

Fallen Empires

Knowledge Guide v1.1



This document is a constant work, striving to create the best product for the players. As such from time to time the rules will be modified or altered in an effort to make the game the best it can be.

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Introduction	4
Abyss	5
Key Words	5
General Info	5
Mechanical Info.....	6
Acheron.....	7
Keywords.....	7
General Knowledge.....	7
Mechanical Info.....	8
Astronomy.....	9
Keywords.....	9
General Knowledge.....	9
Mechanical Info.....	10
Cycle.....	11
Keywords.....	11
General Knowledge.....	11
Mechanical Info.....	12
Dragons	13
Key Words	13
General Info	13
Mechanical Info.....	14
Essence.....	15
General Knowledge.....	15
Mechanical Info.....	16
Geography.....	18
General Info	18
Mechanical Info.....	19
Key Words	19
Magic.....	20
Key Words	20
General Info	20
Mechanical Info.....	21
Nature	22
General Info	22
Mechanical Info.....	23

Key Words.....	22
Nautical	24
General Info	24
Mechanical Info.....	25
Key Words.....	25
Nobility.....	27
Keywords.....	27
General Knowledge.....	27
Mechanical Info.....	27
Old Gods.....	30
Keywords.....	30
General Info	30
Mechanical Info.....	31
Planes.....	33
Keywords.....	33
General Knowledge.....	33
Mechanical Info.....	33
Titans.....	35
Key Words.....	35
General Info	35
Mechanical Info.....	36
Warfare	37
General Info	37
Mechanical Info.....	37
Key Words.....	37

Introduction

This guidebook is intended to help players better understand the Knowledge Area and how they work with our world so that they have an easier time getting into role-play and stories. While all of this information is considered In-Game knowledge, it should only be accessed by characters that have at least 1 Rank in the appropriate skill. This means that if a player without the Knowledge skill started reciting the information in this packet with no full In Game means of knowing such it would be classified as cheating. The information found in each section is considered to be the baseline information for that area, and higher ranks of the skill simply compound that information. For mechanic reasons while anyone with Rank 1 in Astronomy understands the Ley Lines, a character with Rank 5 would fully comprehend them on a much higher level; this is highly reflected when researching questions with the Knowledge skills.

Abyss

Key Words

Abomination- These are creatures that come from the Plane the Abyss. They are naturally occurring within the plane's ecosystem, but like the Abyss itself, they have bizarre alien-like qualities. Many have appearances similar to a race or creature that you might find on the Prime, but something is always a little off; extra eyes/mouths, odd tentacles, or emaciated frames. They are Vulnerable to Lightning due to their "unnatural" forms.

Will- This term is used to reference beings with heightened mental powers, often manifesting in the form of Psionics. Beings with a heightened Will are more aware of their surroundings, giving them potential advantages in combat and making them deadly foes.

General Info

The abyss is a plane of what seems like planned chaos, as it lacks any true feature that you would associate with the prime. The plane itself is segmented into two areas; the first is what is referred to as the Astral Sea, and the second is, well, everything else. In many ways you can think of the Astral Sea as being a continent, for it is where most of the land exists, and therefore where most life exists. There is no exact order to the Astral Sea but it is quite clear to those knowledgeable when you have left its boundaries. Within the sea, tens of thousands of earthen masses seemingly hover on their own axis. This is because while there is a sort of gravity it only appears to be effective relative to the mass of the earth you're standing on. Up and down are almost more concepts, as there may be another mass floating somewhere below the one you're on, as well as high above you; again, direction is relative. These earthen masses look no different than what you might expect to find if you were to be able to scoop up several acres of land; there are trees and grass but it grows in a muted tone with the lack of sunlight. While the surface of an earthen mass might appear to be upside down, it is only so if you are not standing on it, for when you step onto a landmass in the Astral Sea, gravity becomes relative to its surface. With all of these thousands of landmasses being disconnected and floating

apart from each other, it can seem bizarre and daunting to an outsider as to how one can exist.

Travel in the Abyss and Astral Sea requires unique skills or modes of transportation. For the denizens of the Abyss, many of them have the strength of will to allow them to float between the earthen masses. In a way, this is no different than someone on the prime walking between two cities, and while there are no roads and it is a straight journey that does not mean it is free from danger, as dangerous creatures are there just the same. The more common means of transportation in the Abyss are what are referred to as Astral Skiffs; while these share some resemblance to a ship on the prime, Astral Skiffs have neither paddles nor sails. Controlling and navigating the ships requires special powers and extensive training, as the ships are not crafted of wood but what appears to be solidified psychic energy. Life in the Astral Sea is not much different than one might find on the prime in any kingdom, and since the earthen masses can range in size from a few acres to hundreds of miles across, there are various sizes of establishments throughout. Within the Astral Sea there are a handful of races that all coexist (though not always peacefully); the most commonly interacted with and seen are the Barrows and the Thraxx, though near the outer edges of the Astral Sea and into the Abyss there are many more races that exist, and not all are simply beasts.

The Barrows are a race that, from a distance, could be easily mistaken for Human, though a closer look reveals that their skin is gaunt and their eyes sunken; this can be a little off-putting for some, and on the Prime some call them dead men walking because of this. They are one of the larger races on the plane, and can be found across the majority of the Astral Sea, and even in the other reaches. They are skilled shipmen, at least with the Astral Skiffs, and as a society fairly even-tempered, though like any race they have their bad seeds. There are a handful of major cities, and most have some form of governance, though nothing like a King; this may have something to do with the presence of the oppressive race called the Illithari. Is it commonly held that free will is valued highly among beings that can read and potentially

control the thoughts of others; denying another might mean sacrificing your own.

The Thraxx are the second largest known humanoid population. The Thraxx would best be described as insect-like humanoids with four arms, only slightly larger than a human, who live in colonies (or hives) similar to ants or bees. According to what is known, there are four major hives, all of which are at the far edges of the Astral Sea, and as best as anyone can tell, the hives are in a constant power struggle. It appears they are in a long-standing cold war that only breaks into open violence rarely; their main mode of dispute is controlling trade in certain regions and areas rich in resources in the other reaches.

The Illithari and the Vistek - The Illithari are believed to be one of the oldest of the races on the Abyss, and because of this they are one of the more powerful. They are humanoids with slick purple skin the texture of a cephalopod, and the lower part of their face has several short tentacles that hide its mouth. While some beings from the Abyss possess the Will, all Illithari not only possess it but can use it in devastating ways. By nature they are a race of oppressors; they are cold hearted and deceitful, and in many ways they seek nothing more than the domination and control of all they can lay their eyes upon. Illithari are almost unanimously part of a brotherhood known as the Vistek Society, along with a handful of other powerful psychic beings. The brotherhood's purpose is unknown to outsiders, and where they dwell is a mystery, other than deep in the outer reaches. What is known is that they have used their might to control denizens of the Abyss, and to enslave beings when it suits their will. In recent years, there has been a division of sorts within the Vistek, and factions have risen to power breaking the cycle of the brotherhood's ways, but this has not changed who the Illithari are.

Mechanical Info

One of the primary mechanics of encounters or adventures that take place in the abyss is the lack of standard gravity. In effect, everything in the abyss is free-floating in space, and the rules of gravity get kind of weak. If you are standing on a landmass or in an abyssal ship, then gravity is considered to be down perpendicular to the top surface. This means that while you're on a ship you would walk around as though everything was normal, however if you were thrown from the ship you would no longer be affected by gravity and would begin to slowly float away never stopping until you ran into something solid. This means that a "fall" can become a deadly event, as while the average person will simply drift, unable to control their motion, there are native creatures that freely travel through the open space, similar to those in the ocean, looking for food.

Death can be a fickle thing in the Abyss. While there is life there, the plane is oddly detached from the flow of the River, though this does not mean that Resurrections cannot occur. There are those beings that have mastered the power of the Will and refined it to allow them to form a psychic link with one who has died, and be an anchor to manifest a new body from the ambient psychic energy of the plane. It is believed that this training is rare outside the masters of the Vistek. Those who die and attempt to seek resurrection on the Prime may find their spirit is weakened further, as the process of being pulled to life in an abnormal route is damaging.

Astral Skiffs- These are special ships that only function on the Abyss, and require specific skills to operate. Normally these are operated by those who possess both the Will and an understanding of Nautical navigation; while an outsider with a high understanding of Nautical ships and the Planes could get a ship to safely limp along across the Abyss, those with the Will can pilot the vessels at great speed.

Acheron

Keywords

Black Gate- a massive, one-mile wide Gate that opened during the Reality War and allowed Acheron to invade the Prime. By the end of the war the gate became sealed, though it could never be fully destroyed. Located in the isolated wastes of Vollois, a once lush land, the gate is always guarded by a battalion of Seven Shields.

Death Lords- The planer lords who rule over the plane of Death. Acheron is believed to have 7 Lords, though only 5 are known to be active and their names have been known.

Deathless- These are creatures native to the Plane of Death, they are somewhere in the middle of Outsider and Elemental, being that they are not a living race that procreate to create more, but also are not just naturally occurring. They are created by the Death Lords they serve or by powerful followers thereof. Similar to traditional Elementals they all have an Elemental Subtype, being Shadow. These creatures are not created through Necromancy like Undead.

General Knowledge

Acheron is unusual in that it borders neither the River nor the Inner Plane - that makes conventional resurrection impossible and greatly complicates cross-planar magic going into or out of the realm. It also has some repercussions on the land.

There's no sun, no stars, no moon, no features in the sky. Over most of the plane, there's a dull gray glow that sort of serves as "daylight," but it's always dark, always gloomy, and bereft of the usual celestial features. The White Desert, home to the lord of night, actually does have a black night sky and some light that shines down, but it's non-localized. There's just light, about what you'd find back home under a new moon, and no stars providing it.

Acheron is a world of the dead, as opposed to a dead world. It's home to a number of different inhabitants and largely pushed and pulled by the machinations of the Deathlords. There are definitely five of them, and there are constant

rumors of a one ascending who is smart enough to stay low and avoid the others falling on him. All but one of those Deathlords is openly and proudly trying to conquer the world, and none of them can pull it off - one gets too close, and he's suddenly exposed to attack from the others. The politics of an eternally cold world are as jealous and petty as you might expect, but they have the advantage of not having to feed their peasants (the dead don't eat) or suffer internal rebellion (voice control makes this impossible).

Acheron is flat and never incurs curve-of-the-earth problems. Build a tower tall enough and you can see across the whole world (Zilicus favors towers for this reason, among others). The soil is riddled with tunnels, from native creatures and the occasional ill-advised siege project. It's not featureless, though. The Column Mountains neatly bisect the plane north to south, and the Blood Pines to the west would be the envy of California's redwoods if they weren't made of muscle and bone. The Acid Swamp to the northwest is overgrown with assorted "plant" life and deliberately covered from aerial surveillance, but serenely beautiful in a really macabre way from the ground. The Wraithlord's lands to the northeast are completely devoid of matter and slowly eat away any matter that does enter; as planar hazards go, this is easily the most obviously threatening. The Labyrinth at the north of the place is largely unexplored - very few make it more than a few minutes in before they either flee or get lost and (presumably) die. Zilicus's land, the White Desert, is a vast wasteland of finely-ground bone dust and literally no one knows what all might be buried beneath it. Z himself might have been able to account for it at one point, but he's been absent for some time.

The other significant feature of the landscape is the Iron Gate, or the Black Gate, depending on who you're talking to (typically it's the Iron Gate in Acheron and the Black Gate elsewhere - in Acheron "black" is a largely useless adjective, but iron is rare). It's a rarity in the planes, a standing gateway that acts like a door in both directions and apparently lasts forever without any obvious source of power. Once upon

a time, each Deathlord had a key to the Gate, and it took all of them in concert to open it from their side; by the end of the Reality War, a number of the keys had been captured, and now those locations are not widely known. The line of High King Donovan of the Sidhe of Essence undoubtedly has one; the rest are not advertised.

The other curiosity of the social landscape is the Biomancer Lands, a small corner tucked into the southwest corner of Acheron, bordered to the south by the Blood Sea and to the east by Oncarrus's PlagueLands. The biomancers themselves have conflicting stories of how they got there and why they stay, but they are without question thriving in their corner despite being living humans. They're forcing life into the ground with deliberate magic and slowly gaining ground. They are also widely feared across the whole of the plane - they're treated like super-powered necromancers are back on the Prime. "Kill them if you can, but feel no shame in fleeing" is the usual

order of the day - their battle magic is unrivaled for wiping out the denizens of Acheron and both sides know it.

Mechanical Info

Breaking into Acheron is challenging - any plans that start with "We'll drop by Acheron and" are pretty well doomed without very specific assistance. Breaking out is so hard that the few who pull it off are legends.

Don't die in Acheron. There's no river and what you get instead of a resurrection is unlife as a ghoul. You're allotted your usual bleed out count, but if you actually die, you rise as a ghoul, right there on the field, and this condition is difficult to treat.

It is especially dangerous and hostile for spirit based adventurers such as healers, paladins, and river walkers. As beacons of life magic, they are immediately targeted with extreme prejudice.

Astronomy

Keywords

Portal Stones- The Prime is wrapped by lines of invisible energy known as Ley Lines; these powerful lines are believed to hold the keys to magic itself. Portal Stones are naturally occurring focal points that can be used to travel from point to point. They are rated in power level from 1 to 4; this limits how far a stone could permit you to travel. Tier 1 stones can allow up to 100 miles, Tier 2 can allow up to 800 miles, Tier 3 can allow up to 2700 miles, and Tier 4 stones can allow up to 4800 miles. In addition to having the Open Portal skill, the character must also have the portal code for both the stone they are at and the stone they are trying to get to. Without these, they cannot connect the two and create a portal.

Obelisks- Obelisks are similar to Portal Stones. This is because all Obelisks started out as simple stones and through great skill and powerful magic they were transformed. By altering a Portal Stone into an Obelisk its power becomes honed and magnified. An Obelisk functions in all ways as a Portal Stone, with a few exceptions: first, it does not have a maximum range for opening portals, and second, it is a better channel into the Ley Lines and can allow easier access to its power. Additionally, when a convergence happens, obelisks in that zone become infused with additional energy in the right hands can be tapped for great power.

Ley creatures- While this is almost a misnomer, there are creatures that are tied to the energy of Ley, most commonly seen in the form of large hounds that appear to be made of blue light or starlight. It is believed this is the universal equivalent of an elemental, but instead of drawing its power from a plane, it is drawing it from the Ley itself. There are also creatures that appear to be more humanoid and made of starlight; these are believed to be fashioned in the same manner as the hounds, but resonate different properties.

General Knowledge

The origins of the Ley Lines is as old as the worlds. They are the force that holds the world intact, and are believed to be the driving force that fuels the Planar barrier, as they keep the Planar

elements in a mild balance on the Prime. There are many theories that the Ley Lines in some way defy the understanding of space, and band all the primes together in a string, so to speak. The Ley Lines are named after the 54 most powerful Constellations known, those that over the ages have become the most defining map. Where this started is unclear; like many things in the world, it may just be divine providence that was left behind by our creators.

The prime is divided into 27 zones of equal proportion from north to South Pole all Ley lines slowly rotate in a hemispherical nature around the prime. As there are 27 Ley lines of the minor variety, there is always the presence of a minor Ley line in each zone. In the case of standard Ley lines, it is a "two on, one off" pattern. Finally, with major Ley lines, there is one major Ley line every three zones. As they rotate through a natural cycle, the combination of Ley lines that overlap in any given zone varies according to the month and the year. The combination of Ley lines present at any given time will affect the possibility of a Ley focal point activating. In the case when these focal points activate, it becomes a powerful tap of energy that becomes exposed on the material plane.

The constellations that are most commonly known in astronomy are those that are made up of ascended Titans, who formed the constellations as a way to bind their power within the Ley to maintain a stable plane in their absence. This is why it is quite common to find an overlap in Titanic energies in the places where strong Ley energy is also present. It is also why Titan cities that still remain on the prime can only be accessed through a convergence, an event where three powerful Ley lines meet within a zone. That being said, not all stars in the sky are the remnants of Titans. Some of them are distant stars, similar to the one we refer to as the sun.

Minor Ley Lines- There are 27 Minor Ley Lines Antlia, Apus, Aries, Boötes, Canis Major, Canis Minor, Cepheus, Columba, Corona Austrina, Crux, Crater, Dorado, Equuleus, Fornax, Horologium, Monoceros, Orion, Perseus, Pictor, Piscis Austrinus,

Reticulum, Sculptor, Sextans, Triangulum Australe, Ursa Minor, Volans, Vulpecula

Standard Ley Lines- There are 18 Standard Ley Lines

Aquila, Caelum, Camelopardalis, Auriga, Carina, Cassiopeia, Coma Berenices, Corvus, Cygnus, Delphinus, Eridanus, Hydrus, Indus, Lacerta, Lepus, Musca, Ophiuchus, Scutum

Major Ley Lines- There are 9 Major Ley Lines
Ara, Cetus, Corona Borealis, Draco, Lyra, Mensa, Pavo, Sagitta, Vela

Mechanical Info

Portal Stone Codes- In a number of places there is a reference to needing the “code” for a given stone in order to use it. This code will consist of a Letter (which is the 1st letter in the name of the land mass), and 6 numbers that are the Longitude and Latitude. These numbers can be referenced by downloading the World map from the website, opening it in paint, and turning on the Ruler. Then you can use the position numbers shown to locate the stone. This would mean code of N318504, would be located on Norvis at the Longitude 504 and Latitude 318. Should a Portal Stone be found on another plane, it would follow the same coding. Note that you might end up with a similar

code for another plane or a different Prime. Since Portals only travel within the same plane, it might not connect if you tried to open to a point not on the same Plane.

Zones- Since the world map is 27,000 miles from side to side (east to west), and there are 27 Zones, each zone on the map would be 1000 miles (or Latitudes) wide on the map, beginning with Zone 1 on the far left and Zone 27 on the far right.

Ley Lines and Movement- As the world spins, the Ley Lines do so as well, in their own patterns. The Minor and Major lines rotate West to East, while the Standard lines rotate East to West; and since there are not equal amount of lines their rotations mean their alignments vary, giving long cycles before realigning. Since there are 27 Minor lines, there is always a Minor Ley Line present in every zone, and each month they shift 1 zone. There are 18 Standard Ley Lines which exist in a “2 Lines, 1 Gap” pattern, meaning that every 3rd zone would not have a Standard Line present on any given month. Finally, for the 9 Major lines, there is always a 2-Zone gap between the lines presence.

[Ley Zone Chart](#)- This chart will show which lines are in which zones during any given month.

Cycle

Keywords

Abomination- These are creatures that come from the Plane the Abyss. They are naturally occurring within the plane's ecosystem, but like the Abyss itself, they have bizarre alien-like qualities. Many have appearances similar to a race or creature that you might find on the Prime, but something is always a little off; extra eyes/mouths, odd tentacles, or emaciated frames. They are Vulnerable to Lightning due to their "unnatural" forms.

Undead- These creatures are created using powerful Ritual Magic (Necromancy) and Shadow Magic, to augment and animate the body of a once-living creature. Creatures that are created in this manner do not regain their spirit; they are the animated husk of what remains, though powerful rituals are able to restore some portion of the creature's mind. They are Vulnerable to Healing (Restoration), Lightning, and Life.

Wraith- These creatures are the remains of the dead whose spirits were not strong enough to survive Resurrection; they now make up the "River of Souls" itself. They are "mindless" for all intents and purposes, and will swarm to defend the River, like ants when the hill is kicked.

Ghost- These are similar to Wraiths, though they are found outside of the River, and appear to have no real connection to the River itself. They are some remnant of the deceased, and appear to just exist where they are, often going unseen. It is not clear what causes this to happen.

General Knowledge

In every world there is a certain balance to the life and death of all creatures, and here it is no different. The Cycle is the representative knowledge of the workings of Life, Death, Resurrection and the power of Spirit.

The Spirit and the Soul

Every living creature has two components that make up its whole, like the two faces of a coin: a Body and a Spirit. A creature's Body is the physical form that can be seen, and directly harmed, while the Spirit is the creature's life force and conscious awareness, which is impossible to

even perceive without very specific training. While a creature is alive, these two halves create a whole, but flesh is weak, and when a creature has been mortally wounded and dies, the call of the Cycle beckons the creature's spirit to flee the body and return to the River. When a creature's Spirit has left its body, it crosses the Barrier and enters the River, where the dead of all ages now reside. While all creatures have a Spirit, not all Spirits are strong enough or Heroic enough to return to the land of the living through the act of Resurrection. Most commonly, this is seen in animals and lesser creatures, but the same is true of the large portion of humanoids; there is no clear defining factor as to what calls a Spirit to be Heroic.

The Plane of the River

The River is a vast empty featureless white space, at the center of which runs an endless river (River of Souls) filled with Wraiths (spirits of the long dead). Unlike most other planes, there appears to be nothing to the plane other than the river itself and empty space; this may be why there has never been any deep exploration or attempts to overtake it. The River is the center of the Cycle for the world of the living. When a creature that is tied to the Cycle dies, their spirit is drawn to the River of Souls, and in time those souls who cannot resurrect become Wraiths, forever bound to the flow.

There are a few exceptions to this cycle, as beings of Acheron never had a spirit to begin with, and there is no known connection between the plane of the River and Acheron.

Being that the spirits of the dead become part of the River of Souls, they become part of almost a larger collective. They do not think nor speak; they simply exist like water. However, since the Spirit is the essence of a creature, it is also the vessel in which all memories of life are stored. It is because of this that ancient scholars created rituals like Contact Ancient Dead, allowing them to tap into the knowledge of the countless spirits to glean some knowledge that they might still have (though many times it is not as simple as opening a book; the longer a spirit has been part of the River the more jumbled the remains memories become).

Death and the Others

Of all the topics that often fall in the lap of those that know the Cycle, the one that seems hardest to get everyone to grasp is the walking dead. While there are other studies that might lend more in-depth knowledge, there are a few elements to the dead that must be first understood. What does it mean to be dead? When an individual dies and their spirit is not strong enough to be resurrected from the River, they leave behind a material corpse. While some cultures might burn or even consume their dead, leaving behind nothing, the more common method for the deceased is digging a hole and popping them in, or burying them in a crypt. Dead bodies, no matter their state of decay, can be corrupted, through the use of Necromancy and the arts of shadow magic, creating an animated corpse (or undead) that will follow its creator's instruction, but will exhibit no free will of its own. It is possible that, with extremely powerful magic, a corpse turned into an undead in this way might even regain some amount of conscious thought, allowing it to act upon its own free will, and even be capable of performing actions that require a higher level of thinking. These creatures are all unnatural.

Now the other side of this coin: Where did this dark magic come from that can do such things? The answer is simple. This power comes from the Plane of Death itself: Acheron. Only creatures of shadow exist on Acheron; not the shadow cast on a sunny day of which you might think, but shadows made from the Plane of Death

itself. And it is no coincidence that all undead creatures that you might encounter bear a striking resemblance to these creatures from the Plane of Death. The one massive difference is this: the undead were once living creatures that were then infused with shadow magic to create an animated form, while creatures from Acheron were never living. They have no spirit, it is simply how they exist; in many ways they are an elemental of shadow energy. These creatures from Acheron are referred to as deathless; they fall into a number of categories of "races," if you will, from the iconic (skeleton, zombie, vampire, or even Lich), to the lesser-known (such as wights, barghast, bone worms, and reavers). In one way or another, all deathless are created by more powerful creatures on the plane of death itself.

Mechanical Info

Call of the River-The River calls to spirits, and this can be dangerous to outsiders. Once every 10 minutes, the Plane pulses a Mental effect that mimics Charm. Those who become affected walk mindlessly to the banks of the River of Souls and fall in, as their spirit is called home. If this happens, the character's body instantly dissipates and anything they had on their person becomes lost in the River forever.

While some who physically travel to the plane of the River itself may have the ability to resist the call for a short time, only River Walkers can maintain a sustained resistance.

Dragons

Key Words

Flights- This term refers to a type of Dragon, historically referring to the breed of the primary colors. All flights lived in a hierarchal family group, and while they did not all live in the exact same space, they grouped together in specific regions.

Alpha- This was the terminology for the first and most powerful male Dragon of each flight.

Broodmother- This term refers to the mate of an Alpha, and those that would raise clutches of eggs.

Saurok- These creatures are the predecessor to the modern day Lizardmen, and are believed to be surviving descendents of the original dragons. They were believed to have been a runt mutation that eventually became its own race that would serve the Broodmothers.

General Info

In the history of the universe, Dragons share very similar past with Titans: both were created by the Old Gods with the purpose of fleshing out the worlds they had created. Where they differ is what became of them in the end of the Second Age. It is recorded that during this age, the dragons as a whole vanished, and when the age ended and the Titans ascended into the cosmos, the dragons did not. This would be because the dragons had been gathered and effectively locked away in eternal hibernation, though it is unclear why. In the third age, mortal races began to rule and develop the world and make it theirs, and at some point, through growth and curiosity, they sought power and knowledge of the past. An unknown individual is said to have found where the dragons slumbered, and in an effort to control some of their power, they were set free instead into the world of man.

Once returned to a world they no longer recognized, they fled to the corners of the prime to seek habitats that aligned with their nature. At first, there were only the handfuls of alphas and brood mothers that had been locked away, but in time things would change and unlike their counterparts, the Titans, they were able to breed, and bring life to new races. It would not be long

before this became a problem, for mortals and dragons do not mix. Over the next few hundred years, there would be more and more clashes between dragons, holding their territory, and the ever-expanding mortal races, seeking land and resources for themselves. Inevitably this would lead to war, and by some measures a justified war, if you were to believe the divine plan of the old gods. The dragons and the Titans were never meant to exist in these worlds long-term. They were intended to be tools of creation to carve out the nuances of the lands, craft the races, and breathe life into the worlds, and once they were done, they were to leave. But the instinct of survival sometimes overcomes everything else.

The effect on the world that this war would bring could not have been foretold by even the wisest of mortals. What began as a battle for survival quickly turned to a fight for revenge. History would record that dragons were known as massive, monstrous, winged beasts, with an endless hunger; this is what they became, not what they truly are. They embraced their most bestial and violent instincts in an attempt to survive a war with mortals, a war that, surprisingly, in time they would lose. As mortals learned more, and honed their weapons against their foe, they would rapidly wipe out what they saw as the dragon's menace. When only a few of the most powerful dragons remained, their natural instincts kicked in, and they did everything they could to escape this plane and survive. Being second-age creatures crafted by the gods, they were immensely powerful in very particular ways, and in survival they did not simply run and hide, but ripped their way through the barrier into other planes. Many historians, with all the information that they have learned since, would say that it was likely this event that led to the reality war that followed. Once the dragons had clawed their way to the barrier leaving it ripped asunder, it was only a matter of time before others exploited this.

In the present age, almost all signs of the Dragons' existence have been wiped away, and history books only record them as savage beasts that sought to end humanity. It would not be until late in the fourth age when signs of their existence

would return, in the form of what were believed to be dragon eggs. It is not fully clear where these eggs have come from, as they are few and far between, but there is an organization you could say has made it clear that they are seeking to bring dragons back into the world, though not in the same way they existed before. From what is known, these new dragons are very different than their predecessors, most commonly in that they are not one pure color, as the original flights were.

Mechanical Info

For gaming purposes, dragons are an element of the game that does not exist in the current world. This means that while seeing and battling a dragon is not something that will likely ever happen, you will see the effects of their existence through game play. This is because, like the Titans, they were an interval portion of the creation of the world; meaning that their existence altered, modified, and created elements that would become crucial to the development of mortal races. Dragons were broken into family types referred to as flights; below are the original flights and a little bit about them.

- The Black Flight (The Cloaks) were dark dragons in mind, body, spirit, and were known to be the most evil of their kind. They carried the power of death and shadow.

- The Red Flight– The Pheares – were passionate warriors that were known pyromaniacs. They carried the power of Fire.
- The White Flight– The Reflectors – were known to tell you what they thought and known as the most loquacious of all dragons. They carried the power of Wind.
- The Gold Flight– The Shiners – were jealous and enthralled with wealth; this brood of dragons were hoarders of all things that shined. They carried the power of Life.
- The Silver Flight– The Steels – were strong in character and known as protectors. They carried the power of Fate.
- The Blue Flight– The Aerials – found their home in the highest of highs and the lowest of lows; known as work horses of the dragons, they were working dragons in the community for the good of all people. They carried the power of Water.
- The Green Flight– The Thickets – are known as the nature dragons. These dragons came from the purest part of the earth and they protected and furthered the growth of the earth. They carried the power of Stone.
- The Bronze Flight- The Watchers- found their place as the keepers of our kind, always making sure that the balance was maintained. They carried the power of Time.

Essence

Keywords

Seelie- A faction of the Fae, often considered the “good Fae” due to them having a more traditionally orderly society. They fall under a tiered system of rulership similar to a kingdom.

Unseelie- A faction of the Fae, often considered the “evil Fae,” mostly due to appearance, as most of them have bizarre or monstrous forms. They have no overall leadership; instead, they remain in communities that are lead by the strongest.

Unaligned- Less a faction and more the outsiders of the Fae who either by choice or by expulsion are not accepted by the factions.

Fae/Mushroom Rings- These naturally form on Essence and the Prime and can be used by those with the right ability to travel similarly to Portals and Gates within those two planes. It is believed there are even those who know the secret to growing the rings.

General Knowledge

Essence is the plane of the Fae, magical creatures that often look and act like the mortal races of the Prime. Essence is functionally a mirror of the Prime, superimposed on top of one another, meaning that a mountain, lake, or valley on the Prime can be reflected on Essence. Likewise, a devastating forest fire on one would cause a similar event on the other, so it is unsurprising that the Fae take great interest in what happens on the Prime, occasionally traveling between the planes and meddling in mortal affairs. The Fae do not hold the denizens of the Prime in high regard. This comes from a myriad of events that have happened throughout the ages, in which actions of mortals on the prime have indirectly caused some chaos on Essence.

Just as on the Prime, there are six major continents spread across Essence, and, while in some ways they share similar features, they are not a perfect duplicate. Where there might be mountains on one plane, the same range might be miles below the ocean on the other plane, or a desert on one might be a lush forest on the

other. The planar reflection of the land is not always equal; it can also be opposite. The civilizations and the cities, towns, and villages they call home are wildly different, though, and do not correlate directly to the Prime.

Essence has a population much like the prime, made up of dozens of humanoid races. While these races do sometimes congregate in communities that are insular, there are hub cities where the races do cross paths and intermingle. Unlike the prime, there are only a couple of what could be considered kingdoms or empires; instead of separating out into multiple small empires all Fae are separated by outlook into what might be called factions. Fae, by birth or by choice, can choose to be aligned with the Seelie or the Unseelie. The Seelie Fae are much like any other person you would meet; they have ambitions, desires, and in general are decent people who would not see undue harm to their neighbor. However, the Unseelie Fae shares a darker connection; while this does not always show itself in malicious evil intent, they are known to be deceptive tricksters, and will manipulate anyone to their own gain. It would be fair to say that the vast majority (80% or more) belong to one of these two factions; there are, however, times where individuals become uncertain, unsure, or even cast out, leaving them unaligned. Being unaligned actually carries a much larger stigma in all societies of the Fae; while you would be keen to not openly trust an Unseelie, at least you know where they stand, and that they are part of a society.

The Seasons

As recent lore has discovered, sometime during the third age, the planar Lords of Essence became inexplicably malicious and their actions led to a revolt of the mortal race. It would seem that history records that one by one the Lords fell, but with each Lord an exponentially larger number of the mortal armies perished with them. In the end, the Winter King could not be beaten and instead was imprisoned. Through thousands of years and the events of the reality war, the past would be forgotten and become unwritten; almost all

knowledge and record of the events of those days was lost. It would not be until very recently that events would happen to dig up the past. Through a complex series of events, the Winter King's prison was broken, and he began to unleash his army upon Essence. With the aid of the Orders and heroes from the prime, the Winter King was drawn to a stalemate, and rather than destroy himself and possibly Essence as a whole, he returned the power of the other fallen Lords to their bloodline descendants: those who shared a close genial bond to the races first created by the planar Lords, effectively resurrecting the power of the four Lords of Essence. In doing so, a new court was founded, returning the strength and balance that had been lacking from the plane for over an Age. With the restoration of the Lord's court, the Seasons have restored and invigorated all Fae.

Archfae

In the grand scheme of the plane, these creatures are often treated and revered as minor deities. On the scale of cosmic powers, these beings are Fae that showed up in the Second Age, and are believed to still be lurking on the plane. Over time they would become the root of many traditions and rituals that the Fae practice. The following are just a few of the Archfae that are well known:

- Bostiti- Speaker of Lies
- Matron Bashi- Mother of witches, often venerated for curses
- Tornoc- Horned Lord, connected to hunted beasts
- Villo'ran- Lord of feasts and celebrations
- Nothic- Lord of mischief
- Galguren- Matron of Mourning

Birth of the First Order

While every order that exists has some story about the members that founded it, the Guardians of Essence existed in some fashion before the rest. Before the events of the Reality War, the Guardians of Serenade were the chosen protectors of the heart of the Seelie Fae. At that time, they were the force that would deal with extraordinary threats to their society. While the barrier exists and keeps planes from over mingling or directly interacting with each other, the reflective nature of Essence in the prime has never changed, and even before the reality war, there

were times where people from the prime found their way into Essence accidentally or through careful planning. These are the threats the Guardians of Serenade were tasked to address; they would stop these potential interlopers and return them to where they belong, oftentimes wiping their memory in the hope that they would not return. When the events of the reality war began, the leadership of the Fae realized that they could no longer stand alone, and that they must form a stronger allegiance with the prime. A large division of the Guardians crossed into the prime, to recruit, to share their gifts, to aid the prime in battle against the other planes, and most importantly, to teach them how to Banish those that do not belong. At some point in the war, the order was founded and renamed the Guardians of Essence. While their membership was not all Fae, the name was chosen in homage to the gifts Essence lent to all who would follow this path to defend the planes from outsiders.

Mechanical Info

Races- Below is a short list of races that are common on Essence and where they normally fall in the faction. This, however, is not always a hard and fast rule; it is possible for a Shide who is normally a Seelie Fae to have found a path in life that has taken them to the Unseelie side, or a leprechaun to have found good grace in the betterment of society and joined the Seelie. As for the unaligned, while they can find themselves on either side of the faction line, these races all have a humanoid form but in some way or another are off-putting to the general populace, making them hard to integrate into normal society.

- Seelie Races- Shide, Pixie, Fae Troll, Satyr, Barivi
- Unseelie Races- Red Caps, Leprechauns, Knockers, Brownies
- Unaligned Races- Hags, Sluagh, Nymphs, Gremlins, Qui

Prominent Cities & Civilizations

Serenade- the primary capital and epicenter of the Seelie faction. Ruled by the Shide, who also rule over the faction of the whole, this massive city is larger than any known on any plane.

The Great Web- Northeast of Farriage, there lays a forest, near 2000 mi.², that is home to a creature referred to as "The Mother of Eyes," as well as

dozens of species of arachnid and the Qui. Little is known about the ecology inside of the forest, as it has been a long-standing rule that those from outside the web do not enter or cross, and the web will keep to itself.

Courts and Season- With the restoration of the court, they fall into one of four seasons in which they are aligned. The four courts are ruled by the Winter King, Spring Princess, Summer Queen, and the Fall Prince. During each season, control of the

power of the Planar Lords shifts, to maintain balance while each Lord is in season. Those of their alignment gain the benefit of: 3 additional Base Body Points, and 2 Rare Knowledge Points that can only be spent on Knowledge Essence Abilities. For current operation, winter and spring will be on odd years, while summer and fall will be on even years; and each season will last six months.

Geography

General Info

The knowledge of Geography is a very broad study. For game purposes, while the majority of the skill study is based on the Prime, many of the same rules apply to other planes, and the skill has the potential to be useful there as well.

The world in which the main story of the game takes place is known as Amaren, often referred to as the Prime. On this world there are 7 major continents, with a handful of small landmasses and a scattering of islands spread across the surface. For knowledge purposes, the maps and land packets are considered to be well studied core materials for this skill. What follows is a brief overview of the major landforms.

Anteris- Referred to as the southern continent, this land had been unknown up until just a few years ago. The landmass sits on the southern pole of the world, and is not much larger than Grol. There is a location at the center known as the Nexus, a convergence point for the Ley, which is not well mapped due to the volatile nature of the zone. The land is populated by High-Elves, Dwarves, and Humans as well as a bizarre race of clockwork humanoids known as Exemplars. As for the landscape, it is mostly hills, plains, and (along the western regions) a few large canyons; there are no notable mountains or coastal regions.

Drakken- This landmass is made up of what would seem to be the polar ends of nature. The northern lands are filled with lush forests and grasslands, as well as smooth coastal areas. The south is a different story. The lower 60% of the land is a sprawling desert. Along the western coast there are areas of lush growth, making for ideal living, but the further east and south you travel, the more all-consuming and deadly the desert becomes. Until recent years, the main portion of the desert was almost un-traversable without a special guide, due to a curse; without such a guide, you had no hope but to become lost and die. Near the southern edge of the continent, there is a large mountain range that runs to the coastline. Off the south-eastern coast lays the island of Hollowynn, a thriving jungle that is home to vicious breeds of reptiles.

Grol- Most from off land know only of the massive volcano that resides at the center of this island, which has lain dormant for the known Age. It stands almost 2.5 miles in height, and the crater is said to be almost 400 yards wide. Outside of the upper half of the volcano, the land is covered in deep jungles. While there are a few known settlements here, the main one being Lighthaven, the bulk of the land is inhabited by bands of Orcs, Ogres, and Goblins.

Norvis- At first sight, the continent seems like it would be inaccessible. It is unclear why, but other than a few locations, there is no coastline, just sheer earthen cliffs rising from the sea extending into the sky. The bulk of the perimeter of the continent ranges from a half-mile to a full mile above sea level, making access only possible through a trolley system that begins in Drunkbumton, carrying people and supplies to the top of the landmass. The continent is bisected by the Painpit Chasm that runs east to west, making land travel from the north to the south impossible. As if the continent was not tall enough to begin with, the entire land space is just a series of mountains and valleys. In the south, the largest mountains (The Thunder Peaks) are the gateway to the great Dwarven Empire that lies deep beneath the surface. There are few that dwell in the north, due to the presence of savage giants roaming the high forests.

Preth- This large continent is made up of two primary regions: the Malin Empire, which takes up the central and western part of the continent, and Tesh, which makes up the eastern portion of the continent. These two regions are separated by the Spine Mountains, which cannot be easily traversed or crossed (save for at a few locations) due to their height. The Empire is made up of four kingdoms with separate rulers, which are all unified under an Emperor who rules from the Imperial city Kashir. Tesh, on the other hand, has a very different structure; the southern portion of Tesh is sparsely populated and only holds a few well known cities, while the northern region is made up of dozens of small city-states ruled by Warlords.

Trice- Trice is the most northern continent, save for Vollois, though it still remains a temperate climate in most of its regions. Many of the major cities of this continent are sea-bound, and they are home to some of largest shipping ports in the world. The eastern side of the continent is loosely populated, due to the dense forest that is known for its rapid, full growth, which makes it a prime location for harvesting wood. The land is also home to Lazaren, a city about which little is known, save for that it is well protected, it is extremely difficult for outsiders to enter, and it is said to be home to some of the richest people on the plane.

Vollois- Often referred to as the cursed land, or the great wastelands, there is little to the feature of

this continent. There is only one real city, located on the eastern edge: the Riddimar, which is the primary hold of the Arcanum. The entire continent itself has several large mountain ranges and areas of hills and valleys, though the land is all but lifeless, to the point that there is minimal vegetation and no sign of animal life. This is said to be where one of the great battles of the Reality War happened, and the fallout of the Planar energy here destroyed the land forever.

Mechanical Info

Key Words

Magic

Key Words

Rituals- this refers to any type of high magic or spell that cannot be easily performed through the normal paths of magic, and requires a heightened knowledge relevant to the rituals design. Ritual magic is designed to generate effects that function on a much higher and more powerful scale than a simple spell. For this reason, rituals are not attached to normal magic and are, in fact, attached to knowledge areas to reflect the character's high understanding of that specific area. When combined with ritualism, this knowledge allows the character to perform related rituals.

Golems- Golems are creatures crafted of an inert material (such as wood, stone, or metal) and, through either great craftsmanship or ritual magic, animated to fulfill a certain task. While there are exceptions, Golems tend to follow a very strict set of rules; when created, they are "programmed" to fulfill a certain task, based on certain conditions that will be carried out without commands. These programs are normally limited to 25 words of instruction, and the program will understand the intent of the command so long it is not vague.

Drakken- this refers to the creature type that are related to dragons, most commonly appearing in bipedal or quadrupedal creatures that are very lizard-like in nature. While these creatures may not share the affinities that dragons did, they are no less their direct descendants.

Portals- are passageways that connect two locations on the same plane and are only open for brief time. The portals always appear as an opaque shimmering doorway. They are never random and are always opened intentionally. A character can move through a portal on a 3 counted action, and is always on one side or the other (meaning you can't just peek through). A character with the skill Knowledge Area Magic (Rank 4) can spend 4 knowledge points and 1 minute of concentration to close a portal.

General Info

Magic in the world of FE is divided into two realms: the first is the most typical magic, which is what classes with magical ability perform, and

the second is ritual magic. In some instances, the two will cross paths, but usually, they are intentionally very separated, to reflect the difference in training in the magical arts and the understanding of ritualistic rights and knowledge.

Spellcasting, which is the use of trained or innate magical energy to generate limited simple effects, is the most common use of magic. Based on a character's class, they may have access to a school of magic from which they can grow their ability in casting a greater number of spells each day. While all three schools of magic have some similar spells and effects, they are all very separate, and because of how their energy works, they cannot be mixed, preventing a single character from learning multiple schools of magic. As listed in the core rulebook, the schools of magic are Elemental, Nature, and Spirit. Elemental magic draws its power from the presence of the elemental forces of the Inner Plane that can be found here on the prime. In many ways, they are tapping into something that already exists and magnifying it through their power. Nature magic draws its energy from the flow of primal energy in the world around them; while each plane has its own cosmology, most of them have a base primal element to them that makes up their natural balance. Finally, Spirit draws upon the energy of life that flows through the worlds of the living, and even draws ambient energy from the River to fuel its magic.

While there are three main schools of magic known in the game that the players have access to, there potentially are other schools of magic that could exist that characters cannot learn. This can be for a number of reasons: most commonly is that while reference to or knowledge of a forgotten school of magic could be found and researched, the source from which it draws power no longer exists, making it now defunct. There is also the possibility that there may be a school of magic that is only available to NPCs, due to its limited scope or effect on the game, meaning it is designed to be used as an antagonist tool.

Ritual Magic is very similar to spellcasting, in that it generates an effect that often seems

magical, but these effects are much more powerful and therefore cannot be performed with simple magic. Ritualism is a skill that teaches you how to perform intricate movements and combinations of ingredients and elements of the world to create these powerful effects. Due to the intricacy of this, a character must have an in-depth knowledge of the area of study to which a specific ritual is tied. While a ritual is a recipe, so to speak, it is more than an ingredients list, meaning that no two

ritualists perform in the same way to generate the same effect. However, they would all adhere to the same base mechanics, requiring a ritual space, the required components tied in to the ritual, in-depth knowledge of the area tied to the ritual, and the need to perform a ritualistic ceremony in order to awaken the powerful magic.

Mechanical Info

Nature

Key Words

Flora- The term for plants of a particular region, habitat, or geological period.

Fauna- The term for animals of a particular region, habitat, or geological period.

Behemoths- Every few generations, there are creatures that somehow survive the odds and grow to sizes beyond reason; they are beyond an apex predator and are extremely dangerous. They tend to be of a magnitude ten times greater than that of a dire creature.

Groves- These locations are naturally occurring, but often are modified by naturalists to harness their power. They are focal points where the power of nature flows freely in a concentrated form.

Wildlands- This term is in reference to lands that are untouched by humanity, where the natural world maintains its balance. Lands like these are at least a few hundred miles from any civilization, and outsiders dare not hunt in them.

General Info

Order of the natural world

Ecosystems of the Continents

Preth- Located along and north of the equator, the continent has a temperate climate. The landmass is divided by the Shield Mountains, which run north to south. The range is oddly narrow, only reaching twenty miles at the widest; however, the mountains are steep and nearly seven miles high at the ridgeline. The land west of the mountains is covered in everything from lush fields and rolling hill to small ranges and forests. On the east of the Shield, the lower half of the land is covered in mostly-flat open plains; moving north, hills and valleys stretch to the north coast.

Draken- This landmass spans the equator, giving it the most diverse ecology of all the continents. In the north, there are lush hills and fields, with fertile shorelines; as you move further south, there is a band of lush tropical jungle. As you pass the equator the land makes a drastic change and becomes deep desert. The south and western

edges are outlined by a range of mountains that create a natural barrier to a lowland shoreline.

Norvis- Located mostly in the northern hemisphere, the continent is often known as the Highlands, for reasons that become clear to all who see it. The continent has almost no coastline to speak of, as the bulk of its sea-facing perimeter is made up of a mile-tall cliff face. With the baseline of the land at such a high altitude, you would expect a very different climate, but the majority of the land is covered with lush, temperate forests, with scattered plains. There are still mountains, which take the land much higher, but the majority of these are very difficult to traverse.

Trice- The north and center of the land are covered in low mountains, with highest being still shy of a mile. Across the bulk of the land lush conifer forest fill the landscape, save where humanity has carved a way for civilization. There are a few valleys filled with lush grasslands north of the Sacred Way, and along the northern coast.

Grol- Located in the southern hemisphere the island consists of tropical jungles covering all quadrants of the island save for the regions close the base of the Hellfont Volcano. At the foot of the volcano the ground is too warm for most vegetation to survive and the ground is a sand texture but is mostly salt. There are natural mineral and hot springs throughout the foot hills of the volcano. The shoreline has some of the finest sands in the world and the water is clear to about fifty feet in depth.

Vollois- Located far into the northern hemisphere. The terrain contains everything from mountains, to valleys, to swamps and coastline; however, what it lacks is signs of life. Roughly 98% of the continent is a desolate wasteland that no line growth or can inhabit, a remnant of the Reality War still scarred by the destructive power of the planes.

Antaris

Major naturally occurring geographical phenomenon[[is this all that is available?]].

Stormlands

The Stormlands is a comparatively small realm, where nature has gone mostly unchecked and totally out of control. The place is dangerous and unpredictable; it's not uncommon for forest lines to extend several feet into the sea at the coast, volcanoes occasionally sprout in the middle of a desert, and tornadoes have been seen to strike on clear days with zero warning. More rarely, it'll see hurricane-force storms develop over huge areas, launching lightning strikes that only sometimes go for the highest point.

The wildlife isn't too much different from what you'd find anywhere on the prime. Some species unseen on the prime are still thriving in the Stormlands, and the occurrence of mega-fauna is much more common - if there's an animal on the Prime, somewhere in the Stormlands there's a version of it that's ten times the size and probably hyper-aggressive. Carnivorous plant life is also much more common, and a good bit of that developed weapons apparently for the sheer sake of carnage: the soil in the Stormlands is rich and there's no need for plants to kill for food.

Humanity (as a catch-all for various sentient races) exists in the Stormlands, but it doesn't flourish. Society consists of a number of tribes, working more or less together, trying to

survive the elements and the wildlife. There are no great nations, no meaningful advances in either magic or technology, and none of the hallmarks of an ancient civilization. To date, only Humans have been seen in the Stormlands, but it's easily possible that there are others, taking whatever shelter they can in whatever ways they can. There is a small but fiercely determined group of people holding the line against the forces of Nature, working overtime to try and soothe the realm into a peaceful state. The Stormwardens don't rule the Stormlands, exactly, but they're widely respected and among the best equipped for survival under the conditions.

The Stormlands is overflowing with power in various forms, and it actively resists the introduction of unfamiliar or excessive energy. People and creatures with minimal power are permitted entry without difficulty; the more power a given individual brings, the more hostile the plane is. Bring too much, and the resulting response is likely to be fatal. The exact permissible amount fluctuates, but targeted individuals know instinctively that they are not only unwelcome but actively rejected.

Mechanical Info

Nautical

Key Words

General Info

Oceans/Seas

- **The Opal Ocean**- Comprised of the waters between Preth, Vollois and Trice, the Opal makes up a massive portion of the northern hemisphere. With no reason to travel north toward Vollois, the bulk of the ocean is rarely traveled or explored, with most shipping lanes heading only east or west, to Trice and Norvis, respectively. The northern ocean is known to be riddled with small islands. Those which have been explored are uninhabited for numerous reasons, but it is believed that as few as twenty-five percent have been thoroughly charted. Much of this is attributed to the “Dead Sea” effect, where both the ocean and wind currents are nearly still, and make locomotion difficult outside of rowing, which most deep ocean vessels not excel at.
- **Whitecap Seas** –The Whitecap is named for its churn, due to the ocean being rather shallow (only around a hundred yards at most), giving way to heavy undertows and constant waving and cresting waters. The waters are some of the easiest to navigate in the world; however, they are also the deadliest to those who find themselves outside of a ship, so storms can present an elevated threat. There are a number of shipping lanes between Trice and Draken, as well as the Silver Isles and Easterbreech.
- **Sinzara Gulf**- The Gulf is a misnomer, as it does not fulfill the normal description of such; it is believed that long ago, when the body of water was named, that the land north of Grol may have been shaped very differently before it was destroyed in the Great War at the dawn of the age. Nevertheless, the Sinzara is a well-traveled waterway, and for that reason it has some of the most dangerous waters when it comes to piracy. The Gulf is also known for a few very strong currents that are not part of the shipping lanes, which are believed to be caused by massive ocean trenches.
- **East Water Strait**- Located on the eastern side of Draken, between the mainland and

Hollowyn Island, the Strait is fertile with sea life, and is a major fishing channel. On the southern end, leading to the south of the island, there is a large coral reef. Known as the Loanna Reef, it has been the fall of a number of ships that have ventured too close while attempting to harvest deep sea pearls.

- **Dracport Bay**- Located on the northern shoreline of Draken, the Bay is one of the largest shipping areas on the continent, home to two Freeports, as well as multiple other, more secure, regional ports. The Bay sees a lot of traffic between the east and west banks, due to the land-based trade routes being very long (having to go as far south as Erin hollow before continuing back north). There have been countless failed attempts to create a safe land route along the shore, hence the shipping traffic.
- **Awkeals Reef**- Located along the northeast coastline of Norvis, separating the mainland from the three isles, the waterway is not hospitable for normal vessels. While it is a waterway, it is named for the reef that goes from the seawall of Norvis to the western banks of the isle, which in many places lies just below the water level. Only small ships that minimally sink into the water can safely move through the waters with hopes of not running afoul of the sharp coral.
- **Newshore Bay**- Located on the northern coast of Preth, the Bay holds a number of ports that allow for reliable shipping from Rightmore and further east, without having to travel all the way to the west banks of the continent. This area has a few ports that give direct access to the center of the Tesh lands.

Major Ocean Features

- **Coldmist Harbor**- While coined a “Harbor,” it is far from that, with its area spanning some 400 miles along the northern coast of Trice. The harbor washes up against the footing of the mountains along the north, making it not easily accessible, save by boat. Accessing it by boat might not seem like a difficult task, but the waters that feed into the harbor come from a deep north current that drops the temperature below freezing. The area is littered with sheets

of ice and even the beginnings of small icebergs. While this makes the waters treacherous, there are those who brave the danger for the rare and exotic crustaceans that live here, which fetch a good price at market.

- **Ageian Trench**- Located in the deep ocean between Preth and Draken, the Trench spans roughly nine hundred miles, north to south. Like other trenches of its kind, the nearby ocean currents become violent and unpredictable forcing the wise to navigate clear of it. While passing through the waters above the trench is not impossible, few say it is worth the cost as many have lost crew to violent surges.
- **Malvia, Ganavia, and Satrasu Trenches**- Located in the Sinzara Gulf, and often referred to as the “three witches” by old sailors, for their ability to draw a ship in and curse it to its doom. While the ocean floor is deep in the Gulf, the pull of the trenches creates a current that even the most seasoned crews can find hard to best.

Major Shipping Ports

These are ports that are considered safe and very legal, normally maintained by a kingdom or some rulership that ensures that the ports are not open to piracy, and that legal business is conducted securely. These normally have the capacity to harbor dozens of ships at once, and have both a shipyard, and warehousing for cargo storage.

- Draken- Hightown, Edgeness
- Grol- Strongbank
- Norvis- Drunkbumtom
- Preth- Blacklight Bay, Belmere, Moresed, Sleet, Glasshaven, Izden
- Trice- Sweetwater Keep, Dun Cove, Sea Haven

Freeports

These ports can vary in size and capacity, from a single vessel to dozens. In many ways they are very similar to Major Ports, though Freeports are not under the rulership of a normal kingdom; they are often controlled by shipping cartels or a powerful trade merchant. These ports can be a dangerous and lawless place; while the locals won't allow the ports to be destroyed, other rules are usually played fast and loose.

- Sandharbor- Located on the south shores of Draken south of Shadowlea, controlled by the Mudwell Cartel
- Blackfort- Located on the east shores of Draken, on the eastern most point south of Edgeness, controlled by the Cabron Cartel
- Whaleward- Located on the north shores of Draken in Dracport Bay, controlled by the Teal Bay Company
- Stagcrest- Located on the northwest shores of Grol, controlled by the Willowford Cartel
- Grimdrift- Located on the south edge closest to Lanminstry, a small harbor lies inside walls of the vertical cliff face, controlled by the Black Hills Trade Union
- Stonescar- Located on the north end of the Great Chasm in Norvis, controlled by the Mudwell Cartel
- Southband- Located on the East coast near Rosecastle, controlled by the Black Hills Trade Union
- Malatava- Located on the west coast of Preth, at the mouth of the Coldnese River, controlled by the Everbay Cartel
- Haguenin- Located on the north coast of Preth on the southwest edge of Newshore Bay in Tesh, controlled by the Iron Tide Trade Union
- Saltward- Located on the southwest shores of Trice southwest of Lazarene, controlled by the Iron Tide Trade Union
- Duskdrift- Located on the east shores of Trice northeast of Heather Moor, Controlled by the Cabron Cartel

Minor Shipping Ports

These ports are often small shipping ports or fishing hubs that can usually only harbor a single sea vessel and a handful of smaller coastal ships at once. They rarely have warehouses or a shipyard, and while some governance oversees them, it is looser, since most trade in these ports is minor.

Mechanical Info

Ship Sailing

Sailing voyages consist of a list of necessary steps, a time allotment, and an error threshold. The Captain will be provided with this as the trip starts; they will then call the steps at whatever pace the crew can manage, attempting to complete them all before the timer elapses. The Captain may call a step that's already in progress; all this means is that the affected crewman must

complete their current count and then start over. Counts should be done at a volume sufficient for the whole crew to hear. Crewmen with the Sailor skill may cancel one of their own mistakes per point of Sailor. The Captain may use her Sailor skill to cover errors from any crewmen. At the end of the voyage, errors are totaled, Sailor skill corrections subtracted, and the final result compared to the error threshold for the voyage. The voyage succeeds as long as the final error count is equal to or less than the error threshold.

Sailing Conditions: The difficulty of a given voyage (calm/adverse) is typically at the top of a Sailing mission's description. If the Captain lacks sufficient Sailor skill for the type of ship under the listed condition, she can still attempt the trip, but may not use her Sailor skill to cover other people's errors.

Ship Categories/Required Crew:

Small Vessel- No greater than 30' stem-to-stern, 3 crew required (specific positions will be listed on the ship write up, but typically this will be helm/mainsail/carpenter)

Medium Vessel - No greater than 45' stem-to-stern, 5 crew required (specific positions will be listed on the ship write up, but typically this will be helm/mainsail/carpenter/mainsail/foresail)

Large Vessel - Greater than 45' stem-to-stern, 8 crew minimum required to keep the ship on course.

Crew Positions (these are for typical ships; individual/special vessels may alter this, sometimes drastically and that'll be noted on the ship write-up)

Starboard rigging: When Starboard Rigging is called, the Starboard Rigging guy must count aloud

to 20 by 2's, even numbers. 2, 4, 6, 8, 10, 12, so on. .

Port rigging: Port rigging functions exactly as Starboard Rigging, except that the count starts at 1 and advances to 21, odd numbers only. 1, 3, 5, 7, 9, 11, 13, 15, 17, 19, 21.

Stem rigging: As per Starboard and Port rigging, but Stem rigging counts the first ten prime numbers. 2, 3, 5, 7, 11, 13, 17, 19, 23, and 29.

Carpenter: The Carpenter's job is to keep everything intact and water tight, so the ship doesn't sink. To represent this, the Carpenter must put a hand or weapon rep on each other Crewman and perform a 3-counted "Maintenance" action. Maintenance 3, Maintenance 2, Maintenance 1.

Foresail: The Crewman in charge of the Foresail must count down from 20 to 2, even numbers only; otherwise, the rules are the same as for Starboard Rigging.

Mainsail: As Starboard rigging, but must count down from 21 to 1, odd numbers only.

Helm: Helm calls will include a bearing and a direction - "Helm, starboard to 010" or something like that. The Helm must use the correct bicycle hand signal for the direction of the turn, and count from his current bearing to his new bearing, upwards for starboard turns, downwards for port turns. Helmsmen with a point of Sailor may elect to count silently; when the count is complete, Helm must announce "Helm at <new bearing>". Importantly, helm counts can go as fast as the guy counting them can count; this is an exception to the counted-action rules.

Nobility

Keywords

Landed Nobles- These are nobles that are granted lands that they are sworn to protect and oversee the well being of and the people therein.

Governing Class- This type of noble will be noted with a (G). These nobles are in charge of some amount of area, from a City up to a Kingdom. Their duty is the oversight of the land, its people and economy. They additionally have the power and authority to dispense justice based on their Tier.

Judicial Class- This type of noble will be noted with a (J). These nobles are law enforcement; their duty is to serve the ruling noble of their area, and their role is to enforce the laws of the land. This can be minor, such as detaining minor offenders, or severe, such as hunting down criminals, or dispensing justice based on their Tier.

Social Class- This type of noble will be noted with a (S). These nobles are nobles of name and station only. They are not granted land to rule over, in most cases, and do not carry the authority to enforce the law. They still command the respect due to their station in the right circles, and the common man would do well to give them respect, for while they may not have direct power, it is common for them to be friends with someone who might.

General Knowledge

Every game has some system of nobility and rulership through which In-Game laws are set and enforced. The understanding of this skill has to be somewhat fluid; since not all lands will use the same type of rule, there can be vast differences in customs. The base book gives a minor breakdown of the different titles and duties, but this packet will present more titles that are present in the game.

Nobility Tiers

These tiers are simply to give some relevance to the cultural clout a person of that title would carry in their lands, and while those in the know would be wise to grant them a due level of respect, outside of their lands, the power of their title might mean very little. The rating of a title has

to do with the power of that title, which can reflect a number of things. Most commonly, it reflects: the amount of Land you control, the Population under you, the size and might of the Military force you command, or your amount of Societal control.

Mechanical Info

Noble Titles and Their Roles

Unranked Nobles

Sheriff (J)- A keeper of the peace, normally assigned by a higher noble to help with the day-to-day minutiae of the law. They have the authority to detain and arrest individuals that break the law, so long as they have proof. Often times Sheriffs will *Deputize* a few people to help with the work, though those individuals have no real authority.

Squire (S)- While a valid title, it carries no lands or power, but some amount of respect. Squires are knights in training, under either a Knight or a Higher Lord of the lands.

Landsgrave (G)- This title carries respect among the township they watch over. Typically found in smaller communities, a respected elder will usually hold this position, and work similarly to a mayor. They collect the town's needs and worries and address them with the next ranking noble above them.

Tier 1 Nobles

Nobility of this rank are non-landed, but do receive compensation from the kingdoms for their duties; this pay is 5 Silver each month.

Magistrate (J)- Much like a sheriff, they have the ability to detain and arrest offenders, though in many cases they also have the ability to pass judgment and issue sentences on minor offenses.

Knight (S)- As a sworn vassal to the kingdom, those that have been accepted by the crown and knighted carry with them the respect of the people. While they do not have the right to detain, they are the swords of the kingdom, charged with upholding the law and protecting the people. Kings and Counts can grant knighthood without

question; Barons can also knight those loyal to the crown, but must seek approval from the count, and be able to provide proof of valor. When addressing a person of this rank the appropriate address is Sir.

Steward (G)- As the voice and shepherd for the people, the Steward acts as the eyes and ears for a Baron. They spend their time seeing to the people's needs, and working to ensure that the people of the land receive the aid they need.

Esquire (S)- This noble title is one of recognition more than anything else, which means that while you have no granted power, you are known and respected. It does not grant any form of authority or ability when it comes to the law.

Tier 2 Nobles

Nobility of this rank can be landed. They also receive compensation from the kingdoms for their duties; this pay is 1 Gold each month.

Marquise (S)- While someone with this position could detain, in practice they almost never would. Their role is more of a face for a higher noble, typically a Baron or Count. They act as a noble administrator, often being the face that lower nobles deal with on minor affairs.

Justicar (J)- While low on the chain of nobility, they carry great burdens and powers. Justicars are chosen by the ruler to serve in their lands; they not only handle the oversight of lower nobles, but also keep tabs on the actions of every noble under the ruler, and they carry the authority to arrest and pass judgment on any noble in the kingdom. They carry the authority of High Justice, at the ruler's behest, to protect the people and the lands. For this, they are never landed and take no family, as they are constantly traveling and having no ties make them loyal to none but the land and the people.

Baronet/Hereditary Knight (G)- Those with this title are born into a family that has been loyal to a Baron/Count and the Kingdom long enough that a forefather was knighted, and that title was passed to the oldest child. They often have a small amount of granted land. While they have stature, they do not carry the right to pass judgment, but they will detain offenders and see them to the proper authorities. When addressing a person of this rank, the appropriate address is Sir.

Tier 3 Nobles

Nobility of this rank are landed. They receive compensation from the kingdoms for their duties; this pay is 5 Gold each month.

Baron (G)- This landed noble is granted their position by either inheritance, or they are chosen by their superiors. The position entails the oversight and management of a large area of land, ranging from a large city to all the lands surrounding that area. They have the ability to pass laws for their domain, so long as they are not against the imperial laws and are not contradictory to their Count. When addressing a person of this rank, the appropriate address is Lord.

Viscount (S)- Very similar to barons in their stature, they tend to own large amounts of land, and while they are not a ruling noble, they do have the ear of their rulers. Many viscounts inherit their position, as it is passed along through birth. When addressing a person of this rank, the appropriate address is Lord.

Knight Templar (J)- Knights that have proven themselves through acts of loyalty and valor are given this title. While their power changes little, they are often granted small lands and stature for their service. When addressing a person of this rank, the appropriate address is Templar.

Tier 4 Nobles

Nobility of this rank is always out of the reach of a player, and will only be NPCs, as their roles are to rule over a very large area, and the power tied to that would be unbalancing for a player to have.

Count (G)- Kingdoms, based on size, will normally have two to four Counts, who act as the ruling middle manager of the kingdom, at the king's direction. They hold extreme power as they are the top of the line for the vast majority of people in a kingdom. When addressing a person of this rank the appropriate address is Lord. Counts are responsible for not only the stability of their region, but also for the security of the land. Counts are often charged to work as a council to plan the management of a kingdom's resources and military defense.

Regent (S)- This position is often referred to as the hand of the king, as the regents are the ones that

carry out the king's wishes, and see to it that the rest of the kingdom falls in line. They act as his inner council of advisors. When addressing a person of this rank the appropriate address is Lord Regent.

Warlord (G)- Similar to a King, Warlords rule over a small vassal state that is mostly self-contained. They are not part of a larger kingdom, and will have their own economy, military, and laws. Warlords are often thought of as savage rulers by the more traditional nobles, though that is likely more due to their unwillingness to kneel.

Tier 5 Nobles

King/Queen (G)- This seat is normally gained hereditarily, there are more than a few Kingdoms in the world where this is not the case. While this position has a lot of power, the role of the king is to be a symbol and a leader, guiding the people to a better way of life; however, the majority of his wishes and works are carried out by his advisors, and trickle down the chain of command. When addressing a person of this rank, the appropriate address is His/Her Majesty.

Malin Imperial Nobility

While the vast majority of the nobles in the empire are not included in these ranks, the top tier of the chain falls in the hands of the Malin. It is known only those of the Malin royal family have ever held these positions, though they are not inherited other, than Emperor.

Lord General (J)- The commander of the Imperial military.

Grand Inquisitor (J)- Much like the Justicars, the grand inquisitors travel the empire, seeing that corruption has not taken root in the noble houses.

Seer (S)- While other positions are earned or chosen, those that become the seers are born with the gifts that make them so. They act as advisors to the emperor, as they have been rumored to be able to see the truth in all things, and even can glimpse the future.

Emperor (G)- The leader of the entire empire; he commands the law and the direction of the kingdoms. When addressing a person of this rank, the appropriate address is His Grand Eminence.

Old Gods

Keywords

Temples- These are sacred buildings that are devoted to the worship of the gods. Modern temples can vary, from a single shrine that venerates all of the gods, to a site devoted to a single one. These places, on their own, do not have any special power, though devout followers who build these will often *Sanctify* the building to protect it. In addition to the modern temples, the majority of which were built during the 4th age, there are ancient temples from the 2nd age that were believed to be constructed by the titans. The majority of these no longer exist, or lie in ruins, but there are still a few handful of them that have survived, though they are often hidden and buried. These older temples all have a similar design and are each devoted to the power of a single god, though they all share similar defenses.

Divine Pact- It is believed that at the end of the 1st age, when the Gods saw their work as complete and resolved to become the planes of existence and bind the power of their creations together, a pact was struck. The pact supposedly forbade the Gods from taking direct action in the worlds they made, so that the balance might be maintained. They left behind Planar Lords, fragments of their power and aspects of their nature, to steer the planes through the passing of time, acting as stewards for lands they could only serve.

Planar Lords- By all standards, they could be considered demi-gods in their own right, for they have immense power of control over the Planes to which they are bound. It is unclear as to why, but not all planes have the same number of Planar Lords that rule them, and it is unknown how their powers are linked. What is known is that their power is part of the greater whole; if one were destroyed, the power rebalances in those that remain. Many believe this was done so that no one ruling aspect of the Lords could win out over the others. These beings are rarely seen or heard of; most often they are the puppet master behind the veil, using the influence of their power to maintain the order of the planes and their balance.

General Info

For most, the existence of these beings has been all but lost to the ages, and only in the last decade have their names began to be spread again among the common folk. While there are always reclusive populations that have revered an old god as a tradition in their community, for the greater populace the knowledge and reverence of the Old Gods has been almost non-existent in the 4th age. While there are endless scholastic theories, the most commonly held one states that in the wake of the Reality War, the gods were forgotten, for good or for ill.

Little is known about the Gods themselves, other than their divine paradigms, or the aspects of existence that seem to fall under their power and creation. What is commonly known is that these beings were the first in existence, and through their divine power, they created the first bits of the material worlds. They would eventually become the planes that would bind all of creation together, and create the Titans and Dragons to sculpt the races and creatures that would fill the worlds. While there are many over the ages who have sought out forgotten lore to better understand them, there are many questions that may never be answered. The most common is the full understanding of the god's relationship to each other before they became the planes and made creation; namely, "were they allies or were they foes?" since their powers seem to oppose each other in many ways.

The Primordials are a unique type of being, in that they are not truly creatures, but more the manifestation of ideas or concepts that stem from the Gods. Researchers have done what they can to study these beings, but even now, they do not have a full list. This is mostly due to the fact that many appear no different than a normal person, and only through interaction might you notice that something is off. These beings are immensely powerful, and as far as can be told, they were not created; it would be more accurate to say that they manifested when the Planes were formed, almost as if small bits of the God's alignment had flecked off. One trait they do have: just like the wind and the ocean, they have a purpose, and they fulfill

that purpose devoid of ambition. They are not living and do not think like a mortal; while they might display emotion in interaction, it is believed that this is a reflexive mimicry of the mortal condition they see. Their purpose and role is their only concern, and it is the only task they will undertake; again, the ocean has no agenda, and neither do Primordials.

Mechanical Info

Myst

Icons- Good, Life, Purity
Names- The Spirit Father, Myst Lord, River Master
Symbol- The White Hand
Appearance- A cloudy humanoid figure
Plane- River
Symbolic Color- White

Lady Fate

Icons- Chaos, Luck,
Names- Lady Luck, Chance
Symbol- A double faced drachma
Appearance- A young vagabond woman, clad in bright colors.
Plane- Essence
Symbolic Color- Dark Blue

Thovorik

Icons- Evil, Death
Names- The Face of Death, Lord of the Dead
Symbol- A mask that is half skeletal the other half is featureless like a masquerade mask
Appearance- Gaunt skinned Humanoid (Mammon from Constantine)
Plane- Acheron
Symbolic Color- Black

Timekeeper

Icons- Time, Law, Balance, Order
Names- The Wheel, the Scale
Symbol- A ship wheel made of the 4 elemental colors
Appearance- A weathered man, carrying a large ledger book
Plane- Inner
Symbolic Color- Gold

Malikorin

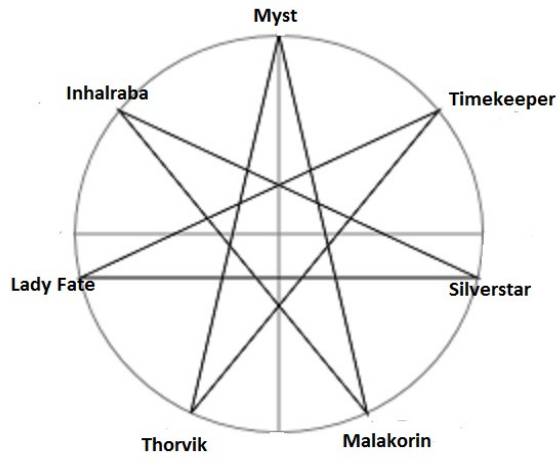
Icons- Shadow, Despair, Misdirection
Names- Lord of Lies, the Black Hand
Symbol- New Moon, or a Recessed Moon
Appearance- A man wrapped in dark clothing
Symbolic Color- Red

Silverstar

Icons- Light, Hope, Guidance
Names- The Silverlady, Face of the Moon
Symbol- Full Moon, Raised Moon
Appearance- A woman wearing a turquoise half mask with feathers.
Symbolic Color-Silver

Inhalraba

Icons- Nightmare, Adaptation
Names- Nightmare
Symbol- 2 Black and 1 Purple, long sine waves that overlap and all run in the same direction
Appearance- A man with pitch skin and purple iridescent scales that outline his features. His eyes like endless pits that swallow up hope
Symbolic Color- Purple



Planes

Keywords

Gates- Gates are open doorways that allow travel between two planes, and allow two-way passage. Gates are not a common natural occurrence, and are almost always made. A gate takes massive amounts of skill and power to create, and even then they are only temporary.

Rift- a small pocket of another plane that has been forced through the Planar Barrier and has manifested on the prime. There are many theories as to what causes them, but all that is known for sure is that they are a growing phenomenon. Often times, rifts will have an effect on the surrounding area, causing it to take on aspects of the attached plane. Rifts can vary greatly in magnitude, and often the more potent rifts will pull monsters through with them. Rifts are not doorways and cannot be passed through, though there have been long-standing rumors that, with the right skills, the feat could be accomplished. While the majority of rifts that are found are tied to the Inner Plane, there are rumors that there have been a rare few that were tied to the outer planes. A character with the skill Knowledge (Planes) Rank 4 can spend 4 Knowledge Points and 1 minute of concentration, per tier of the rift, to close a rift. While closing a rift in this fashion will not seal the weak spot in the planar barrier, it will close the rift and stop planar energy from seeping through.

Planar Node- These are weak spots in the planar barrier, where the inner or outer planes could potentially create a Rift

Planar Lords- The most powerful beings on a Plane, they are more than just a creature, they are part of the Plane, and each have a fragment of power of the Old Gods. Their actions vary from plane to plane, but they are often the ruling and driving force over its denizens.

General Knowledge

The game world is filled with many different planes, which a character's adventures may take them to. The majority of the game takes place on the Prime plane, which is very similar to the earth as we know it. However, from

time to time, you will find your adventures taking you to other exotic places. What follows is a small amount of information on each of the planes, as well as adverse or other effects that you will experience there. There are some important facts to know when traveling off the Prime. Since the planes are separated from the Prime and the River, death can sometimes carry a heavy toll. If a player dies on the Essence they can seek to resurrect normally. If they die on the inner plane, it will be more difficult. And death on any of the other planes carries a massive toll. Since Nightmare, Acheron, and the Astral Sea, does not touch the River; players who dissipate can become trapped in the void. When the old gods left this world, they stepped away, to make themselves new domains to rule from, and from which to influence the prime. The following is a little information on each; in addition, the bullet points after the description have information about planar effects, based on the plane and how far into the plane you travel. Effects are cumulative, save for Fatigue, where the shortest time always applies.

Mechanical Info

Inner Planes

Inner or Elemental Plane- Timekeeper created the Inner plane to be his home so that the prime would be kept in balance with the natural order needed to sustain life. Dying on the inner plane carries penalties greater than normal. The spirit can be field resurrected on the inner plane per the normal rules; however, if the spirit seeks to resurrect back onto the Prime they face negative effects, and even a greater difficulty in successful resurrection.

Abyss - Fate created the Abyss to be her home. Little is openly known of the Abyss other than it is the birthplace of all Abominations, creatures that are twisted and distorted. These beings are often the things of nightmares and horror and oftentimes just viewing them can drive mortals insane. Many of the denizens of the Abyss have never been seen or heard of though it is quite clear upon seeing them where they are from. Their bodies look mutated, oftentimes with odd eyes or tentacles. While the Abyss is a massive plane there is a much smaller portion known as the Astral Sea.

The Sea, which is made up of countless floating masses of earth, is where the vast majority of the denizens reside. Though there are some creatures that live beyond The Sea in the depths of the Abyss.

Essence- This plane mirrors the prime 100%; they are almost superimposed worlds that are the reflection of each other but do not touch. The only unique major feature of this plane is the random magic dead zone. The Essence is the home world to the Fae races, the most commonly known of which are the Sidhe, Sluagh, Saytrs, and Pixies. While the planes have their difference there are still natural creatures that dwell in the essence, much like bears and birds of the prime, but there are tales of much darker ones as well.

Outer Planes

The River- Myst created the River to be his home. Due to the nature of the river, only spirits are welcome here. A creature that dies on the banks,

or enters the water, instantly dies and their spirit flees their body to the flow of the river. From there they can choose to resurrect normally.

Acheron- Death created Acheron to be his home. The plane of death and shadow is by far one of the most remote places in the cosmology. Due to the nature of the plane, creatures that are from this plane are much like undead, but since they are a natural feature of the plane, they are called Deathless, as they were never alive.

Nightmare- While it is a state of existence within the consciousness, it is still a very real place that can be traveled to. When the old gods left to make way for the evolution of mortals and of the world, the nightmare was created to give depth to the mortal state. It is said that there are creatures that dwell within, but those are little more than scary stories.

Titans

Key Words

Lineage- All Races were created by something, and most were made by the Titans, and therefore have a lineage, or Bloodline, that can be identified with this skill. There are rare cases where a character may have a Secondary lineage.

Ixotar- Human,
Aman'ril- Trolls, Merr, and many of the outsiders that dwell on the Inner Plane in Water
Shaksar- Rok'shen, Felis
Phey'lou- Ent, Archfey
Serien- Deep Elf, creatures of the Abyss
Fordin- The beasts of the natural world

General Info

Titans are believed to be the second beings of creation; they were made by the Old Gods before they became the planes. By all rights, the Titans were demi-gods, with the power to create and destroy on a level almost equal to their creators. While the Gods may have created existence and the worlds, it was the task of the Titans to complete the sculpture, giving it definition and life. During the 1st Age, the Titans, along with the Dragons, would shape the worlds and craft the races that would one day inhabit them once they ascended; this would continue for eons. It is believed that at some point, at the beginning of the 2nd Age, as the Titans neared completion of their work, things would begin to change. Each creation came with its own issues, and they would destroy countless creations in search of ones that could sustain continued life. The failures were often not a simple experiment failing, but more critical flaws in the creations' mental states, and many of the societies would descend into madness or implode in war. While powerful, the Titans were far from omnipotent, and could not fully understand the mortal condition, uncertain of how to craft beings of free will and limited life span. With each failed trial, they would learn more about the condition of humanity, and it is believed this was the trigger. Perhaps they began to evolve beyond their created intent, but what has been uncovered is that, at some point, the Titan Clans took on some of their creation's traits, and they began to war for control of creation. It is

unclear how long this war went on, but what is believed is that at some point, after many centuries, their divine creators stepped in and granted ascension to the majority of them. The few that remained were given a short time to finish refining the races that would inherit the worlds, and then they too were granted ascension.

Ascension of the Titans is believed to be what fills the gaps between the worlds in the skies far above; every glimmering light in the night sky is the remaining essence of the Titans. While it is not fully understood how they are connected, it is thought that the Titans that forged the Ley Lines would become the constellations for which they are named. The rest would simply fill the skies, their number beyond count, stretching out to the edge of existence. Throughout the worlds, there are pockets of hidden lore about the Titans, and for good reason; they played a key role in the existence we know today, and while they have been gone for a very long time, their presence can still be felt. In many ways, it is believed that the mystical arts are only accessible due to their efforts in creating the Ley Lines; some research lends to the Ley acting as a conduit and filter that allows Magic to happen.

Remnants of a Forgotten Time

Long before the time of man, the Titan Clans constructed massive cities in places of power, and while the Titans are gone, the cities still remain. While they are still here on the Prime, they are not always accessible, and do not exactly exist in the normal terms. The powerful and dormant cities of the Titans can only be accessed during rare alignments of the right Ley Lines; this means that decades or centuries could pass between times a specific city might be accessible. The cities that have been explored are often described as being eerie and seeming unreal; their mere visage is unnatural, in the level of perfection of every element of the construction. The halls of the long vacant structures are perfectly preserved, and rarely feel cold and abandoned; all the while, the feeling of being watched or stalked is always present. While there are no longer Titans walking the roads and halls, there are beings of the Ley that

serve as guardians; outsiders who trespass unprepared rarely meet a welcoming end.

Throughout the cities, there are places of power unlike any outside their walls. These places can be accessed, with the right skills, and used for various acts like ritualism. There are many relics from an old time that still sit upon shelves, though the Ley protects them from being harmed or removed from the cities. Plenty have tried, and none are known to have been successful.

Mechanical Info

Titan Clans

Aman'Ril -Strength

Constellation: Circinus

The Aman'Ril were known among the titans as the Ocean's Might. They built sea-bound strongholds that were the size of modern cities, the largest of which was known as The Siren's Song. The Aman'Ril were one of the first clans to shape the ether that makes up this world. Some scholars believe that they may have been the first to forge the Ley Lines, ripping apart the land and making way for the waters to travel.

Serien - Cunning

Constellation: Grus

The Serien were known among the titans as Death's Hand. They built their cities in secluded depths of the undermountain, the largest of which was known as Land's End. The Serien were almost unknown after the dragons vanished from the world for the first time, as they had tucked themselves away, experimenting with the ether. When they returned to the clan wars, they were like ghosts in the night, using the shadows to strike at their foes without being seen. Long would be the day before word of the clan's return would be well-known, as they killed any who knew of them.

Fordin - Agility

Constellation: Pyxis

The Fordin were known among the titans as Quick Wind. They built their cities in lush flat prairies and deserts where there was nothing to obstruct the wind, the largest of which was known as Seskir. The Fordin were often thought of as the first travelers, as they folded the ether and traveled this world and the next. When the clan wars erupted, the Fordin took no part in the first days; they

simply picked up their cities and whisked them away. They were always on the move, and you can't attack something that is gone before the arrow lands. It would not be until late in the war that they would choose to join the fray, once they knew how great the danger to the ether was.

Shaksar - Fortitude

Constellation: Octans

The Shaksar were known among the titans as The Still Mountain. They built their cities in the shape of great mountains, many of which still exist today as the ranges that cross the lands, and the largest of which was known as Pinnacle. The Shaksar were the longest survivors of the titan clans; through their adaptation of the ether, they were able to preserve their ways and withstand the brutal wars.

Phey'lou - Wisdom

Constellation: Tucana

The Phey'lou were known among the titans as Constant Reflection. They built their cities in isolated peak and plateaus, the largest of which was known as The Monastery. The Phey'lou were seekers of perfect balance, the masters of knowledge in the world. When the clan wars erupted, the Phey'lou took no part; they were the only clan to be neutral in the battles, to see that all that fell were taken care of. They never fell victim to the war's grit, as they were hidden away in their last stronghold; though in time, they, too, came to understand that their time in this place was at an end.

Ixotar - Arcane

Constellation: Serpens

By any standards, the Ixotar were the oddity of the titans; they had bizarre mutations in both body and mind. Though looked down upon by the others as runts, in truth it was out of fear, not hate. The ether that breathed life into this clan was from the twisted reaches, and while it left its mark on their forms, it also opened their minds to the bizarre and untamed power of the arcane. The Ixotar were the faceless enemy in the war, for before the war ever exploded, they had already created their own haven, in a place that would become the Astral Sea. A separate dimension, one that almost defied the physics of the prime, and was almost impossible for outsiders to master. From here they struck at the clans during the war, without banner and without warning.

Warfare

Key Words

General Info

The study of warfare is one that covers far more than just knowing how to fight or where the fight is; it also covers the understanding of when to fight.

Known Standing Forces

The Malin Empire- Best estimate puts the military around 250,000 spread out across the four kingdoms, much of them existing in day to day roles as guards, sheriffs, and deputies; only about 30,000 are active soldiers that are stationed at key locations in the empire, ready to respond immediately to a threat.

The Iron Stars- While they are not an army under a ruler, they are a powerful paramilitary force that consists of roughly 20,000 active members carrying out tasks across the Prime, and likely elsewhere too. They are skilled hired hands that will take up almost any task for the right price.

The Kasi'Raki- The deserts of Draken can be a dangerous place, and the fruitful lands that share its border are prime targets for raiders to attack, before fleeing into the sands. This army is made up primarily of Felis and Humans, with pockets of other races that live in the region. They do not serve a crown, but rather the people; they patrol the desert border and the main roads between Aldcoast and Shadowlea. While the number is in constant fluctuation, they tend to have around 5,000 members at any given time.

Beruni- The ruling house of the region of Dun Cove in Trice has been the line of Beruni for some dozen generations. The family is said to be one of the oldest in the area, and they have taken on the mantle of wardens of the port city. While not massive, their army is made up of around 1,000 troops that are land-bound, but they also command a sizable navy, with around 1,500 sailors and a few dozen ships. For a price, they will even escort cargo ships from port to port, providing safety from would-be pirates.

Kingdom of Highmont- The kingdom of Highmont rules from the trade city of Hightown. While the kingdom is not vast, they are wealthy and strong, boasting a military force of around 10,000 active troops. They serve not only as keepers of their lord's lands, but also ensure trade in the region goes on without interruption.

Satyr Tribes- While they are not a standing military, they deserve to be noted. Satyrs have one of the most powerful battlefield presences of a mortal race, by far, and their unshakable will makes overcoming their morale nearly impossible. In past battles, they have been reported to take on forces ten to twenty times their size, fighting to the last soldier and never once cowering before their opposition. In the grasslands of Trice, the tribes move about in a nomadic life and live a peaceful (but boisterous) life, but war and battle is part of who they are to the core. Should a foe draw sufficient ire to rouse the tribes to take up the banners of war again, only destruction will follow.

Tesh Warlords-The city states of northern Tesh are ruled by powerful military leaders known as Warlords. They rule over a section of land, each with their own laws and structure, commanding a standing military of varying size. These forces can range from 3,000 to 8,000, and are always on alert, as the warlords are often in conflict with each other over the control of land. While the number of these forces are small they are often far more skilled than the average soldier.

Mechanical Info

Military Might

This term refers to the size of a force in military terms, as well as their potential skill level. The first section refers to the number of soldiers or potential combatants in the force, and the second section is a rough guide for how skilled they might be.

Siege Structure

This term refers to a structure's overall size, and defenses that are common based on the type. Each building will have a base rating from 1 to 10, this is to give a rough difficulty to assault,

destroy, as well as infiltrate. While there may be other elements to any given building the baseline reflects common obstacles; Access Points, Guards, Defenses, and Wards.

Military Might			
Force Size		Force Skill	
Name	Unit Size	Name	Effective Skill
Patrol	8-12	Novice	80%- 1 st 10%- 2 nd 10%- 3 rd
Platoon	25-50	Journeyman	80%- 2 nd 10%- 3 rd 10%- 5 th
Squadron	100-250	Adept	80%- 5 th 10%- 7 th 10%- 10 th
Regiment	1000-3000	Veteran	80%- 10 th 10%- 15 th 10%- 20 th
Legion	6000-10000	Marshal	60%- 10 th 30%- 15 th 10%- 20 th

Siege Structures			
Name	Defense Rating	Infiltration Rating	Capacity
Outpost	3	2	30
Tower	4	3	25
Fort	5	3	50
Keep	7	3	75
Compound	8	6	200
Fortress	10	8	400
Castle	9	4	200