer to the question must be known by the target of the spell.

The spell caster must ask the question aloud in a language understood by the target creature while touching something owned by the target or a piece of the target (a lock of hair, a bone, a scale, etc.). If the caster makes a successful caster level check (1d20 + level) opposed by the target's will save the answer to the question becomes known.

Each relic or totem of the target creature will allow only one question to be asked. The spell consumes the relic used.

Material Component: Something owned by or a piece of the target

Arcane Dagger

Evocation (Force)

Level: Sor/Wiz 1

Range: Close (25 feet + 5 feet/level)

Components: V, S

Duration: 1 round/level

Area of Effect: One creature/round

Saving Throw: None

Description: This spell calls into being a hovering dagger of magical force. The spellcaster can direct the dagger to attack his enemies within the spell's range. The dagger always strikes from your direction. Though the weapon attack is a touch attack (see below), it does not gain a flanking bonus, nor will it help another combatant get one. If the dagger moves beyond the spell range, or is out of your sight, it returns to your side and hovers.

On a successful touch attack the dagger will inflict 1d4 damage. Automatons and Constructs are immune to this attack. Incorporeal creatures however are fully affected by the dagger. The dagger is able to harm creatures that require magical weapons to hit them. For every three caster levels the dagger gains a +1 for this purpose only. No bonus to hit or damage is gained. Thus it is +1 at third level, +2 at sixth, +3 at ninth, +4 at twelfth, and +5 at fifteenth or higher.

The dagger can move up to 30' and attack in a round. It is a "move equivalent" action to control the dagger. If the caster casts another spell before this one expires the dagger disappears when the caster begins to cast the other spell.

Baleful Sphere

Necromancy

Level: Cl 3/Dr 3

Casting Time: 1 action

Range: Medium (100' + 10'/level)

Components: V, S, M, DF

Area of Effect: 60' radius sphere

Duration: 1 round/level

Saving Throw: Will negates

Description: This spell brings into being a sphere of negative energy somewhere within the spell's range. The sphere is 1-3 feet in diameter and radiates a low, malevolent light. This light illuminates a 60' radius. All living creatures exposed to this light suffer the following effects:

- -4 to all morale checks
- -4 to all saving throws

Any undead exposed to the light are emboldened, and gain the following benefits:

- +1 hit point per hit die
- +2 hit dice for turning purposes

Other magical light effects of third level or higher will nullify the effects of this spell within their area of effect. This spell can only be used in darkness or underground, moonlight has no effect on the spell.

Material Component: Fragment of bone from a corpse and the caster's (un)holy symbol.

Dig

Transmutation

Level: Clr 2, Dru 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: Up to one 20 ft. by 20 ft. by 20 ft. cube

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes (see below)

This spell instantly clears out a section of earth and piles the remains nearby. The area cleared can be up to a 20 ft. by 20 ft. by 20 ft. cube or a 10 ft. by 10 ft. by 40 ft. area. A smaller area can be designated as well. The dirt cleared is piled nearby, creating evidence of what has occurred. You may affect any earthen material with a hardness of 5 or less.

If used against a creature with the Earth subtype, this spell deals 2d6 points of damage + 1 per caster level. A successful Fortitude save negates the damage entirely.

Material Component: A lump of clay molded into the shape of a shovel.

Entangle

Evocation

Level: Sor2/Wiz2

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: 1 medium sized creature or smaller

Duration: 10 minutes a level or special
Saving Throw: Reflex
Spell Resistance: Yes

A green glob of goo shoots from the caster's hand to strike an opponent (ranged touch attack). If the victim fails a reflex save they are entangled and stuck to the floor (or whatever surface they were on. If no surface is present they cannot be stuck). If the reflex save is made, they are merely entangled. Entangled creatures suffer a -2 penalty to attack rolls, a -4 penalty to effective Dexterity, and move at 1/2 speed.

A character who is stuck can break free with a successful strength check (DC 27) or by dealing 15 points of damage to the goo with a slashing weapon. The character trying to scrape goo off himself, or another character assisting, does not need to make an attack roll; hitting the goo is automatic.

The same process may be performed after getting unstuck to untangle the victim. Another strength check (DC 27) or another 15 points of damage will untangle the creature.

Only medium sized creatures and smaller are affected by this spell.

Material Component: A small ball of spider web.

Fleet Feet

Transmutation
Level: Clr 2, Drd 2, Rgr 2
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/level
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Will negates (harmless)

You increase the base speed of several creatures within range. For the duration of the spell, all affected creatures have their base speeds increased by 10 ft. Fleet Feet only affects land speed. It cannot increase, for example, speed while swimming or flying.

Glittering Robe

Transmutation
Level: Sor/Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 hour/level

You imbue your normal clothes with magical, protective qualities. The enchanted clothing harmlessly absorbs damage equal to 1d8 points +1 point per level of the caster. Once the spell has absorbed the rolled amount of damage, it ceases to function (and you suffer any difference in damage). The glittering robe does not increase your AC, nor does it defend against any attacks except those from weapons or natural weaponry (swords, arrows, claws, etc.) Damage from magic spells or special attack forms (such as breath weapons) reduces the protective capacity of the spell, but the caster still suffers the full amount of damage from the attack. Multiple glittering robe spells do not stack.

Material Component: Glitter

Ray of Sluggishness

Transmutation

Level: Sor/Wiz 1

Components: V,S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: 1 minute/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

A ray springs from your hand. You must succeed at a ranged touch attack to strike a target. The subject suffers a -1d6 enhancement penalty to Dexterity, with an additional -1 per two caster levels (maximum additional penalty of -5). The subject's Dexterity score cannot drop below 1)

Strun's Wall

Abjuration

Level: Sor/Wiz 2, Clr 2

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. +5 ft./2 levels)

Effect: up to a 10 ft. high, 30 ft. long invisible wall

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: Yes

This spell creates a wall up to 10 ft. high and 30 ft. long of invisible magic. When attempting to pass through the barrier, creatures must succeed at a Will saving throw. A new saving throw may be made each round with a new attempt to pass through the barrier.

Tasha's Tickle Finger

Enchantment (Compulsion)

Level: Brd 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: several living creatures within a 15 ft. burst

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell creates small fingers of magical force that speed toward the targets of the spell. If the targets fail their saves, they suffer a -2 penalty to all attack rolls and saving throws for the duration of the spell as they attempt to ward off the phantom tickler. Those affected by the spell that try to cast a spell must make a concentration check DC 12.

Roll 2d4 to determine how many total HD of creatures can be affected. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closer to the spell's point of origin are affected first.

Material Component: Dried ants soaked in ale.

Trigger Trap

Abjuration

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Short (25 ft. + 5 ft./2 levels)

Area: 30 ft. radius spread

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell sets off any traps within its radius while allowing the spellcasters to stand safely at a distance. The trap must have a material trigger of some kind, either sound, movement, or pressure for the spell to work. This spell does not disable the trap but merely causes it to activate. Continuous traps, such as zones of effect or magically altered foundations, are not affected by this spell. A trap with multiple charges only loses one charge. If the trap has a non-visual effect or requires a target, the spell-caster will not know if the spell worked.

Material Component: A twig of wood wrapped in coarse twine.

True Defense

Divination

Level: Sor/Wiz 1

Components: V, F

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 rnd/level or special

You gain temporary, intuitive insight into the immediate future concerning your defense. Against the next single attack roll made against you, you gain a +20 insight bonus to AC. The spell lasts 1 round per level or until an attack roll is made against you, which ever comes first. The caster is aware when the spell expires.

Material Component: A small iron replica of a helmet.

Prestige Classes

Old Prestige Classes

In the official campaign, no Prestige Classes (PrCl) are permitted from the *Dungeon Master's Guide* or any other source unless listed here in the official setting guide. However, if a player wishes to take levels in a PrCl from an official WotC source, such as a class book or the DMG, then they must work with their Dungeon Master to create an alternative description of the PrCl. This description should be used to integrate the PrCl with the world of Aerde. In other words, in The 13 Kingdoms there are no generic PrCls. Every PrCl allowed will be uniquely tied to a group, nation, region or other identifiable facet of the setting.

Different groups are free to use the same PrCl with a wholly different description, if they wish. If anything other than the class description and name are changed, then the PrCl will be considered an entirely new PrCl.

DMs merely using the setting for their own purposes are, of course, free to do as they wish with regards to Prestige Classes and their use.

Submitting a PrCl

PrCl can be submitted to the The 13 Kingdoms by a DM via our official Web site, and if approved it will be added to the New Prestige Classes section of the official guide, during a future update of this document. Once the player and DM have developed the new description, the DM should submit it to the GodDMs for review. The more arguments you include with the submission as to why a particular ability is appropriate at that level of power (PrCl level), the more likely it is that the PrCl will be approved.

The only GodDM who will require the submission is the one coordinating the Kingdom from which the PrCl comes, or all the GodDMs of a given region if that is appropriate.

Archer of Alyhndro

The Archer of Alyhndro is in all ways identical to the Arcane Archer of the *Dungeon Masters Guide*, save that its special powers derives from the teachings and blessings of Alyhndro, a gift given out of guilt for his accidental creation of trolls. The Archer is a weapon Alyhndro uses to secure the forests from all their enemies.

New Prestige Classes

Caedmonian Warmaster

The elite of Caedmon's military, these are its officers and commanders. Only the best and brightest at the Academy of War are ever introduced to this specialized training, and even fewer are left at the end. These proud and noble warriors strike fear into their enemies and rally their troops around themselves.

Hit Die: d10

Requirements:

- Alignment: Any non-Chaotic, non-Evil
- BAB: +7
- Diplomacy: 5 ranks
- Knowledge (Military Strategy): 5 ranks
- Feats: Leadership, Martial Weapon Proficiency, Weapon Specialization

Class Skills: Bluff (Cha), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (Int), Profession (Wis), Ride (Dex), Sense Motive (Cha)

Skill Points/Level: 4+Int Mod

Weapons and Armor Proficiency: Warmasters are proficient with all Simple and Martial weapons, all types of armor, and shields.

Table: Caedmonian Warmaster

Level	BAB	Fort	Ref	Will	Special
1st	+1	2	0	0	Brotherhood; Support; Leadership +1
2nd	+2	3	0	0	Battle Cry
3rd	+3	3	1	1	Direct Troops; Leadership +2
4th	+4	4	1	1	Aid Hand of Brand; Rally Troops
5th	+5	4	1	1	Hard March; Leadership +3
6th	+6	5	2	2	Aid Hand of Brand
7th	+7	5	2	2	Battle Standard; Leadership +4
8th	+8	6	2	2	Aid Hand of Brand
9th	+9	6	3	3	Die for Your Country; Leadership +5
10th	+10	7	3	3	Macaulay's Legacy; Aid Hand of Brand

Brotherhood: Warmaster are a fraternal organization and members are generally willing to lend a hand to their fellows. You gain a +4 competence bonus to Diplomacy checks made to influence other Warmasters. This is a two-way street: You are expected to treat other Warmasters honorably and charitably.

Support: Caedmonian Warmasters can expect to receive all necessary requirements of life from the Caedmonian military, including room and board, transportation, normal (including Masterwork) arms and armor. The only condition being that the Caedmonian Warmaster be in Caedmon, or have access to one of Brand's temples, where at least room and board will be provided for.

Leadership Bonus: Warmasters earn bonuses to their leadership level (Character level + Cha bonus), enabling them to attract more powerful cohorts and followers when they use the Leadership feat upon earning a new level.

Battle Cry: When you shout rings across the battlefield it lifts the spirits of your allies. This ability functions as the bard's inspire courage ability, found on pg.28 of the PHB, This bonus last a number of rounds equal to your Charisma bonus, and you can shout a battle cry once per day for every level of Warmaster you have attained.

Direct Troops: As a full-round action, you can give compelling directions. You can bestow a +2 competence bonus on either attacks or skill checks to all allies within 30 feet. This bonus last a number of rounds equal to your Charisma bonus.

Aid Hand of Brand: At 4th level, a Caedmonian Warmaster can, through his faith in Brand, use his own personal energy to empower a Hand of Brand's spell when he is the target of that spell. The Spell is treated as if the Hand, had used the Empower Spell metamagic feat, including the longer casting time. The Caedmonian Warmaster can use this ability once per day at 4th level, twice per day at 6th level, three times per day at 8th level, four times per day at 10th level. At 8th level and above a Caedmonian Warmaster can apply the Maximize Spell feat to the spells cast on him instead. He must decide before and applicable dice are rolled whether he wishes to maximize or empower the spell. A Caedmonian Warmaster cannot empower an already empowered spell, or maximize an already maximized one.

Rally Troops: Your presence is enough to grant any allies within 30 feet a second saving throw against fear and charm effects that they have already succumbed to. Even if they fail the second saving throw, and fear effects are less severe: panicked characters are only frightened, frightened characters are only shaken, and shaken characters are unaffected.

Hard March: You can exhort your troops to march faster. Anyone traveling with you gains a +4 morale bonus to Constitution checks required for making a forced march or any other task requiring extended exertion. Animals are not affected.

Battle Standard: The mere sight of your coat of arms or other heraldic display is enough to turn the tide of battle. Allies within 30 feet of your standard gain the effect of both Battle Cry and Rally Troops (above) as long as the standard is with range and held by you. If your standard is captured in battle, all allies within range aware of its loss suffer a -1 morale penalty to attacks and damage until it is recovered in addition to losing the benefits described above.

Die for Your Country: Your presence inspires your troops to make the ultimate sacrifice for your cause. Any allies within 30 feet of you can continue to fight while disabled or dying without penalty. They continue until they reach -10 hit points.

Macaulay's Legacy: At 10th level a Caedmonian Warmaster has achieved a legendary status similar to Owen Macaulay, the first Caedmonian king and greatest of its Warmasters. The range of Battle Cry, Direct Troops, Rally Troops, Battle Standard, and die for your country increases to 60ft.

Chaos-Kissed

(Based on the Xaositect of Dragon #287)

In Lunakav's clergy there are many different ways of worshipping him due to the variety of his portfolios. Some specifically embrace the Madness and Chaos aspect of Lunakav whether they be simple worshippers or actual priests. These people are called the chaos kissed for some say that when a devout worshipper of the Mad God exhibits the proper traits Lunakav appears to them in a dream in some form or another and kisses them granting them the ability to carry out his dogma to an even fuller extent. Thus the Chaos Kissed are made.

Hit Die: d8

Class Skills: Bluff, Craft, Decipher Script, Diplomacy, Forgery, Gather Information, Innuendo, Intimidate, Knowledge (Any), Read Lips, Search, Sense Motive, Use Magic Device

Skill Points per Level: 2 + Int Modifier

Weapons and Armor Proficiency: A character who takes a level of Chaos Kissed becomes proficient with all simple and martial weapons, all armor, and shields.

Class Requirements:

- Patron Diety: Lunakav
- Clerics who choose to take this class must have the Chaos or Madness Domains
- Alignment: Any Chaotic
- BAB: +4
- Base Fort: +2
- Base Will: +2
- Base Ref: +2

Table: Chaos Kissed

Level	BAB	Fort	Ref	Will	Special
1st	+0	0	2	0	Keeping Secrets, Chaos Disease, Law Bane
2nd	+1	0	3	0	Babble (+10 ft)
3rd	+1	1	3	1	Aura of Confusion (+5 ft)
4th	+2	1	4	1	Babble (+10 ft), Chances Ally (1/day)
5th	+2	1	4	1	Chaotic Defence, Aura of Confusion (+5 ft)
6th	+3	2	5	2	Babble (+10 ft), Blast of Chaos
7th	+3	2	5	2	Spark of Life, Chance's Ally (2/day), Aura of Confusion (+5 ft)
8th	+4	2	6	2	Babble (+10 ft)
9th	+4	3	6	3	Aura of Confusion (+5 ft), Law's Nemmesis
10th	+5	3	7	3	Babble (+10ft), Chance's Ally (3/day), Chance's master

Keeping the Secrets: Lawful spellcasters find it difficult to perform divinations against a Chaos Kissed. This supernatural ability functions like a non-detection spell cast by a spellcaster of the Chaos Kissed character level, except it functions only against Lawful spellcasters.

Law Bane: Chaos Kissed are immune to all Illusion (Pattern) spells and gain a +3 save bonus against spells with a lawful designator.

Chaos Disease: With a successful melee touch attack, a Chaos Kissed can compel a creature to act randomly. The touched creature must make a will save (DC 10+Chaos Kissed Class Level + Charisma Bonus). Failure means the creature touched must act as though under a Random Action spell. This ability can be used three times a day plus the Chaos Kissed Charisma Modifier. The use of this ability must be declared before the attack is made. Unlike Random Action, this is not a mind affecting spell like ability. Thus mindless undead, constructs, oozes, and vermin are not immune. The subject of a Protection from Chaos spell is immune for the duration of the spell.

Babble: At 2nd level the Chaos Kissed can generate a field around themselves that causes all sounds to be turned into random unintelligible gibberish. All noise and sound is altered and changed. Noises that issue from, enter in, or pass through the area of affect are altered. Verbal communication is impossible, even shouts of surprised and screams of pain are converted into unnatural and warped sounds. Spells with verbal components cannot be cast. Scrolls and magic items requiring the use of verbal components do not function. Spells and items that rely on sound do not work and sonic attacks are rendered useless. This ability can be used three times a day plus the Chaos Kissed's Charisma Modifier. The effect is an area centered on the Chaos Kissed with a radius of 10ft per every two class levels.

Aura of Confusion: Chaos kissed of 3rd level or higher can cause nearby creatures to be Confused. Creatures within range of the Chaos kissed must make a Will Save (DC 10+Chaos Kissed Level+Charisma Modifier). Failure means the creatures are Confused a number of rounds equal to the Chaos Kissed class level. This can be used three times a day plus the Chaos Kissed's Charisma Modifier. The effect hits all creatures (save the Chaos Kissed) within the area determined by level.

Chance's Ally: At 4th level, the Chaos Kissed can manipulate the whim of chance. Using this ability allows the Chaos Kissed to reroll one roll just made. The second roll must be used. This ability is used a number of times a day as determined by level.

Chaotic Defence: At 5th level a Chaos Kissed begins to embody Lunakavs Chaos and a protective force of randomness surrounds the character. Any attacks directed at the Chaos Kissed suffer a 10% chance of missing.

Blast of Chaos: At 6th level, the Chaos Kissed can create a burst of chaos energy that damages any lawful opponants around him. This ability works just like Chaos Hammer as cast by a sorcerer of the Chaos Kissed character level. This ability can be used three times a day plus the Chaos Kissed's Charisma Modifier.

Law's Nemmesis: At 9th level the Chaos Kissed is permanantly warded from attacks by lawful creatures. This works exactly like a Protection from Law as though cast by a caster of the Chaos Kissed's level, with the exception that it has a permanant duration. This ability can be dispelled but the Chaos Kissed can resume it as a free action.

Chance's Master: At 10th level the Chaos Kissed is truly blessed by Lunakav so much so that he can force any creature to re-roll a result he does not like. The creature must be a visible target within 60ft. After the result roll is announced, the Chaos Kissed can announce he uses the ability. The target must make a Will saving throw (DC 10 + Chaos Kissed level + Charisma Modifier). Failure means the Chaos Kissed can force the roll to be made again. This requires no action on the part of the Chaos Kissed and can be used during any roll. This ability can be used only once per day.

Special: Clerics who choose to take this class must have the Chaos or Madness Domains. There are two special abilities such Clerics gain:

- Sacrifice either a *Babble* or an *Aura of Confusion* improvement from their Chaos-Kissed special abilities list to advance one spellcaster level
- Class levels of Chaos Kissed stack with cleric levels ifor purposes of determining available spells from the Chaos and Madness Domains.

Chosen of Parushan

Parushan's elite followers usually take the form of Blackguards or Monks from the Order of the Raven. However, Parushan has discovered that even among the mortals there are some so despicable and so evil that they warrant further attention. Watching them closely, Parushan decides whether or not they have shown true evil or it is merely a facade to gain power.

Though, Parushan respects those who goes to any means to gain power when he notices that a person is evil because it is so intrinsically in their nature, he realizes that he has found something special.

Appearing to them in dreams and visions, Parushan begins corrupting them until they are much more then their former self. While Blackguards have the taint of evil, the Chosen of Parushan radiate it. Their devotion to the tenent of evil is only matched by their devotion to Parushan.

Fighters, Monks, and Barbarians make fine combat-oriented Chosen of Parushan while rogues and bards stress the charismatic effects of this class. Wizards and Sorcerors find that this class adds to their already frightening powers making them true champions of Evil.

Hit Dice: d6

Requirements:

- Alignment: Any Evil
- Knowledge (Religion): 8 ranks
- Intimidate: 4 ranks
- Bluff: 4 ranks
- Special: The character must have committed an act so evil that it brings the attention of Parushan upon him. Such an act usually involves at least two individuals and results in suffering that will last for their lifetime. Simply killing them is not enough. They must feel this pang of pain for the rest of their natural lives.

Class Skills: Bluff, Craft, Diplomacy, Intimidate, Knowledge: All (Taken Separately), Profession.

Skill Points per Level: 4+Int

Weapons and Armor: A Chosen of Parushan gains no additional weapon or armor proficiencies.

Table: Chosen of Parushan

Level	BAB	Fort	Ref	Will	Special
1st	+0	2	0	2	Aura of Evil
2nd	+1	3	0	3	Fixed Alignment; Evil Manipulation
3rd	+2	3	1	3	Mind of Evil; Dark Blessing
4th	+3	4	1	4	Pleasurable Suffering
5th	+3	4	1	4	Desecrating Aura
6th	+4	5	2	5	Dimension Door 1/day
7th	+5	5	2	5	Corrupt the Weak
8th	+6	6	2	6	Form of the Raven
9th	+6	6	3	6	Corrupt the Strong
10th	+7	7	3	7	Master of Evil

Aura of Evil (Su): Starting at 1st level, the Chosen of Parushan puts out an aura that leaves an unsettling feeling among individuals making them more nervous and easy to manipulate. The Chosen of Parushan may add double his class level as a competence bonus to all Intimidate Checks.

Fixed Alignment (Ex): At 2nd level, the Chosen of Parushan's alignment permanently changes to NE and can no longer be changed by any means, magical or otherwise.

Evil Manipulation (Su): At 2nd level, the Chosen of Parushan can change the nature of his aura to be beguiling and attractive in nature. The Chosen may now choose to add double his class level as a competence bonus to either Diplomacy, Bluff, or Intimidate. Switching between skills can be done once a round as a free action.

Mind of Evil (Ex): At third level, the Chosen of Parushan has shown his true nature and can no longer be swayed from his eventual destiny. If charmed or compelled to do any action contrary to the tenets of evil, the spell or effect is immediately broken and the character is thereafter free of the charm or compulsion. (DM's Discretion as to what is against the tenants of evil and what is not.)

Dark Blessing (Su): Proud of his champion, Parushan blesses him with resilience. The character adds a bonus to all saving throws equal to his Cha modifier.

Pleasurable Suffering (Su): At fourth level, Parushan rewards his Chosen with a unique ability to benefit from the suffering of others. If the Chosen successfully deals damage on a melee or ranged attack up to fifteen feet, he is instantly healed of one point of damage. His hp total can never exceed his maximum hp.

Desecrating Aura (Su): A fifth level Chosen of Parushan's aura of evil becomes so intense that it imbues an area with negative energy, as per the desecrate spell. The aura extends ten feet per class level and if dispelled, the Chosen can restore the area on his turn as a free action.

Dimension Door (Su): At sixth level, Parushan becomes concerned and grants his follower the ability to escape a situation if it turns against him. The Chosen may cast Dimension Door as a supernatural ability once a day.

Corrupt the Weak (Su): At 7th level, the Chosen uses his powerful abilities to force his viewpoint among others. Once a day, the Chosen may try to fill a person with raw evil causing his alignment to change to Neutral Evil for 1 day per Chosen level. The Will DC to resist is (10+ Chosen Level + Cha Modifier). Paladins and other classes that require a fixed alignment instantly lose their special abilities and must have an Atonement spell cast upon them after this effect wears off.

Form of the Raven (Su): At eighth level, the Chosen of Parushan gains a Fiendish Raven as a familiar. Treat the creature exactly as a sorcerer's familiar with special abilities gained equal to the Chosen's Character level. If the character already has a raven as a familiar, it gains the Fiendish template and uses the rules given in this description in lieu of the Player's Handbook. In addition, the Chosen may choose to polymorph once a day into a raven and back again. This special ability is identical to the polymorph spell in all respects.

Corrupt the Strong (Su): As Corrupt the Weak except it can either be used on one opponent with a DC of (15+ Character Level + Cha Bonus) or multiple opponents in a 10 foot radius centered on the Chosen with the same Will DC as Corrupt the Weak. In addition, those who fail their saving throws are also considered charmed and heed the wishes of the Chosen to the best of their ability. The duration of the charm is 1 hour per class level. This ability can be used 1/day and is in addition to "Corrupt the Weak".

Master of Evil (Su): So great is the Chosen's mastery of evil that he is forever changed. He gains the subtype "Evil" and can now be affected by spells that target such. In addition, his powerful presence makes it impossible for all but the strongest evil creatures to harm him. Any creature with "Evil" in his alignment that attempts to attack or interact unfavorably with the character must make a Will Save (DC=15 + Character Level + Cha Bonus) or their attack fails and their reaction is automatically shifted to "friendly". Also, evil allies within a 10' radius of the Chosen are bolstered as their convictions strengthen in part to the nefarious aura of the Chosen. All evil creatures within the radius gain the effects of a Bull's Strength and Endurance spell. This does not extend to the Chosen of Parusha

Claw of Murryghn

The Claws of Murryghn are the result of an ancient bargain between the goddess and two other deities. They are her warriors and protectors of hidden knowledge. Becoming a Claw of Murryghn is a calling and people who heed the

calling rarely look back. Most Claws of Murryghn are former Druids, due to the wild shape requirement. Other classes, especially Rangers, have been known to hear the calling and follow a brief Druidic path to becoming a Claw.

Hit Die: d8

Requirements:

- Knowledge (Nature) 10 Ranks
- Wilderness Lore 10 Ranks
- Wild Shape Ability
- Neutral Alignment (Neutral Good, True Neutral, or Neutral Evil)

Class Skills: Animal Empathy, Concentration, Craft (Any), Diplomacy, Gather Information, Handle Animal, Heal, Knowledge (Any), Profession (Any), Ride, Sense Motive, Spellcraft, and Swim

Skill Points/Level: 4+Int Mod

Weapon and Armor Proficiency: Club, Dagger, dart, longspear, quarterstaff, scimitar, sickle, shortspear and sling; light and medium armor (but no metal armor of any sort); shields (but only wooden ones)

Table: Claw of Murryghn

Level	BAB	Fort	Ref	Will	Special	Spells/Day
1st	+0	2	0	2	Hidden Knowledge; Auto-Reincarnate; Fixed Alignment	
2nd	+1	3	0	3	Improved Wildshape	+1 Level
3rd	+2	3	1	3		
4th	+3	4	1	4	Improved Wildshape	+1 Level
5th	+3	4	1	4		
6th	+4	5	2	5	Improved Wildshape; Strike of Undeath	+1 Level
7th	+5	5	2	5		
8th	+6	6	2	6	Improved Wildshape	+1 Level
9th	+6	6	3	6		
10th	+7	7	3	7	Improved Wildshape; Greater Strike of Undeath	+1 Level

Hidden Knowledge: At first level and every other level thereafter (3,5,7,9) the Claw of Murryghn recalls lost knowledge from a previous life. She gains 2 bonus Ranks she can put any of the following skills: Animal Empathy, Handle Animal, Knowledge(Choose Any), or Wilderness Lore. The number of ranks a character may have in any skill is still subject to the normal limitations.

Auto-Reincarnate: Upon heeding the call and becoming a Claw of Murryghn, a character realizes her past and true destiny. She also receives a gift from Murryghn from an ancient bargain with Nearon; Claws of Murryghn never enter the realm of the dead. If the character is not raised/resurrected after a week of being dead, they begin the reincarnation process and will be reborn again. This is NOT reincarnation as per the spell, but rather a true rebirth. The character loses all levels and level-related abilities. The character is reborn as an infant and starts life over again. In game terms, this becomes something of a liability as after a one week period the character can no longer be raised or resurrected. For the Claw, it guarantees two things: eternal life (albeit in a myriad of forms) and uncompromising secrets.

Fixed Alignment: At first level, a Claw of Murryghn's beliefs become so ingrained in them that nothing short of a deity may change them. Their alignment becomes fixed and cannot be changed by Spells, Psionics, or any other mortal means. If a character gets a second saving throw against a Charm Person or similar Spell because of alignment restrictions to actions, that Saving Throw is made with a +4 Divine Bonus.

Improved Wildshape: At second level and every other level thereafter (4,6,8,10) the Claw's Wildshape abilities become more versatile, allowing her to assume other forms besides animals. At second level, she may assume the form of Beasts. At fourth, she may assume Vermin forms, etc. All other normal restrictions to Wildshape still apply. At third

level and every other level thereafter (5,7,9) she gains an extra Wildshape per day, which may be used on any of her Wildshape abilities/forms, and the variety of size categories she may assume expands.

Strike of Undeath: At sixth level and above, once per day, in place of her normal attacks, a Claw may take a full round action to attack a foe with The Strike of Undeath. If this attack succeeds in killing the victim (damage is done normally), the victim will rise in 2d6+2 days as an undead. The type of undead is determined by the victim's Hit Die. HD 1-3 Creatures are reanimated as Skeletons or Zombies, 4-6 as Ghouls or Ghosts, 7-9 as Allips or Spectres, 10-12 as Ghosts, 13-15 as Vampires, 16-18 as Liches, and 19+ as unique undead types such as Death Knights. The victims who retain their intelligence after this transformation are left with only vague memories of their past lives, and are often corrupted by the negative energies sustaining them, shifting their alignment one step closer to evil (Good to Neutral, Neutral and Evil to Evil.) This is due in part to the stripping of their knowledge by Nearon and other horrifying experiences in the underworld, and in part to protect the Claw from revenge seekers. This attack may be performed (and often is) as a coup de grace on a helpless victim.

Greater Strike of Undeath: At tenth level, the Claw gains the ability, once a day, to perform a Greater Strike of Undeath (in addition to the normal Strike of Undeath.) A Greater Strike of Undeath works exactly as the lower level version, except that the Claw of Murryghn may choose the time (between 4 and 14 days) and type of undead the victim will become.

Dwarven Battle-Rager

These wild fighter-barbarians are known for their unstoppable fury in battle and an unsettling disregard for their own safety. They wade into battle without armor, their bare arms and chests covered in countless scars and graven tattoos, frothing at the mouth and hewing mercilessly into the enemy with huge, rune-covered axes.

Dwarves become Battle-Ragers after a ceremony and ritual with a dwarven cleric of at least 6th level. The path of a Battle-Rager is a divine calling causing dwarves to greatly respect those who choose this path, knowing their lives are ordained by their god, Galvar, and will end quickly in a blaze of glory.

Most Battle-Ragers are fighter-barbarians.

Hit Dice: d12

Requirements:

- Base Attack Bonus: +5
- Alignment: neutral good or chaotic good
- Feats: Cleave, Iron Will, Power Attack, Toughness
- Special: rage, frenzy, or similar class ability.
- Appearance: many tattoos and scars visible on bare arms, chest, and face.

Class Skills: Climb (Str), Craft (Int), Intimidate (Chr), Jump (Str), Swim (Str), And Tumble (Dex).

Skill Points per Level: 2 + Int modifier

Weapons and Armor Proficiencies: Proficient with all simple and martial weapons. Although they retain any proficiency with armor and shields received from prior levels in other classes, they gain no new proficiency from Battle Rager levels. Battle-Ragers who wear armor or use a shield lose the favor of Galvar - all special Battle-Rager class abilities are then lost until the character receives an Atonement from a dwarven cleric.

Table: Dwarven Battle Rager

Level	BAB	Fort	Ref	Will	Special
1st	+1	2	0	2	Against the Odds
2nd	+2	3	0	3	Bonus Feat; Fearsome Visage; Dwarf's Toughness
3rd	+3	3	1	3	Frenzied Charge; Additional Rage
4th	+4	4	1	4	Damage Reduction 1/-

Level	BAB	Fort	Ref	Will	Special
5th	+5	4	1	4	Indomitable Will; Giant's Toughness
6th	+6	5	2	5	Bonus Feat; Additional Rage
7th	+7	5	2	5	Improved Rage
8th	+8	6	2	6	Damage Reduction 2/1-; Dragon's Toughness
9th	+9	6	3	6	Additional Rage
10th	+10	7	3	7	Bonus Feat, Improved Rage

Against the Odds (Ex): The Battle-Rager is at his best when the odds are against him. For every melee opponent who threatens the space occupied by the Battle-Rager the Battle-Rager receives a +1 morale bonus to AC.

Bonus Feat: At 2nd level and every four levels thereafter, the Battle-Rager can choose a bonus feat from the list of Fighter bonus feats.

Fearsome Visage: Battle-Ragers have many scars and tattoos, and this obvious testament to their battle prowess is awe-inspiring indeed. Beginning at 2nd level, the Battle-Rager adds his class level to all Bluff, Diplomacy, and Intimidate checks. This bonus only applies if the Battle-Rager's scars are visible - if invisible, disguised, etc. he loses this bonus.

Toughness Feats: A Battle-Rager learns to take damage as well as he dishes it out. At 2nd level he gains +6 hit points. At 5th level he gains +9 hit points. At 8th level he gains +12 hit points.

Frenzied Charge: So fierce is the onslaught of the Battle-Rager, it is almost impossible to strike back. The Battle-Rager does not apply a -2 penalty to his AC when he performs a charge.

Additional Rage: The Battle-Rager may enter into a rage an additional time each day. Add any additional rage from the Battle-Rager class to any other class rage ability.

Damage Reduction: The Battle-Rager is able to ignore some of the damage from every attack. Beginning at 4th level he gains damage reduction of DR1. Subtract 1 from the damage the Battle-Rager takes each time he is dealt damage. At 8th level this damage reduction rises to DR2. This stacks with any damage reduction the Battle-Rager may receive from barbarian or other class levels.

Indomitable Will: Slowly but surely, the Battle-Rager's mind is given over to the single-minded destruction of his enemies. For the most part his mind knows only rage, while other desires are sheltered deep within his psyche. If the Battle-Rager successfully saves against a spell that normally allows a Will: half or Will: partial saving throw, he suffers no effect.

Improved Rage: Beginning at 7th level, the Battle-Rager's ability to rage is significantly improved. His bonus to Str and Con rise to +6 each, his Will save increases to +3, and his AC penalty remains constant at -2. At 10th level, the battle rager no longer suffers any ill-effects from fatigue at the end of his rage. (Normally a character receives -2 to Strength, -2 to Dexterity, and cannot run or charge.)

Gnome Dreamwalker

(Based on a PrC from www.community3e.com)

"One is only a slave if one surrenders in the mind. Though our bodies may belong to them, we can own their dreams. This is our duty, our burden."

Whether a ferocious warrior, powerful sorcerer, diabolical mindflayer, or mighty dragon, virtually all living creatures must sleep. When they do, they are fair game for the Dreamwalkers. The strength of these Gnomes comes from invading a person's dreams. Depending on their outlook, a Dreamwalker can soften the hardest heart, incite people to evil, subtly influence their victims to befriend them, or simply slay them in their sleep.

Sorcerers and bards are most the most frequent Dreamwalkers, due to their magical nature and reliance on the force of their personalities. Clerics, wizards, and druids may also pursue this prestige class, depending on the way they desire to shape their powers.

Dreamwalkers tend to have two main philosophies. Some are strong individualists that seek to free their minds and thus lighten the burdens of life. They may learn by roaming the planes in their sleep, or observing the dreams of others. The other philosophy instead focuses on maintaining a following of people who "follow their dreams", whether fellow slaves or even the slave "master". The way a Dreamwalker influences his followers is a reflection on his outlook and alignment.

Hit die: d6

Requirements:

- Scry: 9 ranks
- Spells: Must be able to cast the spell Scrying, whether arcane or divine.
- Knowledge (The Planes): 4 ranks
- Feats: Skill focus (Scry)
- Race: Gnome only
- Special: Can only be taught by another Dreamwalker

Class Skills: Concentration (Con), craft (int), diplomacy (cha), intimidate (cha), intuit direction (wis), Knowledge (Planes), (int), scry (int), sense motive (wis)

Skill Points/Level: 2 + int modifier

Weapons and Armor Proficiency: Simple weapons

Table: Gnome Dreamwalker

Level	BAB	Fort	Ref	Will	Special	Spells/Day
1st	+0	0	0	2	Dreamsight; Dreamspeech	+1 Level
2nd	+1	0	0	3	Walk in Dreams	+1 Level
3rd	+1	1	1	3		
4th	+2	1	1	4	Dreamwhisper	+1 Level
5th	+2	1	1	4	Dream Come True	+1 Level
6th	+3	2	2	5		
7th	+3	2	2	5	Daydream	+1 Level
8th	+4	2	2	6	Dreamweave	+1 Level
9th	+4	3	3	6	Sap Energy	
10th	+5	3	3	7	Dreamsnatch	+1 Level

Dreamsight: On gaining the prestige class, she gains the ability to see the dreams of others. This is the foundation for many of her later abilities. She sees what others are dreaming but may not interact with it. However, the dreams of an individual may well give way to their personalities. To enter anyones mind, she makes opposed scry checks with the individuals. Failure means that she may not enter the subjects dreams until he falls asleep again. A subject may willingly fail the scry check if he wishes. The dreamwalker may be awake to perform this power. However, if she attempts to use the power during her sleep, she gains a +2 circumstance bonus to the roll. (Note: All dreamwalkers are lucid sleepers). This power can be hedged out by a Protection from Evil spell or similar wards.

Dreamspeech: Also at first level, she may speak to the slumbering individual. This costs nothing, but she must first have contacted the subject using dreamsight. She may then say anything she wants up until the person awakens. The subject will hear her and may respond, but is under no compulsion to do as she says. Dreamspeech has no direct adverse affect on an individual other than possible annoyance. Important note: Dreamsight and dreamspeech are the only class abilities that may be used on more than one creature per night.

Walk in Dreams: On reaching second level, the dreamwalker remains acutely aware of her surroundings. She may send out her essence to explore her surroundings. In effect, she is ethereal. She may travel at her normal speed and explore the surrounding area. She may be affected as any ethereal creature would. Dreamwalkers often use this ability to maintain a vigilance over the area. Since she is both a lucid dreamer and aware of her surroundings, she may awaken at any time. Note that if she is awakened while using this ability, her consciousness instantly returns to her body.

Dreamwhisper: On attaining fourth level, the dreamwalker may subtly influence the mind of her victims. She whispers a suggested course of action and upon awakening, the victim feels compelled to obey her. The victim may remember who gave the order or not, at the preference of the dreamwalker. The will save DC for this power is (15+class level+Wis bonus).

Dream Come True: On reaching fifth level, the dreamwalkers intense studying of the recesses of the mind pays off. She gains a bonus metamagic feat.

Daydream: After attaining 7th level, the dreamwalker is able to cause an opponents mind to wander. By concentrating, she causes her opponent to lose their next turn due to their mind drifting. This is a spell-like ability that draws an attack of opportunity and is usable once per day plus the dreamwalkers charisma modifier. This is similar to the 0th level spell Daze and the save DC is (15+class level+Wis bonus)..

Dreamweave: Once she reaches 8th level, the dreamwalker directly controls the dreams of others. First, she must invade her victims dream, as with dreamsight. Once she has entered, she must subvert the victims subconscious will to her own. The victim is able to make one Will save at DC (15+class level+Wis bonus). Failure means that the dreamwalker may influence the subjects dreams in any way she likes. Anything she can spawn, the victim will suffer. If she chooses to make particularly frightening dreams, she deals 2d8 subdual damage and also prevents the subject from gaining any meaningful sleep (no hit points are restored, spells cannot be memorized, temporary ability drain is not restored, etc).

Sap Energy: Once she reaches 9th level, a dreamwalker may attack her victims psyche. By leeching into their energy, a dreamwalker drains the subjects very soul. Any creature she is manipulating with Dreamweave may also be subjected to this frightening supernatural ability. The victim must make a will save at DC (15+class level+Wis bonus). Failure means that he loses 1d4+Wisdom Modifier in temporary constitution points. She may repeat this power every night (though the victim gets a save each time). If the victims constitution falls to zero, he dies. Note that this power is different from dreamweave; thus she may attempt to cause damage and drain energy in the same night (though the victim still gets a save).

Dreamsnatch: At 10th level level, the dreamwalker gains the terrifying ability to strand people in the world of dreams. She must invade the dreams of her victim, as described above in Dreamsight. The victim must then make a Will save at a of DC (15+class level+Wis bonus).. If he fails, he is stranded in the dream world until the dreamwalker takes mercy on him or he is rescued by another Dreamwalker. A Dreamwalker may only attempt this terrible power once per week.

Goblin Freedom Fighter

(based on a PrC found at www.community3e.com)

"Stand up and fight for your freedom, my friends! Whether we live or die, the battle is already won - our main army even now attacks the tyrant's castle, while he is here fighting us!"

In Ulruz, evil tyrants rule with an iron fist, squeezing every last drop out of the downtrodden Goblins. Yet hope never completely dies, for when the future seems darkest the Goblin Freedom Fighter works to form a revolution against the corrupt social order, and rally his kind to fight back against tyranny. They stop at nothing to gain their freedom.

Hit Die: d10

Requirements:

- Base Attack Bonus: +4

- Diplomacy: 4 ranks
- Intimidate: 4 ranks
- Feats: Iron Will, Leadership.
- Alignment: Any Chaotic.
- Special: Must either join an existing revolution or must actively found one.

Class Skills: Diplomacy, Intimidate, Heal, Gather information, Sense motive, craft, Profession, knowledge (Geography), knowledge (nobility and royalty), bluff.

Skill Points/Level: 2 + int modifier

Weapons and Armor Proficiency: Goblin Freedom Fighters are proficient with all simple and martial weapons, all types of armor, and shields.

Table: Goblin Freedom-Fighter

Level	BAB	Fort	Ref	Will	Special
1st	+0	2	0	2	Seeds of Dissent; Folk Hero
2nd	+1	3	0	3	Smite Oppressor
3rd	+2	3	1	3	Rally
4th	+3	4	1	4	Patriotism
5th	+3	4	1	4	Epic Hero
6th	+4	5	2	5	Thorn in the Side
7th	+5	5	2	5	Cast Off Shackles
8th	+6	6	2	6	Steadfast Resolve
9th	+6	6	3	6	Legend
10th	+7	7	3	7	Beacon of Hope

Seeds of Dissent: At first level, the Goblin Freedom Fighter gains a +2 competence bonus to all gather information and intimidate checks.

Folk Hero: News of the characters revolution starts to spread. His leadership score increases by one as people begin to flock to his cause.

Smite Oppressor: Beginning at second level, the Goblin Freedom Fighter may smite any Hobgoblin or slavemaster of any race. He adds his charisma modifier (if positive) to his attack roll, and his character level to his damage roll. (Note that this ability stacks with previous smite abilities, such as from a paladin).

Rally: At 3rd level, the Goblin Freedom Fighter may incite his rebels to greater efforts. If he is able to speak with them for at least 1 minute before a battle, he boosts them to greater exploits. Each ally within 40 feet that can hear him clearly gains a +1 bonus to saves, skill checks, and attack rolls. This is a supernatural ability, usable once per day. The bonuses last for one round per Goblin Freedom Fighter level, plus his charisma bonus, once battle starts. This stacks with Bless and similar spells.

Patriotism: By leading his men for the cause, the Goblin Freedom Fighter is able to bolster their strengths. At 4th level, any allies who see him fighting gains a +4 bonus to saves vs. enchantment, fear, or illusion. This is continually active in a fight against the oppressors. (Note that it does not work in a dungeon crawl, only against those enemies the freedom fighters group specifically plans to overthrow or their minions). If he falls or flees, the bonuses disappear, and his men suffer a 1 morale penalty to attacks, saves, and skill checks for the duration of the fight.

Epic Hero: At 5th level, the common people whisper the Goblin Freedom Fighter's name with hope, and many promising young adventurers seek to join him from even beyond his own region. His leadership bonus increases to +2.

Thorn in the Side: Upon reaching 6th level, the Goblin Freedom Fighters skill bonuses increase to +4.

Cast off the Shackles: On reaching 7th level, the Goblin Freedom Fighter is able to cause the oppressed to free themselves of magical apathy. If anyone the freedom fighter converses with is suffering from either an enchantment or a fear spell, the freedom fighter may make a charisma check at the DC equal to the original DC of the spell. If he succeeds, the spell is broken. This is usable a number of times per day equal to the freedom fighters charisma bonus +1. If used in a fight, it is a supernatural, full-round action that draws an attack of opportunity.

Steadfast Resolve: At 8th level, nothing can sway a freedom fighter from his cause. He is immune to all fear, charm, and compulsion spells.

Legend: At 9th level, the freedom fighters name is associated with the promise of a better age to come. He is spoken of in song and poem. His leadership bonus is now a +3. Even commoners in realms a region away whisper his name.

Beacon of Hope: At 10th level, the freedom fighter is a wonder to behold in battle. On activating this supernatural ability (a standard action that does not draw an attack of opportunity), he gains several abilities. All allies gain a +2 bonus to attacks, skill checks, and saves (this does not stack with Rally, above). They are also immune to fear and charm spells. The freedom fighter himself gains 2d8 temporary hit points. Lastly, he literally glows with strength. For the duration of the power, he may cause his body to shed Light as the spell, or diminish it, as a free action. This power is usable once per day, and lasts for a number of rounds equal to 3 + his charisma modifier (if positive). This light also has the effect of a Fear spell on any Hobgoblin within sight of the character's glow.

Hunt Master

"I am the hunter. My quarry will be had."

The Hunt Masters are a society of people dedicated to Horun the Hunter and his ideals. They travel the land and roving champions of good or establish a home territory, which they patrol and maintain. Where ever a Hunt Master is found, the forces of evil face a potent enemy. In addition, the Hunt Masters will drive off or slay powerful monsters that unbalance nature's cycle of life and death. Many travelers who became lost in the wilderness speak of an unseen aide who led them to safety or defended them from attacks.

Hit Die: d8

Requirements:

- Alignment: Any Good
- Base Attack Bonus: +7
- Spellcasting: Ability to cast 2nd level divine spells
- Feats: Track, Run, Endurance
- Skills: 5 Ranks each of Knowledge (Nature), Knowledge (Area)

Class Skills: Climb (STR), Craft (INT), Handle Animal (CHA), Heal (WIS), Hide (DEX), Intuit Direction (WIS), Jump (STR), Knowledge (Nature) (INT), Knowledge (Fauna) (INT), Knowledge (Flora) (INT), Listen (WIS), Move Silently (DEX), Profession (WIS), Search (INT), Spot (WIS), Swim (STR), Use Rope (DEX), Wilderness Lore (WIS)

Skill Points/Level: 4+Intelligence Modifier

Table: Hunt Master

Level	BAB	Fort	Ref	Will	Special	Spells/Day
1st	+0	2	0	0	Scent; Locate Creature	
2nd	+1	3	0	0	Stride of the Hunter	+1 Level
3rd	+2	3	1	1	Pass Without Trace	
4th	+3	4	1	1	Locate Creature	+1 Level
5th	+3	4	1	1	Eyes of the Hunter	
6th	+4	5	2	2	Pass Without Trace	+1 Level
7th	+5	5	2	2	Locate Creature	
8th	+6	6	2	2	Heart of the Hunter	+1 Level

Level	BAB	Fort	Ref	Will	Special	Spells/Day
9th	+6	6	3	3	Pass Without Trace	
10th	+7	7	3	3	Spirit of the Hunter	+1 Level

Scent (Ex): Hunt Masters gain the extraordinary ability of Scent as described in the Monster Manual p. 10.

Locate Creature (Sp): This ability can be used up to three times per day depending on the Hunt Master's level. Treat this as the spell of the same name cast by a spell caster of the character's total levels.

Pass Without Trace (Sp): This ability can be used up to three times per day depending on the Hunt Master's level. Treat this as the spell of the same name cast by a spell caster of the character's total levels.

Stride of the Hunter (Ex): This ability allows Hunt Masters to travel at a running pace for extended periods of time. The Hunt Master's prestige class level is added as a circumstance bonus to all Endurance checks performed for running. In addition, they are able to move through dense foliage at full speed.

Eyes of the Hunter (Ex): This ability allows Hunt Masters to perceive their natural surroundings with clear eyes. The effects act as a True Seeing spell against all non-magical effects within 60 feet in a direct line of sight. In addition, the Hunt Master's distance vision is improved so that clear details can be made out up to 1/2 mile distance.

Heart of the Hunter (Su): The Hunt Master becomes immune to all Constitution draining effects. This includes, but is not limited to, poisons, undead, spells or other supernatural powers.

Spirit of the Hunter (Su): The Hunt Master becomes attuned to their natural surroundings. A Hunt Master can scry within their home area if they are located within that area. The range of the scrying is 50 miles + 5 miles * WIS bonus. The Hunt Master requires a pool of water or a natural glassy or smooth surface to perform the scrying. This ability cannot be used to view any location within the accepted borders of any settlement with a population greater than 200 or an underground location more than 50 feet from the surface. Scry becomes a class skill at this level.

Islander Buccaneer

"...your wife was quite nice..."

The Islander Buccaneer is the swashbuckler of Aerde. He is at home swinging from the rigging of his ship onto an enemy vessel as well as making the ladies swoon upon shore. Quick of wit and blade he is a deadly adversary. He is the action hero that sails upon the seas.

Hit Die: 8

Requirements:

- BAB +3
- Skills: Balance 6+; Bluff 2+; Innuendo 2+; Profession (Sailor) 6+; Tumble 6+

Class Skills: The Islander Buccaneer's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Jump (Str), Move Silently (Dex), Profession (Sailor), Profession (Pilot), Sense Motive (Wis), Tumble (Dex), and Use Rope (Dex)

Skill Points per Level: 4+Int Modifier

Weapon and Armor Proficiency: The Islander Buccaneer is proficient in all simple and martial weapons, and light and medium armor. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Table: Islander Buccaneer

Level	BAB	Fort	Ref	Will	Special
1st	1	2	2	0	Shipboard Climbing
2nd	2	3	3	0	Up Close and Personal
3rd	3	3	3	1	Witty Repartee
4th	4	4	4	1	Superb Seaman
5th	5	4	4	1	Swarm Rigging
6th	6	5	5	2	Superb Balance
7th	7	5	5	2	Rope Fighting
8th	8	6	6	2	Superb Seaman
9th	9	6	6	3	Sabotage
10th	10	7	7	3	Acrobatic Defense

Shipboard Climbing: At 1st level, an Islander Buccaneer may add a +2 competence bonus to all Climb checks when on board ship. This includes climbing up the outside hull of a boat, as well as masts and rigging.

Up Close and Personal: Islander Buccaneers are skilled at the close quarters fighting involved in all boarding actions. When fighting with two small sized weapons, the penalties for fighting with two weapons is reduced by a further -2 as soon as the buccaneer achieves 2nd level.

Witty Repartee: When engaged in melee combat, the Islander Buccaneer keeps up a steady stream of banter that can soon infuriate an unbalanced opponent. From 3rd level onwards, he can use his witty repartee class feature in conjunction with a full attack combat option. Both he and one opponent make opposed Will checks, with the Islander Buccaneer using his class level as a bonus modifier. If the Islander Buccaneer is successful, his opponent suffers a -2 morale penalty to all attack rolls until the start of the Islander Buccaneer's next round.

Superb Seaman: At 4th level, the Islander Buccaneer becomes so in tune with his ship and the sea that he may add a +2 competence bonus to all Profession (Sailor) checks. At 8th level, he receives a further +2 competence bonus to all Profession (Sailor) checks.

Swarm Rigging: The Islander Buccaneer can climb rigging and other ropes at his full movement rate at 5th level, as a move-equivalent action, when on board a ship so long as he is wearing Light armor or no armor, and is not encumbered.

Superb Balance: Upon reaching 6th level, an Islander Buccaneer making a successful Balance skill check may move at full speed along any precarious surface while onboard a ship.

Rope Fighting: At 7th level, an Islander Buccaneer has become so proficient at fighting along masts and in the rigging that he may retain his Dexterity bonus to his AC when engaged in combat on such. In addition, enemies will gain no bonus to hit when he is in such a position. The Islander Buccaneer will still lose his Dexterity bonus in other circumstances, such as being flat-footed. He must be wearing Light armor or no armor, and be unencumbered.

Sabotage: Given 1d6 minutes, a 9th level Islander Buccaneer may sabotage a ship's rudder or rigging, halving its base speed and giving the ship a -2 circumstance penalty to its Initiative in ship-to-ship combat. The sabotage may be rectified by the ship's crew with a Profession (Sailor) check at DC 20. This will take one hour to complete.

Acrobatic Defence: At 10th level, so long as he wears light or no armor and is not encumbered, the Islander Buccaneer gains a +4 dodge AC bonus when executing the Fight Defensively standard or full round action. In addition, he gains a +8 dodge AC bonus when executing the total defence standard action.

Marechal Warmaster

Trained at the Academy of War, but not native of Caedmon, the Marechal Warmaster is trained in the same arts of military command and strategy as his Caedmonian counterpart, but bears no allegiance to the Caedmon military. Usually sponsored by other nations, at great cost, these Warmasters are well respected or feared for their skills upon returning to their homeland.

Hit Die: d10

Class Requirements:

- Alignment: Any non-Chaotic
- BAB: +7
- Diplomacy: 5 ranks
- Knowledge (Military Strategy): 5 ranks
- Feats: Leadership, Martial Weapon Proficiency, Weapon Specialization

Class Skills: Bluff (Cha), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (Int), Profession (Wis), Ride (Dex), Sense Motive (Cha),

Skill Points/Level: 4+Int Modifier

Weapon and Armor Proficiencies: Warmasters are proficient with all Simple and Martial weapons, all types of armor, and shields.

Table: Marechal Warmaster

Level	BAB	Fort	Ref	Will	Special
1st	1	2	0	0	Brotherhood; Leadership +1
2nd	2	3	0	0	Battle Cry
3rd	3	3	1	1	Direct Troops; Leadership +2
4th	4	4	1	1	Tower;, Rally Troops
5th	5	4	1	1	Hard March; Leadership +3
6th	6	5	2	2	Keep
7th	7	5	2	2	Battle Standard; Leadership +4
8th	8	6	2	2	Castle
9th	9	6	3	3	Die for your Country; Leadership +5
10th	10	7	3	3	Count the Cost; Huge Castle

Brotherhood: Warmaster are a fraternal organization and members are generally willing to lend a hand to their fellows. You gain a +4 competence bonus to Diplomacy checks made to influence other Warmasters. This is a two-way street: You are expected to treat other Warmasters honorably and charitably.

Leadership Bonus: Warmasters earn bonuses to their leadership level (Character level + Cha bonus), enabling them to attract more powerful cohorts and followers when they use the Leadership feat upon earning a new level.

Battle Cry: When you shout rings across the battlefield it lifts the spirits of your allies. This ability functions as the bard's inspire courage ability, found on pg.28 of the PHB, This bonus last a number of rounds equal to your Charisma bonus, and you can shout a battle cry once per day for every level of Warmaster you have attained.

Direct Troops: As a full-round action, you can give compelling directions. You can bestow a +2 competence bonus on either attacks or skill checks to all allies within 30 feet. This bonus last a number of rounds equal to your Charisma bonus.

Tower: An organization affiliated with you (the army or an important lord, for example) has offered to build you a tower in a mutually agreeable location. As long as you uphold the ideals of the organization involved, you can manage the affairs of the tower as you wish, although you are responsible for upkeep costs. A tower is a round or square, three-level building made of stone.

Rally Troops: Your presence is enough to grant any allies within 30 feet a second saving throw against fear and charm effects that they have already succumbed to. Even if they fail the second saving throw, and fear effects are less severe: panicked characters are only frightened, frightened characters are only shaken, and shaken characters are unaffected.

Hard March: You can exhort your troops to march faster. Anyone traveling with you gains a +4 morale bonus to Constitution checks required for making a forced march or any other task requiring extended exertion. Animals are not affected.

Keep: As “Tower,” above. A Keep is a fortified stone building with fifteen to twenty-five rooms.

Battle Standard: The mere sight of your coat of arms or other heraldic display is enough to turn the tide of battle. Allies within 30 feet of your standard gain the effect of both Battle Cry and Rally Troops (above) as long as the standard is within range and held by you. If your standard is captured in battle, all allies within range aware of its loss suffer a -1 morale penalty to attacks and damage until it is recovered in addition to losing the benefits described above.

Castle: As “Tower,” above. A castle is a keep (also above) surrounded by a 15-foot-high stone wall with four towers. The wall is 10 feet thick.

Die for Your Country: Your presence inspires your troops to make the ultimate sacrifice for your cause. Any allies within 30 feet of you can continue to fight while disabled or dying without penalty. They continue until they reach -10 hit points.

Huge Castle: As “Tower,” above. This large complex has numerous associated buildings (Stables, a forge, granaries, etc.), and an elaborate 20-foot-high, 10-foot-thick wall creating a bailey and a courtyard areas. The wall has six towers.

Count the Cost: Your presence inspires dread and dismay into enemy troops causing them to falter and think of their own mortality. Any enemies within 30 feet of you suffer a penalty of -1 to attack and damage rolls, as well as all saves, for as long as you are standing and commanding your troops. This effect is negated if they are commanded by a Warmaster.

Monk of The Peaceful Palm

The Order of the Peaceful Palm is one of the major monasteries found throughout Aerde. Dedicated to the ideals of morality, peace, and the power of justice; the Monks of the Peaceful Palm act as a balm to soothe the ravages of evil and a neutral voice during diplomatic talks.

Skilled at negotiations as well as combat, the Peaceful Palm will never attack if it can be reasoned out, never destroy if there is a way to avoid, and never harm another unless the person is past redemption.

The Peaceful Palm pursue personal perfection through meditation and interaction with others. It is only through sharing life's experiences with other people that a Monk of the Peaceful Palm feels he is able to understand the mysteries that await him.

Monks are the only characters suited to learn the style of the Peaceful Palm. PC monks who wish to join the order are usually able to find a chapter house in most Medium-size and Large cities and any city in Suryanasta.

Hit Die: d8

Class Requirements:

- Unarmed Base Attack Bonus: +5/+2
- Feats: Improved Unarmed Strike, Improved Disarm, Dodge, Deflect Arrows
- Alignment: Lawful Good or Neutral.
- Special: Must obtain permission to join the order at any one of the many chapter houses that dot the land.
- Class Skills: Climb, Jump, Swim, Balance, Escape Artist, Hide, Move Silently, Tumble, Concentration, Craft, Knowledge (arcana/religion), Listen, Profession, Diplomacy, Perform

Skill Points at Each Additional Level: 4+Int modifier

Weapon and Armor Proficiency: Monks of the Peaceful Palm, although potentially proficient with several weapons from their standard monk training, eschew those weapons in favor of using only their palms.

Table: Monk of the Peaceful Palm

Level	BAB	Fort	Ref	Will	Special
1st	+0	2	2	2	Monk Abilities; Palm of Mercy
2nd	+1	3	3	3	Ki Strike, Palm of Diplomacy
3rd	+2	3	3	3	Palm of Mentality
4th	+3	4	4	4	Aohalim's Palm
5th	+3	4	4	4	The Peaceful Palm

Monk Abilities (Ex): Monks of the Peaceful Palm continue much of their monk training. As such, a monk of the Peaceful Palm gains the unarmed attack bonus, unarmed damage, AC bonus, and unarmored speed as if he were a monk whose level equaled his monk level + his Peaceful Palm level. Those who somehow manage to meet the requirements for this class who are not monks gain these abilities as if a monk equal to only their Peaceful Palm level.

Palm of Mercy (Su): A monk of the Peaceful Palm has gained an instinctual knowledge of the flow of life in creatures and how far a creature is from death. The monk is instantly made aware when a creature within 30' is reduced to 5 or fewer hit points. This allows the monk have a choice of whether he wants to either save an ally or deliver a blow to knock an opponent unconscious without killing him.

Ki Strike (Su): A monk of the Peaceful Palm's unarmed strike is empowered with ki. The unarmed strike damage from such an attack can deal damage to a creature with damage reduction, such as a wight, as if the blow were made with a weapon with a +1 enhancement bonus. This ability stacks with a standard monk's ability of the same name.

Palm of Diplomacy (Su): Once a day, the Monk of the Peaceful Palm can use the Palm of Diplomacy to alleviate a situation that has become violent. When used, every creature within 30' feet must make a Will save (DC=10+ 1/2 the Combination of both the PCs monk classes and Peaceful Palm classes + Wis modifier) or immediately stop fighting and have their Reaction switched from hostile to unfriendly. This is a mind-affecting effect and the Monk of the Peaceful Palm can use further diplomacy checks to try to better handle the situation.

Palm of Mentality (Su): A Monk of the Peaceful Palm understands that the mind and body are one. One who understands this technique knows that better than most. From now on, the Monk of the Peaceful Palm can choose to use either his Wisdom or his Strength modifier to his melee attacks, grapple, and bull-rush abilities.

Aohalim's Palm (Su): Like the Sun-Deity, monks of the Peaceful Palm burn evil with their holy light. At will, a monk can choose to add +2d6 points of bonus holy (good) damage against all those of evil alignment.

The Peaceful Palm (Su): The ultimate technique of these monks, the Peaceful Palm is used only on those hideous villains and those who cannot be saved. It is the ultimate form of punishment that the monastery can deliver. The monk of the Peaceful Palm can use the Peaceful Palm attack once a week, and she must announce her intent before making her attack roll. The monk must be of higher character level than the target (or have more levels than the target's hit dice). If the monk strikes successfully and the target takes damage, the Peaceful Palm attack succeeds. At once, the victim must make a Will Save (DC 10+ 1/2 the character's monk and Peaceful Palm levels + Wis bonus) or be completely unable to ever attack a living creature ever again. The victim, thereafter, may no longer attack, whether melee or ranged or cast a spell that even has a slight chance of harming another creature. Such an action automatically fails, as the mind of the victim rebels against the action and forces the body to desist. Spells like Dominate that force the body to act can be used to make the victim attack but spells like Charm Person will not. Only a Monk that is a higher Character Level and can use the "Peaceful Palm" Special ability or a Wish or Miracle spell can counteract this power.

Prophet of Beher

"The fool thinks the loss of my servant hurts me. But even now, more rally to me. I am a swarm, and my forces return to slowly bleed him just as fast as he can slay them. He need be forever vigilant. I only need to succeed once."

The Prophet of Beher is particularly suited to be either bullying, lower-ranking villains whose ambitions make them likely to attract heroes' attentions, or fiendishly clever, high-ranking leader villains who sit in the heart of a spider web of intrigue, wielding the scepter of command with ruthless and brilliant cruelty.

Prophets of Beher are the ultimate tyrants, whether ruling directly or serving as "advisor" to legitimate rulers with a weakness for tyranny. They wield the tools of terror and domination - slaughter and the law - with equal proficiency.

Prophets of Beher tend to accumulate followers and build organizations - churches or societies - or political bodies such as city-states and kingdoms over which they can rule with an iron fist. The Prophet will want to know everything that is going on, overseeing every detail with what they perceive as ruthless precision. They also accumulate items that enhance their personal presence to better cow others, their physical strength to beat the weak into submission, and their mental faculties to better plot the doom of their enemies. The Prophet of Beher always has many enemies.

Clerics of Beher most often hear the calling and become Prophets of Beher, although wizards, sorcerers and monks with a passion for devotion to Beher or to dictatorship sometimes choose this path as well. Other classes rarely become Prophets, though they often serve in a Prophet's retinue.

Hit Die: d8

Requirements:

- Patron Deity: Beher
- Alignment: Lawful Evil or Lawful Neutral
- BAB: +4
- Spellcasting: Ability to cast 3rd-level divine spells; clerics who wish to become a Prophet of Beher must, naturally, be a Cleric of Beher
- Intimidate: 5 ranks
- Sense Motive: 4 ranks
- Feats: Leadership, Skill Focus (Intimidate), Spell Focus (Enchantment)
- Cohort: A cohort of at least 6th level

Class Skills: Craft, Knowledge (Arcana), Knowledge (Geography), Knowledge (History), Knowledge (Local), Knowledge (nobility and royalty), Knowledge (Religion), Scry, Speak Language, Spellcraft, Ride, Concentration, Profession, Sense Motive, Bluff, Diplomacy, Gather Information, Intimidate

Skill Points/Level: 2+ INT mod

Weapons and Armor Proficiency: Prophets are proficient with all simple weapons, all types of armor, and shields.

Table: Prophet of Beher

Level	BAB	Fort	Ref	Will	Special	Spells/Day
1st	+0	2	0	2	Dominating Aura	+1 Level
2nd	+1	3	0	3	Insidious Insight	+1 Level
3rd	+2	3	1	3		+1 Level
4th	+3	4	1	4	Rodcraft	+1 Level
5th	+3	4	1	4	Favored Enemy	+1 Level
6th	+4	5	2	5	Enhanced Leadership +2	+1 Level
7th	+5	5	2	5		+1 Level
8th	+6	6	2	6	Enhanced Leadership +4	+1 Level
9th	+6	6	3	6	Special Cohort	+1 Level
10th	+7	7	3	7	Enhanced Leadership +6; Special Cohort	+1 Level

Dominating Aura: A Prophet is immune to fear effects (magical or otherwise). Enemies within 20 feet of a Prophet suffer a -4 morale penalty on saving throws against fear effects. The radius of this aura increases at 3rd, 5th, 7th and 9th levels.

Insidious Insight: A Prophet has a knack for ferreting out what others are up to so that he can more effectively keep control. Beginning at 2nd level, Prophets receive a +2 circumstance bonus to Sense Motive and Gather Information checks. This is an extraordinary ability.

Rodcraft: Prophets have an affinity for magic rods, seeing them as an extension of the symbolism of the divine scepter of rulership. Beginning at 4th level, when a Prophet makes a rod the DCs for saving throws against the powers of rods they craft are two higher than would be for those made by a non-Prophet crafter. Prophets especially love to make rods of Rulership, enemy detection, and lory might.

Favored Enemy: At 5th level, the Prophet selects a type of creature or an organization as a favored enemy. This class feature functions just like the favored enemy ability of a ranger (see p.45 of the Player's Handbook with the additional option of selecting an organization rather than a creature type. The Prophet's favored enemy bonus becomes +2 at 10th level. Prophets may only select one type of favored enemy; unlike Rangers, they do not gain additional favored enemies when they increase in level.

Enhanced Leadership: Beginning at 6th level, the Prophet receives a +2 bonus to his Leadership score. This extraordinary ability increases to +4 at 8th level and +6 at 10th level. At 6th through 10th level, a Prophet does not suffer the -2 cumulative Leadership penalty for causing the death of a cohort for one cohort per each Prophet level above 5th, up to a total of five dead cohorts at 10th level. Prophets of 10th level do not suffer the normal general -2 Leadership penalty for cruelty.

Fanatical Loyalty: Followers and cohorts of the Prophet become fanatically loyal to the Prophet; only Beher himself can inspire greater loyalty in them. They will not balk at life-threatening actions or actions that would normally like outside their moral compunctions and normal behavior if the Prophet asks them to perform such actions. Spells that the Prophet has cast upon his cohorts that normally grant a saving throw or saving throw bonus in the subject is asked to take life-threatening actions or actions contrary to her nature do not do so if the subject is fanatically loyal to the Prophet. The Prophet gains this supernatural ability at 8th level.

Special Cohort: At 9th level, the Prophet attracts a special cohort (see p.46 of the DMG), in addition to any cohort already gained. If a leader loses this special cohort, he can generally replace it, according to his current Leadership score. It takes time (1d4 months) to recruit a preplacement. At 10th level, the Prophet attracts a second special cohort, in addition to any cohorts or special cohorts already gained. Special cohorts who are mutually inimical by type, alignment or nature will not both be attracted to the same Prophet.

Seledayne Ranger

A flight of arrows erupts from the copse of trees, taking the orc war band completely by surprise. Thinking that the arrows would fall far short of them, the orcs begin yelling taunts to the trees. These taunts quickly become cries of pain as the rain of arrows covers the distance easily and falls into the group of orcs. Many of the orcs won't be returning home to tell of the far traveling arrows and the specialist rangers that shoot them.

A Seledayne Ranger has spent many hours learning the to be patient, careful, quiet, and deadly accurate. She is a stealthy, long-range terminator whose volley of arrows sails accurately from much longer ranges than those of other archers. In addition, she has magical abilities to help her shafts fly true. A group of Seledayne Rangers can quickly turn the odds in their favor.

The Seledayne Forest gave birth to this fabled group in response to the threats encroaching from almost all sides. Many forests in Aerde support such groups, the name just changes, however, the Seledayne was the first and most founders in other groups learned at the feet of rangers from this great forest. Because of their alertness, dexterity, patience, and affinity for the bow, elves of almost any character class make excellent Seledayne Rangers. For a long time, elves would train only those of their own race in these techniques, but more recently some half-elves, halflings, and humans have joined the ranks of the Seledayne Rangers.

Hit Die: d8

Requirements:

- Base Attack Bonus: +5
- Skills: Hide 4 ranks, Move Silently 4 ranks, Spot 4 ranks.
- Feats: Far Shot, Point Blank Shot, Weapon Focus (any bow or crossbow).

Class

The Seledeyne Ranger class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (bowmaking) (Int), Escape Artist (Dex), Intuit Direction (Wis), Hide (Dex), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), and Wilderness Lore (Wis)

Skills

Skill Points/Level: 4 + INT modifier

Weapon and Armor Proficiency: Seledeyne Rangers gain no weapon or armor proficiencies. All weapon-related abilities of this prestige class apply only to projectile ranged weapons with which the character is proficient.

Table: Seledeyne Ranger

Level	BAB	Fort	Ref	Will	Special
1st	+1	0	2	0	Keen arrows; Increased Range +10%/level
2nd	+2	0	3	0	Concealment Reduction 10%; Magic Weapon, Projectile Improved Critical +1
3rd	+3	1	3	1	Bonus Feat
4th	+4	1	4	1	Steady Aim (+2)
5th	+5	1	4	1	Consistent Aim 1/day
6th	+6	2	5	2	Concealment Reduction 20%, Keen Edge
7th	+7	2	5	2	Consistent Aim 2/day, Projectile Improved Critical +2
8th	+8	2	6	2	Steady Aim (+4)
9th	+9	3	6	3	Consistent Aim 3/day
10th	+10	3	7	3	Concealment Reduction 30%, True Strike

Keen Arrows (Ex): At 1st level, all projectiles the Seledeyne Ranger fires behave as if they were keen weapons in addition to any other properties they might possess. Thus, a normal arrow fired by a Seledeyne Ranger has a threat range of 19-20 instead of 20. This effect does not stack with any other keen effect.

Increased Range (Ex): With each level the Seledeyne Ranger gains, the range increments of her projectile weapons increase by +10 feet (added after all multipliers). Thus, a 10th-level Seledeyne Ranger who has the Far Shot feat would have a 280-foot range increment with a heavy crossbow (120 feet x 1.5 + 100 feet).

Concealment Reduction (Ex): When the Seledeyne Ranger reaches 2nd level; her miss chance against opponents with concealment drops by 10%. Thus, she has a miss chance of 10% rather than 20% against an opponent with one-half concealment. Her miss chance drops by an additional 10% per four Seledeyne Ranger levels she gains thereafter, but this ability never reduces her miss chance against any opponent below 0%.

Magic Weapon (Sp): At 2nd level, the character can produce an effect identical to that of a magic weapon spell cast by a cleric of her Seledeyne Ranger level. This ability is usable once per day on projectile weapons only.

Projectile Improved Critical (Ex): When the Seledeyne Ranger reaches 2nd level, the critical damage multipliers of all her projectile weapons increase by +1. Thus, an arrow that normally deals damage x3 on a critical hit instead does damage x4 in her hands. When she reaches 7th level, these critical multipliers increase by an additional +1.

Bonus Feat (Ex): At 3rd level, a Seledeyne Ranger gains a bonus feat from dedication and devotion to the way of the bow. He or she may choose any that she meets the requirements for from the following list: Archer's Defense, Precise Shot, Rapid Shot, Rapid Reload, Sharp-Shooting and Shot on the Run.

Steady Aim (Ex): A 4th-level, Seledyne Ranger gains the Steady Aim feat. If you study an opponent as a full round action, and the opponent does not leave your line of sight, you gain a +2 to hit and damage on your next attack in the following round. Taking aim is a full-round action, and No additional benefit exists for spending more than 1 round aiming. Studying an opponent provokes an attack of opportunity. This bonus increases to +4 at 8th level.

Consistent Aim (Su): Once per day, a 5th-level Seledyne Ranger can reroll one attack roll that she has just made with a projectile weapon. She must keep that result, even if it is worse than the original roll. She can use this ability twice per day at 7th level and three times per day at 10th level, though each use must relate to a different attack roll.

True Strike (Sp): At 10th level, the Seledyne Ranger can produce an effect identical to that of a true strike spell cast by a cleric of her Seledyne Ranger level. This ability is usable once per day on projectile weapons only.

Serpent Warrior

"I understand death better than any other. Let me share my wisdom with you."

Serpent Warriors are Nearon's greatest weapon at the forefront of his armies, his serpent lords are the strongest of these creatures but the serpent warriors are equally loyal and can end up almost as strong as them in the end. These creatures take the power of the dark serpent upon themselves in order to master death and turn it to their own ends, learning to raise the undead but also learning to destroy the living, giving mastery over Nearons art.

They are the counter to all of the good clerics and kind paladins; they are the answer to nightmares; they are armies in themselves, almost indestructible in their serpents armour and their claw of death. They are the army, assassins, political power and the shadows of Nearon, the claw of Nearons fist.

Hit Die: d6

Requirements:

- Alignment: Any NonGood
- Knowledge(religion): 8 Ranks
- Feat: Skill focus (know(religion))
- Spells: Ability to cast arcane spells of level 3 or up
- Special: The character must have seen or met at least one dracoliche, the type of contact can be of any kind.

Class Skills: Alchemy, Concentration, Craft, Diplomacy, Hide, Knowledge, Listen, Move Silently, Profession, Scry, Spellcraft.

Skill Points per Level: 2+Int mod points

Weapon and armor proficiencies: No additional

Table: Serpent Warrior

Level	BAB	Fort	Ref	Will	Special	Spells/Day
1st	+0	2	0	2	Serpents Armor +2	+1 Level
2nd	+1	3	0	3	Animate Dead	
3rd	+1	3	1	3	Darkvision	+1 Level
4th	+2	4	1	4	Summon Undead	
5th	+2	4	1	4	Drakes Vigor	+1 Level
6th	+3	5	2	5	Dragons Arm	
7th	+3	5	2	5	Dragons Strength	+1 Level
8th	+4	6	2	6	Claws Grow Sharper	
9th	+4	6	3	6	Summon Greater Undead	+1 Level
10th	+5	7	3	7	Nearon's Blessing	

Serpents armor (Ex): The serpent warriors skin begins to harden and scale over, into skeletal dragons scales, however at first they are too small to stop much, however they grow into a very strong form of scale mail which in no way inhibits spellcasting, this is the first of many gifts from Nearon for loyal service. The bonus is an increase to Natural Armour.

Animate Dead (Sp): At 2nd level the serpent warrior begins to gain some of his masters influence, thus becoming capable of raising the dead as a spell-like ability. For all other purposes however it acts as an Animate Dead spell cast at the Serpent Warriors caster level.

Darkvision (Ex): 60' is gained as the serpent warriors eyes learn to see through the darkness' mystery as his masters wisdom is imparted.

Summon Undead (Sp): Once per day, the Serpent Warrior is permitted to summon 2 of those who have passed beyond the gates, this is a standard action, the undead appear next action at a designated point within the darkvision range, the undead remain for one round per level or until killed, these do not count against the controlled HD maximum of the caster.

Table: Summon Undead

Caster Level	Undead Summoned
7th	Shadow
10th	Wraith
12th	Spectre
15th	Caller in Darkness

Drakes Vigor (Ex): The Serpent Warrior gains 6 hit points

Dragons Arm (Ex): The characters hands grow claws and begin to get thinner as the muscles waste away. The character gains two of the following powers, which must be chosen when the ability is gained. The chosen powers can be used a total of 2 times each day. The same power can be used twice, or each power can be used once.

Wasting Touch (Su): 1d6 points of temporary CON drain (Fort save DC14 to resist)

Draining Touch (Su): Temporal level drain, lose 1 level (Fort save DC14 to resist)

Paralysing Touch (Su): Fort save DC14 or paralyzed for 1d6+2 mins

Weakening Touch (Su): 1d6 temporary STR drain (Fort save DC14 to resist)

Dragons Strength (Ex): The Serpent Warrior becomes instilled with some of Nearon's essence, they become immune to stun and to subdual damage.

Claws get sharper (Ex): The dragons arm gets lighter as the muscles shrink and harden, the Serpent Warrior gets a +2 competence mod to touch attacks, and the Dragons Arm powers can now be used a total of three times a day.

Summon greater undead (Sp): You can summon one more powerful undead or two less powerful, they have +4 turning resistance in addition to any others, otherwise power operates in the same manner as above:

Nearons Blessing (Su): Nearon now gives the final gift to the champion, for the loyalty that he has offered, the Serpent Warrior is now totally scaled and his flesh exists in a state between life and death. This change makes him immune to critical effects.

The Serpent Warrior also gains the ability to command a permanent undead vassal with total HD no higher than his total caster level. He can choose any undead type he can summon or animate. The vassal gains an additional +4 turn resistance above the standard (+4 summon resistance), the vassals HD do not count against summoning HD.

The final effect of Naerons blessing is that the Serpent Warrior gains the ability to use Nearons Returning Touch once per day. This is a melee touch attack that causes a living foe of size large or smaller to make a Fortitude Save (DC: 15) or be instantly killed. One round later, the slain creature is reanimated as if by an *animate dead* spell cast at the Serpent Warriors caster level. The resulting undead does not count against total HD of undead controllable by the Serpent Warrior.

Spy of Shadoth

Deep in the shadows of the world and hidden from view lies the small fortress of Shadoth's Eye. Cloaked by powerful magics, nobody knows where the fortress is or how to reach it.

Within these walls trains the Spies of Shadoth, a secretive organization who delights in causing intrigue and gathering information throughout the realm. Known for their powerful abilities at disguise and stealth, these "friends of the shadows", if found, make powerful informants if they can be made to tell the truth. In an attempt to gain Shadoth's favor, the spies imbue their blood with the venom of spiders in an attempt to gain their abilities. Those that survive or forever changed.

Rogues make great Spies of Shadoth, though Fighters find that they have an easier time joining due to their higher Fortitude Saves. Rangers make deadly Spies of Shadoth, combining their Favored Enemy Bonus with their special abilities to make a perfect spy and assassin.

Hit Die: D8

Class Requirements:

- Alignment: Any non-good
- Move Silently: 8 Ranks
- Feats: Point Blank Shot
- Special: Every Spy of Shadoth must inject the poison of three monstrous spiders into their bloodstreams at the same time. Those that survive the poison have passed the test and may join the Spies of Shadoth

Class Skills: Disable Device, Escape Artist, Hide, Move Silently, Open Lock, Pick Pocket, Tumble, Decipher Script, Read Lips, Search, Innuendo, Listen, Sense Motive, Spot, Bluff, Disguise, Gather Information, Intimidate, Use Magical Device

Skill Points per Level: 6+Int Modifier

Weapon and Armor Proficiencies: Spies of Shadoth are proficient with all simple weapons, as well as the sap, rapier, and short bow. Spies of Shadoth are proficient with light armor but not with shields.

Table: Spy of Shadoth:

Level	BAB	Fort	Ref	Will	Special
1st	+0	0	2	0	Web Walker
2nd	+1	0	3	0	Wall Runner
3rd	+2	1	3	1	Sneak Attack +1d6
4th	+3	1	4	1	Change Self 3/day
5th	+3	1	4	1	Poison Immunity
6th	+4	2	5	2	Sneak Attack +2d6
7th	+5	2	5	2	Poison Spittle
8th	+6	2	6	2	Web 3/day
9th	+6	3	6	3	Sneak Attack +3d6
10th	+7	3	7	3	Shadow Walk 1/day

Web Walker (Ex): A Spy of Shadoth can move through webs (both natural and those of the web spell) without hindrance.

Wall Runner (Su): Spies of Shadoth learn to harness the spider venom in their veins, as time goes by. Starting at 2nd level, a Spy of Shadoth can walk on walls and ceilings as if wearing slippers of spider climbing. At 5th level, a Spy of Shadoth's speed when wall running increases to 30 ft.

Sneak Attack: As Rogue Special Ability and stacks with other sources of sneak attack.

Change Self (Sp): As Change Self spell three times per day, with a Caster level equal to his character level.

Poison Immunity (Ex): A Spy of Shadoth becomes immune to all types of poisons at 5th level.

Poison Spit (Ex): At 7th level, a Spy of Shadoth can secrete poison-like saliva (injury, DC 14; 1d4 Strength initial and secondary damage). A Spy of Shadoth can coat a bladed weapon with this poison as a move-equivalent action.

Web (Sp): At 8th level, Spies of Shadoth can cast Web 3/day. at a caster level equal to his character level.

Shadow Walk (Sp): At 10th level, Spies of Shadoth can cast Shadow Walk once per day at a caster level equal to his caster level.

Storms of the Desert

The Storms of the Desert are the elite cavalry of the Hariappan Capital. Swift and fearless, their cunning tactics and unstoppable mounts have ensured victories during what would be sudden defeat. Legends have been told of a dozen riders holding a pass and even pushing back an army of a hundred. Though this may not be true, it is well known that these riders share a bond with their mount that borders on the supernatural.

Most desert riders are fighters, rangers, or paladins. The martial requirements of this class make it difficult for others to join the ranks of the Storms. Those that do, however, find the benefits of mounted combat to be great indeed.

Hit Die: d10

Requirements:

- BAB: +7
- Alignment: Any non-evil
- Ride: 10
- Handle Animal: 8
- Hide: 4
- Feats: Mounted Combat, Spirited Charge, Ride By Attack
- Special: Must be an appointed member in good standing of the Hariappan Army.

Class Skills: Balance, Bluff, Craft, Handle Animal, Hide, Listen, Move Silently, Ride

Skill Points per Level: 4+ Int Modifier

Weapons and Armor Proficiency: No new weapon or armor proficiencies are gained.

Table: Storm of the Desert

Level	BAB	Fort	Ref	Will	Special
1st	+1	0	2	0	Superior Mount, Mounted Weapon Bonus +1
2nd	+2	0	3	0	Deadly Charge 1/day
3rd	+3	1	3	1	One Body, Mounted Weapon Bonus +2
4th	+4	1	4	1	Deadly Charge 2/day
5th	+5	1	4	1	One Mind, Mounted Weapon Bonus +3
6th	+6	2	5	2	Deadly Charge 3/day
7th	+7	2	5	2	One Heart, Mounted Weapon Bonus +3
8th	+8	2	6	2	Deadly Charge 4/day

Level	BAB	Fort	Ref	Will	Special
9th	+9	3	6	3	Mounted Weapon Bonus +4, Speed Boost
10th	+10	3	7	3	One Soul

Superior Mount (Ex): At 1st level, the Storm of the Desert is gifted with one of the prized Desert Stallions. These specially bred creatures are superior to a normal horse, and use the stats of a LightWarhorse. The warhorse gains +1 HD (Max hit points), +1 Natural Armor, +2 Dex.

If a Storm of the Desert's Superior Mount dies, the Storm is considered disgraced and is shunned by his peers until a year and one day when another horse is given to him. This Superior Mount immediately gains all the special attributes and is considered a reincarnation of the Storm's previous mount.

Mounted Weapon Bonus (Ex): At 1st level, the Storm of the Desert can choose one weapon to gain this bonus with while mounted. After it is chosen, it may never be changed.

Deadly Charge (Ex): When mounted and using the charge action, the Storm of the Desert deals triple damage with a melee weapon up to the number of times per day. This ability supersedes the Spirited Charge Feat.

One Body (Su): At third level, the Storm of the Desert's Superior Mount becomes attuned with his rider's body and learns from it how to keep still and move quietly. While riding his horse, the Storm of the Desert can use the Hide and Move Silently skills using his ranks and the ability scores of the horse. The horse, itself, performs the action to the best of its ability, at the urging of his rider.

One Mind (Su): At fifth level, the Storm of the Desert's Superior Mount permanently gains 2 points of Intelligence and its type is changed to Magical Beast. It learns to understand the Common Tongue. In addition, the Superior Mount aids his rider feint and create diversions. The rider may add half his ranks (round down) in his Ride Skill to his Bluff skill when making a feint in combat or trying to create a diversion to hide.

One Heart (Su): At 7th level, the Storm of the Desert and the Superior Mount begin to defend each other as if they were one. A Storm of the Desert can use the Mounted Combat feat to negate a hit to his mount one extra time per round. In addition, any attack to his Superior Mount provokes an attack of opportunity from the Storm of the Desert and any attack to the Storm provokes an attack of opportunity from the Superior Mount. You are still limited to one (or more with Combat Reflexes) attack of opportunity per round.

Speed Boost (Ex): At 8th level, the Superior Mounts speed increases to 70 ft.

One Soul (Su): At 10th level, the Storm and his Superior Mount are truly one. The Superior Mount gains 2 more points of intelligence and can communicate telepathically with the Storm to a distance of up to one mile. In addition, while mounted, the Storm and the Superior Mount share one hit-point total, the highest bonuses from all forms of AC, and the higher base save and ability modifier of either the Storm or the Superior Mount. The Storm can never be dismounted while riding his mount. Finally, if the Superior Mount dies, the Storm must attempt a Fortitude saving throw (DC 20) or lose 300 experience points per class level. A successful saving throw reduces the loss to half of that amount.

New Equipment

There are some unique arms and armor available in THE 13 KINGDOMS, with abilities that may well impact your own campaigns in Aerde.

Armors

Lorica Segmentata

The Lorica Segmentata is a type of armor unique to the Ulruzian Legions, and is the most common armor worn by Hobgoblin legionnaires (except within the Auxiliaries). Consisting of articulated laminated plate armor bands laced at the center of the breast and back in such a way as to encircle the trunk completely while still allowing the body considerable freedom of movement because of their method of articulation, making it highly prized.

It is superior to mail in many regards, but perhaps the best feature is its weight, a mere 20 pounds. It affords superb mobility to the wearer, at the price of a loss of protection to the thighs and upper arms. This weakness is adequately addressed through the use of a large shield. (GAME EFFECT: Lack of a large shield reduces the AC bonus by -1.)

Cost: 450; AC +5; Max Dex +3; Armor Check Penalty -1; Arcane Sp. Failure 20%; Speed 30'; Weight 20

Weapons

Pilum

The Pilum is a redesigned heavy javelin with a long and thin head. This head is designed to bend on impact, thus rendering the weapon unusable after only a single use. Ulruz Legion infantry use this weapon when closing with the enemy before drawing their melee weapon, secure in the knowledge that the enemy can't throw it back. After battle, the Legionnaire removes the old head and attaches a new one, sending the old one to the baggage train where smiths quickly repair it (Craft: Weaponsmithing check, DC 15) and add it back to the unit stockpiles.

Cost: 3gp; Simple Ranged Weapon, Medium; Piercing; 1d6 dmg; 19-20/x2; 30' Range increment; 1.5 pounds. The cost and weight listed does not include any of the pilum's special heads, however. Each head weighs 1/2 pound and costs 5 SP. (If the head is used as a melee weapon, apply penalties as if using an exotic weapon untrained; it does 1d4 damage in melee.)

Charcot

The Charcot is a scythe-like great sword common in the lands of the Bugbears. A heavy greatsword, it has a sharply curved tip on its extraordinary long blade. In the hands of a warrior trained in the use of this exotic weapon (e.g. with the proper Proficiency Feat), the blade curves around a defender's shield. This capability made it a weapon the Hobgoblins greatly feared in their campaigns to subjugate the bugbears.

Cost: As Greatsword; Exotic Weapon; Piercing; 2d6 dmg; 18-20/x2; Heavy (2 hands); If the weapon would have hit the target had the target not been using a shield, and if the weapon is being used by one with the appropriate Exotic Weapon Proficiency Feat (see above), the weapon ignores the shield and instead hits its target just as if the target had no shield. This applies only to the actual AC bonus of a given shield type; magic enhancements and powers of a shield are not ignored.

Water Crossbow

The water crossbow is an invention of the Aquatic Elves who live beneath the ocean waves. These crossbows have an effective range of 30 ft and beyond that are ineffective. The water crossbow only works underwater. It is designed differently and uses different bolts. Ammunition for crossbows and aquatic crossbows is not interchangeable. It is otherwise identical in all ways to a Light Crossbow for weight, damage, etc.

Book Two: Gods of Aerde

The purpose of this Book is to provide a full description of the deities that impact The 13 Kingdoms, as well as provide the springboard for character concepts. This is a daunting task indeed, since the core of The 13 Kingdoms is the interaction that the gods have had as they shaped the world. This book is meant to help the player to better understand the deities and what part they have played in shaping the campaign setting today.

Since the intervention of the Overgod a mere few short decades ago, none but the demigods are allowed free access to the prime material plane except in the form of an avatar. Still, the deities count among their followers denizens of every land in Aerde. Every soul in The 13 Kingdoms counts at least one god as its patron, and the interactions of the various factions of gods defines the realities each faces throughout its time on Aerde.

Conflict Eternal

In the conflict of good vs. evil on Aerde, it is difficult to determine who is on what side. At the core of this conflict is the fact that there are two different evils in the land.

The Destroyers hate the Immortal's creation and want to corrupt it and in the end totally annihilate it. Parushan leads the Destroyers and Kirok, Khal'usht, and Caelon help to further the cause toward their final goal, the release of their brethren, the Old Ones, and to plunge the universe into endless chaos.

The Dominators are led by a need to control and conquer all of Aerde for their infernal rule; they do not want it destroyed. They have difficulties in following anybody for any period of time, so the leadership is always contested. Beher, Uluk, Kithra, and Bajaer usually front any major push toward this goal.

Of the Good Deities, which number relatively few, only Adenan Stronghand, Os and Targran Lithmoor work actively to promote good in the world. Trandim and Berlarna also lend what help they can, but one is aloof and the other isn't trusted. Syri directly opposes the Destroyers but is almost indifferent to the Dominators. Different perspectives keep the evil gods from working together consistently enough to overtly win the struggle.

The Nature Deities are usually independent, concerned primarily with their domains. They are almost oblivious to the outside world if it doesn't pertain to them. However, if nature is endangered, they band together quite well - though none really trust Murryghn due to her primeval, violent nature.

List of Gods

Good Gods	AI	Domains	Symbol
Adenan Stronghand	LG	Good, Protection, War	A vertical longsword in front of a visored helm
Alyhndro	CG	Celerity, Glory, Time, War	An arrow with red, blue, and purple feathers piercing a trophy, with wine spilling from the pierced area.
Aohalim	LG	Good, Knowledge, Law Nobility, Sun	Two Pressed Palms with Sun Background
Belarna	NG	Charm, Knowledge, Liberation	A beautiful woman upon a stage
Brand	LN	Law, Protection, Strength, War	Two-bladed sword
Felicitas	CG	Fate, Halflings, Luck	A simple coin, often with a smiling face on one side and a sorrowful face on the other.
Galvar Thuradoom	NG	Cavern, Dwarves, Earth, War	A war pick on a shield of stone
Grellyk	CN	Chaos, Luck, Trickery	Laughing face (comedy mask)
Kovar	N	Artifice, Creation, Earth, Fire, Metal	A smith's hammer coming down on an anvil
Os	NG	Healing, Knowledge, Nobility, Rune	An open palm
Prosimus	LN	Law, Knowledge, Strength	A set of equally balanced scales
Salin	LN	Law, Protection, Travel	A glittering gold coin
Targran Lithmoor	CG	Elf, Good, Nobility, Protection,	A silver lute over a maple leaf
Trandim	LG	Air, Good, Protection	A gold dragon with his wings spread apart looking towards the viewer
Urvon	N	Fate, Knowledge, Magic, Time	Eight stars bursting from an open palm
Nature Gods			
Eraekoth	CN	Water, Destruction, Storms	Wave with a clutching hand in the surf
Horun the Hunter	CG	Animal, Good, Plant	Silver Arrow
Murryghn	N	Beastmaster, Death, Plant, Renewal, Undeath	A decaying vine wrapped around and through a tyrannosaur's skull
Nylaethia	N	Animal, Earth, Plant, Protection	A tree with a circle around it
Suerl	LN	Animal, Community, Plant	A cornucopia
Syri	CG	Charm, Plant, Renewal, Time	The eyes of a cat, sensuously half lidded.
Talina	N	Earth, Sun, Water	A golden circle divided into four equal quadrants
Typhus	CN	Chaos, Weather, Destruction	Forked lightning bolt on a black field

Good Gods	Rank	Portfolio	Favored Weapon
Adenan Stronghand	Intermediate	Chivalry, Paladins, Valor, War	longsword
Alyhndro	Greater	Archers, Dueling, Passion, Swiftess, Victory	longbow
Aohalim	Greater	Duty, Enlightenment, Mind, Morality, Nobility, Order, Sun	Unarmed strike
Belarna	Demi	Beauty, Drama, Foresight, Grief	dagger
Brand	Greater	Courage, Strategy, Strength, War, Weaponry	<i>Whistling Dead</i> , two-bladed sword
Felicitas	Greater	Adventurers, Fate, Freedom, Luck, Wit	shortsword
Galvar Thuradoom	Greater	Dwarves, Mining, Stone	<i>Stone-cracker</i> , heavy pick
Grellyk	Intermediate	Gnomes, Humor, Illusion, Pranks	dagger
Kovar	Intermediate	Crafts, Creation, Metal, Smithing	<i>Forger</i> , warhammer
Os	Greater	Birth, Healing, Medicine, Mercy, Sages	staff
Prosimus	Greater	Honor, Law, Thought, Truth	warhammer
Salin	Greater	Commerce, Merchants, Money, Roads, Travel, Wealth	<i>Traveler's Aid</i> , quarterstaff
Targran Lithmoor	Greater	Bards, Elves, Music, Revelry	<i>Mourning Song</i> , longbow
Trandim	Greater	Fate, Good Dragons, Honesty, Loyalty, Protection	<i>Fiery Death</i> , breath weapon
Urvon	Greater	Arcane Knowledge, Magic, Prophecy	magic rays
Nature Gods			
Eraekoth (Greater	Destruction, Rage, Sea, Storms, Water	greataxe
Horun the Hunter	Demi	Hunting	longbow
Murryghn	Greater	Beasts, Death, Judgment, Nature, Rebirth, Undead	Club,claw,tooth,fist
Nylaethia	Demi	Forest	quarterstaff
Suerl	Demi	Agriculture	scythe
Syri	Intermediate	Cats, Fertility, Harvest, Love, Wine,	<i>Lover's Heart</i> , longbow
Talina	Intermediate	Seasons, Weather	quarterstaff
Typhus	Lesser	Lightning, Wind	lightning or javelin

Domination Gods	AI	Domains	Symbol
Aethaddyn	NE	Caverns, Darkness, Slime	An assassin's dagger dripping poison.
Bajær	CE	Chaos, Charm, Evil	A Dagger with the silhouette of a nude woman dancing on the blade.
Beher	NE	Evil, Destruction, Trickery, Tyranny	Two glowing red eyes peering from darkness amid the trees
Khal'usht	CE	Destruction, Fire, Death	A charred skull with glowing yellow eyes, surrounded by flame
Kithra	CE	Destruction, Drow, Retribution, Suffering	Skull impaled on a long thin dagger.
Lunakav	CN	Chaos, Moon, Madness	A dark locked tome with the key in the lock and a Maniacal Grinning Face on the cover sometimes held by a fur covered clawed hand.
Nearon	LN	Death, Knowledge, Saurian, War	A dragons skull with a blood red ruby eye
Shadoth	CN	Chaos, Darkness, Spiders, Trickery	Spider-web with glowing red spider in the middle.
Uluk	CE	Caverns, Chaos, Orc, Strength, War	Screaming orc skull
Destruction Gods			
Caelon	CE	Air, Insect, Plague, Suffering	A whirlwind of flying locusts.
Kirok	CE	Chaos, Darkness, Destruction	Three equidistant arrows originating from a central point.
Parushan	NE	Evil, Hatred, Suffering, Trickery	The Black Feather

Domination Gods	Rank	Portfolio	Favored Weapon
Aethaddyn	Demi	Slime, Spies	<i>Surprise</i> , dagger
Bajær	Demi	Murder, Vice	<i>Chaotic Vice</i> , dagger
Beher	Greater	Goblinoids, Slaughter, Tactics, Territory, Tyranny	shortsword
Khal'ust	Lesser	Destruction, Fire	bladed gauntlet
Kithra	Lesser	Drow, Malice, Revenge	<i>Vengeance</i> , spiked whip
Lunakav	Greater	Chaos, Madness, Moon, Secrets, Were beasts	quarterstaff
Nearon	Greater	Evil Dragons, Knowledge, Underworld	shortspear
Shadoth	Greater	Cold, Darkness, Discord, Intrigue, Lies, Rogues, Spiders	shortsword
Uluk	Lesser	Conquest, Orcs, War	great axe
Destruction Gods			
Caelon	Interme- diate	Air, Drought, Insects, Suffering	dagger
Kirok	Lesser	Conflict, Malice	bladed gauntlet
Parushan	Interme- diate	Betrayal, Evil, Hate, Suffering,	<i>Corruption</i> , shortsword

God Descriptions

The core of The 13 Kingdoms is the interaction that the gods have had in shaping the world. Since the intervention of the Overgod, none but the demigods are allowed free access to the prime material plane except in the form of an avatar. Still, the deities' followers are found throughout the land and every soul in The 13 Kingdoms counts at least one god as their patron.

Below is a list of all the deities of the 13 Kingdom. Every player character must choose a patron deity from this list regardless of race or class.

Adenan Stronghand

(Intermediate God)

The Paladin, The Shining Knight, The Shining Sword

Symbol: A vertical longsword in front of a visored helm.

Alignment: LG.

Portfolios: War, Valor, Paladins, Chivalry

Domains: War, Good, Protection

Favored Weapon: Longsword.

Description

Adenan appears as a tall human in polished platemail armor brandishing a longsword and shield. His skin is fair, eyes blue, and hair blonde.

Adenan embodies all that is noble in a warrior. He loves to make war but always within the boundaries of chivalry. Many soldiers, urban warriors, and most paladins worship him. While his ways are seen as rigid by many rural folk, many of those in cities find the order he brings to conflict a valuable asset.

Dogma

It is as important how you fight as why. Adenan hates cowards. One who strikes a foe in the back is a coward. To attack the helpless, innocent, or infirmed is cowardly. To strike a surrendered foe is cowardly. Respect the rules of combat and strive to do great deeds for the cause of good in Adenan's name. Keep order, for it will always prevail over chaos.

Clergy and Temples

Temple of Adenan can be found in most large cities and all places where order and good are revered.

History and Relationships

Adenan's allies consist of Os and Aohalim. These three gods made a pact to work together to fight evil. Adenan is leery of Brand, the greater god of war, for differences in opinion. Whereas Brand believes in neutrality, Adenan strongly states that there truly is no neutrality, only good and evil. All creatures, even gods, must choose a side. Adenan fought with Galvar and respects his battle prowess. His foes include all evil gods, but especially Kirok and Nearon.

Aethaddyn

(Demigod)

The Changer, The Dark Elf, The Whispering Shadow

Symbol: An assassin's dagger dripping poison

Alignment: NE

Portfolios: Slime, Spies

Domains: Caverns, Darkness, Slime

Favored Weapon: dagger

Description

Aethaddyn possesses the power to change her form at will. She appears to her followers as a beautiful female drow elf with silver-blue hair to her waist. Transparent silk is the only thing she allows to touch her skin and it is usually cut in the popular fashion of wherever she is. Now that the gods have been banished, Aethaddyn has again risen from her underground lair because she sees this as her chance to rule Aerde. But since the races and kingdoms of the world are still too powerful, she seeks to undermine each of the kingdoms and to bring war and destruction to allow them to weaken each other first. Her servants seek to gain access to the inner circles of the powerful and to use the knowledge to defeat her enemies. Aethaddyn prefers to stay hidden while her minions carry out her plots.

Dogma

An enemy's power is also his weakness; their knowledge can be turned against them. Learn everything you can about an enemy before you strike. Turn your enemies against one another and let them do each other in. Use my simple followers (slimes, jellies and oozes) as tools to succeed and rid yourself of "problems".

Clergy and Temples

Temples to Aethaddyn are built in dark, dank caverns deep underground. The temples are hidden and secret from all but a few of the most loyal followers. Clerics are just as distrustful of each other as the enemy. They must report on each other as well as those they are spying. Only a few of the high level clerics even know about the others who exist in their network. Aethaddyn's followers seek to reach the highest levels of government and organizations. They seek to influence the leaders to war and destruction, which will weaken them. At the appropriate time, her followers will take control and unite the kingdoms under Aethaddyn's control.

History and Relationships

During the struggles of the gods, Aethaddyn hid from the others and sent her spies to keep in her informed of the struggles. When she was sure of the victory of the evil gods, she lent her aid in bringing forth the Tarrasque. Witnessing the terrible power and realizing that it could not be controlled, she fled into hiding again. She has slowly been manipulating her way into powerful circle throughout Aerde since the gods left. Aethaddyn's ties to Kithra are pretty obvious, most of her followers tend to be drow renegades. This creates some tension between the two, but not as much as Aethaddyn's blatant flirting with Bajaer, Kithra's agent and sometime lover. She sometimes works together with Bajaer to foreword one goal or another. Aethaddyn's also assists Shadoth and even Parushan on occasion. She cannot stand listening to Aohalim or Adenan preach their lofty ideals and believes they just like to hear themselves talk. Aethaddyn tries to stay away from Uluk and Beher, their destruction is to wanton for her taste.

Aohalim

(Greater God)

Father Sun, The Mind's Light, The Peaceful Palm, The Wise King

Symbol: Two Pressed Palms with Sun Background.

Alignment: LG.

Portfolios: Nobility, Sun, Enlightenment, Duty, Order, Mind, Morality.

Domains: Good, Sun, Knowledge, Nobility, Law.

Favored Weapon: Unarmed Strike.

Description

Aohalim usually appears either as a wizened old man in the garments of his clerics (a simple white cloth wrap around the waist and a cloth of bright gold draped around the neck) or as a stern younger man with a black goatee and closely cropped hair dressed in the garments of the king of the land he makes his appearance. A bright aura surrounds the head of either form and neither form ever carries any weapons or armor.

Dogma

Aohalim teaches his followers the tenants to lead a civilized, moral, and mentally enriching life. In the process, he hopes that mortals can escape the coils that bind them to the earth and ascend to a more perfect form.

Life is a test that must be won by playing by the rules that were assigned to you at birth. The epitome of life is to try to succeed in your profession, not to try to assume "another man's life." A king should rule fairly and a fisherman should fish. However, social status does not necessitate spiritual status. A fisherman or king is equal in the eyes of Aohalim.

The path to enlightenment is a strange and twisted one at times and deceptively simple at others. Aohalim teaches to seek out opportunities to further learn the potential of the mind.

The light of the sun touches the mind of the believers and fills it with wisdom. Look to the sun in your times of crisis and it will focus your mind and you will find wisdom.

Clergy and Temples

Clerics of Aohalim almost always take levels in monk (which they may freely multiclass back and forth) in order to better understand the harmony between the mind and body. Aohalim's priests learn the "Peaceful Palm" techniques of self-defense, an art supposedly founded by Aohalim himself.

Aohalim teaches that the key to enlightenment is to shun the material and focus on the spiritual. Priests emulate this by taking vows of poverty and usually wander the streets by day teaching and being rewarded by a meal or two.

Priests actively seek out corruption and immorality and stomp it out. This is the only time when a priest may actually attack and usually only as a last defense. A priest usually gets a ruler to do the dirty work of rooting out and destroying the evil force for that is their job and duty after all. In addition, priests also advice people on their duties to one another and to themselves to achieve a higher state of mind.

Temples to Aohalim are virtually non-existent as the true temple that Aohalim resides in is the mind. Instead, personal shrines to Aohalim are usually seen in every household that worships him. The exception is in a city that has Aohalim as their primary deity. In such a place, usually a small temple is erected for group worship.

History and Relationships

Aohalim actually came to this plane of existence from a realm where he was everything. While in his realm, Aohalim suddenly noticed that a crack existed that filtered "things that did not belong". Curious, he investigated the crack, and discovered that his existence was only one of many realities. Intrigued, he left his realm and entered the realm of Aerde where he quickly became involved in the politics of the deities.

Aohalim is now a reclusive god. His one love, Domina, was killed by Beher - thus making him weary of this world of godly politics. He has alliances with both Adenan Stronghand and Os, and hates Beher with a passion. Otherwise, he stays impartial towards the other deities, save Belarna, whom he blames for letting Beher incite Domina to anger. He lets his creations, the humans and Hanara, speak for him.

Alyhndro

(Greater God)

The Champion, The Victor,

The Truest Aim, Lord of Victory

Symbol: An arrow with red, blue, and purple feathers piercing a trophy, wine spilling from the pierced area.

Alignment: CG.

Portfolios: Archers, Dueling, Passion, Swiftiness, Victory

Domains: Celerity, Glory, Time, War

Favored Weapon: Longbow.

Description

Alyhndro appears as a young, brash, noble-bearing half-elf, usually in white with a bright orange and dark red checkered vest. His hair is usually long and golden, his eyes bright and cheerful. When angered, his white usually turns to a deep purple and the orange on his vest turns black.

Dogma

Life is a series of challenges to be overcome. If one is fit and full of the desire to win, no challenge is insurmountable. Be free with your emotions and expect others to be likewise. Those who hide how they feel are not to be trusted. In the long run, victories are won by those who desire them beyond any other thing. Victories are always to be celebrated. Those who refuse to acknowledge how good victory feels will eventually lose because they will have denied the Lord of Victory. The duel with a bow is the purest form of challenge, because it requires nothing more than skill and speed. A strong man has no unfair advantage in a duel with bows, as he might with a sword.

Clergy and Temples

Alyhndro's priests usually dress in white with sashes of different colors depending on their mood. Most priests carry a variety of sashes, and change them when their moods change.

Alyhndro's temples are usually lavish affairs, full of color and cheer. Alyhndro encourages his followers to be free in their expression of emotion, and you can always tell what a priest or priestess of Alyhndro thinks of you because they will be sure to tell you. The temples include several different areas for expressing different passions, from love to hate and everywhere in between. Alyhndro encourages the worship of other deities in his temple, as long as the final prayer goes to him. The temples always include an area set aside for duels and archery practice.

History and Relationships

Alyhndro was instrumental in the defeat of the evil gods by discovering the location of the Orbs of the Immortal and summoning him forth. Alyhndro sees himself as distinct from all the other martial gods and any alliances he strikes with them are purely temporary. He has strong ties to Targran Lithmoor and his elves, and feels he still owes a debt to Nylaethia for the creation of the trolls.

Bajær

(Demigod)

Father of Lies and Corruption

Symbol: A dagger with the silhouette of a nude woman dancing on the blade

Alignment: CE.

Portfolios: Murder, Vice

Domains: Evil, Chaos, Charm

Favored Weapon: Dagger.

Description

Bajær usually appears as a pale-skinned human man with black hair and eyes. He is of average height and weight. He also appears as a drow when dealing that devilish race or a duergar, which he created as a gift to Behr.

Dogma

Bajær's simple beliefs are that one's pleasure comes before all. Murder is a quick and decisive option to someone interfering with your pleasures and is a pleasure unto itself. Nothing is too taboo for Bajær or his worshipers. If it is enjoyed, it is good. Bring pleasure to yourself for it brings pleasure to Bajær and he may reward you.

Clergy and Temples

Bajær worshipers usually come from a narrow slice of life, ranging from the common whore and footpad to the mighty assassins and matrons. Many, many rogues follow Bajær's way for the simple pleasure it brings them. It is even said that some drow worship the killer god: some because they wish to be him while others because they fear him.

Bajær's temples most often are hidden as feast-halls or pleasure houses, where any pleasure (from exotic pipe weeds to murder) can be bought for the right price. Lush tapestries, carpets, pillows and chairs always abound in these great halls. Only the best food and drink are ever offered.

Clerics of Bajær usually pray at dusk, seeing as this is the time when most of his faithful begin to operate. They often pray for spells that will bring them pleasure or make their desires easier to obtain. His clerics often multi-class as rogues, and his high priests as assassins.

History and Relationships

Created from the first slaying of an elf by Kithra, Bajaer saw the birth of the drow and instilled murder and vice into their being. He also gifted the dwarfs with adamantite, secretly imparting greed into their nature at the same time. With the help of Beher, Bajaer reached inside a few dwarves, twisted the greed therein and created the Duergar, who are the greediest creatures on Aerde.

The list of gods that think of Bajaer as an enemy is quite large. Foremost among them are Galvar, for the obvious abuses the dwarves have suffered from him specifically. The Paladin and Bajaer are complete opposites; one, serving and noble; the other, self-serving and a murderer. He has always had close ties to Kithra and enjoys the depredations her drow cause. Uluk's brutality and Beher's ruthlessness play into Bajaer's hands perfectly. Shadoth's plans on occasion also involve the God of Murder. As a demi-god, he still walks Aerde, spreading a multitude of vices and murder wherever sets foot.

Beher

(Greater God)
The Oppressor

Symbol: Two glowing red eyes peering from darkness amid the trees.

Alignment: NE.

Portfolios: Goblinoids, Slaughter, Tactics, Territory, Tyranny

Domains: Trickery, Tyranny, Evil, Destruction

Favored Weapon: Shortsword.

Description

Beher generally appears in the same form as those to whom he would speak. He is invariably a handsome, rugged-looking specimen of whichever species he is appearing as. He is fond of wearing a light tunic with soft leather breeches and similar boots, moving very quietly. Most of the time he wears his twin blades, artifacts of great power in the form of short swords.

Dogma

Power and must be held at all costs. It is better to be feared than loved - it makes it easier to get away with slaying your enemies. When you kill, do so without mercy. If you can, shift the blame to your other enemy - if you can't then make it bloody and your other enemy will fear to move against you. Careful thought and naked force are equally useful tools when preparing to take action. Misinformation and a willingness to use the lives of your followers as the tools they are - these are tactics that can ensure victory when fear and the sword fail you.

Clergy and Temples

Beher's followers give prayer in the hopes that he will smile upon them, granting them strength to persevere in their nefarious plots or whispering secrets to them about their enemies' weaknesses. Many a noble family relies upon and pays absurd amounts to get the aid and advice of Beher's capable clerics - though rarely publicly. In Ulruz, the Goblinoid nation, Beher is worshipped as the father of them all. Bugbears worship him for his strength and his love of slaughter, while the goblins are fond of him for his love of treachery and misinformation, traits which serve the goblins well in a world that considers them merely slaves, or worse, vermin. The hobgoblins worship him for the guidance he gives his faithful in battle, and the advice his clerics give in matters of state - and maintaining their position at the top of Goblinoid society, an achievement Beher is particularly pleased with.

Temples to Beher are secret alcoves and dark alleys, in most places, though in Ulruz every thorp, village and city has at least one temple, particularly grand and awe-inspiring edifices of darkness and despair in the biggest such cities. Every household of the Beherinome Clans in Ulruz contains a shrine to Beher as well.

History and Relationships

Beher is one of the most powerful deities of Aerde, responsible for much of the mayhem of the world. Three separate swarms of Goblinoid hordes have crashed like waves over the world, only to be defeated by the narrowest of margins. Two additional swarms each nearly eliminated Galvar's precious Dwarves, a feat Beher would especially like to see happen. He also was responsible for having a desire for power implanted in the Humans, and overpowering greed planted in the hearts of Dwarves. Finally, he personally slew the Goddess of Beauty, Domina, after victimizing her daughter Belarna in a private moment - acts for which the Overgod himself banished Beher from the Prime Material long before the other gods were so blocked, and in fact the Underworld has been his personal prison ever since.

Beher's enemies are many. Parushan and he are not on good terms, due to the slight overlap in their portfolios, though they are different enough to avoid the need for outright conflict. Galvar, Aohalim and Belarna however all have blood-feud with him, and his followers. Nearon and he share an uneasy coexistence - though they have at times been on friendly terms, since Beher's banishment to the underworld his only outlet for his mad lust for power has been at the expense of the Underworld plane, and in fact he has conquered about one quarter of it. Since then, however, he has walled off the portion he took, and Beher was then content to refocus his attentions to the Material plane.

Beher also has many allies. Uluk of the Orcs is a close ally, as Beher would be equal even to Aohalim were it not for the gift he made of some of his power to Uluk, an act which raised Uluk out of the ranks of demigods. Beher has worked closely with Bajaer also, and in fact with each of the other evil gods. In fact, Parushan is the only evil god with whom he does not hold a good relationship, though they avoid outright conflict usually.

Belarna

(Intermediate God)

The Unbelieved, Lady of Futiliy

Symbol: A beautiful woman upon a stage.

Alignment: NG.

Portfolios: Beauty, Foresight, Drama, Grief

Domains: Charm, Knowledge, Liberation

Favored Weapon: Dagger

Description

Belarna is an amazingly beautiful woman, but her eyes shine with a hidden pain, and deep understanding. She wears a white blouse with gold embroidery, but her skirt is white with blood red embroidery. Her clothes are of simple yet elegant design, and are sensual in that they suggest strongly her divine figure, but reveal nothing of a sexual nature: alluring, yet teasing.

Belarna is unknowingly flirtatious, and fearful of men - a combination that has led to the demise of more than one would-be suitor in the days when she wandered the Material Plain. She is quiet as well - she knows that which others refuse to believe, and can only watch in horror as events unfold...

Dogma

Beauty is a curse, and the truth is a fragile thing of shadow, invisible when light of day is focused on it. Painful truths are best left unspoken, as they invariably cause pain to the listener and even more so to the speaker, and are rarely believed and often punished. I watch, and foresee the events of the world, but we must remain silent in our knowledge to all but the most devout. I can see through the lies of others, however, and though I cannot make men more wise, or the truthful more heard, I will do all I can to send solace to the unfortunate who petition me - or avenge them for the tragedies that befall them.

Clergy and Temples

Belarna's followers are those with foresight, or who have been victimized, but in either case are not believed. They tend to be victims of rape in their past. Wise persons who fail to make themselves believed - and who seek to atone for the disastrous results of their failure - are also common. Most preach internal healing of the wounded spirit, but some small minority of her clerics seek to use the power of their goddess to force the truth into the open by any means necessary, often through charms and compulsions, thereby victimizing in turn those who would abuse their station in life.

Temples to Belarna are usually semi-secretive, frequented by men and women who struggle against tyranny in secret, but lack the power to stand up publically. These temples also serve as halfway houses for women who have been victimized and then ostracized by the society that failed to protect them. They are usually tolerated by those in power because they give outlet to the unheard, who might otherwise struggle harder to be visible and believed. These temples are rumored to serve as a sort of secret network for a semi-mythical group known only as Fate Weavers - in folklore, those gifted by Belarna with the ability to see and manipulate the threads of Fate just as she is.

History and Relationships

Belarna is the daughter of Aohalim and the now-dead Goddess of Beauty, Domina. Late in the Age of Gods she was deceived by Beher - she had thought that with her ability to see probabilities that she could walk on a knife's edge with him, and try to lead him to the side of good. After she lied to Aohalim about her whereabouts, she was instead victimized by him. The aftermath cost her mother her life, for which her father blamed her. He cursed her with forever being disbelieved whenever she tried to make others aware of the probabilities she saw.

Belarna hates Aohalim, who cursed her when she needed her father most. More importantly, however, she (and her faithful) go to extreme measures to undo the plots of Beher and his followers. She no longer has any real allies, and she is usually opposed by the gods of Good, as they do not believe her on any matter due to the curse of her father. Ultimately, she is a tragic victim of the wars of gods.

Brand

(Greater God)

The General, The War King

Symbol: A Two-Bladed Sword

Alignment: LN.

Portfolios: War, Strength, Courage, Strategy, Weaponry.

Domains: War, Strength, Protection, Law

Favored Weapon: Two-Bladed Sword.

Description

Brand appears as a man in his thirties. He wears no armor and carries "Whistling Dead", his two-bladed sword strapped across his back. His common garb is stout leather boots, rusty brown breeches and a deep blue tunic with the neck unlaced. He looks much like a soldier at rest.

Brand is orderly and precise, a weapon honed to perfection. To him war is not a fight or brawl of massive proportions, it is an art form. Strategy is paramount to him over the blind attack, and he will usually side with whichever army shows the best strategy that day upon the field.

Dogma

Brand's will is that wars, all wars, should be fought with sound military strategy. If retreating is the best strategy, then even Brand would do so. War is a neutral thing, neither good nor bad, but as long as executed properly no one should unduly suffer. Killing quickly and efficiently are a necessity, wounding an enemy to leave him dying upon the field is a disgrace to Brand's warrior code. The fallen, both ally and foe must be respected and honored, for they fought with strength and courage. Those who conduct themselves with strength, courage and follow well-ordered and planned strategy in battle will garner the favor of Brand.

Clergy and Temples

The General's worshipers vary widely, although most are or have at one time been in some sort of organized force either an army or simple militia.

Temples devoted to Brand usually look more like small forts or even outright castles for his major ones. These temples are ornately decorated with walls carved in epic battle scenes and weapons of past legendary warriors put in places of honor. These weapons are almost revered as holy items. His priests are charged with teaching each other, and any who is willing to pay the sacrifice, the art of war.

Clerics pray at the first sign of light, which usually signals the start of a soldier's day on the battlefield. Most are male humans, being the most widely spread of all races, but other races and sexes are welcome for Brand judges not on race or sex but on the battle skills and wits. His clerics are more battle minded than other clerics but still do care about fellow soldiers and the wellness of the army. Wounded comrades are helped upon sight, as having each soldier effective in battle is the best strategy. Wounded enemies are killed quickly and cleanly. His clerics usually multiclass as fighters, and almost never as barbarians.

History and Relationships

The General was the result of the races clashing with each other. They weren't fighting for survival; they were battling for dominance over one another. These battles became known as War. Moving past mere survival, war was more than instinct and the victor was usually the one with a better strategy, more strength and better weaponry.

Thus, Brand buckled on his twin-bladed sword, and went to war. Adenen was the first to see, practicing and devising new stratagems. When asked to join in an alliance against evil and tyranny, Brand replied simply that war is neither of good nor evil, but merely is. Victory goes to the side that desires it most.

Brand's gifts to the races of Aerde were warfare and strategy, to use as they would.

Brand's enemies on Aerde are Shadoth, Bajaer and Kithra who revel in chaotic deaths with no meaning. He cannot stand senseless slaughter, so Uluk and Beher sometimes cross this line also. However, if you plan is sound and your arm strong, the General makes no distinction between good and evil. Although many would gladly side with him, he claims no friendship among the gods and prefers to watch the wars in solitude, making his own choices.

Caelon

(Intermediate God)

The Lord of Plagues, The Black Suffocation.

Symbol: A whirlwind of flying locusts.

Alignment: CE.

Portfolios: Plagues, Air, Insects, Drought

Domains: Plague, Air, Suffering, Insect.

Favored Weapon: Dagger.

Description

Caelon appears as either a whirlwind or as a humanoid figure composed of hundreds of thousands of vermin. In either form, his voice has a buzzing quality to it and two glowing, white eyes can be seen. Wherever Caelon strides, disease and decay accompany him. Crops get devastated, the milk from cows runs dry, and plague runs rampant among the races. The air around him always carries a sickly sweet smell as Caelon continues to decay and reform over and over again.

Dogma

Revere the forces of destruction, pestilence, and decay. Revere all the things that sap life and strength from mortal bodies and souls. Increase my power by spreading sickness, pain, and calamity throughout Aerde, but have patience. Like a sickness, you must learn to breed and grow before erupting forth or your effort may be premature. The industrious bee or ant builds their homes and only attacks when threatened. Like them, you must plot and plan and

create a goal and defend it with your life! Your final rewards are ensured when, and only when, all of Aerde lies a blasted heap at my feet and that of my brethren.

Clergy and Temples

Caelon's clergy mask their faces behind veils of black and wear robes of scarlet. Hiding in secret, clerics of Caelon attempt to infiltrate into cities and spread vile diseases often with the benefit of the Plague domain, which allows them to carry (but not be affected by) diseases.

Temples to Caelon are rare but some druids venerate him as a natural force of decay and destruction and build shrines in his honor. Others worship his insect portfolio and build vast "honey-combed" lairs deep underground and populate it with all types of monstrous insects.

History and Relationships

Like Parushan and Khal'usht, Caelon is an Old One, one of the first creations of the Immortal. Also, like his siblings, Caelon hates the Immortal's creation but is much more reserved than his two "younger" siblings. Caelon hopes to whittle down life slowly and knows that a careful, thought-out goal is much more viable than a hastily prepared one.

During the Age of the Gods, he aided Parushan in arousing the Tarrasque, but then stayed calmly in the background and fed off the destruction and suffering of both the good and evil races. Now he waits still, aiding his siblings if they need his help but continuing to stay distant so that he may better plan the destruction of Aerde in peace.

Eraekoth

(Greater God)

The Great Wave, Lord of the Waves, Giver of Life

Symbol: Wave with a clutching hand in the surf.

Alignment: CN.

Portfolios: Sea, Water, Storms, Rage, Destruction.

Domains: Water, Destruction, Storms

Favored Weapon: Greataxe.

Description

Eraekoth rarely appears on land but takes the form of an old weather-beaten man of the sea wielding a greataxe. He wears a shirt that appears like it was made from fish scales studded with pearls and gems of aqua and bluish colors.

Dogma

Eraekoth requires little from land dwellers except for sacrifices and respect. Ships must pay sacrifices before they sail or suffer his wrath. Those who do not pay proper respect to the sea in particular, and water in general, are plagued by floods, storms, hurricanes, and tidal waves.

Eraekoth allows the races to take what they need from the water, but they must not take more. Abuse of the sea, rivers, lakes, and streams leads to the destruction of the perpetrators and any that may be innocent who are in the way. As his clerics say, "Life comes from the sea and water. Without water, there would be no life at all. Respect Eraekoth for he brings life to all the races."

Clergy and Temples

Clerics offer sacrifices for sailing ships, and often, monthly sacrifices. Clerics will travel along water routes to appease Eraekoth whenever possible.

Temples are built anywhere throughout the kingdoms as long as a body of water is close by (ocean, river, lake, or even a stream). Temples will be found in almost every coastal community in the realms. Temples are usually constructed with fountains, artwork of the sea, and aquariums. The temples try to make a grand display of water and the life that it gives.

History & Relationships

Eraekotyh has little care for most of the other gods, as long as their followers show proper respect for the sea. He has been pleased by Brand's willingness to instill this discipline among his followers. He has a natural relationship with Typhus and Talina. He and Murryghn have worked together to create powerful creatures to protect the seas and their relationship remains friendly.

Felicitas

(Intermediate Deity)

The Lord of Luck, Fate-Twister

Symbol: A coin with a happy face on one side and a sad one on the other.

Alignment: CG.

Portfolios: Luck, Fate, Adventurers, Wit, Halflings, Freedom

Domains: Fate, Luck, Halflings.

Favored Weapon: Shortsword.

Description

Felicitas is a somewhat mischievous god fitting as the creator of the race of halflings. A lover of riddles and clever tales, it is said he founded the first halflings riddle contests to keep his race's wits sharp whilst some of the other races grew stagnant and dull. Not that they have or anything... He often takes the form of a plump beaming halfling who never seems to lose his good cheer no matter the circumstances and tends to cheer up those who need it. Other times he takes the form of a youthful human or elven rogue.

Dogma

The teachings of Felicitas have been cause for many philosophical debates. Many think that fate and luck cannot go hand in hand, however Felicitas' teachings state that one can easily be fated to be lucky or not, sometimes it takes a more specific turn other times it doesn't. Felicitas being a chaotic good God doesn't have to keep everything in balance.

Clergy and Temples

The Clergy of Felicitas are rarely a somber bunch, they almost always recognize the value of luck and chance. Their temples tend to be simple or extravagant but are almost always bright and cheerful. On holidays, religious or national temples to the Luck Lord tend to become homes of games of chance. In cities where such practices are prohibited, they use chips to symbolize money. These chips can often be used to purchase a variety of prizes.

History and Relationships

During the Age of Gods, Felicitas tried to balance the distribution of luck. He even created a relatively cheerful and carefree race, the halflings, to counter the grim atmosphere of the world's early years. Unfortunately, the evil gods acted quickly and with timed or coincidental precision. Felicitas had to act quickly and turn the tide of luck in the favor of the forces of good. This was partially successful, but it taxed his powers considerably.

Sadly the forces of evil had an advantage of more numbers and the initiative and his efforts were almost in vain. When the Tarrasque came to be, he assisted in the battle pouring so much of himself that, combined with the taxing efforts of helping the Good God's in their wars drained him of his divine essence weakening him. This has made him something of a martyr to some of his worshippers.

Another side effect of the Age of God's is that with all of energies spent on benefiting goodness he himself went from impartial god of luck and fate to a chaotic good god. Since then he has done his best to be impartial in his distribution of luck so as not to endanger his portfolio.

His relationship with other gods has remained neutral for the most part, he prefers the company of the chaotic good gods the most and sometimes has riddle contests with Lunakav which prove quite challenging if the Mad God throws a riddle at him that doesn't make the least amount of sense.

Galvar Thuradoom

(Greater God)

The Dwarf Father, The Miner, The Root of the Earth, The Sturdy One

Symbol: A war-pick on a shield of stone.

Alignment: NG.

Portfolios: Dwarves, Mining, Stone

Domains: War, Earth, Protection

Favored Weapon: Heavy Pick.

Description

Galvar generally appears as a thick-bodied dwarf with a stern expression. His clothes are simple and worn, soiled by the earth. Always at his side is his heavy pick, Stone-cracker.

Worshiped by dwarves as the father of their race and miners as their protector, Galvar is seen as a simple steadfast god who wanted nothing more than to be left alone. But when confronted with the Byzantine politics of the gods and the kingdoms, picked up his pick and used it to defend himself and all good people like him.

Dogma

Galvar approves of worshipers that work diligently and are down to earth. Galvar hates dishonesty or misleading words and approves of worshipers that speak plainly and with firm conviction. He is not as concerned with order as he is steadfast faith. He believes the earth must be cleansed of the evil that tunnels inside it whenever it is met.

Clergy and Temples

Temples of Galvar are found in every dwarven community and in non-dwarven communities near mines or in mountains. Clerics wear simple clothes and armor, practicality is essential and aesthetics are of little concern.

History/Relationships

A reclusive god, Galvar has no close allies except perhaps Kovar. He respects several of the good gods such as Adenan Stronghand. His foes include Uluk, Beher, and Koith, but no foe is as hated as Uluk, god of orcs.

Grelyk

(Intermediate God)

Lord of Illusions, Master of Tricks

Symbol: A laughing face (A comedy mask)

Alignment: CG.

Portfolios: Illusion, Pranks, Gnomes, Humor

Domains: Luck, Trickery, Protection

Favored Weapon: Dagger.

Description

Grelyk, creator of the gnomes, is a boisterous, playful deity who enjoys a humorous tale. To most he would appear carefree, but there is a great sadness in his heart. He considers the enslavement of so many of his creations to be his fault. He appears as a gnome, with ruddy cheeks and a long beard. He seems to always wear a cheerful expression on his face. He wears elaborate and colorful clothes, and at his side is always his "bag of tricks".

Dogma

Grelyk preaches merriment and good humor to all. Although, not many non-gnomes worship Grelyk, many, in particular entertainers and illusionist, pay at least small tribute to him. To his gnomes in particular, he gives humor as a source of strength. To the gnomes that have been scattered across the land, humor and good spirits allow them to forge on through hardship. To those enslaved by the hobgoblins, humor provides hope. And with hope, they can never be truly dominated.

Clergy and Temples

Gnomes, in general, aren't deeply pious people, and Grelyk doesn't demand much in the way of formal worship. He would rather see his creations honor him by engaging in merriment, telling humorous tales and entertaining children than through formal prayer and tribute. That being said, most gnomish towns have a small shrine to Grelyk.

His clerics are cheerful people, who delight in telling jokes. And attempt to lift the spirits of their people whenever possible. This seemingly carefree attitude should not be mistaken for a lack of vigilance, as they are steadfast in the defense of their people, should the need arise.

History and Relationships

Grelyk created the gnomish race, and endeavored to keep them safe and be innocent, untouched by the violence around him. To this end he gave them an intrinsic gift for illusion and stealth. He gave them an isolated valley, and shielded it from the eyes of gods and other mortals with powerful illusions. He endeavored to keep their attention from wandering to the outside world by providing an abundance of jewels to mine and cut. He instilled in them a desire to tinker and invent in the hopes that they would not look up and discover the world around them. In the end, his attempts to keep them safe failed.

It was the gnomes' natural curiosity that led to the enslavement of so many. A small band of gnomes set out to see what lay on the other side of the valley. Once they had left the protective illusions of the valley, Beher saw them. He was furious that these creatures had been hidden from him, and ordered his hobgoblins to storm the valley.

Grelyk attempted to hold off Beher, but did not have the power to do so for long. Grelyk, in desperation told his gnomes to use their gifts of stealth and illusion to flee the valley. Many escaped, and were scattered across the lands, eventually settling in the kingdoms of Elves, Humans and Dwarves. Handfuls fled into the mountains, and were given, by Grelyk, the means to survive there, and became the deep gnomes.

Many gnomes did not escape. They were captured by the hobgoblins and enslaved. It is because of this that Grelyk has a particular hatred of Beher.

Horun

(Demigod)

The Hunter

Symbol: Silver Arrow.

Alignment: CG.

Portfolios: Hunting.

Domains: Good, Plant, Animal

Favored Weapon: Longbow.

Description

Horun is portrayed as a mature man with human and elven features. He is dressed in leather clothing of green and brown hues. A large dire wolf accompanies Horun as his companion. Horun is armed with a longbow and boar-spear (long spear).

Dogma

Horun teaches his followers to respect the hunt and the quarry. No one should hunt more than can be consumed. Killing for sport is abhorrent.

Clergy and Temples

Horun's clerics are always multi-classed as rangers or barbarians. They are frequently the hunt master or mistress of their clan or village. Temples dedicated to Horun are rarely more than simple wilderness shrines. Followers of Horun will fire one of their arrows into the distance at the outset of a hunt to show their dedication to The Hunter's ideals.

History and Relationships

Horun took part in the battle against the Tarrasque on the side of the good deities and suffered a mighty wound from the beast as well as collateral damage from the other deities' attacks. Os healed Horun and maintained his life. Horun remains loyal to The Healer and often will seek out rare herbs or perform other services for him.

Horun, Suerl and Nylaethia all serve the powers of nature on Aerde. Being demi-gods they are still allowed to stride the lands of Aerde. The three of them have a strong sense of cooperation without a formal agreement. Suerl has feelings for Horun, but has not displayed them. She is jealous of the close bond between Horun and Nylaethia. Nylaethia is aware of Suerl's feelings, but ignores them. She enjoys the company of The Hunter greatly.

Khal'ust

(Lesser God)

Lord of Flames, The Destroyer

Symbol: A charred skull with glowing yellow eyes surrounded by flame.

Alignment: CE.

Portfolios: Fire, Destruction

Domains: Fire, Destruction, Chaos

Favored Weapon: Bladed Gauntlet.

Description

Khal'ust appears as a giant charred figure, ever engulfed in flame, with great claws. He ignites anything flammable that comes near him, and produces enough heat to melt metal in his presence. He is a malicious god, who wishes to see the entire world engulfed in flame. He takes great pleasure in watching innocents burned alive, and requires sacrifices of such in his worship.

Dogma

Khal'ust cares nothing for his followers, and does not have much of a formalized dogma. He only requires that his followers burn and destroy, and provide him with sacrifices. In reward, he provides his followers with power and earthly rewards in this life, and the promise of more in the next.

Clergy and Temples

Khal'ust doesn't have much of an organized church. Few people are willing to undergo the tests required of his clerics. His temples are small, scattered and clandestine. They smell of brimstone and are tremendously hot, heated by braziers and great pits of fire, where innocent mortals are thrown for horrific sacrifices.

Clerics of Khal'ust are scarred and burned. Their dark ceremonies require tests of courage by fire. As one may imagine, there are few Clerics of Khal'ust, but the few that exist are truly devout. Many would be considered sociopaths, or pyromaniacs setting fires in cities and forests, randomly killing, causing as much destruction as possible. Some, however, have long term goals in mind.

There are a few followers of Khal'ust who conceal their scars and work their way into positions of power. Hiding their true allegiance from others, they work in secret to sow the seeds of conflict between nations. For conflict brings destruction and destruction brings flame.

History and Relationships

Khal'ust is an ancient being, one of the mysterious creatures known only as The Old Ones, who predate even the gods. Alongside Parushan, he rebelled against the control of the overgod, but was gravely wounded, and forced to go into hiding to rest.

He lay dormant inside a mountain, slowly gaining strength, his hatred, slowly simmering until he was awakened by Parushan in the waning of the age of the gods. His rage boiled over, and he burst forth from the mountain, his intense heat melting the rock around him and sending rivers of lava cascading down into the forest below. When the magma finally cooled, not a single tree was left standing. A great desert was formed, and remains to this day.

Khal'ust is wholly committed to consuming the entire world with fire. As one might suspect, this puts him at odds all good deities, in particular nature deities. Even most evil deities don't want to see the world set ablaze, they do, however, find him useful at times. Khalu'st, often being blinded by his desire to burn, is often easily manipulated and can be used, by clever evil gods, as a weapon in their cause.

He is very resentful of those gods more powerful than him. His hate for Aohalim is particularly intense, for the sun god, he feels, holds the greatest source of fire that exists. Yet he wastes it, by warming the pathetic mortals, and providing food for plants, rather than setting the world ablaze.

If Khal'ust is capable of any form of loyalty, or friendship, it lies with Parushan. They share a connection, as they are both Old Ones. They both share hatred towards Aerde, and both want to see it end.

Kirok

(Lesser God)

The Barbarian Conqueror, The Winged Death

Symbol: Three equidistant arrows.

Alignment: CE.

Portfolios: Conflict, Malice

Domains: Chaos, Darkness, Destruction

Favored Weapon: Heavy Mace.

Description

Kirok is a humanoid being with two joints in each arm and leg. His face is alien and reptilian in appearance. He (it?) is constantly dressed in plate armor battle gear. A very large, heavy mace is always at hand. This is frequently the tool needed to fix any problem that faces Kirok.

Dogma

Kirok fosters conflict. Strength is gained through overcoming an enemy. The weak are culled from a society by the strong. Victory can be gained by whatever means are successful. Physical strength is not the only manner to achieve victory.

Outsiders are all enemies to be conquered. Others from related tribes are also enemies in some circumstances. In times of invasion by outsiders or visible weakness of neighboring clans the tribes will come together to overcome their enemies and conquer new lands when possible.

Conquered enemies are taken as slaves. Good slaves can rise to become members the clan through proof of strength and loyalty. Most are not so fortunate and die during their servitude from harsh conditions and harsher masters.

Clergy and Temples

The priests of Kirok are solely from the clans of the northern barbarians. They reside on the steppes and the mountains of the northlands that surround the lake marking Kirok's entry into Aerde.

Only men can become priests. Many women are also associated with the clergy. They typically are sorceresses who are sworn to serve the priests. The priests of Kirok will cooperate with the clergy of Typhus when possible. There is no formal alliance, but the two deities are on good terms.

The priests of Kirok favor armor that is adorned with spikes and other small blades with which they delight in slashing their opponents. Most priests will use a mace or morning star in combat. Though some notable high priests have favored battle-axes and spiked clubs.

The winter solstice is the highest ritual day for this priesthood. It marks the day of Kirok's entry into Aerde. The high priest leads a ritual on the shores of the lake marking Kirok's descent to Aerde. Blood sacrifices from captured slaves are poured into the waters of the lake.

The chief temple of Kirok lies in the mountains overlooking the lake. It is an imposing structure of blackest basalt with high towers and battlements. The temple appears more like a fortress than a temple. Priests from all of the tribes journey here each year to pay homage to the high priest and receive training. Each of the tribes and clans also has their own temple to Kirok. Most frequently this is a large tent constructed of strong poles and the hides of conquered enemies.

Each tribe will have a basalt dagger. This is the ritual dagger that is used to slay sacrifices on the altar. If a tribe should lose this dagger or have it taken they are lost. Who ever possesses the dagger can then claim the tribe as their slaves. No member of a tribe would knowingly allow such a dagger to come to be held by an outsider. Even magical compulsion is tested by this act.

History and Relationships

Kirok is an alien god cast out from his home dimension by the more powerful beings that reside there. Little is known of the reasons for his exile. His entrance into Aerde was dramatic. He fell from a rift in the sky to form a great hole in the earth upon his impact. At the conclusion of the time of gods the hole was filled. Torrential rains covered the northern lands until a round lake was formed.

Prior to the crater being filled, Kirok performed a dark ritual for a year and a day of continuous weaving of magic. The conclusion of this ritual resulted in a black obelisk being taken from his home dimension. Some guardian in the other plane noticed the theft, but too late. The howl of rage from this guardian resulted in the destruction of the mortal priests assisting Kirok. An unforeseen side effect of opening the rift into his home plane was the migration of several aerial creatures into Aerde. Wyverns and other evil aerial creatures came to Aerde during this ritual. All of these creatures now settled into Arde worship to Kirok due to this.

Kirok kept to himself and his own ambitions for the most part during the Age of Gods. He did cooperate with the evil deities in raising the Terrasque. A pact was established with the god of winds Typhus. These two deities will often cooperate with each other's plans.

Kithra

(Lesser Deity)

The Elf Corruptor, Lady of Vengeance

Symbol: Skull impaled on a long thin dagger.

Home Plane: The Abyss

Alignment: Chaotic Evil

Portfolio: Drow, Malice, Revenge

Worshippers: Dark Elves, Assassins, any evil seeking revenge.

Cleric's Alignments: any Evil

Domains: Death, Evil, Trickery

Favored Weapon: *Surprise* (dagger)

Description

Kithra appears as a tall, thin elf, slightly dusky with night black hair straight to the middle of her back. She is forever plotting, seeking to further her power amongst the gods. Her penchant for revenge leaves no insult unanswered.

Dogma

While she particularly reveres the dark elves her are her children in the world she is the patron of all who take up killing as their profession of choice. Her tenant is simple: Leave no insult unanswered. She takes the revilement of the dark elves by the other inhabitants of the mortal plane as a deep insult and has sworn that her children shall have their revenge on what she feels are the lesser races.

Clergy and Temples

All clerics of Kithra are female and lead double lives on the surface of Aerde. They would be killed immediately if found out. Among the drow, they are the leaders and control every aspect of drow society. Black is the only color they are allowed to wear. Clerics on the surface spend their time preparing for the true masters of Aerde to come forth and

assume the throne. Among the drow, the clerics lead missions to the surface and act as leaders. Spells are prayed for in the dark, whenever it is convenient.

Temples to Kithra above ground are usually no more than a secret symbol carefully hidden. A few temples exist in the more depraved cities, but they are also kept secret from most of society. Underground temples in drow cities are huge, expansive buildings that most of the population can fit in. They have fully stocked dungeons and bizarre torture chambers, complete with viewing chambers. Sacrifices occur at regular intervals just to slake the need for blood among the drow. The drow, of course, worship Kithra as their Mother. Assassins also pay homage to her, as does anyone seeking revenge, although they might not grasp the full scope of her tenants

History and Relationships

Kithra is not opposed to alliances and is typically used by the other gods as a tool to erase this enemy or that. As the goddess of assassins she runs a great guild in the center of a sprawling city of dark elven petitioners on her Plane in the Abyss.

Koith

(Intermediate God)

The Mountain, He Who Shakes Aerde

Symbol: Three snow capped mountains on a blue field

Alignment: N

Portfolios: Earth, Mountains, Giants, Earthquakes

Domains: Animal, Cavern, Earth, Strength

Favored Weapon: *The Equalizer* (huge great club)

Description

Koith appears a large stone giant wielding a huge great club who is normally seen traveling through the mountains. He wears a few animal skins and carries with him a sack that is said to be full of treasure.

Koith is good-natured, and even somewhat of a prankster unless his mountains or his giants are threatened. He enjoys long conversations with people who tend the earth and will help them on occasion. The quakes felt through out Aerde are said to be Koith wrestling around with his friend Tremor, a huge white dragon. Koith's anger is felt in these quakes sometimes as well, although they are usually accompanied by volcanic eruptions when he is really upset.

Dogma

Cultivate the land and use what you need, but do not be wasteful or cause wanton destruction. The mountains are my sacred home, beware he who travels in them for they are my domain. Protect the mountains and the earth from destruction or overuse.

Clergy and Temples

Koith's clerics usually choose clothing of browns, greens, and grays. When encountering despoilers of the land, clerics will first try to drive them away. If that fails, they will take whatever means necessary to protect the land.

History/Relationships

Koith enjoyed nothing more than a nice stroll through the mountains in the brisk morning air. When he saw the destruction wrought by the other gods' creations, he decided to create the giants as protectors of the earth and all high places. He gave them size and incredible strength to help in this task. During the March of Evil he and his creations fought to preserve the mountains and hills that the Tarrasque tore up.

Koith gets along with most nature deities, since most are preservers as he is. Galvar Thuradoom and his dwarves are constant thorns in Koith's side, always digging deeper and deeper for their precious ore. This is the cause of the racial war between the giants and the dwarves that has lasted from the beginning of creation. Another battle that has been fought since creation is Koith's battle with Eraekoth and his ever-pounding sea. It has reached a fragile balance as of now but who knows what the future holds.

Kovar

(Intermediate God)

Anvil of the Gods, The Forger

Symbol: A smith's hammer descending on an anvil.

Alignment: N.

Portfolios: Creation, Smithing, Crafts, Metals.

Domains: Artifice, Creation, Earth, Fire, Metal

Favored Weapon: Warhammer.

Description

Kovar looks much like the common dwarven smith: bare-chested, wearing stout boots, heavy leather breeches, and a well scorched leather apron. His flame red beard, which is most often covered in soot, hangs in braids well down to his belt. His hair hangs in a long braid down his back.

Kovar is a very quiet god. He rarely speaks and when he does so his voice is tight and scratchy, reminiscent of a hinge on a rarely used door opening. He is always in his forge working tirelessly at a project of his own design. His works are the only thing that matter to him. His most prized possession is his warhammer, Forger, which he uses in combat as well as to beat and shape the molten metals into items of his choosing.

Dogma

Kovar cares only for his and the works of his followers. He meddles little in the affairs of men or gods and prefers the company of his creations, much like his clergymen. He expects that anyone who follows his ideals do their best at whatever it is they do, be it a simple cobbler or an architect. To do less than one's best is failure. To achieve perfection is the goal for any craftsman and to be called a master by the clerics of Kovar is to be given Kovar's blessing. Those who do their best and continue to practice their trades in tribute to Kovar will find themselves in a place of honor beside him.

Clergy and Temples

The Forger's follower and worshippers stem mostly from the Dwarven populations of Aerde. However, craftsman, both magical and mundane of other races, often pray to the god of creation to bless their works and tools before beginning any project. Since Kovar is a neutral deity, he cares not about what lies in the soul of his followers but only for the quality of the works they create.

The priesthood devoted to him stem from craftsmen of some sort or another. Others, more knowledgeable than practical, work in tandem and great works dedicated to Kovar are achieved. Because of this, temples to Kovar are usually ornately vast complexes of forges, workshops, chapels, and even merchant booths. The clerics that populate his temples live by the daily cycles of their crafts, and so they usually pray at daybreak or breakfast. Kovar's roving clergy are often out in search of new knowledge or skills, as well as to seek out legendary items or precious materials that Kovar himself is said to have hidden all over Aerde.

History and Relationships

Kovar's awareness came about in a flash of insight the first time someone used a leaf or a rock or a stick to help make it's life a little easier. The dwarves, being the first peoples, received his gift of crafting first and were also the first to be capable of using it to it's full potential. He has made an incalculable number of items and distributed them as he saw fit, or hid them away, waiting for the right person. He traveled all of Aerde, before his time was up, and shared his knowledge with all the smiths and artisans in the world.

Being a true neutral, Kovar chooses not to take sides, but instead watches as all the races build upon the knowledge he has shared, and revels in the inspirations. Most gods curse him at one time or another for gifting an enemy with a new, more devastating weapon of war, but only until their next invention. Galvar alone of the gods holds a special place for him and he in turn tends to check on the dwarves more than their share.

Lunakav

(Greater God)

The Mad Goddess, Keeper of Secrets, Lady Lunak

Symbol: A dark locked tome with the key in the lock and a Maniacal grinning face on the cover sometimes held by a fur covered clawed hand.

Alignment: CN.

Portfolios: Secrets, Madness, Moon, Chaos, Werebeasts.

Domains: Chaos, Moon, Madness

Favored Weapon: Staff

Description

Few among mortal and divine know of this God's true gender or form, if it even has one. It is a secret Lunakav keeps for her own amusement. Most consider Lunakav to be female, however much evidence there is either way.

Dogma

She is an odd Goddess, and is the one who spawned the belief that there is a hidden wisdom within the minds of the mad. None even bother to consider if he has a race or if she is just some formless entity. She knows all that is kept secret and despite her chaotic bent is also a master at keeping them. It is believed that sometimes she will reveal hints about her or another's secrets in the ramblings of mad prophets.

However, she also has dominion over the force of the moon in which she is imprisoned, and of werebeasts – these are her creations. Sometimes she creates werebeasts to spread their kind as a curse; other times she has them servants for a particular task. Regardless, many of them are mad when they are in their hybrid form, or become so during the full moon. Many normal mortals also are stricken with madness on Lunakav's Nights when the full moon shines.

Clergy and Temples

The clergy of Lunakav are an odd bunch. Some of them worship him openly, others worship him secretly and a few others play the dangerous game of falsely worshipping another deity while in all actuality they serve him. These clerics are not spies to Lunakav, but worship her by trying to hide their secrets from others. Many of the higher priests attempt to become werebeasts in order to better serve her; oddly they are often able to control this transformation, even if they become a shapeshifter via the Curse. The clergy are of the chaotic type (Chaotic Good, Neutral or Evil).

Her worshippers, on the other hand, are often those who have been touched by her wisdom (gone mad), any who have a terrible secret to keep, or any who are werebeasts. Worshipers who tend to keep their worship secret often wear an alternate holy symbol of some blank random shape or another.

Temples to Lunakav are often places that are out of the way or hidden or can quickly be moved out of. Sometimes the most powerful members of the clergy will congregate in someone's basement, with or without them knowing.

History and Relationships

Much of the history regarding the Mad God of Secrets and her Clergy has naturally been kept secret. However there are some things that are known.

During the Age of God's Lunakav reveled and assisted in the chaos of the times, playing with and against all sides as was his wont. She even touched the massing hobgoblin hordes, inciting them to fight amongst themselves for a time until Beher calmed them and had them focus their rage on the forces of good, though not until their majestic capital lay in ruins.

Towards the end of the Age of God's Lunakav went out of sight, spending his time absorbing the chaos of the world and gaining in power. What she did with this power or what she plans to do few can say. Though one thing scholars can attribute to her is the inspiration behind the creation of items like the Wand and Staff of Wonders. Another thing attributed to her are the odd areas of the world where magic is unstable and downright wild. These areas of 'wild magic' might be places where Lunakav rested and absorbed the chaos of the world... or not. Regardless of the truth they are often credited to her.

She shares an unusual relationship with Aohalim, which the Sun-Lord does not understand. While usually flippant or mad with others, she seems to be quite sincere in discussions with him. Beher is indebted to a small degree, while Belarna particularly detests her – why this is so is a matter of conjecture.

With the other Gods, she maintains a simple relationship. She does not reveal their secrets, and they do not bother her. Considering she's not much of a meddler, except when keeping of secrets is involved, most of the God have nothing to fear from her so long as they do not anger her too much. Even when threatened with a secret being exposed she does not fret, for secrets are everywhere.

Murryghn

(Greater God)

Nature's Defender, The Inevitable, Nature's Judge

Symbol: A decaying vine wrapped around and through a tyrannosaur's skull.

Alignment: N.

Portfolios: Nature, Beasts, Judgment, Death, Rebirth, Undead.

Domains: Beastmaster, Death, Plant, Renewal, Undeath

Favored Weapon: Club, claw, tooth, or fist.

Description

Murryghn most often appears in the undead form of a beast such as a dinosaur, but when she appears in humanoid form, she usually appears as an old woman in dark brown and green robes, pale and wrinkled, with stark white hair, and deep-set, dark eyes.

Dogma

Respect for nature and the natural order are paramount. All things eventually die, and are thus brought before Murryghn for judgement. Those who have defended nature and the natural order are blessed with reincarnation/rebirth, to walk among nature again. Those who have shown the proper respect without going out of their way to defend nature are handed over to Nearon, and sent to the underworld for the other gods to decide their fate. Those who have sought to harm nature, whether for supposed good or for evil are cast back into the world to roam as undead creatures until some more powerful creature destroys them for the final time. Hunting is allowed as long as it is for food. Building shelters is allowed as long as forests are not razed to do so. Farming is allowed, as long as the land is not left barren by overfarming.

Temple and Clergy

Murryghn's priests and druids dress in browns, greys, and greens. They fervently defend natural places and seek out those who would corrupt or destroy them. They often preside over funerals of those who have died of natural causes.

Places of natural decay are sacred to Murryghn, as are animal and beast "graveyards". A few such places have been given Murryghn's blessing to turn into temples (usually after the decay consumes the life or the tribe of animals/beasts have moved on or become extinct.) The temples are constructed of remnants from dead plants and animals. No plant or creature struck down by any other is ever used in the construction; only plants and creatures that have died of natural causes. Many of these bodies are actually undead guardians of the site, and will spring to unlife to attack any who would defile the area.

History and Relationships

Murryghn looks to protect her worldview and has been known to form alliances, or at least bargains with Aohalim, Lunakav, Nearon and Eraekoth. She could be called on for aid by Typhus, Horun the Hunter, Nylaethia, Eraekoth, Koith, or Talina. Her strongest bonds are with Eraekoth, the only Nature God she considers her equal.

Nearon

(Greater God)

The Dark Serpent, The Wyrn of the Underworld, The Death Dragon.

Symbol: A Dragon's skull with a red ruby eye.

Alignment: LN.

Portfolios: Knowledge, Underworld, Evil Dragons.

Domains: Death, Knowledge, Saurian, War

Favored Weapon: Shortspear.

Description

Nearon is the Wyrn of the underworld, a dragon arisen from the mists of time to care for those who have passed on and to collect their knowledge for those who may need it and can pay the price, he is an immense black wyrn, his eyes burn with a ruby fire and in them can be seen the knowledge of the ages, his scales are utter black drinking both light and life.

Dogma

All life exists for a brief moment against the span of ages. Thus the god of the land of death is loneliest of all, knowing much from the passage of beings through his gateways, learning knowledge that many covet, but few understand. As such he knows all that mortals have known, yet this does not fill the emptiness. Seek knowledge in all places but understand the single truth that all things will pass in time. But until death finds you strive to become strong in mind and body.

Eventually all knowledge will be as dust except in the mind of Nearon, but until that day find pleasure in the pursuit of knowledge and battle. When death comes welcome it for the souls of the faithful will live forever in the mind of Nearon.

Clergy and Temples

Clerics of Nearon are collectors of knowledge, and the keepers of the dead. They also function as a conduit for Nearon's will and desires. The primary duties of the priesthood of Nearon are to gather all mortal knowledge and to maintain the strength and purity of Nearon's faithful in preparation for times of war. As followers of the God of Death the Clerics of Nearon may only channel Negative Energy, irrespective of their alignment. The result of this is that they may only spontaneously cast inflict spells and Rebuke undead and cannot Turn them.

In areas where the worship of Nearon is strong the temples wield both spiritual and limited temporal power. In other areas, temples and shrines are often hidden or disguised, their true nature known only to the faithful. Temples of Nearon are often represented aboveground only by a small complex containing the residences of those who serve the temple, and for major temples the barracks and training areas of the temple guards. The actual areas of worship are underground to represent the connection with the Underworld. Most large temples maintain a respectable library, parts of which can be used by the lay membership of the temple.

Followers include seekers of knowledge, intelligent lizards, and evil dragons.

History and Relationships

Nearon is the creator of serpents and evil dragons, although he wields the power of death he is also a creator. In the early days of the world the creatures of Nearon brought war and death to all laying waste to entire peoples to feed the hunger for knowledge, as time passed and the power of Nearon grew he created many reptilian creatures to do his bidding. His love of destruction allowed Beher to gain power in his prison in the underworld and Beher exerted control to form his own plane.

Nearon saw the weakness in himself that had allowed this to occur and with this knowledge came wisdom, the insatiable hunger for knowledge and power was at last sated and Nearon grew less voracious in his need for death, setting aside destruction as a tool and embracing the view that as all things, even the gods, must eventually die he would allow each its allotted time upon the world before gathering their souls to him.

Nearon's only true relationship is that which is maintained against Trandim. He and Trandim are in a perpetual war which will only end when the threat of the Good Dragons is removed and Nearon's children once again rule the skies.

Nearon has little to do with the other gods, he maintains his mastery of the Underworld and waits patiently to garner all the knowledge of the world.

Nylaethia

(Demigod)

Guardian of the Forest

Symbol: A tree with a circle around it.

Alignment: Neutral.

Portfolios: Forests.

Domains: Animal, Earth, Plant, Protection

Favored Weapon: Quarterstaff.

Description

Nylaethia is a gentle goddess of the forest. Her love for the plants and animals is limitless and she will do anything to protect them. While her nature is not violent, if driven far enough she will strike back to protect what she loves.

Nylaethia is normally seen in the form of a perfectly white unicorn. She remains on the Aerde visiting forests and protecting them. Many have claimed to see the unicorn in the shadows through the trees in the distance. Some have even claimed to be saved from marauding orcs, or a man-eating plant by a unicorn that afterward disappeared. Such is Nylaethia's ways.

Dogma

To hear the birds in the trees, to smell the fragrance of the plants, and to feel the dirt of the forest floor beneath your feet is the greatest feeling in life. Yet there are so many that would destroy the beloved forests that they must be protected. The harmony of nature and the circle of life must be maintained. While violence is never the best way, sometimes it is the only way to keep the plants and creatures of the forest from being wiped from the face of Aerde.

Clergy and Temples

Nylaethia is worshiped by druids and rangers throughout Aerde but with never more than a grove or simple shrine to designate holy sites. A cleric or druid of Nylaethia will always be near a shrine dedicated to the Guardian of the Forest, least a vile creature try to defile it.

History and Relationships

Nylaethia loves the Hunter and is often in his embrace. Nylaethia knows that the Hunter would never kill forest creatures for sport and so there is no conflict between them. Targran, god of elves is also an ally as is Suerl who has eyes for the Hunter as well.

Os

(Greater God)

The Merciful, The Healer, The Knowledgeable.

Symbol: An open palm.

Alignment: NG.

Portfolios: Healing, Birth, Medicine, Sages, Mercy.

Domains: Healing, Knowledge, Nobility, Rune.

Favored Weapon: Staff.

Description

Os appears as a middle aged, bald man dressed in robes of white. He carries a staff of ash wood capped simply with mithril. Golden sandals adorn his feet. Os is quiet and contemplative in demeanor. He will often observe the actions and speech of others for a long time prior to taking any action of his own.

Dogma

The followers of Os have several facets. There are the Healers who tend to the sick and injured. They preach mercy for the downtrodden and weak. In addition they attend to births in their communities. It is said that an avatar of Os observes every birth of the faithful races of Aerde to assure their good outcomes. Sages and learned people also pay homage to Os. They seek the knowledge that this deity espouses. The priests of Os found and staff many of the universities and libraries of Aerde.

Clergy and Temples

Os raised a temple/university from the bedrock of an island in the harbor of (a major human city) during the Age of Gods. This serves as the chief temple for Os. Inside the walls of this temple are libraries containing tomes and scrolls from the earliest ages of Aerde. Healers from all of Aerde travel here to learn their art and return to their people. Those that seek healing and solace also travel to this temple to find solace from their pain.

There are temples dedicated to Os throughout Aerde. Humans in particular follow his teachings. Os has also developed followers amongst the elves and halflings of Aerde.

The priests of Os wear white robes and clothing. They can be trimmed in silver and golden thread to denote rank and accomplishments. The staff is the only weapon used by this clergy. Any priest or devotee of Os is well respected as an advisor. They are known to be truthful to their liege and forward thinking. If any weakness can be applied to this group it would be their merciful attitudes. Many leaders do not take devotees of Os to be among their advisors for this reason.

History and Relationships

Os remained outside of many of the battles during the Age of Gods as an observer and information gatherer. He did participate in driving the Tarrasque back into the pit from which it emerged. Os revived Horun during that battle, preserving him from destruction. For that reason Horun looks upon Os with favor and will frequently perform tasks on Aerde for Os.

Os did take a stand with the deities of Good in the struggle against evil. When Aohalim abandoned his humans to find their own destinies, Os stepped in to fill the void created. Many humans look upon Os as a fatherly deity and offer worship to him.

Parushan

(Intermediate God)

The Corrupter, The Hater, The Dark Lord.

Symbol: A black feather.

Alignment: NE.

Portfolios: Evil, Hate, Suffering, Betrayal

Domains: Evil, Suffering, Trickery, Hate

Favored Weapon: Shortsword.

Description

Parushan's form is that of a shockingly handsome naked male with alabaster skin and long dark hair. Black, feathered wings sprout from his back and his fingernails and teeth are pointed and sharp. His eyes are pitch-black.

As lord of evil and all that is corrupt in this world, Parushan craves nothing more than the destruction of Aerde and all its inhabitant. His smile is that of malice and hatred for all lives on Aerde and his hand can be found wrapped in intricate plots to further his own agenda. Parushan's avatars usually can be found roaming the cities, learning about people through their dreams and inflicting cruel nightmares upon them for jest. Until Aerde is destroyed and the Immortal dead, Parushan will never rest.

Dogma

Power belongs in the hands of those who would take it. The world belongs to the smooth-tongued and those who would

do anything for power. Do not allow others to take what rightfully belongs to you. Hate all things because then you will feel no sympathy if they must be destroyed in your quest for power. Touch not the Raven for he is my favored animal.

Clergy and Temples

The Clerics of Parushan usually lead secret lives. Knowing that they could be hunted and killed by the forces of good, they gather in the dark places of the world. All clerics wear a small tattoo of the raven on a hidden part of their body, unseen by others, but allowing them access into the secret temples and alcoves of the dark deity. They prefer acquiring followers in cities and dense areas and pray to their deity at midnight. Temples to Parushan are usually hidden in the sewers of a city or in secret rooms in various legitimate establishments. The shrine, itself, is usually a slab of black marble coated with blood and black feathers in intricate patterns. Followers include power-hungry nobles, Blackguards, and other evil creatures.

History and Relationships

Before civilization existed, before the very gods themselves arrived, Parushan was one of the Old Ones. This ancient race was accidentally created by the Immortal, and he banished most of them to beyond the Veil of Madness. However, Parushan managed to acquire his freedom, and a violent hatred for his creator and his works.

After his failed coup, which involved summoning his brother, the Tarrasque, Parushan went into hiding and now plots behind the scenes to bring about the end of this world so that he may finally spit in the face of his once master, the Immortal.

As the lord of betrayal, Parushan has few allies, though he seems to share a strange kinship with Kirok and considers Khal'usht and Caelon his siblings. He hates all the good deities and is often at odds with Beher, though the two have had alliances in the past.

Prosimus

(Greater Deity)

The Thoughtful, The Moderator, The Judge.

Symbol: A set of balanced scales.

Alignment: LN.

Portfolios: Law, Honor, Thought, Truth

Domains: Law, Knowledge, Fate

Favored Weapon: Warhammer.

Description

Prosimus appears as an old, blind man, with a great white beard. He sees all, without the use of his eyes. He wears long robes and carries a great hammer with a handle, long enough that it could be considered a staff. He rarely smiles, scowls or shows any outward sign of emotion.

He is a deeply thoughtful deity, always planning, and never acting rashly. He promotes the pursuit of law and order. On matters of good versus evil, he remains neutral, neither swayed by compassion or greed. To him, order is most important. The conflicts between good and evil will ultimately end in destruction and chaos. He does tend to side with good more often than evil, as good in general less destructive.

His appearance on this world reflected his nature; he waited until what he felt was the right moment to act. The world was falling into chaos, as the gods of good and evil fought amongst each other. Both the gods and mortals needed an impartial voice of reason to avoid calamity.

Many consider Prosimus and his followers to be cold and stern. This is not entirely true, as he is capable of caring and compassion. The truth is that he tries to be impartial in all things.

Dogma

Prosimus preaches that his followers must always be honest and rational, and must not be swayed by emotion. Emotion leads to rash judgements, which in turn, can lead to violence. Violence is the opposite of reason, and usually represents a failure of judgment; it should be avoided whenever possible. There are times when the alternative to fighting is worse, and in those cases, action should be swift and decisive.

Clergy and Temples

Prosimus' temples are imposing buildings, tall and straight. They are open and inviting to all who are peaceful. His clerics will aid all, good or evil, provided they are not disruptive. Those who have broken the law are welcome, so long as they turn themselves in to face justice.

Prosimus' followers often dress in a manner similar to their god, wearing flowing robes and carrying war hammers. Because of their truthful and impartial nature, they often act as moderators in disputes, and advisors of nobility. They are introspective, slow to anger, but possess a great will to carry out justice once their decisions are made.

History and Relationships

Prosimus' appearance on this world reflected his nature; he waited until what he felt was the right moment to act. The world was falling into chaos, as the gods of good and evil fought amongst each other. Both the gods and mortals needed an impartial voice of reason to avoid calamity.

Prosimus is a thoughtful, contemplative deity; as such he is careful about which deities he makes alliances with. His alliances don't often last long, as gods measure time, for he doesn't want to give any god an advantage for too long. He usually makes alliances with lawful gods, more often with good deities than evil, as many evil deities are prone to break their word. He is at odds with chaotic deities, even those who are not evil. While their intentions may be noble, he feels that their chaotic nature is in the end, dangerous. He is also slightly hesitant to ally with martial gods, even those who share his alignment, but he is willing to do so, as he sees war as an unfortunate necessity.

Salin

(Greater Deity)

The Traveling God

Symbol: A glittering gold coin.

Alignment: LN.

Portfolios: Merchant, Commerce, Money, Travel, Roads, Wealth

Domains: Protection, Travel, Law

Favored Weapon: Quarterstaff.

Description

Salin appears as a young minstrel. He wears loose flowing clothing and hanging over his back is a fine looking mandolin. He uses a finely crafted staff to aid his walking the long paths. He always has a grin on his face and clever remark to make.

Dogma

Commerce is the backbone of the world, without which civilization would collapse entirely. In order to maintain commerce, well-maintained roads are needed. These should be watched and patrolled in order to prevent bandits, the worst sort of scum, or monsters from disrupting honest merchants from their work. Finally, in order for commerce to succeed, laws must be put into place and strictly maintained. Disobeying the laws for any reason should be punished to the full extent.

Clergy and Temples

Salin does not have many true worshippers, most only invoke his blessing before setting on the road. However, many bards do truly worship Salin for they are almost constantly on the road. Likewise, some adventurers do the same, for they also use the roads a great deal. Salin's temples are often found in strange areas, usually it seems like they are haphazardly strewn along the roads. But that is the only place one will find a temple to Salin, is on the road. The temples are always equipped with various things that will make any traveler's day easier such as rations and the like.

Clerics pray at first light for Salin's guidance, because that is when the journey starts. Clerics are charged with wondering the roads in search of people in need. They must help those in need in any way possible, whether they be good, evil, or neutral, they must simply obey the laws. Salin's clerics usually multiclass as bards, however, those who stay and tend the temples will not do so.

History and Relationships

Salin refused to take part in the God's bickering, for they were childish in the extreme. Instead Salin worked at creating the roads, backbones for any sort of commerce. Salin wandered the land in search of people who were lost, or in need of assistance due to the dangers of the road. Salin was extremely hurt by the Immortal's decree that he must leave the land, but since that was the rule he did so, leaving his legacy to his clerics to continue what he had started.

History and Relationships

Salin refused to take part in the God's bickering, for they were childish in the extreme. Instead Salin worked at creating the roads, backbones for any sort of commerce. Salin wandered the land in search of people who were lost, or in need of assistance due to the dangers of the road. Salin was extremely hurt by the Immortal's decree that he must leave the land, but since that was the rule he did so, leaving his legacy to his clerics to continue what he had started.

Shadoth

(Greater God)

The Shadow, The Unknown, Deceiver, The Spider.

Symbol: Spider-web with glowing red spider in the middle.

Alignment: CN.

Portfolios: Rogue, Intrigue, Darkness, Cold, Spiders, Lies, Discord

Domains: Chaos, Darkness, Spiders, Trickery

Favored Weapon: Shortsword.

Description

Shadoth's favorite form is that of a glowing red spider with a large bulbous body and eight eyes of the blackest black. During the March of Evil, he wore the guise of a humanoid shadow wielding Cold Heart, his ebony shortsword, against the forces of evil.

Shadoth is as unpredictable as a tornado. He always seems to be heading toward one goal, but when another presents itself he is found to already be firmly behind it. He is behind more plots than there are stars and he continues to wait for the chaos he creates to bear fruit and spread his web further and further. He wears his lies and intrigues around him like a cloak, protecting him from the wrath of others and always leaving him a way out. He sends forth his brethren to plant the seeds of strife and unrest in the fertile fields of all the races.

Dogma

All who follow me must revel in the darkness and forsake the light. Deceit is the greatest weapon of chaos, everything began as it, so embrace it, use it, master it, for you are charged as the nurturers of Chaos. Go forth and spread the Chaos across every land. Let spiders show you the patterns, they are my chosen and are sacred to me.

Clergy and Temples

Clerics of Shadoth are forbidden from using all spells with light in their descriptor. They pray at the time of deepest darkness. They spend hours learning the patterns of spider webs and studying the patience of spiders, which wait for the unwary to fall into their embrace. All clerics are part of an intricate network and are in someone else's web, whether they know it or not. Most clerics multi-class as rogues to further the cause of chaos.

Temples dedicated to Shadoth are always dark and cold...light is never allowed inside, being sacrilegious and punishable by death. Almost all cities have at least one temple and it is usually connected in some way to the local rogue network and kept secret from the main population. Rogues enjoy Shadoth as a patron because it gives them free reign to do what they do best and enjoy the profits that come with it.

History and Relationships

When Aohalim ventured forth and brought light and warmth to this world, from the shadows thus created, Shadoth emerged to champion the cause of darkness and cold. Shadoth's deeds from then on are mostly clouded in mystery, probably exactly the way he wanted it to be. His gift of webs to all spiders is one of the few known facts about him as is his siding with good during the March of Evil. It is also obvious that he gifted mankind with the ability to lie and cheat, which almost destroyed all that Gildasurm had worked to achieve.

He is considered untrustworthy by all other gods and beings. Aohalim fights against the Darkness with all his power and is joined by Adenen, who has his noble causes against the master of lies and deceit. Shadoth spends little energy against Aohalim, for without the god of light, there are no shadows. Adenen is another story. Corrupting The Paladin and his followers is Shadoth's greatest challenge at the moment. He finds common interests on special nights with Lunakav and Kirok. He prefers to be secluded in the Fortress of Shadows, his castle on the plane of Shadow, and rarely interacts with the other gods. Which is just as well, as they can never tell his true intentions and also prefer that he stay secluded.

Suerl

(Demigod)

Mother Earth.

Symbol: A cornucopia.

Alignment: LN.

Portfolios: Agriculture

Domains: Animal, Plant, Community

Favored Weapon: Scythe.

Description

Suerl is depicted as a handsome woman dressed in a plain robe. Holding back her hair is a circlet of woven vines and leaf stalks. She always carries a large scythe and a cornucopia with her.

Dogma

Suerl teaches that those who respect the earth shall reap the rewards of fertile lands. Any who desecrate the earth (over cutting wood, mining, depositing wastes, etc.) shall suffer with poor harvests and starvation.

Clergy and Temples

Every rural village will have some sort of shrine to Suerl prominently featured. It will typically be near the village square (or other focal point). The village granaries are frequently associated with Suerl's temples. Larger towns and cities in predominantly agricultural regions will feature a temple to Suerl. These temples always contain granaries and other cellar facilities. The temples will also support local working of the land and agricultural endeavors.

The priest's of Suerl are unimposing in their demeanor. They preach a message of hard work and delayed gratification. "Remember the ant," is a frequent admonition from these humble servants of the land.

History and Relationships

Suerl remained on the outside of the conflicts between good and evil during the Age of Gods. She is quite fond of Horun The Hunter, but hides her feelings towards him. She knows of the bond between Horun and Nylaethia and does not want to create a rift in the relationships between all three of them.

When the city of Suryanastra was cursed, and the inhabitants bound in un-life, she withdrew her blessing from the surrounding lands. This was an effort to prevent any innocent people from wandering too close to this city of abominations.

Syri

(Intermediate Deity)

Lady Love

Symbol: the eyes of a cat, sensuously half lidded.

Home Plane: Arcadia

Alignment: Chaotic Good

Portfolio: Love, Fertility, Wine, Harvest, Cats

Worshippers: Witches, Maidens, Mothers, Farmers, Vintners.

Cleric's Alignments: Any

Domains: Good, Chaos, Magic

Favored Weapon: Long Bow

Description

Syri is the goddess of love and fertility. Surpassingly beautiful she is the most comely of all the gods and goddesses. She is also the most permissive of the gods having invited nearly all of them to her bed at one time or another. Her intentions are surpassingly good but tend to be wild and unpredictable.

As the goddess of wine and of the harvest she is one who is honored at the tables of peasants and farmers when they sit down to sup. Such wine as only the goddess of wine could know can be found flowing from great fountains in her banquet hall where huge feasts can be found at any and all times.

Dogma

Pleasures of the flesh shall find you happiness.

Clergy and Temples

Syri's clergy are generally hedonists, wild and carefree. They preach to the reveler and the enamored lovers of the world, but also to wine makers and farmers at harvest time.

Her temples are sumptuous, and known for the lack of order inside. As the goddess of cats, they also often swarm with cats and kittens of all types, sizes and shapes. She knows each by name and knows when even one is harmed and by whom. They act as her eyes and ears the world over.

History and Relationships

Syri is unattached by her very nature but has had relations with many of the gods and goddesses. Her free nature makes her somewhat popular with the other gods but often she's ignored or underestimated in affairs outside the bedroom and the feasthall.

Talina

(Intermediate God)

The Lady of Seasons.

Symbol: A Golden Circle divided into four different quadrants.

Alignment: N.

Portfolios: Weather, Seasons

Domains: Sun, Earth, Water

Favored Weapon: Quarterstaff.

Description

Talina's appearance changes according to the seasons. In the spring she appears as a young and impetuous girl of perhaps 15, while in the summer she seems to be a serene woman in her early 20s. During the fall, however, she rapidly ages to appear in her late 40s, with sadness about her. In winter, she seems ancient and uncaring.

Talina is cursed to age in accordance with the passing seasons. While the year is young, she seems to lack restraint and has a temper, thus the spring storms she brings. Of course, as she ages she learns patience just as a Human might, and it is this time in which the days are warm and sunny. Moving into Autumn, however, she becomes sad at the thought of the death of another year, and in her depression she turns away from the world, which turns colors and begins to die. At the end of each year's time, she loses all interest in the world and is lost in memories of her childhood, often crying. She symbolically "dies", and is not "reborn" until the moon reappears at the beginning of the following year.

Dogma

Nature is neither good nor evil. Life and death are part of the natural order of things. I have made the seasons, and you will recognize my power. You will plant in the time of planting and harvest in the time of harvesting. Those who follow my teachings will flourish, and replace on this world those who do not.

But, my children, life is not all order and cycle. There is rain in summer, and snow in June - just not often. Chaos and disorder are the trials and tests of life. We plan according to the order of nature, and in doing so, hope that we might survive the randomness of living. In this way, the two halves - order and disorder - are in balance. This is the harmony of nature, and this is the song my people will sing.

Clergy and Temples

Talina's followers are those who rely upon the favors of good weather, and those who depend on the orderly passing of the seasons. These include sailors, travelers, and especially farmers. Her clerics come most often from these groups of people, though the ministry of any given cleric is likely to change to suit the needs of his or her flock. Talina is not angered by this.

Others who offer prayer to Talina typically are asking for good weather for an event such as a wedding or festival, or for bad weather such as when a rival's fleet sets sail. Talina often answers these prayers, though she seems as often to favor the benevolent as she does those who seek to inflict harm.

Temples to Talina are as varied as her followers. One temple might be a mere shrine on a bluff overlooking the sea, while another may reside inside an old grain mill. Most ships carry at least a shrine to honor her, as do many taverns along trade routes. Whatever the form, they are simple and utilitarian, with no use for garish or expensive furnishings. Her clerics do not preach that one should give up wealth, however - but she herself has no need for such symbols of earthly success.

History and Relationships

Born in the first wave of deities, Talina has been involved, indirectly, in several of the world's formative events. She created the seasons, and bound the Moon (Lunakav the Mad) to the tides. She stole a portion of the God of Storms' powers, and is forever bound to the power of the seas. She created the deserts around Suryanestra in retribution for Nearon's foul creation of the Undead City, and she filled the Northern Rift with water to hide it from mortal eyes. She has no enemies (though Lunakav may have issue with her), and is loosely tied to the gods of seas and storms - and all the nature deities.

Targran Lithmoor

(Greater God)

Father of the Elves, The Balance, The First Bard.

Symbol: A silver lute over a maple leaf.

Alignment: CG.

Portfolios: Elves, Bards, Music, Revelry

Domains: Elf, Good, Nobility, Protection

Favored Weapon: Longbow.

Description

Targran Lithmoor appears as an elf of noble birth, with long silver hair and deep green penetrating eyes. He dresses in forest colored simple clothes with his longbow, Mourning Song, strapped across his back. His silver lute is always in his hands and those hands are always moving, strumming out a random tune, almost as if he is unaware of it.

As a bard, Targran seldom speaks what is on his mind or acts directly to further his causes, he instead uses the power of song and music to convey his messages and lessons to those who have need. There is great power in a whimsy or a tear inducing ballad, if you only listen. His abstract mannerisms and constant strumming and singing leave most observers with an impression that he cannot focus on what is before him and is in fact probably not even listening at all.

Dogma

There must always be harmony and a balance between all things. The Great Forests of your world are the key to this balance, protect them at all costs and drive the destroyers out. Music is the key to harmony in the world, spread music and song across the land, happy or sad, and inspire others to take up the song so that it may continue on forever.

Clergy and Temples

Always ready with a song or a quick note or three on their musical instrument clerics of Targran Lithmoor are the inspiration and merry makers of any village or town. They are the teachers of forest lore and gossipers of all current events, put into song of course. They usually pray at dawn because the new sunrise is a great inspiration for new music and songs. Clerics of Targran Lithmoor think every day is a special holiday and need little if any excuse to celebrate, however Summer Solstice is the biggest of the year since it is a celebration of life.

The closest thing to a Temple of Targran would be a shop that makes musical instruments. The instruments are holy and would be blessed by a cleric before being played for the first time. Any place that has music and song is to be considered sacred to Targran, from a brothel to a battlefield. Bards of course follow Targran along with the elves, his children. A few northern barbarians with a love of song during battle also call upon his musical might, as can anyone in need of a song.

History and Relationships

The elves, being created last, were Targran's answer to a lack of balance and harmony in the world. He created them out of song and a maple leaf and charged them with the protection of the Great Forests and gave them the ability to create song so that it could continue forever, which helps preserve harmony. At the battle against the mighty Tarrasque and the other evil ones that had gathered into the pact of destruction and chaos, he lent his music and song to all the races of good to inspire and bolster the hearts and souls of the warriors to continue the fight, so that the harmony and balance would be preserved. His song from that time continues on, unbroken to still inspire many individuals to great deeds and heroisms.

His greatest allies include Nylaethia of the forest, Suerl - Mother Earth and Horun the Hunter. He has some difficulties with Galvar, they don't see eye to eye, stemming from the Tarrasque war. He battles Beher and Uluk constantly to help rid Lorlynia of the orcs and goblins that have invaded the eleven kingdom. His greatest enemy is Kithra, and the hate there is personal, for she twisted the grace and beauty of the elves within herself and gave birth to the drow, for which there is no forgiveness in Targran's normally jolly heart.

Trandim

(Greater God)

The Great Dragon.

Symbol: A gold dragon with his wings spread looking towards the viewer.

Alignment: LG.

Portfolios: Good Dragons, Protection, Fate, Honesty, Loyalty.

Domains: Good, Protection, Air

Favored Weapon: Breath Weapon.

Description

Trandim in his original form appears as a colossal gold dragon. However, his appearance is that of a very very old dragon as his scales have started to become very dullish and his movements are usually sluggish as well. Most people see Trandim, however, as a doddering old man who hobbles along with a group of several other doddering old men. They are usually seen gossiping about what is going on and how foolish it is.

Dogma

Dogma

Trandim first revealed himself when his nemesis Nearon had his evil dragons rampaging across the world of Aerde. Finally when Nearon had spread himself too thin, Trandim struck and drove the evil dragon God and his followers back, showing no mercy. Since then Trandim's dragons have taken home in various locales every watchful for another move by Nearon and ever ready to stop it. Trandim is ever ready to fight evil to its very roots in order to rid this world of it, but seeing that as impossible is instead willing to contain it within boundaries.

As protection from Nearon's rampage, Trandim has gifted the mightiest gold dragon with the knowledge and means to start the process to summon the Overgod, also called the Immortal.

Clergy and Temples

Trandim's worshippers are mostly composed of the good dragons of Aerde. Those of the humanoid races who worship Trandim are invariably allied with the dragons in some way or another, whether they know it or not. The whole goal and purpose of Trandim's worshippers is to root out evil where it does not belong or contain it if it is not possible to root it out. Trandim's temples are not widely found, although one can be found in every good dragon's lair.

Trandim will only accept good priests. All of Trandim's priests are charged with aiding and taking part in the battle against evil, and most specifically the battle against Nearon himself. Any adventurer who is actively fighting against Nearon's forces will find healing and shelter by the dragon God's clerics and followers. Clerics pray at the first sign of light, as it is a symbol of Trandim's encroachment on this world, as the first sign of hope against Nearon's rampage in this world.

History and Relationships

Trandim's only true relationship is that which is maintained against Nearon. He and Nearon are in a perpetual war, and he is unwilling to accept and sort of truce. Should another God wish to aid in the fight then they are welcome helpers but never an ally. Trandim fears any sort of alliance with another God will weaken him for they surely are not as devoted as he in the fight against evil.

Typhus

(Lesser God)

The Wind Lord, Master of Lightning, The Howling Wind.

Symbol: Forked Lightning Bolt on a Black Field.

Alignment: CN.

Portfolios: Wind, Lightning

Domains: Chaos, Storm, Weather

Favored Weapon: Javelin.

Description

Typhus is most often depicted as a muscular man with shiny, ebon skin. His body is completely hairless and his eyes are two brilliant sparks of lightning in their sockets. In many depictions at his temples he will be arising from a swirling thunderstorm cloud. His torso will rise above the cloud as he hurls lightning bolts down below.

Dogma

Typhus preaches no dogma. His existence is his dogma. The howling wind, the shattering lightning bolt, the storms that come with these are all the voice of Typhus.

Clergy and Temples

There are many shrines and temples to Typhus. Most of them are found along the coast. Sailors and fishermen will offer tribute to Typhus to avoid the wrath of this chaotic deity. Typhus can grant the boon of beneficial winds to those who are devout and have appeased his fickle desires.

Those who are devoted to Typhus are a disorganized group. There is no centralized structure to the religion. The priests espouse topics in a seemingly random fashion to their followers. Infrequently the different sects of Typhus will band together for a common goal under a charismatic leader.

The absence of a centralized organization to the religion has been both boon and curse. Few others tolerate the seemingly random actions of policy taken by the priests of this deity. However, due to the lack of a unified group of large numbers of followers, they are typically not perceived as a threat. The followers of Typhus will aid the followers of Kirok when that aid does not put them in danger. There is an unwritten code of mutual assistance between these two religions that neither is motivated to break.

History and Relationships

Typhus offers grudging respect to Talina and her dominion over the weather patterns. At times Typhus will challenge Talina's dominance in local areas. This is never long lasting. Typhus did arrange for Talina to bring rains to the northern steppes to fill the lake marking Kirok's entry into Aerde.

Typhus often works with Eraekoth to wreak vengeance upon infidels and blasphemers on the oceans and coasts. The winds of Typhus stir Eraekoth's seas to tumultuous waves and crashing power to shatter the hulls of ships and flood villages and cities. These storms bear the name of the wind lord and are called Typhoons throughout Aerde.

Uluk

(Lesser God)

The Conqueror, Dwarf-slayer, Slavemaker.

Symbol: Screaming orc skull

Alignment: CE.

Portfolios: Orcs, Conquest, War

Domains: War, Orc, Caverns, Chaos, Strength

Favored Weapon: Great-axe

Description

Uluk is a brutal god of war and conquest. He created his orcs from dwarves and instilled them with the need to conquer and destroy. He is driven by the need to conquer kingdoms and bring under his heel nations of slaves. While he is not crafty, he will stop at nothing to gain power.

In an agreement to help Beher fight Galvar during the age of gods, Uluk was given divine power from Beher that elevated him to lesser god status. While the power was his ultimate aim, when the Overgod forbade all gods more powerful than demi-gods to stay on Aerde, his plans of direct domination of the world were crushed. Uluk consoles himself now by giving power to the strongest of those that would serve him to better help them conquer the weak, particularly the Dwarves and elves.

The normal form of Uluk is a massive orc with bare chest and greataxe in hand.

Dogma

There is no joy greater than to drive your enemy before you, crush him under your heel, enslave his people, and hear them lament through the night. Whether beneath the ground, the trees, or on the plains, show no mercy and expect none in return. Take what you want and kill those in your way.

Clergy and Temples

Temples of Uluk can be found wherever orcs are found. Those temples in orc kingdoms are very powerful and may contend for power over the kingdom. Orcs are fervent in their worship of the Conquerer. Clerics epitomize the goals of Uluk and show no mercy to the weak.

History/Relationships

Uluk has allied with Beher, god of goblins, and other evil gods at times but none of the relationships could be termed close or trusting. His relationship with Galvar is more simple - pure hatred. The fact that Galvar is a greater god and Uluk is unable to outright kill him burns in his heart. Destroying and enslaving dwarves is his only way to vent.

New Domains

In addition to the domains described in the *Player's Handbook*, various deities of Aerde permit clerics to choose from the additional domains presented here. These new domains follow all the rules presented for domains in the description of the Cleric core class in the *Player's Handbook*.

In the descriptions that follow, granted powers and spell lists are given for domains that are presented in this book. If a domain description here lacks an entry for granted powers and spells, refer to the *Player's Handbook* for that information. In the listings of domain spells, a spell in italics signifies a new spell, which will be described in Chapter 4 of this book.

Air Domain

Deities: Caelon, Trandim, Typhus

Animal Domain

Deities: Horun, Suerl, Nylaethia, Koith

Artifice Domain

Deities: Kovar

Granted Power: Gain +4 bonus on Craft checks. You cast creation spells at +1 caster level (stacks with Creation Domain)

Artifice Domain Spells

1. Animate Rope
2. Wood Shape
3. True Creation
4. Minor Creation
5. Fabricate
6. Major Creation
7. Hardening
8. True Creation
9. Prismatic Sphere

Beastmaster Domain

Deities: Murryghn

Granted Power: Speak with animals, once per day per level as the spell. This is a supernatural ability.

Beastmaster Domain Spells

1. Animal Friendship
2. Beastmask
3. Animal Trance
4. Summon Nature's Ally II
5. Bear's Heart
6. Summon Nature's Ally III
7. Animal Shapes
8. Summon Nature's Ally IV
9. Shapechange

Cavern Domain

Deities: Aethaddyn, Uluk

Granted Power: You gain the dwarven ability of stonecunning. If you already have stonecunning, your racial bonus for stonecunning increases from +2 to +4 on checks to notice unusual stonework.

Cavern Domain Spells

1. Detect Secret Doors
2. Darkness
3. Meld into Stone
4. Leomund's Secure Shelter
5. Passwall
6. Find the Path
7. Maw of Stone
8. Earthquake
9. Imprisonment

Celerity Domain

Deities: Alyhndro

Granted Power: The Character may double her move rate for a number of rounds equal to her level each day. These rounds may be all at once or split up as she sees fit.

Celerity Domain Spells

1. Blur
2. Cat's Grace
3. Air Walk
4. Haste
5. Tree Stride
6. Wind Walk
7. Mass Haste
8. Blink
9. Time Stop

Chaos Domain

Deities: Bajaer, Khal'usht, Kirok, Lunakav, Shadoth Syri, Typhus, Uluk

Charm Domain

Deities: Bajaer, Belarna

Granted Power: You can boost your Charisma by 4 points once per day. Activating this power is a free action. The Charisma increase lasts 1 minute.

Charm Domain Spells

1. Charm Person
2. Calm Emotions
3. Suggestion
4. Emotion
5. Charm Monster
6. Geast/Quest
7. Insanity
8. Demand
9. Dominate Monster

Community Domain

Deities: Suerl

Granted Power: Use calm emotions as a spell-like ability once per day. Gain a +2 competence bonus on diplomacy checks.

Community Domain Spells

1. Bless
2. Shield Other
3. Prayer
4. Status
5. Rary's Telepathic Bond
6. Hero's Feast
7. Refuge
8. Mass Heal
9. Miracle

Creation Domain

Deities: Kovar

Granted Power: You cast creation spells at +2 caster level. (Stacks with Artifice.)

Creation Domain Spells

1. Create Water
2. Minor Image
3. Create food & Water
4. Minor Creation
5. Major Creation
6. Hero's Feast
7. Permanent Image
8. True Creation
9. Genesis

Darkness Domain

Deities: Aethaddyn, Kirok

Granted Power: Free Blind-Fight Feat

Darkness Domain Spells

Obscuring Mist
Blindness
Blacklight
Armor of Darkness
Summon Monster V (only summons 1d3 shadows)
Prying Eyes
Nightmare
Power Word, Blind
Power Word, Kill

Death Domain

Deities: Kithra, Murryghn, Nearon.

Destruction Domain

Deities: Beher, Eraekoth, Khal'usht, Kirok.

Earth Domain

Deities: Galvar Thuradoom, Koith, Kovar, Nylaethia, Talina

Elf Domain

Deities: Targran Lithmoor

Granted Power: Free Point Blank Shot Feat

Elf Domain Spells

True Strike

Cat's Grace

Snare

Tree stride

Commune with nature

Find the Path

Liveoak

Sunburst

Antipathy

Evil Domain

Deities: Bajaer, Beher, Kithra, Parushan

Fate Domain

Deities: Felicitas, Prosimus

Granted Power: You gain the uncanny dodge ability of a 3rd-level rogue. If you have another class that grants the uncanny dodge ability, treat your level in that class as three higher for determining your uncanny dodge ability.

Fate Domain Spells

1. True Strike

2. Augury

3. Bestow Curse

4. Status

5. Mark of justice

6. Geas/Quest

7. Vision

8. Mind Blank

9. Foresight

Fire Domain

Deities: Khal'usht, Kovar

Glory Domain

Deities: Alyhndro

Granted Power: Turn undead with a +2 bonus on the turning check and +1d6 to the turning damage roll.

Glory Domain Spells

1. Disrupt Undead
2. Bless Weapon
3. Searing Light
4. Holy Smite
5. Holy Sword
6. Bolt of Glory
7. Sunbeam
8. Crown of Glory
9. Gate

Good Domain

Deities: Adenan Stronghand, Aohalim, Horun, Syri, Targran Lithmoor, Trandim,

Halfling Domain

Deities: Felicitas

Granted Power: You gain the ability to add your Cha modifier to your Climb, Jump, Move Silently, and Hide checks. This extraordinary ability is a free action that lasts 10 minutes. It can be used once a day.

Halfling Domain Spells

1. Magic Stone
2. Cat's Grace
3. Magic Vestment
4. Freedom of Movement
5. Mordenkainen's Faithful Hound
6. Move Earth
7. Shadow Walk
8. Word of Recall
9. Foresight

Hatred Domain

Deities: Parushan

Granted Power: Once per day, as a free action, choose one opponent. Against that opponent, you gain a +2 profane bonus on attack rolls, saving throws, and Armor class. This supernatural ability lasts 1 minute.

Hatred Domain Spells

1. Doom
2. Scare
3. Bestow Curse
4. Emotion (hate only)
5. Righteous might
6. Forbiddance
7. Blasphemy
8. Antipathy
9. Wail of Banshee

Healing Domain

Deities: Os

Knowledge Domain

Deities: Aohalim, Belarna, Nearon, Os, Prosimus, Urvon.

Law Domain

Deities: Aohalim, Brand, Prosimus, Salin

Liberation Domain

Deities: Belarna

Granted Power: You gain a +2 morale bonus on all saving throws against enchantment spells or effects.

Liberation Domain Spells

1. Remove Fear
2. Remove Paralysis
3. Remove Curse
4. Freedom of Movement
5. Break Enchantment
6. Greater Dispelling
7. Refuge
8. Mind Blank
9. Unbinding

Luck Domain

Deities: Felicitas, Grelyk

Madness Domain

Deities: Lunkav

Granted Power: Gain an Insanity score equal to half your combined class levels of Cleric and any Prestige Class levels the character has.

For determining bonus spells and DCs for spellcasting, add Insanity score to Wisdom ability level. For all other purposes, such as skill checks and Will saves, subtract Insanity score from Wisdom to determine the modifier. This means that your spells are very difficult to resist, but you are in general unaware of your surroundings and act imprudently—often erratically.

Once per day, however, you can see and act with the Clarity of True Madness. Use your Insanity score as a positive rather than a negative modifier on a single roll involving Wisdom, such as a Listen check or a Will save. The decision to use this power must be made before rolling.

Madness Domain Spells

1. Random Action
2. Touch of Madness
3. Rage
4. Confusion
5. Bolts of Bedevilment

6. Phantasmal Killer
7. Insanity
8. Maddening Scream
9. Weird

Magic Domain

Deities: Syri, Urvon

Metal Domain

Deities: Kovar

Granted Power: Free Martial or Exotic Weapon Proficiency and Weapon Focus with your choice of hammer.

Metal Domain Spells

1. Magic Weapon
2. Heat Metal
3. Keen Edge
4. Rusting Grasp
5. Wall of Iron
6. Blade Barrier
7. Transform Metal to Wood
8. Iron Body
9. Repel Metal or Stone

Moon Domain

Deities: Lunakav

Granted Power: Turn or Destroy lycanthropes as a good cleric turns or destroys undead. You can use this ability a total number of times per day equal to 3 + Charisma modifier.

Moon Domain Spells

1. Faerie Fire
2. Moonbeam
3. Moon Blade
4. Emotion
5. Moon Path
6. Permanent Image
7. Insanity
8. Animal Shapes
9. Moonfire

Nobility Domain

Deities: Aohalim, Os, Targran Lithmoor

Granted Power: You can inspire allies, giving them a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. This is a spell-like ability. Allies must be able to hear you speak for 1 round. Using this ability is a standard action. It lasts a number of rounds equal to your Charisma bonus and can be used once per day.

Nobility Domain Spells

1. Divine Favor
2. Enthrall

3. Magic vestment
4. Discern Lies
5. Greater Command
6. Geas/Quest
7. Repulsion
8. Demand
9. Storm of Vengeance

Orc Domain

Deities: Uluk

Granted Power: You gain the smite power, the supernatural ability to make a single melee attack with a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day. If used against a dwarf or an elf, you get a +4 bonus to your attack roll.

Orc Domain Spells

1. Cause Fear
2. Produce Flame
3. Prayer
4. Divine Power
5. Prying Eyes
6. Eyebite
7. Blasphemy
8. Cloak of Chaos
9. Power Word, Kill

Plant Domain

Deities: Horun, Murryghn, Nylaethia, Suerl

Protection Domain

Deities: Adenan Stronghand, Brand, Galvar, Grelyk, Thurdoom Nylaethia, Salin, Targran Lithmoor, Trandim

Renewal Domain

Deities: Murryghn

Granted Power: If you fall below 0 hit points, you regain a number of hit points equal to 1d8+ your Charisma modifier. This supernatural ability functions once per day. If an attack brings you to -10 hit points or less, you die before the power takes effect.

Renewal Domain Spells

1. Charm Person
2. Lesser Restoration
3. Remove Disease
4. Reincarnate
5. Atonement
6. Hero's Feast
7. Greater Restoration
8. Polymorph Any Object
9. Freedom

Rune Domain

Deities: Os

Granted Power: Free Scribe Scroll Feat.

Rune Domain Spells

1. Erase
2. Secret Page
3. Glyph of Warding
4. Explosive runes
5. Lesser Planer Binding
6. Greater Glyph of Warding
7. Drawmij's Instant Summons
8. Symbol
9. Teleportation Circle

Saurian Domain

Deities: Nearon

Granted Power: Rebuke or command animals (reptiles or snakes) as an evil cleric rebukes or commands undead. Each use of this ability counts as one use towards the Clerics daily Turn/Rebuke limit.

Saurian Domain Spells

1. Magic Fang
2. Animal Trance*
3. Greater Magic Fang
4. Poison
5. Animal Growth*
6. Eyebite
7. Creeping Doom+
8. Animal Shapes*
9. Shapechange
- 10.

** Affects ophidian or reptilian creatures only.*

+ Composed of Tiny Snakes

Slime Domain

Deities: Aethaddyn

Granted Power: Rebuke or command oozes as an evil cleric rebukes or commands undead. Use this ability a total number of times per day equal to three + your Charisma modifier.

Slime Domain Spells

1. Grease
2. Melf's Acid Arrow
3. Poison
4. Rusting Grasp
5. Evard's black tentacles
6. Transmute Rock to Mud
7. Destruction
8. Power Word, Blind
9. Implosion

Spiders Domain

Deities: Shadoth

Granted Power: Rebuke or Command spiders as an evil cleric rebukes or commands undead. Use this ability a total number of times per day equal to 3+ Charisma modifier.

Spiders Domain Spells

1. Spider Climb
2. Summon Swarm
3. Phantom Steed (has vermin shape)
4. Giant vermin
5. Spider Curse
6. Stone Spiders
7. Creeping Doom
8. Spider Shapes

Storms Domain

Deities: Eraekoth, Kirok, Typhus

Granted Power: You gain electricity resistance: 5.

Storm Domain Spells

1. Entropic shield
2. Gust of wind
3. Call lightning
4. Sleet storm
5. Ice storm
6. Summon Monster VI (Air spell only)
7. Control Weather
8. Whirlwind
9. Storm of Vengeance

Strength Domain

Deities: Brand, Koith, Uluk

Suffering Domain

Deities: Caelon, Parushan

Granted Power: You may use a pain touch once per day. Make a melee touch attack against a living creature, which bestow on that creature a -2 enhancement penalty to Strength and Dexterity for 1 minute on a successful attack. This spell-like ability does not affect creatures immune to critical hits.

Suffering Domain Spells

1. Bane
2. Endurance
3. Bestow Curse
4. Enervation
5. Feeblemind
6. Harm
7. Eyebite (sicken only)
8. Symbol (pain only)
9. Horrid Wilting

Sun Domain

Deities: Aohalim, Talina

Time Domain

Deities: Alyhndro

Granted Power: Improved Initiative Feat

Time Domain Spells

1. True Strike
2. Gentle Repose
3. Haste
4. Freedom of Movement
5. Permanency
6. Contingency
7. Mass Haste
8. Foresight
9. Time Stop

Travel Domain

Deities: Salin

Trickery Domain

Deities: Beher, Grelyk, Kithra, Parushan, Shadoth, Urvon

Tyranny Domain

Deities: Beher

Granted Power: Add +2 to the saving throw DC of any compulsion spell you cast.

Tyranny Domain Spells

1. Command
2. Enthrall
3. Discern Lies
4. Fear
5. Greater Command
6. Geas/Quest
7. Bigby's Grasping Hand
8. Mass Charm
9. Dominate Monster

Undeath Domain

Deities: Murryghn

Granted Power: Free Extra Turning Feat.

Undeath Domain Spells

1. Detect Undead
2. Desecrate
3. Animate Dead

4. Death Ward
5. Circle of Doom
6. Create Undead
7. Control Undead
8. Create Greater Undead
9. Energy Drain

War Domain

Deities: Adenan Stronhand, Alyhndro, Brand, Galvar Thuradoom, Nearon, Uluk

Water Domain

Deities: Eraekoth, Talina

Weather Domain

Deities: Talina

Granted Power: Intuit Direction and Wilderness Lore are class skills.

Weather Domain Spells

1. Obscuring Mist
2. Fog Cloud
3. Call Lightning
4. Sleet Storm
5. Ice Storm
6. Control Winds
7. Control Weather
8. Whirlwind
9. Storm of Vengeance

BOOK THREE: *Atlas of Aerde*

"This god is weak. He calls for unity and goodness. The only unity will be when all my enemies are crushed together under my heel... I must create an army, breed them for strength and courage. Then I will conquer this virgin world and show Adenan what war is all about."

-- Uluk the Ravager

Life in Aerde

Aerde is a young land - much of the world has yet to be explored or settled by civilized races, and great stretches of savage wilderness separate many of the nations. In fact, there has not been enough time for most cultures to adapt to one another, or sometimes to even have encountered one another, and the few civilizations to be found tend to be quite striking they have not yet integrated other cultures. In Aerde, Marco Polo has yet to set sail...

Life in Aerde is a constant struggle. The forces of evil hold the upper hand, as they have throughout most of recorded history. Aerde is saved only due to imbalance in the Trinity - the Neutral Gods have effectively sided with the Good Gods in the face of Evil's superior strength and numbers. Meanwhile, the Evil Gods are divided between those who would rule Aerde, and the Old Ones-turned-gods who would destroy it. Even so, evil is stronger, a palpable force throughout the world.

The Old Ones - those foul monsters seen mostly in nightmares, aberrations and shapechangers - plot constantly to return to Aerde, to destroy all of Creation and return to the primordial chaos that was, before the Overgod imprisoned them beyond the Veil of Madness in his bid to make a new universal order. Perhaps the Overgod was not careful, or perhaps he has deeper plans, but some of the Old Ones exist still in Aerde, elevated to the power of God in their own right, and only the machinations of all the other deities, good and evil alike, keep this powerful faction from shattering the Veil. The ruins and debris of the Old Ones civilizations litter the lands of Aerde, and those without care for their souls or minds are seduced by the power they can give...

Calendar

Days and Months

The Calendar of Aerde is quite simple and orderly, as Talina wished it. There are 12 months, each with 32 days of 24 hours, split up into four 8-day weeks, in a yearly cycle of 384 days.

Days of the Week (24 hours per day)

- 1- Osai
- 2- Suerai
- 3- Eraekai
- 4- Horai
- 5- Aolai
- 6- Nylaetai
- 7- Syrai
- 8- Nerai

Months of the Year (32 days per month)

- 1- Talanar
- 2- Ferandy
- 3- Maurok
- 4- Aurel
- 5- Mai
- 6- Hafyar
- 7- Juul
- 8- Algost
- 9- Goldentide
- 10- Festal
- 11- Vanander
- 12- Rimefal

Lunar Cycles

Aerde has two moons; a large moon with a monthly cycle, and a small moon that cycles but once per year.

Talin

Talina, goddess of seasons, is embodied by the small moon of Aerde known as Talin. This moon completes one full lunar cycle each year. The moon is new on the last day of the year - Talina is "dying" and, as she reaches her weakest and then perishes, the moon is not yet shining down on Aerde. It is full on Hafyar 32nd.

Lunak: The Eye of Lunakav

Lunakav, The Mad God, is believed to make her home on the larger moon of Aerde, which is named Lunak after her. Talina is believed to have somehow forced some semblance of order on her, however, for this moon is new on the last day of each month. Common wisdom is that the moon is new when Lunakav is effectively imprisoned there, her shadow blocking all view of it. However, as with all things Talina involves herself in, there is a cycle to Lunakav's imprisonment. As the next month progresses, Lunakav frees herself slowly of her prison, and people believe that when the moon is full, Lunakav is loose upon the world. While that is unlikely due to the driving of the powerful gods out of

Aerde by the Immortal, her power is undeniably felt strongly at this time, and all manner of madness and chaos ensues on the full moon. A common farewell in Aerde is, "Beware the Eye of Lunakav ", which is the full moon. As the month wears on, however, the cycle concludes, culminating in the next new moon.

Seasons

First day of Spring: Ferandy 17th

First day of Summer: Mai 17th

First day of Autumn: Algost 17th

First day of Winter: Vonander 17th

Solstices and Equinoxes

Vernal Equinox (Maruok 32nd) - Talina's Return: Celebrated in many lands with a festival. It is a time of renewal, and is a time for new vows to be made. It also marks the start of the planting season.

Summer Solstice (Hafyar 32nd) - Talina's Prime: This is the longest day of the year. The moon, Talin (Talina), is full, while Lunak (Lunakav) is new on this day. Talina's influence is at her zenith, negating Lunakav's absence from the heavens and her presence on Aerde. Each year animals that have been kept since the last year just for this purpose are freed to celebrate life.

Autumnal Equinox (Goldentide 32nd) - Time of Comfort: This holiday is also one of Balance, but rather than being a festival time, it is usually considered a time of deep inner reflection. This reflection focuses on evaluating one's progress in keeping to the vows made at the Spring Equinox. It also marks the beginning of Harvest Time.

Winter Solstice (Rimefal 32nd) - Dirge of Talina: This is the shortest day of the year and moonless. Lunakav walks Aerde since he is not in the sky. Talina is symbolically dead, completing the cycle of life for the year, waiting rebirth on Talanar the 1st.

Holidays

Many nations have particular holidays related to the founding of the realm or other important dates. These will be detailed within the Gazetteer(s), upcoming volumes with greater levels of detail on individual realms. Outside of those holidays, however, are several specific ones relevant across national boundaries. These occur on each equinox and solstice, and the start of each new season

Weather and Climate

Below are the average temperature and precipitation for areas. These are not the ranges or extremes but where the averages fall. Every year will see temperature and precipitation far above and below the average, especially in the more northern latitudes.

The North Lands

Much of the North shuts down in winter. Except for the islands and the thin coastal regions, the North sees extreme cold and in places heavy snow. In the short summer it can get hot and humid.

Thunder Island

The southern half of Thunder Island has a relatively mild northern climate with summers averaging 55-60 degrees F. and winters averaging from 40-45 degrees F. Rainfall is well spread throughout the year and averages about 30 inches. The mildest portion of the island is the southeast, which Ceomyr occupies. Northern Thunder Island is much colder, especially in the interior where summers average 50-45 degrees F and winters 20-30 degrees, and only 20 inches a year of rain.

Mainland Argossea and Ceomyr

Coastal Ceomyr has a climate like that of southeast Thunder Island but east of the local mountains the climate is much more continental and drier. The Great Ceomyr Valley sees summer temperatures of 60-65 degrees F. and winters of 25-30 F. Rainfall here averages 20-25 inches a year. Eastern Argossea is much the same but with greater rainfall of 30 inches a year. Argossea coastal temperatures are similar to Ceomyrs, only slightly colder.

The Great Northern Steppe

This brutal land sees summer temperatures of 70-80 degrees F. on average and average winter temperatures of 10-20 degrees F. This is only the average temperature, and it gets much hotter and colder throughout the year! The more central areas of the Steppes are more extreme. The steppes get an average of 15 to 20 inches of rain per year, most in the summer.

Caedmon

This large island is the most northern kingdom in Aerde. In summer the average temperature is 50-55 degrees F. In the winter the average temperature is 15-25 degrees F. Caedmon gets 24 inches of rain a year. Much of the sea around Caedmon freezes in the winter. The northern third of the island is above the arctic circle creating some days where the sun never sets, and in the winter when the sun never rises.

The Middle Lands

While the Middle Lands are not as northerly as the North Lands, two of the four kingdoms in this region are deep in the interior and Lorlynia receives much of its weather from the prevailing westerly wind. This creates a climate that is extreme and very cold in the winter.

Thoradur and Mittendien

These kingdoms have dramatic continental climates. These kingdoms see summer temperatures of 60-70 degrees F. and winter temperatures of 15- 25 degrees with an average rainfall of 20-25 inches a year mostly coming in summer and winter.

Lorlynia

The ancient elven kingdom is in the Middle Lands but is far north of most other kingdoms. In the summer Lorlynia averages 50-60 degrees F. and the winter averages 20-25 degrees. Lorlynia receives 30-40 inches of rain a year it spread evenly throughout the year.

Paludosus

This lizardman kingdom consists of nearly half swampy lowland. Some seven hundred miles south of Mittendien, this kingdom of the Middle Lands has little resemblance to it's northern neighbors. In summer it averages 80 degrees F. and in winter, 60-65 degrees F. Paludosus receives 50 inches of rain with it evenly spread throughout the year.

The Islands

While the climate of most of the Islands is mild, they stretch 1900 miles from north to south, making them mild only relative to their latitude. Most of this region sees very humid summers.

Rhaavin

This most northern of the Island kingdoms sees summer temperatures of 60-65 degrees F. and winters of 40-45 degrees F. on average. Rhaavin receives 30 inches of rain a year evenly distributed throughout the year.

Hibrideas

This island kingdom stretches 1000 miles from northern to southern tip. The northern half has an average summer temperature of 60 degrees and winter of 40 degrees F. The temperatures are more extreme in the mountains. The southern portion averages 70 degrees in the summer and 60 degrees F in the winter. The entire island gets an evenly distributed 40 inches of rain per year.

Kinrisar

This kingdom of the Island region lies just within the subtropics. The average summer temperature is 85 degrees and the average winter temperature is 70 degrees. The mountains south of Kinrisar get a tremendous amount of rain which creates great rivers for the kingdom, but Kinrisar itself only receives 40 inches of rain a year.

South Lands

Unlike for most of The 13 Kingdoms, the two southern most kingdoms are under a easterly prevailing wind. This wind is much warmer and combined with high pressure zones creates the deserts of the region.

Cryndon

This dwarven kingdom consists entirely of highlands and is bordered by two seas, giving it a unique climate. The summers in Cryndon have an average temperature of 70 to 80 degrees F with the higher temperatures in the moderate

elevations. In winter the average temperature is 55 degrees while the highest elevations average 40 degrees F. The west side of the mountains receives an average of 90 inches of rain a year while the east side receives 30.

Ulruz

Due to local winds coming from the south, Ulruz has two distinctive climates. In the south the average summer temperature is 80 degrees and the winter is 70 degrees F. In the northern inland area the summer average is 85 degrees F. and the winter is 60 degrees F. The southern jungles receive 100 inches of rain a year evenly spread out throughout the months while in the north the average is 30 inches and is mostly comes in the winter.

Suryanasta

Off the east coast of Suryanasta is a high pressure zone that moves south in the winter allowing some rainfall. This means that most of kingdom's 10 inches of rain a year comes during the winter. But the high pressure over the country itself does not allow much of the rain to fall in the interior. In the southeastern most tip a jungle grows which is fed by a very specific narrow band of wind, causing rain to fall there and on the island offshore 90 inches a year. This wind is said to be a supernatural effect. The average temperature for Suryanasta in summer is 90 near the coast and 110 inland.

In the winter it is 80 near the coast and 80 inland.

Roster of Realms

While there are any number of tribal holdings, city-states and minor fiefdoms dotting the vast wilderness regions of Aerde, there are a few nations which stand out. These are the realms which, with a single decision, can affect the destinies of millions and the course of history. Most of these are vast; Ulruz alone measures some 1,000 x 500 miles at its very widest points, for example.

Northern Kingdoms

- Argosee (CN), An emerging Human kingdom - Set in the highlands of the North, a wild and rugged land only recently ascended from barbarism
- Caedmon (LN), An honorable Human kingdom - Founded by two warpriests of Brand, its foundation rests in the high ideals of Brand himself
- Ceomyr (LN), An expansive Human empire - Many sprawling metropolises surrounded by hostile beasts, where the politics of survival rule

Middle Kingdoms

- Lorlynia (NG), Kingdom of the Elves - Pressed from the north and west by invaders, it fights a dark tide to keep its independence, and its song alive
- Mittendien (NG), A stalwart, and proud nation - Blessed with an abundance of fertile land, but a nation that has grown cautious and wary of others
- Palodusus (LE), Kingdom of swamps and dark forests - Filled with ancient terrors and ruled by the Lizardman armies of the children of Naeron
- Thoradur (LG), The most ancient kingdom on Aerde - Where mountain dwarves rule over their hill dwarf cousins

Island Kingdoms

- Hibrideas (NE), An island kingdom welcoming all races - A kingdom on the edge of rebelling against the King
- Kinrisar (NG), Proud of its lineage yet humble in demeanor - A nation of fishermen and seagoing traders, where the court politics are quite complex and sometimes deadly
- Rhaavin (NG), A merchant kingdom - Its many forests allow a mighty fleet that protects merchants and the surrounding island kingdoms from seafaring enemies and pirates

Southern Kingdoms

- Cryndon (LN), A mountain dwarf kingdom - Based entirely on order and trade
- Suryanasta (LN), An accursed desert kingdom - Land of law and duty, where every person lives in constant fear of the Undead of the City of Suryanasta
- Ulruz (NE), A tropical Goblinoid empire - Land of philosophy, arts and learning, but also of slavery, blood and savagery

Northern Kingdoms

East of Argosee and north of Thoradur lies Rorkik, a typical mountain Orc nation. While there is much here besides Orcs, little is known of these lands. What is known is that it is a land of innumerable city-states, petty kingdoms, warlords and barbarian tribes loosely controlled by a powerful Orc leader. Such are the peoples that make up this vast stretch of misery and death. They also trade and fight extensively with the plains Orcs, who are not affected by sunlight, and rumors say beyond even these lay those who bear Uluk's blessing - the Black Orcs, or Uluk-Dur. The mountain Orcs of Rorkik have managed to move South somewhat, into the Middle Region, and have taken two of Thoradur's northernmost settlements.

Kingdom of Caedmon

Founded by two warpriests of Brand, its foundation rests in the high ideals of Brand himself

Kingdom of Caedmon

Capital: Creighton

Population: 2,100,000

Government: Fiefdom/Monarchy

Major Religions: Brand, Eraekoth, Aohalim

Imports: Horses, Grains, Wood, Elven Goods

Exports: Whale oil, Fish, Iron

Alignment: Lawful Neutral

Life and Society

Caedmon is a land of clans and proud warriors. The sparsely forested mountains and hills of the island of Murray are dotted with their villages and the sounds of Caedmon's bards singing the praises of the brave and loyal. They wear kilts, tunics, and wool leggings made from the many sheep and goats on the island.

The Island of Murray sits in the far north of the Eastern Sea where glaciers drift and winter is long and dark. Yet Murray rests on a hot spot where volcanic activity is continuous and creates a unique environment not found anywhere else on Aerde. Volcanoes not only ring the island, but can be found underwater, warming the ocean off the coast. In other places can be found vents releasing heat from the magma below as well as toxic gasses.

This volcanic activity keeps the island much warmer than it otherwise would be and allows for life to exist in much more abundance that would be found so far north. Once there were great trees in the south of Caedmon, but those have been cut down for longboats through the centuries and no longer exist on Murray. All that is left are sparse and gnarled oaks and pines, unfit for use in boats.

Caedmon has had a tradition of raiding the east coast of Talin, particularly Lorlynia for food and loot. In the last century the list has also included lumber for ships. This has only been moderately successful and the cause of frustration for the Caedmon rulers. The elves of Lorlynia have been fighting orcs from the north and goblins from the east and no longer wanted to fight the Caedmonish on the coast and so made peace with the raiders. Now Caedmon supplies Lorlynia with mercenaries and help run war academies to train elves to fight orcs and goblins on their terms. In return the Caedmonish receive lumber. Elves have also been sent to Murray Island to try and restore the old groves of trees by singing to them.

Politics

Caedmon's tradition of law and order continues under the precepts laid down by the god, Brand. Yet after the Age of Gods the strength of order waned and the clans have begun to fight amongst themselves. Many Caedmonish believe that allying with the elves to be foolish and a sign of weakness. These clans that wish to again plunder the elven coastline have removed their support of King Aidan and tensions are rising.

To show Lorylnia's dedication to the alliance with Caedmon, the royal prince of the elven kingdom was sent to Caedmon to train in the War Academy in Creighton. There the prince met King Aidan's son, Prince Dolan, and the two became fast friends. These two princes are now the two biggest supporters of a strong alliance between their nations.

Caedmon's ancient and strict code of law binds the clans together but also is a point of contention and have caused hostilities between clans in the last century. The magistrates that tour the clans were once images of blind justice but now have become symbols of the King's bloated power and his imposing central authority on the clans. Where once the magistrates were welcome in every village they are now seen with suspicion in many settlements. Some fear they will begin to be run out of towns and villages that oppose the King.

Major Geographical Features

Seawall Mountains: The island is circled in mountains, many of which are volcanoes, though none as big as the one on Gods Isle.

Dagmar Plains: The northern tundra are influenced by the least amount of volcanic activity and freeze over in the winter.

Freya's Valley: The southern valley was once filled with groves of tall pine trees and the mighty female warrior, Freya made her home here. These trees are now all cut down and the growing season is so short they won't be replaced for several thousand years. It is here that the elves are trying to make the trees grow again with their magic song.

Important Sites

- Creighton (Capital): 45,670
- Murdoc: 21,230
- Erskine: 11,518
- Aine: 10,233
- Egan: 7,829

Regional History

Finding little gain from raiding the northern coast of Talin, Caedmonish raiders have sailed their longboats along the coast of Lorlynia and farther south to plunder find glory in war. With the alliance with Lorlynia, warriors now fight in Lorlynia against orcs and goblins.

God's Isle to the east of Caedmon is ruled by giants and has always been a threat. A sign of great bravery for Caedmonish warriors is to raid a giant settlement and return with a token. Some warriors have reported seeing great treasure hordes in the giant halls which continually fuels the desire warriors to test their mettle against the giants.

Plots and Rumors

- **Elven Schemes:** Rumor has it that the King has been put under a charm spell by the visiting elven prince. Both King Aidan and his son, Prince Dolan, have been charmed and are being used by the shiftier elves. The elves plan an invasion of Caedmon and the King's warriors will fight with the elves when it happens. Someone has to stop them...
- **Frost Giants:** Frost giants have been seen on the northern coast. They are building settlements, perhaps for a push southward...
- **Shipwreck:** A sea-elf ship crashed on the western coast and sank just off shore. It is said it was laded down with gold and silver but adventurers beware: sea-lions have taken up residence in the wreckage!

Kingdom of Argosee

Set in the highlands of the North, a wild and rugged land only recently ascended from barbarism

Kingdom of Argossea

Capital: Dunmor

Population: approx. 8,000,000

Government: Monarchy with a Feudal hierarchy

Religions: Brand and Talina hold much influence inland; Eraekoth dominates the coast.

Imports: Wine, Silver, Wheat

Exports: Livestock (swine), Beer, Iron

Alignment: CN

Life in Argossea

Argossea (AR-go-see) is a ruggedly beautiful land with long, harsh winters and short hot summers. Its folk are a hardy lot, primarily hunters, farmers, and tradesmen, generally clustering in the small towns and villages that dot the hills and valleys. Working long days in the fields assures steady business in the evenings for the multitude of taverns and alehouses. It should be noted that, while they're no strangers to magic it is not something many tend to tinker with. Those who practice the "black arts" are looked on with varying degrees of fear and suspicion. In some villages wizards and sorcerers are persecuted for their professions. The larger towns tend to take a less stern approach to magic and some may even have shops that carry a limited number of items.

Politics

Argossea is a typical feudal society governed by a king. There are five separate provinces each of which is ruled by a land-baron. Each baron has a number of keeps, towns, and/or cities who answer to him and local lords and mayors who collect his taxes.

Major Geographic Features

Highlands consisting of rolling hills and grassy peaks make up much of the eastern countryside of Argossea. In the southwest the land abruptly descends to a stretch of beach along the sea officially called The North Coast but more often referred to as The Lost Coast. The climate of Argossea is one that allows four seasons. It tends to be overcast much of the time and the rains fall often from early spring until mid summer. The fall brings chill winds to the region and lasts perhaps two months. Heavy blankets of snow cover much of the land during the winter which generally lasts four to five months before giving way to spring rains again.

Important Sites

Dunmor is the capital city of Argossea, nestled at the edge of the eastern mountain range. Indeed Dunmor Castle is built right into the side of a mountain. This city was founded by the barbarian king, Uthagor, an adventurer who brought the free tribes together in common defense against the more aggressive neighboring tribes. Dunmore was originally a small motte-and-bailey keep.

Regional History

Argossea is a relatively young kingdom having formed from several of the semi-barbaric tribes that once populated the highlands. These tribes banded together to protect themselves from other more aggressive tribes. Eventually explorers and adventurers from the tribes returned with knowledge of other cultures within the world. Through them they learned how to build structures and make many of the tools and weapons common in less remote parts of the world.

Castles and Keeps now dot the highlands and the tribal hierarchy has been replaced by a monarchy. Tribal chiefs, once fierce and moral have become shrewd barons, oftentimes ruthless and politically motivated.

Plots and Rumors

In the great northern forest winter wolves have been spotted coming south in large packs. The northern settlements are asking for aid. On the lost sea, northern barbarians, once cousins of Argosseans, raid and harass ships and coastal settlements. It is said a great sorceress in the northern forest has gathered frost giants and white dragons and is planning to vie for control of the kingdom. The barons have laughed at the notion, but the people of the northern homesteads are trembling in fear. They say she controls the winter wolves as well.

Empire of Ceomyr

Many Sprawling metropolises surrounded by hostile beasts, where the politics of survival rule

Empire of Ceomyr

Capital: Veogwyn

Population: 2,396,825

Government: Imperial, Noble Houses

Religions: Worship of the following Gods is sanctioned by the Emperor, who is a follower of Prosimus: Adenan Stronghand, Alyhndro, Aoholim, Brand, Eraekoth, Horun the Hunter, Kovar, Murryghn, Os, Prosimus, Salin, Syri, Talina, Trandim, Urvon; with other gods being worshipped illegally throughout the country.

Imports: Iron, Grain, Luxury items, Silver

Exports: Fish, Meats, Wood, Diamonds, Slaves, Mnf Goods, Ships

Alignment: Lawful Nuetral

Life in Ceomyr

The Empire of Ceomyr is a largely Urban Society, based on a system of Honor and Nobility mingling the dogmas of the many gods of Aerde. Composed mostly of humans, but accepting other races openly, the people of Ceomyr are driven by the conflicting needs to expand and yet revere nature. The typical city in Ceomyr is roughly ten to twenty times the size of most other cities on Aerde, with concentric rings of walls marking the newest expanses. The people of Ceomyr live in the shadow of Murryghn's Avatars and are keenly aware of the danger faced if they choose to show disrespect for nature. Thus, while the cities and surrounding areas of Ceomyr are well protected by standing armies, stray too far from the roads and you're likely to find yourself in wild and often perilous areas of Ceomyr. These areas are referred to in Ceomyr as "hunting grounds". It is understood, and expected, in Ceomyr that the hunter is also the hunted.

Ceomyr has a rigidly observed social system. At the top of the social ladder is the Emperor, with various Princes, Counts, Dukes, Barons, and Lords falling beneath the Emperor in scope and power. Only someone of noble blood may own land. The Nobles use surnames, usually in the form of "Of Banandario", or whatever their house name is (using Elven Devvery style for House names.)

There is a Middle Class consisting of wealthy Merchants, Soldiers, Artisans, and members of recognized Guilds, who are allowed to "rent" land and property from the Nobility, in essence if not in deed owning it as long as taxes are paid every year. They use the name of their Merchant/Artisan/Guild House as surnames, for example "Of Hawkfletchers Guild", except for the Soldier Class, who use "Under Banandario", indicating the Noble House they serve.

Lastly, the other people of Ceomyr are called Freemen or Citizens. They usually use "son of/daughter of" to denote surnames, as in "Braellyra Daughter of Aleaniver". Males use their father's name and females use their mother's name. They are allowed to live on the Nobles' lands, secure within the city walls, by the sufferance of the Nobles. In return, they supply the day-to-day labor necessary to running the vast city structures. The Noble who owns the land may demand it at any time for any reason, displacing the citizens as they see fit. If they can scrape up enough coin, they may one day call themselves lucky enough to join a Guild or Merchant house. Usually, however, those with wealth strive to maintain it at the expense of the citizenry.

In fact, it is a common practice for certain Guilds and Merchant Houses to pay taxes on large amounts of land and housing and then "lease" it out to citizens for a charge. On rarer still occasions, one from the Middle class may find a way to marry a daughter or son into one of the Noble Houses, insuring their future generations' wealth and status. A more common way to elevate one's status is to join the vast armies of the Empire. If the soldier manages to live that long, a twenty-year stint in the military guarantees comfort for the remainder of one's days.

The armies of the Empire are largely voluntary, as young men and women feel the need to better themselves and free themselves from the confines of city life. It is considered a great honor to serve the Emperor in this fashion, and promotion through the ranks the greatest honor a citizen could hope for. Soldiers are well-treated and trained for their dangerous job of protecting the cities and roads from dangerous predators and brigands.

The most influential guilds in most cities are the various mages guilds. They provide powerful and useful tools that keep the cities clean, efficient, and safe. As a result of their influence, most mages are given the same respect as a Noble, even ones of meager standing. However, the secretive nature of many Mage Guilds and overt and covert struggles between Sorcerous and Wizardly Guilds does tend to put the average citizen ill at ease with magefolk. It also puts unguilded mages in the undesirable position of pawn in the many games of the guilds.

The sanctioned churches in Ceomyr are completely controlled by the Nobility. In fact, Noble Blood is required to enter the priesthood in Ceomyr. The Nobility consider themselves the only ones fit to rule and determine the will of the gods. Some gods, displeased by this, grant spells to individuals regardless of Ceomyr's laws, and these individuals have a difficult life if they choose to remain in Ceomyr, pressed by their god to spread the faith but bound by law not to.

Although slavery is illegal in Ceomyr, Indentured Servitude is the legal equivalent, and the selling of the "debt" to foreigners in lands that allow slavery is not illegal. Thus, many citizens who end up owing too much money find themselves in lands such as Ulruz as slaves. The Nobles often turn a blind eye, as this keeps the poorer populations at a more manageable level. Some Nobles find the practice unacceptable, and find ways to ruin "Renters" who practice such acts.

Noble Families

The Major Noble families of Ceomyr are the Banandario (The Emperor's House), Dallabelia, Alodanany, Manobrentar, Gannaladar, Wyledenteriel, Berariel, Alamaeclya, Aloryn, Manalaendario, Ebobalia, Daralaeriel, Nananderiel, Alobateriel, Manabrinnon, Manalelden, Gavaenna, Manalanna, Careredar, Talaeny, Carrabentariel.

There are literally hundreds (maybe thousands) of minor Noble Houses.

Politics

Each city usually houses a dozen Noble Houses, all vying for land and power. Under their watchful eyes, Merchant, Artisan, and Guild Houses numbering in the hundreds struggle back and forth, often manipulated by the Nobles, thinking themselves acting of their own accords.

Major Geographical Features

- Thunder Island- This is the island that the Empire of Ceomyr has expanded to.
- Goddess Forest- The Forest in Ceomyr on Thunder Island
- Addraedd Island- The smaller Island In Ceomyr's grasp
- Banandario's Reach Mountains aka Kingsreach Mountains- The Mountains that reach across Ceomyr
- Swamps of Alodanany- The Hills near the river in Ceomyr
- The Burning Forest- The Forest west of Kingsreach Mts.
- Bay of Wyledenteriel- the dip in Thunder Island on the NE side of where Ceomyr has control of the Island.
- River Luum- Ceomyr's only major river

Important Sites

- Veogwyn 127139
- Vidoc 120273
- Deddyn 113778
- Mucyn 107634
- Addraedd 101822
- Gleogwyn 96324
- Nuna 91122
- Blarraent 86202
- Carynyc 81547
- Coniver 77143
- Ryddry 72977
- Nodda 69037
- Taedry 65309
- Yroddyn 61782
- Cedda 58446
- Addrdoc 55290
- Soran 52304
- Ceacla 49480

- Aethaeran 46808
- Gweollyn 44280
- Seanoic 41889
- Blaran 39627
- Jallyra 37487
- Gan 35463
- Rassa 33548
- Sen 31736
- Elaell 30023
- Blibryn 28401
- Clealyan 26868
- Sycyn 25417
- Dallyra 24044
- Millyn 22746
- Davyan 21518
- Ren 20356
- Cleadda 19256
- Ganry 18217
- Gwullyra 17233
- Addrudd 16302
- Other: 82 towns (3-6,000 ea.)w/328000 total

Regional History

Humans fleeing the wrath of Murryghn from the area around Suryanasta in ancient times after the great city was destroyed first settled the area that has become The Empire of Ceomyr. The land was rich and fertile, but filled with hostile creatures. In order to survive, fortification became a primary goal in the building of towns and cities. Still blessed by their gods, the humans multiplied rapidly, especially in response to the many threats from the wild creatures and orcs that prowled the area. The people would swell within the walls, and eventually expand to create new walled extensions of their towns. Towns grew into cities, with walls within walls within walls.

Strong families, offering protection and order in exchange for fealty, ruled most cities. It wasn't long before such houses were calling themselves noble and taking full control over the cities, some even expanding into other cities and taking over when opportunity presented itself. Noble rulership was deemed ordained by the gods and the nobles grew in power and wealth. Trade between cities soon fell under the control, or at least taxation, of the noble houses as well.

The Age of Kings saw the rise of Domyr of Banandario, who was able to unite several cities under his House. Domyr saw the area of Ceomyr as more than a collection of cities ruled by petty noble houses. He envisioned a great Empire of humanity. With the departure of the gods in his great grandfather's time, mortals had been given the gift of opportunity. He soon united the Houses of Dallabelia, Gannalador, Wyledenteriel, Berariel, Aloryn, Ebobalia, Daralariel, Gavaenna, Careredar, and Talaeny under his banner, forging the Empire of Ceomyr from the coast to the Kingsreach Mountains.

The Empire expanded and consolidated over then next thirty years, as the Emperor built great roadways, established trade routes, expanded across the sea, and structured the society and law of the land. A few rebellions were squashed and many cities were added to the Empire's holdings. The Emperor started the tradition of the Emperor's Edicts, designed to specify universal concepts for the Empire, such as the Divine Rights of noble houses, freedom of man from slavery, and acceptance of duty bringing power.

In 30 A.K., Domyr began a journey to Thunder Island and left his son, Vyr as regent. In 36 A.K., Vyr declared his father dead and assumed the Crown, under a sea of protests from houses loyal to his father. Vyr immediately published his Edicts, in an attempt to solidify his power base by gaining the favor of Guilds and the Military. Houses Manalaendario, Nanananderiel, Alobateriel, and Manabrinnon openly rebelled, marshalling their forces and beginning the War of Seven Cities.

Vyr's reign was a short-lived one. Five years after Vyr's assumption of the Crown, Domyr returned and joined the rebelling houses and several other loyalist houses under him to remove Vyr from his assumed power.

Two years later, Vyr is removed from power at the cost of Domyr's life. Domyr's brother, imprisoned by Vyr during his reign, is declared Emperor by the loyalist houses. Domyr's journal is passed on to Emperor Vunnyn, who uses it to establish the Edicts of Vunnyn. These Edicts realigned the power structure of the Empire, establishing the official religions of the Empire and declaring that only the nobility was fit for priesthood. Surprising many, it also established that every city must include a Temple to Murryghn as well as any other temples, despite Prosimus being favored by House Banandario.

Vunnyn rules for twelve years. During this time, the Empire again sees expansion and continues to establish diplomatic and trade relations with other nations. Of particular interest is Ceomyr's relationship with Thoradur. When citizens of Ceomyr attempted to aid Thoradur in its war with the Orcs, they were sent back, rebuffed by the dwarves. The dwarven leaders and Vunnyn corresponded. While Vunnyn promised to keep his people from interfering in the war, he also invited the dwarves to visit his land. Envoys were sent and continue to be sent as the dwarves evaluate the Empire's worthiness as a civilization.

In 55 A.K., Deorcyn of Bannandario succeeded the Crown. Deorcyn was young, but well-schooled and level-headed. He quickly proved his wisdom to the Nobles, Guilds, Churches, and Military leaders. Although he established a few new laws, he has yet to write his Edicts as tradition allows.

When Deorcyn of Bannandario celebrated his 25th birthday, he invited all of the noble houses of Ceomyr, both great and small to the capital to ask one boon of their Emperor. Some of the houses asked for the death of rivals. At the end of the day, the Emperor called these men and women forward and announced that such boons do not come lightly. He asked if any among them would give their own life to see the death of their rivals. Only one man stepped forward, Tebryn of Manerennon. To the rest, the Emperor explained that bloodshed always begets bloodshed, and if their rivals were killed at their request, they would surely be destroyed as a result. He admonished them to submit another request. He then stood, stabbed Tebryn in the back in front of the nobles. He ordered a parchment brought forward, and signed for the execution of Tebryn's rival in Tebryn's blood. "Such is the price for the boon of death. Any who seek it will find it."

Deorcyn, now 27 years of age, is the current ruler of the Empire of Ceomyr. He continues to seek the growth of the Empire and alliances with neighboring nations. Recently, he attended the Queen of Lorlynia's celebration with one thousand noble delegates from Ceomyr. He briefly spoke with the Queen and shared the Journal of Domyr with her. Deorcyn returned from the celebration with a renewed sense of religious purpose after speaking with someone who lived during the Age of Gods.

Plots and Rumors

- Thunder Island is full of Murryghn's ancient predatory beasts, the Lizards of Thunder (Dinosaurs) as well as being rumored to be the dwelling place of Murryghn's Avatars.
- An Ancient Red Dragon slumbers in the Valley of the Nine Bloodied Armies, its hoard gathered from where the nine armies fought and died, still guarded by a vast army of spirits from that battle.
- The Banandario's Reach Mountains are said to be full of old Orc and Dwarf realms waiting to be discovered. One such Kingdom was found, apparently the site of a massive slaughtering of Dwarves by Orcs, when the Emperor's miners dug too deep.

Middle Kingdoms

In the southern mountains, giants have stopped all digging from Thoradurians, and it is an area of constant battle. The northern mountains border an orc kingdom, Rorkik, which has moved south and occupied two dwarven towns. The plains/tundra to the north has nothing of great value and is inhabited by nomad humans and black orcs. The part of the Thoradur border that touches the great forest to the east, is likewise heavily forested, and strong goblin tribes dwell there.

Kingdom of Thoradur

Where Mountain Dwarves rule over their Hill Dwarf cousins in the most ancient kingdom on Aerde

Kingdom of Thoradur

Capital: Galthurdor

Population: 2,103,000

Government: Monarchy

Religions: Glavar, Kovar

Imports: Grain, vegetables

Exports: Iron, Gold, Silver, Copper, Gems, weapons, armor, underdark goods

Alignment: LG, NG, LN

Thoradur is a kingdom of two lands. One is comprised of cities and tunnels beneath the mountains, and the other is a land of hills and woods beside Lake Valdorane. Both lands are home to dwarves.

Life in Thoradur

The sound of picks chipping stone and hammers forging steel are endless in the tunnels of the mountain dwarves. While mining is considered the most traditional and honored profession, smithing is a close second. Thoradur is home to the greatest miners and smiths in Aerde.

Thoradur produces gritty mountain dwarves that work hard and are always ready to defend their tunnels. Countless wars over the ages have been fought against the orcs, goblins, and giants. But no wars have been so bitter or bloody than against the orcs.

The dwarves' most effective weapon against the orcs and other invaders has always been the faithful dwarven hounds. Dwarven hounds, stocky and muscular, are not only fierce fighters but can emit a bark that causes foes to tremble and become disoriented. As both guard dogs and war dogs, dwarven hounds are found everywhere that mountain dwarves are.

All of the mountain dwarf cities lie just under the surface of the mountains with at least one exit to the world above. In some places these are elaborate entrances with towers and gatehouses on the surface. To some towns there are but hidden doors. The cities and towns are connected by a series of tunnels that stretch for hundreds of miles. Many dwarves live their entire lives in these tunnels and never see the light of day.

Mountain dwarves grow little of their own food in present day Thoradur. While at one time they were completely self sufficient, they now buy much of their food from the hill dwarves. The mountain dwarves of Thoradur have always grown lichen, mushrooms, and bacca (underdark cattle) below ground and well as some crops in small valleys above ground. Now the vegetables and grains of the hill dwarves are more common on dwarven tables.

The hill dwarves of Thoradur are not as reclusive as their cousins but cannot be considered outgoing. The hill dwarves live in towns and villages surrounded by walls on hillsides. Much of their towns are below ground so that the size of a hill dwarf town can never be seen from the surface.

There is a halfling community tucked within the hills of Falinus called The Shire. The halflings of The Shire have left the wandering life behind and settled into an almost hidden and forgotten community. Even the steppe orcs that

swarmed over Thoradur missed The Shire. Still, not all halflings in The Shire have suppressed their wanderlust and many go off looking for adventures. The halflings trade with the hill dwarves, but otherwise there is very little contact.

Politics

A single king sits upon the Stone Throne Under the Mountains and rules the Kingdom of Thoradur. There are 12 clans that trace their lineage back to the First Twelve, the first twelve dwarves created by Galvar. From these twelve clans come the lesser clans. Three to ten lesser clans make up a single clan. A single clan generally rules each city in Thoradur.

Major Geographical Features

- Stoneroot Mountains: These mountains reach elevations of 10,000 feet. Hidden valleys and lakes are scattered throughout the mountains, and not even the dwarves claim to know the location of them all.
- Falinus Hills: these hills are rugged and large in the west and become more rolling as they run east and north.
- Lake Valdorane: This great lake is 175 miles wide and 250 miles long at its widest and longest. It is home to countless fish, dragons, and lake devils. Pirates hide on its many small islands and have always wreaked havoc on Valdorane.

Important Sites

- Galthurdor(capital): 20,238
- Valir: 8,912
- Gloilurdan: 9,450
- Nofur: 13,400
- Thalln: 12,029
- Diltandus: 7,660
- Lorindar: 3,143
- Dalvn: 2,505
- Rorin: 1,987
- Finardulin: 1,994
- Other: 25 mountain towns (1-2,000), 15 hill towns (1-2,000)

Regional History

During the Age of Gods Galvar descended to the Aerde, found the Stoneroot Mountains and began to tunnel them. In was in these tunnels that Galvar took the clay of the earth and created the First Twelve. Later Galvar created another type of dwarf that would be more able to deal with the other races of the world. These hill dwarves were given the hills of Falinus.

The Kings of Thorandur have always sat on the Stone Throne Under the Mountains in Galthurdor. During the Age of Gods they were constantly at war with the invading orcs, goblins, and giants. During the Age of Kings there was a long unbroken line of kings that tried to expand the kingdom as well as reclaim those areas lost in war.

The hill dwarves of Falinus did not expand down the eastern side of Lake Valdorane, nor into the Great Forest, but did expand down the western side of the lake, along the Stoneroot Mountains.

Plots and Rumors

- The two major towns north of Dalvn have been occupied by orcs from Rorkik. The orc armies continue to press south through the tunnels. In the far south all tunneling has ceased due to giants pressing northward. There are chances for brave mountain dwarves to stop the raiding monsters.
- In Falinus, orcs from the steppe are always raiding into the hills and attacking hill dwarf towns. Creatures have been coming out of the Great Forest in the east and attacking lone settlements on the eastern border.
- Since the defeat of the steppe orcs humans can be found in the hills of Thoradur. Rumor is that some of the Mittendeiners belong to an evil cult and are infecting Thoradur with their preaching and machinations.

Kingdom of Lorlynia

Kingdom of the Elves - pressed from the north and west by invaders, it fights a dark tide to keep its independence, and its song alive

Kingdom of Lorlynia

Capital: Adlandran

Population: 3,676,000 (elves 99%, gnomes 1%)

Government: Monarchy

Religions: Targran, Nylaethia, Horun, Os, Syri, Alyhndro, Aohalim

Imports: metal ore, fruits, cloth

Exports: weapons, leather goods, timber

Alignment: NG

Within the vast Great Forest, or Seledeyne as the elves call it, lies the magical kingdom of the elves. Lorlynia once spanned all the way north to the Alberann Mountains and west of the Silverwater River. A wall of thorns was entwined around the forest kingdom by Targran to keep out the chaos of the Age of Gods. When Targran left Aerde, the wall of thorns could no longer be sustained and it began to break down. Soon great gaps opened and monsters poured in. All that is left of the wall of thorns now are stretches of wall, sometimes miles long, but ineffective at keeping enemies at bay.

The sea elves, living on the island of Lernos, sail the wide eastern Sea and trade with far off peoples. They are friends with the creatures of the sea as well as its peoples. Falling under the Kingdom of Lorlynia, Lernos is a mostly independent duchy. They pay homage and a small price to the King of the Elves and are considered good cousins.

Life in Lorlynia

The elves love music, parties, and stories of old. They seem fickle to outsiders but it is only their way of enjoying the life and song Targran gave them. They are nimble and excellent archers. Music is perhaps the most important element to elves. The sound of chimes can be heard in elven villages and even the wind and leaves seems to sing near elven homes.

One of the important groups in Lorlynia is the Seledeyne Rangers. The Rangers are an elite group of rangers that seek out orcs, goblins, dark-elves, giants or other evil monsters and eliminate them. A common Ranger band consists of 6-8 rangers bolstered by a wizard and cleric, both members of the Seledeyne Rangers organization. Groups of other sizes are sent out and often they are on special missions with the ultimate purpose of preserving Lorlynia from the darkness encroaching from every direction.

In every treetop elven village are special perches for the trained giant eagles. The relationship between elves and eagles is one of respect and therefore the eagles gladly act as the elves' mounts. This allows information to pass quickly between villages and can carry important elves across vast forest faster than any horse. Each village has several nests of eagles and if the eagles are out hunting, they can be called back by playing a tune on a magical flute.

Politics

The battle for the forest has left little time in Lorlynia for intrigues. Almost all time and energy has to be spent to keep the orcs, goblins and drow from over running the kingdom. There are the typical schemes to rise to power in the military, but is mostly friendly competitiveness and there is little bitterness. The Queen is a wise ruler and allows none of her advisors the upper hand when it comes to matters of the Kingdom.

The exception to this is of course, Myndag Flynnias, who led the only elven revolt in 54 AK. Believing that the Queen and the Prince entered into a treaty with a race that was beneath the elven race, Myndag Flynnias and Jeridty Galsuryan led members of their houses in an ill fated uprising in the capitol city that lasted less than 24 hours. Jeridty was killed and the rest of his house along with Myndag's were banished from the kingdom to an island off the northern coast of Lorlynia. Some

plots originate from this isle, named Myndag, to try and restore their families with the kingdom, and to drive the humans out of Lorlynia.

Major Geographical Features

- Fields of Fyndryna: These large open fields are where the elves raise crops. Not having to cut down trees, this is the only place where they raise crops in any numbers.
- Frost Hills: This range of hills rises to an elevation of 7,000 feet. It is home to scores of waterfalls, many of which empty into the swamp to the east. What little mining the elves do is done here by gnomes that live in segregated communities near the mines themselves.
- Seledeyne: The Great Forest, or Mistwood as the humans call it is safe within the borders of what Queen Elhendia controls, but even then there are many natural predators to contend with, like dire boars and bears, owlbeats, and living vines. In the north where the kingdom border is hazy, creatures including orcs, goblins, and dark elves come south in small numbers and wreck havoc in the kingdom.
- Tree Ways: The major roads in Lorlynia are actually tree limbs, 50 to 100 feet in the air and 5 to 20 feet wide, that are sung together using elven magic and music. It is this same music that is used to create their homes out of living trees. Very few paths exist on the forest floor, which has caused the orc and goblin armies uncounted problems. It is rumored that the Seledyne Rangers use secret branch paths even higher in the trees and have secret signs to protect the locations.
- Welyn Lake: This lake is part of the dividing line between the forest controlled by Lorlynia and Drukan Luk (the northern land lost to the orcs).

Important Sites

- Adlandran: (large city, 19,722): The capital of Lorlynia is an amazing series of tree-top homes and platforms beside the mighty river Redfern. The entire city is raised up in giant greenwood trees nearly two hundred feet above the red ferns that grow along the river's edge. The buildings seem to be part of the trees and in places are inside the trees. The city is in complete harmony with the forest. Queen Elhendia reigns from here. She is over a thousand years old and near the time when she will pass away. Her son died during the Age of Gods and so her grandson, prince Telendor is preparing to take the throne.
- Barbenia: (port city, 4,357): Only elven city on mainland that is on the ground. Used as the main port for receiving imported goods. Large human population here, from Caedmon, running a War Academy.
- Drukan Luk: (est. 15,000 orcs) Large northern territory overrun by orcs that has three major cities and large areas of forest that have been devastated by the orc occupation.
- Dynfn: (small city, 6,015): Located ten miles up the mighty Silverwater river from where it pours into the Eastern Sea.
- Edenall: (small city, 6,980): This town sits in the boughs of trees overlooking the great Welyn Lake. It is a heavily fortified town with traps set all in the forest all around. The warriors from Edenall are constantly fighting bands of orcs, either renegade or sent by Gagrak himself. The elves know that Gagrak covets the settlement. It is the key to him marching further south.
- Fairy's Dance: The most important place in Lorlynia is the Fairy's Dance. It is here that faerie creatures dance year round to celebrate their protector, Nylaethia. Elves that are quiet and respectful can catch a glimpse of their spectacular dancing and hear their soft singing. It is said to be the highlight of the elf's life that sees it.
- Kryndon: (large port city, 18,224): On the Isle of Lernos, Kryndon is the home of Lorlynia's mighty fleet of war ships that patrol the coast of Lorlynia and most of the Eastern ocean. Since all foreign ships must make port here, landing on the mainland is strictly forbidden. It is also a major city, and goods from just about anywhere can be found here.
- Olkrin Lur: (fortified city, est. 8,000): Gagrak Bloodspitter's capital city. Founded here one hundred and ten years ago, this is the heart of the orc invasion into Lorlynia. The city is well fortified and adequately manned for a prolonged siege. Until recently, all wealth came to this city, and has made it quite strong and independent, with fields of food to feed its thousands and plenty of iron dug from the nearby Alberann Mountains to feed its forges.
- Yulash: (small fortified city, est. 4,000): Yulash, the goblin overlord, rules from here, controlling his goblin armies through-out the forest. His army is not split into factions like his rival and sometime ally, Gagrak, to the north.

Regional History

During the reign of evil gods, orcs from the Alberann Mountains came down lead by a fierce black orc leader, Gagrak the Bloodspitter. Leading not only an army of orcs and a band of black orcs, Gagrak had somehow allied himself with

green dragons. The dragons knew the forest and helped Gagrak to sweep through it, burning Elvish treetop villages along the way. It is said the god Uluk directly helped the orcs in this arrangement. With Uluk now gone, the dragons have stopped fighting alongside the orcs. Gagrak's advance has stalled, creating the present day northern border.

West of the Silverwater River goblin tribes pressed the elves back with the evil god, Beher's assistance. By the time the gods of evil left the world, the elves had retreated east of the river, where they could easily stop any goblin forays across it.

Plots and Rumors

- In the last few years, great holes have been discovered in the forest floor. They seem to have been dug from below and there is always a faint odor of sulfur. When explored, they are always filled in with earth so their source has not been discovered. At first there were only a few holes, but now it is said there are hundreds of them in the kingdom.
- It is said that the Bloodspitter is growing old and has many able lieutenants eager to replace him. What better way to prove worth than by sacking a few border towns and restarting the orc war machine rolling again?

Kingdom of Mittendein

A stalwart and proud nation - Blessed with an abundance of fertile land, but a nation that has grown cautious and wary of others

Kingdom of Mittendein

Population: 10,317,000

Capital: Dumeldein

Government: Monarchy

Ruler: Kaiser Wilmarth Banner Holfdem

Religions: Os, Prosimus and Adenan Stronghand are commonly worshipped; Worship of the Evil Gods has been banned

Imports: Ores, gems, luxury goods

Exports: Wood, Foodstuffs, Leather goods, Animals

Alignment: Neutral Good

Current Hardship: Warfare with raiding evil humanoids, Tensions with Dwarves

Life in Mittendein

Mittendein is an agricultural kingdom caught amongst the marauding tribes of orcs and goblins that populate the center of Aerde. For this reason the population tends to be quite conservative, and has grown wary of outsiders.

The departure of the gods has left the world in chaos; Mittendein's Kaiser decided that the wisest course of action is to be vigilant, strengthening defenses along her borders, and increasing internal security. Old alliances can no longer be taken for granted and other threats, yet unknown undoubtedly exist.

Outsiders will find a cool reception in the rural lands. If an act is performed that demonstrates them to be a truly good person this can change to a more favorable greeting, but it remains difficult for an outsider to be accepted by the local population.

In the cities, where citizens are more accustomed to travelers and visiting tradesmen, an outsider can find more acceptance than in the countryside. To become a true friend, however, remains a difficult task. With that in mind, it should be said, that although the people of Mittendein are wary of others, they prefer to judge a man by his character. An outsider who proves himself to be worthy, is giving the respect he is due.

In the rural lands, villages of wood and thatch house spot the countryside, home to peasants who work the rich farmlands of Mittendein. The countryside supports fertile farmlands and large herds of cattle and other animals. Within the heart of Mittendein, rural life is mostly peaceful. At her borders, it is another story, as there is an almost constant military presence, to combat the ever-present threat of raiders.

Mittendein's cities are truly impressive, great walls and towers stand stalwart in defence. Evidence of dwarven influence in design can be seen in their stone structures. The cities are where the tradesmen are found. This relatively small middle class of the population tends to be literate and ambitious. The Barons typically hold hereditary titles. The position of Thane is one that can be earned, often through exceptional service in war, or in the right circumstances, bought by an ambitious enough person.

Politics

Mittendein is led by a Monarch known as the Kaiser. This position is a hereditary one passed down through the Hoffdem family from father to son for the past twelve generations. The ruling house has had a very stable hold on the power of this kingdom, which was shaken, only briefly, by an assassination and a war with the dwarves. The current Kaiser has taken strong steps to restore confidence in the security, and strength of Mittendein.

Under the Kaiser are the Barons that control the local regions. Each Baron oversees a group of Thanes who control small areas of territory. A Thane will typically rule over a single village and the surrounding lands and are responsible for maximizing the production of their lands to support their Barons. Each Baron will have from ten to twenty Thanes under their control and is responsible for the taxation of the population under their control.

The constant threat of attacks from orcs, goblins and other evil humanoids has created, amongst the population, a fierce loyalty to the crown and to the preservation of the kingdom. Mittendeiners are largely united in the betterment of their kingdom. The Barons certainly partake in their share of intrigue and innuendo. Each of the Thanes also maneuvers for positions of favor under their Barons. But, an overall spirit of cooperation and loyalty to the crown prevents any truly despicable activities.

Major Geographical Features

- Lake Valdorane - The lake represents Mittendein's northern border. The city of Solinburg as well as number of fishing villages dot its southern shore.
- The Waldern forest - An important source of lumber for Mittendein, and home to a small number of Gnomes. Mittendeiners are careful not to harvest too much from the forest, lest they suffer the wrath of the gods of nature. The forest is largely peaceful, but there are said to be powerful beasts within the darkest areas.
- The rivers Ettledein and Olderfen represent Mittendein's southern and eastern borders, they are important to Mittendein's defence as well as important trade routes. Along their shores are an almost continuous array of forts and defences, standing against the threat of invaders.
- The Alderlands - this is a vast area of rolling, fertile, plains located on the western end of Mittendein. They comprise almost half of her land, filled with farms and grazelands. They provide Mittendeiners with crops and animals for food and export.

Important Sites

- Dumeldein (pop. 48180) is Mittendein's capital, and home of her king. Dumeldein is the most important trading city of the kingdom, and the heart of Mittendein's culture. Her walls stand tall and straight, they, and many of the city's stone buildings were built with the aid of dwarves.
- Solinburg (pop. 26981) Located on the southern shore of Lake Valdorane. A good portion of its economy is based on fish from the lake.
- Allard's Keep (pop. 20236) was named after a great Mittendeiner hero who fell in battle against the orcs. The keep is an impressive structure, a shining example of what can be achieved when dwarves and humans work together. It is located at the intersection of the Ettledein and Olderfen rivers.
- Haansten (pop. 15177) sits amongst the rolling, verdant plains of Mittendein. Much of the trade between Thoradur and Mittendein passes through the city.
- Ettledein (pop. 11383) Located on the bank of the Ettledein River, Ettledein is another important city for trade and defence.
- Manzen (pop. 8537) is Mittendein's northernmost city and considered by some to be a backwater.
- The Tower Ahren once stood watch against the orcs and goblins, but was overrun in the wars of the gods. The Mittendeiners put up a great defence, and many orcs died before it fell. It is said to be haunted with both the spirits of Mittendein's defenders, and slain orcish attackers.

Regional History

The House of Hoffdem has ruled over Mittendein for the past two hundred years. This period of rule was without any major internal strife, until it was discovered that the assassination of Kaiser Gilhelm Hoffden, after the departure of the gods, came from within. There have been several wars fought against intruders. Most of these wars have been fought against the orcs and goblins.

Mittendein and Thoradur once shared a close relationship. A great deal of trade existed between the two kingdoms. Mittendein supplied food and wood to Thoradur, in exchange for iron and stonework. As a result of this relationship, many of Mittendein's stone structures are dwarven in make.

The departure of the gods disrupted the relations between the two kingdoms. As distrust grew between them, trade ceased, tensions rose and hostilities eventually broke out. After a brief but bloody war, peace returned and trade resumed. The population of Mittendein is beginning to move on from the war, and beginning to trust their dwarven neighbours once again. But, there remains a rift between the two nations, that only time will heal.

Plots and Rumors

- It was discovered, after war had broken out with Thoradur, that agents of evil cults had played a role in fostering suspicion between the two kingdoms.
- Towns near the Tower Ahren have seen a number of suspicious deaths. It is rumoured that creatures of the night may be at work.

Tribes of Palodusus

Kingdom of swamps and dark forests, filled with ancient terrors and ruled by the Lizardman armies of the children of Naeron

Tribes of Palodusus

Capital: Sthenras

Population: 6,500,000 (3,500,000 Civilised Lizardmen, 3,000,000 Tribal)

Government: Imperial Theocracy

Religions: Naeron (state religion); others

Imports: Metals, Manufactured Goods, Luxury Goods

Exports: Timber, Foodstuffs, Herbs and Spices, Animal Hides,

Alignments: LE

Life in Palodusus

The swamps and forests of Palodusus are the home of numerous Lizardman and Troglodyte tribes. These live in constant competition between each other and the other inhabitants of the swamps for the scarce resources available. Hunting and raiding are common activities for the tribes that roam the swamps. A few farming hamlets have been established, however, where "unique" products are grown.

The high moors that lie scattered around Palodusus are the centres of the civilised Lizardmen of Palodusus. There crops can be grown and settlements have been established. Life in the settlements is a constant "survival of the fittest", and the strong live rich satisfied lives, wealthy and happy, while the weak are little better than slaves.

Politics

Palodusus retains a Feudal structure of government. Major population centers and the areas surrounding them are ruled by Princes, appointed by the Prince of Princes on the advice of the Royal Council. These positions are normally hereditary, but with the volatile nature of Paludosan politics, families have fallen from power on a number of occasions due to political infighting or incompetence.

Under the Princes are numerous Lords who are given the governance of smaller towns and areas of land or government posts. These positions are not necessarily hereditary.

All population centres within Paludosus have an elected council drawn from its inhabitants. These bodies do not, however, have any legislative powers. Instead, they serve to advise their ruler on decisions and to bring important issues to the attention of the feudal lords.

The noble families of Paludosus are landed, having domains granted directly from the crown and this is their major source of income (through the use of tenant farmers, workers and tradesmen.) Some noble families are also involved in business.

The vast majority of Paludosan citizens are freemen; they own their own land and property and are entitled to move to another area if they so wish. Taxes and tithes are paid to the local government to pay the salaries of officials and for general services with a portion sent to the national government.

Although the Church of Naeron wields considerable political influence and is always represented on town and city councils it rarely involves itself directly in political matters, preferring to advise rather than issue edicts, but it is a reckless ruler who ignores the advice of the Church of Naeron.

Major Geographical Features

- Paludosus is a land of dark forests and flat, almost uninhabitable, marshland for the most part with scattered areas of bleak moorland that are the remnants of the hills that once stood above the fertile plains before they were swallowed by the marshes.
- Szamazriss, The Path to the Underworld: This large expanse of dark, acidic waters lies roughly in the centre of Paludosus and is rumored to mark the location of the gateway to the underworld, the area is considered sacred by the tribes of the swamps as their legends also place it as the site where Nearon descended to the land and is avoided by most. Some say that those who drink of its waters and sleep by the lake may be granted visions by Nearon, visions that may show the past or future and sometimes bring madness and death.
- Hassnasz: This area of moorland in the southwest of Paludosus contains the ruins of the city of Hassnasz, its masters were rich and powerful and questioned Nearon's unification of the kingdom, their reward was a night of darkness and slaughter that toppled the towers and walls and left almost all the population slain. Since that time tales say that the treasure filled ruins have become the habitation of outcasts and monsters.
- The Forest of Gaunt: Lying along the western edge of Paludosus this verdant expanse of great oaks and beautiful glades was stricken by the coming of Nearon and the influence of the gate to the underworld, slowly transformed from a peaceful refuge into a place of malign intent. The forest is now a maze of firs and yew, with bogs and pools of stagnant water, within its boundaries are rumored to live enclaves of various groups including outlaws, evil outsiders and drow, who all wish to avoid the scrutiny of the Serpent Lords of Sthenras.
- The Black Crag: In the north of Paludosus, surrounded by the Forest of Gaunt a region of crags riddled with caves, these are not well mapped on account of their inhabitants, a number of large and powerful black dragons.
- Shatterstone: At the mouth of the great river that ran through the plains of Paludosus and emptied into the Sea of Torments, built on the high cliffs, stood a great city of the old ones, who vanished with the coming of the gods. In the millennia since that time the city has been ravaged by forces natural and magical, now little more than a wasteland of fissures and rubble with the occasional ruined structure still showing. Rumours abound however that labyrinthine tunnels and great vaulted chambers running for miles underground and of great treasures and mysteries that can be discovered by those brave, or foolish, enough to venture underground.

Important Sites

- Much of Paludosus remains a mystery even to the present day, maps become unreliable in the swamps as channels and lakes shift and grow and the land rises and sinks. Often it is only the local tribes that have reliable information about their homeland and the least dangerous routes by which it can be crossed.

Regional History

Paludosus was the location of Nearon's first arrival, it began as a beautiful plain, but the gateway to the underworld soon changed that, swallowing the dry land with swamp and marshes and darkening its nearby forests, creating the lizardmen who as they evolved moved into the swamp and began to form a brutal civilisation. Gradually over time, the lizardmen's brother race, the half dragons, joined the culture, becoming the politicians and patriarchs and establishing settlements on the drier moorland, with them came the Arena system, where lizardmen and half dragons fought for prestige and political power. Later Nearon decided that to further his aims a unified kingdom was needed, too much of

the strength of his worshippers was wasted in petty conflicts and struggles and so he walked among his people and formed an organized military and religion, unifying the civilised areas and making the culture much more structured. Nearon also established the city of Sthenras on the largest area of uplands and made it the capital of his new kingdom. The only thing remaining of the previous culture was the arena which is still used to determine the leader. The tribes of the swamps were affected by Nearon's changes to a far lesser extent, the Shaman gained power and now have a greater say in the dealings of the tribes but otherwise tribal life has changed little.

In the current day the cities are still growing, the people are still militant, and strong still rule, except that now the strong rule with powers given to them by their god, making them almost unstoppable, there are tales of armies taking on just one of the dark serpent lords and losing.

Plots and Rumors

- There are always plots to kill the serpent lords, although they have never succeeded to date. Also rumours abound that there is a way, hidden somewhere within the kingdom, to stop the mighty dragons.

Island Kingdoms

The Island Kingdoms are a varied lot, but some of the most vibrant cultures in Aerde make their home among them. Piracy is ever a problem, and the people tend by nature to be both friendly to their peers and wary of outsiders. They also, naturally enough, have a long history of mercantile endeavors and are some of the best sailors in the world.

Kingdom of Kinrisar

Proud of its lineage yet humble in demeanor, a nation of fishermen and seagoing traders, where the court politics are quite complex and sometimes deadly

Kingdom of Kinrisar

Population: 2,150,000

Capital: Pari Ka'ansa

Government: King, Council of Guilds

Ruler: King Hadri Yylrado Rishi'i Ar, Human - Male, Chaotic Good Ftr8/Exp8

Religions: Open

Imports: Raw metals, Grains, Luxury Goods

Exports: Salted Fish, Preserved Fruits, Pearls, Ships

Alignment: Chaotic Good

Current Hardships: Pirates in the eastern islands, Trade conflict with kingdom to the north

Life in Kinrisar

The people of Kinrisar are genuinely friendly people. They welcome travelers into their society and accept their foreign ways. This is not to say trust is given without thought. While outwardly friendly and welcoming, the Kinrisari are very slow to trust outsiders with matters of importance. This is based upon a lack of history that is displayed by the outsider.

History is very important to the Kinrisari. If you know where a person is from and to whom they are related, you can then begin to truly know them. All the families of high standing can trace back their ancestry and ancestral homes at least fifteen generations. Any family that cannot do such a thing is at once relegated to a lesser standing. The royal family Rishi can trace its rulership back twenty-two generations, nearly five hundred years.

There exists a well-established middle class within the larger towns of Kinrisar. The guild members comprise the majority of this segment of the population. For that reason a fairly good rate of literacy is enjoyed in the cities. The arts and education are openly supported and pursued by members of all the classes. In the more rural regions of the kingdom things are quite different. There are two classes in these areas; the nobility and the serfs. Few outside of the manor houses can read or write. A third "region" of the kingdom is the extensive navy and merchant fleets. Each individual ship is a community. The officers of the ship are well educated. Members of the crew will have a variable amount of education, but typically will have little formal education. It is common for transfers of crew between naval vessels. Merchant crews tend to remain more stable.

The primary occupation of the kingdom is in agriculture or aquaculture. Those that live along the long coastlines focus on fishing and the sea for their livelihood. Ship-building, crewing the many sea vessels, fishing, and trading are the centers of activity in the coastal towns and cities. The inland towns and villages concentrate on agriculture. Grains and fruit orchards are the primary crops. For this reason the kingdom trades salted fish and preserved fruits to the neighboring kingdoms and settlements.

The various guilds operate within the cities of Kinrisar. Each of the professions and trades is represented by a guild within their community. The guilds all operate under the guidance of their central Guildmaster. The Guildmasters are very important citizens of Kinrisar. Guilds of large size or great importance command great respect from the population as well as the ruling nobles. The King and Queen both pay attention to the activities and opinions of the powerful Guildmasters.

Guild membership requires nomination by another member. Typically this is a mentor or relative. Membership is granted after examination of the nominee's abilities/product by a group of current members. Yearly dues in the form of money and service are exacted from each member. These tributes support the guild's activities and the tribute the guild must pay to the crown. The benefit of being a guild member is the ability to charge more for goods/services and the access to work for the government and noble houses.

Politics

The kingdom is just that. The king rules through ancestral power passed on by birthright to the eldest nephew of the current king. In rare circumstances this pattern of ascendancy has been altered to pass the crown to a king's younger nephew, and once, son.

Court politics are very complex. Each of the noble houses seeks to gain favor in the eyes of the king and queen both individually and together. Very little is done by the courtesans in an open and direct manner. This can be quite frustrating to a visitor that is unprepared to deal with the multiple layered and fractious environment of the court.

The Court of Kinrisar is composed of representatives from each of the major and minor noble houses. Currently there are fourteen major houses in addition to the royal house of Rishi. Under these houses are the minor houses. These houses are limited in their power due to short histories or a small amount of economic influence. There are a variable number of minor houses in each of the cities of Kinrisar. Twenty-one of the minor houses have representation in the Court.

In times of peace and prosperity, power tends to decentralize from the crown to the provinces and provincial administrators. The kings do not interfere with local decision making except to enforce important edicts and proclamations of the crown. Power is quickly restored to the crown in times of internal or external threat. Upheavals in the hierarchy of the ruling houses occur during these times of transition. Many great houses are laid low and well historied minor house rise to the upper echelons of power during these times.

Major Geographical Features

- The Elf Sea - This body of water is aptly named for the inhabitants under the waves. A large population of sea elves resides here. There are several towns in the shallow waters on the shelves surrounding the islands. There is rumored to be a great city far beneath the surface in the deep open waters of this sea.
- The Straits of Golban -
- Burning Bay - The capitol city of Pari Ka'ansa is built upon the northern shore of this bay. As the sun rises over the waters of this bay, the golden rays reflect off the waves to give the appearance of flames.
- Lake Tir - A large fresh water lake sits in the middle of the peninsula comprising most of Kinrisar. It has a shoreline of over five hundred miles measuring fifty miles wide and one hundred miles long. The royal family keeps their retreat and preserve along the shores of this lake near the city of Brola Tuc.

Important Sites

- City Name City Pop. % City Pop. Special
- Pari Ka'ansa 5.00 107,500 Capital City, Naval Acad.
- Horokona 3.00 64,500 Assassin's & Thieves' Guild
- Binbar 1.50 32,250 Major Shipyard
- Krandan 1.30 27,950 Major Shipyard
- Yyrak 1.10 23,650 Rich shellfish waters, Pearls
- Prea Abo 1.00 21,500 Active Cults, Many Undead
- Haggia 0.95 20,425 Sahuagin colony close
- Koha Arok 0.92 19,780 Mining city
- Turako 0.76 16,340 Beautiful
- Do Kara 0.54 11,610 Island city, Military Acad.
- Tibo 0.38 8,170 Plagued by green dragon
- Bajes Dom 0.34 7,310 Sea Elf town close
- Virokon 0.33 7,095 Frequent evil humanoid raids
- Jalex Dur 0.30 6,450 Cliffside city, Orchards
- Balar Salm 0.28 6,020 Natural hot springs, Orchards
- Rodotara 0.25 5,375 Near kraken lair

- Brola Tuc 0.23 4,945 Royal Preserve
- Crolon 0.22 4,730
- Luraton 0.20 4,300
- Tri'a Gar 0.19 4,085 Barren land

Urban Pop. 403,985 | Urban Pop. % 19
Pop. Centers 698 w/2500 each on average

Regional History

The Old Kingdom ruled the lands of Jarra with a cruel and draconian efficiency. Even those in positions of privilege and prestige would openly admit that their society was wicked to its core. This relentless pursuit of power, and the exercise of domination by those who gained it, ensured an iron grip on the subjugate population of this empire.

Explorers from the Old Kingdom traveled the length and breadth of Aerde. They brought back treasures from wherever they could be wrested from their owners. Many beautiful items of art and powerful items of magic were acquired by these means. Several of the magic items gained from a far distant land interested one of the leading arch-mages of the court.

Long hours of research went into deciphering the powers of these alien artifacts. When their secrets were revealed at last, the arch-mage gained powers beyond his initial hopes. He quickly began to breed an army of assassins using his slaves as the breeding stock. Using his mutated killers, the arch-mage quickly gained power and status. He eventually overcame the ruling house and took control of the throne.

A long and increasingly vicious reign began to take its toll on the Old Kingdom. To maintain power, the arch-mage and his subordinates continued to breed loyal soldiers from their slave populations. Soon, unlucky citizens fell into this fate as well. It seemed that only the wizard's old age and death would save the Kingdom from its ultimate ruin. This proved false when the arch-mage completed his transformation into a lich.

The slave populations began a quiet and very secret rebellion. Scouts were sent into the northern lands. The Kingdom had no longer sent its explorers for many years. These scouts reported back about the northern coastline of the island. The land was not very fertile, but water was available from the many rivers. The long coastline afforded many natural harbors to support fishing. The slaves began to send their people over the mountain passes to the northern lands. Once colonies were established, the young were smuggled out of the Old Kingdom.

The colonization continued for two generations without problem. The lich king then discovered what his subjugated population was doing. His retribution was swift and vicious. The slaves were marched off to their deaths, or worse, as quickly as could be accomplished. During this dark period, called the Killing Time, a group of slaves rose up to resist the Old Kingdom's forces.

Slaves were freed and taken to safety in Kinrisar, "Safe Haven" in the language of the Old Kingdom, at increasing rates. At the same time, warriors and wizards traveled south from Kinrisar to assist in the exodus. One of these who returned was Kanik Arkhan, a priest of Brand. He led the forces of the slaves to attack the lich-king's assassins and mutated soldiers.

A short and violent war was fought. During the climactic battle with the lich-king's forces, Kanik was able to call upon the divine favor of Brand to assist his troops in battle. This had an unexpected side effect. Brand called upon Murrynghn and Os to look upon the lich-king's activities in mutating his subjects and twisting their life force into something new and unspeakable. Both of these deities examined what was taking place and cursed the lich-king and all the rulers of the Old Kingdom. They were shaped into snake form. Their offspring would never appear as their parents, suffering different mutations with each generation. Kanik was able to destroy the lich-king and his forces were scattered.

The exodus was completed. Many of the Broken Ones, as the former rulers came to be known, also tried to leave to Kinrisar. Their fates were grim once found by the armies of Kinrisar. Each of the colonies established began to trade with one another, and with other kingdoms. Contact with early Hibrideas was violent from the outset. A running war has been fought with these people since.

Over the next one thousand years the colonies became more dependant upon each other. Eventually they began to work together, and under the House of Rishi, were organized into a cohesive kingdom. The House of Rishi has maintained control of the throne of the kingdom since it was established.

Plots and Rumors

- The town of Tibo has been harassed by an old green dragon by the name of Tiaggranoticannissa for the past fifty years. Several expeditions have been commissioned by the king and local regents to rid the area of this malign beast. None have returned alive. Invariably a swift and terrible retribution is exacted upon the local populace for these acts. For this reason, the townspeople have a dim view of adventurers, especially any who speak of molesting the dragon.
- The queen is reported to be a polymorphed outsider. There are several "credible" accounts of witnesses to her wielding great magical powers seemingly at will. Her rumored origins range from the pits of the Abyss to the Seven Heavens.
- The merchant guilds are in league with the Assassins of Horokona in a plot to slay the entire royal family and place the crown upon one of their choosing.
- The Assassin's and Thieves' guild are one in the same. There is a shadowy leader who holds the reins of power of both organizations.
- The islands east of Kinrisar are bases for pirates and lairs of many powerful and dangerous creatures. There are several old dragons keeping a lair in these islands. Several islands are controlled by hobgoblin clans cast off from their homeland.

Kingdom of Hibrideas

An island kingdom welcoming all races... A kingdom on the edge of rebelling against the King...

Kingdom of Hibrideas

Capital: Laoghaire (population 49,785)

Population: 7,650,000

Government: Feudal monarchy

Religions: Eraekoth, Brand, but most deities have at least small temples

Imports: Grains, ale, clothes, trade goods, horses, coal, magic items

Exports: Ships, weapons, armor, ship supplies, silver, grapes, wines, fruits

Alignment: NE, N, NG

Life in Hibrideas

The people who live in the southern section of the Island of Hibride live like common folk tending to the soil and livestock. Those that live here seek a quiet life but have been unable to find it. Forts and walled towns are common as much of the land is still wild.

Hibrideas consists of a number of cities that are almost independent of each other. The king of Hibrideas lives in Laoghaire and maintains control of the other cities by politics and force of arms. Laoghaire claims the largest harbor in Hibrideas and is the base of the Hibridean navy. The armed forces of Hibrideas are little more than cut throats and pirates who official work for the king. Ships on the open sea are often found as targets and one must be careful sailing into Hibrideas's ports.

The laws of Hibrideas are only enforced to the extent that those enforcing them choose to. Those with money, power, influence, or friendships with the guard can circumvent any legal action taken against them. Duels are common but, if the winner does not have the proper influence, he could find himself in prison for murder.

Politics

The King's court has been a deep concern for all who hold interest in the politics of the land. Some 63 years earlier King Ashethan, a king who had the respect and admiration of all, and his family went sailing into the north with his cousin Gairham. King Ashethan had planned the trip to explore the islands to the north. What happened during that trip only Gairham truly knows. Gairham returned with his guard on a ship that was badly damaged. He told stories of fierce

storms that ravaged their ship. King Ashethan and family were all killed leaving Gairham to take the crown. But the true crown of the king was lost with Ashethan.

King Gairham could not hold the cities of Hibrideas together as King Ashetahn did. The gulf between them widens and the talk of rebelling against King Gairham and Laoghaire has spread throughout the kingdom. After a reign of 27 years, Gairham died leaving the crown to his son Eltreul. King Eltreul suffered the same difficulties as King Gairham. Few view the line of Gairham as the true kings of Hibrideas. King Eltreul reigned for 32 years putting down uprisings with a strong merciless hand. King Eltreul died under mysterious circumstances leaving his eldest son Baromier to take the throne. Baromier quickly eliminated his closest rivals to the crown - his two younger brothers. They both died in their sleep with daggers in their hearts. Baromier has now ruled for four years and is having great difficulty holding the kingdom together.

Major Geographical Features

- Karobee-Shau Mountain range runs through the middle of the island and is its most prominent feature. The tallest of the mountains are lost in the clouds while foothills spread to many sections of the coasts. Legends speak of many ancient dwarven strongholds lost deep in the mountains. Other legends include castles destroyed by the gods in the highest mountains and bandit strongholds with caches of gold and treasure.
- The forest of Zaphoree covers almost the entire northern peninsula of the island of Hibride. A thick spur of the forest extends down the eastern side of the island and a small thin spur runs down the eastern edge around the Karobee-Shau Mountain range. The mountain range is largely forested on the lower elevations but is not considered to be part of the Zaphoree forest.
- The island of Hibride is surrounded by numerous smaller islands that are claimed as part of Hibride but which the government may or may not exercise any control.
- Tirania, located to the northwest of Hibride, is the largest of these islands and is largely untamed.
- A string of islands from Tirania along the west coast of Hibride are claimed by Hibrideas but are virtually unexplored. Many explorers have attempted to map these islands, known as the Craggs, only to disappear, never to be heard from again. Rumors attribute this to monstrous creatures, hidden natural dangers, raiders, other kingdoms trying to claim the islands, and far more unnerving explanations. One thing is known, that the reefs in this area are treacherous and any who seek to enter this area must use the utmost caution.

Important Sites

- Laoghaire (49,785) - largest city in Hibrideas as well as the capital. Location - East coast of the largest island (Hibride) in the plain between the large forest to the north and the smaller forest south. Laoghaire holds one of the largest temples to Eraekoth in the realms. Located on a cliff face hanging over the waters of the sea the temple stands with two large towers that can act as lighthouses for incoming ships. A large domed temple lies between the towers. Fountains line the entrance way into the temple where merchants bring offerings for safe travel to Eraekoth.
- Baligare (34,850) - Located along the eastern coast of Hibride in the southern plains and farming communities. Baligare and its smaller sister city of Glenkille are bustling cities during the fall harvest. These cities are the main centers for the export of food products to the rest of Hibrideas and elsewhere.
- Khivash (28,229) - The largest dwarven community in Hibrideas. Located in the center of the Karobee-Shau Mountain range running through the center of the island. While the dwarves seem to be in command of the entire range to the outside world, the dwarves know that the unsettled tunnels are places of danger and savagery. Many adventurous dwarves have disappeared in the caverns beneath the mountains.
- Lugoju (25,124) - Located on the coast just north of the forest on the southwest of the island. This city is a den of thieves and those who wish to disappear. The city has many dangerous reefs that protect it from seaward attack. The forest to the south is wild and unclaimed. The city is the only speck of "civilization" in the region.
- Sarbogia (20,602) - The largest elven community in Hibrideas. Located in the forest on the northern peninsula of the island of Hibride.
- Hanaddoira (16,688) - A less traditional elven community that welcomes many of the other races into its beautiful city. Located in the southeast portion of the northern forest. This city represents the intellectual center of Hibrideas. Libraries, schools of wizardry, philosophers and other intellectual pursuits will be found here. Hanaddoira holds several schools for the arcane magic users. While these schools cannot compare to other schools in The 13 Kingdoms, the schools have become notable for their specialization in the creation of magic items. Because of these schools, magic weapons are plentiful in Hibrideas.

- Peshkovt - (14,852) - Located on the eastern edge of the large island to the northwest of Hibride (the island of Tirania). This city grew from the attempt to conquer the island and drive out the beasts that lived within the forest. While the attempt failed and most of the island is still untamed, the city remained and small fortified communities still dot the landscape. These are rugged people who have stealed themselves for a lifetime of battle.
- Ravenbluff - (12,327) - Located along the western coast of Hibride near the end of the forest and slightly upstream from the coast along a deep river that provides a sheltered harbor from the sea. The city is known for the black birds that seem to ever populate the bluffs on the entrance to the city. Local laws prohibit the killing of any such birds as the birds are thought to be protected by the gods. Local legends speak of ravens that have changed to human form to bestow blessings or terrible vengeance.
- Glenkille - (9,985) - Located at the southern most end of Hibride, the town is a bustling city during the fall harvest. Merchants and sailors are present as they move the fall harvest out to the rest of the world.

Regional History

The land and seas of Aerde were not always as they are now. Large sections of what is now sea was land. One could travel from one end of the continent to the other without ever setting foot upon a ship. The first to arrive in the area now know as Hibrideas undoubtedly found their way on the back of a horse. Laoghair is the oldest existing settlement in the area whose founders name has been lost in the passages of time. Stories tell how the original founders were thieves and bandits who were driven from places to the east.

The dwarven settlements in the mountains were found some years later by Rotter Stoneaxe. Rotter led a group of the dwarves into a mountain cave and drove out the denizens that lived there.

Elves followed years later to settle in the forest. Wars between the dwarves, humans, and elves lasted for many years, each trying to obtain the upper hand in the region.

It wasn't until the years of Eraekoth's Rage that the wars ended. The rising waters destroyed many homes and cities. The different races found it impossible to survive on their own and turned to their age old enemies for help. Many lost their lives in the floods, storms, and tidal waves. When the storms subsided, Hibrideas was an island and the passages to the rest of the continent were covered by the sea. Many cities were never rebuilt and their treasures are either buried or swept to sea.

While Hibrideas recovered and became a naval power, many of the ancient cities were never explored and lay hidden in the depths of the island. In the year -462, King Galith united the races and the cities to form Hibrideas. His line strove for many years to drive back the monstrous creatures of the region. The line of Galith ruled over Hibrideas for over 400 years. In year -1, King Ashethan fell at sea and King Gairham took the crown. The tension between the cities and races have grown over the last 60 years.

Plots and Rumors

- The crown of King Ashethan has been said to contain magical powers that protected the king. For this reason, he always wore the crown in battle. His death came only by the treachery as he removed the crown. Stories also say that not all of King Ashethan's kin did not die upon the ship and he or his decedants will return to claim the throne. King Ashethan's kin will return with the crown and unite the people of Hibrideas once more.

Kingdom of Rhaavin

A merchant kingdom - Its many forests allow a mighty fleet that protects merchants and the surrounding island kingdoms from seafaring enemies and pirates

Rhaavin

Capital: Serilos

Population: 3,625,000

Government: Council of the Seas: a council with elected members from every city, town, and village, with the head of the council being the current Lady/Lord Admiral and the overseers of the council being whomever the Druids select.)

Religions: Nylaethia, Syri, Eraekoth, and Talina

Imports: Precious metals, iron,

Exports: Rare woods, produce, wool, ships, rare herbs.

Alignment: Any good (the overall alignment is NG)

The Island country of Rhaavin has ancient ties to nature, being almost entirely covered by beautiful forests, and the land that is not being very fertile, one might think this was a blessed collaboration of Nylaethia and Syri. Indeed this could be so for the very forest is quite enchanted. At either end of the Forrest in the two deepest reaches is a great tree, both trees seem to be the source of the amazing enchantment that allows the forest to regrow and heal no matter the damage to it. Rhaaviners are rather hearty folk with a passion for the sea and the wood, they tend to be good natured and strong willed, theirs is a society of harmony spawned through lessons learned during the flight from the chaos of the Age of Gods.

Life and Society

The enchanted forests and fertile plains of Rhaavin are home to two very different groups. The forests belong two the Druids, no questions asked, period. However the cities and the few surrounding villages and farmlands hold the bulk of Rhaavins population and belong “belong” primarily to the people the druids still refer to as The Refugees. These people are said to have “the salty sea air in their blood” and very few are the people who would disagree.

The cities and villages of Rhaavin are usually found dotting the coastline with a few villages and towns further inland taking advantage of the farmland there. These settlements all form the Council of the Seas, or quite simply “The Council” to most everyone in Rhaavin. The Druids hold a special and powerful place on the council and can override any decision made by the council regarding the land of the islands of Rhaavin itself. Oddly enough this is taken quite well by the Refugees considering their past with the Druids.

The head of the Council of the Seas is currently Lady Admiral Lirriana II daughter of the first “ruler” of Rhaavin though she was voted into office. Which brings up the council once again, all members of the council save for the druidic members are elected from the very citizens of Rhaavin and seeing as no councilor holds more power than any other save the current Lady/Lord Admiral there hasn’t been much internal strife since the countries founding. Currently the council is taking steps to avoid such things from occurring.

One thing that makes Rhaaviners stand out is a rather potent loyalty to one another, despite differences and character flaws they will always stand up for one another in the face of adversity almost like a close family. Just about every community, including the cities, seems to be a place where everyone knows everyone to the outside observer. When in all actuality the Refugees have developed strong ties to one another having gone through surviving storms, pirates, plagues, wars, and on one occasion a great famine, they have kept a camaraderie akin to veteran soldiers of long drawn out wars. It is a very community oriented society.

Social class is another oddity while there is upper and lower classes there are very few homeless on Rhaavin, everyone who has the will to find themselves a place have a place, though there are plenty who lack such will and form what few beggars there are on Rhaavin. Upper class is also rare as luxury is a rare thing for these hardworking folk, not that it is non-existent it is simply not as important. Another oddity is that everyone on the island seems to be more or less equal to everyone else; granted the military, the navy in particular, are held in great respect as are the druids.

Now this might seem something like a humble paradise to some, but the Rhaaviners paid heavy tolls for getting where they are and still must fend themselves from the occasional pirate raids and once in awhile the gnolls and beasts of the forest get especially ferocious and on a few occasions have wiped out entire farms and villages, this is almost always blamed on the Shadow Druids. Regardless the people of Rhaavin persevere and still enjoy a relative peace.

Two major facets of Rhaaviner life are the Navy and the Scouts. The Scouts are relatively new, they are people who prefer the forest to the sea and have been taken in by the druids to be taught as rangers and some are even initiated into the druidic circle they have been assigned with keeping the beasts of the woods in check, theirs is a dangerous path for the Shadow Druids still hide and strike out with deadly aim at any group of Scouts that venture to close to a place important to them. The Navy on the other hand is a path viewed with prestige, often every coastal citizen spends some time working with or in the navy at some point in their life, and even with the dangers of the sea many young Rhaaviners enlist for short two year terms as simply tradition. Rank in the navy is based strongly on merit as opposed to anything else, leading to a rather competent navy.

Religion in Rhaavin is also a thing of importance and though not many actual temples exist on the island there are many small shrines dotting the towns and cities. The three deities revered first and foremost are Nylaethia, Syri and Suerl, for the forests and farming have been an integral part of life for the Refugees. Not as revered given the equivalent in very healthy respect and tribute is Eraekoth for only fools would depend so much on the waters without praying for his favor; and to a lesser extent but for the same reasons are Talina praised as well, for weather very much can determine the mood of the sea.

Politics

Politics in Rhaavin are actually relatively simple... as far as politics go. Rhaavin is ruled by an elected council of representatives called 'The Council of the Seas', or simply 'The Council' to the locals. This council is lead by the current Lord or Lady Admiral, the council can overrule decisions made by the High Admiral if enough of them vote against the decision. Any decision can be objected to by only one element of the council: the Druids. Their overrulings are respected and honored due to the debt the people of Rhaavin owe the islands guardians.

Council members are elected representatives of every settlement on Rhaavin. The people of each settlement elects an official and tries to keep it based on their merit by not allowing any campaigning or mudslinging. Granted the system is certainly not perfect, it seems to have worked due to the citizens loyalty to one another, not to mention betrayal is severely punished. There is an underlying suspicion that agents of the Grove of Fury might try to infiltrate the council and currently there's a debate to begin magically attempting to counter any such attempts by Rhaavins long time enemy.

Major Geographical Features

There are three truly major geographical locations on Rhaavin: the Teeth of Rhaavin, the Two Groves, and the the Eternal Wood.

- The Teeth of Rhaavin: When the Refugees first came to Rhaavin they discovered a map on board one of the pirate ships they had defeated of the local area. It marked Rhaavin as a cursed island and marked it as surrounded by something called the Teeth of Rhaavin. It wasn't until much later they learned that Rhaavin was a mythical sea beast that the pirates though lived around the island and protected some hidden treasure (and why the Pirates coveted Rhaavin so much). These 'Teeth' are actually a massive expanse of coral reefs that regrow much like the Eternal Wood. Only one path is known through there and only a select few can navigate it. All ships must be guided by Rhaavin vessels to enter it's port city of Corellias.
- The Eternal Wood: A forest old and vast, said to have been created by the Forest god Nylaethia or Murryghn or both, regardless of which made it, or if they even did one fact remains: it fits it's name. The Eternal Wood is named so for the fact that it has remained in practically the same state since even the druids can remember. Every time the forest is damaged whether by storm, man, or magic, it regrows. Not having been damaged much over the years it's trees are ancient and tall. The edge of the forest has recently been used by humans within the past hundred years and the trees have recovered quite nicely. The Druids aren't too sure how much damage the forest can take so they monitor and regulate the use of it by the Rhaavinians.
- The Grove of Life and the Grove of Fury: These are the two groves of balance, both at one time were held by two different sects of druids, and while both factions disagreed on many things, they coexisted more or less in harmony with one another. The Grove of Fury was home to a group of Druids that believed civilization was an affront to nature and should be annihilated or at least kept in strict check. The Druids of the Grove of Life believe that civilization is a product of nature, and that humans specifically seem to embody this product. However Humans can abuse it and the Druids believe that civilization is alright if properly directed so that it coexists in harmony with nature. Shortly after the Refugee's first came to Rhaavin assisted by the Druids of Light, a battle ensued between the two factions and the Druids of Fury were pushed out of their Grove, the Druids of Light understand that by controlling the Grove of Fury as well of the Grove of Light upsets the balance but they believe it shall be set right soon enough. Their concern is making sure that when it is the Druids of Fury do not attempt to destroy the Refugees.

Important Sites

- Serilos: Rhaavin's Capital city, built ten miles inland this city seems to have grown from the very ground itself, and indeed some of it has. This city was the first that the Druids of Life assisted in making and is full of natural defenses as the druids built it upon a lone plateau (one of the many odd natural monuments on Rhaavin). This city is the home of the Council of the Seas.

- Rothinos: The port city of Rothinos is Rhaavin's only city that allows trade with other nations, located on one of the safer parts of the dangerous coast of Rhaavin traders are lead in through the twisting route of the Teeth of Rhaavin to this town to trade on neutral ground with other nations. For a time merchants used this neutral point as a method of going around any trade embargo's until Rhaavin began marking all goods that entered with stamps of their countries of origin. Though deceptive practices still occur to this day there is only so much a country can do.
- Lirinos: A mighty port city built at the weak point of Rhaavins coast to counter any future attacks by pirates or other enemies. This city is the main home of the mighty Leviathan Fleet, Rhaavins most feared fleet of ships, these ships were made solely for Rhaavins defense and are never used as protection vessels for foreigners. The Rhaavinian Camaraderie is very noticeable, and the tradition of able men to spend two years in the navy is almost enforced here, not that the locals mind, many females have taken with the tradition as well.
- Lighthouse Rock: Sometime during the Cutthroat wars a lone lighthouse was discovered upon a rocky island, this island was avoided by Druids and Pirates alike (not that pirates ever got close enough to see it) and during the wars a green light shined through then stopped upon the Grand Lord Admirals death. Now a blue light shines from this lighthouse on stormy nights and when fog is thick. Few know anything about it though many whisper that it is haunted.

Regional History

The Age of God's was rife with fear and destruction, as god's battled and armies clashed many people were dreaming of more peaceful shores, these people fled the mainland hoping against hope to find other lands free of the machine of war before that machine swept over and destroyed them. They stole, built, and modified large ships to carry them to freedom and safety and set off from all corners of the mainland praying to Eraekoth that the seas would be merciful in their flight. Eraekoth only seemed to hear a few of those prayers. Storms hit many of the ships if not all and many of thousands perished in the icy depths of the sea. Some ships however survived...

A few of these ships made their way to the southern islands of Aerde, where they found a new threat, pirates. So many ships were defenseless, holding many women children and elderly, and many more went to Nearon's realm upon being attacked by the pirate vessels, many more were simply captured for slavery. Many ships held stalwart defenders, men and women who had tired of the wars and having lived through more than a few major battles, were mighty opponents for the pirates. Sadly, this alone wasn't enough, and many more would have perished if not for the intervention of more kind minded pirates who weren't in their trade for slavery or blood. Once again, a few ships survived, their numbers now smaller though improved with the assistance of guardian pirate vessels protecting them through their exodus.

The pirates, unfortunately, held a rather potent grudge against a few of the ships that 'betrayed' them and assisted the refugees, these pirates amassed into a semblance of organizations and chased down a specific group of refugees. Their target was an infamous pirate known as simply The Black, this pirate had been a symbol of their kind, having shown no mercy to ANY opponents, however all the opponents that The Black had dealt with were vessels perfectly capable of defending themselves, not helpless men and women. The betrayal, however, still cut deep. Despite the proficiency of the infamous pirate the force gathered to destroy The Black and the refugees was too great and the ships were forced to flee.

They sighted land in the distance, the pirates chasing them seemed to have sighted the land too for they substantially slowed their pursuit as did the rogue pirate vessels. As they neared the islands the rogue pirate vessels dropped anchor suddenly attempting to stop their advance and sent signals to other ships to do the same, most did, one did not and crashed into the vicious reefs and sank fast and more filled Nearons halls. When all seemed lost something akin to a miracle occurred, a light appeared upon the water, a bright and pure light, not having much else to lose the ships chose to follow this light carefully. In doing so they made their way to the lush mainland of the island. Some of the Pirate vessels tried to follow, but whatever path had been opened for the Refugees had been sealed. The island they had arrived at was called Rhaavin by the pirates, The Accursed Isle. Their benefactors were the druids of this Isle.

This is the story known to just about everyone born to the isle of Rhaavin. It is considered a lesson in sticking together, and hope triumphing against the odds. The rest of the history shall be summarized henceforth.

After arriving at the island the Refugees discovered two things, their benefactors of the island were druids, and the benefactor of the sea was actually a female. The druids allowed the refugees to form a community and eventually something of a kingdom on the island. The Black was a striking and young woman named Lirriana who eventually became the peoples Grand Admiral after their first ruler died in the Cutthroat Wars. The island itself was enchanted,

and had it's own new challenge, by saving the refugees the druids had opened a conflict with another faction of druids. Not to mention the pirates would likely still have to be dealt with.

The people built settlements with the assistance of the druids, making sure they lived with the land and not off the land. They allowed the Refugee's to take advantage of the Eternal Wood, an enchanted forest that regrew itself when harmed. A small collection of communities sprang up, infantile and fresh and living more with the land than off, regardless of this the other druids, druids from the Grove of Fury, found them an affront to the islands purity. It wasn't long before they attacked. The friendly druids, druids of the Grove of Life, along with some of the refugees of a more militaristic bent, fought them back and took the Grove of Fury.

While peace reigned the Druids of Life knew they had upset the balance but also knew they couldn't give the Grove of Fury back just at that time. They tried to run the Grove as best they knew how being as neutral as possible. Over time the people of Rhaavin prospered, built a mighty fleet of ships, and began to interact with the outside world with the Age of God's over. Eventually the Pirates of the isle's noticed the small thriving community on an island they thought cursed. Gathering under a new pirate leader they launched an attack against the Rhaavinians, the Druids of Fury saw this as a perfect opportunity to launch their own attack on Rhaavin and the Druids.

These wars were called the Cutthroat wars, and wouldn't have been as deadly as they had been had the pirates not discovered a weakness in the Teeth of Rhaavin. During these wars the Grand Admiral Rothgrin was killed and she-pirate Lirriana took the helm of the nations defenses and after the war became the countries Grand Admiral. Eventually with the combined strength of the Druids of Life and the Rhaavinians considerable fleet the Pirates were pushed back as were the Druids of Fury. Though the victory wasn't celebrated as the countries original leader was dead and many more Rhaavinians had once again died.

After these wars things have been relatively peaceful in Rhaavin, plots by the Druids of Fury have been foiled from time to time, the pirates haven't done more than harass the countries ships, and the Druids have been only a minor threat. The people have spread across the small open grasslands of Rhaavin and have worked with the druids even to the extend of sending some of their brightest and more nature oriented youths to be trained as rangers and Druids themselves. Rhaavin has also built it's fleet up to bring in money by protecting the vessels of other countries from pirates. It's port city of Rothinos (named after the first Grand Admiral) has become something of a neutral trading ground for countries.

Over time Lirriana's health began to fade, eventually it was discovered that she had been secretly poisoned though she died before a cure or a culprit could be found. Her daughter was still young and well liked among the populace, she was also showing much promise on the ships as well, however used to peace the death took her by surprise. Rhaavin elected a new Grand Admiral in the form of Lirriana's best friend and current High Admiral Johnen Feralwind. After this death a strong resentment towards the Druids of Fury was formed and they were declared the True Enemies of Rhaavin, and were hunted amongst the populace. This lead to many innocents dying and it wasn't until the Druids of Life stepped in that these druid-hunts stopped.

The people of Rhaavin have experienced much peace and much strife, having to deal with plagues and harassment from the Druids of Fury (that has lead to many a tragic event), not to mention more than a few attempts by pirates to damage their spirits. These folk have endured much together and eventually gained a reputation for having a strong sense of loyalty and camaraderie for one another. Short of trading and the offer of their mighty ships protection, Rhaavin has had little interaction with other countries and just manages to keep up with the times.

Grand Admiral Johnen Feralwind stepped down from office after one of his decisions was proved to be a mistake by Lirriana II, Lirriana's Granddaughter, who had been rising in the ranks of the Rhaavin navy like her mother and grandmother before her. The council elected the energetic young lady as Grand Lady Admiral, though she seems to spend more time at sea than in the council chamber of Serilos.

Plots and Rumors

- With the recent election for the Council of the Seas more council members have been replaced than before, understandable considering many were quite old, regardless some folk whisper of the Druids of Fury corrupting some of the citizens and placing them in the council. Considering these people are well respected members of the community most write the rumor off as overactive imaginations and conspiracy theories.

- The Lighthouse has begun working once again, a bright blue light shining from it on foggy and stormy nights, none have tried to investigate though the Druids of Life seem to be looking for a few brave souls to try and see what is over there.

Southern Kingdoms

East of Cryndon, and North/North-East of Ulruz, dwell hordes of nomadic Centaurs. Ulruz has managed to push these back in their effort to expand, and have now managed to build several cities on the far side of the Acalito River, and now control all territory within a day's ride or so of each. The Centaurs are powerful, but this development threatens Centaur control over all their lands between the Dwarven-controlled mountains in the NW and the deserts and forests in the east. Rumors grow that a powerful Centaur is uniting tribes into another Great Horde as fast as he can meet with them, which bodes poorly for the Ulruzians.

Empire of Ulruz

A land of philosophy, art and learning... And also of slavery, blood and savagery

Empire of Ulruz

Capital: Doluhre

Population: 15,200,000 (7,500,000 Hobgoblin; 500,000 Gnome; 1,000,000 Bugbear; 6,000,000 Goblin)

Government: Imperial, Senate

Religions: Beher (state religion); others

Imports: Slaves, Mfg Goods, Horses, Luxury Goods, Foodstuffs

Exports: Metals, Slaves, Timber, Grain, Mfg Goods, Ships

Alignments: LE, NE, CE

Ulruz is a land of contrasts. There exists within it great traditions of higher learning and democratic foundations - but also of bloody slaughter and commonplace slavery. It is one of the preeminent military powers of Aerde. But it is more than that - it is also a leading economic power. Ulruzian merchant fleets can be found in all corners of Aerde, and the Ulruzian navy is the most powerful to be found for a thousand miles or more in any direction one chooses. Doluhre, the capital, is the trading port of choice anywhere in the vast Southern Region of Aerde.

Life in Ulruz

Life in Ulruz depends on one's race more than anything else. Hobgoblins form the privileged class of Citizen, the strong backbone of the military, and occupy all positions of political power: the Emperor and the Senate, as well as the Governors and Magistrates.

Even among this privileged race, however, there is a social elite known as the Beherinome Clans. These are the clans directly associated with one of Beher's Avatars, those which millenia ago formed the armies that fought off Galvar and his allies on Beher's old home plane, each clan led by one of Beher's Avatars. These then were led back to the Material Plane. Centuries later, the blood of the avatars became thoroughly mingled with the blood of the Beherinome Clans, making them slightly different than their normal bretheren. The Beherinome are the clans that occupy most positions of political power, though certainly not all.

All merchants, and travelers from other realms are accorded the status of Freeman, a legally-protected state which requires a Magistrate's order and a trial to revoke. Also included among the Freeman caste (besides merchants and travelers) are immigrants from other lands, and also slaves who are freed or manage to purchase their way out of slavery.

Slave races in Ulruz include the Bugbears of the mountains, who are generally well-treated and even left alone so long as they follow the will of their Hobgoblin Imperial provincial governors. Also included are Gnomes, originally from a now extinct nation once located in the foothills of what is now northern Ulruz. These Gnomes are also well-treated and even respected as able and learned architects, engineers and scholars, and most wealthy families of Hobgoblin purchase a Gnome to tutor their children. Villages often pool their resources to gather one or more which serve the entire community. Last among the slave races are the Goblins. These wretched creatures are used as beasts of burden, gladiatorial entertainment, disposable mobs of troops, and for jobs that are too dangerous or unpleasant for freemen or citizens to want to do, such as cleaning sewers.

Politics

Ulrutz was, for much of its history, a Republic, and its political structure reflects both that democratic heritage, as well as the influence of the Tyrant God, Beher.

At the local level, Citizens often vote on particular issues and send the result to their Senators, the only input Citizens have in the political process. Ulruz daily life is ruled by the Senate, a group of powerful Hobgoblins who usually come from Beherinome clans. Then there are the provincial Governors. Each governor is selected by the Emperor, which has for the most part ensured that they are loyal. Governors oversee enforcement of the law in their lands, including the maintenance of Garrison forces, ensuring their province supplies the required taxes and men to the Empire, and maintaining order and civil services.

Above the Senate is Emperor. While it is true that the Emperor is absolute ruler, capable of overriding any local vote, any governor, even a Senatorial Decree, in practice Emperors must usually achieve some balance with the Senate. They come from powerful families, and Emperors who anger too many Senators often end up assassinated.

Religion

Beher's is the official state religion. However, Ulruz is a particularly tolerant state, and so long as its residents also pay lipservice homage to Ulruz and celebrate his holidays, the state does not care which other gods, holidays and ceremonies are honored.

Regional History

Ulrutz has, from the dawn of time, been used to provide fodder for Beher's plots and machinations, and have repeatedly been the source of invasions which have devastated the whole of Aerde. Originally there were the Goblins, who swarmed the known world seeking Dwarves (and were ultimately beaten). Then came Hobgoblins, who repeated this cycle and nearly succeeded but for the intervention of the god, Galvar. Sometime in the latter half of the Age of Gods, the Mad God put a bloodlust into Beher's creatures, and Goblin, Hobgoblin and Bugbear began to slaughter each other. Beher, who also holds Slaughter in his portfolio, quickly turned this madness outward and nearly the whole of these races scattered to the four winds slaughtering all in their path.

Ultimately, Beher restored order and actively guided his people in the creation and evolution of the Empire of Ulruz, helping it become what it is today.

Important Sites

- Doluhre 159,000 (Capitol) - the largest city in Ulruz, and the premier port city for a thousand or more miles in any direction. This is the home of both the Emperor and the Senate. This number includes only residents, and so the number of people in the city at any given time ranges from two to three times this number, depending on the season
- Hiuraer 44,250
- Oprats 35,400
- Nhelnui 28,325
- Ceifr 22,650
- Araul 18,125
- Dliutla 14,500
- Eogaupo 11,600 - this is the furthest east that civilized Ulruz has pushed, and while it shares the physical characteristics of all Ulruz cities, it also is impacted heavily by Suryanasta culture and architecture
- Iasiula 9,275
- Leucianus 8,750 - once the location of a burgeoning Human city-state, the former inhabitants ambushed three Legions in the Pass of Phaesto's Folly and fought off the Legions for another three years. Ultimately, it was razed, and rebuilt by the Ulruz such that no sign or memory of the old city-state remains
- Other: 196 towns (1-8,000 ea.) w/872,875 total

Major Geographical Features

- Acalito River - Until recently this massive river served as the frontier between Ulruz and the fierce Centaur tribes to the north and east
- Anvil Desert -

- Ashegnome Hills - once the homeland of the Gnomes
- Beherinome Plains - those plains which Ulruz conquered from the Centaurs after the departure of the Gods from Aerde, secured by the Acalito Treaty in 40 AK
- Cape of Uluk's Pact - according to Ulruz legend, this is the location where Beher gave to the Orc god, Uluk, a portion of his own power, thereby cementing alliance between the two gods and their followers
- Dreamwalker's Trail -
- Echepos Mts. -
- Emperor's Road -
- Goblin's Retreat -
- Harpy Straights -
- Lake Maernel -
- Lost City of Persephone - (see Dungeons of the Known World in the Aerde setting book)
- Moonlar's Run -
- Moonlar's Tears -
- Pass of Phaesto's Folly - a treacherous mountain pass, infested with an army of undead Goblinoids of all kinds as well as ghosts and even fouler undead beings
- Sundered Charcot Woods -
- Themion Road -
- Themion Sea -
- Thusest Jungles -

Plots and Rumors

- The Caesar's death draws near, and soon will end a long and glorious chapter in Ulruz history. Already, his son is seeking a way around the requirement his own father introduced for Caesars – that all who would rule must come from a military background – but he is opposed by the charismatic and capable General Antonius Blebluiz. A shadow war looms.
- Ulruz homesteaders are settling beyond the land granted the Empire by the Treaty of Acalito. There is talk among the centaur tribes of a reconing coming, if the Ulruz can't police their own people. Raiding has been reported intermittently.

Kingdoms of Suryanastra

An accursed land of law and duty, where every person lives in constant fear of the Undead

Kingdoms of Suryanastra

Capital: Hariappa

Population: 3,684,000

Government: Monarchy, Nomadic tribes

Religions: All with majority worshiping Aohalim

Imports: Mfg Goods, Grains, Steel, Luxury Goods

Exports: Spices, Salt, Horses, Gold, Narcotics

Alignment: LN, LG, LE, CG

Far to the South lies the desert-kingdom of Suryanastra. A land of great hardship and equivalent beauty, the great sandy wastes and towering dunes make life here difficult if not impossible to exist. However, people survive and even thrive in this desolate wasteland. Bound by a rigid code of life and conduct the people of Suryanasta have learnt to find comfort in the hot winds and meaning in the bare sands.

Life in Suryanasta

Unlike other kingdoms, Suryanastra lacks any sort of racial prejudice or segregation. The concept of a separate "dwarven" or "elven" society is unknown here and though there are places where one race may outnumber another, the people here truly do not consider themselves a separate people.

However, there is division amongst the people. A rigid class structure divides the people into four varnas (chastes) which represent the celestial order created by Aohalim at the dawn of humanity:

The Brahmins (clerics and some shamans) represent the highest varna and are the representatives of the gods among humanity and teach their word but are strictly barred from being a part of any sort of wordly or political affair.

Subordinates to the Brahmins are the Kshatriyas (Fighters or Paladins) who exercise the greatest temporal authority. The most powerful are called "Maharajas" and rule vast kingdoms in the desert while others are lesser nobles and retainers.

Below the kshatriyas are the vaishyas or the merchant class. This class conducts the business of the empire and enjoys a greater freedom from the religious or social obligation of the higher chastes. However, vaishyas may never hope to rule or govern no matter how great his wealth.

The shudras are the lowest and are the workers, farmers, herders, and servants. They represent the serfs of other kingdoms. Some kingdoms have a fifth chaste, the chandalas or "untouchables". This class handles the lowest jobs such as grave-diggers, meat preparers, and other unsavory tasks. They are called untouchables because members of a higher chaste must usually undergo a ritual of cleansing if they touch a chanda.

In addition, all Suryanastans, regardless of caste, follow the Three Laws of the Desert. These are the *Laws of Honor, Morality, and Hospitality*:

- Honor in the broadest sense represents all that is good--honesty, kindness, and forgiveness. Honorable men and women are generous to the poor, protectors of the weak, and faithful to their friends. Every deed colors the honor of an individual and most importantly his family. If a man acts dishonorably, his offense is not only a stain on him but on his family that will be remembered for generations to come. It is little wonder that the killer of a dishonorable individual is usually a member of his own family. This is done in order to spare the humiliation as well as allow compensation for the improper deeds of the individual.
- Morality is a combination of proper behavior and pure thoughts. In order to maintain such an environment the people of Suryanastra have taken to donning robes to cover their bodies and faces. Serving a dual purpose, the robes of the desert people protect against the harsh winds and blistering sun as well as cover the features that could be the downfall of every man or women's purity of mind. In addition, moral behavior requires certain faith in a higher power. Usually, Aohalim is chosen but any god is welcome save for the evil ones (though they are usually worshipped in secret).
- In Suryanastra, generosity brings great honor and thus as a result, the hospitality of a Suryanastan is unparalleled. According to the law of hospitality, anyone who appears at the doorstep as a friend must be given food and water. In addition, once the water has been given, the host assumes the role of protector for his guest and may not harm him in any way. In addition, the guest has obligations of his own. He agrees not to harm the host, should leave the next morning if the food stores are poor, and never stay any longer then three days. The "Bond of Water" is a strong force in Suryanastan culture and nobody from the vilest robber to the greatest king dares break it.

The people of the land are further divided into two clans...the Gandhavras, or city folk and the Shalpindas, or Desert folk. Though both owe fealty to their king, the Gandhavras are said to be more cultured and refined in the ways of diplomacy and politics. The Shalpindas, on the contrary, are brutally honest, blunt, and without nonsense as befits those who must survive the desert with wits and skill. The Shalpindas are hunter and gatherers while the Gandhavras try to raise, usually unsuccessfully, small farms to care for their needs. However, trade is their main occupation and many Gandhavras create large caravans to trade goods not only between themselves but other kingdoms. As such, a caravan from Suryanastan can usually be found at any major city in every kingdom.

Of note, Suryanastans have discovered a small blue flower known as "Dream Weaver" that seems to grow in the desert with alarming frequency. Used in some of their religious ceremonies to "commune" with the gods, the Dream Weaver is a powerful narcotic and if distilled and then dried, produces a drug that is sold to other kingdoms for their analgesic properties as well as their relaxation benefits. Many Suryanastans find this an acceptable means of commerce but usually do not touch the dried "Dream Weaver" themselves. Bound by the laws of the desert, most believe it to be an immoral act...though the selling of it....that is a different story.

Major Geographical Features

- Suryanasta is a world unto itself, an ecosystem that is distinct from any other. Surrounded by mountains on the west and the vast rainforest to the south, Suryanasta gets little if any annual rainfall. Thus the animals and plants of Suryanasta have adapted themselves to the dry climate and have become tougher and more resilient to the

environment. In some areas, however, no animal may survive. These areas are so hot that it is sometimes whispered that they are actually way-gates to the Elemental Plane of Fire.

- The Hanaran Rainforest: At the very edge of Suryanasta lies the thick rainforest of the Hanarans. All of the monkey-like people live peacefully in this area and regardless of where they were born call the forest home. It is here that Aohalim and Murryghn finally made peace and this rainforest is the covenant between them. Dark and wild, it is the home of many strange and exotic animals and plants.
- The Blasted Lands: In the center of Suryanasta lies the Blasted Lands. It is here that Murryghn took her revenge upon civilization and destroyed the great city of Suryanasta in an upheaval of fire and earth. Forever transformed, this place is corrupt and crawling with the undead. It is said that the blessings of deities are lacking in this area and clerics find an unusually tough time gaining spells.
- The Ivory Coast: Named for the white sand bleached by the sun, the coast lies on the eastern side of Suryanasta. Populated by fierce nomads and barbarian pirates, this area is rich in intrigue and danger. Caravans are wary to tread close to the ocean for fear of being captured and sold into slavery by pirates and other ruffians. Far from the reach of local magistrates, this land remains untamed and wild.

Important Sites

- City of Suryanasta (Metropolis, 45,000 UNDEAD)
- City of Hariappa (Metropolis, 100,000 People)
- City of Natuappa (Large City, 34,000)
- City of Vasuappa (Small City, 12,000)
- Nagana (Small City, 7,230)
- Other: XX towns (1-8,000 ea.)w/X total

Regional History

Centuries ago, the land of Suryanasta was a rich verdant grassland. The human civilization was said to have started here and the vast city of Suryanasta is a monument to that testimony. However all changed by the will of Murraghyn. Fearing that civilization had gotten too strong, Murraghyn appeared in the city and with a final stroke destroyed the capital and reduced the citizens to the walking dead. In retaliation, the gods took away their blessings to the land and left it a smoldering desert. Since then, Suryanasta's patron god, Aohalim and Murryghn have reached a peace, but the city lies a smoldering testimony to the vengeance of the gods.

Since then, the remaining citizens have spread across the now desert lands and make small encampments close to oases and other water sources. The city of Hariappa has grown and now has begun to rival the old kingdom of Suryanasta in size (though, Suryanasta is still at least 10-20X larger at the height of its glory). Ruled by Gilgaram the 20th, a direct descendent of the first human king, Gilgaram rules with an iron fist and a locked heart...as befits those who would survive in this wasteland.

Plots and Rumors

- The son of a wealthy Brahmin, himself a Brahmin from Hariappa, has disappeared off the Ivory Coast on route to the north. His father has offered a huge reward for the return of his son.
- A desert bandit called The Golden Cobra, has arisen, harassing caravans outside the city of Nagana. The local ruler is offering gold, gems, and his daughter to the man who can bring the bandit in.
- A windstorm has uncovered part of an ancient stone building near Natuappa. The Shalpinda men who entered the building never returned. It is said to be haunted.

Kingdom of Cryndon

A Mountain Dwarf kingdom focused entirely on order and trade

Kingdom of Cryndon

Capital: Yumin

Population: 1,200,000 (mountain dwarves 97%, various other races 3%)

Government: Monarchy

Major Religions: Galvar Thoradoom, Koith, Salin, and Kovar

Imports: Grains, textiles, and lumber
Exports: Weapons, and luxury goods
Alignment: Lawful Neutral, Lawful Good

The middle lands and southern lands are divided in twain by a large continuous mountain chain running the breadth of the land. The chain is known as Daggerwall, for the huge mountains jut into the sky as daggers would. It is an impressive and inhospitable site, with gigantic peaks and extremely treacherous overground passes, if they can even be deemed as such. The creatures in the mountains are almost entirely hostile and mainly powerful due to necessity as only powerful creatures could possibly live in such a place. However, three dwarven cities are buried under the mountains, and they are in control of the only three safe passages through the mountains. The cities are almost exclusively dwarven and their splendor rivals the greatest of the above ground cities. However, they are merchants above all else, and the price charged to use their passes is extreme, to say the least. Only merchants wishing to trade in the dwarven cities themselves are exempt from the price.

The mountain range is a harsh and dangerous place, inhabited by some of the most powerful creatures in Aerde. Dragons are prevalent in the highest and most treacherous parts of the mountains. However, a person would have to be either extremely lucky or powerful (or both) to reach those heights and survive the other powerful creatures that inhabit the mountains.

Life in Cryndon

The society in Cryndon is based upon commerce, and the creation of goods for commerce. In one way or another everyone is involved in the system. Dwarven miners dig farther underground with each passing day, bringing out iron, silver, gold, and every once and a while, they stumble across lodes of rare metals, such as mithril and adamantium. From there, the miners sell their wares to the smiths, and artisans who will produce fine wares for selling. However, these dwarves cannot be burdened with the selling of goods. Thus they sell it to another person in large quantities whose sole job is to sell it to the market at large.

With this strict organization in life, comes a great deal of rules, and the very society of Cryndon revolves around these rules. Theft, and the lot are not allowed, and are punished with extremely harsh methods. The laws are strict but fair, and as long as a person is honorable and fair, the laws are no burden. However, once a person steps outside of these bounds, retribution is quick and merciless.

Trade with other kingdoms is an extremely important facet of the dwarves' lives in Cryndon. They can produce very little food of their own, and thus rely upon other countries to produce the food they need. Weapons are traded with other countries in order to make the revenue needed, in order to buy food to feed its populace.

The main part of Cryndon's three cities are dwarven, in fact 97% of dwarven's populace are dwarven. The rest of the population consists of traders from the other races in search of valuable materials that can be gained.

The final part of Cryndon's society are the three mountain passes that go through the range. The range is practically impenetrable except by underground paths established and maintained by Cryndon's army. However, in order to use these underground roads to pass through to the other side of the range, a heavy toll is laid. Anyone wishing to pass must pay 100 gold per person. Furthermore, a tax of 1 gold per pound of trade equipment passing through the city must be paid. This is used to discourage merchants from merely using the routes created by the dwarves without peddling its goods. Furthermore, the money is used to upkeep the roads and the guards that protect it. Anyone who wishes to brave the mountains is on his or her own. The mountains are not patrolled by the dwarven guards.

Politics

Cryndon is ruled from its main and central city called Yumin by a dwarf known as Dolan Galvarson. He arose into power when the previous monarch died at the venerable age of close to 800 years old. His passing was greatly mourned in the dwarven kingdom for he was a great leader indeed. Galvar, a dwarf who had long been an advisor to the previous king took the throne after the previous monarch's death. At first people were suspicious of his motives and abilities but the fears were soon quieted by a fair and just reign of rule, that was also prosperous due to Galvar's diplomatic skills and wisdom. He brought about new trade routes thus helping the entire society at large.

In each of the other two cities, rulers have control. However, these rulers only establish the laws in their cities, for all trading policies are dictated by Galvar. Furthermore the laws set forth by the two city rulers can and are reviewed by Galvar in order to make sure that the kingdom is not being oppressed by unfair and unjust laws.

Major Geographical Features

- The Dwarven mines: The dwarven mines go deep in the mountain range in search of precious minerals. However, the only entrance into these mines is deep within each city and that entrance is heavily guarded.
- The Underground Passes: The passes are extremely safe for they were well built and are regularly patrolled by dwarven guards. Furthermore, they are regular hostels placed along the road for weary travelers who are willing to pay a hefty price for a night of comfort.
- The Dwarven Highroad: This road connects all three cities of the dwarven kingdom. However, only a dwarf is allowed to use them. Like the mines, this road is heavily guarded and it would take a brave soul indeed who was willing to try and enter this road.

Important Sites

- The mountains are a harsh and hazardous place for anyone to cross. The dwarves realized this and opened up three mountain passes, through which travelers go underground and eventually reach one of the three dwarven cities. These passes are regularly patrolled and maintained by the dwarven cities. Along the roads there are regularly spaced guard housing and hostels for travelers to stay in and at any given time they are nearly full.
- Yumin (500,000): This is the capital and the greatest of the dwarven cities. From here Dolan rules his dwarven kingdom. The dwarven city is heavily guarded and maintained for there are many riches contained in the city and Yumin lies along one of the three invasion routes an army would have to take in order to attack either the southern lands or for the southern lands to attack the middle lands.
- Hedlen (350,000): This city lies to the east of Yumin, and is ruled by the dwarf known as Fignir Noryson. He has ruled wisely for many years and is a close counselor to Dolan when the dwarven king requires one. The city houses the main temple to Galvar Thoradoom. As such it is considered the most religious of the three cities of the dwarven kingdom.
- Inden: (350,000): This city lies to the west of Yumin and is ruled by the dwarf Martharm Derukhed. He was recently put into power and is being closely monitored by Dolan in order to determine that Martharm was and is a wise choice as a ruler. Inden houses the best armorers in the world. Almost any material can be bought and forged into anything a person could wish, as long as that person is willing to pay a hefty price.

Regional History

Early on in the dwarven history one dwarven clan was upset with the current ruling class. These mountain dwarves decided that they would rather make their own way then live with the current ruling class. Thus the entire clan packed up and left the mountains in search of another place to settle. The dwarves passed through the early lands of Aerde in search of a better place. They traveled south, and many long months later, they came upon a mountain range that would suit their purposes greatly.

They immediately set about to building a city to rival the splendors of the kingdom they had left. It did not take them long for they worked as if possessed. They created the city known as Yumin, named after the dwarven clan chief who had led the dwarves out of the mountains and to a new home.

Not long after the dwarves decided that to fully possess these mountains they would need more cities. The current ruler decided that two more would be enough and thus split his people into thirds, one third for each city. The dwarves broke off and soon completed the other two cities, called Hedlen and Inden.

Plots and Rumors

- The adventures that are found in Daggerpass usually revolve around an adventure outside of the dwarven kingdom and in the mountains themselves.
- Danger from Above: Recently the guard posts at the mountain pass entrance to Yumin has been raided by a group of goblins, then ogres, and just lately by a group of golems. The dwarves cannot figure out who or what is causing the disturbance, and wish for a group of people to find out what is going on and if possible destroy it, if not then report the location of the person causing the disturbance and bring the location to the dwarven general stationed at the entrance to Yumin pass.

Known Dungeons of the World

There are many dungeons of one type or another in Aerde, often the wreckage of the conflicts of the Gods. Some of the more well-known, legendary dungeons include:

- **Jarra Jungle**, Island of Kinrisar - The ruins of many cities and towns are hidden by the Jungle. These were the trade centers and population centers of the old empire that once ruled the island. At the end of the Age of Gods, they had been silent for over 800 years, since the demise of this wicked empire. The Yuan Ti are rumored to be the mutated descendants of the ruling class from the old empire.
- **Lost City of Persephone**, in the west-central jungles of Ulruz - An ancient Hobgoblin city, rumored to have been destroyed when The Mad God gave the Goblinoids bloodlust. This was the capital of the fledgeling Hobgoblin nation, and its treasures remain with it, lost to the Thusest Jungle.
- **Pass of Phaesto's Folly**, a rugged pass through the bugbear-inhabited Echepos Mountains of eastern Ulruz to the settlements facing The Anvil Desert - Some 20,000 Hobgoblins died in this pass and the many small box canyons which line it when their Legions were betrayed and ambushed, and these now infest the area as undead. It is said the Legions never gave up their treasures, nor their unit standards (though some have been found since). This vast treasure supposedly lies somewhere in the area, hidden by the last survivors of the Legions.
- **Shatterstone**, built on the cliffs where the Paludosus river empties into the Sea of Torments - An ancient ruined city, rumored to have been built by the Old Ones. Extensive catacombs and passages run through the cliffs on which the city is built.
- **Suryanastain**, the center of the Suryanasta Desert - Once the premier Human city, destroyed during Age of Gods and then cursed by Gods and mortals alike, it is home of a secretive undead realm few have gone to, and fewer returned.
- **Tower Ahren**, a ruined tower amongst Mittendein's plains - Rumored to be haunted by the spirits of orcish attackers and Mittendeiner defenders, it is also suspected to be home to vampires.
- **Uluk's Keep**, on the northwestern shore of Lake Welyn in Lorlynia - Once a war academy for Gagrak Bloodspitter, the huge black orc that controlled the northern forests of Lorlynia. It was decimated by a human and eleven army in midsummer of 61AK in response to a massive uprising of the orc clans of the area, which overran two elven cities.

Organizations

There are many organizations in Aerde, overviews of which are below. Note that in many cases, individual organizations will receive a much more in-depth treatment within a particular Gazeteer in the future, as each is written.

Church of Naeron

[All Kingdoms]

The Church of Naeron wields great social and political power within Paludosus. Beyond the borders of Paludosus the worship of Naeron is far less common, but most other kingdoms have small numbers who worship Naeron, some in his aspect of the God of Death and some as a God of Knowledge. The Church of Naeron is split into 2 major sects, the Orthodox and Animist sects. The Orthodox branch is strongest in the civilised areas, it promotes the sole worship of Naeron and frowns upon the shamanistic practices of the Animist Sect as backward and the domain of the uneducated. The Animist Sect is strongest in the countryside and with the tribal inhabitants of Paludosus. It promotes the worship of Naeron but also includes within its teachings the reverence of ancestors, natural forces and places of great spiritual significance to the local worshippers.

Cults of the Avatars of Beher

[All Kingdoms]

No one knows when the Cults of the Avatars were formed, though it is reasonably assumed to have been within the last 200-300 years - since Beher was banished to the Underworld and had to rely on them for interacting with the mortal world. The ultimate goals of the Cults are as much a secret as the identities of the Cultists. Some divinations, from around the time of the Banishment, suggest that the Cults' activities strengthen Beher or the Avatars for some unknown task or struggle, though whether even the Cultists know the truth of this is conjecture. Most people who have heard of these divinations quickly end up dying suspicious deaths, but somehow every few years a number of scrolls and messages are discovered - and their finders quickly perish. The Church teaches that Beher enlisted the God of Secrets to keep this knowledge from mortals, but skeptics observe that the Avatars themselves could easily perform these "cleansings".

Dreamers' Circle

[All Kingdoms]

This shadowy organization is nearly unknown outside their own ranks, and they recruit only rarely. Begun long ago after the conquest of the gnomes of the Ashegnome Hills (the original name is long forgotten), the original Dreamers Circle was comprised of a peculiar order of Gnomes who had the ability to manifest within the dreams of another person. Prior to their conquest by Ulruz, this was used as a way to communicate quickly among settlements, as well as to heal those with mental illness or disorders from traumatic experiences. However, since the Conquest, they have used their power toward less benign goals. Individual Dreamwalkers, as Gnomish legends call them, can be good or evil, disciplined or chaotic, altruistic or self-serving. Ultimately, the other members of the Circle do not care, for the pursuit of further mastery of their powers, and the safety and companionship that come from belonging to the Circle, are the member's only consistent concerns. It is true that most Gnomes are good, and in fact most Dreamwalkers use their powers for good, this is not universally true, and those who perhaps use their powers to grow wealthy as an assassin are as much members of the Circle as the majority.

Grove of Life / Grove of Fury

[Rhaavin]

The two druidic groves on the isle of Rhaavin rarely concern themselves with the outside world however any visitors to Rhaavin will be within both their sights. These two druidic factions have one common goal but go about it in two very different ways. The Grove of Life This grove of primarily NG druids seek to protect nature, specifically the great trees. However they believe that civilization can easily co-exist with nature so long as there is understanding. They preffer

peace to war but have conflicted enough with the shadow druids of the Grove of Fury that they are a force to reckon with. The Grove of Fury This grove also seeks to protect Rhaavin, but from the threats of civilization as much as anything else. They are plotters and schemers and an enemy to the races no matter where they make their homes. They tend to keep an eye on any significant newcomers to Rhaavin more to determine if they are a threat or a pawn.

Holy Order of The Dracon Boyaris

[Paludosus]

This order consists of warriors who dedicate their lives solely to the defence of the worshippers of Naeron and the destruction of his enemies. Aspirants are those who have met the requirements to take the Dracon Boyaris Prestige Class and are currently undergoing their year of service and testing to ensure their worthiness. The order maintains 50 small chapters in the cities and towns of Paludosus, each chapter provides shelter and assistance for members of the order who are operating in the area, a Chapter will have around 10-20 members of the order assigned there under the command of a Senior Knight. The main Chapterhouse of the order is Castle , on the South road about halfway between Sthenras and The Citadel of Jade. Here aspirants of the order are given their initial training before being assigned to missions. At any one time over half the order will be dispersed around Paludosus, singly or in small groups, carrying out missions in the name of the Order.

Hunters, The

[All Kingdoms]

A secret society spanning all of Aerde, the Hunters serve the nature deities (Horun, Suerl, Nylaethia) in preserving the natural order. There are secret lodges in the wild areas of Aerde where the infrequent meetings of Hunters occur. This organization tends towards good in overall outlook. While not strong enough to fight openly against enemies, they primarily serve as scouts and spies for the forces of good. Allegiance demands a vow of secrecy about the existence of the organization.

Kamadeva Coalition

[Suryanasta, Ulruz, Mittendein, Paludosus, Ceomyr]

The Coalition is a vast contrast. Though quite legitimate in Suryanasta, they find no qualms and actually actively pursue various forms of illegal entertainment and activities in other nations. The sole distributor of the narcotic, "Dream Weaver", the Coalition promises joy and solace for a price. Hiding their treacherous activities behind legitimate "fronts", they supply the gambling, prostitution, and opium dens to those willing to pay for them. The coalition also makes a great deal of money buying indentured servants' debts in Ceomyr and selling slaves in Ulruz. Once passed the border of Ceomyr, an indentured servant no longer enjoys the protection of the Ceomyr Emperor's Decrees and becomes a slave very easily. Several corrupt lords in Ceomyr have adopted this practice of selling "debts".

Knights of the Blazing Sword

[All Kingdoms]

These paladins are dedicated to fighting and destroying evil wherever it lies. This pure and simple dedication has led to a huge enrollment but has also led to a high death rate. Because Knights of the Blazing Sword face evil everywhere they find it they often are outmatched. This has created a zealous and almost fanatical reputation for the order. Knights of the Blazing Sword are given wide berth because they will draw sword on any evil they find at any time. Knights of the order have put to the sword nobles in their own halls and powerful wizards in the streets of a crowded city. Knights of the Blazing Sword are held in awe, feared, or hated by all. Knights of the Blazing Sword serve Adenan.

Knights of the Road

[All Kingdoms]

This organization of paladins is dedicated to protection of travelers in the wilderness. With many of the kingdoms of Aerde separated by hundreds of miles of wilderness, these paladins build fortresses and patrol roads between kingdoms.

While they do not question most travelers, any which seem to be serving evil ends will never be protected and instead will be considered enemies. They attempt to keep the roads open for good folk, not evil humanoids or monsters.

Knights of the Silver Crest

[All Kingdoms]

Silver Crest Knights are lightly armored paladins that patrol the seas, particularly the Old Sea. Their main objective is to keep the sea-lanes clear of pirates and keep merchant ships and travelers safe. They carry on the tradition of Adenan Stronghand's effort to keep the seas safe during the Age of Gods. The Knights of the Silver Crest serve Adenan.

Order of Doluhre

[All Kingdoms]

The militant Order of Doluhre is a clearing house for mercenaries of all stripes, fanatics concerned with perfecting their tactics rather than they are in the nature of the mission, and they operate according to a strict regimen and code of conduct. Originating in Ulruz, there are now Chapter Houses in many major cities. The Order is deeply involved with a breakaway splinter of the Church of Beher - one neutral in outlook and concerned not with tyranny and slaughter, but solely with tactics and territory (in this case, the Order itself...) The Houses broker contracts, and the Order never gives up once a contract is taken. (See Gazetteer: Ulruz for full details)

Order of the Peaceful Palm

[All Kingdoms]

Founded on the principles of peace and diplomacy, the Order of the Peaceful Palm is welcome in most every kingdom. Expert tactical debaters and negotiators, these monks are used for an impartial opinion or concern by the other kingdoms. Their monasteries provide solace to those who face the rigors of the wilderness and offer healing and wisdom for all.

Order of the Raven

[All Kingdoms]

While most forms of evil skulk in the darkness away from prying eyes, the Order of the Raven stands forth as a beacon of evil for the hapless populace. Building monasteries throughout the countryside, these terrors instill fear, suffering, and hatred among the commoners and the government both. Though many attempts to drive out these monks have been initiated, it is merely a small relief. Like ants, the monks will reform and build another tribute to their dark lord, Parushan, at another location in the kingdom.

Seledayne Rangers

[Lorlynia]

Based in the forest kingdom of Lorlynia, The Seledayne Rangers are an elite group that hunts down the evil creatures roaming the forests. They usually patrol dangerous areas with a group that consist of 6-8 rangers/fighters, a cleric and a mage. Larger groups are sometimes organized, especially with the war effort going on. The Rangers are experts attacking with the bow and have perfected the hit and run strike to help whittle down the over-whelming odds that are allied against them. Giant eagles and a few giant owls are allied with the Rangers in their battle to protect the forest. There are roosts for them in every elven town or city. The Seledayne Rangers use the maple leaf with a bow over it as their symbol. Many ranger communities are patterned after these elite protectors and usually name themselves after the forest they are protecting.

Servants of the Manuscript

[Paludosus]

This order is dedicated to the research and recovery of all mortal knowledge in Aerde. A fair number of Loremasters and Bards of Paludosus are members of this order as are adventurers who often mount expeditions to distant parts of Aerde to investigate rumours of lost knowledge. The Servants maintains 3 great libraries, 1 of which is located at a secret site to guard against the possibility of loss, the other 2 are located in the City of Sthenras and Castle Nochetz which is about 6 hours travel from the town of XX. The Libraries contain sections that are open to the public, with an entry fee of a small monetary donation or any piece of unrecorded knowledge whether this be a manuscript dating from the time of the Gods, a small fact or a simple report of conditions in the wilderness, as long as it is not currently held in the library. Other sections are only open to authorised persons such as the Church of Naeron or members of the Servants of the Manuscript.

Thoracia Trading Cartel

[Ulruz, Mittendein, Paludosus, Cryndon, Thoradur]

This company is one of the few chartered to trade in and through Cryndon. During the Thoradur-Paludosus/Mittendein War in the second decade of the Age of Kings, the Cartel gained a near monopoly on many goods by continuing to smuggle vital war supplies into Mittendein. It now has trading outposts all along the Ulruz-Mittendein trade routes, and is in fact becoming nearly independant of Ulruz Imperial control relative to their Ulruzian competitors.

Universities of Healing

[All Kingdoms]

In every major city of Aerde can be found institutions of healing and learning. These are dedicated to Os and are often directly associated with temples to this deity. All who are injured are welcomed within the walls. Those who seek knowledge are also welcomed. The benefits of the learned men's knowledge or of the healers comes at a price. This can be monetary, service or trade.

Wardens of High Magic

[Paludosus]

The Wardens of High Magic are responsible for all formal Arcane training within Paludosus, although any arcane caster who is not a member of the order is free to take on apprentices as they see fit and a trainee does not have to enter the order once they have been trained and gained some skill. The Wardens have established a number of academies around Paludosus where promising candidates can be trained as Wizards or Sorcerors. These establishment vary in size from the High Arcanum in Sthenras which has up to 3000 students at any time to smaller academies in the distant parts of the kingdom that may have only 2 or 3 teachers and a dozen students or less. The maintenance of these institutions and the costs directly associated with teaching apprentices are funded by the state, revenues brought in by the order itself are used to fund areas other than teaching itself and for arcane research.

Monsters of Aerde

Aerde has a large number of unique monsters and creatures, as well as alterations to some monsters you know well. These largely came about due to interventions of the various gods for one reason or another, during the Age of Gods.

Alligator

Use Crocodile Stats from MM.

Alligator, Dire

Large Animal (Reptilian)
Hit Dice: 8d8+40 (72 hp)
Initiative: +1
Speed: 30 ft, 30ft Swim
AC: 19 (-1 size, +9 natural, +1 Dex)
Attacks: Bite +16 melee, Tail Slap +11 melee
Damage: Bite 2d8+15, Tail Slap 2d8+15
Face/Reach: 5 ft by 10 ft/10 ft
Special Attacks: Improved Grab
Special Qualities: Scent, Low-light vision
Saves: Fort +10, Ref +6, Will +3
Abilities: Str 31, Dex 12, Con 21, Int 2, Wis 12, Cha 6
Skills: Hide +10*, Listen +8, Spot +8
Climate/Terrain: Temperate Swamp
Organization: Solitary
Challenge Rating: 6
Treasure: Standard coins; double goods (gems only); standard items
Alignment: Always neutral
Advancement: 9-16 HD (Huge)

Description

The Dire alligator appears as a larger than normal alligator, its hide is especially thick and ridged.

Combat

The Dire Alligator uses its powerful jaws to bite an opponent or lashes out with its tail.

Improved Grab (Ex): A dire alligator can make a grapple attack that does not provoke an attack of opportunity if it hits with its bite attack. If successful, an opponent is held and automatically takes bite damage each round.

Skills

*A Dire Alligator, due to its colouration, receives a +8 racial bonus to Hide checks when concealed in swamps and water.

Black Orcs (Uluk-Dur)

Medium-Size Humanoid (Orc)
Hit Dice: 2d8+2 (11)
Initiative: +0
Speed: 20 ft. (chainmail); base 30 ft.
AC: 19 (+2 natural armor, +5 chainmail, +2 large steel shield)
Attacks: Battle axe +4 melee; or javelin +1 ranged

Damage: Battle axe 1d8+3; or javelin 1d6+3

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Darkvision 60 ft.

Saves: Fort +3, Ref +0, Wil +0

Abilities: Str 17, Dex 10, Con 13, Int 10, Wis 10, Cha 8

Skills: Listen +3, Spot +3, Move Silently +3(-2), Hide +3(-2)

Feats: Alertness

Climate/Terrain: Any land and underground

Organization: Gang (2-4), squad (11-20 plus 2 4th-level sergeants and 1 leader of 4th-8th level), or band (30-100 plus 150% noncombatants plus 1 4th-level sergeant per 10 adults, 5 6th level lieutenants, and 3 8th level captains)

Challenge Rating: 2

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Description

Black orcs are larger, stronger, smarter, pitch-skinned orcs. They are better leaders than standard orcs and better at conquest.

Uluk-Dur stand six to six and a half feet tall with mottled black skin and otherwise standard orc features.

Combat

Black-orcs are more tactically minded than their lesser brethren. Often they are found leading lesser orcs and giving them sound battle advice. Otherwise they fight as orcs.

Black Orc Society

Uluk-Dur live much as standard orcs do except they are found in smaller numbers and many times with lesser orcs serving as guards, servants, and fodder troops. Black-orcs do not build empires or kingdoms but spend their time destroying them.

Black Orc Characters

A black-orc's favorite class is fighter, and black-orc leaders are almost always fighters. Black-orc clerics worship Uluk (favored weapon greataxe) and can choose two of the following domains: War, Strength, Evil, Chaos, Destruction.

Bugbears

Use bugbears from the Monster Manual, except for the following elements:

- Religion: Bugbears generally worship Beher, god of goblinoids, tactics, territory and slaughter
- Alignment: Neutral Evil usually (but always Neutral)
- Skills: Bugbears gain a +2 racial bonus to all Climb checks

Cave Giants

Cave giants are hulking, hairless, gray-skinned giants that lurk in the underdark. They are the least intelligent of the giant races. For cave giants use all statistics for hill giants, with the following changes:

- They are shorter (9 feet tall) but weigh the same, making them wider and bulkier
- Living underground, many of their weapons (normally a club) are made of stone
- The only armor they wear is stolen or looted, and then strapped onto themselves.
- -1 to intelligence (5 average)
- Light Sensitivity (Ex): Cave giants suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell

Dragon Toad

Large Magical Beast

Hit Dice: 5d10+15 (42 hp)

Initiative: +1

Speed: 30 ft, 20ft Swim

AC: 17 (-1 size, +7 natural, +1 Dex)

Attacks: Bite +8 melee

Damage: Bite 2d6+6

Face/Reach: 5 ft by 10 ft/5 ft

Special Attacks: Acid, Improved Grab, Swallow, Spit Acid

Special Qualities: Tremorsense, Low-light vision, Immune to Acid

Saves: Fort +7, Ref +4, Will +2

Abilities: Str 18, Dex 13, Con 17, Int 10, Wis 10, Cha 3

Skills: Hide +1*, Listen +5, Spot +5

Climate/Terrain: Swamps

Organization: Solitary or pack (2-4)

Challenge Rating: 4

Treasure: Standard coins; double goods (gems only); standard items

Alignment: Always neutral

Advancement: 6-15 HD (Large)

Description

The Dragon Toad appears as a large variety of the normal toad. It is about 10 feet long and very dark green in color with mottled patches of black.

Combat

The Dragon Toad uses its powerful jaws to bite an opponent.

Acid (Ex): When angered a Dragon Toad's body secretes an Acid slime, dealing an extra 1d8 points of acid damage with their bite. Creatures attacking an ice toad unarmed or with natural weapons take Acid damage each time their attacks hit. The acid loses its potency when it leaves the dragon toad's body.

Improved Grab (Ex): A dragon toad can make a grapple attack that does not provoke an attack of opportunity if it hits with its bite attack. If successful, an opponent is held and automatically takes bite damage each round. A dragon toad can attempt to swallow a grappled opponent.

Swallow Whole (Ex): A Dragon Toad can attempt to swallow a grabbed opponent of Small size or smaller by making a successful grapple check. Once inside, the opponent takes 1d6 points of acid damage per round from the toad's stomach acids. A swallowed creature can climb out of the toad with a successful grapple check, returning to the frog's mouth, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using claws or a Small or Tiny slashing weapon to deal 4 points of damage to the frog's stomach (AC 13). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The frog's interior can hold two Small, four Tiny, eight Diminutive, or sixteen Fine opponents.

Spit Acid (Ex): Once every 1d4 rounds an ice toad can spit acid at an opponent within 50ft as a Ranged Touch attack (+4 ranged). Those hit take 3d6 points of acid damage (Reflex save at DC 16 for half).

Skills

*An Dragon toad, due to its coloration, receives a +8 racial bonus to Hide checks in its native environment.

Dread Raven

Small Beast

Hit Dice: 2d10+2 (13hp)

Initiative: +3 (dex)
Speed: 10 ft., fly 80 ft.
AC: 16 (+1 size, +3 dex, +2 natural)
Attacks: Peck +1 melee and 2 talons +0 melee
Damage: Peck 1d4; talons 1d3
Face/Reach: 5 ft. x 5 ft./5 ft.
Special Attacks: Spells
Special Qualities: Keen senses
Saves: Fort +1, Ref +6, Will +2
Abilities: Str 7, Dex 17, Con 12, Int 10, Wis 14, Cha 7
Skills: Hide +7, Listen +3, Read Lips +6, Spot +6
Feats: None
Climate/Terrain: Temperate and cold woods, hills, or barrens
Organization: Flock (1d6)
Challenge Rating: 2
Treasure: None
Alignment: Usually neutral evil
Advancement Range: None

Description

Particularly intelligent and nasty, dread ravens gather like plagues in places of blight, warfare and devastation. Larger and more intelligent than their more common kin, dread ravens pose a threat to travelers because of their appetite for flesh and because they are often trained to serve as spies for evil humanoids, sorcerers and overlords.

It is said that dread ravens were once common ravens but were corrupted by the gods themselves. It is not clear how this happened or what it means.

Dread ravens look much like dire ravens - huge black birds, three feet in length, with a correspondingly large wingspan. They have orange - yellow beaks and a definite cast of intelligence to their eyes.

Combat

Dread ravens are scavengers more so than hunters. They seek to prey upon those who have already fallen, the more tender the flesh the better (thus their preference for the remains of children, women, halflings, and sheltered lords). If starving, they will seek to snatch small children from their parents and peck their victims apart in sheltered roosts.

Spells: A dread raven can cast spells as a third level sorcerer. Each dread raven has its own selection of individual spells; "pecking order" in a dread-raven flock often depends upon which bird has the most deadly and useful spells.

Keen Senses (Ex): A dread raven gains a +6 bonus to Spot checks in daylight.

Dwarf Hound

Medium-size Animal
Hit Dice: 5d8+25 (47 hp)
Initiative: +4 (Improved Initiative)
Speed: 30 ft.
AC: 12 (+2 natural)
Attacks: Bite +8 melee
Damage: Bite 1d10+3
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Deafening bark
Special Qualities: Darkvision 60 ft., Immunities, Scent
Abilities: Str 16, Dex 11, Con 20, Int 4, Wis 8, Cha 8
Skills: Intimidate +5, Inuit Direction +5, Listen +5, Spot +5
Feats: Improved Bull rush, Improved Critical, Improved Initiative

Climate/Terrain: Solitary or trained packs (2-4)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement Range: 3-6 HD (Medium-size)

Description

The god of dwarves, Galvar Thuradoom, created three hounds to track down Uluk after he set orcs upon the dwarven cities beneath the mountains. So pleased with the hounds, Galvar created twelve lesser hounds and gave them to the dwarves to protect them from the raiding orcs. The hounds helped the dwarves drive the orcs from their tunnels and were forever the faithful companion of the dwarves.

Dwarf hounds are short and broad, possessed of enormous strength and stamina. They are not swift runners, but they can fit through even the narrowest passages and lope along with their masters at a tireless trot. The dogs have short coats ranging in color from coal black to a reddish-gold and have large, golden eyes. They have been bred for great intelligence, and miners often use the dogs to sniff out veins of ore deep within the mountains. When it scents a vein, it lets loose with a thunderclap bark that echoes for miles through underground tunnels (and attribute that makes them amazing watchdogs as well). How the animals actually smell gold and the like is a mystery to human trainers and is a secret the dwarves prefer to keep to themselves.

Dwarves will rarely sell puppies to human trainers, but they are always very expensive, and the dogs are never happy outside close passages and dim lighting. For this reason, they are rarely seen in human lands except as watchdogs in some wealthy lord's castle.

Combat

A dwarf hound's loud bark is indeed worse than its bite. The hounds are utterly fearless in defense of their masters and don't back down from any attacker, no matter how large or dangerous. Once they attack a target, nothing can deter them except death.

Immunities (Ex): Dwarf hounds are immune to fear, sleep, and paralysis attacks, as well as subdual damage.

Deafening Bark (Ex): When in battle, a dwarf hound barks constantly. The pure volume of the bark can confuse or even stun foes. Opponents within 60 feet in an enclosed area or 20 feet in an open area must make a Will save (DC 16) or be disoriented. In an enclosed area, a failed save means the stunned while success means 1/2 speed and attacks at -4 are possible. In an open area a failed save means -4 to hit and 1/2 movement, while a successful save reduces this modifier to -2 and full movement is retained. Once a Will save is successfully made no further check is needed during that encounter. Dwarves used to fighting near these hounds make their Will save at DC 12 with failure being the equivalent of a success for others and success meaning no effect.

Elf, Aquatic

Medium size Humanoid

Hit Dice: 1d8 (4)

Initiative: +0

Speed: 30 ft./ 40 ft swim

AC: 14 (+3 coral studded shark skin, +1 small shield)

Attacks: spear + 2 melee

Damage: spear 1d8 +1

Face/Reach: 5 ft by 5 ft/ 5 ft

Special Qualities: Aquatic Elves are proficient with spears, tridents, nets and crossbows*(see below). They are Immune to sleep spells and effects. Aquatic elves have a +2 racial bonus to Will Saves against enchantment spells or effects. Aquatic elves have low-light vision and can see four times as far as a human in starlight, moonlight, torch light and similar conditions of low light. They have a +2 racial bonus to Search and Spot checks. Aquatic Elves can survive out of the water for 1 hour per point of constitution (after that refer to suffocation rules, pg 88 in DMG), but due to their gills can breathe underwater normally.

Saves: Fort +1, Ref +0, Will +0

Abilities: Str 13, Dex 10, Con 11, Int 9, Wis 11, Cha 11

Skills: Hide +1, Search +3, Spot +2

Feats: Weapon focus (spear)

Climate/Terrain: Temperate water (any)

Organization:

Ocean: company (2-3), squad (11-20 plus 2 4th level sergeants)

River/lake: patrol (4-8 plus 1 2nd level leader), squad (11- 20 plus 2 sergeants of 3rd level, and 1 leader of 4th level)

Challenge Rating: 1/2

Treasure: Standard

Alignment: Chaotic Good

Advancement: by character class

* Aquatic Elf water crossbows have an effective range of 30 ft and beyond that are ineffective. The water crossbow only works underwater. It is designed differently and uses different bolts. Ammunition for crossbows and aquatic crossbows is not interchangeable

Aquatic elves are water-breathing guardians of the under-water world. They have bluish- green skin and emerald green hair and partially web fingers and toes. They live in enormous underwater cities created from coral and other living rock. They protect their undersea world just like their cousins protect the forests. Aquatic elves are slim and are stronger and less agile than wood elves. Living underwater makes all movements slow and you are constantly swimming. They live on the bountiful harvests in all the worlds' oceans and can also live in deep lakes and rivers.

Aquatic elves speak their own language underwater and also speak elven above the waves. They are craftsmen in their own right and trade with merchants in a few locations, including Lorlynia and Kinrisar. They have also joined their cousins in Lorlynia in their fight for freedom against the orcs and goblins.

Combat

Aquatic elves rely on stealth and tactics to battle their foes, mostly by choosing when and the where the battle takes place. Underwater they fight with their spears and nets, and sometimes water crossbows. When they fight in Lorlynia, they often emerge for a brief time from the many rivers and fight on land.

Frog, Giant

Medium-Size Beast(Water)

Hit Dice: 1d10+1 (6 hp)

Initiative: +2 (Dex)

Speed: 15 ft, swim 30 ft

AC: 13 (+2 Dex, +1 natural)

Attacks: Tongue +2 ranged; or bite +0 melee

Damage: Tongue 0 and grapple; or bite 1d6

Face/Reach: 5 ft by 5 ft/5 ft (10 ft with tongue)

Special Attacks: Adhesive tongue, swallow whole, leap

Special Qualities: Darkvision 60 ft, low-light vision

Saves: Fort +3, Ref +4, Will +2

Abilities: Str 11, Dex 14, Con 13, Int 1, Wis 14, Cha 4

Skills: Hide +6, Listen +3, Spot +3

Climate/Terrain: Temperate and warm land and aquatic

Organization: Solitary or pack (2-5)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 2-3 HD (Medium-size)

Description

Giant frogs appear as larger versions of normal frogs. They are about 6 feet long.

Combat

Giant frogs attack by leaping at their prey and attempting to grapple with their tongue (dealing automatic bite damage) or by bite their opponents.

Adhesive Tongue (Ex): A giant frog can make a grapple attack that does not provoke an attack of opportunity with its tongue. If successful, an opponent is held and automatically takes bite damage each round. A giant frog can attempt to swallow a grappled opponent. A successful attack against the tongue (AC 16) releases the frog's grip on its prey. If the tongue is successfully attacked, the frog will not attempt a grapple attack against that opponent for the remainder of the combat.

Leap (Ex): A giant frog can leap up to 30 feet horizontally (10 feet vertically) and attack with its bite. Treat this as a charge attack (+2 bonus to attack, -2 penalty to AC). To leap, the giant frog must be at least 10 feet away from its foe.

Swallow Whole (Ex): A giant frog can attempt to swallow a grabbed opponent of Small size or smaller by making a successful grapple check. Once inside, the opponent takes 1d4 points of acid damage per round from the frog's stomach acids. A swallowed creature can climb out of the frog with a successful grapple check, returning to the frog's mouth, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using claws or a Small or Tiny slashing weapon to deal 4 points of damage to the frog's stomach (AC 13). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The frog's interior can hold two Small, four Tiny, eight Diminutive, or sixteen Fine opponents.

Goblins

Use goblins from the Monster Manual, except for the following elements:

- Religion: Goblins generally worship Beher, god of goblinoids, tactics, territory and slaughter
- Abilities: Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 10
- Attacks/Damage: Goblins use short bows rather than javelins, usually
- Alignment: Chaotic Evil usually (but always Chaotic)
- Fear of Sunlight: When exposed to daylight, natural or magical, Goblins are automatically Shaken for the duration of the exposure and 1d6 rounds thereafter. They must also must pass a Will Save (DC15) or be Panicked for 2d6 rounds. A new save must be made for each separate exposure, though the effects of multiple exposures do not stack. Viewing the sun itself imparts a -2 Circumstance penalty.

Hobgoblins

Use hobgoblins from the Monster Manual, except for the following elements:

- Religion: Hobgoblins generally worship Beher, god of goblinoids, tactics, territory and slaughter
- Abilities: Str 11, Dex 11, Con 13, Int 10, Wis 11, Cha 8
- Initiative: +2 (Racial)
- AC: 17 (+5 Armor, +2 Shield) in Ulruz for Legionnaires; per MM for all else
- Attacks/Damage: Hobgoblins use short swords and javelins in Ulruz, or per the MM elsewhere
- Alignment: Lawful Evil usually (but always Lawful)
- Darkvision up to 60' feet
- +2 Racial Bonus to All Will Saves
- +2 to Sense Motive and Intimidate Checks
- +2 to any single Craft skill
- Favored Enemy: Goblin. Hobgoblins must know how to keep their most commonly-encountered slaves in check, and put down any damnable rebellions. Thus, they gain a +1 bonus to Bluff, Listen, Sense Motive, Spot and Intimidate checks when using these skills against Goblins. They also gain a +1 to weapon damage against Goblins, including ranged weapons if under 30'

Orcs

Use orcs from the PHB except for the following elements:

- Religion: Orcs generally worship Uluk, god of orcs, conquest, and war.
- Light Sensitivity: Orcs of the northern steppes (Steppe Orcs) do not suffer light sensitivity.

Marsh Cobra

Medium-Size Beast (Reptilian)

Hit Dice: 2d10+2 (13 hp)

Initiative: +3 (Dex)

Speed: 20 ft, 20ft Climb, 20ft Swim

AC: 17 (+3 Dex, +4 natural)

Attacks: Bite +5 melee

Damage: Bite 1d4

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Poison

Special Qualities: Scent.

Saves: Fort +4, Ref +6, Will +1

Abilities: Str 10, Dex 16, Con 13, Int 1, Wis 12, Cha 2

Skills: Balance +8, Climb +10*, Hide +12*

Climate/Terrain: Temperate Swamp

Organization: Solitary

Challenge Rating: 1

Treasure: 25% coins; 25% goods, standard items;

Alignment: Always neutral

Advancement: 3-4HD (Medium Size)

Description

The Marsh Cobra is a stealthy predator, its body is dark green and its hood is dappled with emerald green spots.

Combat

Marsh Cobras prefer to hide until prey approaches, then spring out with its initial rush and attack.

Poison: The poison of a Marsh Cobra has an initial damage of 1d6 CON and secondary damage of Blindness and has a DC of 12.

Skills

*Marsh Cobras receive a +4 racial bonus to Climb and Hide checks.

Marsh Cobra, Giant

Large Beast (Reptilian)

Hit Dice: 4d10+12 (33 hp)

Initiative: +3 (Dex)

Speed: 20 ft, 20ft Climb, 20ft Swim

AC: 18 (-1 Size, +3 Dex, +6 natural)

Attacks: Bite +9 melee

Damage: Bite 1d6+5

Face/Reach: 5 ft by 5 ft(Coiled)/10 ft

Special Attacks: Poison

Special Qualities: Scent.

Saves: Fort +7, Ref +6, Will +2

Abilities: Str 20, Dex 14, Con 16, Int 1, Wis 12, Cha 2

Skills: Balance +10, Climb +13*, Hide +8*

Feats: Weapon Focus(Bite)
Climate/Terrain: Temperate Swamp
Organization: Solitary
Challenge Rating: 3
Treasure: 25% coins; 25% goods, standard items;
Alignment: Always neutral
Advancement: 5-8 HD (Large); 9-16HD (Huge)

Description

The Giant Marsh Cobra is a stealthy predator, its body is dark green and its hood is dappled with emerald green spots.

Combat

Marsh Cobras prefer to hide until prey approaches, then spring out with its initial rush and attack.

Poison: The poison of a Marsh Cobra has an initial damage of 1d6 CON and secondary damage of Blindness and has a DC of 14.

Skills

*Marsh Cobras receive a +4 racial bonus to Climb and Hide checks.

Marsh Ensnarer

Huge Beast (Aquatic)
Hit Dice: 12d10+24 (90 hp)
Initiative: +4 (Dex)
Speed: 40ft Swim
AC: 18 (-2 Size, +4 Dex, +6 natural)
Attacks: 8 Tentacles +19 melee, Bite +14 melee
Damage: Tentacles 1d8+9, Bite 2d8+9
Face/Reach: 10 ft by 10 ft/10 ft (40ft with Tentacles)
Special Attacks: Improved Grab, Constrict
Special Qualities: Scent
Saves: Fort +10, Ref +14, Will +5
Abilities: Str 28, Dex 18, Con 14, Int 1, Wis 12, Cha 2
Skills: Hide +12*, Listen +12, Spot +12
Climate/Terrain: Temperate Swamp
Organization: Solitary
Challenge Rating: 9
Treasure: Standard coins; 25% goods, standard items;
Alignment: Always neutral
Feats: Alertness, Combat Reflexes (5 AoO per round).
Advancement: 12-18HD (Huge); 19-30HD (Colossal)

Description

The Marsh Ensnarer is appears as a flattened disk of pale brown rubbery flesh about 10ft across, rising from the top of its body are 8 tentacles, surrounding a circular mouth filled with needle-like teeth.

Combat

Marsh Ensnarers usually conceal themselves in pools and other areas of still water in a marsh or swamp, with only their tentacles breaking the surface of the water. When prey approaches they rise up so that the top of their body is above the water and attack with their tentacles, prey that is hit is grabbed and either constricted or carried to the mouth to be torn apart and devoured.

Improved Grab (Ex): A marsh ensnarer can make a grapple attack that does not provoke an attack of opportunity if it hits with a tentacle attack. If successful, an opponent is held and automatically takes constricton damage each round,

alternatively the marsh ensnarer can transfer the opponent to their mouth with a successful grapple check where they will take automatic bite damage each round until freed.

Constrict (Ex): A marsh ensnarer that successfully grapples an opponent can deal automatic constriction damage of 1d6+9 per round. A successful attack against the tentacle (AC 20) causes the Marsh Ensnarer to release its grip on the prey.

Skills

*Marsh Ensnarers receive a +8 racial bonus to Hide checks when submerged.

Marsh Monitor

Medium-Size Animal (Reptilian)

Hit Dice: 5d8+20 (42 hp)

Initiative: +2 (Dex)

Speed: 30 ft, 20ft Swim

AC: 17 (+2 Dex, +5 natural)

Attacks: Bite +7 melee

Damage: Bite 1d4+6

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Ambush

Special Qualities: Low-light vision, Scent.

Saves: Fort +8, Ref +6, Will +1

Abilities: Str 18, Dex 14, Con 18, Int 2, Wis 10, Cha 6

Skills: Hide +16*, Listen +4, Move Silently +6 Spot +4

Climate/Terrain: Temperate Swamp

Organization: Solitary or pair

Challenge Rating: 3

Treasure: 25% coins; 25% goods; standard items

Alignment: Always neutral

Advancement: 6-10 HD (Medium-size); 11-15 HD (Large)

Description

The Marsh Monitor is a voracious predator and scavenger, its lumpy hide matches the mud and foliage of the swamps that are its natural habitat. This allows the creature to blend seamlessly with its surroundings and attack by surprise. The Marsh Lizard is usually active only during the day but comes out at night if it is sufficiently hungry.

Combat

Marsh Monitors prefer to hide until prey approaches, then spring out with its initial rush and attack.

Ambush (Ex): A Marsh Monitor darts out of its hiding place with blinding speed. On the first round after it emerges, it gains a +4 conditional bonus to its attack roll.

Skills

Marsh Monitors reptiles receive a +4 racial bonus to Hide and Move Silently checks. *In swamps and marshes, the Hide bonus improves to +8.

Spitting Viper

Description

Identical to the viper found in the Monster Manual, p202, with the following changes:

- Challenge Rating: 1
- Special Attacks: Poisonous spittle. The spitting snake can spit its poison as a ranged touch attack. The maximum distance is based on the size of the snake:

Size	Distance
Tiny	5 feet
Small	10 feet
Medium	20 feet
Large	30 feet
Huge	40 feet
Gargantuan	50 feet
Colossal	60 feet

Troglodyte, Swamp

Description

Within the realm of Paludosus some Troglodyte tribes moved out of their underground habitats, and now inhabit the darker and densely vegetated areas of the swamps.

Swamp Troglodytes use the stats in the Monster Manual for Troglodytes.

Turtle, Giant Snapping

Gargantuan Beast

Hit Dice: 10d10+70 (125 hp)

Initiative: -2 Dex

Speed: 10 ft, swim 20 ft

AC: 22 (-4 size, -2 Dex, +18 natural)

Attacks: Bite +14 melee

Damage: Bite 2d8+16

Face/Reach: 40 ft by 40 ft/20 ft

Special Attacks: Improved grab

Special Qualities: Darkvision 60 ft, low-light vision

Saves: Fort +14, Ref +5, Will +2

Abilities: Str 32, Dex 6, Con 25, Int 1, Wis 8, Cha 8

Skills: Spot +10

Climate/Terrain: Any aquatic

Organization: Solitary or band (2-4)

Challenge Rating: 10

Treasure: None

Alignment: Always neutral

Advancement: 11-19 HD (Gargantuan); 20-30 HD (Colossal)

Description

Giant snapping turtles appear as 40-foot diameter turtles. They are aggressive and have a voracious appetite. Most are found in large lakes, rivers and open water in swamps.

Combat

Giant snapping turtles lurk near the shore or on the bottom of a body of water where they remain motionless. When prey passes nearby it shoots its neck out and bites.

Improved Grab (Ex): To use this ability, the giant snapping turtle must hit with its bite attack. If it gets a hold, it automatically deals bite damage and can attempt to swallow the opponent.

Swallow Whole (Ex): A giant snapping turtle can try to swallow a grabbed opponent of Huge or smaller size by making a successful grapple check. Once inside, the opponent takes 2d8+16 points of crushing damage plus 2d8 points of acid damage per round from the giant snapping turtle's digestive juices. A swallowed creature can cut its way out by using claws or a light piercing or slashing weapon to deal 25 points of damage to the giant snapping turtle's gut (AC 20).

Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The giant snapping turtle's interior can hold two Huge, four Large, eight Medium-size, or sixteen Small or smaller opponents.

Water Troll

Huge Giant

Hit Dice: 16d8+160 (232 hp)

Initiative: +3

Speed: 40 ft, (30ft Armoured); 20ft Swim

AC: 28 (-2 size, +3 Dex, +5 Breastplate, +12 natural)

Attacks: 2 Claws +21 melee, Bite +16 melee or MW Greatsword +23/+18/+13 melee or +16/+11/+6 MW Mighty (18STR) Composite Longbow

Damage: Claw 2d4+11, Bite 1d8+11 or 4D6+16 Greatsword or 2d8+4 Longbow

Face/Reach: 10 ft by 5 ft/15 ft

Special Attacks: Rend 2d8+22, Spellcasting

Special Qualities: Regeneration 10, Scent, Darkvision 60ft, Cold and Acid Resistance 10, SR21.

Saves: Fort +20, Ref +3, Will +14

Abilities: Str 32, Dex 16, Con 30, Int 12, Wis 18, Cha 14

Skills: Craft(Armour or Weaponsmith) +13, Knowledge(Nature) +5, Intuit Direction +8, Wilderness Lore +10*

Feats: Power Attack, Cleave, Combat Reflexes, Weapon Focus(Greatsword), Craft Magic Arms and Armour.

Climate/Terrain: Temperate Swamp, Any Cold.

Organization: Solitary or band (2-4)

Challenge Rating: 14

Treasure: Standard Coins, Standard Goods, Double Items

Alignment: Usually neutral evil

Advancement: By Character Class

Description

Water Trolls are creatures of evil legend, standing around 25 feet tall. Their bodies are heavily muscled and their skin is very dark green, almost black, and covered with tiny hard scales. Water Trolls are far more intelligent than their brutish cousins and are master metalworkers. They craft their own arms and armour, and may even place magical enchantments upon them.

If approached carefully and promised great rewards, they may be persuaded to craft items of great beauty and ability.

Combat

Water Trolls are usually only aggressive when they, or their territory, is threatened or when hungry.

Regeneration(su): Water Trolls regenerate 10HP per round and treat all damage as subdual except Fire and Acid.

Rend(ex): A Water Troll that hits an opponent with both claw attacks can rend them for 1d8+22 damage.

Spellcasting(sp): Water Trolls can cast spells as an 8th Level Druid, Save DC14+Spell Level.

Skills

Water Trolls receive a +2 racial bonus to Craft Rolls involving metal. *In their home terrain Water Trolls gain a +4 racial bonus to Wilderness Lore.

Languages: Draconis and Giant

Water Troll Character Classes: Water Trolls most often progress as either Sorcerers or Rangers, Favoured Class is Ranger.

Appendix I: The Age of Gods

The Age of Gods is generally acknowledged to encompass the time that passed in this reality from the Creation, to very recent times. It ended within living memory for many, when first the gods of good and then, a century later, the gods of evil were banished from the material plane. This was the punishment the Immortal inflicted upon the gods for ignoring their duties and for their constant conflicts. Below is the traditional history of the world, as told in many lands and many tongues.

Prologue

There was no doubt that this was to be a party like no other. Shela, a favorite of not only her family but of the entire community, had finally reached her sixteenth birthday, and was ready to accept the responsibilities of an adult life. Though matured physically, the small human was still wide-eyed with innocence as she stared at the vast throng of townsfolk that had congregated to wish her the best. As her eyes roamed, she settled upon an unusual fellow, who seemed to have a distant look in his eyes. Unlike the rest of the citizens, this was no human, but a halfling!

As she stared at him, his eyes suddenly met hers and held them. She shivered slightly at the cold blue eyes, as they seemed to stare deep into her soul, and she quickly looked away. The halfling smiled softly, and began to gather his belongings as Shela's father motioned for the townsfolk to be quiet and to let him speak.

"It is with great pride and honor that I now announce that my daughter Shela has become sixteen today!" her father said enthusiastically.

The crowds cheered and stomped their feet against the ground. As Shela watched, with a smile on her face, she noticed that the halfling had started moving towards the makeshift stage that her father and she were standing on. As her father continued to work the crowd into an uproar, the halfling reached the side of the stage and, with a dexterous leap, landed right beside Shela. The crowd immediately hushed, as Shela's father drew back in shock and then relaxed.

"I apologize...I apologize for the shock. It seems our honored guest wishes to get started a bit earlier than scheduled," her father managed to blurt out.

Shela finally observed the halfling in detail for the first time. He wore a colorful outfit, with various patches of different hues on his slacks and his pull-over tunic. He carried a staff that had intricate carvings in a language Shela had never seen before, and he wore a small simple tie for his long dark hair. What fascinated Shela the most was the stranger's cloak. Made from thousands of different colored feathers, it seemed to flutter even though there was no wind. The halfling turned towards the crowd. He bowed low and then waved a hand across the stage, suddenly conjuring thousands of light motes of different colors, which whizzed and spun around the awe-struck crowd.

Smiling deeply, Shela's father continued, "It is my great pleasure to present Thurbin Feathercloak, historian and bard. As is our custom, he will entertain us with tales of the days of yore! He was recommended as the finest in the area and great expense was taken to bring him here..."

Shela's eyes were on the halfling as her father continued to rant and rave about the amount of gold it had taken to track Thurbin down and persuade him to journey here, instead of continuing his usual travels. Thurbin stood patiently for a while, though Shela saw the look of annoyance on his face.

Suddenly, he slammed his staff tip down loudly onto the stage, and then Thurbin spoke in a clear, well-trained voice that echoed to the very end of the crowd. "ENOUGH! God, I do not wish to stay bound here until this young girl's next birthday. Let me speak."

Rebuked, the father hurriedly sat down in his plush chair and gave the floor over to the halfling. Thurbin strode to the center of the stage, and as he did so it seemed Thurbin grew...or perhaps it was some trick of magic. Shela could not

tell. As the halfling loomed over the crowd, he waved his hands and the day darkened as clouds blocked out the sun. The crowd gasped at this powerful magic...though Shela noticed that the clouds had seemed to be headed in that direction in the first place.

“Heh,” she thought, “I wonder if he is a master of magic or timing.”

Thurbin seemed to read her thoughts because he suddenly turned towards her and, with a bow and a small wink, addressed her directly. “Darling girl, it is customary among my people to tell a story...an ancient one that has been passed from generation to generation since time began. It is an epic tale that spans hundreds of years...though it seems the events are but a moment’s grasp. Such is the nature of the Gods!”

All whispers died as the halfling’s words reached them. The Gods? Was this to be a story of the Gods?

Smiling (sadly, it seemed to Shela), Thurbin turned again towards the people. “Aye, lads and lasses, this is indeed a story about the Gods. About their trials and tribulations... About their epic battles, and the wars they fought in this realm and the next. About the hate and the love that they showed one another. This is indeed a story unlike any other, and if you have not heard it, it will forever change and shape your destinies. You live far from the world of gods and wars and treacheries and curses. You do not understand that you are still a part of that world. Allow me to change you forever, and to enlighten your town with the blessing and the curse that is sometimes called knowledge!

Thurbin paused as the crowd stared wide-eyed in anticipation. Then with a flourish of his cloak and a quick motion to a servant-maid for a glass of ale, he began the epic tale...

The Creation

In the beginning there was nothing. And yet, that nothing had the ability to create entire universes. Amid this nothing lay the destiny of trillions of mortals, the birth and death of Gods, and the fate of heroes. There was no light, no darkness, and no time. But then in a piercing moment a single thought echoed across the blankness...

“I AM!”

And with that thought and the amazing will behind it came one immortal, the first of many. His power was as infinite as the very will which had brought him into existence. This single deity, overjoyed at his existence, enjoyed contemplating his very essence and his new-found consciousness. However, with his new existence, he also found the need for others to also experience the joy he felt. Thus another thought was echoed across the nothingness... A single thought almost as perfect as the first:

“There IS!”

And with that thought, the nothingness immediately changed to everything that was, that is, and that will be. There was no such thing as time, and thus everything existed in the now and present. The Immortal was overjoyed at what he had done, and what he had created. He examined everything for what seemed an eternity (but merely consisted of no time whatsoever, because time had yet to be created.) He examined everything that was, that is, and that will be, until he knew it all.

But then, he felt something was missing. It seemed wrong for everything to be occurring at one time...and thus he once again extended his thought to the chaos he had given birth to, and separating one second from another, put each and every action in its place.

This was to be the greatest task the Immortal had ever accomplished, and there were many unforeseen problems. He had to remember each action and where it would best fit in its proper time period. Attempting to remember everything’s order and trying to place everything he had studied for so long, was trying. In the end, it was impossible, even for one such as him. In his effort to create the perfect world, he failed. He was simply not up to the task - it was beyond the power of even one such as him. The perfection he sought had turned instead into a reality of madness and chaos.

Thus, he wiped the entire slate clean and began anew. He decided to start time at the Beginning, as was proper, and let those he had created before decide their own destiny. He gave them free will to do with as they wish. However, the act of free will had its own dark consequences, though most remain hidden from mortal eyes to this day.

Drained from his many exertions, The Immortal was forced to step back, for he simply didn't have the energy to do anything else. The effort he had expended had completely exhausted him. Despite everything, he loved his creations and would not leave them without guidance. As he stepped back, he opened the possibility for other deities to exist. They would not possess the same power as he did, but it would be enough to guide his creations into fruition.

As time progressed, the Immortal slowly faded to a simple awareness that would allow him to rest and recover, as well as view his creations and their fates.

The Old Ones

In the beginning, when the Immortal tried but failed to place everything perfectly, many strange consciousnesses sprung forth from the nothing. Created from events the Immortal wrongfully placed in time, these minds soon found immortal bodies of great power and equally great terror. Of these, the Tarrasque and the Kraken are but two of the lesser children that were formed from this tremulous void of entropy and madness. Others, whose name would drive the listener mad and whose visage would blind them, came forth from the nothing, bent on chaos and destruction of the beauty of creation that the Immortal had created.

Dismayed, the Immortal reached out his grasp and changed some of these vile creatures into agents under his control. Using their own brethren against them, he forced the creatures back and into a prison plane of madness far from the reach of his creation. The creatures that he had tamed were to be forever in his service until the time that the Immortal pronounced free will to all his creations. Free of the influence of the Immortal, but retaining the change he instilled upon them, the Old Ones, as they are now called, roamed all creation without purpose or point. Some found rest on different worlds, burrowing deep within the grounds. Others, mad with grief at the loss of purpose, immolated themselves in tribute to their creator and formed the vast stars that are seen to this day. Finally a few, remembering the war against their own kin and hating the Immortal for it, decided to corrupt his creation and bring a new order of suffering and madness to the universe. Acting in secret, they awaited the chance when they could tear down the gates to the prison plane and allow their siblings to come forth. Of these, the most influential and powerful was Parushan, who would later be known as the Corrupter.

These last few, including Parushan, have given birth to many strange aberrations and magical creatures. Thought to be survivors of forgotten servitude races, some have struggled to regain some of their former master's power, and have risen again to join in the struggle for supremacy. Some of these races can be found working with cults dedicated to the gods that spawned them. Others, like the beholders, have founded their own societies and cultures.

The First God

The world of Aerde existed as it had always existed before, beautiful and untouched. A vast stretch of plains in a twilight of twinkling stars, Aerde was in a land of perpetual dusk awaiting completion.

When the Immortal opened the possibility for other deities to exist, the first to ascend to true consciousness was Murryghn, the Inevitable. Finding Aerde much to her liking, she claimed it as her own and sought to create a balanced land, where creatures and plants lived and died according to the natural order that she herself created. Creatures were given no mind and an abundance of instinct; she foresaw that if they had intellect, her creations might question the natural laws that she had created. In the process, she populated the world with all manners of plants and animals, raising forests and jungles alike. The animals and plants lived and died and were reborn in another form, experiencing all of the cycle of life through many lifetimes. Tiny plants would become herbivores which would become carnivores and would then become plants once more. There were never more spirits than she had created, and her chosen champions, the beasts, jealously guarded their territories, becoming instruments of the natural law and keeping the

various populations at the levels Murryghn desired. All of these things sustained Murryghn and fed her power for centuries.

Then the other gods came.

The Coming of the Gods

As Murryghn sat content on her Aerde, it would not be long until other consciousnesses began to manifest themselves. It began small, as ideas and thoughts became sentient and then through this sentience created bodies of energy and power. Thus, the first gods appeared on Aerde.

The first deities were those of simple concepts that were made manifest from the dense forest environment around them. Deities such as the beautiful Nylaethia of the Forest and the magnificent Horun of the Hunt arose from these primordial concepts that were found even in the prehistoric lands of Aerde.

Other deities, created from different worlds, noticed the spark of consciousness on Aerde and like bees to honey flew to integrate their energies into this fresh, prosperous world. These included Caelon, who found the fertile world too rich to pass up and created his minions, the insects, to devour it in order to feed his insatiable appetite, as well as Talina, the Lady of Seasons, who integrated herself so completely into the environment that it was forever changed; the weather would no longer be constant, but now roamed free of Murryghn's control, and her animals had to quickly adapt to the change in climate as time finally showed its effects on the ecosystem and the first winter came.

Now the land was truly chaotic, and under the role of not one but many deities. As the confused beasts struggled to survive, Murryghn realized her mistake too late. The beasts and animals of the land had always been created to jealously guard her territories from interlopers, but now as the weather and land were changed, they strove to expand their domains...slaughtering others in a desperate attempt to continue to grow, themselves. The need led to a desire, the desire to a craving, and finally a craving to a lust to slaughter and expand.

Thus the merciless Beher was formed from the bloody earth of violent fights and thoughts of territory and power. Beher would be the first of the "thinking gods", deities that were not just solely ruled by instinct but by a keen insight and lust to express and expand their beliefs among the creatures of the land. As this philosophy spread, other deities found that they themselves also had the desire to spread their beliefs and influence among others.

The reasons for this were twofold. First, the deities realized that as their portfolios grew, so too did their power and their ability to shape the world to their liking. Second, the greater the number of minds that were brought about to their way of thinking, the less would be given to other ways of thinking, diminishing the other gods and in the process indirectly adding more power to their own causes. Some deities, like Nylaethia, only influenced enough creatures to keep her forests pure and clean while others, like Beher, strove to forever expand his domains until all Aerde would fall under his dominion.

As the gods struggled and fought to hold on to what precious remains they had, the concept of "winning" took root and fueled the creation of yet another deity - Alyhndro, Lord of Victory and Master of Competition.

His laughter boomed across the land as he manifested himself among the others and spoke. "Ah yes, fight your wars. Do your battles. Soak up this fertile ground with the blood of the many. You claim that a battle will be won by honor, or by skill. Hah! I am Victory, and my blessing is needed to win. You shall have to prove yourself to me through your passion, to gain it."

And thus Alyhndro's spot among the gods was forever maintained, for in their drive to expand they had fueled the creation of another entity that thrived on their conflicts. And yet even still, the desire to expand their portfolios drove them on...

The First Race

A new concept began to arise amongst the gods of Aerde. Sick of fighting over the lives of simple beasts, they began to contemplate furthering sentient existence. Like their patron, the Immortal, the gods all had the spark of creativity, and wished to create a lasting impression that reflected their beliefs and ideals.

It was during this time that a new phenomenon bathed Aerde for the first time: the light of the sun. Aohalim had made his appearance.

Aohalim came from a place where he himself was the Overgod. Finding a rip in his reality, Aohalim's curiosity overwhelmed him and he crossed over to enter our realm. It was here that he realized that he was not alone in the multiverse, and that there were wonders unimaginable to even one such as him. He would discover that in this reality, though he would be among the most powerful of the gods, he would lack the power of the Overgod.

Curious to interact with others of his kind, Aohalim found Aerde and made his presence known by the most classic form of introduction among the gods: Divine light from the heavens.

Murryghn was beside herself with anger. This new interloper's divine light had yet again changed the environment and, though unintentional, had further promoted the chaos in the once tranquil Aerde. The dusky land was now shockingly blinded by the power of day. The fungus that illuminated the darkness, providing a subtle light, died from the extremes of light and the night was forever dark and hidden.

Galvar Thurdoom watched the other gods squabbling and was finally fed up. "I foresee treachery, manipulation, and shifting alliances. I want no part in this..."

Taking his pick, Galvar descended deep into the mountains of the world to get away from the other gods, to be alone. Digging deeper, he finally emerged upon a natural cavern. It was here that Galvar decided to create the first creature completely different from those of Murryghn, one that was strong, dependable, and as solid as the earth itself. Reaching into a pool of water, he drew forth mud and shaped it into the likeness of the first of the sentient races: The Dwarves.

Galvar created twelve dwarves then, the First Dwarves. Finding it extremely taxing to give the gift of life, he rested and enjoyed the company of his first creations.

On the surface of the land, Murryghn noticed a new life beyond the souls she herself had created. Enraged, she disallowed any form of reincarnation to them, and thus they were doomed to die. This curse would be given to all the sentient races from that time forward.

In the darkness, something rumbled, and two hollow points of red light flickered awake. The dwarves, multiplying rapidly under Galvar's blessings, suddenly felt a pull as their life energy was slowly drained from them. They shook it off with a shiver, and continued with their work, unaware of the doom that now awaited them.

In the darkness, deep in the Underworld, the two points of light illuminated the face of a great skeletal reptile. "Soon, their knowledge will be mine..." it whispered. Coiled patiently around a great rock in the Underworld, Nearon the Death Dragon relaxed and awaited the coming of souls to his new realm.

The Second Races

Deep under the surface, Uluk watched the dwarves with a wary eye. A minor deity of conquest and war, Uluk also wished to create a race that would be a paragon of his virtues and what he held dear. Seeing the amount of energies expended in the creation of the dwarves, Uluk decided on an alternative course and snatched two of the Twelve Dwarven Lords. Rushing quickly to a plane he willed to exist, Uluk mingled their blood with the blood of beasts and other vile things, thus creating a new creature: the orc.

After these quickly bred into a small army of orcs, Uluk set half of them free in the tunnels, embedding them with a deep hatred of the dwarves. It was in the tunnels of the mountains that Uluk would have his first conquests, and the dwarves would be his first slaves. The other half, Uluk took to the great steppes of the north, and set them free.

Uluk sat back, rests, and watched the chaos with great delight. "My orcs will conquer the land both above and below."

In the heavens, Aohalim watched the swarming orcs set up villages and conquer greater and greater expanses of land. Frowning, he began to concentrate his energy, which slowly shaped itself into a dusky man. Smiling in awe and wonder, he willed it and the man disappeared, only to reappear on Aerde with a small group of his own people.

Aohalim pronounced, "Behold, Gildasurm, the First King. He shall be born of the earth and others will join his banner. There will be order and there will be morality on this earth, and he shall bring it as their steward... And my son."

Deep in the woods, the final race that was created during that wondrous came to be. A single note was heard, and Targan suddenly materialized, playing his lute. "This world lacks music, it lacks harmony. I will create the perfect creature."

Walking into a clearing, Targan played the most beautiful of sounds. The air around the lute shimmered and took the form of a beautiful female creature: an elf. "I give you harmony to be at balance with the world. I give you the magical beauty of music."

Looking at a tree, Targan reached forth and plucked a leaf, which he joined with his shimmering creation. As the leaf joined with the elf, she became full fleshed.

She looked at Targan in confusion. Smiling, Targan said, "Welcome, my daughter. This place is where your home shall be. I want you and your soon-to-be brothers and sisters to live here."

Targan continued to play, and soon his first creation was joined by many more. Looking at them all, he granted them the harmony to live in the world and gave them the charge of protecting the forests. He created in them the ability to be quick and nimble like the woodland creatures themselves, and created the first bow and a quiver of arrows to protect themselves from those who would do them harm.

Finally, knowing the fate that awaits all mortals, he enlarged their life-force, thus increasing their lifespan tremendously. Exhausted but happy, Targan left his creations and withdrew to the heavens.

He did not know it, but his slumber provided another deity the opportunity to corrupt his creation, just as Uluk corrupted Galvar's dwarves. Kithra, Goddess of Malice, seductively swayed in time to the music of the elves and, finding a strong Elvin hunter, entranced him with her beauty. Luring him into the dark underbrush, she mated with him then, and murdered him.

From her womb then came a race like the elves, but forever corrupted by Kithra's touch. Known among their kin as the dark elves, or Drow, they would forever be a blight upon the elven communities and those of the other races.

Of Civilization and Magic

From the races grew new seeds and new ideas, and from these new ideas sprang forth another breed of deity. These deities thrived on the civilized races and granted them their blessings. Suerl, Goddess of Agriculture, and Os, Lord of Medicine and Mercy, emerged to create hospitals, and vast lands of grown crops, for the civilized. Kovar, the Master Smith, was born and gifted the races with the knowledge of smithing and of creating fine crafts and goods. The greatest of the "civilized gods", Salin, gave the races perhaps the greatest gifts of all: commerce, roads, and the idea of money. With these tools, the races forged an existence unlike that of anything before, and began to create great castles and cities to hold back the malevolent wilderness.

It was about this time that another great gift was given unto the people. From his tower far to the north of the land, Urvon looked and felt something was missing. Raising his head slowly he gazed out his window and out into creation. Nodding sagely, he traced a sigil of raw power in the air and threw it with the force of a hurricane. The sigil broke and split into eight pieces, their raw power surging throughout all creation.

Thus the power of magic entered this world, in the form of the Eight Schools. These raw tendrils of energy could be manipulated by those who studied and dedicated their life to magic, and the first wizard was soon to make an appearance. However, there were other unforeseen ways that magic could be manipulated. Some mortals, through blind luck or fate, merged with the magic at the initial time of its creation, and their offspring were gifted with strange and unusual powers. Thus the counterpart of the wizard, the sorcerer, was created. The two have been competitive to this day.

The creation of other deities was not limited by civilization. From the depths of the oceans rose Eraekoth, lord of the sea and storms. The personification of rage and destruction, Eraekoth bashed against the shores in a desperate attempt to get further inland, to control more. Only with the sacrifices of certain special creatures was Eraekoth appeased enough to allow the civilized races to invent ships and other transports across the water.

It was about this time that creatures began to resemble their present forms, and from the forests came the first songbird. Soon all of Aerde was populated with the beautiful sound of chirping and warbles.

Of Treachery and Chivalry

Civilization does not come without a price, and brings with it a taint quite foreign from that of the wilderness. From the shadows emerged Shadoth, Lord of Intrigue and Lies. Infiltrating the human capital of Suryanasta, he introduced these ideals into the human courts and began to introduce the concept of stealing to a select few of his chosen. By the time Shadoth left for other lands, the capital lay in discontent and it was all Gildasurm could do to keep control.

However, civilization also brings with it other, more noble traits, and from the traits of valor and chivalry the mighty Adenan Stronghand was born. Noble, though perhaps a touch naïve, Adenan believed that like him all deities were good and kind. Searching for a leader, he traveled far and wide until he found a lone god practicing tactics on a desolate plain.

Stripped of all but his breeches, the deity threw a blinding array of techniques that so impressed Adenan that he at once bowed low and spoke, "I can sense the courage in you. You are willing to fight and your skill is admirable. Will you not join me in an alliance to strike down the forces of evil, whether mortal or divine? I sense your power...you are a more powerful god than even I am, and so your potential for good is greater."

The lone god stopped his battle patterns and stared calmly at Adenan. Smiling softly he said, "My good Adenan, I do not battle or fight, I AM WAR. I do not stand on the side of evil or on the side of good; it is they that choose me. If you command well, with strength, courage, and cunning, I will stand at your front and lead your army to victory."

Thus spoke the mighty Brand, the first General and one of the most powerful deities on Aerde.

Shocked and dismayed, Adenan left Brand with a new understanding of the true nature of the deities around him. "I was wrong to try and find allies among gods of martial might. Instead I will try to find allies among gods of order and goodness. There are two that I may align with. I feel their goodness and discipline. Perhaps I will be their sword, their knight, their paladin."

And thus Adenan met with Os and Aohalim, and the three formed a holy covenant to fight evil and aid each other in times of need.

The Orc And Goblin Wars

The orcs of Uluk, strong and lusting after the lands of the other races, began to attack the dwarves and elves with a vengeance.

Deep underground, the dwarves were hard-pressed to keep this attacker at bay. Though the dwarves were more skilled in battle, the orcs were quick to breed and outnumbered them by at least three to one. Galvar, seeing his children suffer, began to bend his energies to create a type of creature that would aid his dwarves. From the same mud that the first twelve were created, he crafted the strong Dwarven Hounds. With an uncanny ability to smell, a bark that echoed through the caves, and a keen bite, the hounds were let loose upon the orcs and the dwarves succeeded then at driving the orcs far back.

Enraged by Uluk's audacities, Galvar took his hounds, grabbed his pick and began to hunt for the Master of Orcs.

Up above, the elves fared much better. With the blessings of Targan, the elves used sound tactics to pepper any would-be attackers with arrows. The orcs fell in hundreds, with just a few elves dying in the wake. It was said that other deities aided Targan in protecting the elf homeland, including Horun, who appeared as an elf with such skill in the spear and bow that all who stood before him died a horrendous death. It was he who slayed the orc leader, and sent his soul down to the underworld.

Nearon stirred and smiled as he absorbed the knowledge of the dead orcs. Capturing the leader, he drew the knowledge of tactics from him and then waited to give him back to Uluk. For a price.

Uluk, hearing the sounds of Galvar's hounds, quickly fled across the planes calling forth to the evil deities to aid him. As is their nature, the evil deities turned their backs on Uluk, until finally one answered his call - Beher.

In answer to Uluk's pleas, as well as a desire to create his own race, Beher separated a small fragment of his malice and sent this raw, chaotic energy like rain throughout the teeming jungles of the south. The black, vile droplets struck the thick trees of the jungle, warping and tainting the spirit of each tree into thousands of small creatures with a spark of consciousness of their own. Full of Beher's chaos and hate, the first goblins were born.

"They will do fine, I suspect. They will hunt the dwarves, giving Uluk some respite. Let Galvar continue his hunt now! I will undo his race if he does not return to shelter his pitiful rock-eaters." And, gathering his tumultuous horde, he sent them forth to slaughter the minions of Galvar.

Galver, after finally finding Uluk, was about to attack until he heard the screams of his children begging for his aid. In great frustration, he allowed Uluk to escape and returned to aid his dwarves. He created "goblin cleavers", special axes that allowed the dwarves to attack goblins with blinding speed. With these weapons and the dwarven hounds, the dwarves began to turn the tide back...

But the goblins had served their purpose. Uluk's trail had grown cold.

Humanity's Purpose

Aohalim had a purpose for humanity unforeseen by any other deity. Out of all creatures, he sensed in humans the greatest inherent potential to excel and become great. He also sensed that if given the choice, humanity would always take the path of water; that is, the path of least resistance.

In order to keep mankind on the path to their true destiny, Aohalim approached the two others who he considered his equals in power and might: Brand, the General and the Death Dragon, Nearon.

He introduced man to them and asked that they shower their gifts unto them. In particular, Brand showed them the ways of war and of the earth and Nearon taught them the fear of death, and the need to create a lasting legacy. Aohalim taught them the glories of the heavens and how to follow the laws as necessary to reach them in the afterlife.

Aohalim hoped that the three of them would form a coalition to better advance his creation over all others, but in this he was only partly successful. Though Brand did give the gift of warfare and strategy to his people, he also gifted it to all the other races. Nearon promised that humanity would indeed have something to fear, and exited deep to his lair in the Underworld to create creatures that Aohalim knew would do more than act as a catalyst for his people.

Despite this, Aohalim was happy. He knew that out of all races, his would excel with Brand's teachings, and he was confident that the coming darkness from Nearon would be stopped if the people united. It would only be in the aftermath of the God's War, however, that he would realize that uniting his people was much greater a task than even he had imagined.

New Threats

Beher and Uluk were not quiet during this respite against their people. Forging a dark alliance together, Beher empowered Uluk by giving him a small portion of his own powers, and the two began to contemplate how best to conquer Aerde.

Uluk, frustrated with the ease with which the elves destroyed his minions, began using his new powers to create a stronger race of orc. Using the blood of the tainted dark elves and the ogres of the land, he forged a new type of orc, taller and more agile than its lesser brethren. Bred for killing, this orc hated elves over any other creature. Pleased with his creation, Uluk released these orcs into the world, where they began to attack the elves with unending ferocity.

Beher, however, did something different. Since his chaotic energies were tied up among the goblins, he decided to use his lawful energies to create another race...his champion race. Casting his lawful energies into the sand on the shores of his goblins' lands in the south, he created a creature that was the equivalent of that sand; a creature that was orderly, precise, and defined. He created the first hobgoblin.

Allowing the hobgoblins to breed and fight with each other until the strongest tribes existed, Beher turned his attention to his previous creations, the goblins. Casting his tyranny down upon wolves, he created worgs, creatures that the goblins could ride into battle. Worg-riders became the greatest of Goblin champions, and in units they could take on even those cursed hounds of Galvar. The tide began to turn back to the side of evil once more, and was finally brought to the attention of the other deities.

During all that time, Murryghn had not been silent. In constant reverie with nature, Murryghn sought to discover a way to punish these interlopers once and for all. Finally, in a brilliant insight, she discovered that which lay outside of nature... the power of Undeath. At once, Murryghn was forever changed. No longer a tyrannical beast of prey, Murryghn's reptilian form was now one of decay and dissolution. Enraptured, Murryghn began contemplating the new uses for these powers.

Nearon's promise to humanity also bore fruit. Using his corrupting energies and his own life essences, the lizards and reptiles of this land became sentient, evolving at a tremendous rate. Soon the lizardmen were born, creatures of nightmare and corruption. But yet there was more. As Nearon's energy reached its peak, he exhaled his putrescent breath unto several of them, and from this six reptilian creatures sprang into existence. Powerful winged beings, these creatures flew through the land wreaking havoc among the races and forging domains for themselves. Thus the first dragons were born.

Dismayed, the good races of the land were thrown back and a new state chaos reigned upon Aerde.

Corruption and Curses

Deep in the emerald forests the influence of the gods was being felt as well. Alyhndro observed something he had never seen before, when a unicorn came to graze close to his hunting grounds. The deity, enraptured by its beauty, decided to make it his own. His passions taking hold of his senses, Alyhndro grabbed the creature, and in the process was ripped by the pure horn of the unicorn.

The passion in Alyhndro's blood, mixed with the strong emotions of violence, hit the ground and from the land then sprang the vicious trolls. Brutal and savage, as befitting the act that created them, they ravaged the forests from the inside out, causing more bloodshed among the woodland races. The forests began to fall to ruin as the presence of the orcs on the outside and the trolls on the inside unknowingly aided each other in wiping out the other creatures.

But the goddess Nylaethia would feel a double-sting to her favored creatures that day, for another had taken an interest in the purity of the unicorn as well, and sought to corrupt it for his own purposes. A dark shade entered the forest, and a magnificent creature emerged. His body was naked and completely hairless and black, and finely feathered wings jutted from his back. The creature smiled softly, almost sadly, as he began to search for the unicorn.

Seeing the unicorn, the creature's form shifted and the unicorn was suddenly confronted by the image of a beautiful elf maiden. Allowing the maiden to come close to him, the unicorn gave in to the soft cooing and the gentle pats, not realizing that the hands were drifting carefully near the source of its purity...its long horn.

Suddenly, the maiden's image faded and the winged creature grabbed the horn and channeled dark energies into the unicorn. The unicorn screamed as it began to change and alter in appearance, until the scream became a roar of fury. The unicorn was no more, and in its place stood the first nightmare, Cryfix. Tearing the horn from the beast's head, the creature smiled and mounting the nightmare, flying off with the horn and his new steed.

Nylaethia heard the screams but was too late to stop the dark deity from accomplishing his goal. Her curse still echoed in his ears, however: "If ever you enter any forest of this world, I will know it, god of evil. You are forever marked. I will protect the forest and all those who are a part of it."

Nylaethia, once carefree and happy, now began to take an active role in the defense of her forests. She gifted her unicorns with the ability to pierce the trolls and do damage that would not regenerate, unlike the damage a weapon would normally do. The trees began to come alive and fight back against the vicious orcs that had invaded her beloved homeland. The whole forest was now enlisted behind the elves, a weapon against the interlopers who would so corrupt her lands.

Alyhndro, guilt-stricken over his act of passion and the release of such a monstrosity, also aided the elves in regaining their homeland. Appearing to them as an elderly elf, he taught them the ways of magic and archery, and to combine them into a unified whole. These produced a warrior-elf of great power whose arrows were imbued with the magic of the land...the arcane archer. These would become known as the Archers of Alyhndro.

Targan also aided his favored creations, though with the gift of song. Using the power of music, the elven bards rallied their compatriots, and with a renewed fervor began to drive the orcs from the woods.

Aohalim himself took a vested interest in the battles and, throwing his hands high in the air, pronounced a curse upon the evil races. "Know this! For corrupting a noble and peaceful race, I curse the orcs to forever be at a disadvantage in my light. Skulk in the darkness where you belong!"

His wrath still not appeased, and fearing the goblins would replace the orcs in the slaughter, he then turned his attention to them. "And let the goblins live in the dark holes in the woods and the forests...Let their weak minds bend and never know the sunlight... It will terrify them, for it is my wrath they witness every day!"

At once the curse took effect, and the orcs fell back shielding their now sensitive eyes from the light of the sun. The goblins, however, fared much worse. Fear of the light gripped their hearts and they retreated to the dark places of the world where they could be free from it.

The elves found victory at last, and the orcs were driven back from their homes. The dwarves fended off the goblins finally, and also drove them deep underground. The forests and mountains were free of the plague that had tormented them.

Nylaethia then moves about the forests of the world creating places of beauty beyond those of the rest of the woods. These magical places were able to defend themselves against intruders and those who wish to do harm there. These secret places of refuge would always be there for those of the Forest who needed them. They would be known as

Sanctuaries. And after her long day of loss and hardship, it was in one of these Sanctuaries that Nylaethia rested, mourning for the unicorn, the Forests' greatest symbol of majesty.

Retaliation

Beher was distraught and concerned over the curse upon his goblins. Angered, he pronounced his own wicked curse in response.

"Very well then, fool. You have sought to weaken the tools at my disposal, and have cursed them with a fright of daylight. Therefore, I will turn your children. Let each of them now bear my gift - the knowledge of the Lust for Power. Each will, in some small way, seek advantage over his brethren. Those who rule will forever question and be questioned about their motives, for as all other creatures in this world share my dark gift, so too do your children, now!"

And thus the humans began to grow discontent with their leaders and began to resent them for their authority. Civil wars broke out among the humans as they constantly strove to gain more prestige and power over their fellow man.

In their unrest, they did not notice the robed figure enter through the gates of the greatest city of humanity, Suryanasta, and journey to its center. Approaching the vast fountains that marked the center of this largest of cities, the figure paused to look around. "And thus let the great taint on this land fall. Let this act seal my alliance with Nearon and serve as my final warning against those who would so corrupt the land for their own purposes."

Thus spoke Murryghn as she ripped off her cloak and transformed into her natural form, the undead predator. As the people ran from her screaming in fear, Murryghn lifted her giant foot high in the air and slammed it into the ground. Dark energies ripped from the earth and expanded out to encompass the entire city and beyond. The people fell in agony and writhed as their bodies were slowly transformed to decay and dust. However, their curse was two-fold, for where a body fell, a creature of death emerged. The Undead City of Suryanasta had been created.

Pleased with her act, Murryghn retreated to the domain of Nearon to continue her further bargaining. Aohalim could do nothing but mourn the loss of his favored children and aid the survivors as they desperately sought to escape the blasted city.

A Small Respite

After such a devastating act, an uneasy peace existed through the land. The evil deities were content to rest on their laurels and allow their armies to begin to flourish once more. Nearon's dragons scoured the lands until they found enough plunder to rest content and ready for Nearon's call to action once more.

Meanwhile, Galvar Thurdoom began the search once more for Uluk and Beher, and was joined in his quest by Targan who also swore a blood vengeance on the vile creators of orcs and goblins. Adenan Stronghand strengthened his position, and Os created three wondrous artifacts of healing and knowledge to grant to the good races of Aerde.

The deities of nature formed a pact to aid each other in times of need, and even the great Eraekoth was content with the sacrifices given to him and made the waters calm.

Aohalim, suffering more than any other over the loss of the majority of his people, began to assume a more contemplative role and created a new order of warrior to combat evil, not only by strength of arms but also excellence of thought. Thus the first order of monks was created, and joined the masses providing comfort and knowledge to all who wished it. He also created the Hanara, a race of monke-like people, to act as an example for his humans. Blessed by both Aohalim and Murryghn, they were a race unlike any other.

Lastly, though, it was during this time that the tragedy of Aohalim would unfold.

On his local wanderings, Aohalim happened to discover a ravishing beauty, and the rational god's heart beat wildly for the first time. For this was Domina, and her very essence was beauty. Aohalim instantly fell in love with this fair creature and courted her successfully. Taking her to his abode, he made her his consort and they ruled the heavens together.

It would also come to pass that Domina would present a most special gift to Aohalim as she spoke to him one night. "Aohalim, my lord! You have created within me something special. I am with child, and she shall be blessed. She shall see the tangled threads of destiny as a fine artwork, and be able to follow them to their conclusions, as an Oracle! She shall be beautiful just as I am. She will control Beauty, Foresight, and Merriment as her particular aspects. She will be here soon, and will grow before our eyes!"

Aohalim was surprised but very pleased at this and awaited the arrival of his beloved daughter with great anticipation. The child was born Belarna, and she was most beautiful and precious to Aohalim.

As all know, however, Belarna was a spiteful girl and quite set upon her ways. Unlike her mother, Belarna was not faithful to Aohalim, and would do things that would tread the edge of blasphemy in Aohalim's court. However, her mother and Aohalim loved her so dearly that she was usually able to get away from any sort of punishment for her immoral acts. Thus came the one that would be instrumental in the first and last slaying of a god.

Belarna would grow rapidly, and by the end of the Age of Gods would take her place as the most untrustworthy of creatures.

The Other Gods

There are still many other gods that can be mentioned in this telling. Lunakav, the Mad Goddess of Secrets, was quite active during the Age of the Gods and created all sorts of creatures that had the unique ability to change into another shape. Known as were-beasts, they were the protectors of dark secrets and hidden places. Taking refuge in the heavens, Lunakav became the moon, and as Aohalim was the light of reason, Lunakav would be his polar opposite in every way.

The deity known as Felicitas was created soon after civilization began. As the patron of luck, fate, wit, and freedom, he created the halflings to exemplify these traits. Soon the welcome sight of a halfling caravan was seen in many towns throughout the land as they brought rare and exotic merchandise and sold their skilled services as carpenters and workmen. Many buildings and walls during that time could be attributed to halfling labor.

To the icy north, an alien creature arose from a deep crater and began to demand tribute from the neighboring tribes. Known as Kirok, this strange deity of conflict and malice bred a strong race of Northern men to conquer the land around them and place it at his feet. Soon, these men met with the northern steppe orcs, and small skirmishes between the two tribes began. Kirok constructed a black monument to himself and soon the three arrows he took as his symbol became a sign of terror and doom to those who were foolish enough to look upon it.

Bajaer, lord of murder and vice, was created from the first slaying of an elf by Kithra. The two would soon form a partnership that lasts even to this day. It was also the treacherous Bajaer that introduced the concepts of greed to the dwarves, at the request of the malignant Beher, and formed a subrace based around the principle of greed. Known as the Duerger, they were Beher's final revenge on Galvar for the slaying of his goblin hordes.

An Old Enemy

Some time later, from the darkness an almost intangible call could be heard. Only those deities whose hearts were as dark as the caller heard the siren's wail and felt an almost intangible call. Many of the evil gods, despite their doubts, departed from their realms and began to convene on a desolate plain. Even Beher, who sensed the call but retained control of his thoughts, decided to visit if only from idle curiosity.

Standing with one arm held high and bearing a sword of darkest blackness, the feathered creature of before stood solemnly next to Cryfix, the Nightmare, and awaited the gathering deities he had summoned. Watching the gods with a wary eye, the wielder of the night-blade slowly lowered his hand and addressed the ensembled conclave of evil.

"Greetings. I am Parushan. That existing force that seems to bind us together is nothing short of my life energy. I am corruption, manifest. I wish alliance with those who would join the great cause I have in mind, that of our kind ruling this world, not those of the weak deities who lick their children as if they were kittens! And I have found the method."

Parushan held aloft the black blade. "Know me as one who has seen this universe once before, and it reeks of sanctimonious order. I was once the follower of a power greater than any you can imagine, and once I was given freedom, I finally understood the hatred I had for not having it before."

Parushan shook his head slowly but then snaps to the present. "But enough. You are not here for history, but for power and a way to rid the world of these fools. The world must understand what power we hold."

Parushan pointed to the ground. "Buried here a millenia ago is my brother... A mortal more powerful than any seen before or since. He is also the most destructive force this world will ever know. Without the aid of others, it will be impossible to bind him to our will, for he knows no fear of us, nor pain - nor intelligence. He is unique... He is known as the Tarrasque. With him on our side we will wipe Aerde clean of all the lesser races and deities, and create a new society based on our principles."

Parushan smiled, his long-winded speech finished, and turned to await a response. Beher, crafty in his ways, realized the one flaw in this plan and smiled... "And just who would control this Tarrasque you speak of?"

Parushan chuckled while his mind began to churn dark thoughts. "This deity will prove trouble to me...he is slightly stronger, and I know his goals are not mine. However, for now, it would be wise to allow a short alliance."

Turning to Beher, Parushan nodded sagely. "I am his Brother. He will listen to me... But of course, we will control him together. You are wise to not trust my motives, for it is my nature not to hold to such 'conveniences of the weak.' However, without your aid I cannot control him, and if you take it away... My control will be lost. It is not about trust, but control. Without all of your aid, it will be impossible."

To those gathered he said, "If you so wish it, channel your dark energies through me. I will be the catalyst to summon the creature, for I alone know how to wake him... But do as you will."

Parushan held the dark blade, called Corruption, high and awaited their decision. The deities looked at each other, and finally many turned to Beher for guidance. Beher contemplated a moment and then suddenly whipped his hand forth and sent raw dark energy into the blade held before him.

"Parushan, I lend to you my power so that we might control your brother, whom you will summon with our aid. But I am the god of Tyranny, and I will brook no treachery. With that warning, let it be done as you say. If you do let the Tarrasque loose, let me know... I will relish the slaughter..."

And with that thought, Beher and Uluk disappeared to marshal their forces for this final conflict. Other deities lashed forth their energies and added their might to Parushan, and still Parushan realized that he needed more. Searching for more hosts, but finding none, Parushan attempted to channel the energy anyway, but without success.

"No! It cannot end here! I am so close!"

Suddenly, a dark shadow blotted the sky. From the heavens came down three creatures the likes of which Parushan has never seen. Paling in comparison, however, was the figure that materialized beside them. Skeletal and gaunt, the huge dragon stared with vacant eyes. His companions were also dragons and shared this similar look, though an occasional shade of color could be seen hanging off the flesh of them. However, none was as grand as the great skeletal wyrm that stood before Parushan.

"I have heard your story and find it intriguing. This... brother... of yours, would serve to send me a nice fresh supply of corpses from both armies, and this is very much to my liking. I see that your blade feeds on its own namesake... Corruption."

Reaching a great hand to the blade, the one known as Nearon slit it on the blade and allowed a few drops to land on the ground. From the ground sprang forth horrid monstrosities - the hydra, the manticore, and the chimera.

"Take these, as well as my lieutenants - the 'dracholiches' - and draw from their might and power. I believe it should be enough."

Parushan laughed and began to draw energy from these creatures. The dracholich especially provided a source of corruption the like he had never seen before. "Whoever gifted Nearon with this creature was quite versed in the powers of the dead. Perhaps at a later date, another alliance needs to be formed."

Parushan's sword radiated sheer power and he began chanting in a language unknown to the other deities. Parushan gasped as the energy all but overwhelmed him, then managed to speak out, "Tesarah Comeanel Maruth Tarrasque yo Jahanei!!!"

Whipping the energy, he slammed his sword deep into the earth, dispatching it in a sudden thrust. The earth rumbled and shook as the evil energy traveled to the center, to a place buried in the annals of time.

Parushan dropped to his knees, exhausted from the magic he had channeled, yet invigorated by the evil that had flown through him. Such power. He stood momentarily and looked at the wide gash that had appeared in the earth beside him. Hot putrid smoke bellowed forth, which slowly evaporated after sinking to the earth beside them.

Parushan peered into the abyss he created and waited. Suddenly, a roar was heard that echoed across the wasted land. A claw the size of a great oak ripped through the earth and a creature unlike any seen emerged to the surface... Reptilian-like, it was the size of the tallest of mountains.

Whipping its hand about, it grabbed a nearby dracholich and tore it asunder before it could even react. The creature bellowed its outrage and turned upon Parushan.

"Hello, Brother."

The Tarrasque screamed in fury....

The March of Evil

And thus what would be known as the March of Evil began. From the southern jungles, the ordered ranks of hobgoblins and their goblin worg-riders emerged in thick waves to move closely behind the wake of the great beast. Uluk's orcish hordes descended from the north to join these creatures and soon a vast army of evil was created. As they walked carefully behind the Tarrasque's devastation, they looted and plundered the fallen homes of the good races of Aerde.

And still more joined their numbers. From the far corners of the continent, the great dragons of Nearon descended upon the hapless races and began causing devastation almost the equal of the Tarrasque's. The Northmen of Kirok beat upon the horrid tattoos on their wardrums, and descended from their lands to plunder and rape the emerald forests to their south. Then the elves and dwarves found that they were to suffer conflict from within as well as without. From the dark depths of their homes, the Duergar and the Drow, sensing weakness in their noble brethren, attacked with a vengeance.

The time of death was now. The time of destruction was now. The annihilation of all that was good in Aerde was now.

And yet, a contest of wills was being enacted upon the powerful beast. Parushan found that his control was being tested, and finally directly attacked by other godly forces. "No... I must keep it moving forward or it will turn upon the dark horde. Faster, brother, faster!" he urged.

Screaming in rage, the beast of destruction roared ahead, covering miles in the span of seconds. In its head, the voices of not one but four deities were speaking to it. From the forests, Murraghyn exerted her will over the beast, drawing on the natural instincts and mind that the beast contained. However, as was her way, she sought not to control the beast but free it from the grasp of evil. From her abode in the moon, Lunakav first tested the bond and then shattered it, breaking the hold of the evil deities. Filling the beast with more and more chaotic energy, she truly drove the beast insane and incapable of being communicated with by any creature, be they human or deity. It was finally Urvon, however, that drew upon the Tarrasque's magical nature and forced it to achieve consistent patterns – giving some sense of order to the chaos that is the Tarrasque.

Another god was quick to take advantage of this sudden vulnerability. Frowning at the deities, Urvon spoke a terrible curse.

"You whose Powers are dependent upon the mortals' continued existence and worship have unleashed a fury the like of which you do not yet comprehend, a creature who will slay man and beast alike, whom none can stand against. The Beast's jaws will rend all and sundry until there are none left to pay heed to the Gods, whereupon your bloated corpses will float forever in the astral nexus. For, no God may control this Beast, and its chaos will continue and will continue for five years. It shall grow fat upon the mortals you hold dear, and your Powers will diminish in its wake even as mine shall grow stronger with each passing hour that this Magical Beast continues its bloody reign of terror. Upon completion of that fifth year, the Beast shall find its lair where none may follow, and lay down to sleep for a hundred years. These are the enchantments I lay upon this creature. Thereafter, may it awake to feed for one in every twenty five years, to remind the mortals of the pettiness of the Gods."

However, as Parushan watched his coil of control slowly dwindle and fail due to the other three interfering gods, he smiled. The Tarrasque had reached its mark. Before it stood the ragged armies of the good races, who were desperately fighting to hold at bay the evil of the world. As they looked at the tall monstrosity looming before it, the battle seemed to grind to a stand-still. The Tarrasque looked slowly, its maddened brain surveying the vast armies that stood in its path.

Suddenly a scream pierced the air. The Tarrasque, its rage beyond anything this world could quench, descended on the armies of both sides, annihilating all in its path.

From the distance, Parushan smiled as the deities both good and evil rallied their forces and drove them into one another over and over again. "I hope my brother takes out a couple of million humans and dwarves before the gods take him down."

Teleporting to the vast chasm that spawned the Tarrasque's awakening into this world, he looked quickly back and forth and with a small smile plunged into the hole. "Now for the true point of my brother's resurrection."

The Death of A God

As the battle was joined on earth, another battle was taking place in the heavens. Aohalim was desperately trying to persuade his daughter from a course of action that he knew would be doomed to failure.

Belarna had grown to be a beautiful woman, though her actions removed her far from the nature of her father. While her father was contemplative and quiet, Belarna was vicarious and flirty. On her personal plane, she hosted many parties, and continued to push the limits of her powers, dancing on the strings of probability. To Aohalim's horror, Belarna had often invited many of the evil deities, and seemed to hold a fascination with one in particular... Beher.

Confronting his daughter, Aohalim tried to rationalize with her. "Beware child. My reach is long but Beher has allies that I have yet to acquire. You flirt with danger and allow evil to live where it should not even be tolerated. You are

my daughter and I give you a long lead to do as you will, but this is not the way to act... It is improper." Aohalim shook his head with disgust. "I cannot protect you if you act in such a way. You are not thinking."

Belarna listened to her father, but her impetuous nature could not be quieted. "Father, I understand your concern, but surely I can foresee that which will come! I can dance on strings of fate and alter the course of that which has yet to pass. You worry needlessly. Meanwhile, think of the good that could come from planting seeds of kindness in the heart of one such as Beher!" She smiled prettily though, and bows her head. "But I will do as you say, Father. A daughter's place is to obey her father."

As she walked away from her father, Aohalim slowly closed his eyes to hide the small tear that had formed. "My precious flower, my joy... You have lied to me."

Belarna quickly raced to her mother, Domina in hope of assistance in her task. "My Mother, Father does not see the importance of what I am trying to do! I have told him a falsehood to put his mind at ease. It was a kindness! But now, mother, I need you to hide me from his eyes. I know Beher sees and appreciates beauty, my beauty, and I am deeply attracted to his strength of mind and strength of resolve. Tonight, I am inviting him to a private dinner. He has told me that he is beginning to understand Love, and I hope to encourage that flower to blossom within him. Mother, please screen this dalliance from my father! I will be pushing the threads of fate to their limit. But I can do it! Only I can do it! It must fall to me to try to save the noble Beher from the evil that is in his heart. The potential good of such an event far outweighs the risks."

With a troubled look, Domina tersely nodded her agreement. "Watch yourself, child. Do not trust too much your ability to see the threads of probability. They are merely odds after all. But, because I love you and I know what it is like to love a man, I will give you this opportunity to follow your heart." As Belarna quickly raced to join her love, Domina threw up a shield that blocked Aohalim from detecting Belarna's thoughts and whereabouts.

Aohalim instantly sensed this loss; alone with his thoughts of Belarna's betrayal. "I can no longer sense you, my darling. The force that is blocking me knows me well, it seems... You are truly on your own now."

Belarna found Beher on his plane of power, standing with Uluk and awaiting the forces of Galvar and Targan. Smiling seductively to the The Oppressor, she invited him. "My lord, come with me. I think that I know of a way to calm you, and make each of us feel better and more right with the world we create."

Smiling playfully and almost as an after-thought, she continued, "Hopefully I can show you the error of your ways!"

Smirking at Uluk, Beher allowed himself to be led away. He returned some time later, alone, and with the same smirking expression on his face.

Uluk grinned. "So, Beher... Have you been shown the error of your ways?"

Beher merely chuckled, and returned to watching for the approach of his enemies.

Belarna struggles out of the demiplane, her dignity shattered. Giving in to her passions, she had allowed Beher free access to his desires and she had found it was all for naught. Scoffing at her weakness and lust, Beher had left her half-clothed and alone.

"That foul Beher! Wait until my father hears about his treachery towards me! He'll kill that vile god."

However, Aohalim was not there, having joined with the other deities of good to fight the vile Tarrasque. Domina, however, was there. Between sobs of anguish and guilt, Belarna related the tale of her advances on Beher, and his rejection of her. Enraged, Domina grabbed a mighty sword, and advanced to confront the dark god.

Beher was prepared, however. He taunted Domina with details of Belarna and his liason, as well as insulting Belarna's performance, which was so bad that he had no choice but to reject her. Beher drove Domina into a fury, and taunted her into attacking him. It was a short fight.

When done, Beher stood covered in blood, with the fallen goddess' begging and pleading for her life ringing happily in his ears. He then whispered a single word...

"Aohalim..."

Instantly, the Aohalim heard his name and sent a sliver of awareness to assess the situation. Beher became aware of his screaming, and as he felt Aohalim's shock and horror, he smiled. Looking down, he lowered a dark hand at the huddled form of Domina, and with a word, disintegrated her. Gathering the ashes, Beher handed them to an avatar, and using his power to block Aohalim's view, instructed it to travel to the realms of demons. Aohalim was allowed to watch as the avatar spread her ashes on a hundred different levels of the Abyss, ending her existence utterly.

Beher laughed. Today he seduced one of Aohalim's family and murdered another one. Today, the slaughter on the mortal plane was unsurpassed. Today was a good day.

The Gods War

The battle on earth was not going well for the forces of good. The dwarves and elves fell back as they saw that the might of their deities was not with them at the time. The humans, though strong and valiant, were hard-pressed to hold back the flow of blackguards and other vile monstrosities that had been recruited by the evil deities to assist their dark creations. As the light of the sun slowly disappeared behind grey storm clouds, so too did the hopes of the good races disappear with it.

Adenan Stronghand and Os watched the battlefield with a deep frown. The Tarrasque had ripped wide holes in the armies of good, and did not seem like it would stop anytime soon.

Adenan surveyed the beast and with a solemn nod he drew his sword from its sheath. "If it is not stopped it will destroy the world. I raise my sword in defense of all the good powers of the universe. May it lend me the strength to fight this abomination. I am the Paladin." He ground his teeth...

As Adenan and Os joined the fight, other deities of good and nature assisted the forces of good. Felicitas projected luck to the human forces and shifted the odds to favor them. As the forces of evil watched, a trip on a rock became a devastating charge; an awkward slice against one of them became a decapitating blow.

Horun emerged from the woods with his bow and arrow. Aiming at the mighty dragons, he let scores of arrows fly, bringing down one and then more of the vile creatures.

Allyhndro's avatars, seeing the balance threatened by the forces of evil, went out among the good forces and blessed those who craved victory above all others. Small bands of humans found that they were able to hold back hundreds of orcs and dark elves from advancing. The dwarves found their blows struck with greater ferocity and power.

Slowly, the forces of good began to drive back the armies of evil. However, the Tarrasque continued to advance, an unstoppable force of destruction and madness, destroying the very land under its clawed foot.

As Adenan cursed the gods and began to advance upon the beast, he noticed that another deity now stood by his side. Turning, he was surprised to see the grim, bearded face of Galvar. Bowing low, he spoke to the Lord of the Dwarves, saying "The gods of evil have raised a beast like no other from its slumber to wreak total destruction on this world. In its wake is only death and oblivion. We must stand against it if we hope to save the good peoples of this world."

Galvar spit. "My children will never have peace."

Adenan Stronghand nodded. "Not until we put these gods of evil in their place. But first we must rid the world of this terror. Will you join me?"

Just then Galvar sensed the great beast of evil coming, and felt its power. It was overwhelming. More importantly, it

was coming directly for a large army of his dwarves. "I will fight," he said. Joining the Paladin, Galvar hurried forth to save his people from the Tarrasque.

Targan also had returned, and rushed quickly to the forests of his people. Looking at the burnt trees and slain elves with horror, he traveled quickly to the elven capital, where a horde of orcs and other creatures were preparing to descend upon it. Kneeling at the edge of the capital he began to sing. Around him, the plants seemed to sway to his music and suddenly take a life of their own. For miles around the capital, a swath of horrid-looking plant creatures sprang forth and looked at Targan for instruction.

Targan looked at the creatures and nodded his head solemnly. "You and all of your brothers will never allow anyone but elves through this forest. I gift you all with long life and regenerative properties, to protect my children."

As the orcs and goblinoids entered the borders of the capital, the plant defenders aided the elves in attacking them, destroying all in their way. Tired and exhausted from this grand effort, Targan rested to recuperate his energies.

Back at the battlefield, the forces of good faced a losing battle. Though the forces of good were successful against the divided forces of the dark gods, the Tarrasque had proved to be the most destructive of foes. Adenan Stronghand and Galvar had pressed the attack with good success, but the Tarrasque seemed all but unstoppable.

Suddenly a shaft of light streaked from the heavens, and the form of Aohalim stood before them. "Allies! I will aid you in this fight!" Discarding his robes, Aohalim revealed the fighting suit of the monk. Summoning divine energy into his palms, he waded into the battle with a fury.

As the battle raged, a lone figure stood watching the conflict. Smiling, Brand saw past the seeming chaos to the invisible order and structure of true war. To one side a clumsy hobgoblin group of pikemen came together under a commander to form a mighty phalanx. On the other side, a band of dwarves formed an offensive wedge under command of an axe-wielding mountain dwarf. An orcish charge was broken by surging, human cavalry striking at their flanks.

"Yes! Yes! These mortals are learning the true way. But they must be stopped if any are to survive to learn the lesson." And so Brand appeared before the others fighting the mighty Tarrasque.

"You have no place upon the field of war! Go back to whence you came, for you shall not interfere any more!" As he spoke, he lifted his hand and a newly crafted weapon appeared. Forged by Kovar, the God Smith, the twin-bladed sword "Whistling Death" whirled and hummed as Brand rushed to join the attack.

And it was enough. The gods of good attacked the Tarrasque and began to drive it back further and further, pressing it towards the hole it came from. Its cries of rage quickly turned to cries of frustration as the blood ran from a hundred different wounds that were unable to heal before the next wound was opened. Adenan and Brand moved with a purpose and skill, dealing severe wounds, while Galvar hacked relentlessly. Aohalim's open-hand strikes found vulnerable points across the Tarrasque's form.

Finally, Brand and Adenan saw an opening as the tarrasque began to weaken, striking together on the beast's exposed throat, and finally drove the beast back into the hole it emerged from. It crashed deep into the hole, bringing earth down with it in a great quake, burying it under tons of rubble and dirt.

Bloody and crackling with energy, Adenan cried, "Today the Gods of Good have proven that there is no evil strong enough to resist our combined might! Today, we have shown our resolve and courage. Let the bards sing of our valor throughout the ages and the people of the earth never forget what has happened this day!"

As Adenan spoke, Aohalim's eyes suddenly became distinct and with a start, he screamed in fury. "BEHER!!!" As the gods watched in wonderment at Aohalim's outburst, nobody noticed the small raven break free from the now-filled hole and fly away with a scroll in his claws...

The Immortal

The evil armies had been broken. With the destruction of the Tarrasque, the armies of the dark gods fell into chaos and scattered across the face of Aerde, or returned to the lands from which they came.

During this period of upheaval, many alliances were forged and many new enmities created. Galvar realized all too quickly that Targan was not at the final battle with the Tarrasque, and did not aid his dwarves when they so needed. "Targan has created creatures like himself; flighty, fragile, and undependable. They are everything I don't want my children to be. Keep to your forests, children of Targan, and the dwarves will keep to the mountains and hills. It is better there be animosity between our children than for my dwarves be infected by the vices of your people."

Aohalim, blinded with rage, began to search for Beher for revenge. Others aided him, and slowly the Gods of good and the Gods of evil show themselves on opposite sides. Fully formed on earth, with their avatars beside them, the deities marched against one another to end a conflict by the only sure way...the death of one another.

As they marched, a lone figure stood in the middle of the field. It was Alyhndro, who held in his hand a huge orb.

Parushan, standing in the distance observing the battle gasped and stared with wide eyes. "No...It cannot be...That energy...NO! DO NOT!"

But frowning, Alyhndro lifts the orb high and spoke. "We are acting like children! There will be no victory here, only death! I have spoken with Lunakav and she has assured me that this is the only way. I... I am sorry."

And with that, Alyhndro muttered strange words of power and shattered the huge orb against the ground. Instantly the component pieces were flung to the ends of Aerde, leaving behind nothing more than a small ball of light. The ball, however, grew bigger and bigger taking on the form of a larger and larger individual. First a dwarf, then an elf, then a human, the individual rapidly changed before the eyes of the deities. But the raw power emanating from its person could leave little doubt as to its nature.

The Immortal had returned.

Instantly, the Immortal was made aware of what had passed in its absence, including the recent death of Domina at the hands of Beher. Knowing it had little time to act before the summoning was undone and its energies again waned, the Immortal looked at the divine might assembled before him.

In a voice that was eerily calm, he spoke and Aerde itself trembled. "You have created a world full of the things each of you cherishes. And then, like children, you grow jealous of each other's toys. My time here is short, so I will be direct with you and speak plainly. I will return. You will not know when, for the puzzle that Alyhndro has pieced together still exists and may be again assembled at any time, but even apart from that there will come a time when the sun grows dim with age when I will return fully refreshed. You will be judged on what you have created, and what you have done with it.

He looked about at the gods again, and continued. "I give you two more centuries to get your affairs in order. After that, you will be banished from this plane until my return. Only your avatars will have access to the material plane. You will be able to empower these mortal beings you have created with your will, but will no longer be able to directly interact with them unless they find their way to your plane by their own wills. You will only be able to send servants or your Avatars to deal with the Material Plane.

"Again, I say, every time I return I will judge you by what you have wrought. It seems to me now that the gods who deem themselves evil have thus far succeeded much more handily. Therefore I give them a boon. They shall have one additional century on the material plane before banishment. However, one among their number has broken the only law I have ever set forth. Beher, stand forward and be judged."

Beher found himself helpless, unable to resist the power of the great Overgod.

The Immortal looked upon him, saying, "You have slain your sister god, and will be punished. Let it be known that whosoever slays another will be punished eternally. You, Beher shall live with your dead sister forever in the lands of the Underworld. Your servants and Avatars will have a power you shall never possess: the ability to leave that plane. You are immediately and forever banished to that realm."

He looked about at the deities one last time before he faded, without further words.

Turning to the gods of good, Alyhndro said, "You have only a few centuries to work with. The secret to victory is to make friends among your enemies. As the evil gods have planted the seeds of betrayal, hatred, and evil in your children's souls, so too must you plant the seeds of chivalry, kindness, love, beauty, and goodness in their children, while you have time. Their hearts may have been forged in darkness, but allow them to feel the warm glow of your blessings. Among their own kind it may seem a weakness or a curse, but if you allow them the choice, some of them will choose good over evil."

The evil gods vanished quickly to continue to plan their affairs, while the deities of good remained together to decide the next course. The first to speak again was Aohalim.

Standing majestically and wearing the noble gear of a ruler, his voice was heard soft and strained. "I have lost my wife and with it my love. This world has become cold to me, and all that keeps me here is my children, the Hanara and the Humans."

"The Humans, as adaptable as they are, will be my covenant to the Gods. I have given them the final gift of free will - they will worship who they will. They are free to decide their place. The Hanara are now my children and, with a select few humans, will be my servants on earth. Treat them well or face my wrath!" He glared each in the eyes before speaking again.

"I have planted the seeds of Nobility and Morality into the races. Any creature that is to rule must prove himself to me, and I will create a way to do as such. If he does, he will have my support and his nation will be great! Morality is a gift that should have been given earlier."

His voice broke slightly. "It might have saved my wife..."

He paused and collected himself. "My true form will never walk the earth again. I will contemplate the meaning of this existence from the stars. I will grow hotter so that the climate may become more beareable, though in the process all but the divine will burn in my presence. If you wish to contact me, you know where to reach me."

Turning, he disappeared. He reappeared in his home, where he found a huddled Belarna. Distraught from her passions, Belarna approached her father, but the Aohalim turns a cold eye to her.

"I am Morality and an example must be made. Beher has been punished by the Overgod, but there are two that have committed this crime..." He shook his head slowly back and forth. "My daughter, my beautiful daughter. I curse you. Let your lies forever be truths and your truths lies. May you never be believed by the creatures of the earth or the Gods in the heavens. For the lie you have told me there can be no punishment save exile... and this..."

Reaching out quickly, his hand seems to pass into Belarna's chest and suddenly emerged with a burst of light. "As I have shared in your creation, I take my share away. I leave you with your mother's portion alone. Let her once-burning light hopefully guide you on the right path, as mine clearly did not. Now you are truly lost to me."

Aohalim turned his back on his daughter, and revolved silently, alone, about the planet. And thus forever cursed, the wandering Belarna wanders the earth even today trying to clear her name and aid those who were rightfully found guilty but, like her, believe that innocence lies in the eyes of the beholder.

And thus the deities of good left this plane, but not without leaving their gifts. Some, like Adenan Stronghand, gifted the races with chivalry and goodness, while others, like Syri, the goddess of love, spread her word throughout all Aerde.

However, the powerful Os gave the greatest gift of all - mercy. He infected the evil races with this trait, so that the creatures of good may have a chance to survive in the cold world that the deities of good would have to leave behind shortly.

And then they left. One by one, the deities felt their hold slowly release from the world, and finally were powerless to intervene directly as the deities of evil were allowed to shape the world to their desires for the final century of the Age of Gods.

Epilogue

The crowd was silent as Thurbin Feathercloak finished his tale. Looking at him with wonder, they half hoped and half prayed that Thurbin would continue and describe how the gods of good were able to come back and fight this menace. However, Thurbin had fallen silent.

Finally, Shela spoke up. "So... Are we doomed? Has evil won? A century is a long time...and without the aid of good gods in this world to counteract the past century, are we meant to suffer for all eternity?"

Thurbin thought about it for a while and slowly shook his head. "No, child, we are not doomed. Though evil has a firm foot-hold, thanks especially to the last century in which they alone stode the face of Aerde, the bastions of hope still exist in our realm. The deities of Good hve made sure that is certain. From the north, the clarion roars signify that Trandim's dragons of light have emerged to fight back Nearon's evil creations. Adenan has created the Paladins to act as a shining example of goodness and triumph. From the smallest thorp to the largest city, the forces of good cling to the back of evil and bite hard."

He shook his head more energetically then. "No, we are not doomed. As long as the concepts of love, honor, nobility, and mercy exist in this world, good will always be here. Remember that! The key is to choose your battles – ask what can be won and what is a lost cause. Take that advice to heart, for it may save your life!"

Dropping from the stage to the ground, he bowed his head low and, picking up his prop bag, made his way slowly through the crowd. The crowd parted to allow this revered bard to pass, and as he slowly left town, he looked back just once. With a sigh, he continued his journey.

"I feel so sorry for them. I have given them a curse, but one that all of the inhabitants of Aerde need to hear, for it will give them the courage they need for the long days ahead."

As Thurbin walked, he looked around for the tell-tale signs that were soon seen. "I wish I could have told them. But, it is better this way. They could not have outran them and many more would have been tortured if those who are coming thought they were 'trying to escape.'"

Climbing a tall hill, he stared down into the valley below. About five hundred yards from the town was a small army of hobgoblin slavers, camping during the day of course. That night, there would be chaos... The hobgoblins would attack and steal away all the able-bodied men and women to work as slaves and servants to the hobgoblin kingdom of Ulruz, just a few miles south. This border-town was one of many that Thurbin knew were being systematically raided for slaves.

"It is a pity..."

Shaking his head again, he journeyed down the hill and soon was lost to the sight of all but the birds in the sky.

Appendix II: World Timeline

The official Timeline is below. It has been included in a separate Appendix, rather than incorporated into the Atlas of Aerde, so that we can update it easily. Each real month, the official timeline advances one season (three months), and several times per year the timeline will be updated in this appendix. In this way, the new page(s) can simply be printed out and added at the end of the appendix, rather than having to reprint an extensive portion of the book.

Age of Gods

Beginning shortly after the Overgod created this reality out of the chaos that was before, the Age of Gods continued for nearly 3,000 years, until only a short time ago – a blink of an eye for many of the non-human races. For most of Aerde's history, the gods themselves created and destroyed nations, crafted artifacts terrible and awesome, and engaged each other on a global scale. The nations themselves were nearly irrelevant to the gods - which ultimately became their downfall.

- 2800 AG: Age of Gods begins

Galvar creates Dwarves; Great Swamp created by Nearon; Orcs created from Dwarves by Uluk, spread throughout Underdark and the steppes of the north; Aohalim creates Man, Gildasurm the first Human King; Targran creates Elves and teaches them Music, creates Archery; Murryghn unleashes dinosaurs and plant-beasts into the world; Contest of Allyhndro begins; Kovar instills knowledge of Crafting into Galvar's creation, the Dwarves; Treachery of Kithra creates the first Drow, corrupted versions of elves; Os imparts the three original races - men, dwarves and elves - with the knowledge of healing; Suerl imparts knowledge of Farming; Urvon creates the Eight Tomes and through them, the eight schools of magic; some of the power of the Tomes seeps into the world, creating Sorcerers; Orcs invade the Dwarven realms

-2600 AG

Shadoth imparts Greed and Treachery into the souls of Man; Allyhndro declares Eyeshandroo the Elven Prince to be the victor of the Contest of Allyhndro and gives him Ever Victorious, an artifact bow of great power; Galvar intervenes in the Dwarf-Orc War, bringing the Dwarves victory; Galvar creates Dwarven Hounds to guard his creations from the Orcs; Parushan creates birds - the Raven becomes his harbinger of death or doom; Os creates the first University on his plane - scholars from across the planes venture there; Os also creates the House of Dispossessed, a refuge for those who have lost all; Adenan creates the first Paladin from Man and names him Arthos, First Paladin, and delivers the artifact sword "Light of Adenan" to him; Koith forms the Mountains in the South region; Murryghn imparts Natural Magic into the world and empowers the first shamans and druids; Felicitas creates the Halflings; Brand imparts in all races the capacity for strength, courage and knowledge of the arts of War; Talina creates a hidden tendril of energy which delivers to her a portion of the power of Typhus' creation, the Ocean, but it is imperfect - this creates the Seasons; Beher creates the Goblins and unleashes them upon the Dwarves to aid the defeated Orcs and divert Galvar from his hunting of Uluk

-2400 AG

Galvar gives Dwarves knowledge of crafting Goblin Cleavers, fast axes to use in the Goblin Wars; Goblin War ends, sending Goblins into deep underdark and out into the forests; Nearon creates the Lizardfolk; Galvar guides Dwarves throughout all the mountains of the world so they are not vulnerable in one place; Beher warps wolves of the woods into Worgs and bonds them to his goblins; Beher also creates larger creatures than goblins, and calls them Hobgoblins - gives them Law where Goblins had Chaos; Murryghn discovers secret of Undeath; Allyhndro loses control in passion for the beauty of the Unicorn and is wounded - his blood and evil act mix together to create the first Trolls; Uluk merges some of his Orcs with the evil Drow to create a bigger race of Orcs, who wage endless war against the Elves - Uluk's revenge upon the elves for defeating his orcs; Nylaethia grants Unicorns the power to injure Trolls as fire and

acid do, securing their survival; Targran creates Dryads to help the forest itself fight back against the super-orcs, goblins, Worgs and trolls that invade it - fall of forest to evil slows; Aohalim curses orcs with light sensitivity so they may forever skulk in darkness, and imparts terror of sunlight into the Goblins; Parushan corrupts a unicorn and rips off its horn to create Cryfix, the first Nightmare - these become his favored mounts; Nylaethia creates Sanctuaries, places of protection and rest where evil may not tread, throughout the forests of the world; Kirok raises the Black Citadel in the northlands and merges the tribesmen into a great empire

-2200 AG

Nearon uses his slowly-gathering life-force energies, corrupts it, and creates the Chromatic Dragons; Beher imparts some of his Divine Energy into Uluk - though it weakens him only a slight amount, it is enough to elevate Uluk to the mid range of godly power; Uluk and Beher swear alliance; Parushan takes the horn he ripped off the unicorn in creating his Nightmares down to his Plane to begin corrupting it; Murryghn slays every living creature within 12 miles of the largest city in the world; Urvon hides the Gods from the eyes of Mortals, except those few he calls the True Prophets, to force the gods to take a more passive role in the world; Lunakav gathers all the secrets of the world and sends her followers out to gather yet more; Felicitas swears eternal conflict against Beher; Felicitas also imparts in a select few followers the ability to twist fate itself; Syri delivers to Elves, Men and Dwarves the secrets of spirits, wine and ales, along with bountiful harvesting, to ease their suffering at the hands of the rampaging evil gods and their followers; Talina decides Evil is too long ascendant and attempts to restore the natural cycle by causing drought and severe winters to all lands of evil; Typhus is thus empowered and drives winters throughout the world - also ties Lightning storms to the Summer months; Suerl further blesses the harvests of the lands of Good; Horun and his wolf companion Vyrag delight in the ultimate hunt - the Chromatic Dragons - and imparts mortals with the knowledge of slaying them as well

-2000 AG

Murryghn completes her deal with Nearon and gathers the essences of the slain inhabitants of the great city, returning the inhabitants all as undead. Alhyndro teaches the elves the ways of the Arcane Archer. Nearon's dragons ravage Aerde to his delight; the scaly kind begin to coalesce within the great swamp. Parushan completes his fashioning of the unicorn's horn into the short sword Corruption. Aohalim smokes a cigarette and teaches his human creations the ways of monk training. Os continues to work on his new creations.

-1800 AG

Os emerges from his University and delivers gifts to the good races; to the humans of Aohalim he gives the Staff of Os, to the elves of Alhydro he gives the Torc of Os, to the Dwarves of Galvar Thuradom he gives the Mantle of Os. Horun the Hunter travels to the University of Os to seek knowledge and wisdom. Suerl removes her blessing from the land surrounding the new city of undead creating a sere and wasted zone five miles in radius around the city. Murryghn chooses her select from among all the races of Aerde, keeping their knowledge intact through rebirth and away from Nearon. Beher imparts the Lust for Power among the humans of Aohalim. Domina grows in pregnancy from her mating with Aohalim. Talina works in concert with Suerl withholding the rains from the lands within 100 miles of the undead city. Nearon continues to observe the destruction and havoc his dragons wreak across Aerde. Aohalim turns his attention away from the humans towards a new race. Parushan trains to first Blackguard. Alhyndro bestows thirteen dragon slaying arrows upon his elven champion EYESHANDROO. Urvon empowers the natural creatures to serve arcane spellcasters as familiar. Syri claims cats as her symbolic creatures. Kovar creates a multitude of magical items and artifacts then scatters them across Aerde. Grelyk creates the gnomes.

-1600 AG

Horun uncovers tactics and skills needed to stand up to the rampaging Dragons, and delivers the knowledge to the Dwarves, Humans and Elves; Os, upset that evil races flourish everywhere, withdraws his blessing and protection from the evil races during childbirth, and takes the knowledge of healing and medicine; Typhus, angered that Talina forces no rains to fall near the Undead City, discovers that winds and lightning are still possible and delights in ravishing the

entire desert plain surrounding that city; Nearon rages against the decimation of his children, the Dragons, and creates the first Dracoliches as generals for his dragon forces; Koith creates the Giants to protect his mountains; Eraekoth brings hurricanes to the seas, raise the level of the ocean, and raises giant monsters out of the deeps in anger that he is not properly respected - sea travel stops completely and many fledgeling sea-going cultures are destroyed; Belarna is born of Domina and Aohalim, and comes to grips with her powers; Beher creates twin swords of awesome power, artifacts he still wields - and also mighty weapons for his Avatars; Beher creates Bugbears to overpower the Dwarves in the southernmost mountains, which they do within decades; Talina grows in strength due to her secret tendrils of power to the sea and Eraekoth's rampage therein; Aohalim creates the Hanaras to embody that which Humans were meant to be before Beher's curse on Man; Kirok creates his fortress on the Astral Plane, making that plane a much more dangerous place; Allyhydro hides the artifact he had given EYESHANDROO, who had a fatal disease, and awaits a suitable champion; Murryghn is well-pleased with Aohalim's Hanaras and further blesses them with understanding of the natural world

-1400 AG

Eraekoth, happy with the agreement he has reached with Brand, calls back the seas. Calmer waters recede to reveal islands where mountains once stood before the great flood. Nearon provides Parushan with several of his powerful creations, the dragons, to assist Parushan in calling for the Terrasque. Talina continues to coordinate the mechanics of the natural world to her rhythms. The time from one new moon to the next is thirty days. A year passes with twelve new moons. Using her connection of power to Typhus she coerces the chaotic deity to conform to her will and coordinate the tides of Eraekoth's seas with the cycle of the moon. Typhus does not oppose this influence with the understanding that he may require reciprocal action in the future. Finally, all the animals of Aerde are influenced to birth their young in the Spring of the year. Belarna hosts gatherings of the divine beings in her home plane. She tests her powers in controlling the paths of probability and attracts the attentions of Beher. Seeing this, she approaches her father Aohalim and formulates a plan to bring Beher over to the side of good. Aohalim again turns his attentions to his first born, the humans. He again teaches them the way of civilization and society. This time he imparts a healthy respect for the natural world in his first children. Vanur leads Aohalim's second children, the Hanaras, into the jungles south of Suryanastra. Lunakav continues his mad ramblings amongst the divine beings. Strange occurrences and insanity become associated with the full moon. Murryghn teaches powerful individuals of all the races the dark rites to achieve Lichdom. The Hanara are the only exception to this teaching. Murryghn has other plans for this race. Allyhydro and his avatars diligently search over all of Aerde in an apparent quest. Parushan, coursing with the energies of the other evil deities and the sacrificed dragons, completes his ritual of summoning and calls forth his long sleeping brother, the Terrasque, to wreak havoc upon Aerde. Far away, Nylaethia breathes life into the first of the faerie kind. Uluk is angered by the curse placed on his orcs to suffer in the light of the sun. He uses some of his newly gained divine power to lift the curse from the orcs on the northern steppes. Kirok continues to mold the Northmen to fit his desires. They are strong in spirit but sacrifice physical power to achieve this. A near constant state of warfare erupts across the steppes between the Northmen of Kirok and the Orcs of Uluk.

-1200 AG

Bajær introduces the dwarven smiths to Adamantite. The lust for this metal causes many of the dwarves to delve ever deeper into the bowels of Aerde in search of the ore that yields this wondrous metal. This group of dwarves slowly change into the Duergar. Murryghn becomes aware of the Terrasque as it emerges from the cleft into the heart of Aerde. A brief touch ensures that this terrible creature will consume itself should the powers of evil lose their hold over it. Allyhydro and his avatars continue in their great quest. Nearon continues to work upon his dragons and create a multitude of draconic races to fill the lands and oceans of Aerde. "Remember me brother?" Parushan cajoles the Terrasque. His silver tongue guides the rampage of this fell creature towards the east and the kingdoms of man, elf and dwarf. Lunakav imparts his lunacy upon the Terrasque following Parushan's commands. The beast is freed from Parushan's dictates and begins to destroy all in its seemingly random path. The werebeasts are sent forth by Lunakav to defend the natural world from those who would seek to tame or control it. Lunakav's touch is also felt by the hobgoblins, they fall upon each other in an orgy of blood and death. Beher is outraged at the actions of the Mad God. He is able to change the focus of the hobgoblins to killing others. The armies of this fledgling nation begin to conquer their neighbors. Felicitas changes the fortunes of good and evil to bring more balance back into the world. The forces of good seem to gain the favor of this deity more than their enemies do and good begins to recover lost advantages. Aohalim searches Aerde for a hero to lead the armies of good against the Terrasque. A Warmaster of Brand is chosen

as the Marshall for the forces of good. Shadoth emerges from his house of shadows and strikes out against the powers of evil. A great rift opens in the northern steppes as darkness befalls Aerde. From it pours forth an army of humanoid-spider hybrids. They begin to kill orc, goblin and hobgoblin wherever they can be found. Shadoth asks Aohalim to grant his children protection from the burning sun. Beher savagely violates Belarna while Domina shields her from Aohalim's vision.

-1000 AG

Targran Lithmoor makes a divine blood sacrifice to empower the plants of the forest to defend the territories of the elves. Nearon walks amongst his followers in the form of a black half-dragon. He shapes the culture of his children from within into a powerful and vicious celebration of violence. Urvon emerges from his tower and forges an arcane bond with the Terrasque. The cycle of this beasts sleep and feeding is established and Urvon returns to his tower. Felicitas continues to elevate the fortunes of the forces of good. Parushan relinquishes his tenuous hold on the Terrasque. As he does so he descends into the former resting place of his brother, and emerges with a scroll. Doomed. You are all doomed. Allhyndro has completed his quest and begins the Ritual of Awakening with the Nine Orbs of the Almighty that he and his avatars have unearthed. Murryghn seeks the approval of Eraekoth to populate the oceans with all manner of beasts. Talina is satisfied of the returning balance between good and evil. The weather patterns return to normal except for the enforced drought surrounding the undead city Suryanastra. The deities of good have rallied behind Adenan Stronghand and drive the Terrasque back into the rift from which it emerged. Galvar Thuradoom instills a sense of brotherhood in the dwarves, tempering the streak of greed placed there by others. Horun retreats to the glades of Nylaethia to rest and recover from the battle with the Terrasque. Beher handily slays Domina, Goddess of Beauty, in her quest for revenge against him. He blasts her physical form into nothingness, scattering the ashes amongst the multiverse. Os seeks out Belarna to offer her healing and comfort.

-800 AG

Eraekoth and Murryghn's bargain is realized. The seas are filled with all manners of life. Both deities are pleased. The voice of Typhus rides the zephyrs and scirocos of Aerde. Those that hear its calling are his first priests. Secret sects and cabals form to worship the Lord of Wind and Lightning. Suerl watches as Horun seeks out Nylaethia for comfort over her own cries to him. Love and jealousy fill her heart as she dares not enter Nylaethia's sacred glades. Lunakav settles upon a final plan. Belarna discovers she can control destiny through her followers. The Overgod is summoned by Allhyndro's Ritual of Awakening. The Overgod calls all of the deities to an audience. Aohalim presides over the deities of good. To them he decrees that the humans will have Free Will, the Hanaras are not to be molested and all the races are given the gifts of Nobility and Morality. Beher is banished to the underworld. There he begins to make his home. Nearon creates ten immortal beings to lead his armies on Aerde. Trandim makes his presence known at last. The metallic dragons are released into Aerde. These dragons are good and seek out the evil draconic forces to destroy.

-600 AG

Parushan deciphers his scroll and utters the God-Word and influences the development of all languages on Aerde. His knowledge will allow him to influence the mortals with ease. Aohalim curses his daughter Belarna to never be trusted. Nearon retires to his home plane to observe the actions of his avatars. Horun departs Nylaethia's glade now that he is rejuvenated by her careful ministrations. He travels over Aerde and establishes the society of Game Keepers to watch and serve. Os raises a temple/university in the capital city of the humans. Kirok completes his dark ritual and brings an ebon obelisk from his home plane to rest in the crater that marks his entry into Aerde. Several strange creatures, including the wyverns, are brought through the gate with the obelisk. Kovar travels about Aerde distributing his items of power and sharing his knowledge with smiths and magical artisans alike. Allhyndro rests. Murryghn finds a new home plane and shapes it to her liking. Brand continues to teach his followers the Art of War. Beher sends his followers out across Aerde to corrupt all who will listen. Trandim creates a necklace that reveals the location of the Orbs of Power to its wearer and gives it to a great gold wyrm. Galvar creates secret places for the dwarves to find as well as creatures to serve them in defense of their home tunnels.

-400 AG

Nearon sends his forces out from their homelands. He also creates several weapons of potency against all dragons. Eraekoth, embittered by his banishment, instructs his avatars to exact respect from the sea going races. Beher's avatars interact with the hobgoblins of Ulruz creating ten clans who bear the divine blood of Beher. These hobgoblins excel within their society. Allhyndro spends his final time on Aerde interacting with the elves in much the same way. Murryghn populates the large island in the NW of Aerde with great and powerful creatures. Targran is frustrated with Galvar's accusations and instructs his elves to withdraw from the other races and give none of them their trust. He then departs to the Ethereal plane and establishes a home of pure music for the souls of dead elves. Shadoth recalls his driders back into the underworld. He then blocks the light of the sun from an island off the eastern shores of Aerde. Trandim explains his necklace creation to all of his metallic dragons. Bajær wanders Aerde being himself then rejoins the drow. Aohalim creates the Crown of Nobility, an artifact constructed from thirteen separate minor artifact crowns. The One True King will come and assemble the crown to be recognized as Emperor. Os spreads word of his temple/university across Aerde. Before his departure he teaches Suerl about the medicinal plants of the world and their use. Suerl accepts this knowledge and vows to teach the good of the world. Typhus seeks out Talina and asks of her to fill the crater of Kirok's entry with rain from her storms until it is a vast lake to hide from the mortals the obelisk at its base. Talina grants Typhus his requested boon. Galvar creates three artifacts and bestows them upon his children the dwarves. Adenan Stronghand travels Aerde leading by example. He establishes many orders of paladins to continue in his example after the departure of the deities. Nylaethia drives evil from her forests and sacred groves. The faerie kind become strong in their secrecy. Uluk holds back the tide of orc hordes until they are both strong and well equipped. A dark tide is rising.

-200 AG: Age of Gods ends

Parushan corrupts one of Aohalim's monks, creating the Brotherhood of the Raven. The Quivering Palm is learned as the pinnacle of their training. Their reputation as killers travels across the world. One pure monk learns the technique and brings it back to the other monks in an effort to learn a defense. Koith releases his giants against dwarves who are destroying the sacred mountains from within. Aethaddyn sends her servants to infiltrate the bastions of both good and evil. She bides her time gathering power. Horun welcomes Suerl amongst his Game Keepers after a successful hunt. She shares her stories and teaches the Game Keepers the knowledge given to her by Os. Bajær infiltrates the camp of the Game Keepers and plants the idea of using plants to harm as well to heal. Kirok is pleased with the cooperation of Typhus in hiding his precious obelisk from the mortals of Aerde. He then creates the Spear of Malice, Horn of Conflict and Vestments of Kirok. These three powerful artifacts are then given to his most deserving among the Northmen to use against their enemies. Uluk releases his orcs to conquer and destroy. Ironically, his gift from Beher of divine power forces him to depart based upon the Overgod's decree. Beher invigorates Ulruz and distributes many relics of great evil amongst his followers of all the races. Nearon spends his final days strengthening his serpent lords.

Age of Kings

+1 AK - Age of Kings begins

Argossea: Civil war breaks out between oldest (Voord) and middle (Adorin) children of King Vargas. Youngest son (Marik) disappears. **Caedmon:** Continues raids on Lorlynian coastline. **Ceomyr:** King Domyr unites noble houses and becomes first emperor of Coemyr. His power reaches from the coast to the Kingsreach Mountains. **Cryndon:** King Gurni extends trade routes to southern kingdoms as well as the four middle kingdoms. Only one envoy returns from Ulruz, the rest are eaten. **Hibrideas:** King Gairham has taken the crown of Hibrideas after the death of King Ashethan. **Kinrisar:** Plagues strike the large population centers of the western land; the Kinrisar navy embargoes the ports. The embargo causes great civil unrest within the western cities. Pirates continue to hassle trade routes around the eastern archipelago. Larger galleons are developed and built by the royal shipyards. **Lorlynia:** The green dragons assisting Gagrak Bloodspitter leave him high and dry and badly overextended. In the ensuing battle, Gagrak mortally wounds King Pentharior, but the elves prevail and push the orcs back. A force of elves and silver dragons stops the goblins to the south. Raids continue along the coast from sleek longboats of unknown origin. A great citadel is started in Lernos. **Mittendein:** Mittendein strengthens its forces at its borders. Internal security is increased. Outsiders are still permitted within Mittendein's boundaries, but are watched carefully. **Paludosus:** With the departure of Naeron the realm of Paludosus convulses with political infighting and a number of challenges in the arena. The high priests of the church of

Naeron gather to seek guidance while the armies compete to place their nominated candidate on the throne. **Rhaavin:** Refugees start building an armada of ships sleek fast and of varying sizes for the varying tasks of trade and naval combat to offset their difficulty in reaching these islands because of the raiders. Just in time, as the raiders and pirates attack in force, starting what would become known as The Cutthroat Wars. **Suryanasta:** Gildasurm the Twentieth begins uniting the surrounding desert kingdoms under his rule. Using the priests of Aohalim, he begins to establish the new rule and law of the desert. **Thoradur:** Thoradur continues to mine the deeps, forge steel, and battle orcs. The mountain dwarves continue to use their hill dwarf cousins as a go-between in trade with Mittendein. **Ulruz:** The departure of the gods causes massive social upheaval and widespread revolts and successions. During this time, only the Church of Beher is properly prepared to carry on basic services, as Beher was banished two hundred years before and his Church had the time needed to resume full operations. Because of this, his church is fully functional and institutes a campaign of terror and domination in a bloody inquisition.

+5 AK

Argossea: Civil war continues. Voord gains control of outcast barbarians to the north and also raises an army of orcs to fight the battles. **Caedmon:** Raids continue. The number of trees remaining in Freya's Valley is alarmingly low. Only expected to last another 20 years. **Coemyr:** Domyr expands power to the east and across the sea to the west. **Cryndon:** Starts work on roads to the 5 trading kingdoms to ease travel costs and Tradesmen start stocking goods, looking forward to the time when the trade routes are open. **Hibrideas:** King Gairham finds that many oppose his possession of the crown. The city of Peshkovt revolts and is almost destroyed before being subdued. **Kinrisar:** Drought takes hold of the western lands. The eastern cities of Kinrisar come under pressure from the pirates of the east. Trade suffers greatly as the Kinrisar navy is stretched thin to protect shipping, the eastern cities and continue the western embargo. **Lorlynia:** Duke Diomath of Lernos continues to harry the orc armies of Gagrak Bloodspitter. Work on The Citadel continues. The ships investigating the raiders to the north have finally penetrated the mist that surrounds the island of Caedmon and many battles are fought on the sea. **Mittendein:** The king of Mittendein ponders the buildup of arms along the dwarven border and orders the stockpiling of arms and armor to begin. He sends an envoy to Thoradur to assess the situation. **Paludosus:** A new Head Priest of Naeron arises, the half-dragon Hassandrias, who undergoes the ritual and is turned into a dracolitch. Commanded by Naeron to unify Paludosus under an Emperor, he summons the candidates for emperor and commands them to fight in the arena until only one remains. Zsachassa Kellendros emerges victorious and is crowned the Prince of Princes of Paludosus. **Rhaavin:** With the aid of the outlaw pirate Lirianna's unusual tactics, Rhaavin's Armada is finally able to defeat the pirates. Lirianna is elected Lady Admiral of Rhaavin at the end of the war. **Suryanasta:** Gildasurm establishes a small kingdom and begins the process of expansion around the Great Desert. None dare go close to its center, however, for that is where Suryanasta the Undead City lies. **Thoradur:** The tunnels in the farthest south of Thoradur are attacked by bands of Cave Giants. All mining halts and the tunnels ring with the sounds of battle for years. With the build up of human forces on Mittendein's northern border, the dwarves reinforce their southern strongholds and taxes on iron going to Mittendein are raised. **Ulruz:** Led by the Church of Beher, Ulruz is finally fully reunited under Emperor Leucian of Beherinome Gudoruot after brutal military campaign and inquisition-by-assassination of powerful independent leaders.

+10 AK

Argossea: Arcane heritage revealed in family line of Voord and Adorin. Voord loses control of barbarian horde. **Caedmon:** Woodcutters urge king to do something about tree deficit in Freya's Valley. King doesn't believe. **Coemyr:** People of Argossea encountered by envoys of Domyr, and are believed to be too barbaric to include in empire. Expansion continues east and west. **Cryndon:** The mounting tension between Thoradur and Mittendein and the closed routes to Mittendein cause King Gurni to send envoys to see about re-opening them, to pledge assistance to Thoradur if war comes and to try and secure allies for their cousins. **Hibrideas:** Still not firmly in power, King Gairham begins amassing a fleet and also begins the construction of a land army which he can fortify his strength on the main island. **Kinrisar:** King Alani receives envoys from Hibrideas, Paludosus and Ulruz, and he doesn't like what he sees. Victory at sea is achieved against the pirates to the east. The western fleet is removed from the blockade of the western cities to strike at the eastern pirates' bases. The droughts of the western lands break, as do the plagues. **Lorlynia:** The Citadel at Kryndon is halfway completed and the elven fleet continues to grow. The newly designed ships are able to keep pace with the Caedmon barbarian's longships. The war against the orcs and goblins has stalled some. **Mittendein:** Mittendein orders an embargo against Thoradur in retaliation for killing and holding Mittendein people as prisoners. The number of troops on the border grows to equal the size of the dwarven soldiers on the other side. Mittendein also

closes its borders to other kingdoms trying to reach Thoradur though Mittendein, even after a plea from Paludosus to reconsider. **Paludosus:** Zsachassa Kellendros, supported by the priests of Naeron, raises loyal generals and nobles to the rank of Prince and places them in command of the cities of Paludosus. He then reinforces the armies at the borders of Paludosus and starts a program of construction, building border forts and roads. Envoys of trade are dispatched to neighboring kingdoms and an offer of military aid is sent to Thoradur. Construction of a fortress starts on the Paludosus River that this he hopes will grow into a major trade port for river traffic. **Rhaavin:** Plague visits the island kingdom, but it is stamped out quickly. Shadow Druids are revealed as the planters of the plague, as well as being foiled in a plot to assassinate Lady Admiral Lirianna. **Suryanasta:** Ten small cities are found dotted across the desert. Gildasurm founds Hariappa during this time, which soon grows more prosperous than any other. The People of the Desert discover the Desert Stallion and their culture is forever changed. **Thoradur:** It started as a brawl and ended with three dwarves and six iron merchants from Mittendein dead in the port city of Finardulin. The cry of assassins went out and the dwarves started rounding up every human in southern Thoradur and throwing them in prison. An ultimatum is sent to Mittendein requesting payment for damages incurred and the military alliance with Paludosus is over before it began. **Ulrutz:** The Ulruz emperor, in need of a foreign threat to help strengthen the support of the various Beherinome Clans, continues to expand eastward. The growing threat of war between Thoradur and Mittendein prompts envoys to be sent to Cryndon in hopes of taking advantage of market shortages. Rebuked, the Ulruz Empire refuses to forbid trade with Mittendein. Opens ports to Kinrisar's merchant vessels.

+12 AK

Hibrideas: Prince Eltreul is born.

+15 AK

Argossea: Adorin has been King of Argossea for nigh on five years and the nation has prospered somewhat, despite occasional military clashes between rival barons. **Caedmon:** Raids continue on coast of Lorlynia and nothing is done about the looming tree shortage. **Coemyr:** The Great Road Project has begun, linking the major cities of Coemyr to the capital. Trade negotiations begin with Argossea. **Cryndon:** Cryndon's dwarves delve ever deeper into the ground, and seeing the weakness presented by Mittendein's blockade of Thoradur, they begin a momentous project; The building of a tunnel that will allow dwarves to travel between Cryndon and Thoradur. They also build a port city in order to ease trade between their kingdom and others. **Hibrideas:** King Gairham of Hibrideas agrees to trade propositions presented by delegates from Rhaavin. **Kinrisar:** The green dragon Tiaggranoticannissa strikes the town of Tibo and demands tribute. King Alani at first hires adventurers to defeat the dragon, but to little effect. He finally consents to the dragon's demands. The fleet is expanded and many new innovations in ship design are put into service. **Lorlynia:** The barbarian raiders still manage to slip through and pillage goods and loot almost at will. Elven adventures venture into the deserts of Suryanasta for the first time. Work continues on The Citadel. Mittendein: Kaiser Gilhem Holfdem is assassinated and angry fingers are pointed towards Thoradur. Gilhem's son, Brandeis, rises to the throne. More troops are sent to the borders. **Paludosus:** The Fortress at the major river junction is completed and Legions of the Army of Naeron move to the newly built fortress. With the threat of war looming ever closer, the Prince of Princes mobilizes his army to stand ready and declares that Mittendein is the aggressor for disrupting trade. Many kingdoms are drawn into the trade conflict, and all chose different sides. **Rhaavin:** Rhaavin has rebuilt their fleet and now sends out delegates to the neighboring island kingdoms and the nearby non-evil mainland kingdoms with the hopes of establishing its port city of Serilos as a fair and impartial hub for traders. They also begin to offer the protection of their efficient fleet as well for very reasonable prices. **Suryanasta:** The Suryanastans, as they call themselves, are founded, hardened by the desert and bound by a code of law. **Thoradur:** King Dulnor in Thoradur hears of Cryndon's project and agrees it is good for the dwarves there to have access to the fatherland, although with the giants in the caves to the south, he'll be unable to meet them halfway. Trouble with Mittendein begins and troops are sent to the borders. **Ulrutz:** The Empire continues to expand and exploits the conflict between Thoradur and Mittendein, gaining great wealth in the process.

+16 AK

Mittendein / Paludosus / Thoradur: War finally breaks out between Thoradur and Mittendein, with Paludosus raiding across the border into Mittendein in support of Thoradur. In the end, the borders go back to where they were, everyone's pride is restored and trade resumes between all kingdoms.

+17 AK

Lorlynia: An alliance between Gagrak Bloodspitter's orcs and the goblin armies of Yulash results in a sacking of the western most city of Lerendalthas. It takes 4 years to regain the city.

+20 AK

Caedmon: The last great tree in Freya's Valley is cut down. The last longboat is built. The clan chiefs argue with the King over how to solve their problem. **Coemyr:** The Edicts of Domyr are set into law. Slavery is officially abolished, a move which causes a few nobles to rebel. **Hibrideas:** In the dwarven community of Khivash, the dwarves mined deep into the mountains of Karobee-Shau. Deep inside the mountains they broke into a huge and beautiful cavern and thousands of orcs, goblins, and other evil beings arose from the darkness and beset the dwarves. The Great Cavern was sealed. Bolath the Bloody, leader of pirates, begins to boldly raid the northern shipping lanes. **Kinrisar:** Prince Golgan Rishi and his new bride Lady Rashimi Pishtan Rishi are blessed with a child, a firstborn daughter. Rumors of an ancient kingdom in the jungles on the southern side of the Bitroot Mountains lure many adventurers to their deaths. Lorlynia: Prince Telendor leads small army to Delendac and besieges the fortified goblin burrow for almost 11 months, without success. Citadel is completed in late 24AK. **Mittendein:** A group of Paladins (of the order of fill in the blank) expose the Kaiser's advisor's treachery. He is revealed to be behind the assassination of Gilhem Holfdem. The Kaiser, deeply saddened, travels personally to Thoradur to try and mend relations between the two kingdoms. **Paludosus:** An expedition is mounted to cross the Sea of Torments and lay to claim the Isle of Wyverns and the island of Tassamazin. Settlements are established in natural harbors and the inhabitants of the marshes brought under the suzerainty of the Prince of Princes. **Rhaavin:** Enjoying a time of peace, Rhaavin is able to build her fleet to a considerable size for a small island nation. Envoys and ambassadors continue their entreaties of trade to the kingdoms of Aerde. **Suryanasta:** The Suryanastans fight amongst themselves until a new sense of patriotism is found. Uniting another a common head, they name Gildasurm as their monarch. Taking with him the divine tablets of his forefathers clear to the beginning with the creation of Gildasurm I by Aohalim, he decrees a new law to the land...and it is heeded. **Thoradur:** With the Mittendein War over, the dwarves of Thoradur turn their attention to the giants in the south of the Stoneroot Mountains and succeed in pushing them south. **Ulrutz:** Continuing to expand, the Empire meets a tragic bump in the road in a pass between two mountains, adequately renamed the Pass of Phaesto's Folly, which effectively stops expansion while Ulruz recovers from the loss of three legions.

+21 AK

Ulrutz: The Great Schism is triggered by the events at the Pass of Phaesto's Folly and one tenth of the Church of Beher's clergy break with official church leadership and create The Order of Doluhre, who believe the highest form of worship of Beher is to pursue perfection of his portfolios of Territory and Tactics, rather than Tyranny and Slaughter.

+22 AK

Mittendein: Kaiser Brandeis Holfdem's first son and heir to the throne, Wilmarch Banner, is born.

+23 AK

Paludosus: Formal Trade relations are established with the Principality of Karnatka, a burgeoning human and elven city state that becomes a frequent stopping point for Paludosan ships heading east to the Southern Lands.

+25 AK

Caedmon: Desperate for lumber warriors begin raiding the coast of Lorlynia, cutting down trees. But because of the awkward process, the raids are rarely successful or worth the cost of the expeditions. The Caedmonish worry that their way of life may be forever changed. **Coemyr:** The Great Road Project is completed and the few rebelling noble houses

have been destroyed. A few fledgling Trade Guilds begin explorations for trade routes to Hibrideas and Rhaavin. **Hibrideas:** King Gairham falls victim to a fever from which he never recovers. In the spring of the year 26AK, he dies in his bed and His son, Eltreul (the Boy King) is crowned king at the age of 14. Numerous cities rebel and talk of new kingdoms spread through the kingdom. **Kinrisar:** Azzar of the Flame has completed the final Test of the Arcane and has become Kinrisar's first true Arch-Mage in over 50 years. He disappears into the ninth plane at the College Arcane. More stories circulate about the Jarra Jungle. **Lorlynia:** After the first thawing of ice from the frozen seas, a barbarian horde sails out of the gloom and lands on the Isle of Lernos at Paldaria. Thousands of the half naked savages occupy the half built city for three days while it is torn down and loaded onto ships. Sea elves redouble efforts to defend coast from these barbarian marauders. **Mittendein:** Another day of celebration, as to the Kaiser, are born twins, his daughter new Odessa, and son Ingram. **Rhaavin:** Lady Admiral Lirianna dies after being sickly for two years and the Shadow Druids are found responsible. Alexander, Lirianna's friend amongst the council is elected Lord Admiral. Meanwhile Lirianna's daughter has grown to be a spitting image of her mother and gains respect as she climbs the ranks of Rhaavin's navy. **Suryanasta:** United under Gildasurm, the people begin the slow process of expansion. Avoiding the centers of the desert, the kingdom is built like a huge "doughnut" with the borders gathering more and more people. Finally, they reach the mountain pass to the west and the rainforest of the south and send explorers to search beyond it. **Thoradur:** The giants are nearly cleared from all dwarven tunnels in the south and dwarven giant-slayers become famous throughout the realm. **Ulrutz:** Finally defeating the city-state that caused him embarrassment in the Pass of Phaesto's Folly, Emperor Laucian has the entire city-state razed to the ground, the women crucified, the men sold to the arenas and the rest sold into slavery. Nothing of that culture remains, and the city is rebuilt from the ground up in the Ulruz image and renamed Laucianus

+26 AK

Ulrutz: Trade difficulties begin with Kinrisar. Ulruz reorganizes trade ways and builds new merchant vessels and opens new trade routes.

+27 AK

Paludosus: The kingdom expands to the east and conquers the fertile plains and hills that lay on the eastern border near the Cryndon River.

+28 AK

Hibrideas: King Eltreul marries elven woman and succeeds in defeating Bolath the Bloody in a final navel encounter, Bolath reportedly goes down with his ship. All but two cities rejoin kingdom once the pirate threat is over. **Mittendein:** Rangers working in the forests east of Mittendein begin to spot numbers of orcs gathering.

+30 AK

Caedmon: In Caedmon the elves are welcomed at the end of a sword until their true intentions are discovered. Afterward King Aidan eagerly enters into the treaty and begins to see a future again for his people. **Coemyr:** Domyr travels to The Island of Thunder, leaving his son, Vyr, as Regent until his return. Domyr and a party of Adventurers seek out an unknown objective. Vyr follows his father's example as an Emperor for the first few years, and the Empire continues its expansion. **Kinrisar:** Prince Gogan and Lady Rashimi have a second child, a healthy boy, named Hadri. Pirate attacks on shipping increase. Explorers of the jungles south of the Bitroot Mountains begin to speak of strange creatures, described as snake men, being seen amongst the vines. Azzar of the Flame remains unseen. **Lorlynia:** Prince Telendor sails to Caedmon under a flag of truce. He brings a dozen elven ships loaded with seedlings, planks and a few dozen druids in hopes of a lasting peace that can be enacted between these two peoples. The two Princes become fast friends. **Mittendein:** A large force of Orcs attack the city of Manzen, the attack is not a complete surprise, but nonetheless a good number of Mittendeiners are killed. Mittendein prepares for war. **Rhaavin:** The ones who masterminded and plotted the queens death are brought to justice. Suryanasta: The border-kingdoms of Suryanasta begin training a militia and they are joined a few months later by the first of a mighty new tradition: The Storms of the Desert. **Thoradur:** Just as the last of the giants flee south past the dwarven tunnels, a horde of orcs from Rorkik pours

into the northern tunnels and sack three northern towns, including Dalvn. The orcs threaten to press south to the capital, Galthurdor. A bloody campaign begins that lasts for two years before Dalvn is regained. In the south the giants, sensing weakness, pour back into the tunnels, stopping all digging once again. **Ulruz:** Emperor Barnabus begins a series of campaigns, each aimed at extending the empire North, or across the Acalito River. Each time, he succeeds only to be forced back. It is a series of small disasters, and the only real result is the loss of many men, and the near unification of the various Centaur hordes into a single faction.

+31 AK

Lorlynia / Caedmon: "Treaty of Wood" signed between Lorlynia and Caedmon. Not all elves and humans agree with this alliance, rumbles can be heard in both kingdoms.

+33 AK

Paludosus: A strange malady affects the swamps of Paludosus and causes a famine that kills thousands. The following year vast festivals are hastily organized and ceremonies are performed to petition Suerl to relent and bless the crops once more. The prayers of the Paludosans are answered and The Blight is lifted.

+34 AK

Ulruz: Emperor Barnabus commands his generals to lure the Centaur main horde into a trap. Unfortunately for the Ulruzians, the plan is a complete disaster - over the course of several days of running battles, a number of Legions are wiped out or reduced beyond recovery and are disbanded. This period becomes known as the Run of Barnabus.

+35 AK

Caedmon: The rumblings have begun, without the raids; the Caedmonish warriors are becoming restless and hostilities between clans breakout. King Aidan's son, Prince Dolan, devises a treaty to supply Lorlynia with mercenaries to help with their war against the orcs and goblins. King Aidan also sends ships to open trade and explore the vast oceans. **Coemyr:** Regent Vyr declares his father dead and assumes the Crown. He scripts The Edicts of Vyr, giving greater power to the Guilds and Military. A few houses openly rebel, and the War of Seven Cities has begun. Unknown to Vyr, Domyr reaches his objective, winning a secret audience with the Avatar of Murryghn. Cryndon: **Kinrisar:** Invasion! Western Kinrisar is attacked and overrun by invaders from the south. Strange creatures that appear to be mutations of snakes and men pour across the border. A new arch-mage candidate attempts to enter the ninth plane of the library at the College Arcane. His death at the final ward is spectacular as he erupts into flames. **Lorlynia:** Barbenia is built in Lorlynia to house the mercenaries from Caedmon. Destined to become a great port city, it is the only city on the ground in mainland Lorlynia. Foundations for the Academy are also laid in Barbenia. **Mittendein:** Wilmarch is showing signs of his grandfather, thoughtful and studious. It is agreed by all that he will make a fine ruler one day. Odessa is ambitious, athletic, and good hearted. At the age of 13 she leaves her home to begin training as a paladin. Ingram grows resentful of their successes. He also, at the age of 13, begins to show signs of sorcerous power. **Paludosus:** Paludosus continues its recovery after the Blight; to provide protection against future disasters of this sort the Princes order the construction of many new storehouses to keep great stock of food for the populace. **Rhaavin:** Alexander retires to become an inn owner and Lirianna II takes his place as new high admiral of their fleet. During the young Admirals first years of office pirate raids drop dramatically. Suryanasta: The relative peace of Suryanasta is broken only by a few small bands of bugbear raiders and the occasional undead. Explorers of the great rain forests to the south encounter the Hanaras and the Nagans. Both races, though wary at first, has grown to be close friends and trading partners. Also, a small desert flower is found...though yet without any purpose...has found to produce a beautiful and calming smell when boiled in water. **Thoradur:** A great orc warlord, Kunkar Bonesnapper, attacks Dalvn with not just orcs, black orcs, and a few monsters, but cave dragons. Dalvn is lost and once again the capital is vulnerable. **Ulruz:** Centaur Hordes take advantage of the chaos resulting from the Run of Barnabus, and break across the river and raid deep into Ulruz, nearly reaching the jungles of the south lands. Emperor Barnabus dies, officially from a stroke on hearing the news of the Centaur breakthrough. His son takes the throne, but is quickly assassinated. For the next five years there will be nearly twelve emperors, most passing due to an assassin's blade.

+39 AK

Lorlynia / Caedmon: Prince Dolan of Caedmon marries Princess Telenessa of Lorlynia. At the end of the year, Bjorn is born.

+40 AK

Caedmon: The King's rule remains strong as the people see the trees in Freya's Valley begin to grow again, but some of the clan chiefs are beginning to question the thinking of aligning themselves with such a weak race of creatures. **Ceomyr:** War of Seven Cities continues. **Kinrisar:** The war with the savage invaders, named Yuan-ti from the Jarra Jungle continues. Prince Hadri learns tactics first hand. **Lorlynia:** Elves struggle to grasp the human's need for action immediately in Barbenia. Some elves resent the humans even being in Lorlynia. **Mittendein:** Prince Ingram is beginning to worry his tutors. He possesses a great amount of sorcerous power and ability, but is temperamental and he seems to be less and less willing to pay heed to his mentors' teachings. **Paludosus:** Paludosus remains at peace, trade flourishes and the population begins to grow. In response to the Yuan Ti attacks the Paludosans reduce the trade tariffs placed on goods from Kinrisar to a minute amount for the duration of the war, this act creates a higher demand for Kinrisarian goods and many merchants cross the seas to exchange Paludosan gold for Kinrisarian goods. **Thoradur:** Kunkar Bonesnapper leads an orc horde toward the capital but is stopped mid way. A great battle is fought. The Battle of Blood is fought in the tunnels and the dwarves route the orcs, sending them back to Dalvn. **Ulrutz:** Centaur Hordes are forced into fighting a war of attrition, then slowly thrown back across the Acalito River. Treaty of Acalito signed, 10 years after the start of the war. This treaty gives the Emperor title to all lands Ulruz held at the time of the treaty signing. Emperor assassinated on his way back to Doluhre from the treaty signing. He dies without an heir

+42 AK

Coemyr: Domyr returns, arriving in the city of Mucyn and discovering the mess his son has made of the Empire. Domyr joins the rebelling Houses and other loyalist Houses to remove Vyr from power. **Kinrisar:** Legatus Antonius Blebliuz, a Republic loyalist, is sent to lead the XXV Legion to aid Kinrisar in the Abomination War against the Yuan-ti, side by side with an expeditionary force from Paludosus and a group of eleven rangers from Lorlynia. **Ulrutz:** With the support of the Legions, General Eclatius Ilaxo (credited with defeating the Centaurs) declares himself Emperor. This is the end of the ancient system in which the Senate had to ratify any new Emperor and the power of the Senate continues to decline.

+43 AK

Mittendein: At the age of 18, The Chanter's daughter, Odessa, completes her training and becomes a fully fledged Paladin

+45 AK

Caedmon: Disobeying the King's Law, longships of a few clans sail to Lorlynia under cover of mist and attack along the coast. King Aidan has his ships patrol the sea looking for these rogue clan ships. **Coemyr:** Vyr is removed from power at the cost of Domyr's life. Domyr's brother, Vunnyn, imprisoned by Vyr during his reign, is declared Emperor by the loyalist houses. **Kinrisar:** War rages in the Bitroot mountains for several years until a faint draws the Yuan-ti into a trap that they are unable to recover from and a secret mission ends the Yuan-ti high priestess' quest for power. During the battle a great burning eagle descended upon the Yuan Ti priestess and consumed her in its flames **Lorlynia:** With the Caedmonish clans again raiding the coast, the Queen orders the mercenaries out of the kingdom until being persuaded by King Aidan and Prince Telendor to allow them back in. The protests about the human alliance grow louder. **Mittendein:** Secretly, Prince Ingram joins a dark cult and quickly rises to power in it. He begins to place people in strategic positions to help further his goals and he makes an alliance with orcs. **Suryanasta:** The nations of Suryanasta thrive in these harsh climates. Using the blue flower as trade as well as the diluted breeds of the desert stallion (leaving the true stallions for their own personal use), they begin to trade with other nations in an attempt to

expand their cultural awareness as well as get some goods not normally found in the desert. **Thoradur:** Dark elves begin making raids on outlying settlements. The dwarves are at a loss as to where they came from.

+47 AK

Mittendein: An assassination attempt is made against the Chanter, it fails, and the would-be assassin is captured. Odessa follows the trail that leads to Prince Ingram and his cult. A large battle ensues, and the prince flees, vowing to return to take his place on the throne.

+48 AK

Suryanasta: After consistent infighting amongst the various nations, Hariappa is finally considered the capital of Suryanasta. The blue flower of the desert has strong sedative as well as euphoric properties. Known as Katha'sum or the "Dream Weaver", it begins to add a strong influence to the society at large.

+50 AK

Caedmon: Warrior Clans oppose the King and threaten to withhold taxes if he does not cease the relationship with Lorlynia. King fills with resentment towards those that oppose him and brings down a heavy hand to pull them back into line. It does not have the effect he wanted. The Warrior Clans come near the edge of waging war on the King. The raids against Lorlynia cease. **Coemyr:** Vunnyn, with no children of his own, begins to look for an heir to the throne within House Banandario as his health wanes. A migration of the poor heads toward Thoradur in anticipation of the brewing war there. **Kinrisar:** Life begins to return to normal within the kingdom. The Yuan Ti are driven back into the Jarra Jungle. Land is granted to the leaders of the Uruz legion and Prince Hadri's education continues. **Lorlynia:** Raids on coastline stop. Trade with other kingdoms continues to flourish. **Mittendein:** The Chanter of Mittendein sends aid to help Thoradur fight the orcs. The Order of Doluhre makes its first appearance, fighting the orcs. **Paludosus:** In the late winter of 50AK a bestial army of strange ophidian warriors and undead burst out of the forests and attacks the Principality of Karnatka. **Suryanasta:** The Suryanastans have their first civil dispute when Hariappa taxes the blue flower in an attempt to stem the growing Underworld that has sprouted from the blatant use of this item. Vasudeva and Natuappa resist and band together to form what will later become the "Kamadeva Coalition"...ruthless merchant-families that runs various gambling and other illicit activities. Gildasurm, despite his better judgment, agrees to allow this in these two cities. **Thoradur:** The son of King Dulnor, Thalin Grimstone, leads an army into Dalvn and recaptures the city. Bonesnapper flees and it is not known his condition. The kingdom rejoices until word of hordes of steppe orcs invading Falinus (northern Thoradur) reaches the capital. With troops spent and numbers low the King turns to his neighbor to the south for aid. Mittendein sends aid and the war begins.

+51 AK

Paludosus: Battle of Esrenz Falls, fleeing the army of devils, ophoids and undead, the Paludosan Army of the East finally catches the fleeing refugees and attempts to stop the advancing army, to no avail. They drop their defenses and flee along with the refugees. The mysterious army disappears, leaving Karnataka's building empty and haunted by ghosts.

+53 AK

Mittendein: A massive force of orcs amass across the river from the Northern city of Manzen and over run the outer city over the course of a few weeks.

+54 AK

Caedmon: Princess Telenessa has a second son, Eldynon. **Lorlynia:** Civil war erupts in capitol city of Adlandran. Only last a few hours and is put down. Followers are banished to an island off the north coast of Lorlynia. **Paludosus:** A new leader only known as The Blessed Warrior, starts unifying the Troglodyte tribes of the Forest of Gaunt.

+55 AK

Caedmon: Prince Dolan takes a proactive approach and begins to gather allies in Caedmon to support him and his families claim to the throne. **Coemyr:** Deorcyn of Banandario succeeds to the throne. **Kinrisar:** King Alani dies and Prince Hadri gains the throne. Many nobles from around Aerde come to meet the new king. The assassination of Hadri's mentor leads to the hanging of a few nobles. A near revolt begins within the court of the newly crowned king only to be subdued by the timely arrival of Azzar, in the form of a giant eagle, aflame with crimson and azure flames. **Lorlynia:** Prince Telendor sails to Kinrisar to meet with new king. Drow fill forest east of Westwall Mountains. **Mittendein:** The allied forces of Thoradur and Mittendein meet the forces of orcs, and it becomes known after the orcs are defeated that Prince Ingram was their leader. His body was not recovered after the battle. **Suryanasta:** In a tricky maneuver, Gildasurm proves his craftiness by marrying Ranahum, the daughter of the Kamadeva Coalition's head family thus ensuring cooperation from them. **Thoradur:** The Steppe orcs make a massive push through the battle lines, around the Lake, and end just into the Mittendein border. The offensive is led by powerful dark magics. At wits end, the mountain dwarves pour from their highland holds and are cut off from supplies and reinforcements. The noose tightens, the orcs panic and are finally driven back into the steppes. **Ulruz:** Katha'sum flower (called "Dream Weaver") quickly becomes fashionable in wealthy circles. Ulruz sends General Antonius, now commander of the Western Army of Ulruz, to pay respects and honor the new King of Kinrisar.

+58 AK

Caedmon: King Aidan falls ill. Prince Dolan uses secret police to put down an uprising intended to put others on the throne, hanging a few clan chiefs and opening rifts between clans. The King recovers from his illness at the end of the year. **Mittendein:** The Chanter's health begins to fail. In the fall he dies in his sleep. The country mourns, and his son, Wilmarch Banner Holfden assumes his place on the throne. **Paludosus:** The Blessed Warrior has united over two score clans under his warbanner and commands nearly 35000 warriors. After the Troglodyte Shamans declared the omens to be good he lead his army against the settlements along the edge of the southeastern borders of the forest of Gaunt in the late summer of 59AK, the towns of and were razed and Czaminessh was partially destroyed, although the main fort held out under siege for 5 months until a relief column reached them in early 60AK.

+59 AK

Ulruz: The population of the Ulruzian Empire has nearly doubled in the last 19 years, as the Goblinoids return home from the Centaur wars and the fertile grasslands that were taken in the war are colonized. The conditions on the plains and sudden wealth of agricultural production contribute to the amazing population growth

+60 AK

Caedmon: While the political and social scene is tense, the elder King remains in control. His paranoid draconian policies have not made him popular, but those clans that support him merely wait for him to die and his son, who is considered a much better person, to take the throne and make the changes that need to be made. **Coemyr:** Deorcyn of Bannandario celebrates his 25th birthday, inviting all of the noble houses of Coemyr, both great and small to the capital to ask one boon of their Emperor. He shows his wisdom during the affair. **Kinrisar:** Hadri is married. His bride is Allianna from the House Hinba. The green dragon that plagued Tibo in past generations returns to terrorize both Tibo and Rodotara, but no demands for tribute are delivered. **Lorlynia:** Tide of drow coming from Westwall Mountains is stopped at the River Silverwater. **Mittendein:** **Paludosus:** In the area around the destroyed town of Shimurorsha, after a bloody battle, the tribesmen were routed and the Blessed Warrior slain, around 12000 tribesmen were killed and an equal number captured and taken into slavery. As the news of the defeat spread the remaining Troglodytes tribes lost

heart and dispersed back in to the Forest of Gaunt. **Thoradur:** Things continue the same with orcs occupying the northern towns in the mountain tunnels and cave giants dominating the unfinished southern tunnels.

+62 AK - First Half

Caedmon: Tension continues in Caedmon. The King's health is failing and Dolan begins to take more responsibility for his father's duties. He hopes for a bright future for Caedmon, punctuated by the birth of his first daughter, Erin. **Coemyr:** A grand delegation attends the Queen of Lorlynia's birthday party. Deorcyn gifts her with a copy of Emperor Domyr's Journal, which includes all the wisdom the Empire of Ceomyr has managed to gain, including his visit to the avatar of Murryghn. The Queen gifts him with a magic book of communication. **Kinrisar:** Hadri and his wife Allianna are blessed with a son. The green dragon continues to attack Tibo and Rodotara. **Lorlynia:** On the second day of the second month, Queen Elhendia's 1000 year birthday party is held in Adlandran. All rulers from The 13 Kingdoms invited to attend. Gagrak Bloodspitter licks his wounds suffered the previous year from Prince Telendor and waits for his next chance. **Paludosus:** The Paludosans send a modest deputation to the Queens Birthday, bearing gifts of rare woods and exotic hides created by Paludosus' greatest craftsmen. **Suryanasta:** The population of Suryanasta remains stable as does its people. Across the land of Aerde, the Suryanastans are culturally rich and full of a tradition and heritage. **Thoradur:** The hill dwarves are recovering well from the Steppe Orc occupation and trade with Mittendein is flourishing. The mountain dwarves have opened trade with Ceomyr and have found a new source of income. **Ulrutz:** Emperor Eclatius, who has guided the Empire to success for the last twenty years, is now nearly 60 years of age and in declining vigor. His son assumes more and more of the daily tasks of rulership. The population is booming.

[Start of campaigns]

Appendix III: Official Campaign

This appendix details the information and guidelines required to participate in the official campaign setting. Any group that wishes to do so can use the setting, of course, but the “official” setting timeline advances one season for each real month that goes by. Traditional face-to-face gaming groups can participate fully if the DM has at least some access to the Internet. Online campaigns use the free OpenRPG “virtual tabletop” software for a face-to-face experience in real-time online gaming, available at www.openrpg.com.

GodDMs haggle and roleplay one of the 13 primary nations of Aerde; DMs and their parties interact with each other, thwarting each other’s plots and making alliances and factions; players can bring their characters from one campaign to the next with a reasonable assumption that the general details of the world haven’t changed. All of these and more are reasons to participate in the official campaign setting.

We have very few guidelines for participating in the official campaign setting. The guidelines we do have are as unrestrictive as possible, and require little or no paperwork.

Character Creation

Greetings and welcome to The 13 Kingdoms. This character creation guide is to be used as a supplement to the Player's Handbook. It introduces rule changes as well as options that are unique to our campaign setting. All characters must start at first level. A DM must approve all new characters prior to starting play (see the guide on Submitting/Updating PCs).

Note: In The 13 Kingdoms, we ask that each player have only two PCs – one primary and one for single-shot adventures or mini-campaigns. This is because experience has shown that there are generally far more people looking to play than there are DMs to run games, and we want each person to have a good chance to get into a game. In the future, this may be reduced to a single PC per player.

Step I: Creating a Concept

Some feel this is a waste of time, while others find that it is useful to define the type of character that they will play and then build around this. It is usually an good idea to have a general idea, at least, so that it will make your character more “real”. Remember, in this world your history is your own to create. You can choose your family and your friends. Let you imagination go wild!

Step II: Ability Scores

The 13 Kingdoms uses a variation on the “Point Buy” Method found in the Dungeon Master's Guide. This modification allows a character to lower points in abilities below 8 on a 1-for-1 basis. Remember that Racial Bonuses and Penalties are added *after* paying for your abilities.

Though abilities may be raised over 18 due to Racial Bonuses, they may never be lowered below 3 this way. Therefore, you must ensure that there are enough points in a given ability that when racial penalties are applied, they still come in at 3 or more.

Step III: Choosing Your Race

The 13 Kingdoms uses all the standard races in the *Player's Handbook*, but there are some subtypes that may also be used that have different abilities, and a few of the races have been altered.

In addition, The 13 Kingdoms setting also has new races to choose from. Review the races carefully before choosing. Some of these races have an ECL Rating greater than +0. These races require more experience to gain levels, to make up for the increase in power that they have in the beginning.

Step IV: Choosing Your Class

This is unchanged from the *Player's Handbook*, with a few minor exceptions. All characters **MUST** choose a patron deity to worship. The nature of Aerde prohibits atheists. In addition, as noted in Book One, this setting uses an alternative Ranger core class, and modifies the requirements for the Paladin core class (see Book One for details.) Multiclass characters (as detailed in the *Dungeon Masters Guide*) are permitted in The 13 Kingdoms.

Step V: Hit Points

For level 1 and level 2, characters take 100% of the possible hit points for that level. For subsequent levels, 75% of the maximum possible hit points are awarded for each new level gained. Classes with uneven hit points using that method (such as Fighters) round up on odd levels and down on even levels. Hit point adjustments from ability modifiers are then added.

Step VI: Choosing Your Skills and Feats

Most of the feats listed in the class supplement books published by Wizards of the Coast are allowed. There are some exceptions, as detailed in the Feats section of Book One.

Leadership

In the collaborative campaign, this feat is allowed per the *Dungeon Masters Guide*. However, whether a Cohort is allowed in an adventure is up to the DM running that adventure. If allowed, players will design, role-play and keep track of their cohort. Cohorts must be submitted to the DM with the character at the end of a series for checking out (see Checking In/Checking Out, below). They may also be requested by the DM for a checkup. A DM at anytime may take control of the Cohort if they feel his master is treating him poorly or is not role-playing him correctly. DMs are encouraged to work with players to make it clear how they expect a Cohort to be played in that DM's campaign.

<p>Note: Having a lower level characters in battle situations can be inherently dangerous to that character, so protect your cohorts. They are fair game for enemies, just as PC's are.</p>
--

Skill Focus

The Skill Focus Feat grants a +3 bonus to one skill, instead of +2 as listed in the *Player's Handbook*.

Step VII: Choosing Your Equipment

Characters begin with the average amount of gold pieces for their class. Note that this is based on class level, not the ECL of a character. ECL +2 characters, for example, do not begin with the GP expected of a 3rd level PC.

New equipment is available in The 13 Kingdoms setting. These are detailed in Book One, and there may be additions within Gazetteers for a given region if such a Gazetteer is available.

Equipment of any type from sources other than the Core Rulebooks and this setting book, if allowed by your DM, must be entered on the PC sheet with all relevant statistics, including cost and weight, in addition to listing the source or supplement from which the item came. Such equipment is purchased at your own risk, as not all DMs will accept such items in their campaigns. However, DMs who choose not to allow an item will notify you during the check-in process,

and will allow you to substitute an item or items of equal value from the Core Rulebooks or this setting book, or supplements they have approved for their individual campaign.

Step VIII: Spells and Domains

Spells have been left unchanged and new spells can be found in Book One. The deities of Aerde also allow new domains, which are addressed in Book Two.

Step IX: Description

Create a general description of your character's physical appearance, and also the character's age. Use the current season/year, listed at the top left of the web site, to help determine your month and year of birth, and keep in mind that as the character ages, age effects will come into play if the character becomes old enough. This is also a good time to come up with a deity and history, if you have not already done so.

PC Submissions and Updates

Checking In

Players must submit a newly created, or existing, character to a DM to participate in a game. This is called Checking In. Players must sign up for their first game at least three days in advance. This allows the DM time to review the character. The DM may require modifications to the character before allowing it into their game. This should be handled promptly if you wish to qualify. Minor changes to the PC sheet may be made by the DM automatically and just sent back to the player corrected.

Checking Up

The DM may request to see a character sheet for a PC in his campaign at any time (usually before a game). This is referred to as Checking Up. Usually, this is not a common occurrence.

Checking Out

When A PC leaves one DM for another, they must allow their DM to review the sheet and compare it to the DM's Log for any mistakes in magic items, etc. This is called Checking Out. Once Checked Out with one DM, the PC can be Checked In with the new DM.

Updating the PC Sheet

Character updates are usually done by the Players themselves during or in between sessions with a particular DM. We'd prefer to leave a character's sheet up to the player on the honor system, though the guidelines for Checking Up (see above) apply, and sloppy record keepers can expect more frequent Check Ups. In rare cases, the GodDMs may decide further safeguards are needed, but due to the Check In and Check Out process, this will happen rarely, if ever.

Players are **highly** encouraged to archive their PC sheets, as there is no official archive. However, a DM Log is archived for each adventure, which shows entries made by the DM regarding Magic Items and any special notes about items or events that the character may or may not be aware of, but which another DM would have to know about the character. For example, a character that is being Hunted by a particular Thieves' Guild might not be aware of it, but other DMs he plays under should be.

The Tavern System

Taverns are a vital part of The 13 Kingdoms experience. Taverns are online forums for PCs, DMs and NPCs to interact with each other outside of OpenRPG. They serve two important purposes.

First, they continue the storylines introduced during the gaming sessions.

Second, they give other players and DMs a glimpse of what is going on in other parties and in other parts of the world. Our intention is to create a world with a "living" feeling. This will allow us to grow as a community of gamers. (Face-to-face gaming groups of course may not be able to fully participate in the tavern system, but are not specifically excluded if they have access to the forums.)

DMs should be regularly "surfing" the threads in their region to gather ideas for campaign tie-ins, as well as for adventures. Also keep in mind that, if your players are playing out things in a Tavern thread, they are giving you fuel for future game storylines. It's a great place for you to throw in little subplots as well. Players should check other threads in their region as well - information from other parties' threads acts as news and rumors. This a great way for "news" to spread to other nations and even regions!

We ask in all seriousness that players and DMs not to disrupt other people's role-playing. On the other hand, we decided that it would be more fun if everyone could read all of the Tavern roleplay. Therefore, we have decided to leave the Taverns on an "Honor System", leaving every Tavern open to all. Please do not post in a thread your character is not a part of or that is taking place in a region outside of where your character is located. Violations of the Honor System will be dealt with by the GodDMs case by case.

To start a thread for your campaign in the relevant Tavern forum, simply enter the main tavern for your region and post a new thread. This should include both the country name (and preferably general location) and also be something that your fellow players and DM will recognize. Start where you left off during your last game. Then the others can join in, responding to your post, and continuing the game.

Note: DMs may, at their own discretion, hand out Experience Points for good roleplaying within the Taverns – however the individual DM defines "good". Experience awarded in this manner will be minor, however. Generally, not *more* than 1/14th of the experience required to gain a level, per level. In other words, not more than the experience given by a single average encounter. Less experience (or no experience) is perfectly acceptable, at each DM's discretion.

Restrictions

Because the Tavern is roleplay-based, and happens on message boards, there are some restrictions:

- Anything that requires one or more rolls of the dice is not material for the Taverns.
- We prefer that there be no OOC talk, as there are forums for that sort of thing, but sometimes it is unavoidable. In those cases, any out-of-character statements must be clearly marked as such. This can be done either by starting the line with OOC: or by using a ((parenthetical notation.))
- If something happens that really requires you to roll the dice, make time with your DM to get those die rolls done on OpenRPG, for example. Please have consideration for both your DM and fellow players by not bogging down the Taverns with excessive or needless requests to get together to roll the dice. Most of that stuff can be saved for the game.
- By the same token, if you are a DM please save things that requires initiatives, saves, attack rolls, etc. for when you are running a game.
- **The Taverns are not the place to introduce yourself to a DM or fellow players, nor are they places to ask questions or complain.** We have threads for those activities, and encourage their use as well. The Taverns are used to enrich our role-playing experiences.

Tavern Threads will be cleaned up fairly regularly, to keep them readable. In general, a month after a message is posted it will be deleted, but some "hot" taverns may require more diligent cleanings. Please feel free to cut and paste a copy

of your Tavern thread. It is recommended that DMs keep a copy for future reference as well. In some campaigns they could be as important as the game logs!

DMs are encouraged to give periodic XP awards for Tavern-based roleplaying, mostly to encourage further roleplaying. Only your current DM can make this decision, however. A DM simply needs to inform his players when they have earned a bonus to XP, and the player must then ensure his character sheet reflects the change.

Keeping Time

Time in the game world will be linked to real world time. The 13 Kingdoms timeline advances one season (three months) for each real-world month that passes.

Travel

Each game season (one real month), a PC may enter one new region, but may not generally enter more than one new region unless using teleportation or similar means to accelerate travel rates. This loosely reflects the practical limitations of time. Travel should be role-played appropriately – however each gaming group defines that.

Note, however, that there is no detailed time unit tracking involved, as we deliberately avoid such “Fantasy Accounting” requirements. We feel that the need to track time units detracts from, rather than adds to, the collaborative gaming experience.

Other Actions

Actions involving time, such as crafting items, are left to the discretion of the DMs running adventures, and, should be dealt with in-character: don't ask to craft a suite of full plate armor between sessions if you stopped in the middle of a dungeon! Actions that might sideline an adventure may require the assent of the party, as they would need to wait in town for your character. (Actions that take longer than 30 days, if approved by the DM, will usually be compressed so they occur in the timeframe that the adventure did, as a matter of convenience, but handling prolonged actions is left up to the individual DMs.)

Making or Using New Items/Spells

Several conventions are in place to facilitate the use of mundane or non-magical items listed in sources other than the Core Rulebooks or The 13 Kingdoms collaborative campaign setting, and to allow PCs to craft items they personally devise.

Mundane Items

First, individual DMs may permit normal or mundane items that are detailed in sources other than the DMG or PHB. If a PC has such an item, it must be listed with a full description and stats at the bottom of the character sheet, much like Feats from these sources.

Second, players who obtain such items do so at their own risk; if the PC moves into a campaign or adventure run by another DM, then during the check-in process that DM can decline to permit the use of the item. If this happens, however, then the PC may choose to exchange the item in question for another item or items the new DM agrees to permit, or coins, or a combination of the two.

Magic Items

The following guidelines will be used in order to facilitate the introduction of new magical items into Aerde that are not listed within the core rules books. The GodDM managing the process, when GodDM input is needed, is currently Reckless.

- **Potions:** Any spell of 3rd level or lower that has an effect upon the imbiber's mind or body can be made into a spell. If the spell has any variable components (i.e. Alter Self, Shield) then the imbiber is fully aware of these and how to control them, at the time the potion is consumed.
- **Wands:** Any spell of 4th level or lower can be placed into a wand. Metamagic feats can be used to enhance the spell to a level greater than 4th without limitation. For example a Maximized, Empowered, Enlarged Fireball would be treated as a 9th level spell for cost/time calculations but is a 3rd level spell for purposes of determining if it can be placed into a wand.
- **Scrolls:** Any spell can be scribed upon a scroll. Any number of spells can be scribed upon a single scroll (though individual DMs may add time requirements to dig through a particularly long scroll, and such a long scroll is risky should the PC have to make saves for his equipment...)
- **Staves, Rods, Rings, Armor, Weapons, Wondrous Items:** Submissions for a new item must be made explaining the powers that the item will possess and the formula used to generate the cost/time to create the item.

Spells

New spells must first be researched by the creator. This requires access to a well-stocked library and one week per level of the spell. Level-0 spells require four days. Research costs are 1,000 gold pieces per week, or 500 for a Level-0 spell.

Following the research, a Spellcraft check is made ($DC = 10 + \text{spell level}$) to determine success.

In addition, the creator or his/her DM must submit a detailed description of the spell using the format found in the Players Handbook. A comparison of the spell against other spells must also be submitted to validate its level and power.

All Core Rulebook spells are automatically approved, if the PC wishes to research a spell rather than locate such a spell during game play. All WotC class book spells are also permitted unless specifically excluded (see Book One.) Any PC with spells from the above sources must detail the spell at the bottom of his character sheet, much as with new Feats.

Submissions for new items or spells that meet the requirements above, and that are supported with clear descriptions and good evaluations of cost/time, will be approved by the GodDM managing this process. All other submissions will be put up to a vote for all the GodDMs, with a suggestion for approval or denial. Such votes will occur as needed, but not more than once per month. There should never need to be a vote for any scroll, wand or potion that contains a spell that is accepted for use in Aerde and that meets the requirements listed above.

Bringing a PC Back to Life

PC's brought back to life by any method will have lost some of their memories to the Underworld itself, which absorbs them to feed Nearon's greedy lust for knowledge. In The 13 Kingdoms, this is why PCs lose a level of experience upon being brought back. This loss of a level always occurs when a person is brought back from the dead, regardless of the method (including by *True Resurrection*), unless there is direct, personal intervention by a deity.

This event will be extraordinarily rare and must be approved by the majority of the GodDMs managing realms within the region in which the PC died - mainly to keep it from being a trivial matter to invoke a god's direct intervention...

Without a recovered body, all spells must be cast at the place of death, or within long range of the place of death (400ft + 40ft per caster level), if the PC had fallen into a chasm or the like.

Also, the time span in which a person can be brought back to life is reduced as follows:

- Raise Dead - 1 day/Caster Level (as PHB)

- Resurrection -1 month/Caster Level (down from 10 years but the range starts at 13 months which should be enough for any PC)
- True Resurrection - 1 Year/Caster Level.

Finally, any character worshipping a Good deity may be brought back via the clergy of *any other Good deity*. Characters worshipping Neutral and Evil deities can only be brought back by the clergy of their specific deity. This is one of the reasons the forces of Good have not been completely overwhelmed by the evil forces that seem to prevail in Aerde.

Player Character Alignments

In The 13 Kingdoms official setting, PCs may be of any alignment. With the exceptions of outsiders and those who have taken particular vows (such as Paladins), alignments are essentially an initial viewpoint held by the character. Alignments help to give a quick snapshot of how the character views life, but they do not always govern the actions of the character.

As mentioned above, actions of Outsiders are governed by their alignment. The forces of good, evil, law, chaos, and even neutrality are tangible, real forces that have specific effects on them, both body and soul. A Good Outsider has seen what Evil will do to a soul, and will fight and resist Evil with every ounce of power they possess. An Evil outsider may crave only power, and will act accordingly.

Also as mentioned, vow takers have sworn to act in a particular fashion. Acting contrary to the tenets of their faiths and alignments can cause them to “lose their way”, and with it their powers. For example, a Good god does not take lightly his clergy or champions breaking their vows indiscriminately, while an Evil god is even less forgiving to those who show weakness or mercy.

Because of the disruptive nature of mixed party alignments, however, DMs may choose to limit the alignments allowed in any of his/her games in any way they deem fit. The DM will include any alignment restrictions in their adventure post.

If a character continuously acts contrary to his alignment, it becomes apparent that his viewpoint has changed and his alignment may be changed to follow suit. The DM may call for the GodDMs to approve an alignment change (which will usually be passed, as it is the DM’s game after all.) The decision of the GodDMs is final, until the character’s actions warrant re-review of the alignment issue in the eyes of that character’s DM, at which point the GodDMs will make another alignment shift assessment.

Use the descriptions of Alignments found in the *Dungeon Masters Guide*, pages 88-90, to determine if someone is acting consistent to their chosen alignment, or whether his or her alignment should shift.

Player-Killers (PKers)

Because of the disruptive nature of Player-Killer characters, any death of a PC at the hands of another PC may be reviewed by the GodDMs, if requested by either the player whose character was killed or the DM running the game. Without significant reasoning (as judged by the GodDMs), the player may be asked to leave that particular campaign, or other restrictions enacted, based on the judgment of the GodDMs and the desires of the player or DM who brought up the complaint.

This isn't to say that killing another player character is not allowed! But, there shouldn't be a habit of it, and there should be a reason 13 people could buy into it when it does happen.

DMs may include a “PK+” tag in their Adventure Posts to recruit new players. In that case, the tag takes precedence over the official rules, lenient as they are already. Players take their chances when joining such a group, and have no recourse beyond what their DM determines is appropriate.

Adventure Guide

Adventure Creation

DMs should create adventures according to the guidelines set forth in the DMG. Some things should be kept in mind, however, for playing on the Internet:

- More than 6 players will slow your game down to an almost unplayable crawl. Expect a delay between each player's actions. Most players shake this poor habit over time, especially if a DM actively encourages players to have their actions ready and has a good initiative macro set up. (Hopefully some of these will become available from your fellow DMs.)
- Just as players should have their actions ready for when their turn to act comes up, it speeds up the game considerably when the DM has macros set up for detailed descriptions, long-winded soliloquies, and monsters' attacks. Give yourself time to prepare them before posting your game. After you post it, you'll be caught up reviewing character sheets, etc.
- Just like having too many characters can slow things down, so can having too many monsters in any one combat. Save the massive bloodlettings for special occasions; your players will appreciate them more that way anyway.
- Expect the game to last one hour per combat plus one to two hours for role-playing. Tailor your early adventures especially with this in mind. Once you've established a group and they've established a rhythm, you'll have your own pace and can plan accordingly.
- Remember there are a lot of DMs here. A shared world carries with it a responsibility not found in most FTF games. At some point or another, another DM is going to run for your player(s) and vice versa. Avoid the Player-Killer and Monty Haul styles of DMing. No one wants to DM for a third level character with every "minor" magic item.
- Treasure and monster generation should be done per the guidelines in the Monster Manual and DMG. You may choose the treasure your monsters have, as long as they follow the rules outlined on pages 170-172 of the DMG and are appropriate to the monster per its "treasure" entry in the monster manual. If you prefer, you can randomly roll for treasure as well. Remember that creatures should use magic items in their possession against the characters in combat whenever a PC would do the same if the tables were turned.

Posting the Adventure

Adventures should be posted in the "Questing for an Adventure?" message board. Begin a new thread with the title of your adventure as the header. Post the adventure in the following format:

Adventure Name:

DM:

Campaign URL:

Level(s): (of Participants)

Region:

Kingdom:

Date/Time: (include timezone, i.e. 6-9pm Pacific Standard Time)

Expected Duration of this session: (number of hours)

Format: (Campaign, Mini-Campaign or Stand-Alone)

Adventure Plug: (What someone might have heard about the adventure before it started, or what the adventure involves.)

Restrictions: (If DM wants to restrict alignment, request classes, PK status, or add any special requirements, this is the place to list such items.)

Official Participants: (added as they are Checked In)

You may want to include a section for alternate players, in case someone withdraws from the game.

Running Adventures

Adventures for The 13 Kingdoms are run on the latest version of OpenRPG, which can be downloaded at www.openrpg.com. If you are running on a previous version, let your players know. Or better yet, just download the latest version yourself by loading OpenRPG and typing "/update get".

Please be sure to set the chat log so that it records your session.

The 13 Kingdoms does not currently have its own server, so use one of the Open Servers or create your own temporary game server. Be sure to e-mail your players to let them know where they will be playing, or put it in your adventure post.

DMs unfamiliar with OpenRPG should get together with the fine folks at OpenRPG or one of our DMs familiar with it.

Some standard conventions for OpenRPG are as follows (but individual DMs may well have different or additional conventions):

- Set your "Idle" status (under "Settings" in the OpenRPG client) to the following format: "HP X/Y : AC Z", where X is current hit points, Y is maximum hit points, and Z is the normal AC of the character.
- Use ((parenthetical expression)) to denote Out Of Character (OOC) comments or actions.
- DMs should use the Whisper option during the game for things that one player knows/sees that the others don't, and players should do likewise whenever possible.

After the game, the DM should let the players know what they need to do to update their character sheets (experience points, etc.) DMs should be sure to keep a log of awards given to each PC until that PC has Checked In to another DM's game, in case there are any problems.

Logging Adventures

To aid in verifying characters, especially when a DM is on vacation or leaves The 13 Kingdoms, DMs are required to log their adventures in the "Log of The HMS Horizon" forum after each adventure. The following format is the minimum information that should be included in this log:

Adventure Title:

DM:

Date Game Played:

Participants:

Magic Items Found: (by player)

Experience Given: (by player)

Other Treasure: (by player)

Brief Summary of What Happened:

DMs can be much more elaborate if they want, giving a detailed description of the adventure, linking to a website with the actual Open RPG game log, or whatever they want. The only required information, however, is listed above, and this required information should be placed at the top of the post.

Treasure Limitations

We set our treasure in accordance to two guiding principles:

1. The DM running the game is in charge of deciding what treasure is in his or her game
2. The limits to this are based on the guidelines established in Core Rules II and III

No DM may set a treasure in an adventure he would not be able to get by a random roll on the tables on pages 170-171 of the DMG without getting majority approval from the Round Table of 13 GodDMs. Such permission will rarely be given, but considering that our policy is merely to use the existing 3E Core Rulebook guidelines, this should not be much of an issue.

Magic item purchases, however, are dealt with by DMs during game sessions, according to the purchase limits of the town as set forth in the *Dungeon Masters Guide*. Regional limits or limits within a given realm may also apply, as directed by the GodDMs in the Regional/State descriptions. Typically such limitations and changes will be detailed in the relevant Gazeteer, if it is a long-term limitation, or in a region's Tavern if short-term.

PC-Run Landholds

DMs should feel free to have PCs take over landholds such as baronies, or carve new civilized areas out of the wilderness. To be officially incorporated into the setting, however, such things must be coordinated through the GodDMs of the relevant region or nation. Our official policy is to suggest using the system published in Dragon Magazine #293, which can be found at the official Wizards website at (<http://www.wizards.com/default.asp?x=dragon/dungeoncraft/293>)

Rank Structure

Each member of The 13 Kingdoms has a position assigned based on that person does. The purpose of this document is to clearly define those roles so everyone understands them. To make sure we are up-front about this, please be aware that all these positions are appointed positions, and the GodDMs together have final say over who is in what position, though typically it is quite plain what a person's role will be.

Petitioner

Who: Someone who wants to join and look around, or someone who hasn't made up their character yet.

What: Pretty much, look around and then decide to make up a character or DM.

Where: You can read "Questing for an Adventure?" and "Round Table Rules", and read and post to "The Petitioner's Booth" and "Thumping The Table"

Why: Because you need to decide what part you want to take in The 13 Kingdoms and you need information to make that choice.

NPC

Who: A Non-Player Character

What: Role-Play in the Taverns.

Where: You can read "Round Table Rules", and read and post to "Questing for an Adventure?", "The Petitioner's Booth", "Thumping The Table", "The Golden Crown", "The Hungry Raptor", "The Singing Swordfish", and "The Thirsty Scarab"

Why: Because some DMs will prefer to post under assumed names or share NPCs like a bartender with other DMs.

PC

Who: A player character account.

What: Play games and Role-Play in the taverns.

Where: You can read "Round Table Rules", and read and post to "Questing for an Adventure?", "The Petitioner's Booth", "Thumping The Table", "The Golden Crown", "The Hungry Raptor", "The Singing Swordfish", and "The Thirsty Scarab"

Why: Because you want to play.

DM

Who: Anyone who wants to run games for The 13 Kingdoms.

What: Post, run, and log games, "check in"/"check up"/"check out" characters.

Where: You can read "Round Table Rules", "Round Table of The Gods", and "Feasthall of The Gods", and read and post to "The Kingdoms 13", "North", "Middle Lands", "Islands", "Questing for an Adventure?", "The Petitioner's Booth", "Thumping The Table", "The Golden Crown", "The Hungry Raptor", "The Singing Swordfish", and "The Thirsty Scarab"

Why: Can't have a campaign without DMs, can you? Some people just want to run games. We want to make it easy for them.

AddM

Who: A DM who also does tasks that help The 13 Kingdoms to continuously run smoothly.

What: The real workhorses of The 13 Kingdoms, they will be asked to do things from running storage areas to writing up guides, histories, kingdom summaries, to organizing kingdom events.

Where: You can read "Round Table of The Gods" and "Feasthall of The Gods", and read and post to "Administration", "Round Table Rules", "Thread Storage", "The Kingdoms 13", "North", "Middle Lands", "Islands", "Questing for an Adventure?", "The Petitioner's Booth", "Thumping The Table", "The Golden Crown", "The Hungry Raptor", "The Singing Swordfish", and "The Thirsty Scarab"

Why: Some unselfish individuals may want to help keep this project run smoothly. These special people need access to the special tools available to them.

GodDM

Who: The 13 co-creators of The 13 Kingdoms.

What: GodDMs run The 13 Kingdoms in regards to insuring that the policies, processes, overarching themes, world history, pantheons, etc. have consistency. This shared world was created cooperatively and continues to be run that way.

Where: Full privileges.

Why: GodDMs are the people who put the most work into this project, most of whom were here from the start. Plus, it insures that quick but representative decisions are made so we can continue the flow of the game without too many or too few voices causing problems.

Voting

Though the official setting is directed fairly invisibly by a group of experienced DMs (the "GodDMs"), we felt it important to publicize how decisions are made so there are no uncertainties for the DMs and players.

Basically, there are thirteen GodDMs who run The 13 Kingdoms. These GodDMs make all policy decisions for The 13 Kingdoms. Each GodDM has an equal vote and an equal say in policy. They listen to the DMs in their regions (who in turn seek input from their players), but the GodDMs have the final say.

The reasoning behind this system is simple: fewer voices mean more efficient decision-making processes. Too few voices, however, means lack of flexibility or collective imagination. The number 13 was picked as a good number to permit any issues to be discussed and resolved quickly and efficiently, so that everyone involved can then go back and continue playing the game we enjoy.

Usually a topic will be discussed before a vote is posted. Players and DMs will be notified that a topic is being discussed, and are free to respond to that notice with their concerns, but the discussion of the GodDMs will be on a separate forum. Once a few different options have been settled on, a GodDM will post a vote. If a clear majority of GodDMs have reached a decision through discussion, that decision will take the place of the vote (i.e. a vote won't really be necessary.)

When a vote is posted by a GodDM, all other GodDMs are notified by e-mail. The vote stays up for one week or until a simple majority is achieved. The vote is official once it is passed (or failed) and remains posted or stored until the

appropriate guide is updated or created. An official decision by the GodDMs is final. A tie vote, while certainly rare, will result in re-opening the topic for discussion and additional options discussed, until we arrive at a solution the majority of GodDMs can approve.

Nautical Adventures

In The 13 Kingdoms, DMs are permitted to use any content they wish from their available and preferred nautical supplements. Two highly regarded supplements are Living Imagination's Broadsides! And Mongoose Publishing's Seas of Blood.

This is an exception to the normal rules! Ordinarily, only Feats and such from WoTC class books and the core rulebooks are permitted (in addition to those presented in the Campaign Setting book.)

PCs using skills, Feats and PrCs from these third-party sources, and who are transferring between different campaigns, MAY require tweaking before entering the new DM's campaign. This will allow the PC to fit in with the new DM's available sourcebooks - in most cases a simple replacement will be available that is very similar to the one in the old campaign. Only where such a related Feat, skill, etc. does not exist in the new campaign will other options be available, at the discretion of the new DM. This is the only time reworking a character is permitted.

Note that the official setting has Profession (Sailor), Knowledge (Navigation), and Profession (Pilot) as new skills available. These three skills will be sufficient for all but the most nautically-focused campaigns.

Official Character Sheet v1.3

Below is our official character record sheet. Fill out the relevant areas, delete the ones not in use, and keep it updated at all times. It is each player's responsibility to keep his PC sheet up to date (unless his or her DM prefers to handle updates personally, in which case the DM will provide a new copy after each update.)

=====

The 13 Kingdoms Official Character Sheet v1.3

Name:

Player:

E-Mail:

Current DM:

Campaign:

Race:

Class:

Level:

ECL: (i.e. +3)

XP: current/next level

Patron God:

Alignment:

=====

Str:

Dex:

Con:

Int:

Wis:

Cha:

=====

Hit Points:

AC:

Init:

Speed:

BAB:

Mel:

Rng:

Fort:

Refl:

Will:

=====

Special Abilities

Race:

Class:

Other:

=====

Feats:

=====

Languages:

=====

Skills:

Search (Wis) +7 (+4+3+0) *(Example)*

=====

Equipment (location, weight):

Magic Items (location, weight):

Weapons:

Weapon One + Dam Crit Range Type (Weight)

Weapon Two + Dam Crit Range Type (Weight)

[additional weapon entries]

Armor: (weight)

Money :

PP:

GP:

SP:

CP:

Gems/Other:

PC Load:

Light:

Medium:

Heavy:

Current:

=====

Pack Animal:

Name	Race	Type
------	------	------

HD	Hp	Init	Spd	AC
----	----	------	-----	----

Atk	Dam
-----	-----

SA	SQ	AL
----	----	----

Saves: F: / R: / W:

Str	Dex	Con	Int	Wis	Cha
-----	-----	-----	-----	-----	-----

Skills & Feats:

Packed: (weight)

Load

Light:

Medium:

Heavy:

Current:

=====

Riding Animal:

Name	Race	Type
------	------	------

HD	Hp	Init	Spd	AC
----	----	------	-----	----

Atk	Dam
-----	-----

SA	SQ	AL
----	----	----

Saves: F: / R: / W:

Str	Dex	Con	Int	Wis	Cha
-----	-----	-----	-----	-----	-----

Skills & Feats:

Packed: (weight)

Load

Light:
Medium:
Heavy:
Current:

=====

Familiar/Animal Companion(s):

Name	Race	Type			
HD	Hp	Init	Spd	AC	
Atk	Dam				
SA	SQ	AL			
Saves: F: / R: / W:					
Str	Dex	Con	Int	Wis	Cha

Skills & Feats:

Packed: (weight)

Load
Light:
Medium:
Heavy:
Current:

=====

Henchmen/Cohorts/Hirelings:

Name	Race	Type			
HD	Hp	Init	Spd	AC	
Atk	Dam				
SA	SQ	AL			
Saves: F: / R: / W:					
Str	Dex	Con	Int	Wis	Cha

Skills & Feats:

Packed: (weight)

Load
Light:
Medium:
Heavy:
Current:

=====

Magic

Spells per day:

Domains:

Lvl 1 Spells:

Lvl 2 Spells:

Lvl 3 Spells:

Lvl 4 Spells:

Lvl 5 Spells:

Lvl 6 Spells:

Lvl 7 Spells:

Lvl 8 Spells:

Lvl 9 Spells:

=====

Description (include Age, gender, height, weight, physical description):

=====

Any Feat, Spell or Item not in Core Rulebooks: (detail fully)

=====

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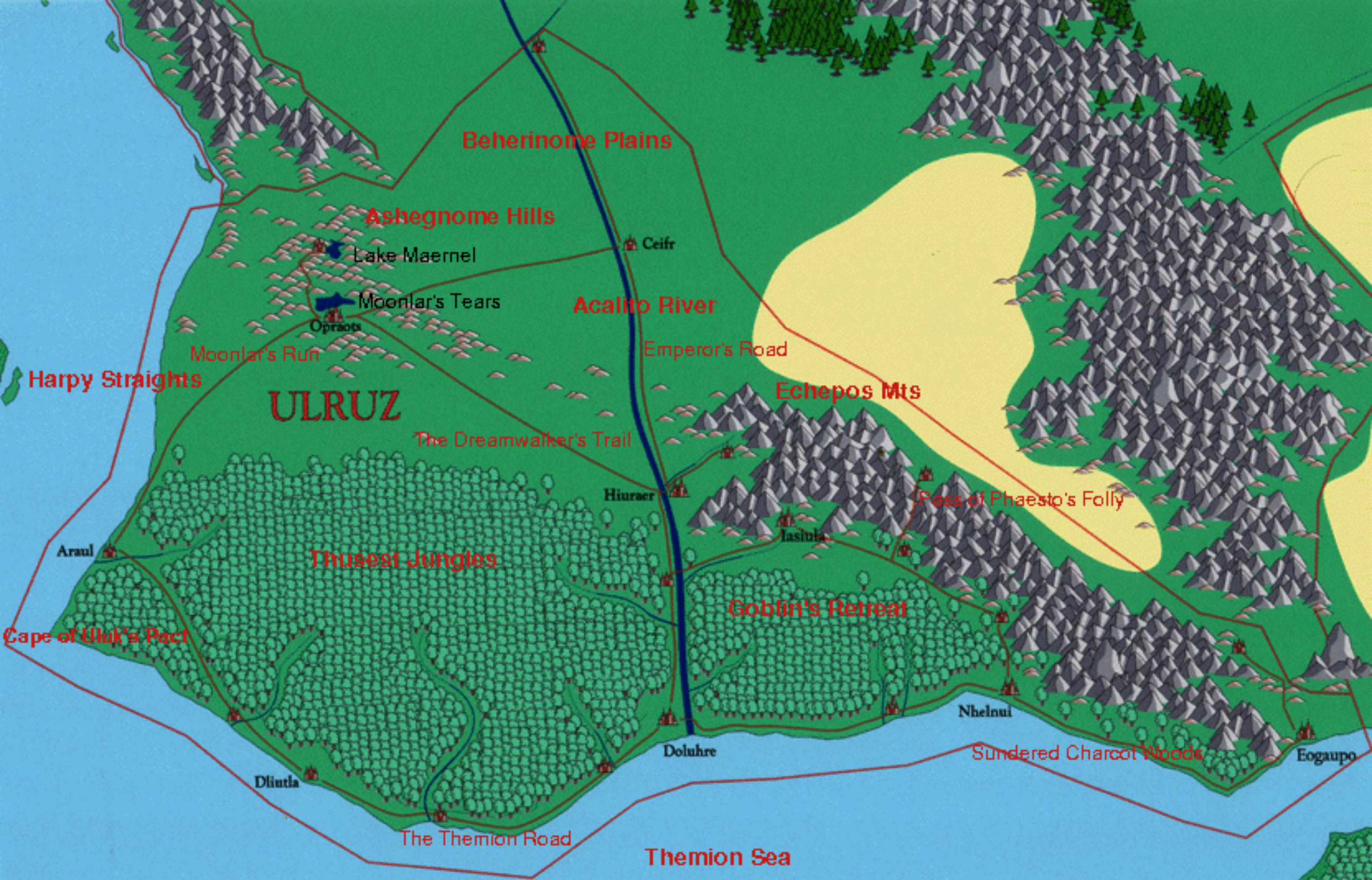
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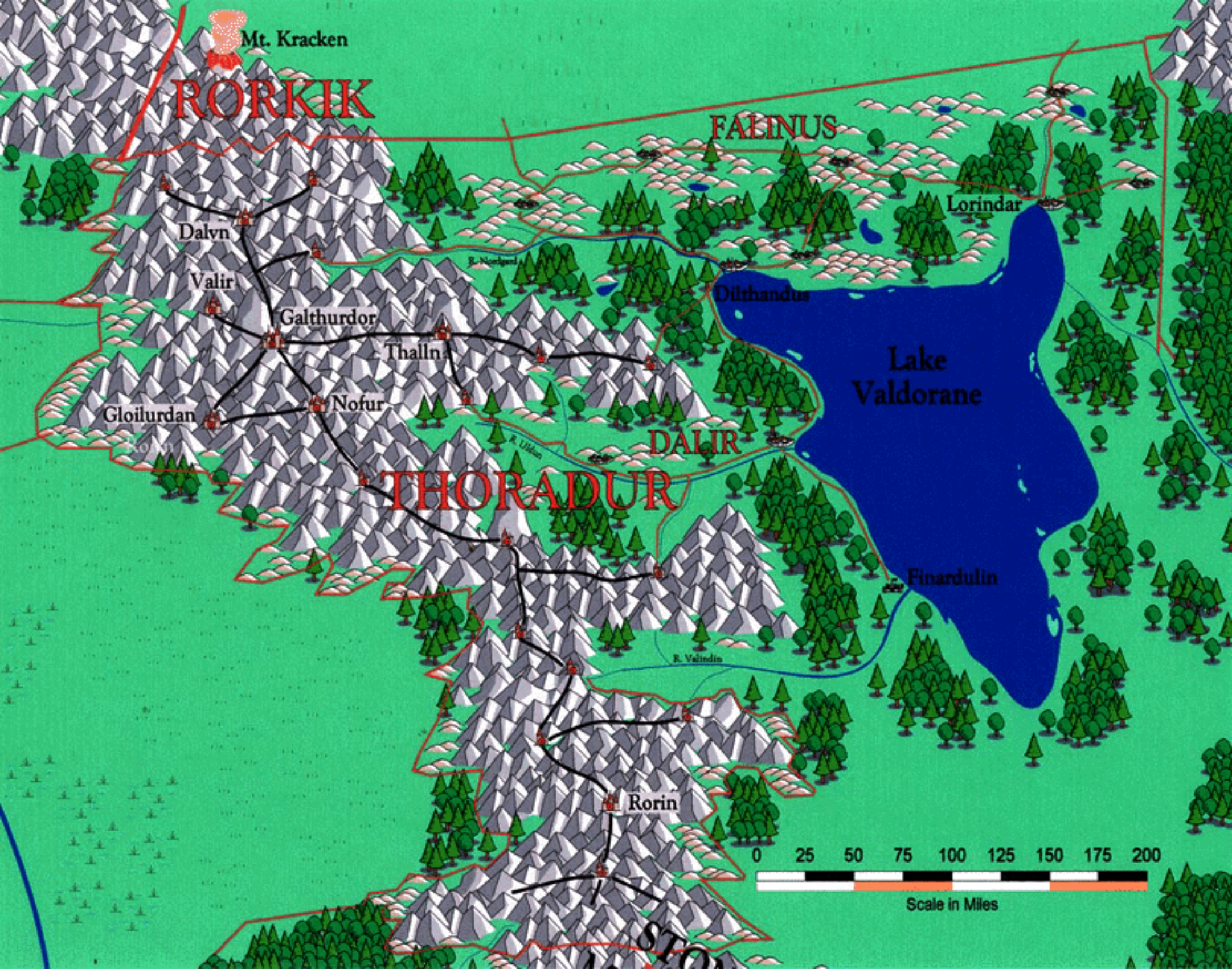
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0 50 100 150 200 250 300 350 400



Scale in Miles



Mt. Kracken

RORIK

FALINUS

Lorindar

Dalvn

Valir

Galthurdor

Thalln

Dilthandus

Lake
Valdorane

Gloilurdan

Nofur

DALIR

THORADUR

Finardulin

Rorin

0 25 50 75 100 125 150 175 200

Scale in Miles



North Lands



North Sea

Murray

Thunder Island

TALIN

Gods Isle

Caedmon

Lorlynia

Argossea

Thoradur

Ceomyr

Eastern Sea



Middle Lands

Isle of Olynar

Shadow Island

Hibrade

Rhaavin

Rhaavin

Hibrideas

Old Sea

Kracken Gulf

Cryndon

Paludosus

Ulruz

Suryanasta

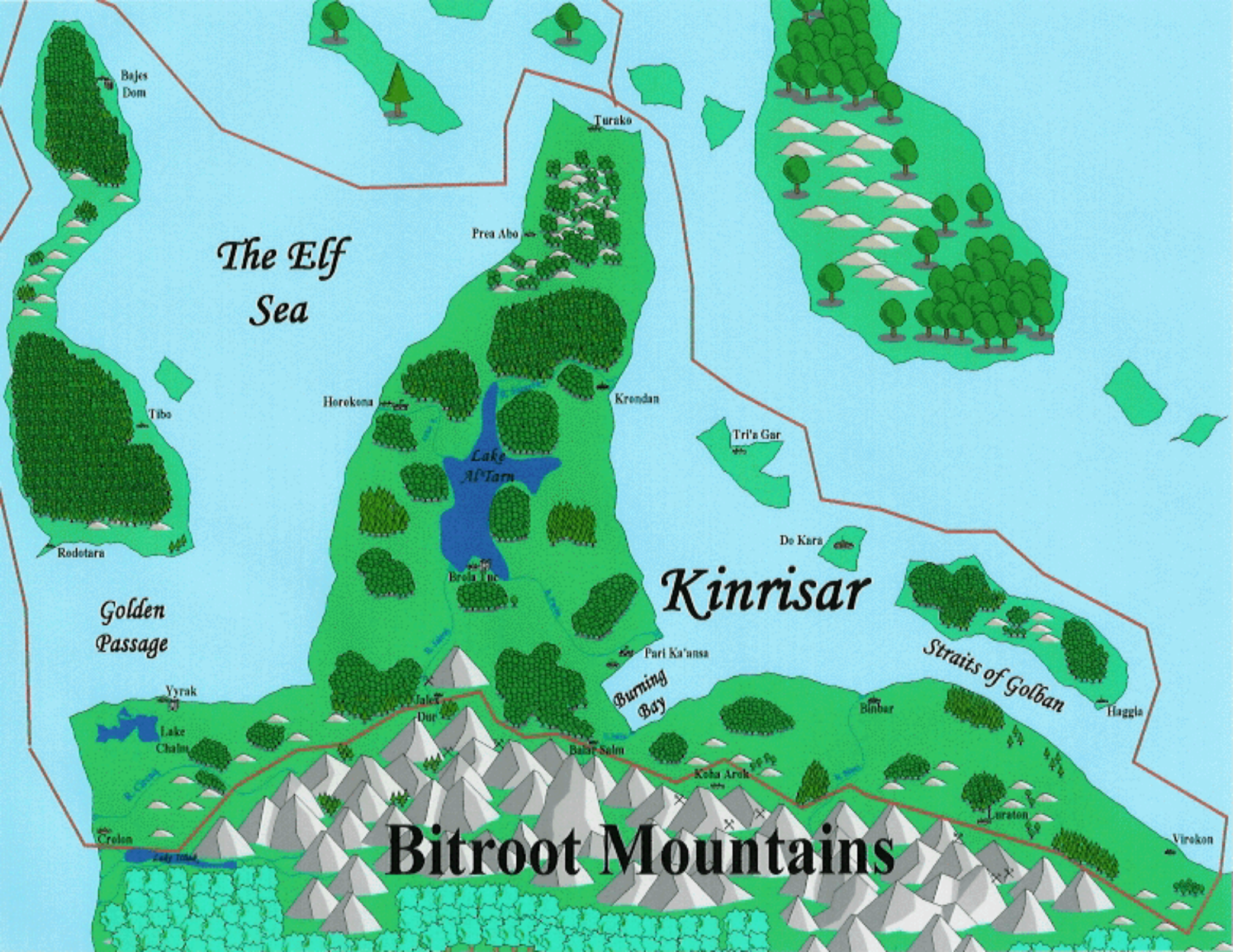
Sun Sea

Islands

Badra



Alaevyan South Lands



*The Elf
Sea*

Kinrisar

Bitroot Mountains

Straits of Golban