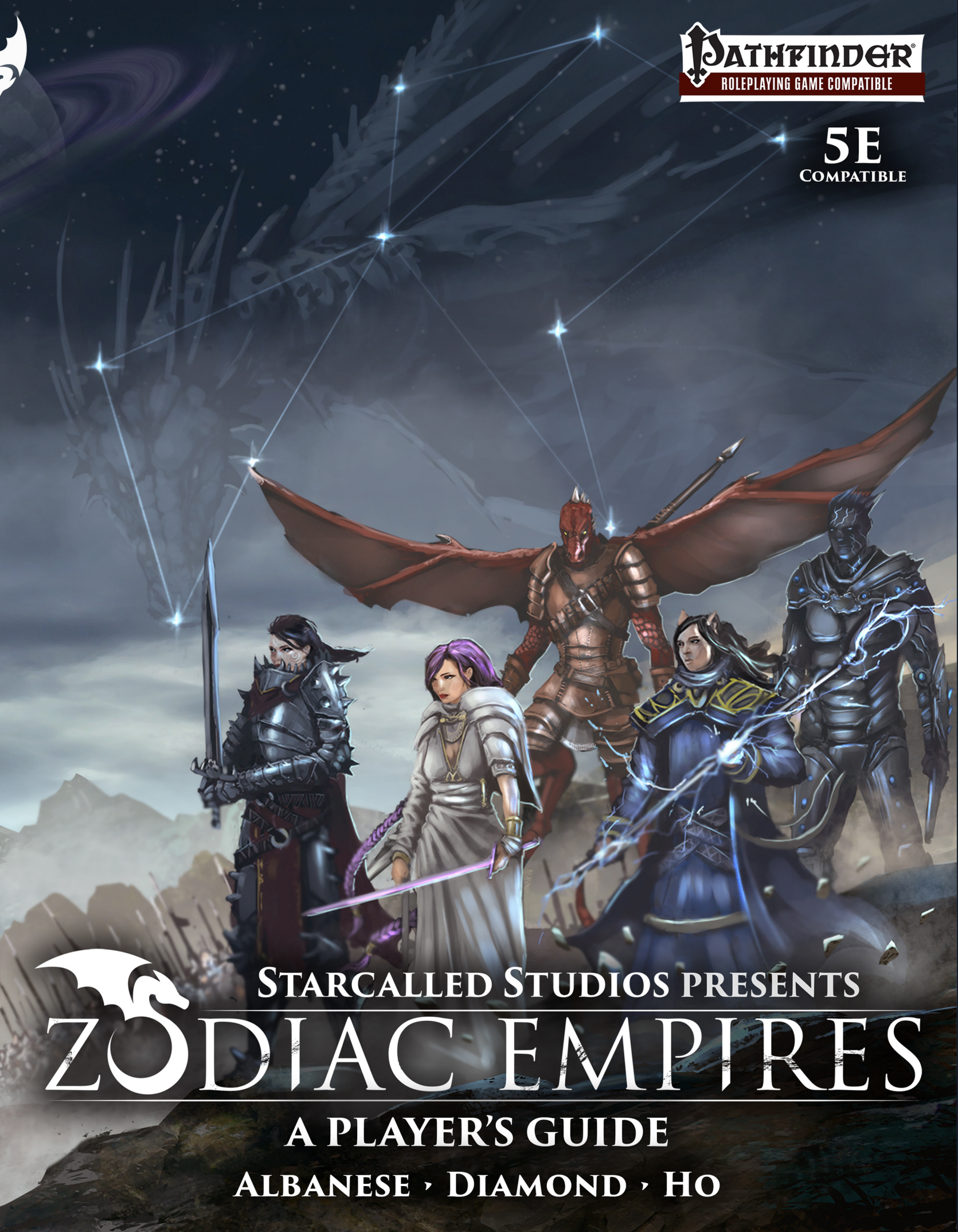


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COMPATIBLE



STARCALLED STUDIOS PRESENTS  
**ZODIAC EMPIRES**

**A PLAYER'S GUIDE**

**ALBANESE › DIAMOND › HO**



# STARCALLED STUDIOS PRESENTS

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# ZODIAC EMPIRES

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## A PLAYERS GUIDE

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You brought our dreams to life and gave a depth to our world we would have never found on our own.

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Our history stretches back centuries.  
 Hundreds of years crafting the art of war.  
 Vying for superiority by any means necessary.  
 Slavery. Disease. Death. Sorrow. Poison.  
 Hatred. Strife. Suffering. Lies.

We shielded ourselves behind righteous ideals.  
 Mastering the arts against our enemies. All in the name of Power.  
 In the shadow of one night, it all changed.

The entities whose very nature is derived from those forces wanted  
 to give us a first-hand lesson.

The exercise taught us the intricacies of the art we would never  
 have learned on our own.

We are mere infants in respect to the true masters.

They did not come for treasures, heirlooms or glory.

They cannot be bribed with flowered words and promises of titles.  
 No honor. No mercy. No legacy. No compromise. No surrender.

They did not come to conquer land.

They came for blood on wings of death.

The Shattered Hand stormed our gates with a fury never before  
 witnessed in our world.

Burning our fields. Leveling our cities.

Enslaving our friends. Severing our ties.

These enemies did not fear suffering, did not know sorrow, and  
 were untouched by pestilence.

Their slave masters were the generals of war with blank orders to  
 use any means necessary to reign supreme.

Their legend is death paved on roads of our dead with mortar of  
 blood and tears.

Our civilizations looked into the crater of despair.

We saw little hope.

It is said that history is written by the victors.

We didn't prevail.

We survived.

**INSIDE THIS TOME** resides the Player's Guide to the Campaign Setting of Zodiac Empires. The setting was successfully Kickstarted in the summer of 2015 by a wonderful group of backers. The printed Player's Guide was our second stretch goal that was met in the final hours of the Kickstarter.

**WITHIN THIS BOOK** you will find nearly everything a player needs to jump in, create a character, a backstory, and determine if they wish to be Starcalled without having to consult the Campaign Setting directly. A large portion of the book is dedicated specifically to information players have asked us for, from setting-specific items and their costs, to airships, race information, and the rules for Starcalled as well as those they influence. Inside you will discover propaganda posters you would find splattered on the walls of the cities of Vathis, as well a travel posters dedicated to the fourteen major nations of the world.

**AN INTERACTIVE SETTING:** Players are invited to partake on this adventure with us alongside their GMs. Everything from the organizations the players make, to the enemies, plots, and knowledge they uncover, can become a permanent part of the Zodiac Empires Campaign Setting. The actions you take may very well become etched onto the face of the world forever, driving our future ever forward. As the years pass, chronicles will be written that document the changes made to the world, which will be updated at a later date for everyone to enjoy.

If you'd like to learn more, please head over to  
[ZODIACEMPIRES.COM](http://ZODIACEMPIRES.COM)  
 for information regarding establishing yourself.



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# INTRODUCTION



## 1. AGAINST ALL ODDS

Vathis is a big place. There are fourteen different nations in the world, each with their own goals and agendas. These countries have been through all manner of strife and suffering in recent years, so they've developed their own ways of solving problems. The chances of you being an integral part of their plans is low—very low. Even beyond politics, enacting change is difficult; organizations are tightly knit, and without a show of loyalty that often takes the form of a perilous task, they are unlikely to welcome new faces into their fold. The biggest obstacle in your way, however, is the fact that the world itself is far more dangerous than you could ever realize. The number of entities longing to end your life far outnumber the ones who would save it. Before you can concern yourself with changing the world, you need to survive it.

## 2. KEEP YOUR FRIENDS CLOSE, AND YOUR NEMESIS CLOSER.

In this day and age, intrigue is the name of everyone's game. People are always trying to get ahead in life by some means or another. The world is not black or white, but grey—someone stealing from you could simply be someone who hasn't eaten in a week and needs the money for food. A guard could be corrupt and enjoy tormenting the people he watches over instead of keeping the peace. Government officials could even be part of a demonic cult set to destroy those of us the Shattered Hand didn't, or even worse...they could be bureaucrats.

## 3. VATHIS IS A DANGEROUS PLACE.

There are those proficient with weapons; swords, shields, axes, and bows. They train for days on end honing their skills so that they can defend themselves from the evils in the world, but sometimes this isn't enough. Some people are skilled with powerful magic, and by bending the Ether to their will they create devastating displays of power. They study for years improving these abilities passed down through bloodlines spanning generations, but sometimes this, too, is not enough. There are organizations of people who are some of the most prevalent and powerful groups in society. They employ famous individuals who are known throughout the world for their aptitude and skill. These groups possess huge fortresses and fleets of airships armed to the teeth, ready for battle at a moment's notice, true juggernauts of combat. But sometimes, even that's not enough...

## 4. DARK HEART, DARK THOUGHTS

The evil in our world is no secret. We all witnessed it during the Darkest War, and not only from the Shattered Hand. To think that evil is gone from the world is naïve and foolish, and to think that fiends and monsters are the only sources of evil even more so. The biggest threats we face do not come from monsters or bogeymen or the things that go bump in the night. They live in the hearts of our neighbors and acquaintances, in the desires of our friends and family. The incessant longing for money, power, glory, fame, and even love will be the evil that brings about our end.

## 5. YOU MAY BE STARCALLED, BUT YOU'RE NOT SPECIAL.

The Zodiacs gave you a gift, but this doesn't make you invincible. Sometimes bearing a sigil only serves to put a target on your back and causes more trouble than its worth. Starcalled are just like the rest of us—small, insignificant beings trying to put food on the table and live to see another day. The only thing setting them apart is the pretty design on the back of their hand. Let's see how much protection that offers when fate sends a sword straight through your chest.

## 6. MAGIC IS MISUNDERSTOOD.

If the Ether was easy to understand, we wouldn't have schools dedicated its mysteries. Magic is unpredictable and dangerous, as are the hearts of those who wield its might. What may seem like a boon at one moment might consume your very soul the next. There exists magic that is clearly evil, and it plagues our world. While it's true that we owe much to the magical advancements of our day, their ramifications have yet to be seen, and who knows what the widespread use of eldric technology could do to our society.

## 7. DEATH IS (USUALLY) PERMANENT.

The gods can't help you. The most powerful clerics and healers can't help you. Once you're gone, you're gone. The stories of heroes long ago, the tale of the brave knight who sacrificed himself for the good of others and was revived for his actions, are simply stories. If you are killed you will die, and once dead there is no coming back. Life is the most valuable thing that the people of our world still have, and even so, most won't think twice about taking it from you.



## 8. THE VATHIAN DREAM.

If the world is going to end, at least enjoy the ride. People respect those with power and money, which often leads to influence. If you have the gold to better yourself and the quality of your life, then do it, because chances are you'll lose that money if you waste your life waiting around for something to spend it on. There's nothing finer than a freshly laid airship.

## 9. ALWAYS LOOK A GIFT HORSE IN THE MOUTH.

Everyone wants something, and nothing comes without a cost or a catch. Secrets and manipulation are the way people in power earned their positions, and it's how they stay in their offices. Everyone feels entitled to their fair share, but whether or not they'll receive it remains unclear. Either way, ensuring that your agreements are clear, defined, and long-term will often increase your chances of waking up to see the sun again.

## 10. THE DARKEST WAR ENDED...

Our homes, our families, and our very way of life was pulled out from under our feet. We did the only thing we could. We fought back. What did we have to lose? In the end, somehow, we were lucky. The hole the end of the world was crawling through was shut, and the monsters who took everything from us were quieted. However, the darkness never left. It lingers in the ruined cities we once called home, it lingers in the graves of heroes and loved ones we were forced to bury, it lingers in the hearts of the men and women who were left to sort through the rubble. It's only a matter of time until the darkness emerges once again, to finish what the monsters started.

The mistakes of the past attempted to cast our world into the void. The darkness that arose swept across the land at speeds the world has never before witnessed. The Shattered Hand knew neither mercy nor quarter, and they spared no mother or child, seeking only to control, conquer, and convert every living breath left in the world. The war the Vandiel wrought was on the gods, and the gods are empowered by their faithful. We were given no formal declarations of war, no preparation, no prior knowledge. They arrived in the passing night, secretly replaced our leadership, and experimented on our brothers in faith and turned those brothers against us. When all seemed lost, the Starcalled rallied around Aevalyn. She perished. We didn't find a salvation at a table in formal negotiation; we were simply left with the scarred pieces of our world the Shattered Hand was unable to completely annihilate.

From the golden shores of the Angylis Sea to the laris forests of Sillirai, the Shattered Hand wreaked havoc in every nation, culture, village, and city of the world. The golden southern plains of the Holy Kingdom of Aurezia became a sea of endless frost. The Manastorm Chain that was once the seat of Leyathar's might crumbled and sank beneath a sky of endless ether storms. The fertile steppes of Drakostigat, once the breadbasket of the Trisviet Union, are now pockmarked with the blemishes of the Darkest War and left forsaken. There are few lands untouched by their evil. Only the Plains of Fear were left ungraced by the Shattered Hand, as even they were dismayed by the horrors within.

We are all that remain in the wake of the Darkest War. Left to pick up the pieces of our shattered lives, left to mourn the loss of our closest friends and family. As we toil in apparent vain, we seek to restore the golden age of civilization. We're counting on you, the heroes we so desperately need, to cast back the shadow of the Shattered Hand and give us hope. While the citizens of this age whimper in fear at the return of their nightmares, they count on you to bring about the light of a new dawn. You are compelled to return your nation to its rightful place. You wish to revisit your forgotten home. You cannot give in to the despair of this long night.

**YOU ARE COUNTING ON YOU.**





*"We survived the Darkest War because of people. Cities fell, fields burned, and ships sank, but people: people prevailed, and in the end, they are what will save us." - Kvintus zi'Katus*

The people of Vathis are robust and resolute. They vary from nation to nation and are composed of many different races, religions, and cultures, but they all have one thing that in common, which is that they survived the Darkest War. Before this devastation, the people of Vathis had a very different outlook on life and on one another. What was once trust, brotherhood, and solidarity has devolved into paranoia, self-preservation, and diplomatic fluctuation. The many races of Vathis are left to pick up the pieces of the Darkest War. Each has their own advantages and disadvantages in this endeavor, and most will come to rely on the skills of others as they seek to rebuild their lives. One thing you can be sure of, is that each and every race on Vathis has a role to play in our world's uncertain future.

## AMARI

*"Otherworldly fonts of psionic energy given form by the goddess Aleydra; Amari are a race of honorable warriors with charm unmatched, elegance embodied, and grace unrivaled."*

The amari are a proud race who primarily reside in the forested kingdom of Sillirai. Even so, you may find a number of their kind traveling across the world as explorers, soldiers, and adventurers. Amari psionically bond with ancient psionic laris trees, and this bond has shaped the path of their history throughout the ages. Amari kingdoms reigned long before the current human nations were established. They are among the oldest races on Vathis, and the cities of Sillirai show their history with ageless grace. Amari are generally easygoing, but should one feel offended or threatened, they are quick to anger. Amari follow societal codes of honor, but they do not push their beliefs on others. While traveling abroad they tend to keep their cultural expectations to themselves. Though they can be rather condescending, amari make extremely reliable allies in times of need, and wonderful friends in times of peace.

Amari believe in the importance of nobility and family lines. Their leaders are almost always female, and they live in a matriarchal society. Even while traveling, male amari gladly respect the opposite gender, and many go out of their way to protect women and show them Sillarian chivalry. Female amari show the same reverence towards others of their gender, especially those in power, but should a female threaten or disrespect a male without good cause she loses all of the respect and station she was given. The amari revere the Empress of Sillirai. While the Empress has historically refrained from taking an active role in ruling, the woman who currently carries the title, Evie Jaeress, is married to

the Sillarian King. She was titled Queen-Empress following her coronation, and she currently acts as both the amari's spiritual backbone and diplomatic envoy.

The amari are very free-willed, and they believe that freedom is the greatest gift the gods have granted them. They fight against any force that confines, restricts, or controls its subjects. Amari often follow the outlaw way of life and roam to their hearts desire. They can be very unpredictable, and they value experiencing the beauty and variety of the world above all else. Amari are among the greatest explorers of Vathis. They are intrigued by historical points of interest, and often delve into ancient ruins out of sheer curiosity.



EVIE JAERESS





**PHYSICAL DESCRIPTION:** Amari average around 5'5" in height and are usually slim. Even the most muscular of their kind appear only lightly toned. They possess the same skin complexions as humans, though they are rarely darker than bronze in skin tone. Amari have outrageous hair and eye colors compared to the standard races. Their hair color can range from the typical black, blonde, and brown, to any conceivable color of the rainbow. The color, length, and growth pattern of their hair and facial hair are mentally controlled. Amari eyes are also extraordinary colors, and they can be changed at will as well, but with greater effort. Amari faces are extremely beautiful, and often described as "the faces of angels".

Amari have their own style of dress which contains elements of elegance, grace, and color. They tend to choose clothes that will not interfere with movement such as dancing or combat. Amari mature to adulthood as fast as humans do, but they enjoy much longer lives. It is not unusual for an amari to remain vibrant and active well into his seventh century. Some see their tenth before passing.

**SOCIETY:** Amari rarely harm the wilderness in order to build cities, and only a few stone structures remain. Over the course of their history they have shaped their cities out of laris trees deep in the heart of Sillirai's forests. Lanes and roads connecting villages are often lined with trees that form a dense canopy over the paths. Outsiders may not realize they've entered some of the smaller Sillarian towns until they are greeted. Amari architecture and clothing sport woodland and gemstones motifs. The largest Sillarian cities encompass miles of grand forest, and they are a sight to behold.

**RELATIONS:** Amari are tolerant of other races, cultures, and beliefs, though they are known to treat others with condescension. Their cultural reverence of the natural world makes them natural friends and allies of the inuzen and the elves, and a long history of trade and honor has made them friends of the dwarves. Amari are generally sociable with most races and cultures, but they hold an uneasy truce with Aurezia and her citizens, the result of conflicts long passed. They tend to avoid Osept while traveling unless looking for a fight, as most amari view slavery as the highest violation of freedom.

Amari believe their culture to be the epitome of society, and as such, they can be haughty and dismissive of what they consider to be lesser races. They tend to ignore advice given to them by non-amari, even when the advisor in question possesses more knowledge on the subject than themselves. While amari have smooth tongues and a quick wit, their over-protectiveness of their society prevents their kind from fully integrating and adapting to the world's various cultures. They have a long history of conflicts with nations on the mainland with the exceptions of Leyathar and Vavaire. They tend to believe that other races are primitive in comparison to their vast history and accumulated wealth and culture. Though the amari are friendly towards tourists and forgiving of their naivety, individuals of other races who make their home in Sillirai are expected to understand and adhere to Sillarian social traditions. The amari are extremely critical of foreigners settling in their lands, and it often takes decades for outsiders to fully inte-

grate into Sillarian society.

**ALIGNMENT AND RELIGION:** Amari revere nature almost as much as inuzen do. Many speculate that this is due to the link between the amari and laris trees, but others state that the link between them would not have come to be if not for the amari's inborn reverence of nature. Noble amari are required to be psionically bonded to a laris tree. Amari are pious and the race worships the goddess Aleydra almost exclusively, as well as the laris trees that she gifted the amari as proof of her everlasting grace. Though less common, some amari do worship other gods. Shrines to the various religions of the world may be found in Sillirai, but the kingdom's largest temples are grand libraries crafted in Aleydra's name.

**ADVENTURERS:** Amari are encouraged to travel and explore the world. Their appreciation of art, beauty, and exploration makes them natural travelers, and their proud attitudes and strong sense of honor make them difficult but accountable allies. Their kind can be found in cities across Vathis adventuring to their heart's content and embarking on personal pilgrimages. Amari are quick to join adventuring groups out of curiosity and a desire to experience new things, knowing very well that they can be gone for decades at a time pursuing excitement and still come back a century later to pick up wherever they left off.



**NAMES:** Amari names are typically vowel-heavy and flow from the tongue. They are not known for namesakes, but tend to view their children as blank slates and give them original names. The surnames of the amari are passed down from mother to child in keeping with their culture of matriarchy.

**MALE:** Antrar, Eadoin, Feoras, Iain, Kael, Mervyn, Revelin, Seoras, Tristan, Zachariah

**FEMALE:** Aedai, Caelan, Delaini, Eilis, Keelia, Nuala, Raisie, Selia, Tristis, Zephinae

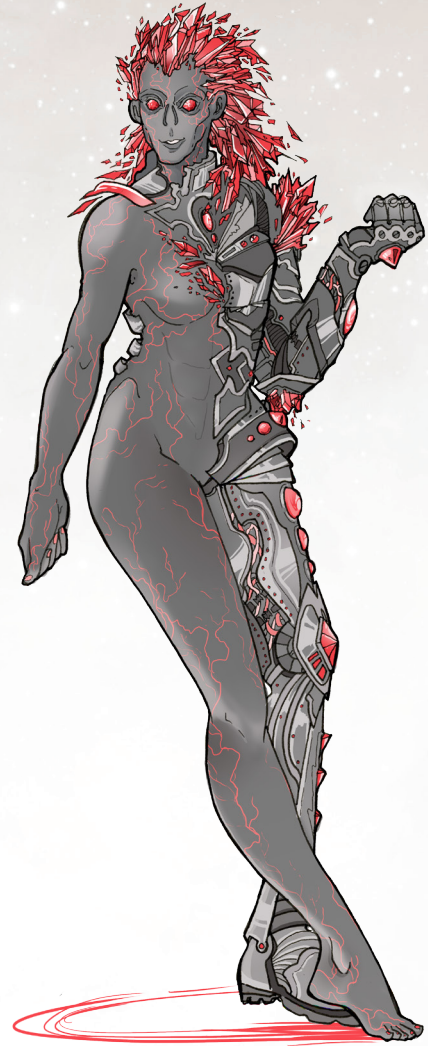
## ILDERA

*“These sentient eldric humanoids are the physical manifestation of the lifeblood of the universe, and it is through their eyes that the Ether experiences itself.”*

The ildera are a race of living eldria constructs known to be the single most adventurous race on Vathis. They are an intelligent and inquisitive people whose peculiar connection to the Ether drives them to explore the world. Often hired as manual laborers, the ildera have proven themselves invaluable in the rebuilding of cities and forts destroyed during the Darkest War. The ildera were first discovered in the ancient depths of the city of Valiance, located in the kingdom of Vavaire. It was not until later in history, sometime after the discovery of eldria, that it was observed that ildera spawn naturally in places of great eldria concentration. Eldria synthesizes with the surrounding metal deposits in the soil to create eldricsteel. Given a long enough time, the eldricsteel concentration becomes so great that it fuses together, forming the living eldric construct known as ildera. With the ability to generate eldricsteel artificially from the Eldric Reactors came the ability to artificially create ildera, and their numbers soared with this discovery.

Compared to the typical array of living races, ildera have a unique outlook on life. They are effectively immortal. Their bodies do not break down over time, they do not naturally age, and they can only be destroyed through large amounts of physical damage. Ildera have no need to eat, sleep, or even breathe. Without the need to find nourishment for their bodies, shelter from the elements, and mates for procreation, they are driven by significantly different pursuits than most other races. Ildera are naturally inquisitive, and they constantly seek out new experiences. They strive for perfection and attempt to walk all paths of life.

Most modern cities in the world were built on the backs of the ildera, and as such, the race integrated into the culture of the nations who utilized their labor. Ildera possess no real culture of their own. They acclimate to the traditions, habits, and mannerisms of the local populace. Some ildera become a local legend in their own right and stay in a single location for a long time, choosing to watch their fellow citizens grow, age, and die as the years pass. Those who stay develop a unique sense of the ebb and flow of the life surrounding them while they themselves remain an island apart from the ever-changing world. Most ildera travel a great deal throughout their life. Ildera can come to grow very attached to specific locations or people, and will defend that which they love until the bitter end.



**PHYSICAL DESCRIPTION:** Ildera are fairly taller than humans. Their build is akin to a wiry humanoid with thin arms and legs. When an ildera equips armor crystals, the armor that grows quickly buffs up their torso and appendages, making them appear much thicker than they actually are. Ildera bodies are composed of clay-like eldricsteel skin on top of eldricsteel apparatuses that resemble organs, and at their core they possess an eldricsteel bone structure. Their skin feels more like thick clay than hard metal, and it remains mobile enough to allow easy freedom of movement. The eldricsteel that the ildera are comprised of is the color of grey dull steel veined with either blue or red, representing the elarian or vaedra eldria that they are born from.

Ildera possess the same facial features as other humanoid races, with some distinct changes. Their eyes are twin faceted eldria crystals set into their skull. On either side of their eyes are two small slits representing nostrils, and these incisions allow the ildera to smell. Below their nose is a rather straightforward mouth. A crop of flowing crystalline filaments can grow from their head in a resemblance to hair, and ildera possess complete control over its growth and can choose to halt the filament growth at any time. Their hair and eye color will be either elarian blue or vaedra red, dependent on what eldria they are composed of. Two holes in the sides of their head grant the ildera the ability to hear just as well as



a human. Due to these humanoid apparatuses, ildera can attain a large range of facial expressions and mannerisms. Ildera have the standard number of fingers and toes, with slightly elongated digits. While the bodies of ildera can be of both genders, thicker for male and thinner with breasts for female, ildera cannot procreate.

**SOCIETY:** Since the end of the Darkest War, the ildera have been a lost race seemingly on the verge of extinction, primarily due to the Shattered Hand's systematic destruction of the Eldric Reactors that created them. In the current day and age, ildera are scattered across the face of Vathis, and they possess no meaningful settlements of their own. Armeria, located in the holy land of Covitar, may be the only location where the previous statement is false. Ever since the introduction of vaedric ildera, multitudes of the race have traveled to Armeria in search of the company of their own kind. It is rumored that a sole surviving Eldric Reactor is located in Armeria, and many ildera wish to protect that Reactor, and see the return of the further propagation of their race.

Ildera flourish in locations with a variety of races and cultures. They quickly adapt to the mannerisms and nuances of their new homes, and many societies tend to look favorably upon the ildera, as the ildera quickly rebuilt what was lost during the Darkest War. Despite being so at home with those different from them, the ildera have extremely differing views on what standard practice is when dealing with others of their own kind. Large groups of ildera believe that the survival of their race will be restored at their own hand, and they choose to stick together and form roving bands looking for work, knowledge, money, or whatever pursuits motivate them to travel together. Others pursue their motivations alone and allow fate to guide them.

**RELATIONS:** Ildera face far less prejudice than most other races when they are found in foreign lands. Ildera have never waged systematic war against any nation, and they have never been the source of significant aggressions in world politics. There are ildera who choose to foster the seed of evil and spread its influence, but most ildera wish to live in peace.

Ildera tend to join up with various organizations and bands of travelers to give themselves a sense of purpose. Hanad zi'Whisperose, the advisor to the last emperor of Vavaire, has put out a call to all remaining ildera to come work for equal wages and equal treatment. Many ildera are still part of the armies and organizations they had joined prior to the start of the Darkest War, and they remain highly loyal to their previous allegiances.

The one race known to give ildera trouble are the dwarves, who typically view the ildera as usurpers taking away profitable labor from the dwarven working class. Ildera try to put these hostilities behind them and give dwarves the benefit of the doubt. They extend the olive branch to the dwarves whenever they can.

**ALIGNMENT AND RELIGION:** Ildera are a varied sort, and they usually take the moral stance of the culture in which they live. While extremes of good and evil are known, most ildera land somewhere in neutral territory. The majority of ildera attempt to live their lives as normally as possible. Those who live in populated cities and have joined organizations tend toward the lawful side of the spectrum, where those ildera who travel at a moment's



notice and possess no permanent ties lean towards being chaotic.

Ildera are not a particularly pious race, but those who worship usually chose the deities which complement their particular world-view. Most ildera, however, regard the Zodiacs as the topmost power in the multiverse and pay special homage to them.

**ADVENTURERS:** Ildera are the great adventurers of Vathis. Their numbers have spread across the globe and they can be found in nearly every major city and popular organization. Their versatility in the face of the elements gives the ildera a natural advantage against environmental dangers, which makes traveling on foot especially easy for their kind. Ildera adventure to find themselves, experience the world, and meet new people. It is not uncommon for an adventuring party to discover a disabled ildera who had the misfortune to succumb to a trap in a dungeon. Their footprints touch nearly all of Vathis. The ildera are always seeking a reason for being, and they chase the dream of finding a lost Eldric Reactor to continue their race.



**NAMES:** Ildera tend to name themselves with little adherence to a specific pattern or theme. Older ildera or those created around Vavaire oftentimes stick to the standard Vavairen naming scheme of using real words as names.

## INUZEN

*“Paw prints of this ancient shapeshifting race follow along the paths of power of the Zodiac Leyline, always seeking to maintain the purity of the Zodiac’s creation.”*

Inuzen, also known as the Children Who See or Wolfkin, are fey that reside in the deepest reaches of the world. They live and hunt in valleys and forests that humans only dream of reaching. The inuzen possess deep connections to the land itself, and some say they can step from one natural location to another leagues away in the blink of an eye. The few great cities the inuzen possess are found in areas with strong connections to the Zodiac Leylines.

When not at home in their cities, the inuzen travel in packs living off the land and hunting down the forces of corruption. They believe in prophecies passed down through the Zodiacs, and the inuzen are among the world’s most powerful oracles. The inuzen look to the Zodiacs for guidance, and they are one of the most Starcalled races on Vathis. The wolfkin also possess a strong oral tradition dating back before written history. The race’s stories and legends are based in the truths of ages long past, and they grant insight to historical events the rest of the world has forgotten.

For millennia inuzen have acted as watchers of the natural world. They seek out places of corruption and desecration and cleanse them. The inuzen have been in a state of nearly constant warfare against the vae’rin incursion for ages, and their battles against the darkness are legendary. In recent events, the Darkest War has forced the inuzen to become significantly more active in the Vathis of today. Their kind have begun to enter cities and travel with other humanoids to beat back the advancing shadows. From the salvation of Synethil to the creation of Aevalyn’s Wall around Vavaire during the Darkest War, the inuzen have played a key role in the continued survival of Vathis.

**PHYSICAL DESCRIPTION:** Inuzen typically appear as alluring humans with various changes to their physique. They tend to wear their hair long, the color of which can be various shades based on their homeland. Inuzen from woodland homes tend towards browns, reds, greens, and black. Those from mountainous or cold areas tend toward silver, white, grey, and light blue. Those from the desert appear in reds, tans, tawny, brown, and yellows. Grassland inuzen are usually a shade of green, brown, or tan. Their hair typically possesses two colors, but solid colored inuzen are not uncommon. Inuzen are shorter than humans, topping out at around 5’6”, and slender. Inuzen facial features are angular, and they have large eyes of brown, hazel, green, red, grey, or blue.

The most striking difference between humans and inuzen are the inuzen’s ears and tail. The race does not possess ears similar to humans, but rather they have a pair of wolf-like pointed ears atop their head which twitch at every nearby sound. Inuzen also possess a wolf-like tail with long hair that matches the hair color



atop their head. It is said that the movements of an inuzen’s tail indicates their mood. Beyond head and tail inuzen are generally hairless, but males are capable of growing a thick beard.

Inuzen in their wolf form appear similar to wild medium-sized wolves. Their fur color matches that of their humanoid hair, with a distinctive pattern. Some inuzen who possess deep connections with the natural world find themselves able to take on wolf forms significantly larger than their brethren, even shifting to the size of great dire wolves.

Inuzen mature slightly slower than the standard races and reach adulthood in their mid-40’s. However, they are graced with lifespans of the fey, easily reaching seven centuries and often twelve before they pass.

**SOCIETY:** The inuzen do not allow their brethren to want. All inuzen hold their hands out to members of their kind, believing all to be equal. Inuzen do not possess a caste system, and there is little wealth disparity within their populace. Nearly every bloodline of inuzen boasts a Starcalling somewhere in their history, and



as such, all inuzen are considered noble by Vathis standards. The noble zi' is always appended to their last name when addressed by outsiders. Inuzen within their own cities, however, have no use for the trappings of Vathis nobility, and they do not use the appended name. Inuzen only take what they need and barter for necessities. It is only with outsiders that members of their race deal with wealth, and only with outsiders do they use wealth as a means of purchase. They try to avoid monetary transactions as much as possible, and would rather trade for favors or acts of service.

Inuzen cities are located in veiled groves and clandestine terrain. They can be found in dark forests, deep valleys, tall mountains, and the secret oases of the deserts. Those who search for inuzen cities will rarely find them, but those who lurk nearby are often approached and questioned by members of the city. Within these cities inuzen care for themselves and their kin. All inuzen are armed and trained to defend their homes, and as a people they are well-educated and taught the histories and sciences of their parents. Each is proficient in social graces and provide for their home in their own way. The wisest of their kind form councils and oracle circles to follow the whispers of the Zodiacs to a better future.

When outside of cities inuzen travel in packs. Packs can range from two individuals to hundreds, or even thousands if on the war path. The oldest and wisest lead, while the young and quick scout ahead. Solitary traveling inuzen are not unknown, but not common.

**RELATIONS:** While the cities of the inuzen are withdrawn from the rest of the world, the inuzen themselves are not. They typically accept outsiders from beyond their homeland with open arms. They wish the best for those they meet and believe that everybody has a role to play in the fates of the world. Most races accept the inuzen and are thankful for the role the wolfkin played in shaping the world's history. The inuzen are often viewed as wise, spiritual guides.

The inuzen are not fond of the ildera. The wolfkin disagree with how the eldria crystal is being used in the modern world, and they view ildera as by-products of eldria's unfortunate use. Their kind is on good terms with all others, however, save for the vae'rin, who they abhor. Drow and inuzen wars have become something of a legend dating back millennia. So far the inuzen have been successful in keeping the efforts of the vae'rin at bay, but it has been some time since the vae'rin have been organized under gifted leadership. However, the inuzen themselves are not blind followers of hatred, and they will give their enemies the benefit of the doubt and a chance to redeem themselves. Redemption for inuzen is not found at the tip of a sword, but in the words and actions of those seeking it.

**ALIGNMENT AND RELIGION:** Most inuzen wish to live in harmony with the world and strive to help others. Knowledge, histories, and tales of the past are important to their kind, and they act with regard for the zodiacs above. Inuzen are usually neutral good or true neutral in terms of alignment.

The inuzen have built countless shrines and places of homage dedicated to the Zodiacs. When it comes to the faithful worship of the standard Deities, however, the inuzen view Irilyn-shaee as their patron deity, and they seek to emulate her in their

actions. They also regard Astea, the life-giver, and Aleydra, the source of all knowledge, as important deities as well.

**ADVENTURERS:** Inuzen are naturally drawn to the life of the wanderer. Always seeking to unravel the next mystery and reveal hidden histories, the inuzen travel all over the world. They are constantly on the lookout for incursions of corruption, vae'rin movements, and wandering evils. Inuzen frequently group together with members of other races to increase their overall effectiveness and bring additional strengths into the fray. Inuzen frequently seek out Starcalled individuals and attach themselves to them, if only to watch the chosen of the Zodiacs alter fate.

**NAMES:** Inuzen names are derived from the natural world. They are named after fallen heroes and ancestors, and it is not uncommon for inuzen to bear outlandish names when named after heroic figures from other cultures. The inuzen have no surnames, but when necessary they use the combined names of their parents.

**MALE:** Ash, Cloud, Dale, Dark, Dusk, Fall, Leaf, Night, Oak, Snow, Stark, Storm, Winter, Wren

**FEMALE:** Autumn, Bay, Brook, Crystal, Evening, Grove, Light, River, Spring, Song, Summer, Star, Willow



KAZNE TAL'KIL  
CHRISTIAN SILVIA



## NOIR

*“A face-changing race in an endless loop of death and rebirth, whose memories of their past lives are like catching snowflakes in the wind, the harder you grasp them, the faster they melt away.”*

The origin of the noir is a tragedy, and considered to be the greatest misfortune to ever befall a group of people. Their history is the shortest in the world, and even so, the noir have shifted the balance of power in Vathis to an unprecedented extreme. Their actions in the Darkest War will remain in the history books for all time.

In the later years of the Vavairen Empire, the Emperor decreed that the worship of the Astrian pantheon would be punishable by law. At the insistence of the Emperor’s closest advisors, now known to be Vandiel in disguise, Astrians were displaced from their homes and gathered together by the tens of thousands. The captured Astrians were then relocated to a city in southern Vavaire called Whiterose. It was there that the Whiterose Experiments were performed by the Vavairen Vandiel advisors, procedures where Astrian blood was mixed with small amounts of Vandiel blood. The result of these experiments were the noir: perfect spies and infiltrators under Vandiel control, able to take any face and learn any language.

The noir were discovered to be immortal, thanks to their Vandiel blood. Upon being killed, the body of a noir would decay rapidly, disappear, and reconstruct itself at the seat of the Shattered Hand in Valiance. The noir and their agelessness changed the course of the Second Empire Wars within a year. Vavaire was suddenly striking out against unprotected targets, and key military officials seemed to know the movements of their enemies with astounding precision. The noir remained undetected within their ranks for nearly a decade. Near the end of the war the manifestation of Aevalyn’s Wall around Vavaire ended the mental control over the noir, and the noir rose as individuals with no memory of their previous actions or lives. They remained in possession of their effective immortality, but instead of reconstituting in Valiance, the location of their rebirthing became random locations with little rhyme or reason.

Noir possess extremely varied reactions to the discovery of their torture and the heinous acts they may or may not have committed over the course of the Darkest War. They are spared the exact knowledge of what they may have done, but every so often fleeting images or sounds will pass before them, reminding them of their inescapable past. Some noir revel in the life they were created for, and willingly seek the thrill of covert operations and intrigue. Some wish to repent for the crimes they have committed and desire to wash away the stains on their soul. Those who follow this path tend to be extremely pious, and may go so far as to use their natural form in their day-to-day life. Some noir even attempt to rediscover the mortal life they left behind, though after so many years it is unlikely that most will find living relatives or friends. Some noir simply choose to be left alone and continue on in whatever direction fate leads them.

Nearly all noir must keep their true nature a secret from the rest of the world, as those who survived the Darkest War pin the destruction and death of loved ones on the shoulders of the noir.



Many people view noir as untrustworthy at best, and a force to be dealt with at worst. Noir find it significantly easier to integrate into Outlaw cities and Sky Dragon strongholds where those who live there grant them the benefit of the doubt. Noir integrate well into society of all cultures, especially when their true nature is hidden. When noir die, they decay rapidly, disappear, and reconstitute at a random location, remembering next to nothing about their prior lives. They only understand basic knowledge of their existence and some of the languages they might have spoken in a previous life. The noir instinctively recall that they were created and con-



trolled by the Shattered Hand, and they feel a need to hide their true face from the world. Noir only recall fleeting visions of their past lives.

**PHYSICAL DESCRIPTION:** In their natural form the noir appear much like any human, but with a few distinct changes. For one, constantly shifting shadows appear underneath their skin. These shadows are typically one color, but the hue can vary from noir to noir across the entire spectrum of color. The shadows also appear in the hair of the noir's natural form, changing their hair color to the shadow color on a whim. Their eyes are a shifting mass of colored darkness and solid color, with no remaining pupil or iris. Like the humans they used to be, noir possess the need to eat, sleep, and breathe. It is speculated that they will eventually die of old age despite their seeming agelessness, though the time frame is currently unknown. As far as anyone is aware, the experiments performed on the noir have made them sterile. Whenever a noir takes the form of someone else, it overrides all of the natural features of a noir. While in the form of another they appear just as any member of the disguising race would.

**SOCIETY:** Noir boast no society of their own. Their allies are few and far between. They live in the shadows of normal culture, almost always pretending to be someone with an entirely different life and profession. Rarely noir meet in the back of certain taverns and other similar secretive areas to form a pseudo-culture and sense of brotherhood amongst themselves. Only in the company of outlaws or pirates do they walk openly. There have been whispers that Hanad zi'Whisperose, an advisor in Sanctuary, has been welcoming noir with open arms, as he views them as true-born brethren from Vavaire who had their lives unwillingly taken from them.

**RELATIONS:** No race across Vathis are as universally despised and pitied as the noir. People tend to view them as portents of doom and omens of destruction and ostracize them immediately without question. Some view them as poor creatures who had evil magic forced onto them unwillingly, and wish to show them the nature of redemption. One bastion of hope remains for the noir; Irilynshae's faithful have made it their life's work to bring them back into the fold of civilization.

**ALIGNMENT AND RELIGION:** A large portion of noir tend to fall back into the lifestyle that comes easy to them: deception, theft, identity fraud, and wickedness. Others merely wish to live again, as they did before the change. Many seek redemption and a life of good. Noir in general believe they are forsaken by the Deities, and because their immortality will never allow them to witness divine grace, they have sought to throw off the shackles of faith. A select few believe divine worship to be the only thing that could save their tainted souls.

**ADVENTURERS:** Noir all across Vathis are drawn to the life of the trudging wanderer. They have been ripped from their homes, lost all memory of their former lives, and have nothing to return to. Nearly all noir wish to find some clue of the life they left behind, if only to regain some sense of identity. Most noir have yet

to find even a whisper of their former selves.

**NAMES:** Noir typically choose a new name based on a random item or ideal from when they first reawaken. Noir do not possess family names, but can possess the zi' of nobility if they should ever be imprinted with a sigil.

**MALE:** Arrow, Blade, Crest, Chivalry, Justice, Phoenix, Shade, Steel, Voice

**FEMALE:** Cadence, Chance, Clove, Dancer, Grace, Holly, Hope, Lark, Snow, Sonnet, Virtue



## VASAR

*“Noble scaled wings drift proudly among the motes in the sky, Vasar are a living legacy that harken back to the dragons of the past.”*

Descendants of dragons of ages long gone, the vasar of today strive to live up to their ancestor’s legacy. Through the wars they’ve fought and the alliances they’ve forged, they have earned the unwavering respect of the other races of Vathis. Their naturally large, sturdy form and scaly exterior make them natural warriors. The vasar are trained in survival basics from birth, and as a race they believe they are only as strong as their weakest member. The draconic ancestry of the vasar has also gifted their kind with an intense force of personality, making them natural diplomats.

Vasar have roamed the world for as long as civilizations have stood. As a race they controlled an empire on the northern half of Asarus from the Age of Dragons on, worshipping the winged beasts as the living incarnations of their patron deity, Naugrix. Darastrix has been home to the vasar for millennia since. The vasar naturally gravitate to lands lush with foliage and floating motes. These territories are advantageous to this winged race on account of their natural flight ability and innate resourcefulness.

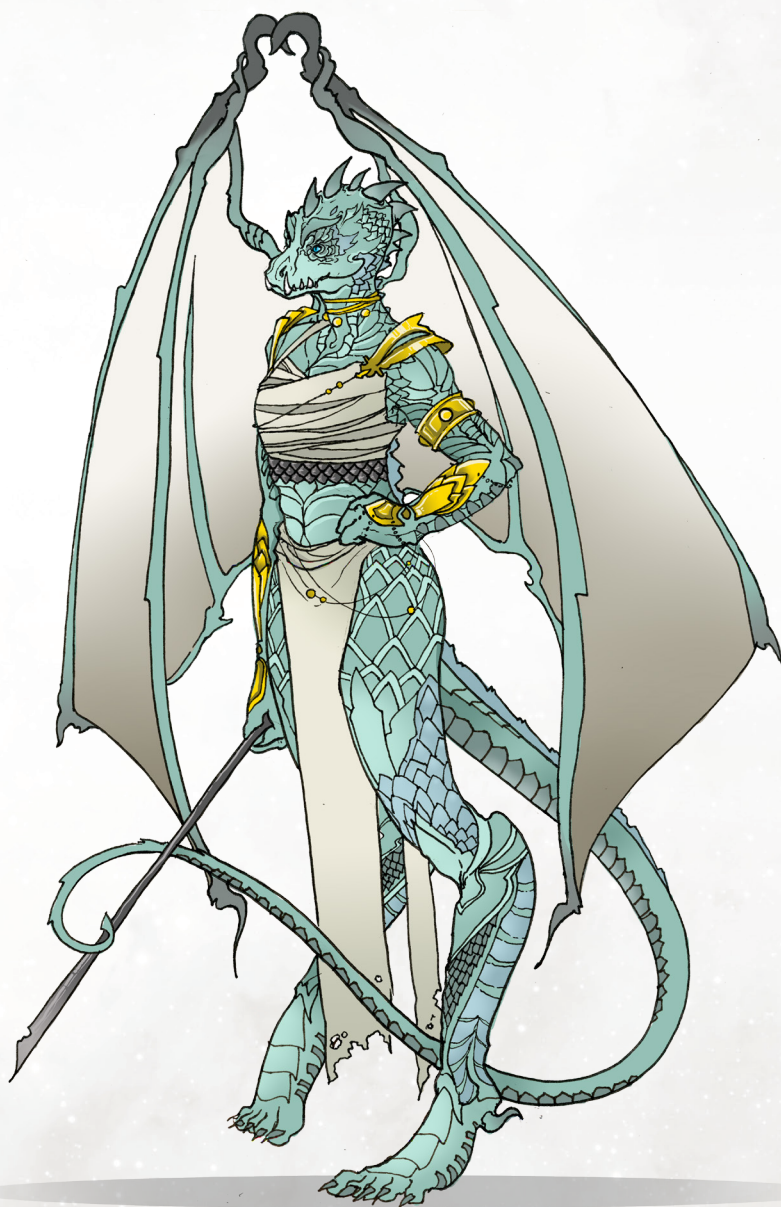
The vasar demeanor is a many-layered thing. Members of this race tend to be quiet and polite on the outside, peppering their words with boasts and jabs. Pride is their downfall and their pillar, and to insult one’s reputation may as well be a slap in the face. Their fashion and architecture are analogous, with minimalist dress based in convenience and comfort. They live on floating motes in simple structures that emphasize the importance of strength, size, and quality of craftsmanship rather than gaudy, fragile details.

Religion and country play the largest roles in the lives of the vasar, and they pledge their loyalty first and foremost to Naugrix, their patron god, and then Kelseth zi’Askook, the High Commander of Darastrix. In their eyes these two beings are the epitome of vasar glory, and most strive to be worthy in their eyes. With the recent return of dragons to the world many vasar are torn - these beings were spoken of as legendary incarnations of their god, but their behavior and nature seen thus far is not as predicted, and they represent the struggle between who the vasar truly are and who they wish to be. As their preconceived notions shatter around them, the vasar are unsure of who to pay allegiance and praise to in these modern times.

**PHYSICAL DESCRIPTION:** All vasar are larger than the average humanoid. Their height ranges between 6’ and 7’, with some standing even taller. Covered in scaly hide, they have retained much of their draconic ancestry; the ridged brows, prehensile tail, reptilian claws, and sharp teeth are all remnants from another age. Their hide varies in colors much like the leaves of autumn, with brighter colors such as blue or green considered quite rare. Vasar do not possess any form of hair, but they may develop ridges in their hide that resembles such on their heads and faces. All vasar are born with reptilian wings that aid in flight, and a rare few actually grow horns on their head. Vasar are not a naturally

long-lived race, though many see their first century and sometimes a decade past before facing their mortality.

**SOCIETY:** Vasar society is rooted in tradition. They believe that their kind has existed for so long on account of their unity and conservatism. From the moment they can talk, young vasar spend every day learning the history of the world and their people. Most childhood stories told on the motes of Darastrix are simply re-counted tales of old myths and legends. The majority of the race’s males are trained in martial combat as soon as they are deemed strong enough to wield a weapon, with the more mentally capable of their kind being taken under wing by priesthood or military in their adult years. Vasar females typically undergo the same training, but not as extensively, and more of their kind go on to be schooled in wizardly pursuits instead, as vasar believe the female





gender to have a predetermined affinity for the arcane. When a vasar is shown to exhibit an innate knack for the arcane, it is an event to celebrate, and commemorated as a gift from their draconic ancestors.

Every vasar knows basic survival skills, as all children are required to participate in the physical labor that comprises community building. The settlements of Darastrix which lie beyond the nation's cities maintain a rustic, hands-on way of living; everyone helps to build, hunt, cook, and provide for one another. They disdain those who base their lives on material values and see that sort of lifestyle as beneath them. The only time a vasar flaunts their possessions is when they are displaying what they have achieved. A common vasar saying is that in death, the only possessions that live on are one's name and one's memory.

**RELATIONS:** Vasar appreciate the other races of Vathis and give them respect where respect is due, but they never forget that they are among the eldest. They prefer to stay in

close-knit circles and communities, and though there exists a few nomadic vasar clans, this race mainly stays within Darastrix and some local outlying areas.

Vasar feel most opposed to newer races such as tieflings, ildera, and noir, seeing them as unproven and untrustworthy. They keep a healthy respect for the dwarves, who are their oldest ally and known to share in many of their beliefs, despite past differences. The elves and amari are valued for their long lives full of wisdom and experiences. Vasar are mainly indifferent towards humans, halflings, and gnomes. The only races the vasar possess a standing enmity towards are the orcs and other wilder races of Rancagesh. They view the rancar as equally strong as their kind, but incapable of impacting the world in a positive way, which makes them a threat to what the vasar hold dear. Half-orcs are treated with some disdain, as they are descended from the orcs. The vast majority of the vasar race were known opponents to Rancagesh becoming a full-fledged nation.

**ALIGNMENT AND RELIGION:** The vasar are proud and do not hide it; in fact, they thrive on proving that they are born of noble blood. Almost all of their kind pay homage to the god of the vasar, Naugrix, and the few who don't would still never deny the honorable dignity of being vasar. Not all vasar are noble and good, however, and just like any other race there are those less honest among their numbers. They make vicious enemies and are generally too proud to back down from a fight. Vasar tend to be some variation of lawful or good. Their society shuns evil and unpredictability, believing that such chaotic qualities have the potential to break down their conservative and traditional community.

**ADVENTURERS:** Vasar adventure to prove their strength and worth to their people, as pride is their version of wealth and excitement. The life of an adventurer is respectable in vasar society, and some vasar parents encourage it for their young. The vasar dream is to become a renowned explorer and bring pride to their name, returning to Darastrix with knowledge and wealth to share with their people.

**NAMES:** Like the draconic language they speak, vasar names are strange to the other races of Vathis and usually possess a serpentine sound accented by hard consonants. No one can prove if these naming conventions were passed down by ancestor dragons of ages past or contrived by the fledgling vasar themselves in their reverence of the winged beasts, but the vasar claim draconic heritage as their truth. Names of a non-traditional fashion are usually amalgamations of the names of their ancestors honoring their social station or legendary deeds.

**MALE:** Vorasverak, Kilkris, Tazskan, Bhaquiroth, Xarvroth, Orlaciar, Sthracaniss, Goragrax, Zrarakas, Umbaroth, Syrriolth,

**FEMALE:** Suxiris, Wrasira, Rashivys, Yrfaeth, Caqorel, Malkhatys, Ussiirist, Siristhan, Mirikaussir, Vyrasira, Uri-sact



## DWARVES

The dwarves boast a rich and colorful culture shaped by wars, alliances, and tradition. You'll find that they are quick to trust, but slow to forget. The dwarves are stoic and pragmatic, and they value poetry and music as much as they value skill and prowess in physical combat. They aren't a very tall race, standing a foot shorter than humans, but they still tower over halflings and gnomes. Their signature feature is their long beard, which is often decorated or braided. Fervent worshippers of the old gods, they revere Naugrix and the other dragon Deities. You will usually find them in their ancestral homeland of Mythrayne, but they can be found all over Vathis.

## ELVES

The elves of Vathis have been divided throughout the ages due to the Great Collapse, which shunted Synethil from the Material Plane onto the plane of Vibrant, and the inherently evil nature of the vae'rin. Despite this, you will find that all elves generally share a few defining qualities. They boast strong, striking features, lean stature, and signature pointed ears. The most common type of elf that you'll meet in Vathis are the **ACER'RIN**. Renowned sailors and merchants, these elves hail from the coastal nation of Venoch. The **ELE'RIN** are only a stone's throw away from the acer'rin, and these elves, hailing from Synethil, were removed from society and the Material Plane altogether during the Great Collapse. They are excellent magic users and more attuned to nature than their acer'rin cousins. You can tell them apart from other elves by their fey-like characteristics and mannerisms.

The **VAE'RIN**, or dark elves, are the third and least common type of elf you may run into on Vathis. These dark and sinister creatures hail from the Evernight, where they almost exclusively worship the goddess Serena. Vae'rin have much disdain for their surface dwelling kin, and are generally troublesome, though there are some reported cases of vae'rin leaving the Evernight behind to make a home on the surface.

Elves are one of the few races able to procreate with a race outside of their own. This is only possible with humans, and the result is the **HALF-ELF**. The acceptance of half-elves in elven society ranges from extremely accepted among the acer'rin, somewhat persecuted and criticized by the ele'rin, and absolutely forbidden and disgusted by the vae'rin. Half-elves often find themselves caught between human and elven culture, never knowing where to call home.

## GNOMES

Gnomes are some of the most mysterious, yet humble and grounded people that you'll meet. While most people do not know where they originate from, it is said that they traveled here from the Vibrant plane many years ago and were unable to return. They are relatively few in numbers, and do not have any lands or territories to call their own. Instead they integrate with most human societies, which they achieve easily with their whimsical and jovial personalities. A high concentration of gnomes lives in Synethil, and many believe that their prevalence here is a direct reflection of

the gnomes' affinity for the Vibrant.

## HALFLINGS

Halflings are often misunderstood and overlooked individuals. This unintentional disdain can be accredited to their lack of a unified community and their physical height, which is actually short enough to be literally overlooked. Despite this, you won't find a more adaptable and resourceful race on Vathis. They once dwelt in the region known as the Borderlands, but were run out of the area in the midst of war between Aurezia and Vavaire. Scattered to the winds, you'll now find halflings integrated into every nation trying to find a home and make a name for themselves. Halflings have adapted easily to the world of humans and other larger races, and they accomplish with ease tasks that some might assume would be difficult for them. You'll find halflings creating communities in small neighborhoods in cities so they can remain close to their kind. While not opposed to the other races, you can surely understand how standing at least two feet shorter than everyone else would make you miss your own people.

## HALF-ORCS

You might find their kind strange and intimidating at first glance, but the half-orcs of Vathis have worked their way into society after years and years of oppression. While many were born into In-servitude in Osept, they claimed their freedom in the Tretolancan Wars and have been slowly integrating into the communities since. Their larger than average size makes them exceptional at physical labor. They are not an enemy that you would want to take lightly. Half-orcs are easy to spot at a glance, with their grey to green colored skin, thick brow, and large canine teeth. The highest concentration of half-orcs lives in the budding nation of Rancagesh, and while some nations such as Erygis and Venoch welcome half-orcs with open arms, others harbor resentment towards the race—mainly Osept and Aurezia. Half-orcs have proven their honor in battle and willingness to work with others time and time again. They are a friend you should be happy to have, if you find yourself lucky enough to travel alongside one.

## HUMANS

Humans are the most common race on Vathis. Their kind can be found in every nation, in every walk of life, and in every organization. You'll find that they are as varied in appearance as they are in personality. A human's loyalty is not to their kind, as they tend to latch onto ideals and nationalism and express loyalty to organizations rather than to their own race. They are emotional beings, which some attribute to their relatively short lifespans. Their emotions drive them to do great things, such as establish countries, or terrible things, like bring about the Darkest War. Either way, it's impossible to pigeonhole humans based on their race alone. Their undeniable variety and sheer force of numbers make them a lasting force that has shaped the face of Vathis and will continue to move the world for ages to come.



## TIEFLINGS

Tieflings are somewhat of an enigma. You'll encounter them frequently in the nation of Washu, but less so in any other nation. Their origins date back to the days of old Washu, where mages would undergo a ritual known as the Ascension Transformation. The ritual merges the essence of the subject with what the Washun believe to be the kami, or spirits, of the religion Shenami. The transformation causes all sorts of physical changes, and as such, you'll see tieflings with many different skin colors, though the most defining feature of a tiefling are the horns that grow from atop their head. These can vary in size, but remain a constant of the race. Tieflings emanate an aura that unsettles others, and this paired with their already questionable appearance causes many to avoid those of their kind. They are adept spellcasters and quickly take to the various forms of magic.

## VITAL STATISTICS

Please utilize the following Vital Statistics charts to generate heights, weights, and ages for your Zodiac Empires characters.

## HEIGHT AND WEIGHT

To determine a character's height, roll the modifier dice indicated on the appropriate Random Height and Weight table and add the result, in inches, to the base height for your character's race and gender. To determine a character's weight, multiply the result of the modifier dice by the weight multiplier and add the result to the base weight for your character's race and gender.

Vasar



Ildera



Amari



Dwarf



**TABLE 1: WEIGHT AND HEIGHT**

Race	Base Height	Base Weight	Modifier	Weight Multiplier
Amari, female	4 ft, 2 in	75 lbs.	2d10	x3 lbs.
Amari, male	4 ft, 8 in	100 lbs.	2d10	x3 lbs.
Dwarf, female	3 ft, 7 in	120 lbs.	2d4	x7 lbs
Dwarf, male	3 ft, 9 in	150 lbs.	2d4	x7 lbs
Elf, female	5 ft, 4 in	90 lbs.	2d6	x3 lbs
Elf, male	5 ft 4 in	100 lbs.	2d8	x3 lbs
Gnome, female	2 ft, 10 in	30 lbs.	2d4	x1 lbs
Gnome, male	3 ft, 0 in	35 lbs.	2d4	x1 lbs
Half-elf, female	5 ft, 0 in	90 lbs.	2d8	x5 lbs
Half-elf, male	5 ft, 2 in	110 lbs.	2d8	x5 lbs
Halfling, female	2 ft, 5 in	25 lbs.	2d4	x1 lbs
Halfling, male	2 ft, 8 in	30 lbs.	2d4	x1 lbs
Human, female	4 ft, 5 in	85 lbs.	2d10	x5 lbs
Human, male	4 ft, 10 in	120 lbs.	2d10	x5 lbs
Half-orc, female	4 ft, 5 in	110 lbs	2d12	x7 lbs
Half-orc, male	4 ft, 10 in	150 lbs	2d12	x7 lbs
Ildera, female	5 ft, 6 in	100 lbs	2d10	x4 lbs
Ildera, male	5 ft, 8 in	120 lbs	2d10	x4 lbs
Inuzen, female	4 ft, 2 in	70 lbs	2d8	x3 lbs
Inuzen, male	4 ft, 4 in	90 lbs	2d8	x3 lbs
Noir, female	4 ft, 5 in	85 lbs.	2d10	x5 lbs
Noir, male	4 ft, 10 in	120 lbs.	2d10	x5 lbs
Tiefling, female	4 ft, 5 in	85 lbs.	2d10	x5 lbs
Tiefling, male	4 ft, 10 in	120 lbs.	2d10	x5 lbs
Vasar, female	5 ft, 4 in	110 lbs.	2d8	x5 lbs
Vasar, male	5 ft, 6 in	140 lbs.	2d8	x5 lbs

**TABLE 2: AGE**

Race	Adulthood	Intuitive	Self-Taught	Trained
Amari	20 years	+3d6	+4d6	+5d6
Dwarf	40 years	+3d6	+5d6	+7d6
Elf	100 years	+4d6	+5d5	+8d6
Gnomes	40 years	+4d6	+6d6	+8d6
Half-Elf	20 years	+1d6	+2d6	+3d6
Halfling	20 years	+1d8	+2d4	+3d4
Half-Orc	14 years	+1d4	+1d6	+1d10
Human	15 years	+1d4	+1d6	+2d6
Ildera	5 years	+1	+2	+3
Inuzen	40 years	+4d6	+5d6	+6d6
Noir	*	+0	+0	+0
Tiefling	26 years	+4d6	+6d6	+8d6
Vasar	18 years	+1d4	+1d6	+1d10

**TABLE 3: AGE**

Race	Adulthood	Middle Age	Old	Venerable	Maximum Age
Amari	20 years	300 years	500 years	700 years	900 +2d% years
Dwarf	40 years	125 years	188 years	250 years	250 +2d% years
Elf	100 years	175 years	263 years	350 years	350 +4d% years
Gnome	40 years	100 years	150 years	200 years	200 +3d20 years
Half-Elf	20 years	62 years	93 years	125 years	125 +3d20 years
Halfling	20 years	50 years	75 years	100 years	100 +5d20 years
Half-Orc	14 years	30 years	45 years	60 years	60 +3d20 years
Human	15 years	35 years	53 years	70 years	70 +2d20 years
Ildera	5 years	*	*	*	Infinite
Inuzen	40 years	300 years	500 years	700 years	700 +6d% years
Noir	*	*	*	*	Unknown
Tiefling	26 years	150 years	200 years	250 years	250 +6d% years
Vasar	18 years	45 years	70 years	90 years	90 +3d10 years

Oseptian Human



Noir



Vavairen Human



Inuzen



Elf





## THE COSMIC POWERS



### HIGHER POWERS

The day-to-day motion of our lives is influenced by the higher powers in incomprehensible ways. The faithful of the Deities call upon their gods for blessings and guidance, and these wishes often come true for the most devout worshippers in the form of divine spells and boons. There are even those who adulate more nefarious creatures but receive the same rewards for their faith. All creation is affected by the Zodiacs, who influence our lives by tying us forever to our destiny, guided along by the horoscopes and constellations we were born under. Other entities exist at this level, far beyond the scope of mortal minds in sheer might. Sometimes these entities come here to wreak havoc on our world, as the Vandiel of the Shattered Hand did during the Darkest War. Legends tell of even more powerful beings who can destroy worlds with a single breath. Thankfully, these remain weightless legends.



*"While everyone is on their knees praying to their gods, I'll be standing tall, staring at the stars." -Vasily zi'Saitev*

Above all of the multiverse sit the incomprehensible Zodiacs. The Zodiacs created the Ether, the base essence of all things, and thus they created the multiverse. The Zodiacs guide our actions in ways only the great oracles can hope to understand. The Zodiac Leyline of their creation links us together, moving forward through fate like a boat on a bankless river. While we may steer the course in our own minor ways, the current drives us forever onward. Only the Starcalled were given sails and a rudder to direct their own paths through the waters of fate.

### STARCALLED

Some of us are gifted with the constellations of the Zodiacs on the back of our left hands. We were given freedom to affect the world in ways entirely unshackled from the confines of fate. The Starcalled, as we are known, were given the greatest gift the Zodiacs could ever impart: the ability to see the world in an entirely new light. Others have their fates decided at birth in a single, unwavering thread. We are bound to no such thread, and are the only ones who may bend the fates of others down a new path. We are no longer held to the confines of a simple life; instead, we possess the unique capability of manipulating the very Ether around us in ways unimaginable to even the most powerful mages. We've remained a symbol of hope for the people all across Vathis, and we are able to change the world for the better, if we so wish.

The Zodiac constellations that compose the sigils of the

Starcalled always appear as light blue dots and lines on the back of the left hand. Starcalled typically gain their sigil sometime before reaching adulthood, but it is not unheard of for someone far later in life to gain a sigil. As far as anyone is aware, the innate powers of the Starcalled can neither be suppressed nor removed in any way. Once a person has become a Starcalled, they remain Starcalled forever.

### ZODIAC CONSTELLATIONS

#### GENRAE

**Title:** The Wild

**Gemstone:** Quartz

**Color:** Light Brown

**Animal:** Tiger

**Element:** Cardinal Earth

Genrae-born are usually quiet and reserved individuals. Prone to reliability and discipline, those born under the sign of the Wild are usually those others rely on. They tend to think of themselves as resourceful and serious, but are known to possess clever streaks. However, they are often skeptical of others and unchanging in their resolve.

**SIGIL OF THE WILD:** Starcalled who possess the Sigil of the Wild have a deep affinity for the earth and its properties. Many of them are unable to become lost, and they can picture their surroundings as if they were flying high above. They sometimes have the capacity to alter and speed up plant growth in the area and some even learn to transform into the very earth itself.



#### ERMIN

**Title:** The Veil

**Gemstone:** Moonstone

**Color:** White

**Animal:** Raven

**Element:** Air

Often known scholars and students, those born under Ermin's influence are intensely enthusiastic and adventurous despite remaining analytical of their situation. While they tend to be encouraging towards others, they remain logical and methodical in their dealings.

**SIGIL OF THE VEIL:** Secrets are the forte of the Starcalled imprinted with the Sigil of the Veil. The thoughts of others are often an open book to these Starcalled, and they can simply look within an individual or object to glean secrets from them. They usually have the ability to place items into an extra-dimensional pocket which only they can access. They can hide knowledge from others, and some of the most powerful of the Veil can alter the memories of others.



## KAIJIN

**Title:** The Sage  
**Gemstone:** Turquoise  
**Color:** Light Blue  
**Animal:** Frog  
**Element:** Water



Those born under Kaijin are often considered self-indulgent and loud, but they remain idealistic and persistent towards their goals. They learn skills quickly but can become boastful of their new-found abilities.

**SIGIL OF THE SAGE:** Well known for their ability to learn new information, Starcalled with the Sage Sigil are often telepaths with a photographic memory. They usually learn to speak all languages, and are simultaneously capable of reading into future events by observing the positions of the stars. Some of the more influential of these Starcalled can even physically return to the memories of others, viewing events as if they had been there.

## ENOLAR

**Title:** The Stoic  
**Gemstone:** Ruby  
**Color:** Red  
**Animal:** Horse  
**Element:** Fire



Quiet and reserved, Enolar-born are sometimes thought of as lazy and indulgent. In truth, many possess an optimistic attitude and are quite cheerful once engaged.

**SIGIL OF THE STOIC:** A force to be reckoned with, Starcalled bearing the Stoic Sigil are beings of pure physical prowess with added manipulation of force effects. Early stages allow them to create a force steed, letting them traverse the wilderness forever. Eventually their manipulation of force allows them to carry a significant amount of weight, break objects with ease, and knock opponents clear across the battlefield. More powerful individuals can become completely immovable and move objects with a mere thought.

## ATASHIN

**Title:** The Watcher  
**Gemstone:** Amethyst  
**Color:** Violet  
**Animal:** Rat  
**Element:** Earth



Trust those under Atashin, because they will return the favor and remain dependable in nearly all situations. These Starcalled are sometimes given a wide berth and feel unapproachable because of their intense quiet. They remain highly perceptive of the world and are steadfast allies to their friends.

**SIGIL OF THE WATCHER:** There are few who can hide from the vision of Watcher Starcalled. Their earliest abilities almost always grant enhanced vision and range, eventually progressing to the point where they can see through objects. They can rapidly discern apparent weaknesses in armor, creatures, or structures. Eventually those bearing the Sigil of the Watcher gain the capa-

bility of sight without eyes, under any condition. The mightiest of these may even grow into the ability of seeing the past of their surroundings with clarity.

## LORTON

**Title:** The Seer  
**Gemstone:** Sapphire  
**Color:** Dark Blue  
**Animal:** Wolf  
**Element:** Cardinal Air



Often found interfering in others' lives, Lorton-born are quite imaginative and generous. They generate many original ideas but can be oversensitive and fussy. Their aloof attitude is sometimes hard for strangers to overcome.

**SIGIL OF THE SEER:** Focusing primarily on Lorton's influence as the Cardinal Air Zodiac, the Starcalled possessing the Seer Sigil are some of the best airship pilots and captains of the world. Their weather-predicting senses are nearly perfect, and their ability to control the winds always keeps them on the right track. Sometime during their growth in power they even gain the ability to fly and the capability to breathe anywhere. Much like the other Cardinal Zodiacs, they ultimately can take the form of air itself

## EYRTASERI

**Title:** The Fool  
**Gemstone:** Diamond  
**Color:** Grey  
**Animal:** Fish  
**Element:** Water



Whimsical and prone to wanderlust, those born under the Fool tend toward flamboyant and restless personalities. They sometimes express feelings of escapism and seem superficial and exotic to others.

**SIGIL OF THE FOOL:** Far from foolish, the Starcalled bearing the Fool Sigil can quickly bound across great distances and determine the origin of an object. They have the ability to slow creatures and incite anger and madness within the minds of others. Their entropic abilities typically focus on destroying objects and redirecting the flow of energy back to their attackers. They are some of the most dangerous Starcalled imaginable.

## OLATH

**Title:** The Curator  
**Gemstone:** Fire Opal  
**Color:** Dark Red  
**Animal:** Ant  
**Element:** Fire



Believed to have large and caring hearts, Olath-born are also prone to short tempers and moments of conceit. They tend to be distrustful of others while seeming cold, but confident, to outsiders.

**SIGIL OF THE CURATOR:** Always ready to defend their charges, the Starcalled imprinted with the Sigil of the Curator often boast the ability to link their allies and friends together in multiple



ways. From linking their minds together to sharing thoughts to understanding one another's physical and mental condition, Curator Starcalled are always looking to cement the bonds of friendship. Farther in their career, these Starcalled can even meld the bodies of multiple allies into one, or swap places with linked individuals.

## ASSARIA

**Title:** The Weaver  
**Gemstone:** Citrine  
**Color:** Yellow  
**Animal:** Spider  
**Element:** Air

Largely viewed as merciful and kind, Assaria-born can be intensely creative daydreamers. They are extremely observant, patient, and hospitable towards others, though they sometimes disregard strangers.

**SIGIL OF THE WEAVER:** While normal people are bound to the ground through means of gravity, Weaver Starcalled are not. Possessing the ability to ignore damage from falling from great heights, as well as levitation, these Starcalled can alter gravity in localized areas almost at will. From altering an object's weight to collapsing it to a small orb, they may pull objects and creatures towards them or stop all movement entirely.



## ISTO

**Title:** The Shadow  
**Gemstone:** Onyx  
**Color:** Black  
**Animal:** Snake  
**Element:** Earth

Those born under Isto are frequently caught admiring themselves and expressing their vanity and materialism. They can seem inconspicuous, but remain focused. Bouts of jealousy often surface when dealing with their more devious nature.

**SIGIL OF THE SHADOW:** Masters of silence and remaining unseen, Shadow Starcalled have the power to mold shadow to their will. They can learn to step from shadow to shadow and shroud themselves to hide in even the most obvious of places. Culminating in complete mastery over shade, they can step to and from the Gloom, turn invisible, and even see through darkness, no matter how deep it may be.



## ZERUTU

**Title:** The Guardian  
**Gemstone:** Aquamarine  
**Color:** Teal  
**Animal:** Turtle  
**Element:** Water

Loyal and adaptable, those born under Zerutu are excellent defenders of what they believe in. However, they are often uninhibited, impulsive, and sometimes moody.

**SIGIL OF THE GUARDIAN:** Starcalled who exhibit Zerutu's Sigil are masters of guarding their emotions and forcing others to



betray them. Guardian Starcalled can usually detect the surface emotions of those around them and can erect a temporary shield of raw emotion around an ally, protecting them from harm. These Starcalled can also use the emotions of enemies against them, instigating combat, placing enemies into a rage, and even forcing them to become utterly infatuated with an item or creature forever.

## HEZIN

**Title:** The Noble  
**Gemstone:** Bloodstone  
**Color:** Light Red  
**Animal:** Elephant  
**Element:** Cardinal Fire

Honorable and proud, those born under the Noble often speak with bold statements and compassion. They are often patriotic to a fault.

**SIGIL OF THE NOBLE:** Starcalled born under the sign of the Noble are typically able to manipulate fire and heat. The most common ability presented upon gaining the sigil is the ability to see heat and temperature fluctuations. Some powerful Noble Starcalled even have the skill to move from fire to fire, while remaining unharmed. The most powerful of these Starcalled can turn into a being of pure fire.



## SRINAX

**Title:** The Healer  
**Gemstone:** Topaz  
**Color:** Light Yellow  
**Animal:** Elk  
**Element:** Earth

Those born under the Healer live up to their name. Peaceful and resourceful, they are altruistic—sometimes to a fault. Content with their lives, they are driven and insistent on helping others.

**SIGIL OF THE HEALER:** Starcalled gifted with the Sigil of the Healer are providers. From food to drink to magical healing, these Starcalled can usually do it all. Preventing conflict is also a large portion of their innate powers: they can calm the emotions of entire groups of people, effortlessly befriend others, and even generate a pacifism field. The most powerful of the Healer Starcalled can even halt death, or restore dead creatures to life.



## GARAHN

**Title:** The Bard  
**Gemstone:** Beryl  
**Color:** Light Green  
**Animal:** Owl  
**Element:** Air

While quite charming, Garahn-born tend to have rebellious streaks. Regardless, they connect to those around them by remaining active in their communities, and they have fascinating and hilarious personalities.

**SIGIL OF THE BARD:** Starcalled imprinted with the Sigil of the Bard find themselves manipulating sound itself. From throwing their own voice to performing perfect mimicry of noise, the



Starcalled are masters of sound and tone. They can prevent sound from entering an area, halt the generation of noise, and shatter crystalline objects. These Starcalled can even pinpoint the location of nearby creatures and objects through the use of sound or create a vast sonic boom dealing massive damage to an area.

## ARRLIS

**Title:** The Frost  
**Gemstone:** Rimesteel  
**Color:** Blue  
**Animal:** Bear  
**Element:** Cardinal Water



While they maintain a formal attitude and devotion to their causes, Arllis-born can sometimes be indecisive when making choices. People tend to find them witty and inventive but often patient to a fault.

**SIGIL OF THE FROST:** Masters of ice, snow, and water, Frost Starcalled can detect the presence of water, outright create it, walk on water, and even breathe it. They can freeze objects with a touch and even become pure water. Eventually they can completely control water, generating spell-like effects and all sorts of reactions.

## MENKI

**Title:** The Seeker  
**Gemstone:** Garnet  
**Color:** Brilliant Red  
**Animal:** Fox  
**Element:** Fire



Passionate to the point of obsession, those born under Menki are extremely ambitious. Unwavering in their desire to achieve their goals, their dynamic plans are driven forward with courage and energy.

**SIGIL OF THE SEEKER:** All light is the purview of the Seeker Starcalled. From generating a bright light to bridges of light, these Starcalled can blind opponents and create visual illusions. When under assault, those imprinted with this sigil can illuminate a creature, rendering it unable to hide, generate powerful illusions, and even teleport at will.

## WINYT

**Titles:** The Lord, The Sovereign  
**Gemstone:** Zodi'ite  
**Colors:** Glowing Deep Blue  
**Animals:** Lion and Dragon  
**Element:** Cardinal Zodiac



Those born under the Cardinal Zodiac, Winyt, are absolutely free from personality quirks. They remain true to themselves in all regard, acting without any outside influence whatsoever.

**SIGIL OF THE LORD:** The power of the raw Ether is at the fingertips of Starcalled graced with Winyt's imprint. From inscribing magical text and reading all languages with instant comprehension, these Starcalled are powerful individuals capable of seeing the very fabric of the Ether and its magical effects. Able to

create raw barriers of energy or fire off bolts of magic, extremely talented Lord Starcalled are capable of controlling the Ether in unimaginable ways.

**SIGIL OF THE SOVEREIGN:** Time itself bends to the will of these Starcalled, as they are immune to the effects of aging. Time always seems slower for them, and allows them to move rapidly. They possess the ability to speed up time itself and gain back precious seconds for re-actions. The past and future are mere aspects to these mighty Starcalled, who boast the ability to view both intermittently.



## STARCALLED INFLUENCED

Outside of their own unique abilities, Starcalled have the ability to alter the course of an unsigiled person's fate. In turn, these people embark on great journeys, taking emboldened action they never would have if not for the Starcalled's influence. While most normal individuals remain content with the lives they were handed, the Influenced are not. While they may not possess the might of the Starcalled, they have their own inner resources to draw upon.

## LEGION

During the Darkest War the influential Starcalled of the world banded together in order to survive. This group eventually became Legion, a Starcalled organization dedicated to finding and training Starcalled before they could be exploited by others. Legion operates in many cities throughout the world, and their operatives keep a close eye on any newly discovered Starcalled. Legion works in tandem with a variety of other organizations, such as CORE, Lurien Industries, the Vanguard Steel Company, and the Eldritch House. Due to these connections, Legion is behind many of the world's recent magical advancements, such as worldfall magic and the vaedric city shield that prevents outsiders from teleporting in. Many Starcalled seek to join Legion in some fashion.

## STARCALLED RULES



Every character must choose to be a Starcalled or an Influenced and gain their respective abilities at level one. A gamemaster can choose to throw aside these rules if they wish, but typically every character has to be one or the other. A character and GM can work together to allow a character to switch from Influenced to Starcalled, as the character would gain his sigil later in life if they wish. However, once you are Starcalled, your sigil cannot be changed or removed in any way. The abilities granted to Starcalled, regardless of sigil, are not static. If a GM wishes, they may substitute any of the stated abilities for something else entirely.



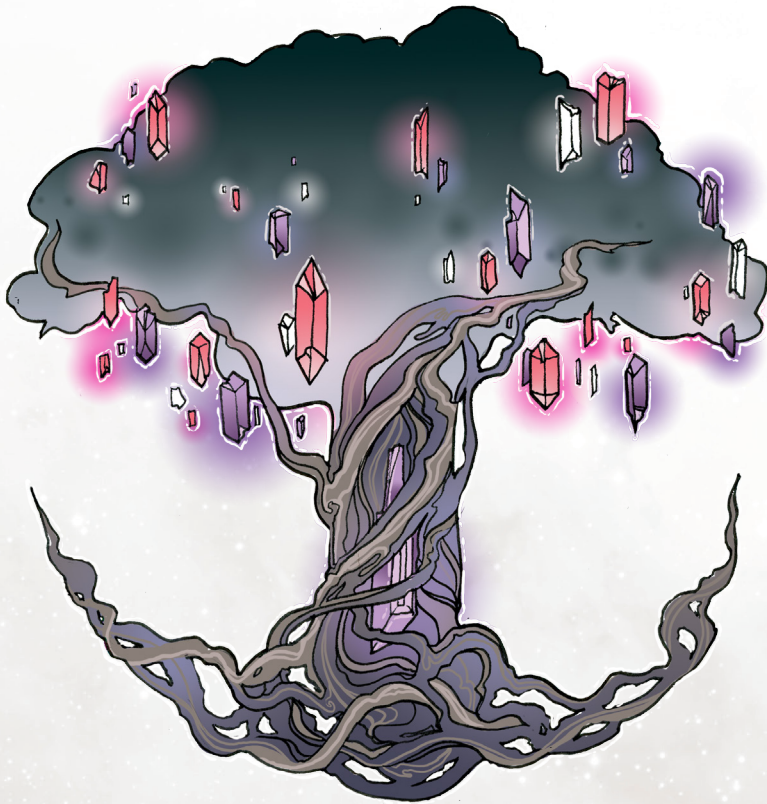




## DEITIES

*"The gods watch over us. The gods provide for us. Our reverence is the least we can offer them in return."* -Lucius zi'Amiel

Worship of the deities is one of the largest forces holding our modern civilizations together. Cathedrals, temples, shrines, and effigies are constructed to honor and revere the gods and goddesses that reside in the Eternal above. Nearly every inhabitant on Asarus is religious in some way or another, as the divine power of the gods can be witnessed on a daily basis, from the spells granted to their faithful to the rebirth of Astea as a mortal. There are five distinct pantheons in the world. Vath is the primary and most widespread of all the pantheons, detailing the deities as the individuals they are. The Astrian pantheon sees all of the deities as indivisible entities, regardless of their name in a particular faith. The Astrian pantheon is primarily worshipped in Isild, Vavaire and Tristan. The Manara pantheon views the deities not as untouchable divine beings, but as god-kings who walked the earth. Manara is primarily worshipped in Osept and parts of Erygis. Huetlachtan, as the rancar pantheon is known, sees the deities as shamanistic spirits, and they seek to appease their chosen gods. Shenami is followed almost exclusively in Washu. This religion views the deities as kami, spirits of a balanced whole. Followers of Shenami ask for guidance from nearly every kami depending on their current needs. The various pantheons and faiths have always fed the tension between differing faiths, and holy conflicts are not unknown to the world of Vathis.



## ALEYDRA

**TITLES:** Muse, Lady of Knowledge, Star Seer

**HOLY SYMBOL:** A laris tree

**PORTFOLIOS:** Magic, Ether, Psionics, Knowledge, Dreams, Inspiration, Literature

**ALIGNMENT:** True Neutral

**DEMONYM:** Aleydran

**FAVORED WEAPON:** Flash of Inspiration (Scimitar)

Aleydran worshippers are among the most common in the world. Clergy of the Lady of Knowledge are extremely varied, and her churches are commonly libraries or found within other institutions of learning such as schools. Members of her church are often called Musings. Musings run the Great Library in Armeria alongside the ildera who call the city home, and they can also be found in vast numbers in the nation of Sillirai, as the amari of the nation claim Aleydra as their patron goddess. They tend to wear flowing robes of multiple colors, and prefer striking gemstones for their jewelry.

The teachings of Aleydra emphasize the importance of learning and expanding one's magical horizons. Her followers find her grace in tomes of knowledge, and feel her influence wherever they encounter magic. They actively fight against ignorance, believing that knowledge is the greatest weapon one can wield. Her priests offer dream readings, and believe in the power of meditation.

**DOGMA:** The mind, and all it contains, is the most powerful force known. There is no task that cannot be completed through the course of cool reason or the brilliance of inspiration. The Ether is a gift. Do not mistreat or abuse it. Magic is a tool; it is not good or evil, it is simply a reflection of its wielder. As one's reach into the Ether increases, know that the best solution is not always the mightiest spell. Harness the mind and use it to improve the world around you. Know, however, that which is new is not always better. In sleep the mind is unbound by the laws and expectations of the waking world. Cherish and utilize that which flows from the subconscious. Create lasting embodiments of magic, for knowledge without purpose is wasted. A properly prepared mind can not only manifest thoughts within, but brings their visions forth into the world. This is the truest expression of thought. Be it through meditation or discipline or drawn from the raw essence of emotion, the perfection of this ability is the ultimate expression of the mind's power. Psionics grant you the ability to shape the world at your will—use this gift as befits a faithful of Aleydra.



## ASTEIA

**TITLES:** Voice of Life, Lifemother, Songstress, Light

**HOLY SYMBOL:** Ankh of two intertwined flowers

**PORTFOLIOS:** Good, Light, Life, Creation, Love, Music, Beauty, Art, Song

**ALIGNMENT:** Neutral Good

**DEMONYM:** Asteian

**FAVORED WEAPON:** Kiss of Life (Heavy mace)

Asteian worshippers can only be found missing from the rarest of cities. Her clergy is extremely widespread, offering safety and healing in every city. They are easily distinguished by their flowing white robes and open arms in which they accept outsiders. Asteians are widely viewed as a great boon to their surrounding neighborhoods, assisting the citizens in times of need. The nation of Aurezia is considered the Holy Kingdom of Astea and is a theocracy governing in her name.

Astea's teachings focus on the expansion and survival of all life in the world. Her worshippers preach her cause in singsong words that enthrall the largest following in the world. Across the cities of the world are her impressive cathedrals and temples, rising high into the sky with an impressive footprint. Her followers feel as if they are particularly blessed, due to their goddess being re-born as a mortal in the world on a semi-regular basis, gracing them with her real presence. Outside of the Lightwardens, the church is rarely armed on a daily basis, preferring only to use violence when it is the last resort.



**DOGMA:** All things possess beauty. The truest form of beauty comes not from the surface, but from within one's heart and soul. Beauty within the heart breeds love for all things. Love all things good and just in the world. Love for oneself and one's lover breeds creation. From creation comes life. Bring forth sounds and songs from within one's soul to bring forth the beauty in others. Find and cherish items of beauty, but more so those who create them. Protect all living things from evil, for all life is the progeny of Astea. Bring all life into the pure light, and help raise up those with doubts and show them the glory of good. Let no being bring undue harm to another.



## BASTION

**TITLES:** Ray of Hope, Mercy's Hand, Giver, Martyr

**HOLY SYMBOL:** White feather

**PORTFOLIOS:** Hope, Martyrdom, Truth, Mercy, Generosity, Peace, Tolerance

**ALIGNMENT:** Neutral Good

**DEMONYM:** Bastis

**FAVORED WEAPON:** Hope's Ray (Longspear)

Bastion is the god of martyrs, tolerance, and peace, and as such, his followers are among the most selfless people on Vathis. Bastis are merciful folk, and they frequently go out of their way to help the less fortunate. The bulk of Bastion's faithful are war veterans, meaning their numbers are larger than usual these days. Knowing firsthand the horrors that war and natural disasters inflict, Bastis take it upon themselves to aid victims of such tragedies. His people also take on peaceful protests when needed, and are trained to suffer even the harshest punishments in the face of adversity; they say it takes the world to instigate a Bast. The typical member of the clergy can be identified by the white feathered cloaks they wear, and his holy warriors often wield spears adorned with the white feather of Bastion.



Basts are trained in various rites and ceremonies designed to honor the fallen and downtrodden. They also are trained in some form of combat, which they use only when necessary to keep peace, protect the innocent, or defend their ideals of truth. Basts use their life-ending skills sparingly only in service of the Martyr. Basts are sworn to willingly give something of their own to another at least once per week. The adventuring members of his clergy that you may encounter will be martial warriors of some sort, seeking to spread mercy, truth, and tolerance.

**DOGMA:** Do what is right, even if it may harm you. Let no fear be unconquered. Allow hope to flourish in the heart of all souls, for it is the guiding hand that leads us into the golden age. Never lie, cheat, or steal, for those actions diminish the light of hope. Treat all others as equals. Remember that those you would strike down in vengeance have fallen brothers as well. Stop those who wish to bring undue harm to others. Throw back the ignorance of darkness with the purity of light. Give succor to those in need, be it a healing touch, or a comforting hand. Lead by example. Honor the sacrifices of others and make sacrifices of your own. Through your actions bring those around you closer together, and know that there is always hope.



## CIRCE

**TITLES:** Mistress of Respite, Summer Lover, Mother of Fertility, Healing Hands

**HOLY SYMBOL:** Light blue butterfly

**PORTFOLIOS:** Healing, Fertility, Family, Joy, Comfort, Nurturing, Summer

**ALIGNMENT:** Neutral Good

**DEMONYM:** Circite

**FAVORED WEAPON:** Guidance (Quarterstaff)

The goddess Circe is a benevolent deity of healing, family, fertility and the summer. Her clergy occupy most of our cities on Asarus, preaching the virtues of love and joy. They say Circe watches over lovers and those soon to be, edging them closer together. The clergy call themselves Consorts, and you can find their shrines and lavish temples in almost every city, sponsoring adventurers and those sharing sexual acts in tribute to Circe. Consorts regard the Mochesea Hospice on the northern shores of the Angylis Sea as their central place of worship. Consorts wear mostly blue robes and dress that accentuate their physical form, adorned with the blue butterfly, and accents of yellow, white, or gold.

Currently, Circites are striving to heal the wounds wrought by the Darkest War, nurturing and providing shelter for those who were displaced or lost loved ones. They also take care of recent mothers and those soon to be. Consorts often perform marriages when asked, and this occurs in droves during the annual celebration of love in Venoch. Consorts who turn to the life of adventuring are usually focused on helping those who have suffered, seeking the path of healing over offense, except when it comes to battling against the worshippers of Keindrinas and Kato, bitter enemies of their goddess. Circe asks her Consorts to share joy with another at least once per day, and Consorts who cast spells pray for them in the evening.

**DOGMA:** A life lived without joy and pleasure is a life wasted. Let no hurt be unhealed. Let no injury be undressed. Let no illness be uncured. Comfort those around you in any way possible, as you never know when you will need comforting yourself. Heal the wounds of others and pass the knowledge of how to heal onto them. Never take pleasure for yourself that inflicts suffering on another. True strength lies in the bonds of kin. Know that kin need not be blood and may be of the heart alone. Family comes first in all things, and all families from all walks of life are sacred. The pursuit of pleasure should not be denied due to one's station or preference, be yours or someone else's. Sex is as natural to the body as breathing, so let not society hinder the joy that couples find together. Know also that sensuality and sex bring healing to those involved, not only pleasure. Cherish the summer, the season of ripeness and warmth, and follow its example. Sex as a pleasure need not bring forth life, but nurture the fertility of women.

## IRILYNShAEE

**TITLES:** Moonwinter's Queen, Fey Maiden, Stormqueen, Lady Redemption

**HOLY SYMBOL:** Frozen crescent moon

**PORTFOLIOS:** Moon, Redemption, Nature, Fey, Winter, Water, Weather, Animals

**ALIGNMENT:** Chaotic Good

**DEMONYM:** Irlysh

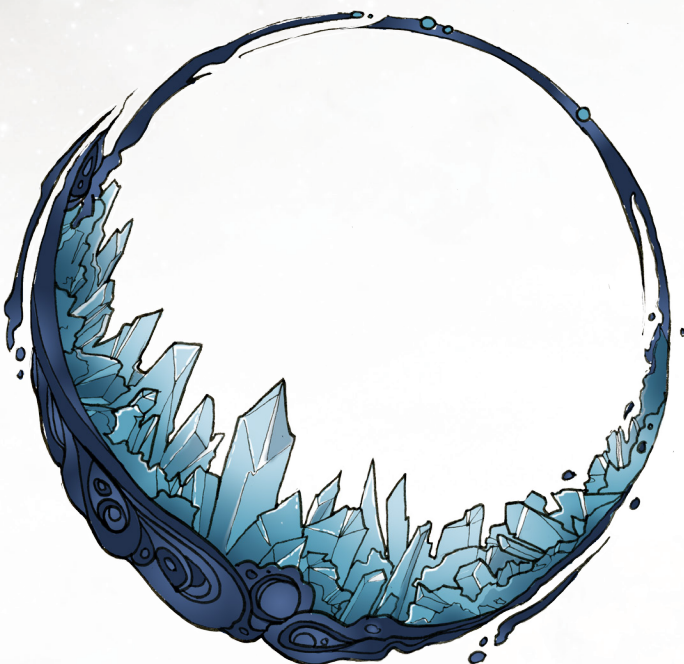
**FAVORED WEAPON:** Crescent (Curved blade)

Found on the outskirts of civilization, Irilynshae's worshippers are prominently people who value the natural world and the bounties in which it provides. Inuzen are her primary followers, with large sects worshipping her all over the world. The largest congregation is in Synethil, where Irilynshae is one of the primary dei-



ties. Her followers dress in very functional clothing when traveling but when ley-worshipping they wear as little between them and the natural world as possible, with various blues intermixed. Her faithful are viewed as a barrier against the dangers of the world, welcomed almost the world over. Irlysh are almost always armed, prepared for the wilds of the world, and oftentimes carry a small rimesteel arrowhead.

Redemption is the key factor in all of Irilynshae's teachings. Her worshippers seek out the dark places of the world to bring light into the hearts and minds of those they find there. Their places of worship are often open air temples and clearings, with no more than a small fire and Farilis for light. Followers of Irilynshae preach second chances for all those they meet in combat and rarely kill foes outright. Rain and snow are seen as signs of the goddess's favor and her clergy can be found giving praise to their goddess during this time. The redemption of the drow is her main focus, as Serena's worshippers are their biggest threats.



**DOGMA:** Within the darkest of hearts lies the potential for good. Be always compassionate and honorable, for cruelty and deception show not the path to redemption. Winter is a time of quiet, peace, and tranquility; it is a time of rest, not of death and destruction. Winter is the longest of seasons and the harshest to endure; those that survive its frigid winds are stronger for it. Remain vigilant against the movements of evil. Remove the threats that cannot see the light, but remember to give every soul the opportunity to seek it. The chill touch of winter's kiss is a mighty weapon and should never be used without first analyzing the implications and vowing to use it with reverence. Know that forests are not only sacred, but they provide protection against the evils of the world. They are also places of respite for those of kind heart. The animals of the world should be protected and assisted whenever possible, for all life depends on one another. The light of Farilis reveals things for

what they truly are; bring all penitents under its light. The revitalizing rains that cleanse the soul are a sign of Irilynshae's blessing. A moonlit night of rain is a good omen.



**JUNON**  
**TITLES:** The Winged Knight, War Maiden, Lady of the Sword, Ardor  
**HOLY SYMBOL:** A winged sword  
**PORTFOLIOS:** Honor, War, Strategy, Oaths, Avenge, Battle, Swordplay  
**ALIGNMENT:** Lawful Neutral  
**DEMONYM:** Juns  
**FAVORED WEAPON:** Hand of Kurzen (Bastard sword)

Junon's faithful are widespread and found in nearly every major city. Many generals, combatants and warriors worship her for her power over conflict and strategic tenants. The most famous of her followers are the Dark Knights, an elite mercenary band that operates all over the known world. Her followers are typically clad in some form of armor and are consistently preaching about the correct method to react to any situation. Her faithful do not take slights lightly, and often strike quick and decisive blows against enemies of their faith. Junon's followers are often viewed as a boon to the area in which they reside, often rising up first and taking leadership roles in the case of city or town defense against outside threats.

Junon teaches her followers to be prepared for any situation, even if the area appears safe and nonthreatening. The worst



assaults are always against the unaware and ill prepared. She possesses large castle-like structures in which to practice and protect her faith. All Juns are trained in combat and many are masters of many types of armaments. The art of war is a craft taught to all members of her clergy, and her clerics usually pray for spells at the start of a new day or conflict. Honor and reputation are paramount in her teachings, and her largest insult would be to dishonor oneself or your enemy.

**DOGMA:** Honor those who practice the crafts of war and bring arms against their enemies. Respect those who would stand against you in battle. Honor those who would meet you on the field, and dishonor those who would run from conflict or hide behind others. The true warrior depends on his own abilities foremost. Be wary of false alliances, and remain true to all of your agreements, unless those agreements would result in your own dishonor. War is to be seen as a natural occurrence, brought forth by society in its very nature. Let no one who taints your honor go unpunished, for in doing so you bring further shame upon yourself. Let war be simple and as elegant as swordwork. Let neither be unwieldy or flawed. War should never be brought forth without purpose, or protracted beyond its worth. A true warrior knows when the battle is worth the cost of waging.

## KATO

**TITLES:** Firestorm, Everburning, Savage One

**HOLY SYMBOL:** A Flaming Sword

**PORTFOLIOS:** Fire, Murder, Savagery, Lies, Cunning, Beasts, Feral, Survival

**ALIGNMENT:** Chaotic Evil

**DEMONYM:** Katar

**FAVORED WEAPON:** Brandr (Greatsword)

Worshippers of Kato are dangerous folk. They lurk in the cities, in the forests, in the shadows of the world, waiting to strike. They threaten us all with their lies, cunning and lust for killing, but are not just sinister people in the confines of society. Sentient beasts, barely intelligent monstrous creatures, make up a number of his worshippers, as do feral and barbaric druid circles out in the wild. One unifying trait of Kato's followers, the Katar, is that they are vicious and strive to return to a more primitive state, as if they are one with nature and the beasts that live in it. The more reasonable followers of the Savage One revere him for his embodiment of the element of fire, essential to life, and for survival. You will find many families of Rancar that regard Kato as such, and many woodsmen and hermits pray he guides them when needed.

Katar in civilization, called Firebrands among themselves, do not follow any sense of organization other than recognizing that they do not lie to one another. They regard the sacred practice of cremation as mandatory upon one's death. They do not wear any identifying clothing, but their obsessions with fire and primitivism tend to hint at their worship. When Katar slay their prey, they are required to use every part of what they kill. You might find Katar praying to effigies of flame for their spells, easily disguised as sitting before a hearth, torches, or a campfire. They are said to regularly slay living things in Kato's name as a necessi-

ty, or make moves against their enemies.

**DOGMA:** Nothing can match the destructive force of pure flame. Lie, deceive, burn, kill, outwit, and survive. Find your marks and use your skills against them. One lie can bring the downfall of an entire empire. Those with cunning, a smooth tongue, and those who know when to strike can quickly rise within the ranks. Take down one enemy at a time. Keep all others in perpetual fear of your next strike. Rely solely on yourself, and strike swift and strong. The world will one day return to its primitive origins. Practice those ways. Fire will eventually cleanse us all, honor the holy flame and its might.



## KEINDRINAS

**TITLES:** The Sadist, Master of Betrayal, Tormentor

**HOLY SYMBOL:** A fanged smile

**PORTFOLIOS:** Despair, Loss, Betrayal, Torment, Strife, Suffering, Cruelty, Torture

**ALIGNMENT:** Lawful Evil

**DEMONYM:** Keinar

**FAVORED WEAPON:** Discord (Battle-axe)

Keindrinas's faithful have churches spread out almost everywhere, but that does not mean they are easy to find. Most of the churches they do have are more concealed affairs; a gathering of like-minded Keinar in a secluded vault, cellar, or empty hall is typical. Keinar are not known to have any specially designated garb, except for a blank, featureless facemask. People believe they wear them so they can not feel guilt for the pain they cause. The Keinar who are open about their worship are seldom trusted, and rightfully so.



They are viewed as liars and betrayers, seeking ultimately to cause pain for others, just like their god.

Keinar share their god's aggression and sadism. They hold no bias, dishing out suffering and strife to all others equally. They even commit inquisitions through their own clergy, just to remove the weak, they say. The church has a sect they call Pain-bringers, specifically for these inquisitions and for the cruelties they inflict upon initiation. This reinforces the strength of their church, which follows a very strict hierarchy and protocol of worship. The highest concentration of worshippers is in Erygis, and so is the Obsidian Pillar, a large black obelisk that fills anyone touching it with intense pain, but elation and bliss if they are a Keinar. Once per week, Keindrinas expects his priests to deliver a wound to another in some way.

**DOGMA:** The only way to relieve pain is to cause it. Spread strife through the use of pointed strikes at a seemingly random moment. Hone the art of torture, not only in the physical form, but of the mind and soul. In order to truly inflict pain, one must use skill and cunning while delivering wounds in order to preserve life and prolong agony. Never display passion or mercy to others or yourself, except to bring further pain to others. Accept and enjoy pain, for it is the only constant. Revel in the pain of others, for their screams strengthen your mind. Pain without cause is the ultimate form of torture. The greatest wound is not to the body, but to the irreparable soul. Sadness and despair are the truest of all feelings and should be spread to others by all means.



## MILEEN

**TITLES:** The Judge, Autumn Maiden, Lady Death, Curator

**HOLY SYMBOL:** A closed eye

**PORTFOLIOS:** Death, Neutrality, Justice, Destiny, Judgment, Autumn, Afterlife

**ALIGNMENT:** True Neutral

**DEMONYM:** Milar

**FAVORED WEAPON:** The Balance (Two-bladed sword)



Milar believe that when a living being has breathed for the last time, their soul leaves this world and journeys to Mileen's realm, where she judges them and their deeds, before sending them to their ultimate fate for eternity, hopefully within the plane of their chosen deity. The goddess Mileen is followed universally, with worshippers in every nation. Every living thing has to die eventually, and so Mileen will always have purpose. Her clergy are staunch opponents of undeath, as Mileen is to Tesiline, putting a stop to undead and necromancers when they can. Other than this, Milar are neutral on most things; they say that all of life is a gift and to enjoy it as such, and the balance of the universe will uphold itself. Milar dress in loose robes of varying shades of monochrome, adorned with the closed eye of Mileen, and call themselves Shades. Their robe colors denote their rank and prefix their title.

Most Milar are well-versed in the burial rites of the other religions of the world, and are glad to act as funeral directors or fill other related roles when it is needed, since they only wish to properly respect the dead. Many Milar make it a point to at some time in their life travel to the Life Mirror in Armeria, a location where people say the barrier between the living and the dead is especially thin. They also hold rituals fairly frequently, each month one for the lost and unclaimed dead. Milar invoke names of dead who have recently passed when praying for spells. Many of her faithful try to fulfill roles of impartial decisions, serving as officials in positions of law such as judges.



**DOGMA:** Life is to be viewed as a gift and should be cherished. Death can also be a gift, both to those who pass on and those who are left behind in the mortal realm. Autumn is the physical manifestation of this; as life passes from nature, the gifts left to the next generation emerge. Ending a life against its will is never to be taken lightly. Death should be a natural, merciful, and deserved ending. Judge those around you in fair neutrality. The end of a life may be the act of destiny, and not a result of ill will. Death consumes all: do not fight it. The extension of life against its natural course is forbidden. Remain calm, cool, and collected in all endeavors, for allowing ones emotions to take control is to lose control. Make not a mockery of death, or cheapen it. Once a season you should help one pass into the afterlife with peace and serenity.



## NAUGRIX

**TITLES:** Scaled Father, Indomitable, Goldsmith, Wyrmfather

**HOLY SYMBOL:** An emerald dragon eye

**PORTFOLIOS:** Dragons, Earth, Strength, Mountains, Mining, Trade, Craft, Wealth

**ALIGNMENT:** Lawful Neutral

**DEMONYM:** Naugrins

**FAVORED WEAPON:** Dragon's Tail (Heavy flail)

Those who worship Naugrix are among all the races of vathis, but the bulk of his followers primarily consist of the dwarves of Mythrayne and the vasar of Darastrix. The two races have contested for millennia that they each are his creation and true children, and have fought over his holy site of Winsor Valley. Despite their dif-

ferences, they and other Naugrins are typically noble and honorable, just like they claim their dragon god to be. The clergy dress in emerald colored tabards featuring the eye of Naugrix, with trailing capes and shoulder padding cut to resemble a dragon's scales. Naugrins strive to exemplify inner and outer strength, regardless of what it is used for, and cherish the earth beneath them for its gifts it provides.

Those among his clergy refer to themselves as Wyrmspeakers, and build or create his shrines and temples themselves, as Naugrix commands they do. They also create their own talismans and holy symbols by hand, claiming the Scaled Father looks favorably on those skilled in craft. Naugrins proudly memorize legends and tales of Naugrix's glory, and will not hold back on bellowing them out loud. Like their dragon god, they amass hoards in their homes, and pray in their presence for their spells. They are encouraged to increase this hoard every week. Serena's worshippers are especially regarded as enemies to Naugrins, since they see Serena herself as an affront to the glory of the other three dragon gods.

**DOGMA:** Dragons are the ultimate embodiment of wisdom and strength. They reside within the mountains, which possess all of the world's wealth. Those who pay their respects and serve the dragons should be honored as well. Collect the wealth that resides within the world in homage of the scaled ones. Gathering scattered valuables is good, but bringing to light new wealth from the earth's depths is superior. Wealth is measured in more than just gold. Resist the slings and arrows of the world, as the mountains resist the fury of the earth. Sacred also are the hands that refine the mountain's bounty into works with more utility. Emulate the strength of the dragons with a keen mind and a honed body.

## SERENA

**TITLES:** Wyrmqeen, Tyrant Conqueror, Lady Intrigue

**HOLY SYMBOL:** A dragon

**PORTFOLIOS:** Chaos, Power, Intrigue, Tyranny, Poison, Conquest, Ambition, Status

**ALIGNMENT:** Chaotic Evil

**DEMONYM:** Serenites

**FAVORED WEAPON:** Wyrmfang (Rapier)

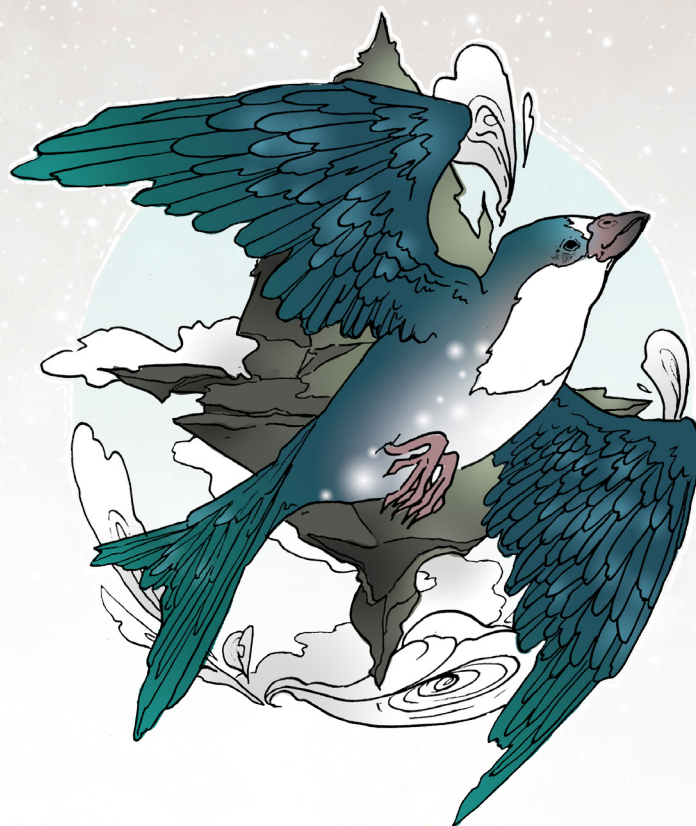
Conquerors, betrayers, and those with ambition find themselves as worshippers of Serena. Her faithful are found in most major cities of the world, hidden away from other non-faithful. Hers is the primary faith of the vae'rin of the Evernight, and they are considered her children. Typically her faithful show their devotion by wearing jewelry, clothing, or weapons that contain dark dragon motifs. Due to their aggressive nature and scheming processes, Serenites are viewed in a negative light nearly everywhere, but Serenites do not care because they worship the one true deity.

Serena instructs her followers in the art of self-reliance and ambition. They trust nobody, including their own faithful, as Serenites always seek to gain more power and influence in their actions. They seek to seed chaos and strife throughout their enemies, while taking their possessions and prestige. Serena enforces that she is the one true deity and that all others are false gods. There is



no method, doctrine, style, or action forbidden to her followers in increasing their clout. None shall stand against her brood.

**DOGMA:** Serena is the one true deity. Convert those of false beliefs by any means necessary, even death. Everything is as it is by Serena's will. Questioning Serena's will is heresy; as is bringing harm to a true dragon of Serena's faith. Know that vae'rin and dragons are the true creations of Serena, all other races are gross imitations created by the false gods. They must all perish or be enslaved. Within vae'rin and dragons, females are the truest mirror to Serena, and they are to be revered and obeyed. Increase your standing by casting down those above you. In order to survive the gift of Chaos, one must grow in power by embracing it. Chaos is the test that one must master in order to survive, but know always that it is by Serena's whim that tests are administered. Sow discord amongst your enemies with rumors and plots. Conquer all those who would stand against you. Never be content with your current position. Be always looking upward while watching the enemies behind you. Increase your power so that you may rule over all others below you. The Evernight is the ultimate embodiment of Serena's gift. Those that survive it reign supreme.



## TEIRIS

**TITLES:** Worldfarer, Lady Freedom, Whisper of Wind, Wanderer

**HOLY SYMBOL:** A soaring swallow

**PORTFOLIOS:** Freedom, Luck, Spirit, Discovery, Air, Travel, Adventure, Thievery, Roads, Navigation

**ALIGNMENT:** Chaotic Neutral

**DEMONYM:** Teirins

**FAVORED WEAPON:** Wind's Caress (Bows, any)

Teirins, much like their goddess, are a free-spirited group of worshippers. Just as people say Teiris does not follow the ways of the other deities, her church does not follow the paths of others. Their churches are almost non-existent except for particularly special locations, such as her holy site, the Wandering Star, though they say only Outlaws live on that mote. They do have shrines placed all over Asarus, and in seemingly random places. Teirins are free folk in spirit, and let luck and the winds themselves steer them towards adventure, it seems.

Teiris teaches her faithful to be neutral in most aspects, but to fight adamantly against all forms of enslavement or imprisonment, and they preach that these are the antithesis of the soul's desires. You will find that many Teirins even follow a code of conduct that requires they constantly travel to new locations or acquire new possessions. This leads many to the life of an adventurer, and some to the live of a "noble thief," they proclaim themselves. Priests who pray for spells do so outdoors, where Teiris's winds can caress them.





**DOGMA:** Choose your own destiny, and do not fear fate. Everything happens for reasons, though you may not know them. Discover the world on grand adventures and attempt to experience all things at least once. Take only what you need, not everything at hand; for excessive liberation of materials will attract the eyes of retribution. The stars of the night will guide you on your path. If someone doesn't take enough care to protect what they had, they didn't value it enough in the first place. Collect not only expensive goods, but keep an eye out for beauty. An inexpensive dagger may not be worth its weight in gold, but it might be valuable to the trained eye. Do not take from those worse off than yourself. Do not steal from Teiris's faithful. Do not let others keep you from following your own path. Every soul is born free to make its own decisions. All possess freedom to pursue their own desires, both in fate and in the world. Let the wind guide your feet.



## TESILINE

**TITLES:** Scourge Queen, Lichqueen, Unmother  
**HOLY SYMBOL:** Rotting hand holding a scourge  
**PORTFOLIOS:** Decay, Undeath, Entropy, Illness, Necromancy, Mockery  
**ALIGNMENT:** Neutral Evil  
**DEMONYM:** Tesil  
**FAVORED WEAPON:** Scourge of Worlds (Scorpion whip)

The Tesil, worshippers of Tesiline, are those who do not stay dead, dig up the recently deceased, and spread sickness and decay. Tesiline is the goddess of undead, illness, and entropy. She is a mockery of all life. Tesil are considered a vile bunch—the majority of them are necromancers or intelligent undead abominations. If you

can find their temples and shrines, they are typically in unkempt, unclean environments or decaying ruins, riddled in filth. Unfortunately, servants of Tesiline are often difficult to detect, as they excel at masking their decor and rites as normal. They usually appear as normal people, but come off as macabre and grim. The only indicators they have are peculiar late night behaviors and excessive morbid decoration. The highest concentration of Tesil is said to be The Harrows, where Elessar once stood.

Tesil are supposed to pray with putrid, rotting things, and sometimes get around this by adorning themselves with talismans of bone and fur from dead creatures. No one suspects that, usually. They fashion shrines and totems out of the same matter. When you find an abundance of dead things, preserved or not, be wary that Tesil are around. Their goddess commands Tesil to spread sickness, to hasten the end of life, and to return the dead back to unlife, believing this will hasten the other two causes. Everyday, they are to quicken the end of all things in some way. They starkly contrast the faith of Mileen and the two are often in fierce conflict with each other when in contact.

**DOGMA:** Everything will come to an end eventually. Life is nothing but a happenstance that will come to a swift and violent end. Health and well-being are merely an illusion that covers the truth of a slow and inevitable erosion. The slow decay of the world is an unstoppable force. The undead, an eternal force, are powered only by the negative energy that resides in all things. The undead need neither sustenance nor company. Embrace the inevitable, for it shall remain forever. The only true value of life is hastening the coming of the end. Illness and disease should touch all lives so that everyone may partake in their magnificence. Find joy only in the mockery of life and happiness. The fate of all life is to perish, and in order to remove oneself from that destiny, one must embrace that which is beyond life.

## URYLL

**TITLES:** Nightlotus, Nightmother, Dark One, Unseen  
**HOLY SYMBOL:** Black lotus  
**PORTFOLIOS:** Night, Darkness, Shadow, Secrets, Lust, Assassination, Seduction, Stealth, Stars  
**ALIGNMENT:** Chaotic Evil  
**DEMONYM:** Uryllans  
**FAVORED WEAPON:** Lotus Petal (Kukri)

Outside of the Trisviet Union the worship of Uryll isn't very widespread. From an everyday common man's perspective, as an evil religion the Uryllans are more of a nuisance than an actual threat. Worshippers of Uryll tend to focus on more clandestine activities than outright aggressive ones, preferring to deal in information and secrets than death or suffering. Uryllans wear thin flowing black or grey robes that accent their bodies natural shape, leaving little to the imagination. The one threat a Uryllan displays is that of a dagger. Due to the grace of their goddess, they are deadly and silent in their methods of assassination.

Uryll teaches her followers to focus on spreading her worship to all who wish to seek the protection that the night provides. Uryllans tend towards lies and deceit when dealing with foes, and



truths only to each other. Urylls worship happens in secret back alleys and hidden rooms where only shadows are found. Prayer happens at midnight and her graces keep her faithful safe from the light of exposure. The Trisviet Union is the one place in the world where her worship is both open and intensely active. Uryll is considered their patron deity, and her Motherland of the Night statue rose up and defeated the Shattered Hand at their gates.

**DOGMA:** Words meant to dwell in darkness shall never see the light of day. Seek solace within the shadows, for the path of light creates an easy target. Manipulation is better than force. Show your motives and true face only to the goddess. Darkness is the time of manipulation and blackmail. A Uryllan knows many secrets, and how to keep them. Strive to always better your situation, but use force only when absolutely necessary. When forced to strike, strike from the darkness and slip away into shadows, for shadows cannot be held responsible. Always tell the truth when you can leave a mistaken impression. Stealth, knowledge, beauty, and manipulation are virtues. Share secrets only with the faithful. Never consort with followers of the light unless you are attempting to learn their secrets or convert them to your beliefs. Remove your enemies in the quiet of the shadows. One word can be stronger than a hundred soldiers. Perform one act in the shadows at least once a week.



## VALSHATHE

**TITLES:** Verdant Lady, Flowered Shepard, Home Mother

**HOLY SYMBOL:** Flower Blossom

**PORTFOLIOS:** Agriculture, Renewal, Hearth, Abundance, Spring, Livestock

**ALIGNMENT:** Lawful Good

**DEMONYM:** Valshin

**FAVORED WEAPON:** Bounty (Scythe)

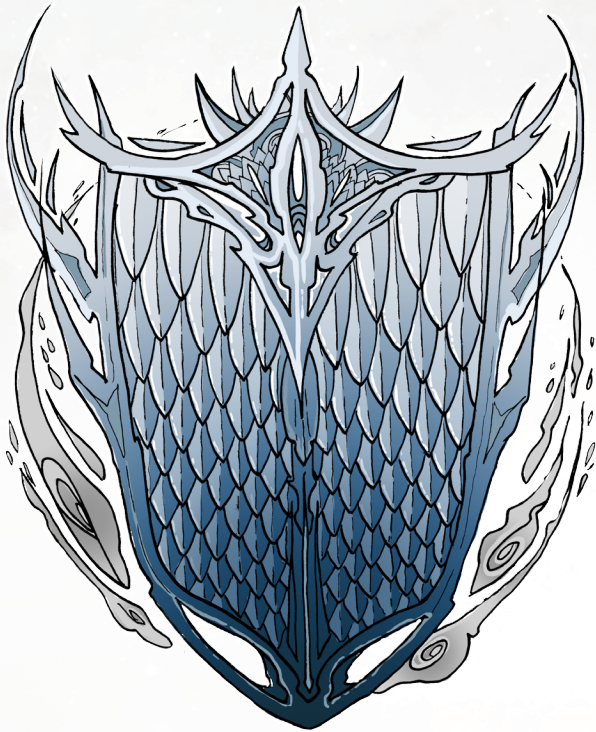
Valshathe is the goddess of agriculture and abundance, so it is no surprise that most of her followers are farmers and herders. Much like their deity, Valshins wish to cleanse Vathis of corruption of the natural world. This includes places ravaged by the Shattered Hand. Valshins meet at makeshift altars in natural environments like fields and clearings. Unasten, Osept, is where you can find the highest number of Valshins in one place. They say the city was her birthplace, so many Valshins will make a pilgrimage there or move there, to the largest temple in her name on Asarus. Valshins adorn themselves with flowers and similar looking garb.

Druids, rangers, and shamans make up a number of adventurers among her clergy. Beyond that, there are two well-known sects within the clergy, The Gentle Ones who are dedicated to aiding and advising other Valshins, and Pure Growth who try to steer those who abuse nature to a better way. Valshins preach the ways of maintaining the earth, and clerics will keep crafts made from plants or trees as their symbol or talisman. Those who pray for spells do so in view of the sunrise or sunset when possible. Valshins know many rituals that supposedly enhance the land and livestock, resulting in others seeking them out in times of ill weather and poor harvest. Weekly, Valshins are known to cultivate life by field, by craft, or in their home.

**DOGMA:** From the earth is given the gift of nature, and given



to us is the gift of stewardship. To reap and to sow the earth is a part of the natural cycle. All things that flourish come from the earth. Let nothing be needlessly destroyed. Replant what has been cultivated. Improve and rebuild what has been leveled. Protect and nourish all that comes from nature. Spring is the season of the earth's recovery, where all things are born anew. As the fields nourish the body, the hearth and home nourish the soul. Seek always to produce more than you need, so in times of fallow you may be prepared.



## VANGAL

**TITLES:** Guardian, Sapphire Knight, Hand of Law

**HOLY SYMBOL:** Azure scaled shield

**PORTFOLIOS:** Law, Duty, Loyalty, Protection, Chivalry, Devotion, Service

**ALIGNMENT:** Lawful Good

**DEMONYM:** Vangalite

**FAVORED WEAPON:** Scales of War (Spiked shield)

For those who claim to be chivalrous and noble, who dedicate their lives to protecting others, the dragon god Vangal heeds their call. They say Vangal embodies these values; loyalty, protection, duty, all honorable endeavors, indeed. Followers like to call themselves the Life Sworn, and have a large amount of paladins in their congregation. You will often see them in fortifications throughout the land, or helping out in local strongholds around less settled regions. Vangalites stand out with their azure and silver garb, as well as counting a surplus of vasar among their ranks. Overall, we see

them as bold, brave, devoted champions, definitely worthy of respect, if not a little uptight.

Many Vangalites take it upon themselves to shield caravans and refugees in the wake of the Darkest War, most of these making up the Scaled Shields, a particularly valiant sect based out of Alabaster castle in Lavei, Darastrix. You will find Vangalites closely associated with Asteans, and sometimes Aleydrans and Naugrins, as their faiths are intertwined in ways; the Vangalites claim he is the guardian of Astea. Vangalites take on the role of guardian to the grave, expected to take on oaths of protecting others while adventuring, and clerics even use their weapons or shields as a focus when praying to Vangal for spells.

**DOGMA:** Shelter the weak with your strength. Teach the corrupt with your virtue. Humble the faithless with your fidelity. Guide the lost with your principles. Adherence to the just laws and honorable obligations of one's society is the foundation of a good life. It is only through commitment to the subtle rules and protocol of chivalry that people can flourish. Give respect to those who uphold honor and devotion, especially those who give their heart's blood in that pursuit. An oath of service given in Vangal's name is sacred beyond worth, and breaking this oath is sin the like of murder.

## ZANON

**TITLES:** Hate Eternal, Corrupter, Evil Father, Lord Deception

**HOLY SYMBOL:** A black wineglass

**PORTFOLIOS:** Evil, Fear, Corruption, Hatred, Greed, Anger, Deception

**ALIGNMENT:** Neutral Evil

**DEMONYM:** Zanon

**FAVORED WEAPON:** Wrath's Grip (spiked gauntlet)

We believe that Zanon is the father of all the evil deities. He represents all that is vengeful, merciless, and covetous, and his followers wish to convert all others to his cause. He promotes the pursuit of the selfish ideals of wealth and power over others, and promises of these things are his allure. His clergy are easily recognized as they bedeck themselves in black clothing head to toe, and follow a strict hierarchy. You will find them most commonly in Osept as part of the Black Hand, in Erygis within some households, or even more privately in parts of Aurezia.

The people who worship Zanon are typically hungry for power, have a score to settle deep down, or take pleasure in the corruption of others. The path to wealth, dominance and control is clear for the Zanon. Supposedly, many people in powerful positions in society are secretly Zanon. Priests of Zanon are known to sew fear and deviance in the weak minded, and deceive any foolish enough to trust them. It is said it is actually a core tenet of the faith to use these ideals against others to gain an advantage and regularly foster evil within others' hearts. You will sometimes be able to find Zanon praying in the dark of night out of Farilis' sight, or in a pitch black room.

**DOGMA:** Zanon and you are one, and your innermost urges are the true nature of the soul. Give into your hate and greed and obtain what you truly desire. Whisper promises of power and wealth to those ridden with avarice, and with these words corrupt. Know



that Zanon is the one who will lead you to perfection, and one day his wrath will consume all. Strike fear into the hearts of the weak and give in to the blackness in your soul, for it is pure and natural. Know that those who have not seen the way of Zanon will stand before you, so care must be taken to hide your actions until the day of triumph. Even the strongest of citadels, stoutest of warriors, and wisest of sages will fall before the fear that resides in their own hearts. The most perfect of plans is the one that is seen by no one but Zanon.



## OTHER FAITHS

Though the bulk of society worships the seventeen deities, there are some who follow different paths. We do not speak of them fondly. Some seem outright insane. These people form loathsome groups as cults to Vandiels, dragons, and the inexplicable Crystal Watcher.

The Vandiel worshippers are mad heretics who threaten civilization and life as we know it. They've been around for a long time, but we became fully aware of their presence during the Darkest War. They were responsible for much of the destruction caused by the war, as they were unexpectedly among us and already placed in key positions of power. The Vandiels promise these cultists power—some even strong enough to grant spells to those they deem worthy—in exchange for service, and these cultists are foolish enough to accept. Many Vandiel cults still exist today, hoping to continue the missions of their masters.

Now that dragons have returned to the world, there are those who praise the beasts as gods. These cultists claim that the dragons are the embodiment of the Zodiacs above, and say they should rule over us again. It is not surprising, though, as the dragons are naturally remarkable and majestic creatures easily able to

instill fealty and fear. Many members of their cults are vasar, as they feel closer to the beasts as descendants of the dragons themselves. Some of the other races go to the extreme to make themselves more like the dragons. Many seek out or attempt magical alterations, while some are desperate enough to resort to self-mutilation. While most dragons are not welcoming of this adoration, some enjoy it, and use the cultists as slaves, servants, or even worse.

The Church of the Crystal Watcher is the most widespread cult, and is seen by the world as a group of mad fanatics praising their Many Faceted God, the Prismatic Lord. They actually aided the fight against the Shattered Hand and gained more followers due to their involvement. They see their Lord's likeness in gems, crystals, and forms of eldria. They seek these items out with a fervor and often resort to stealing jewelry, ransacking CORE facilities, or plundering gem mines. They even happily welcome the side effects of eldria exposure, hoping that it will transform them into a closer image of their god. They perform experiments and crude operations involving submersion into elarian fluid and embedding eldria and other crystals into their bare flesh. Peculiarly, people speak of clerics among their numbers that are actually granted spells. Worshippers of the Crystal Watcher sometimes kidnap ildera to praise, and they attempt to “awaken” members of this race to a higher calling in service of the Prismatic Lord. They believe the seventeen gods are pretenders leeching the Crystal Watcher's power while he is imprisoned, and so they attempt to combine crystalline substances in a misguided effort to restore his power.

## THE IDENTITIES OF THE GODS

VATH	ASTRIAN	MANARA	HUETLACHTAN
Aleydra	Muse	Thothik	Citlalicue
Astea	Matron	Amun-re	Quetzalcoatl
Bastion	Martyr	Horos	Piltzintecuhtli
Circe	Mother	Isis	Xochiquetzal
Irilynshae	Winterqueen	Iakhonsu	Meztli
Junon	Ardor	Anhuret	Huitzilopochtli
Kato	Vicious	Sobek	Xiuhtecuhtli
Keindrin	Sadist	Sezmu	Ehecatl
Mileen	Curator	Osirien	Mictecacihuatl
Naugrix	Wyrmfather	Ak-Gebeb	Tlaltecuhltli
Serena	Wyrmqueen	Apophis	Malinalxochitl
Teiris	Wanderer	Shu	Huehuecoyotl
Tesiline	Lichqueen	Babammut	Xolotl
Uryll	Nightmother	Nephthys	Itzpapalotl
Valshathe	Shepherd	Valshathe	Xipe-Totec
Vangal	Guardian	Besu	Tlaloc
Zanon	Wroth	Sethekh	Tezcatlipoca





*“No matter how much we learn about the world and the Ether around us, we’ll never know everything. The Zodiacs never intended it to be that way. Magic is there to remind us of this.” -Archfaer Kernaroth*

The Ether is ever-present, but never seen. It is the raw energy of pure magic and the invisible force that ties the multiverse together. All creation and life in its simplest form is comprised of the Ether. Without the presence of the Ether, people, creatures, pets, food, the very ground we walk on, and the multiverse would not exist. Tapping into the Ether directly is thought impossible, but various types of magic allow spellcasters to generate an endless variety of effects brought forth by the Ether.

## PRIMARY MAGICS

In order to obtain the ability to cast magic, one must access one of the major portions of the Great Outer Ring of the Ether. This connection may be gained, by example, through the power of faith or esoteric ancient knowledge. There are five primary classifications of the Outer Ring, listed in order of greatest number of spellcasters to least. They are as follows:

### THE TOUCH

Faith, pure devotion to a Deity, is the primary method of gaining the power of the Touch. Granted by the gods and goddesses to their most faithful worshippers, the Touch focuses primarily on life, protection, healing, death, and damaging magic. The faithful must remain loyal and true to the dogmas and teachings of their chosen Deity, or risk losing access to their spells. A Deity’s will is one of the most powerful forces in the world, and countless numbers of their followers enact their wishes on Asarus through their gifts. The effects of their actions, for boon or bane, is up to the worshipper’s discretion. The aftermath of the Darkest War led a significant number of people to actively worship the gods, using their divine blessings to cope with the pain and suffering of the war.

### THE ART

Arcane energies are some of the most powerful manifestations of the Ether. Their use cast the nation of Elessar into the Gloom, permanently changing the formerly influential nation into The Harrows we fear today. The wanton destruction in the Darkest War was caused by the arcane energies utilized by the Shattered Hand. Mages worldwide access the Art to cast their magic, and the Eldritch House, in addition to some minor colleges, teach students from coast to coast the basics of the Art. Some are even born with the innate ability to access the arcane, or gain use of it over the course of their life. Regardless of how it is attained, the Art is the second most widely practiced magic in the world. Due to the destructive capability of the Art, the Council of Vathis has

instituted laws regarding the tracking and usage of this magic.

### THE REVERIE

Hidden away in the deepest recesses of the mind is the Reverie, a magic of mental power and the imagination. Some races, such as the amari, are naturally inclined towards this psionic magic. Almost the entire nation of Sillirai are psionics in some sense, and their delicate magic has spread across the world. Those who practice the Reverie possess a power the world rarely sees; the ability to create a nearly endless number of effects with mere thoughts. The public has come to fear users of the Reverie, as you never quite know when someone is using this sort of magic, unlike the verbal and somatic rituals and invocations of the Touch and the Art.

### THE ESSENCE

The base energies of the world are known as the Essence. These are the powers found within wide rivers, impressive mountains, deep forests, rolling hills, and sweeping plains. Utilized by the natural spellcasters of the world, namely druids and shamans, the Essence is the ability to draw energy from the natural world and one’s surroundings. The Essence, while uncommon, has long been a tradition with the inuzen and those who find themselves drawn to the natural world. The Essence is the manifestation of the circle of life, and its effects typically revolve around those aspects of the world. Large numbers of Essence casters are using their magic to repair the damage done to the earth in the Darkest War.

### THE PRIMAL

At the base of creation you will find the Primal, the energies used in the creation of the multiverse and the worlds within. This raw elemental energy is utilized by those who wish to become as close to the Ether as they can, such as the reclusive witches of the world. It was largely rediscovered in Rancagesh by Arkmother Jedekka during the Darkest War, and its reawakening sparked the survival and expansion of Rancagesh. Not to be trifled with, the Primal is a fickle magic, where a small misstep could spell disaster for the caster. The Primal is by far the most exclusive of the magical paths, but it is predicted to rise swiftly within Rancagesh as time passes.

## SECONDARY MAGICS

Some of the world’s spellcasters use special secondary types of magic in conjunction with their primary choice. These Secondary Rings exist within the Great Outer Ring, and each grants a measure of power over certain aspects of their practice. The following are but a few of the known Secondary Rings, and it is widely believed that a near infinite amount of these exist along the path of power into the Ether.



## THE WHISPER

The shadow realm of the Gloom can be felt throughout the entirety of the Material Plane. Those that tap into the raw essence of shadow and darkness utilize the Whisper to do so. Magic enhanced with the Whisper typically revolves around stealth, stepping from shadow to shadow, the undead, or even forcing dark whispers into the minds of men. The practitioners of the Whisper are a secretive number, and few believe that it actually exists.

## THE LUNATE

High above the world sits Farilis and the endless sea of stars. The Lunate pulls from those celestial bodies and influences magic in a unique and ambiguous way. This discipline of this magic was once long forgotten, lost with the great Leyarin Empire during the Great Collapse. The pure energy utilized by this magic focuses on protecting the natural world and the life found within it, and few aspects of this magic are considered hostile or outwardly destructive. This magic has become prominent again with the return of Synethil and the restoration of High Templar Syvesia, one of Synethil's leaders.

## THE GIFT

The Gift is the closest a being can get to the raw power of the Ether. Those who utilize the Gift can create and sustain astounding lasting effects on the world. The powers granted to the Starcalled by their sigils utilize the Gift to generate their wondrous effects. Extremely close to the Ether itself, the Gift cannot be disrupted or negated by normal means, which leads to the Starcalled sigils functioning at all times regardless of circumstance. Also known as dragon magic, the Gift is the source of the vast power of the dragons. As far as it is known, it is impossible to gain access to the Gift directly. It must be granted to someone through a Starcalled sigil or another mystical source.

## THE VILE

When the Shattered Hand stepped foot on the same ground that we walk, they brought with them the Vile. This powerful and corrupting magic is the source of the Vandiels' power. Mortals who even lightly touch this heinous magic are almost completely taken over by it as it surges through their bodies. The depravity wrought by the power of the Vile is unimaginable, and mere exposure to it can drive people mad with ambition and power. As far as we know the damage wrought by the Vile is unrecoverable, even when countered with the power of the Gift. As such, the Vile scars left by the Darkest War are everlasting on our landscape. These include the likes of the Rimelan and the Manastorm Chain.

There remains additional measures of magic throughout the multiverse, but others are mere theories. No others have been directly discovered or experienced as of yet.

## PLANES OF THE ZODIAC LEYLINE

The boundless energies of the Ether flow through our world and all others along the Zodiac Leyline. The Zodiac Leyline is a constantly expanding network of the lines of power that the Ether creates

as it expands and creates additions to the multiverse. The Leyline itself is infinite, just as the planes of the multiverse it creates are infinite. Evrinar, the universal linking plane, houses the Zodiac Leyline and every plane it connects to.

## PLANES

The current cosmology of the multiverse is nine primary planes housed within Evrinar, with two planes that are considered secondary or linking planes to Evrinar. Each of the primary planes possesses an infinite number of sub-planes of varying substance and circumstance.

## THE ETERNAL

Aver Brithe, The Realm, and Vicizes are the three planes that compose the upper realms of the Eternal. From here, the Deities exert their influence upon the rest of the multiverse. These are the planes of most gods and goddesses, seraphs, and souls. It is within the Eternal that Mileen judges the souls of the dead, Astea pledges her grace, and Kato hunts his next victim.

## THE ARCH

Our home and our seat in the multiverse, the Material Plane, resides alongside its mirror planes on the Arch. The mirror planes called the Gloom and the Vibrant are near exact copies of our world. The Gloom is a realm of utter darkness and shadow, where all color is removed and the only light comes from the dim sun above. The Vibrant is the complete and total opposite of the Gloom, comprised of vast life, verdant abundance, and vivid colors. Floating motes drift across the Vibrant's sky on a backdrop of the most dazzling landscape known to the Multiverse.

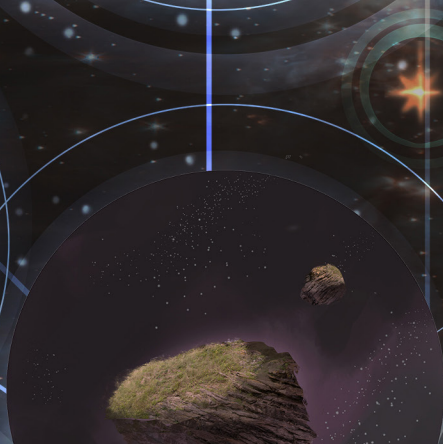
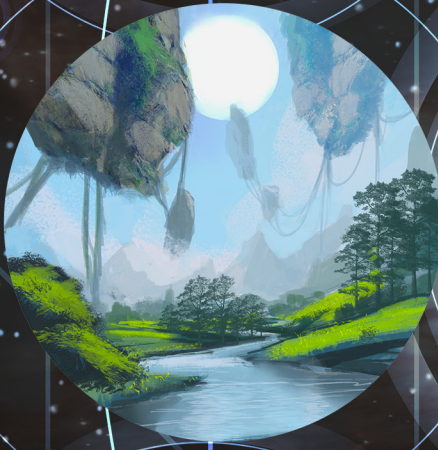
## THE VAST

If one were to stumble onto the Vast they would witness a hellish, nearly unimaginable landscape. The three realms that reside here are Nulisan, Feleernez, and Hellovase. Hellovase bridges the gap between the other two realms as a gaping void of near nothingness—no life and no landscape exists, except for barren floating motes drifting through empty space. Hellovase is the home of the Vandiels. Feleernez, known also as the Abyss, is a realm of raw elemental pandemonium. Constantly shifting and changing as the infinite layers of this realm collide and morph, Feleernez is home to the Demon Warlords and their minions. Nulisan is known as the Hells for its relatively structured, but undeniably evil landscape. This ring-shaped plane is home to the Devil Princes and their palaces of influence.

## THE FRINGE PLANES

The remaining two planes existing on the outskirts of Evrinar are Glimmyr, the realm of dreams, and the Aberrance, a plane that is impossible to comprehend. Glimmyr is the realm of the goddess Aleydra and the manifestation of every dream of every creature across the multiverse. The Aberrance is a plane of unspeakable horror and unknowable landscape. All manner of strange and baffling abominations spring forth from the Aberrance, found at the edges of the multiverse. Its very existence is thought to be a myth.







*"It's a curious thing really. The ability to shape the world, the potential to advance civilization, the power to make your wildest dreams come true, all of it found in a small shining crystal." -Mioskro zi'Lurien*

## WHAT IS IT?

At its most basic level, eldria is crystallized magical essence. It exists in nature in an unrefined state that grows and expands much like plant life. It is widely believed that eldria is alive in some fashion, but such thoughts have yet to be proven in any credible way. Areas in which unrefined eldria grows are called eldria deposits. As it leeches the latent magic from the surrounding area it affects flora and fauna greatly, usually resulting in their untimely death. Those that adapt to the presence of the substance become eldric creatures, possessing natural eldria on their bodies and sometimes even turning into living eldria, much like the ildera race.

## CORE

The Corporate Operations for the Refinement of Eldria, or CORE for short, handles 99% of all of the refined eldria in the world. They perfected the refinement process long ago, fueling our industrial power and expansion using refined eldria crystals. CORE constructs Resonance Towers within cities to grant citizens the wonder and convenience of eldric creations. CORE utilizes a large ildera workforce to mine and refine the raw eldria crystals.

## LURIEN INDUSTRIES

For the better part of their existence, Lurien Industries has dealt primarily with weapons development and the Essel Tournament. In recent years they discovered vaedra eldria, perfected its refining process, and oversaw and controlled the expansion of the red crystals. They work closely with the organization Legion to develop weapons utilizing the volatile vaedra eldria. Lurien Industries is currently the only company in the world capable of refining raw vaedra, and this puts them at serious odds with CORE, who wishes to discover the secrets of the refinement process to cement their dominance of the eldria market.

## TYPES

For the better part of the last seven decades it was believed that only one type of eldria, elarian eldria, existed. During the middle of the Darkest War a red type, vaedra, was discovered in the Furcata Mountains of Cypress.

**ELARIAN ELDRIA** is blue and radiates a blue glow. The crystals grow large in their unrefined state, and the elarian eldria deposits can be hundreds of meters wide. Elarian, the most prevalent type of eldria, is utilized in every eldric advancement and within Ether Drive Systems that allow our airships to fly among the clouds. Unrefined elarian eldria imbues creatures with magical abilities, at the cost of burning their life force to utilize

them. A creature can typically survive one or two encounters with raw eldria before being mortally threatened. Elarian eldria negatively affected the landscape we now know as the Shardlands in particular, and the life found within this ruined stretch of plains has either become living eldric creatures or perished. Undiscovered elarian eldria deposits have a standing bounty for their report to any CORE facility, typically in the realm of 500 gold pieces.

**VAEDRA ELDRIA** is a dark red crystal that gives off red light, though a significantly dimmer glow than elarian eldria. The crystals are typically half the size of elarian eldria, but contain nearly three times the magical potential. In their unrefined state, vaedra crystals are extremely unstable and shatter explosively when they come in contact with any high energy forces, such as fire, lightning, or physical pressure such as a hammer strike. Vaedra's refined state possesses a stable crystal form, an unutilized liquid form, and an unstable dust. The vaedric dust is used in standalone explosives, as well as in vaedricarms, or guns. Due to their immense magical power, stable vaedra crystals are difficult to utilize and few objects have been designed for their use. The unrefined crystals possess the same dangers as elarian eldria, but to a much higher extreme. Very few forms of life can come in contact with vaedra and live to tell the tale, suffering the same effects as elarian eldria but at a faster pace. Due to the rarity of the red crystals, Lurien Industries has a bounty of 2,000 gold pieces on any reports that lead to the discovery of a new vaedra deposit.

## ELDRIC REACTORS

An early invention by CORE, Eldric Reactors allow eldria to be intermixed with various other materials. Eldricsteel is created in vast vats by utilizing the Eldric Reactors to mix elarian fluid, elarian crystals, and steel. Eldric Reactors can also be used to create ildera in a similar fashion. Operation Eldric Crash, carried out by the Black Network during the Darkest War, destroyed every Eldric Reactor in the world in a single night, forever preventing the further mass creation of ildera and eldricsteel.

## ILDERA

Ildera were one of the first examples of living eldria we encountered in our world. It wasn't until centuries after finding the original ildera inert beneath the bowels of Valiance that we discovered eldria and designed Eldric Reactors to create members of this race artificially. CORE handled their mass production until Operation Eldric Crash. Now, the world's ildera seem to be led by one their kind named Constantine Vanguard. New ildera have been seen composed of vaedric crystals rather than the elarian we are used to. How they're being created is unknown.

## ELDRICSTEEL

Eldricsteel is a special material boasting the properties of steel while retaining the eldric ability of self-repair. This unique material has fueled much of the world's industrial revolution and expansive construction. Constantine Vanguard of the Vanguard Steel Company seems to have stockpiled vast quantities of the precious material prior to Operation Eldric Crash, and he still sells eldricsteel to this day.





## OTHER PRODUCTS

Various household items utilize the wondrous properties of eldria. Resonance Towers bring eldric energy into the homes of Asarus' citizens, empowering a wide variety of items. Everything from stoves, to water pumps, to plumbing, to music crystals have been made by utilizing the marvels of eldria.

## MANIFESTATIONS OF THE ETHER

*"The Ether is not a mindless force of nature. It's alive, just like you or I. It can be happy, it can be angry, it can be curious, and it can be fearful. The Ether is like a child, and it's not afraid to show us how it feels."* -Head Magister zi'Len Gu

The power of the Ether is limitless across the multiverse and because of this there are a significant number of powerful magical affects that embody the Ethers effects on the world.

## ZODIAC LEYLINE

The Ether flows across the breadth of creation along lines of power known as the Zodiac Leyline. The Zodiac Leyline is the thread that holds the entirety of the multiverse together, tying all of the worlds together.

## ZODI'ITE

As crystallized raw Ether, zodi'ite possesses a vast quantity of innate magical energy. Zodi'ite has brought forth great magical advancements throughout the world, such as the floating city of Synethil. Zodi'ite is incredibly rare, as it is impossible to find magically.

## ZODI'ITE SHOWERS

The rings of Farilis are composed of the highest purity of zodi'ite and every once in a while Vathis pulls down some from the inner rings to the surface of the planet. Vathis often witnesses zodi'ite showers throughout the year but very rarely does the zodi'ite make it to the surface of the world.

## FLOATING NOTES

Across the skies of Vathis exist floating pieces of land that defy the laws of physics and drift lazily across the skies. Since the advent of airships many nations and organizations have sought to colonize these notes. The floating notes can vary in size from a few meters to miles across.

## PORTALS

Linking planes and distant locations on the world are portals. Portals can exist as archways, doors, gates, and apertures that are magically linked to another of its kind or just to a specific location. Sometimes requiring a key or a passphrase, these portals allow instantaneous travel if they're ever discovered. Very few portals are presently known, as the magical aptitude to construct them has been lost to time.

## PLANEFALLS

There are places in the multiverse where the barriers between planes are thin or non-existent, allowing planar seepage from one plane to another. The most well-known plane-fall on Vathis is currently known as the Harrows, where the shadow realm of the Gloom seeped into the area where the nation of Elessar once stood.

## ETHER STORMS

Sometimes magical energy in an area is oversaturated and must be released. During these times the world can experience what are known as ether storms, where bolts of violet energy from blue-black clouds streak to earth causing havoc and heavy damage. Areas of intense eldria abundance or the Manastorm Chain are the usual places where these violent storms are experienced.

## WORLDFALLS

During the years of the Second Empire Wars, Aevalyn, the incarnation of Astea, traveled throughout Vavaire secretly placing entire cities in contingencies that would eventually become the world-falls. Worldfalls, once triggered, place the inhabitants of an area into a safe version of the affected area, separated from the real world. It also placed the Shattered Hand into another clone of the area that they could wreak havoc on without harming the original inhabitants. Many of these worldfalls were discovered and broken during the rise of Ravenne and her resurrection of Vavaire. However, a significant number of them, such as the ones in the Shardslands, were left untouched.

## AEVALYN'S WALL

Created by Aevalyn at the end of the Darkest War, Aevalyn's Wall is a shimmering wall of magical energy that surrounded the Vavairen holdings. In turn, the wall confined the Shattered Hand within while simultaneously breaking psychic hold the Shattered Hand had over the noir, effectively freeing them. With Aevalyn's death during the resurrection of Vavaire, Aevalyn's Wall has since dispersed.

## ETHERWARD

Unbeknownst to us, Asarus was placed under a protective ward in ages long past. This Etherward, as it became known, had prevented us from exploring the rest of Vathis and stopped anyone else from showing up. During the resurrection of Vavaire, the Etherward fell, allowing us to leave our continent after ages of confinement.

## DRAGONS

As a side effect of the fall of the Etherward, some of the dragonstone statues of the dragons of old turned back into scales and blood. Across the world, wyrmlings once again hatched from dragon eggs and the smaller of the dragon statues reverted back to their true selves. What this means to our lives is unknown at the moment, but many cultures either revere or fear them.





## LIFE ON VATHIS



*"I never thought I'd live to see the day. Flying ships in every city, magic devices in every home, and new opportunities in every city. What a time to be alive." -Athral zi'Truessight*

Life varies wildly among the population of Vathis, from the barbaric tribes of the northern reaches of Corsica to the rich and wealthy nobility of Aurezia. Life is determined by placement, birth, climate, area, and wealth. Adventurers seek to remove threats outside of the natural order of the world that prevent the population from flourishing. The Darkest War has left a scar upon the land and the populace is striving to recover from considerable losses. Famine and drought prevent portions of the world from recovering, and maybe great acts of devotion are needed to appease the Deities... or maybe something even more sinister is at work?

### AFTERMATH OF THE DARKEST WAR

Nothing changed our lives more than the Darkest War. The cities we thought removed from the frontlines of battle were not spared, as the Shattered Hand struck each and every corner of our world. The fields that fed us burned, the streets we walked on ran red with blood, and the walls that shielded us from the dangers and horrors of the wilderness crumbled to dust. The motes that graced our skies fell to earth, and the face of the world as we knew it was marred beyond recognition. The scars of the Darkest War are far reaching and long lasting. Heroes have fallen, populations have been decimated or eliminated altogether, and our once grand nations lost all but the few pillars of civilization they could cower behind. The points of light in the darkness have slowly coalesced in recent years, however, and they now shine brighter than ever before. Eldric advancements cast a blue light that drives the darkness out of sight and grants us hope, pushing us forward into the future.

### TIMEKEEPING

*"Time is something that everyone spends, but no one can buy. Objects that measure the passing of time, however...those I have. My stores can sell you a thousand different types of calendars, pocket watches, and hourglasses, but I'll never be able to sell you a single second they track. The people of Vathis count their days with the hours and seconds they spend with one another." -Thaephon, of Thaephon's Magnificent Emporium.*

As the Zodiacs decreed, our days and nights are split between twenty-four hours. We've created a nearly endless series of ways to tell the time, from pocket watches to sundials to calendars and ringing bells. Our months are contained within three weeks, and each week contains seven days. Each month is dedicated to one of the Zodiacs that oversee our fates. At the end or beginning of the year, depending on who you ask, lies the Laniri: a nearly global holiday of celebrations, reverence, feasts, and gift-giving. Each

and every culture celebrates this momentous day differently. The Laniri separates our years, which are currently denoted with an A.G., for the Asarian Grace period. Between the Laniri and the seventeen months there are three hundred and fifty seven days in each year.

### ZODIAC CALENDAR

Month of the Wild	
Month of the Veil	Spring Equinox: 6th
Month of the Sage	
Month of the Stoic	
Month of the Watcher	
Month of the Seer	Summer Solstice: 19th
Month of the Fool	
Month of the Curator	
Month of the Shadow	
Month of the Weaver	
Month of the Guardian	Autumn Equinox: 8th
Month of the Noble	
Month of the Healer	
Month of the Bard	
Month of the Frost	Winter Solstice 17th
Month of the Seeker	
Month of the Sovereign	

Annual holiday: The Laniri

Days of the Week: Nell - Leur - Erih - Aren - Senn - Weron - Nocir

### GOVERNMENT

*"We knew as the Gloom consumed Elessar that measured steps would have to be taken to prevent the scale of destruction wrought in that moment from ever happening again. As the nations of the world sat in mourning, we all took the necessary steps in forming the Council of Vathis, even allowing the fracturing of my empire. Thus, we achieved a lasting peace." -Emperor Jaris zi'Stardragon*

Upon its inception, the Council of Vathis authored the Vathis Accords, a series of articles outlining the tenets necessary to create an everlasting peace throughout the world. Every nation that signed has an open seat on the Council of Vathis with equal voting power. The Vathis Accords outline the creation of the Vathis Sentinels, the Eyes of Vathis, the Antares Templar Bank, and the regulations of the Eldritch House. Through these organizations the Council of Vathis promotes diplomatic means to end conflicts and better the peoples of Vathis.

### THE THREE FORCES OF THE SKY

The advent of the airship forever altered the skies of Vathis. Almost immediately three groups seized the skies, and they contin-



ue to dominate the winds and clouds to this day. Each and every person on Vathis identifies as either a citizen, an Outlaw, or a Sky Dragon. The constant struggle between these groups has led their leaders to establish a set of rules and laws of conduct. The Vathis Accords, the Free Company Treaty, and the Doctrine of the Winds outline the guidelines of their actions.

## THE VATHIS SENTINELS

*"We are the shield against the darkness. We are the law that protects. We are the hand that provides. We are the vanguard and the rearguard. We are the last to fall, and the first to stand."* -Rykkert Steelband

The Vathis Sentinels can be found on every road, on the sea, in the air, and throughout the untamed wilderness. There are very few places throughout the civilized world where their presence is not felt. The Sentinels are tasked with enforcing both the Vathis Accords and laws of local jurisdiction.

## VATHIS PROTECTED CITIZENS

The Articles of Vathis were created in the year 3716 AG, and only very minor changes have been enacted since their ratification. They are meant to protect the whole of Vathis against any and all threats.

## VATHIS ACCORDS

- The taking of any intelligent humanoid life is considered illegal and an act of murder. This law may be overridden in cases of self-defense.
- Exploring and looting the ancient ruins of Vathis is considered illegal, except in cases where the party in question has permission to do so from the Eyes of Vathis.
- Possession and use of any contraband item is considered a crime.
- All magic users have to register with the Eldritch House and attain a permit to cast spells. This permit must be among the person's items when the magic user is casting spells. Failure to register is an immediate suspension of the person's citizenship.
- All airships must be registered with the Vathis Sentinels. All pilots must also register with the Vathis Sentinels. The privilege of flight may be revoked if the pilot in question does not adhere to the Articles of Vathis.
- Vathis Sentinels have the right to board any vessel without due cause.
- Vathis Sentinels have the right to seize any contraband items found on any vessel.
- Any cargo that is being shipped through Protected Airspace is to be taxed by decree of the Council of Vathis. (This taxing is usually done at ports.)
- Pilots using Protected Airspace are subject to the Airspace Tax, which they must pay at the beginning of every year in the form of one hundred gold pieces.
- The Vathis Sentinels retain the ability to detain and arrest any individuals under a reasonable circumstance. Punishment is by their decree.
- All use of elarian eldria must be regulated or sanctioned by the

Corporate Operation for the Refinement of Eldria.

- All members protected by the Articles of Vathis must have traveling papers issued by the Bluewind Company.
- A Vathis Sentinel on active duty is allowed to requisition the goods or service of any citizen to fulfill his duty.
- No citizen is allowed to consort with members of the Shattered Hand for any purpose.
- Any obstruction of Vathis Sentinel protected trade routes is considered an attack upon the Vathis Sentinels.
- Vathis Sentinels reserve the right to deputize any citizen of Vathis for reasonable duty.
- Any citizen who has the ability to change his or her form must wear an identifying mark denoting them as a shapeshifter, for one's own safety.
- Vathis Sentinels are obliged to uphold the Vathis Accords as well as all local laws in regard to their current post. Vathis Sentinels possess the right to detain any lawbreakers regarding local laws as well as the continental Vathis Accords.
- Vathis Sentinels are identified by a pair of magical wrist guards denoting their rank and station.
- Any attack against a Vathis Sentinel, direct or indirect, is considered an open act of rebellion against the Council of the Vathis and the Nation in which it takes place.
- Vathis Sentinels operate under the Safeguard Clause, which gives them ultimate jurisdiction in any area they operate, even over local guards and officials.
- Vathis Sentinels and the citizens under their protection must respect the Tenets of the Free Company Treaty and those who choose that way of life. Such people will be known as Outlaws.
- Changes to the Vathis Accords can only be made by the unanimous decision of the Council of Vathis and its members.

There are many additional mandates, but these are the most fundamental decrees of the Vathis Accords.

## FREE COMPANIES

*"Our freedom is absolute. We are held to each other only by our honor and our word. The chains of the Outlaw brotherhood bind us together eternally."* -Zachariah zi'Mirshann

The Free Companies Treaty existed long before recorded history, the original paper document surviving the Age of Black Frost and every cataclysm since. Each of the original thirteen Free Companies exists in some form to this day, and many additional companies and individuals have flocked to the Free Company banner since. We know these individuals as Outlaws, as they are not beholden to the laws of the land or the Vathis Accords.

## TENETS OF THE FREE COMPANY TREATY

- A Free Company is separate from the laws of man and gains no allegiance or protection from them.
- A Free Company cannot be forced to formally ally with any single nation or entity for a period lasting longer than their standing contract.
- A Free Company may work alongside a church but remain a separate entity, gaining no allegiance or protection from them.



- A Free Company must honor all contracts and agreements set forth by its ruling party.
- A Free Company must remain disconnected from international affairs and disagreements, though they may be hired as a result.
- A Free Company's only allies are other Free Companies and the gods themselves.
- Disagreements and wars between Free Companies are to be avoided at all costs, but if they are necessary, follow the code of free honor.
- The code of free honor is: Treat all members of Free Companies and those outside of them with the utmost respect, dignity, and honor, unless they are an enemy, and if battle is to take place between two Free Companies, each Free Company should act in a way that avoids disgracing themselves in both conduct and honor. As such, attempt to spare as many members of the opposing Free Company as possible.
- Free Companies are to avoid contact and cooperation with local authorities as decreed by local laws and legislation, even when a Free Company has been a victim of what local law states is a crime.
- Free Companies must remain self-sufficient, to avoid straining the resources of others.
- A Free Company should avoid interfering in the business of others unless such business puts the company at risk.
- A Free Company has the right to vendetta against any that have harmed them or those close to them.
- Members of a Free Company must wear an insignia denoting their company and membership.
- Defend members of any and all Free Companies from threats originating outside of the Free Companies. Without allies, you are nothing.
- As a Free Company, reputation means everything. It is the key to one's survival and should be maintained and cared for as one would care for their best weapon and best armor.
- During the actions of a contract a Free Company's employer is the sole responsible party for the Free Company's actions while fulfilling their contract.

## SKY DRAGONS

*"The winds of the Ether are the key to our freedom. The Sky Dragons will never be bound by the Vathis Accords, or the ensuing enslavement of the people who live under them. Eldria and eldric advancements should be free to everyone."* -Grand Commodore Adeiu

The One Hundred and Seventeen Sky Dragons were created in response to the Vathis Accords and the oppressive Vathis Sentinels. They primarily reside on floating motes scattered throughout the airspace of Vathis, and their number accounts for nearly one third of all the airships in the skies. The Sky Dragons remain a self-sufficient organization, boasting their own cities, outposts, and resources, including eldria refinement facilities that they acquired from CORE. Their leader is a man known as Grand Commodore Adeiu. The Sky Dragons adhere to the Doctrine of the Winds, the Sky Dragon code.

## DOCTRINE OF THE WINDS

- A man shall obey their commander in all respects.
- A man shall not willingly bring harm to another Sky Dragon of his own clutch.
- Every Sky Dragon shall have an equal vote in the affairs of the moment and equal share of the provisions.
- All plunders and provisions are to be divided equally among all members of the acting party.
- A man shall act honorably with respect and dignity to those outside of the clutches unless the party in question wishes to bring harm to the clutches or to himself.
- All men have the right to parley if captured by an enemy vessel. During this time the man is under temporary protection and cannot be harmed until he has received an audience with his enemy's leader. Parley is not concluded until the man and the leader have completed arbitration.
- Disagreements between clutches are to be settled within themselves. If no reconciliation can be made, then five impartial clutches will arbitrate the situation.
- All clutches will remain self-sufficient to not cause undue strain on other clutches.
- If a clutch is unable to fend for itself sufficiently, it is to be subsumed by a more capable clutch.
- Loyalty to the Sky Dragons is paramount to all other loyalties. Those found working against the clutches, sharing their secrets, stealing from one another, or bringing harm to the clutches, indirect or otherwise, are to be put to death.
- Rules of Engagement state that a Sky Dragon cannot bring harm to non-combatants or those unable to defend themselves properly. Declaration of Intent must be declared to the opposing party before any hostilities can be engaged.
- Sky Dragons must not seek hostilities with third parties, as this both ruins the Dragon's honor and his reputation.
- Changes to the Doctrine of the Winds can only be made by the current holder of the title of Commodore Sky Dragon. Changes initiated by the Commodore can only be vetoed by a majority ruling of clutches.
- The Commodore Sky Dragon can only be chosen by the majority vote of the clutches. He can only be removed by the same method or upon death. Should the Commodore Sky Dragon perish, the clutches are to drop all matters and return to the Sky Dragon Lair to vote on a new Commodore Sky Dragon. Clutches are not permitted to leave or continue operations until a new Commodore is chosen.

## STARCALLED

*"Since the discovery of the Ring of the Zodiacs, the Starcalled have guided the history of Vathis forever forward, even going so far as to bring us out of the Darkest War intact."* -Empress Ravenne zi'Stardragon

Trailblazers into the threads of the Leylines, Starcalled are the movers and shakers of our world. Widely regarded with an intense respect and reverence, the Starcalled are often sought after for their assistance, guidance, and abilities. As it stands, only the humanoid races and dragons of Vathis can become Starcalled. Imprinted with



the constellation of the Zodiacs on the backs of their left hands, Starcalled gain power over the reality in which they reside. While we may not know the manner in which they are chosen, becoming a Starcalled is a rare gift indeed. Noble lines have risen around powerful Starcalled and they set the course of history, with many of these families still in power. Freed from fate, Starcalled have the ability to accomplish anything, but this does not guarantee their success. Many Starcalled lie in unmarked graves, having fallen in futile battle during the Darkest War.

## LEGION

The Darkest War forced the Starcalled to unite under a single banner. Known as Legion, this alliance of Starcalled promoted the survival of Starcalled everywhere. They strive to discover any new Starcalled and train existing ones to master their abilities. The current headquarters of the organization is currently Adora, Vavaire, but members of Legion can be found all over the world.

## EDUCATION

*“Education is the key to ensuring that the past doesn’t repeat itself.”* -Patience zi’Whiterose

Under Empress Harmony of Vavaire, the first standardized system of education was implemented. The other nations of the world adopted this standard, and follow it to teach the children of the world. Youths of Vathis can expect to go to school multiple days a week to learn literature, history, geography, and mathematics. As a result, the literacy rates of Vathis are high, which is vital to creating talented workers in the world’s various employment sectors. After basic schooling many teenagers go on to study in trade or specialty schools to better prepare them for the work force. There also exists places of learning devoted to rarer topics such as the arcane arts, over which the Eldritch House presides.

## COMMUNICATION

*“The world is linked together by the flow of information. The spread of thoughts from one person to another allows society to move forward as a united front.”* -Tahris Fel

Communication is key in our modern society. In the current age, communication is near instantaneous, thanks to the Bluewind Company and their terminals housed in almost every city from coast to coast. A message can be written by the sender, transcribed by an operator, sent, received, transcribed by another operator, and delivered to a recipient typically within a half an hour. Books, newspapers, magazines, and all other forms of written text can be mass produced. They are sold and spread to the masses at a rate unseen before the current age of industrialization. Couriers with handwritten letters can even board airships and traverse the continent in under a few months.

## ECONOMICS

*“Wars are fought by the poor and started by the nobles, but won and paid for by the merchants and working class.”* -Orbel zi’Yeil

The societies of Vathis are divided into five broad economic classes. We have the poor, who barely have enough gold to scrounge together a decent meal. They can be found in the slums and streets of every major city and outpost of civilization. Next is the working class: the lifeblood of the eldric industries that propel our economy forever forward. The middle class is the lowest section of society on the proverbial ladder that possesses real monetary power. They buy all the eldric goods and basic necessities required to live in relative comfort and prosperity. On the next rung of the economic ladder lies the upper class. These are the investors and visionaries of the world that create employment for much of the working class. At the highest tier sits the lands of the elite. The dragons of social influence and hoarders of wealth, these titans of industry can fund whole companies out of their pockets and determine the direction of the world’s economy as a whole. The last class is a category of their own, not based on economic power: the noble class. These influential families are made noble by the successful Starcalled blood that runs through their veins. Noted by the ‘zi’ in front of their last names, noble families can only be created by other noble families and usually require a Starcalled in their bloodline to be granted this privilege.

## COMMERCIALIZATION

Nearly every place you can travel in Vathis has some hint of commercialization, whether it be the large stores of expansive cities or brightly colored advertisements explaining the benefits of a new product. Most shops and storefronts owned by the people of Vathis were once family run businesses in a small stall on a main road of a city. Now they have evolved into a very different beast, becoming the impressive department stores found in popular sections of spired cities. Lining the shelves you will find all sorts of new and advanced eldric creations, home goods, and anything else you could need to create a healthy and happy home.

## TRAVEL AND TRADE

*“The roads and waterways we once roamed are now in the shadow of the skies we fly.”* -Yelsha zi’Snorap

Traversing Vathis is a necessary and common practice, especially for trade. The Gilded Road is the oldest way to travel overland in Vathis, as the dragonstone highway has stood the test of time and remains completely intact to this day. For the longest time the seas were our most reliable and quickest means of transportation, and we still rely on skilled sailors and sea-bound merchants to deliver the bulk of our goods. Upon their creation, airships immediately won the favor of both the common folk and merchants alike, providing the fastest and most convenient means to travel or ship goods from one place to another. Not bound to the confines of roadways or waterways, airships are uninhibited and free to fly wherever they desire. These wooden sailing vessels utilize a central Ether Drive System that generates lift by drawing the Ether through itself. The ships then use the Ether to power their sails, propelling them forward. In the past few years we’ve seen the creation of dozens of different airship designs, each with different features and purposes.



## TRADE

Trade is the lifeblood of Vathis. Anything transferable is sold for a price, as long as the buyer is willing to part with their coin. Trade in Vathis functions on a never-ending cycle of supply and demand. Raw materials are gathered, shipped to craftsmen, forged into usable goods, and then shipped to markets where they are bought and sold by consumers. This creates demand for additional product, restarting the cycle. The most popular trade goods on the market are tobacco, spice, salt, eldric advancements, and finished goods. These fetch high prices, and many privately owned companies deal solely with the procurement of these items.

## COINS, CURRENCY, AND STOCK

Currency for most nations is standard copper, silver, gold, and platinum coinage, all issued by the Council of Vathis and minted by the Antares Templar. All other earlier coinage are considered historical pieces and can be converted for modern currency at any Eyes of Vathis or Antares Templar location. Some ancient currency is worth more than the standard.



## SERVICES

*"Quality services are the key to a growing society."*

-Aralu zi'Rivisvul

Services are provided to the people of Vathis regardless of creed or races. They are the key to the thriving cities in which we live. Many people take them for granted, but they would be sorely missed if their providers were to disappear.

## ELDRIC SERVICES

CORE supplies all basic needs of a functioning society in some way or another. The emanations from Resonance Towers energize the eldric items found in homes everywhere.

## BLUEWIND COMPANY

The Bluewind Company has facilitated the ease of communication between the people of Vathis. Their many locations allow almost everyone on Vathis to access to their facilities, and their messaging

systems and parcel delivery are integral to the day-to-day operation of modern society. It is through their efforts that the Essel Tournament is relayed to announcers across Vathis for all to enjoy. The Bluewind Company is most notable for their messaging stations, however, which allow senders and recipients to send correspondence to each other through auto-writing copyists. The letters usually arrive at the destination station instantly, and are delivered to the recipient by courier. The Bluewind Company also possesses a continent wide delivery system for parcel and mail. Deliveries are made by airship, and there are very few cities that the Bluewind Company does not service. A weekly newspaper called the Asarun is distributed along with the mail, which covers recent events on a global scale as well as updates to the Valiance Stock Exchange. The Bluewind Company also dabbles in many other widely utilized services, such as providing notary and barrister services for those in need, and they are notably the only company authorized to create genuine identification papers for would-be travelers.

## ANTARES TEMPLAR BANK

The Antares Templar Bank provides the world with a highly secure and trusted banking system. This bank is authorized by the Council of Vathis to mint national currencies, provide loans to their citizens, and guarantee promissory notes for larger exchanges of currency. Their continent-wide banking system can be found in nearly every town and city of the known world. The Antares Templar Bank offers standard bank accounts to their customers and safety deposit boxes to security minded clients. Their more affluent clientele have access to the Templar Vaults, which instantly transposes the items inside of the locked vault from one Antares Templar Bank location to another. Each client must possess the key to his or her own vault, and so far, nobody has been able to break into one.

## MEDICAL SERVICES

Medical care is relatively cheap, and provided by a wide array of medical professionals spread throughout Vathis. Disease preventing advancements in the field, such as eldric inoculations, have eradicated most common ailments in the vast majority of the world's population. A hefty amount of research was done into the field of medicine after the First Empire Wars, as many soldiers traveled to distant fields of battle and brought home strange diseases to their local communities.

## OTHER SERVICES

From getting a haircut, to crafting custom jewelry, to repairing armor—a wide variety of day-to-day services are available in most towns and cities from local professionals. These services are as varied and diverse as the employers offering them. If there is coin to be made, there is someone willing to do the job. Regardless of the type of work, or the unpleasantness of the task, someone somewhere will undoubtedly perform it.



**BLUEWIND COMPANY SERVICES**

Message Station, per page	2gp
Parcel Delivery	2cp per pound per mile
Notary	5gp
Courier	5cp per mile
Mail Delivery	1cp per mile
Newspaper	3cp
Identification Papers	15gp
Barrister	1gp per day

**ANTARES TEMPLAR BANK SERVICES**

Promissory Note	5% of total value of note
Loans	5% per year
Banking Account	5 sp per 100 gp per month
Safe Deposit Box	10 gp per month
Vaults	500 gp per month

**MEDICAL SERVICES**

Examination	5cp
Short-Term Care	5sp per day
Long-Term Care	1gp per day
Medicine	2gp
Eldric Inoculation	20gp

**DAY-TO-DAY SERVICES**

Barber	2gp
Shoe Shine	5sp
Animal Handlers	1gp
Bath House	5gp
Broker	10gp
Driver	1gp

**TRADE SERVICES**

Blacksmith	10gp per day
Tailor	9gp per day
Tanner	9gp per day
Jeweler	12gp per day
Carpenter	10gp per day
Captain: Airship	15gp per day
Captain: Sea Vessel	12gp per day
Engineer: Eldric	20gp per day
Engineer: Clockwork	15gp per day
Engineer: Civil	10gp per day
Butcher	85sp per day
Alchemist	13gp per day

Brewer	9gp per day
Cartographer	11gp per day
Appraiser	10gp per day
Glassblower	9gp per day
Guide	85sp per day

**ADDITIONAL GOODS AND SERVICES****TRAVEL**

Overland Travel with a Caravan, Passive	1sp per mile
Passage on a Seafaring Vessel, Poor	1sp per mile
Passage on a Seafaring Vessel, Common	2sp per mile
Passage on a Seafaring Vessel, Luxury	2gp per mile
Passage on an Airship, Poor	2sp per mile
Passage on an Airship, Common	5sp per mile
Passage on an Airship, Luxury	5gp per mile

**TRAVELING SERVICES**

The methods in which one travels across Vathis are as numerous as the people providing these services. Everything from caravan travel along the Gilded Road to climbing aboard an airship to travel through the skies can be attained for a modest fee.

**OVERLAND TRAVEL:** Joining up with a caravan is as easy as finding one heading your way. Very few caravans turn down an extra set of hands, especially when considering the dangers along the open road. You can travel with a company in two ways: either with a strong sword arm working for the caravan, or passively in a coach or wagon, simply along for the ride.

**SEAFARING VESSEL:** The shipping lanes of Vathis link almost every seaport city together. Passage aboard a sea vessel usually entails being assigned a room or sleeping location, as well as food to eat. Rooms come in three general varieties. Poor, in which you are sleeping with multiple people packed as tight as you can. Common, in which you might share a private room with one other person or by yourself. As well as luxury, where your room is both comfortable and private.

**AIRSHIP:** Gracefully gliding between the major cities of the world are the most advanced pieces of eldric technology to date: Airships. Airship passage can be purchased at any active airship tower in Vathis. Types of accommodations are essentially the same style as seafaring vessels: poor, common, and luxury.

**DINING**

Poor	5cp
Common	2sp
Good	5gp
Excellent	8gp
Luxury	20gp



## DINING

Whether a night out or maybe just a stop along the long road ahead, dining establishments have cropped up wherever travelers can be found congregating. The types of meals are listed below.

**POOR:** Poor meals are a bowl of simple soup and a slice of bread paired with some type of spreadable meat or cheese.

**COMMON:** Common food is simple, but delicious. Comprised of a slab of meat, vegetables, and some sort of starch (usually potatoes), common food is very filling.

**GOOD:** A good meal can be found almost anywhere, and has become the staple of well-to-do travelers along the rough roads of Vathis. A good meal will usually contain well cooked meat combined with a plethora of vegetables and fresh baked bread. It usually includes a sweet dessert or local delicacy.

**EXCELLENT:** Excellent meals are where the options truly begin. Diners can expect several types of meat combined with rich sauces, well cooked and seasoned vegetables, multiple types of fresh loaves of bread, and a vast array of desserts.

**LUXURY:** Anything the stomach desires can be found within luxurious meals. In these meals rare delicacies are combined with gracious portions of multiple types of proteins, paired with intricate side dishes and followed up with luscious desserts.

### RESIDENCE: RENTING

Apartment, Tenement	1d4x10gp per month
Apartment, Common	1d4x25gp per month
Apartment, Good	1d4x50gp per month
Apartment, Excellent	1d4x100gp per month
Apartment, Luxury	1d4x250gp per month
House, Homestead	1d4x5gp per month
House, Poor	1d4x15gp per month
House, Common	1d4x30gp per month
House, Good	1d4x60gp per month
House, Excellent	1d4x125gp per month
House, Manor	1d4x300gp per month

### RESIDENCE: OWN

Apartment, Tenement	1d4x400gp
Apartment, Common	1d4x1,000gp
Apartment, Good	1d4x2,000gp
Apartment, Excellent	1d4x5,000gp
Apartment, Luxury	1d4x12,000gp
House, Homestead	1d4x300gp
House, Poor	1d4x800gp
House, Common	1d4x2,000gp
House, Good	1d4x3,000gp
House, Excellent	1d4x6,000gp
House, Manor	1d4x12,000gp
Estate	1d4x30,000gp

## RESIDENCES

Everyone needs a place to call home. Types and varieties of structures used for residences throughout Vathis are as widely varied as their inhabitants. These are some basic types and costs of homes.

**RENTING:** Apartments and homes are typically rented to lower classes by the higher echelons of society. Rent is due monthly, and the local guard has no problem ousting squatters in most cities.

**OWNING:** Owning a home is the dream of every family in Vathis. Homes are typically sold by previous owners of the land, and potential homebuyers usually utilize Antares Templar loans to pay for them.

### TYPES OF DWELLINGS:

**APARTMENT, TENEMENT:** Tenements are typically one to four room affairs, most likely shared between multiple families in a downtrodden area.

**APARTMENT, COMMON:** As the basic apartment for members of the working class, the common apartment is a two to four room home sized perfectly for one family. The area is infrequently patrolled by the local law enforcement.

**APARTMENT, GOOD:** A decent apartment most commonly houses the middle class. A good apartment typically contains four to eight rooms, with more than one bathroom. They are usually found in crime-free and patrolled neighborhoods.

**APARTMENT, EXCELLENT:** Largely inhabited by the upper class, excellent apartments offer rich views, local services, and sometimes private guards. These apartments are always considered upscale, with large rooms and multiple amenities.

**APARTMENT, LUXURY:** There is no upper end to the lavishness of these apartments. From rooftop villas, to multi-floor affairs, luxury apartments are customized to their inhabitants every desire.

**HOUSE, HOMESTEAD:** A homestead is typically a house off of the beaten path constructed by its inhabitants. The building has no access to eldric services or plumbing of any kind, and it lies outside of the protective walls of a city.

**HOUSE, POOR:** A poor house is four walls and a leaky roof within the walls of city. It might have access to eldric services and plumbing, but usually does not. Many have rats and bugs...most have both.

**HOUSE, COMMON:** A common house is decently constructed and usually attached to others on both sides. A few rooms with few structural flaws, these houses will have eldric services and plumbing.

**HOUSE, GOOD:** A structure that may or may not be free standing, with a decent number of rooms with eldric services and plumbing. A good home probably does not have pests, and is a nice place to raise a family.

**HOUSE, EXCELLENT:** A large, free standing affair with multiple floors, rooms, and amenities. Excellent houses are typically positioned in well patrolled areas of the city. They definitely do not have rats.

**HOUSE, MANOR:** An impressive structure with large rooms, wide views, and more than two floors. Situated on its own acreage, a manor's land is patrolled by a host of guards and ser-





vants. It may be surrounded by a low wall or hedges.

**ESTATE:** The crème de la crème of home ownership, estates possess a number of buildings and free standing, heavily patrolled walls. Scores of armed guards coupled with a host of servants and their quarters have turned these into tiny villages.

### MOUNTS

Eldricorn	1,500gp
Darastrix Drake	3,000gp
Pegasus	3,500gp
Dinosaur	3,000gp
Mythrene Ram	750gp
Keralyr	1,250gp
Isril Elk	800gp



### MOUNTS

A multitude of creatures are utilized as mounts in Vathis. The following are just a few of the unique mounts found in our world.

**ELDRICORN:** Eldricorns are a somewhat recent discovery. They are horses that adapted to the effects of eldria and sprouted a spire of eldria atop their heads, turning them into creatures much like the ildera. Unable to tire, they are widely prized as mounts.

**DARASTRIX DRAKE:** A mount's strength and cunning should match its rider, and thus drakes are perfect counterparts to the vasar. Drakes are extremely difficult to rear on account of their stubbornness and ferocity, but the flying beasts serve the vasar faithfully when trained.

**PEGASUS:** The intelligent winged horses of Vavaire are special mounts typically reserved only for the Pegasus Knights of the country. The purchasing of pegasi is only completed if the pegasus agrees with its new owner.

**DINOSAUR:** Some brave souls are foolish enough to catch and train dinosaurs as mounts. Dinosaur breeders and trainers are most prevalent in Rancagesh. The beasts they raise are expensive, but when these reptiles go forth into battle it is a sight to behold. What these creatures lack in intelligence, they make up for in raw power and size.

**MYTHRENE RAMS:** The large rams of Mythrayne are temperamental creatures known for their skill at climbing steep, rugged mountains and surviving where little else can, especially as a herbivore. The headstrong rams possess powerful horns on their heads that few creatures and materials can survive a collision with.

**KERALYR:** Keralyr are large, multi-hued panthers brought over from the Vibrant. They are the preferred mount of the Leyarish of Synethil.

**ISRIL ELK:** The wide antlered large beasts of Isild are sought after for their ability to tread through the thickest of snowfalls, making traveling through the country significantly easier.



## HIRELINGS

Servitor	10sp per day
Laborer, Normal	35sp per day
Laborer, Ildera	30sp per day
Bodyguard	100sp per day
Scribe	85sp per day
Servant	30sp per day
Investigator	110 sp per day
Musician	60sp per day
Survivalist	100sp per day
Guard	50sp per day
Mercenary	150sp per day

## HIRELINGS

Individuals can be hired to perform directed tasks for a certain amount of time. Most of these hirelings are easily found within the cities of the world.

**SERVITOR:** Wholly found in Osept, Servitors can be purchased to perform a wide variety of tasks, none of which they are allowed to turn down.

**LABORER, NORMAL:** A standard human worker, these individuals are capable of performing most manual tasks.

**LABORER, ILDERA:** A standard ildera worker is capable of performing most manual labor. They do not tire, hunger, or need breaks.

**BODYGUARD:** A trained individual who is bought to protect another individual or property. Proficient with both melee and ranged weapons, a bodyguard can react to a wide variety of situations.

**SCRIBE:** Scribes are hired to perform the tasks of research or secretary. They can typically read and write in multiple languages and may possess the ability to cast fundamental magic.

**SERVANT:** Capable of performing basic household tasks, a servant is hired to maintain a house and assist its owner.

**INVESTIGATOR:** Sought after to uncover the hidden, investigators are stealthy and determined individuals who keep their intentions hidden from their quarry and everyone but the contractor.

**MUSICIAN:** Someone who is talented and practiced in the art of music, a musician will provide entertainment to guests for special occasions.

**SURVIVALIST:** Survivalists are hired to guide the uninitiated through the hard wilderness. They are the investigators of trackless land.

**GUARD:** Contracted to protect an area, home, or item, guarding is usually a full-time job. They are constantly on the watch for prowlers and ne'er-do-wells.

**MERCENARY:** Hired to perform a wide variety of tasks, mercenaries are soldiers of fortune willing to do nearly any job for the right price. While most simple jobs pay well, extensive jobs can get quite expensive.

## ENTERTAINMENT

## BLUEMOON HOUSE, PER NIGHT

Common	5gp
Upscale	10gp
Companion	50gp

## THEATER TICKETS

Common	3sp
Balcony	10gp
Box	25gp

## ESSEL TOURNAMENT

Far	8cp
Close	5gp
Box	20gp

## ENTERTAINMENT

While many distractions from the drudgery of day-to-day life exist, none captivate the mind more than sheer entertainment. Many types of entertainment are available to those of us who live in Vathis' many cities.

**BLUEMOON HOUSE:** The Bluemoon House operates in nearly every nation, save Washu. Their ladies and gentlemen are always available to accompany a lone individual on their nightly excursions. A common night with one of these consorts typically revolves around sharing basic forms of entertainment, such as a show and dinner or legal vices. An upscale night with an associate will typically revolve around personal touches, such as a massage or other indulgences. A Companion, on the other hand is an entirely different aspect. On top of the other services, Companions are experienced consorts who are authorized to perform sexual acts with their clientele.

**THEATER:** The theaters of Vathis are a popular entertainment vice for a great many people of Vathis. From fanciful and romantic plays to big bands and singers, the theater houses show a great number of acts and performances. Common seats are typically at ground level. Balcony seats sit above and sometimes ahead of the common seats, while Box seats are situated right next to the stage.

**ESSEL TOURNAMENT:** The most beloved of all pastimes of Vathis is the Essel Tournament. Discovered and run by Lurien Industries, the Essel Tournament hosts live combat and events in full view of its spectators. These combats are widely distributed throughout the world by the Bluewind Company's messaging stations. The combatants of the Essel Tournament are merely illusionary doubles that feel their actions and wounds from within their safe chambers. Seats are separated by a distance from the coliseum floor, with box seats almost on top of the action.



## CONTRABAND

Fake Identification Papers, Good	25gp
Fake Identification Papers, Excellent	100gp
Eldric Dice	5gp
Eldric Skeleton Key	250gp
Heartcrystal	1,000gp

## CONTRABAND

Outlawed in nations throughout the world, contraband items are found in seedy or black market areas of many cities. Usually enforced by the Vathis Sentinels, possessing contraband is punishable under the Vathis Accords, which is why they're easily found in most Outlaw and Sky Dragon outposts.

**FAKE IDENTIFICATION PAPERS:** Available in two degrees of authenticity, false papers are useful for the number of noir displaced in the aftermath of the war. They are also good for those who wish to impersonate someone. Expert papers are significantly harder to recognize as falsehoods.

**ELDRIC DICE:** Dusted with eldria, eldric dice are attuned to often land how the user wishes.

**ELDRIC SKELETON KEY:** An eldric key is capable of conforming to any single lock. Once attuned, it can always open that lock forever.

**HEARTCRYSTAL:** A heart crystal of an eldria spire from an unrefined source. It is capable of seeding a new eldria deposit, and is thus extremely dangerous.

## DRUGS

Watcher Dust	10gp
Vitality	20gp
Larash	75gp
Black Strait Larash	150gp
Dragon's Fury Salt	50gp
Vibrance	75gp
Eitiraska	25gp
Myrkgrass	20gp
Blue Leaf	10gp
Shiu'te Blood	30gp

## DRUGS

These drugs are highly addictive, and have an incredible array of withdrawal symptoms.

**WATCHER DUST:** A crystal-like substance made from eldria crystals and used by the Church of the Crystal Watcher to hallucinate in an attempt to see their one true god.

**VITALITY:** Offered to soldiers during the Darkest War as a boost to one's magical affinity, Vitality grants temporary magical abilities, but is highly addictive. This eldric drink was banned by the Vathis Accords after the Darkest War ended.

**LARASH:** The ash of a laris tree, it puts the user into a crazy dream state

**BLACK STRAIGHT LARASH:** The ash of a laris

tree, it puts the user into a crazy dream state; this strand is said to be touched by Rumoriskar and is used by Redreamers.

**DRAGON'S FURY SALT:** Red salt found in Daratrix, gives user an extreme boost of adrenaline.

**VIBRANCE:** Powdered leaves of luki'taer wood that is specially treated and used intravenously; Vibrance partially transposes user's body on the Vibrant, leading to excellent adventures.

**EITIRASKA:** Ground up mushrooms that are only found underground, causes user to hallucinate but can make users start giving off spores.

**MYRKGRAS:** A grass that grows in the Evernight. The drug is chewed, and is used for pain relief or to relax, too much will cause the user to lose intelligence.

**BLUE LEAF:** A strange herb that induces hallucinations and calms even the most savage warriors when smoked.

**SHIU'TE BLOOD:** "Kato's Blood", taken from the toxin glands of a certain breed of Rancan water snake. Causes the imbiber to go berserk for a period of time.

## CRIMINAL ACTIVITY

Fence Stolen Goods	20% of item's sale value*
Theft	15% of item's value*
Assassination	500gp*
Loans	15% interest per week
Information, Upper	1gp x DC
Information, Elite/Noble	1gp x DC*
Off the Books Spellcasting	+15% to standard cost

DC is determined by GM.

\*= cost can go significantly higher depending on danger of the job.

## CRIMINAL ACTIVITY

Sometimes you need something done that some would consider shady. Other times, you're looking to outright perform an illegal activity. You can get it done, but it's going to cost you.

**FENCE STOLEN GOODS:** The sale of prominent and easily identifiable goods gained from thievery. Typically these items will be sold at a lower price to a fence, and then transported out of the city to get it off your hands and out of the way.

**THEFT:** Sometimes you need something you don't want to pay or negotiate for. This is the cost of hiring someone else to acquire this item for you, typically with contingencies.

**ASSASSINATIONS:** The cost of ending someone's life. This cost goes up exponentially depending on how influential the person is.

**LOANS:** Criminal enterprises are always willing to lend you money with no questions asked. Eventually you'll need to pay it back. Sometimes with your life.

**INFORMATION:** Someone is out there that you need dirt on. You need a contact in the underground. Buying information from operatives is the easiest way.

**SPELLCASTING:** Off the books: No questions asked, ever.



## MUNDANE GOODS

## TOBACCO, WASHU, EXOTIC

Cigars	5gp
Cigarettes (20)	4gp

## TOBACCO, ERYGIS, COMMON

Cigars	5sp
Cigarettes (20)	4sp

## TOBACCO, CYPREAN, GOOD

Cigars	2gp
Cigarettes (20)	16sp

## ALCOHOL AND OTHER ITEMS

Alcohol, Darastrix	10gp
Alcohol, Washu	15gp
Alcohol, Mythrayne	8gp
Perfume, Good	15gp
Perfume, Luxury	125gp
Maps, City	10gp
Maps, Region	25gp
Maps, Nation	50gp
Maps, Continent	100gp
Cosmetics, Common	5gp
Cosmetics, Good	20gp
Cosmetics, Luxury	100gp

## CLOTHING

Men's, Common	5gp
Men's, Good	25gp
Men's, Luxury	300gp
Men's, Ethersilk	500gp
Women's, Common	5gp
Women's, Good	25gp
Women's, Luxury	300gp
Women's, Ethersilk	500gp
Jewelry, Common	50gp
Jewelry, Good	200gp
Jewelry, Luxury	500gp
Eldria Protection Suit	1000gp

## MUNDANE GOODS

Outside of the standard day-to-day market, there are some goods that cost a little extra or are relatively prevalent throughout Vathis. These are some of them

**TOBACCO, ERYGIS:** Tobacco from Erygis is generally of standard quality with some subtle hints of what makes Erygis, Erygis.

**TOBACCO, CYPRESS:** Cypress grows some of the finest strains in the world. Quality tobacco at quality prices. People tend to pay more for tobacco from lush Cyprean fields.

**TOBACCO, WASHU:** Mixed with various spices such as cloves, Washu's tobacco is top notch. It always fetches the highest price throughout the continent.

**ALCOHOL, MYTHRAYNE:** The standard across Vathis, Mythrayne's liquor is both widely exported and popular. Some say it's the far superior brand.

**ALCOHOL, DARASTRIX:** Somewhat of a recent addition, the vassar choice for liquor hails from the highest motes of Darastrix, where the altitude gives it a unique flavor.

**ALCOHOL, WASHU:** Very fine and quite pleasant to drink, Washu's liquor is imported in smaller quantities than the others, but is very tasty.

**PERFUME:** Coming in two varieties, cologne and perfume are widely utilized by the higher echelons of society to draw attention to themselves.

**MAPS:** These are typically widely produced by the Eyes of Vathis, and depict specific cities, regions, nations, or the continent itself.

**COSMETICS:** Widely the purview of women around the continent, cosmetics enhance the appearance of their users. A few levels of quality exist.

**CLOTHING, MEN'S:** Clothing for men is typically focused on functionality and presentation. Suits are commonplace in the world, varying in degrees of quality, almost always accompanied by a hat.

**CLOTHING, WOMEN'S:** Clothing for women typically seeks to accent their natural assets. Most are non-restrictive dresses and skirts with distinct tiers of elegance.

**JEWELRY:** Covering everything from pearl necklaces to diamond rings, jewelry is in popular fashion. Cheaper options now exist for those of lesser standing, but the fierce demand keeps prices level.

**ELDRIA PROTECTION SUIT:** For those of you venturing into the eldria wastes, an Eldria Protection Suit will grant you a short time of protection against the magical emanations given off by unrefined eldria.



## ELDRIC TECHNOLOGY

Lamp	20gp
Lighter	10gp
Home Heating, Per Room	5cp
Home Cooling, Per Room	5cp
Music Crystal	25gp
Alarm System: Door	40gp
Alarm System: Window	25gp
Alarm System: Other	50gp
Microphone	50gp
Resounding Crystals	30gp
Revoicer	35gp
Memory Crystal	100gp
Reimager	250gp
Reimager: Replication Crystal	25gp
Reimager: Redraw Pen	50gp
Sagestone	5gp
Eldricube	75gp
Pocketwatch	150gp
Clock	250gp
Telescope	1,000gp
Parasol	75gp
Stove	450gp
Toys	15gp
Torch	150gp
Rescriber	200gp
Water Heater	500gp
Fan	50gp
Eldricsteel Safe	1,500gp
Launderer	500gp
Lifts	2,500gp
Locks	250gp
Gas Masks	100gp
Flares	50gp
Eldria Detector	500gp
Compass	200gp
Tattoo	20gp-200gp
Water Pump	250gp
Firepit	150gp
Fertilizer	5sp per square meter
Ildera Repair Kit	150gp
Elarian Container	50gp

## ELDRIC TECHNOLOGY

Eldric items and goods have become widespread following the industrialization of eldria. CORE is constantly developing new technologies to be used in various applications. The wonder of eldria's activity within the home begins with a Resonance Tower. Resonance Towers were developed by CORE to spread eldria's influence far and wide. A Resonance Tower begins by consuming Elarian fluid, turning this fluid into raw magical emanations. These emanations are focused by the Resonance Tower and broadcasted to a large region. In turn, Eldric Focusers found within the home focus these energies into a usable form that is rebroadcast throughout the home, energizing eldric devices. In general, it is safe to assume that each eldric device costs a home roughly 2cp per day for operation. Eldric Focusers in the home are typically rented from CORE, or bought outright for 1,000gp. Eldric devices bought for the home must be attuned to the new Focuser before being used.

**LAMP:** An eldric lamp is a light generating device. The activation crystal is typically on the bottom of the lamp and the crystal at the top provides a light source of the color the user chooses.

**LIGHTER:** An eldric lighter possesses a crystal at the top that gets hot when the wielder touches the activation crystal at the base. Typically utilized for tobacco or fire starting purposes.

**COMFORT CONDITIONING:** Home comfort conditioning is typically provided through pipes in the home's walls that are attached to radiators. They can easily cool or heat a room to the desired temperature of the occupant, determined by the activation crystal on the radiator.

**MUSIC CRYSTAL:** Music crystals are cylindrical crystals that are placed over a glass base, which houses the activation crystal in the center. The music crystals hover and spin above the activation crystal and resonate sound. Volume is controlled by the distance to the base. Multiple music crystal bases can be linked together to share music across multiple areas.

**ALARM SYSTEM:** Eldric alarm systems can either be tied to individuals or a passphrase. They will ward a door, window, or other device against unauthorized entry. When triggered, an eldric alarm's sound is so great it is said to be able to wake the dragons from their slumber.

**MICROPHONE:** Consisting of an eldric crystal suspended in the center of a metal circle attached at its base, a microphone transmits the voice to nearby Resounding Crystals. Microphones are widely utilized by the Bluewind Company to project updates of the Essel Tournament.

**RESOUNDING CRYSTALS:** A resounding crystal appears much like a music crystal, but is significantly larger and attached at its base. Its sound throws farther and is significantly louder than a music crystal.

**REVOICER:** Appearing as a pyramid crystal about three inches in length, a Revoicer can store up to an hour's worth of spoken speech. The recording is activated by placing it on a flat surface and touching the top of the pyramid with a finger. In order to listen to the contents, it must be spun on a point on a flat surface. Once it begins spinning, it continues to do so until handled again.

**MEMORY CRYSTAL:** A memory crystal is a cylindrical crystal about a foot long that can store actual memories.



Holding both ends and focusing your mind lets you either deposit a memory into the crystal, or view the memories contained within. A typical memory crystal can store up to a week's worth of memory.

**REIMAGER:** A Reimager appears as a flat rectangular piece of eldria about a half inch thick, and translucent. It has a small slot in the bottom right that fits another crystal, and a small activation crystal at the top left. When held horizontally and activated, a Reimager embeds the image seen through itself onto the Replication Crystal attached at the bottom right. The Replication Crystal can then be inserted into a Redraw Pen and the image can be transcribed to paper in full detail and color.

**SAGESTONE:** This rounded piece of eldria functions as a knowledge depository. Able to contain a lesson, design, or document, the sagestone is often used by wizards to transcribe their spells. A typical sagestone can contain up to 30 pages worth of information. A sagestone is activated by holding it in the palm of your hand and concentrating.

**ELDRICUBE:** An Eldricube is a one foot cube of gelatinous elarian fluid with an activation crystal in its center. An Eldricube glides along the floor and climbs the walls, picking up any object that can fit within its gelatin. Dust, grime, dirt, and even keys can be picked up by the Eldricube. When the owner believes it has picked up enough it can either be taken outside and dumped, or emptied into the sink or trashcan of the home and set back on the floor. Eldricubes will pick up any object the owner attunes it to, which is typically garbage and grime.

**POCKETWATCH:** Vathis citizens are obsessed with keeping track of the time. As such, the eldric pocketwatch was invented. Most pocketwatches are a partial skeleton watch with some internal components displayed. The eldria within casts a glow, allowing users to see the watch face.

**CLOCK:** Much like the pocketwatch, large clocks are often partially skeleton faced. The home clock often contains bells and noise-making devices to allow the user to track the time without having to view the clock directly.

**TELESCOPE:** An eldric telescope is much like its normal counterpart, but contains eglass lenses. Its internal eldria allows the telescope to change the view distance and remove light pollution. This invention is beloved by stargazers everywhere.

**PARASOL:** This eldric crystal, once released, floats about its wearer's head and glows softly. It creates a small half dome that repels water and snow. It also protects from the harsh rays of the sun, as necessary, by darkening the dome.

**STOVE:** This large cube is fit with a door on the front that pulls down and a glass top. Underneath the glass top is a layer of eldric crystals that get hot when the stove is activated. The bottom part, the oven, is also activated similarly and can be set to precise temperatures.

**TOYS:** Eldric toys are widely varied, with moving parts and flashing lights and colors. Eldric toys are extremely popular with children.

**TORCH:** An eldric torch is an eldria crystal on the top of a metal baton, which functions much like a regular torch by giving off light in a 60 foot radius. The light can be any color. Focused versions of eldric torches are often used aboard airships and sailing vessels as a method of communication.

**RESCRIBER:** A pen-shaped crystal of eldria sits upright on a piece of paper. Once a Rescriber is touched, it will write down on the sheet of paper anything said in the presence of the pen. The ink can be of any color.

**WATER HEATER:** This is a vessel for containing water, which is automatically heated by the eldria crystals underneath the basin. This allows hot water to be pumped through a home.

**FAN:** A series of flat eldria crystals circulate when this is activated, providing air circulation.

**ELDRICSTEEL SAFE:** This safe is made from eldricsteel, meaning that it repairs damage to itself and provides reinforcement against entry. It is usually paired with an eldric alarm.

**LAUNDERER:** A Launderer is an eldric machine that fills with water and agitates your clothes to clean them. Afterwards, the machine generates warmth to dry the clothes.

**LIFT:** A lift is a flat circular platform with an eldria activation crystal set on a pedestal within. A beam of light connects the top and bottom of the lift to focus crystals in the ceiling and floor to far off vertical distances. The lift travels up and down this beam.

**GAS MASKS:** A mask sits over one's mouth and nose and the eldria inside the mask filters the air, allowing one to breathe in the harshest conditions.

**FLARES:** Various colored crystal rods shatter in the user's hand, firing a light high into the sky.

**ELDRIA DETECTOR:** This hand-held device will make sounds if it detects a natural eldria deposit within 1000 ft. It gets louder as it nears the detected deposit.

**COMPASS:** This double-sided compass comes with a focusing crystal. One side points to the focus crystal as long as it's on your plane of existence. The other points north.

**TATTOO:** Tattoos embedded with eldria have amazing colors and can even glow faintly.

**WATER PUMP:** An eldric water pump pushes water through itself, often hooked up to piping for items like fountains.

**FIREPIT:** Much like a stovetop, a firepit utilizes eldria crystals to generate fire for warmth and entertainment.

**FERTILIZER:** Fertilizer infused with eldria provides nutrients and increases the growth rate of plants.

**ILDERA REPAIR KIT:** This box of goods contains refined eldria, strips of eldricsteel, and liquid elarian. Everything a damaged ildera needs to repair itself.



## SPECIAL MATERIALS

There are materials unique to the various industries of Vathis. Many of these have become essential in the day-to-day lives of citizens, and some are simply too precious to sell.

### RIMESTEEL

Weapons	+1,000gp +50g per missile
Armor	+2,000gp Light +5,000gp Medium +10,000gp Heavy +500gp Shield
Other	+250gp per pound

### ELDRICSTEEL

Weapons	50gp per pound
Armor	50gp per pound
Other	50gp per pound

### VAEDRICSTEEL

Weapons	500gp per pound
Armor	500gp per pound
Other	500gp per pound

### EGLASS

Weapons	100gp per pound
Armor	100gp per pound
Other	100gp per pound

### DRAGONSTONE

Other	25gp per pound
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### LARIS CRYSTAL

Weapons	+1 damage if the wearer has one power point, +2d6 if wielder spends one power point, +2,500gp
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### GLOSKID

Other	150gp per pound
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### LARIS WOOD

Other	Psionic characters with psionic focus can spend one additional power point when manifesting psionic powers. +7,500gp
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**RIMESTEEL:** Primarily mined in Isild and the Rimelan, rimesteel is a brilliant blue ice found in deep pockets of the world. When mined and refined rimesteel takes on the form of a crystallized blue steel, with the same strength of steel at half the weight. Largely used in commercial applications to retain cold temperatures, it

is not unknown for rimesteel to be utilized in weapons, armor, and other applications. Rimesteel weapons and armor either freeze tissue upon use as a weapon, or protect their wearer from sources of cold.

**ELDRICSTEEL:** While the creation of new eldricsteel is impossible due to the loss of the Eldric Reactors during the Darkest War, eldricsteel itself has not fallen in value. Eldricsteel is a steel synthesized with eldria, granting it naturally repairing properties while retaining a stronger tensile strength. Widely utilized in construction, eldricsteel is also implemented in a variety of weapons and armor. Eldricsteel appears as a dark grey steel laced with blue eldric veins. Spellcasters have found that, when fueled with spell energy, eldricsteel can deal massive amounts of damage.

**VAEDRICSTEEL:** Discovered late in the Darkest War by Legion, vaedricsteel functions similarly to eldricsteel, only with red streaks over its grey metal appearance. It repairs at twice the normal rate of eldricsteel and functions as a usable armor for spellcasters. It is especially potent as a weapon, retaining significantly sharper edges than eldricsteel and dealing more damage with spells funneled through the weapon.

**EGLASS:** Functioning much like regular glass, eglass is an eldric creation that retains the same reparative properties as eldricsteel. Eglass can be of any color, and once synthesized with eldria, possesses the strength of steel at half of the thickness. Eglass makes a wondrous construction material, and is utilized around the world for protective reasons. Eglass weapons and armor are an increasing sight, as the aesthetics of eglass are stunning.

**DRAGONSTONE:** The most common special material in the world, dragonstone is an alchemically created stone that is immune to the natural weathering effects of the world when set, retaining its set shape and design for many years after its construction. Dragonstone is primarily utilized in construction purposes, and is the unaging material that composes the Gilded Road. Dragonstone can be any color, which must be chosen during the mixing process, but the natural dragonstone composing the dragon statues of the world is always an onyx black. Dragonstone is far too heavy to create effective weapons or armor.

**ASTRIUM:** Astrium is the legendary material of the dracensis—dragon slaying swords. This is a zodi'ite laced steel that is extremely powerful, and weapons and armor of this material are legends unto themselves. The creation of astrium is an enigma, believed to have been lost around the same time as the Isle of Keralan. Astrium items are impossible to find through magical means, lending to their loss as the years trudged by. These weapons are able to slice through any material with ease, and astrium armor protects its wearer better than any other type of material in the world. Only through the smelting of current astrium items is it possible to create new types.



## AIRSHIPS

Across the skies of Vathis flit the airships of the world, held aloft by the powerful Ether Drive Systems found at their center. The Ether Drive System (or EDS, for short) transpositions a portion of the ship on the Ether, generating lift by pushing Ether Winds down through the central gap of the EDS. In turn, the EDS operates by consuming the latent magic of Elarian Fluid, which is stored in Elarian Fluid Containers. The sails of these vessels are tied to the EDS and catch the Ether winds as they flow along the Leyline, providing forward propulsion. Communication between airships is done by light signals, usually eldric torches. The loud humming sounds of a running EDS allow for acoustic methods of determining location from other vessels. It is not unusual for airships on clandestine missions to run in silent mode, where the EDS is only used to generate lift and the sails are used traditionally, greatly diminishing the vessel's sound output. Airships are constructed of wood and represent a typical sailing vessel with a glass port on bottom to view below the ship, and a hanging ballast, which keeps it upright.

## AIRSHIP CREW DUTIES

The minimum crew on an airship is typically five, but can be much higher on larger vessels. A crew always contains a Rigger, who handles the ship's sails; an Engineer, who oversees the Ether Drive System; a Pilot, steering the vessel; an Acoustic Engineer, handling communications and ship-finding; and a Captain, who makes the day-to-day decisions on the ship and is typically the owner of the vessel. Vessels can have more crew members depending on various other positions. The number of Ether Drive Systems and sails will sometimes call for additional crew, and the method of transporting goods can create a need for others well.

## CLASSIFICATIONS

Airships are separated into size groups, and then further into individual classes. Each class represents a standard ship body, without any adjustments. Each individual body is then given a few qualities to specify the general statistics about the ship.

**SIZE:** Airships are separated into Small, Medium, Large, Huge, and Colossal size categories. Small ships are typical exploration ships, with very little hull space and a small crew. Medium sized vessels are the most common, utilized by merchants and explorers alike, as they offer the highest payload and the lowest crew with the highest speed. Large ships are utilized primarily for shipping purposes, with large payloads and slow speeds. Huge ships are most often military-equipped vessels, offering many armaments, a high crew count, decent speeds, and large loads. Colossal sized ships are the floating fortresses of the era, utilized only for air superiority by the military.

**MANEUVERABILITY:** Determines how fast a ship can easily evade attacks and turn.

**LOAD:** Lists the maximum load available on this class. Total load is determined by the maximum load minus crew and armaments. Each load is able to hold one accommodation for a crew member, one cannon, one elarian fluid container, or 500 pounds of cargo.





**MINIMUM CREW:** Lists the minimum crew needed to operate the vessel. Additional crew are typically served to man the armaments or perform other tasks on board.

**ARMAMENTS:** This number is the total number of available slots for cannons on the vessel. Each cannon must be manned by one crew member and will be purchased separately from the ship itself.

**SPEED:** This number is the maximum speed available to the ship in miles per hour.

**ETHER DRIVE SYSTEM:** This is the number of EDS' necessary to keep the ship aloft, operate the number of armaments, and keep the sails empowered.

**MILES PER ELARIAN CONTAINER:** This number is how far the ship can travel while operating at peak efficiency on a single elarian fluid container.

**COST:** The amount of gold necessary to buy the ship.



Ship Class	Size	Max Load	Min Crew	Max Armaments	Speed	Maneuverability	Number of EDS	MPEC	Cost
Spirit	S	100	5	10	22	Average	1	70	35000
Wanderer	S	160	8	16	23	Average	1	70	56375
Eclipse	S	180	3	20	25	Good	1	70	78625
Celestial	M	200	10	20	20	Average	1	60	60000
Vavairen	M	240	12	26	22	Average	1	60	79000
Exile	M	280	5	30	25	Good	1	60	117500
Empress	M	300	15	32	22	Average	1	60	97000
Paradise	M	320	10	30	20	Average	1	60	100000
Phoenix	M	240	15	36	25	Average	1	60	118500
Twilight	M	380	5	50	30	Good	2	50	185000
Exalted	L	400	20	40	18	Poor	2	50	110000
Impin	L	500	25	40	10	Poor	1	60	90000
Legacy	L	600	20	60	20	Average	2	50	210000
Abyss	L	600	30	80	18	Poor	2	50	190000
Tsunami	L	700	35	60	20	Average	2	50	220000
Farilis	L	760	10	80	24	Average	3	40	310000
Infernal	H	800	40	80	14	Poor	3	40	220000
Crystal	H	1000	50	80	12	Poor	3	40	242500
Monsoon	H	1400	70	120	16	Poor	4	30	397500
Angelis	G	1600	80	160	12	Clumsy	4	30	440000
Imperial	G	1800	90	180	16	Clumsy	4	30	575000
Silvana	G	2000	100	200	25	Poor	6	20	970000
Musashi	C	3200	160	320	10	Clumsy	6	20	800000



## PROTECTION

Following the horror of the Darkest War, protection is widespread, as people are now constantly on guard and in fear for their lives. Security has become less of an option and more of a necessity in a world of new and unknown dangers. At a base level people are able to safeguard themselves from bodily harm with the weapons they carry on their person, and there are extremely few places in Vathis where it is illegal to wield arms. National guards are a regular sight in the towns and cities of the world, protecting those unable to protect themselves, and each nation has developed their own form of guard to deal with threats specific to their corner of the world. Most of these guards provide insurance not only in cities but on the Gilded Road as well, making it a safe and reliable travel route. For areas outside of national jurisdiction there exists a number of independent mercenary groups that offer their services as escorts. This is a more modern trend, as this line of work has become an easy way for veterans to make a living while providing something desperately needed. The Vathis Sentinels also lend their aid where they can, but their primary concern lies in protecting civilization from the dangers of the outside world and the perils presented by civilization itself. When someone needs a specific form of security, or security from a particularly dangerous threat, they turn to the Free Companies for help. Many of these organizations, such as the Dark Knights or Broken Swords will take contracts to protect those who need it. Guardian Force is well-known as the best guardians available in Vathis. Their members voluntarily guard the Gilded Roads and travelers without being contracted. When hired, Guardian Force will go to any lengths to ensure the safety of their charge.

## WAR

*“The beast of war strikes with the strength and speed of a dragon, hunts with the cunning and guile of the fox, and evolves and adapts like a rolling river.”* -Kelseth zi’Askook, High Commander of Darastrix.

We once fought wars on the fields of battle with blood, sweat, and steel, but now we fight wars with spies, lies, and secrets. Many nations have turned to espionage and intelligence work to gain an advantage on the political battlefield. Those trained for battle during the Darkest War are left in a world they’re not prepared for, one of standing peace and little need for outward aggression. Many turn to the life of the mercenary or adventurer to profit from their skills, as it’s an easy transition from the life of a soldier and pays good coin.

## ADVENTURERS

*“We’ve got our head in the clouds and the wind at our backs. Now if we could only get food in our stomachs and coin in our pockets.”* -Lumis zi’Deloran

It’s easy to become an adventurer, but extremely difficult to succeed as one. The Darkest War created innumerable ruins to be explored and excavated, and its effects on the landscape opened up and revealed old and forgotten relics from ages past. Companies

such as the Eye of Vathis, Free Companies, One Hundred and Seventeen Sky Dragons, and Eldritch House all pay good money to adventurers who join their ranks and venture out into the world on their behalf. While the rewards of being an adventurer are evident, so are the dangers. Remnants of the Shattered Hand and a whole host of other less obvious threats are lurking behind every corner, and they end the careers of many adventurers before they ever truly begin. There is gold to be earned, treasures to be found, and dangers to be faced, and adventurers are the ones to bravely wander into the world and tackle these tasks.

## LANGUAGES

LANGUAGE	SPEAKERS
Vavalish	Trade language made expansive by Vavaire, also known as Common
Arkhar	Elemental beings, Arkhos worshippers, Archons
Atheian *	Language of the Ancients
Aurish	Aurezia
Cypran	Cypress
Draconic	Dragons, Vasar, Darastrix
Empyrean *	Gods, Higher planar creatures
Elrish	Elessar
Farlish	Inuzen, Gnomes, Leyarish nobility, Vibrant natives, Archfey
Fiendish	Devils, Demons, Evil outsiders
High Astrian *	Language of the ancient Vathril Empire
Isril	Isild
Leyarish	Elves, Leyathar, Venoch
Mythic	Mythrayne, Dwarves, Giants
Night Speech	Duergar, Morlocks, Svirfneblin, Ever-night natives
Oseptian	Osept
Rancan	Orcs, Goblins, Gnolls, Rancagesh, Savage Races
Sillarain	Amari, Sillirai
Trist	Tristan
Umbral	Gloom native creatures, Shadow creatures
Vaerin	Vae’rin
Vandar *	Vandiels
Vex	Aberrance natives
Washun	Washu

\* indicates that the language cannot usually be chosen at first level without good reason.



Language is an invaluable tool when traversing the many nations of Vathis. Most travelers tend to speak more than one language, especially merchants and tradesmen. Most nations have their own language, but Vavalish is Asarus' most widely used language—it is taught in schools and used in markets, meeting places, and businesses across the entire continent. Most people know the language of their homeland in addition to Vavalish and, depending on their skill and education, one or two more of our many tongues.

## RURAL LIFE

Rural life is not easily defined in Vathis. The day-to-day activities of the common folk are often defined by culture of their societies, with each nation relying on a variety of workers and industries. Regardless of where you are, however, rural communities tend to be made up of the workers and laborers of the world. During the Darkest War many of these rural families retreated to cities for safety. Now that they've started returning home, those who once led rural lives are tasked with rebuilding their decimated homes and communities. Piety to the gods is extremely high in the pastoral regions of the world, as brotherhood and hospitality are the pillars of most successful rural communities.

## CITY LIFE

You haven't seen Vathis until you've seen her spires. The cities of our world are not only the pinnacle of life, but they help define the culture of our nations. Despite popular belief, an adventurer will find just as much adventure, intrigue, and opportunity within the walls of a large city as they would roaming the wilderness. The walls of a city do not ensure safety, however—they are full of both danger and crime. Getting caught up in city life can be a thrilling and exciting experience, but if you aren't careful the city will swallow you up and spit you out.

## RECENT HISTORY



### FIRST EMPIRE WARS

The year was 3708 AG, and the blue crystal known as eldria fueled an awakening of industrial might unimaginable mere years before. The nations of the world scrambled for positions of power, desperate to expand and cement their influence. As airships began to grace the skies, political tensions reached similarly dizzying heights. War seemed inevitable—and it was. Washu, in conjunction with the recently-formed and still disorganized Sky Dragons, launched a sneak attack on the nation of Elessar, a land that graced shores of the southern Angylis Sea. The brutal assault began a chain reaction the world over, and political alliances, deals, and agreements were finalized and made anew as all of Asarus' nations were dragged into what became known as the First Empire Wars.

The Washun and their allies, most notably the Vavairen Empire, found themselves facing off against the nations of Tristan, Elessar, Osept and Venoch. Airship met airship in sky battles never before seen on such a grand scale. As flaming ballistae arched across the skies, legions of ilder soldiers from Washu marched on Elessar, crushing her legions immediately. Though the Trist successfully invaded and occupied the neighboring countries on Neviah, internal conflict significantly limited their involvement in the later stages of the war. The loss of Tristan's infamous military might left Elessar nearly defenseless, a weakness the Washun immediately exploited. Magical energies launched by the mages of Washu interacted with some unknown force, causing tears in the planar fabric of the world. The darkness of the Gloom seeped through the tears, casting a permanent shadow over Elessar's lush land. Very few Elish survived the onslaught of dark energies. Vavaire, upon seeing the destruction wrought by their ally, turned against Washu and crushed her beneath the military might of the Vavairen Empire. The signing of the Zukiei Treaty brought an end to the First Empire Wars, and placed Washu under Vavaire's power, dissolving their military and forcing them into a vassal state. Vavaire, for their unbridled aggression in the early stages of the war, was broken into its component nations by the newly formed Council of Vathis, tasked with securing a lasting peace. Simultaneously, the Vathis Sentinels were created to contend with the now unified power of the Sky Dragons and to enforce unity across the nations, hopefully preventing a tragedy on the scale of Elessar from happening again. Unfortunately, the white flag would not stay white for long.

### SECOND EMPIRE WARS

In the year 3757 AG, as Vavaire disbanded and Aurezia, Cypress, Darastrix, and Isild were freed from her clutches, the world once again witnessed a struggle for supremacy by these new powers. West of Washu, Erygis formed from former prison colonies of Vavaire, originally guarded by the Antares Templar and transferred to the Vathis Sentinels at the conclusion of Vavaire's separation. Global tension continued to rise once again as the Black Rebellion reformed Tristan into the Trisviet Union, a revitalized nation too eager to secure her formidable realm on the northern peninsula. Astea was reborn as a mortal human named Aevalyn in Sanctuary, Vavaire, and Emperor Jaris of Vavaire was murdered in his sleep. His youngest son, Aliskar zi'Stardragon, inherited the role as Emperor of Vavaire. Emperor Aliskar, not content with Vavaire's newly fractured state, pushed his council and researchers to discover new ways of returning Vavaire to the continent-spanning empire it once was. Osept suffered a significant number of slave rebellions during this time, and with Venocian and Erygan support, the nation of Rancagesh was founded by groups of former orcish slaves on the peninsula southwest of Osept. Aliskar's research proved successful, and a small council of researchers discovered the Scar Tear, a portal to another realm, deep beneath the city of Valiance. Emperor Aliskar commanded his researchers to open the Scar Tear. Immediately, a powerful extraplanar being stepped through the Tear, and offered Aliskar a deal, which he readily accepted. The being, who called himself Feliroz, promised to restore Vavaire to its former glory, asking nothing more than for Aliskar to allow it to help in this endeavor. As Aliskar agreed, sixteen more entities



joined their leader through the portal. They called themselves the Exilarchy, and were the Vandiel of what would eventually become the Shattered Hand. The Exilarchy immediately moved to replace key leadership of Vavaire, and they started the Whiterose Experiments. As the Whiterose Experiments began to create the first noir, they utilized these shapechanging spies to further their scope of influence and gain intelligence on the enemies of Vavaire. With this newfound knowledge, Vavaire began to rapidly expand and take back the land that they lost during the First Empire Wars, reclaiming the Borderlands and Darastrix almost immediately. Foreseeing danger, Aevalyn traveled all across Vavaire, preparing what would later become her worldfalls. Not long afterwards, the Starfall Event happened, and zodi'ite from Farilis' rings crashed down on a small city named Asha in the western Trisviet Union. Both Vavaire and Tristan blamed one another for the explosion, not realizing it was a natural phenomenon, and the Second Empire Wars began in the year 3757 AG.

With the help of noir intelligence—known as the Black Network—Vavaire made significant headway against her enemies. Nations all over Asarus began to use this as an excuse to rapidly increase their military power by using eldric industrial practices and assaulting their neighbors for territory they had once warred over. The Second Empire Wars rapidly devolved into a continent-wide conflict involving every single nation. The Exilarchy, until this point, had kept their secret safe from the world, but Sillirai took notice of the existence of the noir. Under Aevalyn's guidance, Legion was formed in Ardor, Vavaire to combat the noir threat. The Vandiel Rumoriskar, acting under the guise of a diplomat, was assaulted in Sillirai and revealed his true form to his assailants. The ruse of the Exilarchy was lifted as rumors of Rumoriskar's existence spread.

## THE DARKEST WAR

The year 3763 AG began with the Exilarchy, now exposed to the world, returning to the Scar Tear and gating in waves of fiends from the lower planes. The Second Empire War's fight for supremacy turned into a war for survival as the Darkest War began. The otherworldly forces of the Exilarchy, called the Shattered Hand, cut through the world's defenses like a scythe through wheat. Operation Eldric Crash destroyed every known Eldric Reactor, forever placing a hold on the construction of the ilder race. The main holdings of Vavaire fell quickly as the Shattered Hand attacked nearly empty cities across the nation, and the northern reaches of Vavaire immediately succumbed to the same devastating fate as eldria from the crash spread quickly, turning the formerly lush lands into the Shardlands. Darastrix's land holdings were burned in less than a year, and the Borderlands lay in ruins within the following year. The Trisviet Union lost the great city of Ravnessgrad shortly thereafter. Utilizing a team of highly capable Starcalled, Legion managed to capture their first noir and free her from the clutches of the Shattered Hand. Sharaun, as the first noir is named, gave Legion great insight into the actions of the Shattered Hand, and Legion began to advise the nations of the world on how to defend against the movements of the noir. Now facing stiff resistance, the Shattered Hand began to launch diversionary assaults against many nations' unprotected flanks. Northern Aurezia was

lost, Isild took heavy losses, and Sillirai lost the Strait of Despair to the mainland. Erygis, Venocho, and Osept were decimated by assaults along the Angylis Sea, Cypress and Aurezia lost control of the fertile fields surrounding the city of Rime, and the Trisviet Union was run out of Drakostigat. Hope appeared lost, even with Legion's vital intelligence.

When all seemed at its darkest, a wave of magical energy was felt throughout the world as energies from the Vibrant seeped back into our world. Synethil, the lost capital of Leyathar, returned to our plane of existence, bringing with it centuries of ancient magical knowledge. Synethil was immediately met by agents of Legion, and the city's mages immediately moved to assist the nations of the world against the threat of the Shattered Hand. Their magical prowess stemmed the tide of the flowing Shattered Hand from coast to coast, and within a few years, several Vandiel Aspects were killed, their death knells leaving great scars upon the world. Their volatile death throes created the Rimelan, Manastorm Sea, and a number of other terrifying landscapes. Recognizing that the war was near its end, Aevalyn formed Aevalyn's 1000 and they set out on a mission to Valiance, Vavaire, to face the leader of the Shattered Hand himself: the Vandiel Feliroz. Her elite troops succeeded in ending the Shattered Hand threat in Valiance, creating the magical barrier known as Aevalyn's Wall and breaking the hold the Shattered Hand had over the noir, effectively freeing them from their mental captivity. Aevalyn's 1000 did not return to the realm of the living, and with their bittersweet success the Darkest War came to a close, the remnants of the Shattered Hand scattered to the winds of the world.

## AFTERMATH OF THE DARKEST WAR

The Age of Awakening began in the year 3776 AG. In the years following the aftermath of the Darkest War, it was discovered that nearly forty percent of the world's population lay dead. Vast stretches of land were ruined and the fields of our world were desecrated. As the world licked its wounds, Aurezia became Washu's protector and placed what little remained of the Vavairen populace on the Isle of Corsica. Hanad, a close advisor and friend to the late Emperor Jaris, sought to find the nation's true-born heir to return Vavaire to her rightful place in the world. Sillirai discovered a new peace as Empress Evie zi'Jaeress took over her place as the nation's spiritual leader. She married into leadership as well, becoming Sillirai's Queen. Synethil rid itself of the two latent Vandiel threats that had taken refuge in the destroyed parts of the city, freed High Templar Syvesia from her stone confine, and discovered three of the lost Arms of Leyathar artifacts. Synethil, utilizing the city's ancient shield, transformed itself into a floating mote, taking it far out of the reach of the threats that once cast it to the Vibrant.

Hanad was successful in finding Ravenne zi'Stardragon, the heir to Vavaire, who put together a small team of elite military and sought to return Vavaire to the nation's former glory. Ravenne discovered the worldfalls Aevalyn had placed in the cities before the Darkest War, which had put the populace into a sort of suspended animation. Once the worldfalls were ended by Ravenne, the populace returned to the active world and she restored Vavaire one city at a time. Upon arrival in Valiance, she discovered Aevalyn locked in combat with Feliroz, as if frozen in time. Ravenne



soon realized that Aevalyn had actually placed most of Valiance and Vavaire into worldfalls, and in order for her country to return, anchor of the worldfall of Valiance and the creator of Aevalyn's Wall, Aevalyn herself, would have to die. Ravenne reopened the Scar Tear and cast the remainder of Feliroz and the local Shattered Hand back to their home plane before closing the portal forevermore. Aevalyn gave her life for the return of Vavaire, sparking a series of events that would eventually culminate in the repair of the Ether, the fall of the Etherward surrounding Asarus, and the beginning of the reawakening of the stone dragons of the world. The exact details of this sequence of events are unknown, as Ravenne and her associates refuse to speak of it.

## NOW

The current year is 3781 AG. Vavaire has been restored under the proper leadership of Empress Ravenne, even though not all of Aevalyn's worldfalls have been discovered. The nations have started to reclaim their lost territory. Tensions once again are on the rise, and the fall of the Etherward has opened the rest of the world to exploration. The dragons of myth and legend are returning. Whatever happens next will be up to us: we alone can steer the world forward.



*"I've scoured these lands from top to bottom, from the highest peaks to the lowest valleys. Climbed every tree, crossed every river, and delved into every cave I've come across, and despite it all I know I've just scratched the surface."* -High Curator Mazyzi Veshnore

The continent in which we reside, Asarus, lies on the moon Vathis. Vathis revolves around the significantly larger planet of Farilis, which is ringed with violet zodi'ite. All that we know of the world and multiverse can be found here on Vathis. From the lush rolling hills of the Aurezian plains to the frozen expanding wasteland of the Rimelan, all that we care for and love lies on this continent. The continent itself is home to a variety of nations, civilizations, and peoples, with multiple religions, races, and creeds. Six years ago, the Darkest War that ravaged our land, came to a close, leaving us in a tenuous peace. All is not how it appears, and the dark undercurrents of plots and intrigue are now beginning to bubble their way up to the surface.





GLAYCIAN

TRISTAN

DRAKOSTIGAT

ISLE OF CORSIKA

ISILD

LEYATHAR

DARASTRIX

SHARDLANDS

AUREZIA

STRAIT OF DESPAIR

BORDERLANDS

VAVAIRE

AUNTERSHEAI OCEAN

ANGYIUS SEA

MYTHRAYNE

OSEPT

RIMELAN

RANCAGESH

PLAINS OF FEAR

CYPRESS

NASHENDASORN DESERT

ERYGIS

HARROWS

WASHU

BLOODSCORCHED VALE

JUNGLES OF SINAFEY

VAETHIRIAN SEA

SEKOIS OCEAN

MANASTORM CHAIN

For an extremely detailed map, please visit [ZodiacEmpires.com/map](http://ZodiacEmpires.com/map)

## AUREZIA

*"In Faith and Harmony."*

Aurezia is widely known for its beautiful and lush low-rolling hills that spread from sea to sea. Broken only by various woodlands, the nation contains few mountains or foothills. The eternally warm Solar Sea to the east fuels a nearly endless rainfall, creating some of the most arable land in the world. The rivers that run from the Valeria Falls in the south of the nation cut off Aurezia from the rampant threats of the Borderlands, but the expanding Rimelan to the south poses a constant threat to the rich farmlands of the kingdom. Aurezia itself is home to the second largest city in the world, as well as the world's tallest structure.

Exiting the First Empire Wars as a unified nation for the first time in centuries, Aurezia was birthed by the newly established Zukiei Treaty that split Vavaire into its component nations. Aurezia confirmed its place of power within the political landscape of the world with a rapidly growing population unified under the Astean church. The Theocratic Holy Kingdom of Aurezia pushed forward and secured its surrounding lands, only to be immediately put to test at the onset of the Second Empire Wars against Vavaire. Aurezia failed to match up against Vavaire, quickly seceding the Borderlands entirely before the outbreak of the Darkest War. Well into the war, Aurezia shone as a beacon against the darkness, but the nation took heavy losses against the might of the Shattered Hand. Not a single city was spared from the destruction wrought by the Shattered Hand, which reached even Aurez City. The end of the Darkest War brought about the creation of the Rimelan and the reestablishment of Vavaire, forcing Aurezia once again to vie for survival against expansive threats encroaching upon her territory.

The Aurezian are a bountiful lot who believe they are blessed by Astea herself. This outlook sows a friendly attitude in the hearts of most Aurezians, who treat outsiders well, particularly refugees, who they welcome with open arms. Astea's teachings are prevalent throughout the nation, with the armed Lightwardens supporting the local garrison and guard forces in keeping peace in Aurezian streets. Aurezians are largely accepting of various cultures due to the fact that the nation itself is actually made up of four separate nations banding together under one common banner. It is not unusual to find Trist or Washun style dwellings and culture intermixed with the standard Aurezian and Vavairen flair.

The day-to-day life of the average Aurezian is one of simplicity. Their cities are sprinkled with eldric advancements, and few homes in populated areas go without running water and basic amenities. The influx of refugees has swelled in the poorer areas of the nation, but most Aurezians live well off the land granted to them by their patron goddess. Aurez City boasts one of the largest trading docks and ports in the world, rivaled only by Valiance to the east. The long stretches of the Gilded Road found in this nation are patrolled often, but this does not guarantee safety. Many groups have sought to carve out their own slice of territory within the unlawful regions of the country.

### CITIES

**AUREZ CITY:** Aurez City is constructed on a series of seven islands at the mouth of a large river. Its sky spires attempt to emulate the height of the mile high Sapphire Spire of Astea, but few come close to even a quarter of that. The city is tightly packed with cultures and peoples from all over the realms, even as far away as Washu and Leyathar. The capital of Aurezia is a melting pot of societies and ethos, which makes for interesting street travel. Its population is second only to Valiance, Vavaire.

**LIGHTAN:** Known as the Gateway, Lightan serves to protect the eastern reaches of Aurezia from the horrors of the Borderlands and beyond. The fortified city is largely composed of regiments of Aurezia's military, members of the Lightwardens and Dark Knights. All groups here have sworn to protect the city from any threats, and very few unlawful organizations exist within this city. Lightan acts as a staging ground to reclaim the lost Borderlands.

**GLOAM:** Far off the beaten path, Gloam is home to only a single Vathis Sentinel outpost. The city has mostly fallen under the sway of enterprising criminal organizations throughout the region. None is more powerful than the Rising Fire Coalition of Washu, who have taken control the city's port.

**SOLARION:** Solarion is Aurezia's second largest port city. It handles shipping and airship traffic from as far away as the Angylis Sea. Solarion is trafficked often by the Vathis Sentinels and Lightwardens, and they keep a close eye on this major influx point.

**FIDUC:** Once renowned as the unassailable Fiduc Castle, the fortification on the southern edge of Aurezia now keeps a lookout for horrors from the Rimelan. The city itself no longer experiences the warm weather that the rest of Aurezia takes for granted, but is instead battered by the chill winds originating from the Rimelan. Stationing here is no longer a prestigious assignment.

### INTERESTING LOCATIONS

**MOURNING:** Once a port city that rivaled Solarion, Mourning is now a husk of the city's former self. The inhabitants survived the Shattered Hand's incursions, but they became bestial and savage, with no method of communication.

**VAETASKA:** The Shattered Hand was intent on the destruction of this secret vae'rin fortification in the Razer Mountains. Why the Shattered Hand was so driven to reach the city is unknown. Brave explorers have attempted to gain access to the areas below, but few have returned.

**BRUMOR KEEP:** Destroyed during the Darkest War, Brumor Keep was decimated by Rumoriskar's forces on his way towards Sillirai. Only shifting shadows and things of nightmare reside in the fort city now.

**MAROMA:** What originally happened to Maroma is unknown, but this naval city now constantly shifts between the Gloom and the Vibrant, seemingly at random. Every once in a while, entities join the city on its return to the Material Plane.

**ANIRON:** Suffering the same fate as the Strait of Despair, Aniron was once a profitable lumber port city delivering wood all across Aurezia. When Rumoriskar's death knell struck, the city was nearly wiped off of the face of the map. No survivors made it out of Aniron, but nightmarish versions of the former citizens now inhabit the town.



# AUREZIA





## CYPRESS

*"Beauty and freedom birth culture and progress."*

Cypress is a fervent whirlwind of culture in a relatively bleak and disheartened world following the end of the catastrophic Darkest War. The nation is always pushing its citizens to be happy and content in whatever they do. This, in combination with the warm and humid climate that Cypress enjoys for the majority of the year, has created a pleasant and cultured nation. Open air structures dominate Cyprean cities, and staying warm is seldom a problem. These comfortable living conditions are being threatened, however, by the encroaching Rimelan to the north, which has brought cold and ice to some Cyprean holdings.

The nation of Cypress was a member of the Vavairen Empire until the end of the First Empire Wars. After gaining independence once again, the Cyprean were able to establish their own imperial republic before the outbreak of the Second Empire Wars. Though they fared well during this conflict, their truest test was during the Darkest War; the onslaught brought forth by the Shattered Hand unified the Cyprean people, who fought valiantly to protect their homes. In the aftermath of the war, Cypress is focusing on healing their scarred lands and bettering their remaining populace.

The Cyprean believe that if their people thrive, the nation will thrive, and they've adapted their cultural practices to reflect this. The result is a nation of professionals who specialize in all sorts of unique fields, such as theater, philosophy, or art. Cypress views the advancement of the individual as an important staple of their lifestyle, and they believe that you have the chance to become whatever you wish, so long as you're willing to devote enough practice and time to the endeavor. With these cultural beliefs comes the idea of personal freedoms, which all Cypreans enjoy. These freedoms extend to everything from religion to civil service.

Cypress is the proud home of Lurien Industries and the famed Essel Tournament. The organization was globally established when an Essel Arena was first discovered within Cypress' borders, and they've since founded a home base in the southwestern nation. Lurien Industries grants Cypress a leading edge in vaedra weapons and technology, with production occurring in most of Cypress's cities. Lurien Industries is also the host of the global Essel Tournament. This international gladiatorial sport is enjoyed by spectators and listeners all over Cypress and the world, while it draws some of the fiercest and most proficient warriors to the nation.

The day-to-day life of the average Cyprean citizen varies, relying on a number of factors. More often than not, a citizen spends their day honing whatever craft they choose to pursue. As a result, Cypress has based much of their economy on these unique fruits of their niche labor. Cyprean art and theater in particular have become lucrative industries, and you can find their works displayed in prestigious art museums, or plays performed on stages all across Vathis. No matter your craft, Cypress has no shortage of ways for you to do what you love, and here you will surely earn a profit from your trade.

## CITIES

**ERELON:** As the capital of Cypress, Erealon is the largest city in the nation. It is viewed as the epitome of Cyprean society, and is full of culture, art, and well-educated minds such as the likes of philosophers and diplomats. Anyone from any walk of life can make something of themselves in Erealon.

**ATHEL:** Athel is well-known for its impressive theater district. Home to the famous theater company, The Harlequins of Athel, this city is renowned for the world premieres of most plays and as the home base for many of the traveling actor troupes of the world.

**DANYAN:** Danyan is the home of Cypress' military leaders. From here the generals and leaders of the nation's armies delegate and command troops to the northern and eastern borders of the nation. The keep itself is well armed, and home to many strategists and weaponsmiths.

**LEIDNAV:** This port city is one of the smaller cities of Cypress. Large amounts of fish congregate here after traveling downriver into the ocean to breed. Leidnav has seen a remarkable increase in the amount of Vandiel cultist activity as of late, and is always looking for help dealing with the issue.

**TARTH:** This fortress, located on the eastern side of Cypress, is the only thing that stands between the safety of the nation and the Plains of Fear. Occupied primarily by soldiers and mercenaries, some of the most elite warriors in Cypress are stationed at its posts. As the Rimelan encroaches from the north, many worry that the fortress will have to be abandoned, leaving Cypress open to the horrors emerging from the Plains of Fear.

## INTERESTING LOCATIONS

**JUNGLES OF KENESTRAL:** The jungles to the south of Cypress were once a part of the nation. They were given up during the Darkest War, and have since grown rampantly at an alarming pace. The jungles are now inhabited by various beasts.

**FURCATA MOUNTAINS:** These mountains are the home of vaedra eldria. Lurien Industries funds a large number of operations in this area, and offers a bounty on any new vaedra deposits discovered in the region. Mercenaries and other adventuring groups scour these mountains and will kill for a piece of Lurien Industries gold.

**THESTUS ISLANDS:** Lying west of Cypress, the Thestus Islands are covered in dense jungles and vegetation. The outer banks of the islands are rocky and hard to approach. Those who have ventured here have reported sightings of giant apes and other wildlife far larger than anything seen before.

**AZURE SEA:** Located between Cypress and the Plains of Fear, this sea suffers from many of the same startling effects of the Plains of Fear. Magic on the sea does not function properly, causing problems for many of the airships that travel over the area. Swirling pools of color can also be inexplicably found in the water.





Cypress



## DARASTRIX

*“Most plummet, we soar.”*

The lands of Darastrix are fantastical to gaze upon, appearing as a plethora of cities situated atop floating motes. These temperate lands see much precipitation throughout the year, and the winters here are especially brutal. The mountain ranges of the nation are harsh even without the bitter cold, and areas close to the Shardlands experience strange eldric weather anomalies. Surrounded by the Frostfire Mountains, Silverstone Mountains, Etagra Wood, and the Promgir Wood, the bulk of Daras surface holdings are vast plains used for agriculture, while the motes above are reserved for vasar cities. The Ixen Caldera has altered some of the earth below, making it unsuitable for further agricultural purposes. The art and architecture of Darastrix have contributed greatly to the beauty of Daras societies. Towns and cities upon the motes are beautifully constructed, yet with consideration for convenience.

The nation of Darastrix was founded centuries ago around the holy site of Winsor Valley, over which they warred with the nearby dwarven population for years. The vasar of Darastrix expanded northward to procure more land rich with resources, but ended up in various conflicts with Tristan over the years. Vavaire came to the aid of the Daras during a time of plague, and the two became close allies, with Darastrix greatly assisting in the expansion of the Vavairen empire and fighting on Vavaire's side in the First Empire Wars. Eldric technology was embraced in Darastrix, and with the invention of airships the nation saw a large increase in trade and tourism. Darastrix supported Vavaire once again during the Second Empire Wars, fighting valiantly in their honor until the conflict became the Darkest War. During the Darkest War the vasar of Darastrix deployed to battlefields around the world, even destroying the Vandiel Monaxel on Daras soil. The resulting death knell created the Ixen Caldera. At the end of the Darkest War the nation of Darastrix welcomed Vavairen refugees to their motes, and they attempted to rebuild their vital land holdings that were lost to the rampaging fiends.

Now that Vavaire has returned, the vasar population breathes much easier. Settlements are less crowded and their limited resources are less strained. The return of the dragons to the world is raising tensions, however—you can find vasar praising the dragons as deific beings, but only some accept this worship. The High Commander of Darastrix has completely banned the worship of dragons, and none are allowed to assist the creatures in any actions that would go against Daras teachings, lest they be charged with treason. Vasar with disfigured or removed wings are looked down upon and pitied, and it is against the law to harm the wings of a fellow vasar. The majority of this populace are interred within ice and salt tombs upon death, and their burial rites are taken extremely seriously.

The Daras are an honorable and good natured people who serve their High Commander, Kelseth zi'Askook, with pride. Their loyalty to the crown is notable, and their military power is renowned as a result of their loyalty. The bulk of the Daras are required to undergo military training in their teenage years. The nation has strong, unique religious views, and many of the nation's military and guards are self-proclaimed paladins. Most Daras re-

vere the four dragon Deities as their primary gods and goddesses. The worship of Naugrix and Vangal is most common, with Aleydra and Serena following. The vasar are fervent in their worship and strictly adhere to tenets of their faith. A respectable number of mages come forth from Darastrix in addition to divine soldiers, and those learning the Art are often taught at the Eldritch House in Lavei. The Daras are generally a humble folk. Darastrix today sees Vavaire as its strongest ally, and they maintain friendly relations with Cypress and Isild. Osept and Tristan are enemies of Darastrix.

### CITIES

**LAVEI:** The capital of Darastrix is built into a mountainside, accented by floating motes tethered to the mountain by bridges. The city is built upon an entrance to Winsor Valley, the holy site of Naugrix. Lavei is also home to Alabaster Castle, a fortification built of white dragonstone and a holy site of Vangal. The walls of Lavei were never breached during the Darkest War. Lavei is well-known as a center of drake breeding, and it's also famous for lucrative mining. The number of warriors in the city is attractive to the Vathis Sentinels and other mercenary organizations, who spend their time in the capital seeking new recruits.

**FREASWEN:** The city of Freaswen sits upon the eastern shore of Darastrix overlooking the Feyne Sea. Largely a trade and tourism driven area, it is continually built up vertically, for use by the vasar, with lower areas occupied by other humanoid races. The Salt Lords run a tight ship on the salt mines and related businesses, and the docks on the shore see an abundance of trade. People say that the Black Dragon Syndicate has their hand in the businesses located here.

**CHASIEN:** A huge provider of lumber and furs from the north, Chasien is a city of stout warriors that act as the prime defenders repelling the forces of the Shattered Hand that venture forth from Drakostigat and other territories. Many lumberjacks and hunters make a home here, and the region is heavily populated by the Dark Knights, Guardian Force, and 11th Hour.

**ULHAR:** Ulhar is a floating mote located in close proximity to the Etagra Wood, Silverstone Mountains, and Ixen Caldera. The city overlooks the fortification of Athearyesk, and many here go on to become mercenaries there and at Svernar. Ulhar used to farm much of the land below, but now these grasslands are tormented by the threats from the Ixen Caldera and Etagra Wood, including abominations traveling from the Shardlands.

### INTERESTING LOCATIONS

**IXEN CALDERA:** As an area of molten earth and noxious gases created by the death of a Vandiel in the Darkest War, the Ixen Caldera is uninhabitable.

**WINSOR VALLEY:** This valley is the holy site of Naugrix, and Aurora, the city beneath, is the supposed birthplace of the vasar race. This area is contested by dwarves in Amorika Castle across the valley.

**SILVERSTONE MOUNTAINS:** The Silverstone Mountains separate Darastrix from the Shardlands. Strange creatures infused with eldria cross into Darastrix through here.



# DARASTRIX



## ERYGIS

*"A face from every nation, a key to every door."*

Erygis is a flat expanse of fertile land used for agricultural efforts, with few areas boasting hills or plateaus. The Unerraa forest supplies lumber to most of the nation, and is home to a multitude of threatening creatures. The beaches in the south are popular tourist destinations and the waters offshore are known for their rich marine life. The lands bordering the Nashendasorn Desert are semi-arid and dry, while those in the south and east are somewhat tropical. The lands in the north were ravaged during the Darkest War, and are either overgrown by the once-tamed wilds or overrun with undead from the Harrows and remnants of the Shattered Hand. The days are so hot in Erygis that the nation has become famous for its bustling nightlife, and all Erygan cities are a veritable hotspot for evening entertainment and recreational activities.

Erygis was originally founded by Vavaire as a penal colony for prisoners of war. The Antares Templar were tasked with watching over the colonies, but as prisoners flowed in, the colonies expanded. Slowly but surely, prisoners formed clans based on their former allegiances or familial ties. After the First Empire Wars and with a newfound influx of refugees from Elessar the number of prisoners was simply too much for the Antares Templar to bear. The people rebelled, and instead of devolving into chaos, they petitioned for their own rights as a sovereign nation. The three largest clans formed provinces of their own with the intent to govern equally and communally. During the Darkest War, Erygis lost a significant percentage of the northern territories at the hands of the Vandiel Monakxel's forces. With the aid of the dwarves and the return of Synethil, they held back the Vandiel's forces until the Darkest War was over. Today, Erygis teeters on a delicate balance of potential civil war as the three provinces seem to be less cohesive than ever before.

Erygis became a popular destination for trade and travel after its formation. Many citizens take pride in tracing their lineage back to noble lines from Cypress, Washu, Tristan, Vavaire, and even Elessar, but this also leads to an abundance of social posturing. Though citizens are proud of their heritage, the real charm of Erygis is in its blend of cultures. One can find members of all races intermingling in Erygis, with an especially high number of half-orcs, gnomes, and halflings. Erygans are relatively reserved about their religious beliefs and find it plebeian to discuss these personal matters in public. They do not shun any faiths acknowledging the gods, and the Deities Bastion, Circe, and Zanon claim the largest number of followers here, followed by Teiris, Keindrinan, and Uryll. The Church of the Crystal Watcher has been appearing in Erygan cities in droves, particularly the settlements within the eastern region of Unerraut.

The three provinces of Erygis have grown to produce various adventuring lifestyles. The northwestern province of Sinusur is a region of hardened war veterans and their families, home to a number of Elish refugees, and around the forests one can find hunters and rangers in abundance. Eska zi'Jassynder rules this province inflexibly but distantly, letting her guard execute her will. Ninnulut in the south is a lax haven for sneak thieves and roguish types, as the rule of Heshpat zi'Fralmana is forgiving and easygo-

ing. His hands are in the pockets of many businesses, and he cares only for the movement of coin. Any with wealth can move up the social ladder and make a name for themselves in Ninnulut. Alpheus zi'Gamut's grip on the province of Unerraut is strained, and this area is rife with tension. Much of the population are Washun sympathizers, and the rest care little for Alpheus's ties with the eastern nation. Unerraut produces a considerable number of mages and sages, seemingly in line with its large number of Washun descendants.

### CITIES

**KAMTYROW:** The nation's political and economic center, Kamtyrow is also famous for its theater district and massive airship tower, which is one of the world's largest. The nobility of the capital are always manipulating the social landscape, and dark dealings go down in the city's alleys every evening. Built upon foundations of old dwarven architecture, the city can withstand a great deal of abuse, but the guard are willing to pay adventurers to clean the surrounding areas of marauding beasts.

**EMPHIL:** Emphil is home to the Erygan branch of the Eldritch House and the region's CORE headquarters. A large number of tieflings within the city take pride in following the pursuits of the Art, and they easily outnumber all other races here. Cultists of the Crystal Watcher have been congregating in the city lately, and the savage beasts of the Bloodscorched Vale pose a constant threat to the city as they roam just outside of Emphil's patrolled borders.

**NINNULT:** Ninnult is the societal hub of the Ninnulut province, known for its beaches, market docks, and multitudes of deep sea fishermen. Sometimes whispered to be a veritable pirate city in disguise, one can find almost anything here so long as they have coin. Sellswords, thieves, and supposedly Sky Dragons call this place home, as the constant movement of ships traveling into and out of Ninnult generates a steady stream of coin.

**SINUSUR:** The port city of Sinusur is known for its bustling nightlife. The relatively new settlement is filled with war veterans and stragglers crowding the streets, and Bluemoon Houses are a permanent fixture in every neighborhood. A large number of Circe worshippers call Sinusur home, and so do the Faceless, as the city is their base of operations. Rumors claim that pirates have been dealing in the city, and Vathis Sentinel activity has increased in response.

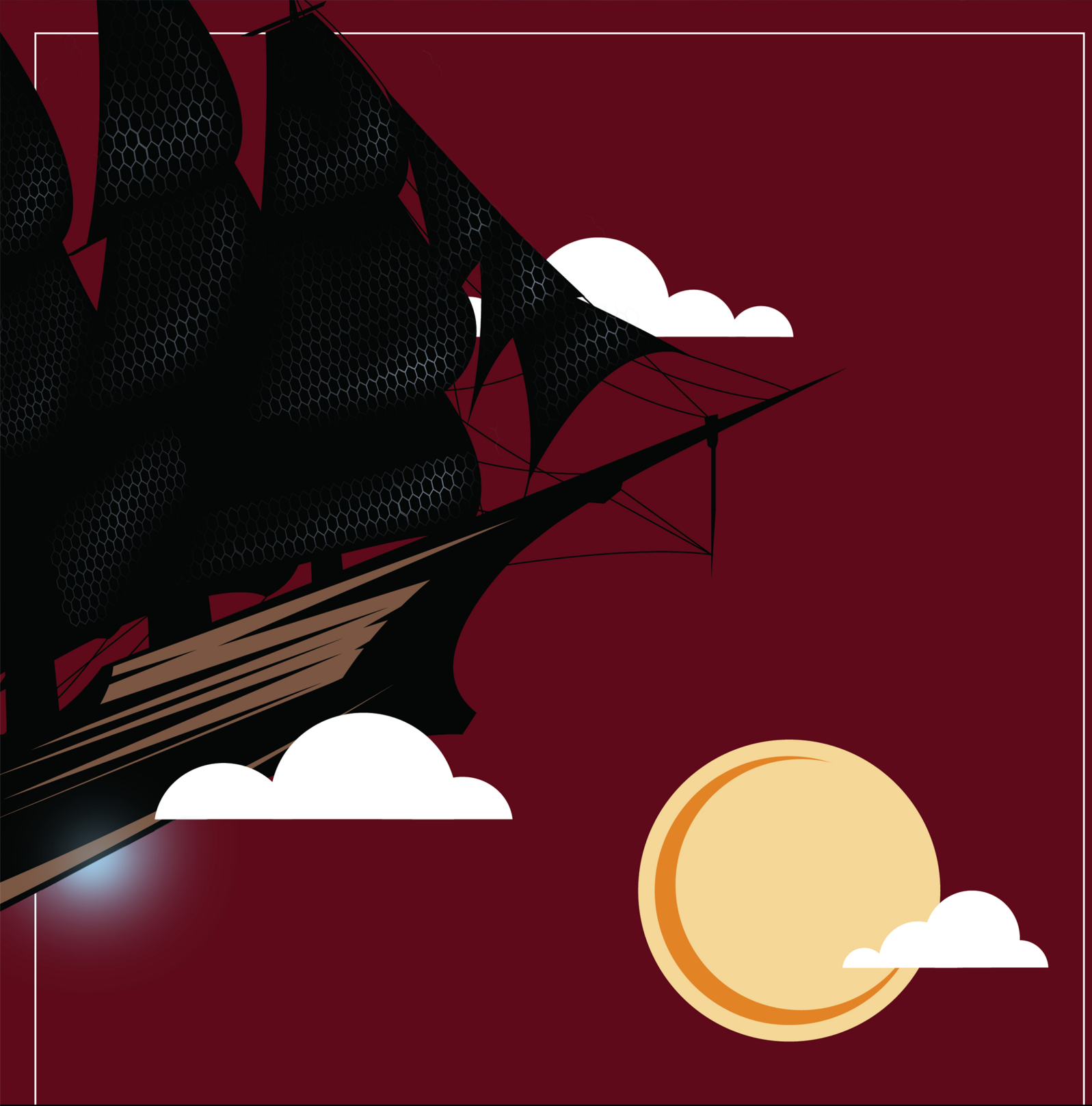
**ASIGAIR:** Asigair was nearly destroyed in the Darkest War. A small settlement, its only features of note are the Halls of Bristlethorn and the Atebu Forest it overlooks. The surrounding lands once belonged to Erygis, so Asigair is a common staging point for expeditions to recover resources or secure former holdings. It is a crucial point of defense against the horrors of The Harrows. Mercenaries and survivalists are always recruiting explorers here.

### INTERESTING LOCATIONS

**ETERNAL REST:** Eternal Rest is a massive pyramid in central Erygis that is said to house the defeated outerworldly beings after the Divine Sands War. It remains guarded by the Antares Templar.

**UNERRAA FOREST:** This forest is filled with darkwood and unusually large vermin and woodland beasts. Contests for taking down the deadliest bounty are frequently hosted in nearby cities.





E R Y G I S

## ISILD

*“The northern winds bite the hardest.”*

Seated in the northwest corner of Vathis is the snowy and proud kingdom of Isild, and here you'll find the bravest warriors in all of Vathis. To survive in Isild is to thrive in the cold and be able to provide for yourself in the extremes of the north. Isild welcomes adventurers with open arms, more so if they're proficient in combat and comfortable living a lifestyle similar to that of the Isril people, which is one of honor, self-sufficiency, and physical labor. Long stretches of fjords, mountains, and hills make up a majority of the breathtaking terrain of Isild.

Isild has survived many wars, plagues, and cataclysms over the years, but they've remained ever vigilant in their keen watch over their lands. In recent years, Isild has remained isolated from their neighbors, hesitant to open up to those who have wronged them in the past. The Whiterose family, who rule Isild, fostered good relations with Vavaire until the Darkest War. During this conflict the Isril were an invaluable ally, as their proficiency in battle bolstered forces against the Shattered Hand. In recent years, Patience zi'Whiterose, the leader of Isild, has been in talks with Ravenne zi'Stardragon in order to foster relations between their people.

Isild worships the Astrian pantheon, with Ardor and Matron at the forefront of popular Deities. Their reverence for Ardor has fostered a warrior culture in Isild, and it is not uncommon for disputes to be settled in a test of strength, be it combat or otherwise. The elite Dark Knights call the frozen nation home, as they were founded here in ages long past. The organization works closely with Isild to ensure the nation's safety. The Isril, particularly the nation's inuzen tribes, also have a great reverence for the Zodiacs. This may be related to the fact that Isild boasts more Starcalled individuals than most other nations in the world.

Though Isild has dealt with its fair share of international conflict in the past, it's the dangers within the nation itself that you should watch out for. The frigid ice of northern Isild can be home to barbarians and beasts, all of which the Isril deal with as a part of their daily lives. The mysterious Mount Kurzen, one of such horrors, erupts every seventy five years or so. This strange event compels beasts and monsters to become outwardly aggressive and gather at the mountain. It is only through the resolve and combat prowess of the Isril that they are able to beat back the raging hordes of beasts. Their mercenaries and warriors are renowned for their expert handling of Kurzen's Beckoning, and their service in military affairs has become one of Isild's largest exports.

## CITIES

**WINTYR:** The city of Wintyr rests on an island in the northernmost reaches of Isild in the Whitecrest Sea. The city is connected to the mainland by a bridge over the fjord separating the island from the mainland. Wintyr boasts beautiful architecture and some of the wisest minds the nation has to offer. The Whiterose family who rules Isild is native to the city and oversee the day-to-day governing of Wintyr. The area around the city is warmed by geothermal energies keeping the land lush and active, except in the

depths of winter.

**SENTINEL KEEP:** This towering keep is located on the southern borders of Isild. The walls of Sentinel have protected northern Isril holdings for years, as its gates are the only land passage into the Isild, and are guarded night and day by some of Isild's fiercest warriors.

**DRAGONHEART:** Seated on the banks of the lake from which it draws its name, Dragonheart is one of the most central cities of Isild. Its place at the foot of Mount Kurzen has led the city to become constantly aware of the activity of beasts in the area, as well as of the mountain itself. Those who live in Dragonheart are always ready for the next Kurzen's Beckoning and the multitude of dangers that come with the eruption.

**SOLACE:** Solace is one of Isild's largest mainland holdings. This city is flanked by stone walls that guarded the people of Solace during the Darkest War. Covering a large spread of land, Solace acts a safe haven for those seeking shelter from the harsh winds of the Isril tundra.

**ANCHORAGE:** One of the nation's only port cities, Anchorage sits on the eastern shore of Isild. The craftsmen of the city are skilled in creating massive ships that carry goods and warriors through the Frostorm Sea, Solar Sea, and beyond.

## INTERESTING LOCATIONS

**MOUNT KURZEN:** Mount Kurzen is located in the center of Isild on the shores of Lake Dragonheart. It is the tallest mountain in the world, and kept under the close watch of Kurzen's Guard. They are the only people besides the royal family allowed to climb the higher reaches of the mountain. Mount Kurzen is the epicenter of the inexplicable event known as Kurzen's Beckoning, which calls forth countless monstrous creatures to the mountain for reasons unknown.

**JUNON'S REST:** Located on the northwestern shores of Isild in the Palewind Crest mountains, Junon's Rest lies in a region of Isild that the nation once held, but lost completely during the Darkest War. The structure itself is a fortress manned by Dark Knights, protecting Junon's final resting place despite its distance from the nation. Priests and clerics of Junon often pilgrimage to this site to pay homage to the goddess and pray.

**CAPE SHRINE:** Cape Shrine is a temple built entirely of rimesteel and devoted to the goddess Irilynshaee. Located on the northern coast of Isild, the most common way to reach Cape Shrine is to take a boat from Wintyr. The temple is regularly inhabited by priests of the goddess, but visitors rarely stay here for long on account of how incredibly cold the temple tends to be.

**FROSTMAW:** Once a port city that specialized in ice fishing around the Whitecrest Sea, Frostmaw was ravaged by a mysterious force during the Darkest War. The few who witnessed the atrocity could only describe the assailants as frozen, amphibious creatures with claws as long as swords and eyes as large as shields.

**DARKSTONE BOG:** This bog is home to all manner of creatures. While most beings here aren't usually hostile, they will attack when provoked, or when their nests are encroached upon. Kurzen's Guard watches this area closely, as many beasts have come from the Bog during previous instances of the eruption.



# ISILD





## LEYATHAR

*"We are the shining beacon of hope."*

The luki'taer trees of the Leyathar Forest are the best-known feature of the Leyarin Empire. The Empire once stretched from the Manastorm Chain to the Angylis Sea and beyond, but it is now no more than a single magnificent city and a few outposts. The Leyathar Forest is broken up by slow running rivers glistening with brilliant colors that stem from the Lucia Mountains. The area is prevalent with Vibrant influence, so rich colors, fantastic creatures, and floating motes abound. Many of the ruins of the long dissolved Empire still dot the landscape, harboring lost treasures.

Hundreds of years ago the Leyarin Empire reached its pinnacle, encompassing all of the Leyathar Forest, as well as the nations of Mythrayne, Venoeh, and Elessar, which are now The Harrows. Like many great empires, it found itself on a downward, careening toward disaster. The Leyarin Empire fractured and crumbled under the pressure of internal betrayal and a host of vae'rin from the Evernight. At its darkest hour, the Great Collapse cast the capital of the Empire to the Vibrant. Centuries passed as the remnants of the Leyarin Empire crumbled to dust. At the height of the Darkest War, a surge of magic was felt around the world as the barriers between planes ruptured and shunted Synethil back to the Material Plane once more. Synethil turned the tide of the war by bringing powerful magic users back to the Material Plane, and sharing some of their vast knowledge with the other nations of the world. After the end of the war, Synethil regained their lost leader, Syvesia, who took the city to new heights. Once a grounded city, Synethil became a floating mote which houses the world's largest population of ele'rin.

Steeped in powerful magic, Leyathar has a unique worldview when it comes to the overarching events of the world. In recent years, Leyathar has primarily turned toward solving many of their problems with magic. The Leyarish people are a privileged people, sustained by the shield of Synethil. Syvesia is the nation's religious leader, and she seeks to spread Irilynshae's word of redemption to the enemies of her people. The Leyarish seek to reclaim and rebuild their old Empire first and foremost by scouting out and reclaiming their old fortifications and cities. The life of the Leyarish citizen is one where almost everything is accounted for, and almost all of the Leyarish live within Synethil, a grand city protected by a magical shield powered by vast quantities of zodi'ite. The shield provides the food, water, shelter, and climate control for its citizens. Accordingly, most of the trade within Leyathar is done for local commodities, goods from other realms, Leyarish artifacts, and manpower. Airship trade is the primary method of reaching Leyathar, as both of the nation's currently occupied cities are floating motes.

### CITIES

**SYNETHIL:** This mote is a city of wonder, protected by the shield and out of reach of most land borne threats. Synethil boasts the world's largest collection of magical knowledge and capability. The schools of the Art here are second to none, and the vast libraries contained within these institutions of learning house most of the knowledge that Leyathar has at its disposal. Patrolled by

arcane golems, the city is kept relatively safe and crime free, and the largest threat to Synethil is actually spies and terrorism from outside groups. The city is a stopping point for anyone passing through the region, which attracts all sorts of people, from simple traders to adventurers and mercenaries seeking to explore the Leyathar Forest in hopes of returning with riches and glory. Synethil's populace is primarily made up of ele'rin and inuzen while the number of other races remains small. Her citizens welcome those from the outside world, though the Council of Vathis has only been able to establish the Vathis Sentinels at the only airship dock within the city. Currently the city is led by High Templar Syvesia, Archfaer Kernaroth, and his wife Archfaer Ivelythe. Together these three lead the city with religious and arcane means respectively. While Kernaroth would like to take a more active approach with the city's enemies, Syvesia advises patience. Synethil, while not one of the largest cities in the world, is by far the most magnificent with tower spires devoted to teaching the arcane, divine, and natural studies.

**LEYATHAR WINGS:** Currently an outpost city, Leyathar Wings is an important staging ground for excursions to reclaim the lost sections of the former Empire. The city not does, however, provide any of the perks of having a city shield, and is quite small. Those looking for quick work or quick trades travel here via airship.

### INTERESTING LOCATIONS

**NARRIL DESERT:** The scars of the Night Wars that brought down the Leyarin Empire can still be found within the Narril Desert. Regardless of weather patterns in the surrounding area, it never rains in the region, and the desert does not support life. This is an area of dead magic and a holy place to those from Leyathar.

**FAXENIA:** Built to protect themselves from the long dead nation of Vastua to the west, Faxenia now stands as a barrier against the expansion of the eldria within the Shardlands. A remnant magical barrier prevents eldria from establishing itself in a large area around the central fortification.

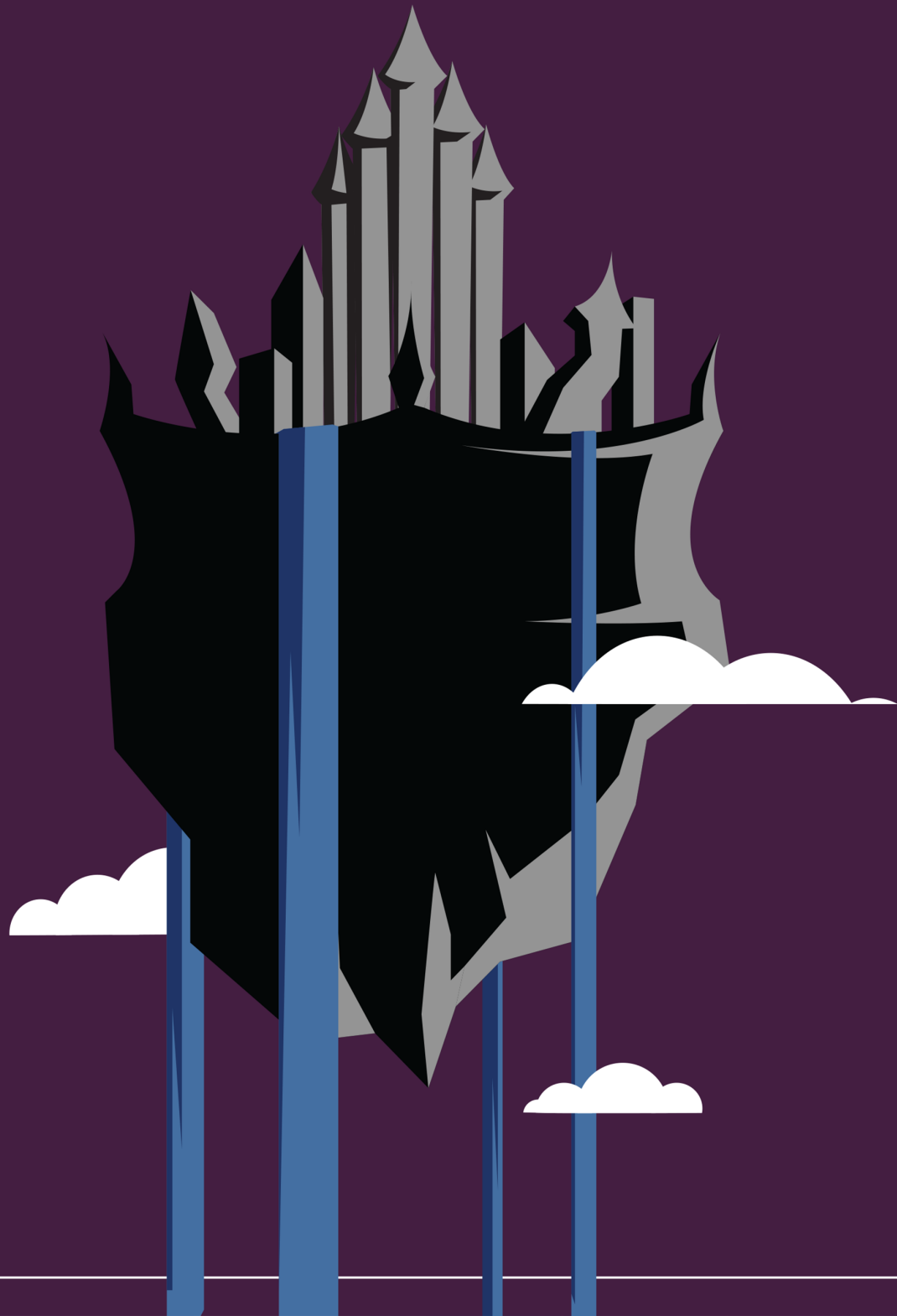
**FENSAIS CASTLE:** The barriers between planes are thin here and excursions into the Vibrant can be arranged in this area. The reasons for the weak planar barrier are unknown, as Fensais was never an inuzen city, and no latent magic lingers here from the height of the Leyarin Empire.

**ALANTHA CASTLE:** Once this castle and the surrounding city stood as a protective ward defending against attacks from the north, but it now stands in ruins. Vae'rin have recently been spotted actively scouring the ruins and searching for something while taking cover from the ether storms that ravage the area. It is rumored that night time is especially dark here, perhaps a lingering effect left over from the creation of the Manastorm Chain.

**ISOTAUR:** In recent decades vae'rin have moved into what once was a dwarven stronghold. Isotaur is one of the primary means of traveling between the surface and the Evernight, and though Leyathar is keeping an eye on Isotaur, they have not taken any aggressive action under the direct order of Syvesia.



# LEYATHAR



## MYTHRAYNE

*"You are a note, we are the song."*

Mythrayne is a mountainous nation of rolling hills and frosted peaks. The Mythrene constructed their cities deep within the subterranean stone of the Enzeru Crests, the mountain range separating the Angylis Sea and Sekois Ocean, with their abodes either carved into the walls or built up from the ground. These dark, twisting tunnels can be quite treacherous to the uninitiated, but the dwarves navigate them with ease. Hot springs, subterranean streams, and slow lava flows can be found throughout. Intricate wonders of architecture, dwarven cities have weathered thousands of years hardly the worse for wear. The roads on the nation's surface sporadically wind around the peaks of the Enzeru Crests, often through eternally snowy terrain beset by fierce winds on all sides. There are few Mythrene settlements on the surface, but Naugrix's Perch is a mainstay of the nation, resting in a valley overlooking the Angylis Sea from underneath a giant statue of Naugrix.

Mythrayne was once part of the Leyarin Empire, until the sudden disappearance of Synethil fractured the empire. The follies of kings led to the dwarves eschewing their monarchy, and they've existed with a council instead of one central leader since. In the years following their change in government they constructed the Gullevein, known worldwide as the Gilded Road, throughout the rest of Asarus. The next few centuries bore witness to the discovery of dragon statues and their hoards, the advent of eldria, and the First Empire Wars. During the Darkest War, Mythrayne aided the other nations of the world until Salskyn, one of their old satellite kingdoms, returned to the world above. Their numbers flooded Mythrayne, bringing with them the secrets of clockwork golem technology. This helped turn the tide of the Darkest War in their immediate vicinity, and soon peace returned. The dwarves are now hoping to rejuvenate their economy and recover debts owed for the construction of the Gilded Road ages ago.

The Mythrene place their history and gods above all else, with their nation and family second. Their study of the past and focus on tradition influences the reputable schooling the Mythrene undergo. All schools in Mythrayne teach their citizens their history, and all students know poems, legends, and songs of ages past. Naugrix is the chief deity and creator of the dwarves, with Astea and Mileen receiving reverence after him. When the nation was still young the dwarves discovered divine magic, and since then their faith has been the backbone of the nation. Priests, clerics, paladins, and other holy warriors are common in the mountains. Mythrayne is also known for its bards, poets, and minstrels, and they believe that they were the first to discover and develop the bardic arts. They call their specific ways Jordensång, and have many colleges devoted to its teachings, believing the bardic way to be one of the most honorable routes one can take in life.

The Mythrene take great pride in their work and give their all in their chosen trades. Their architecture and fashion are of simple design, but exceptional quality. Though they work hard, they also enjoy recreational activities, and the extremely hands-on Mythrene love social recreation. They take part in games of wit and strength, especially with outsiders. They often say that this is a test of potential alliance, as the Mythrene place great importance

in the friendship and alliances they foster. Post-war Mythrayne is a tense place, burdened by the remnants of the Salskyn population. With the rise of eldria and the growing economies of the new nations of Rancagesh and Erygis, Mythrayne has been forced to adjust to a lower level of financial stability than they were used to in ages past. The actions of the East Angylis Company have escalated greatly, disrupting relations between nations that still owe Mythrayne. Leyathar and Sillirai fortunately do not owe, and are possibly Mythrayne's strongest allies, with the amari in particular a common sight in Mythrayne.

### CITIES

**KONUNGARDRA:** This city is the prime exporter and crafter of gloskid goods, and therefore possesses many woodsmen and carpenters. The head college of Jordensång was moved here in recent years, so there are plenty of bards in the capital. The great council hall overlooks the city lined by statues of the sixteen great kings. Within it stands the ancient throne and hall of kings, but these are sealed off to everyone but the Duermaala.

**NAUGRIX'S PERCH:** Located both on the surface and along the Angylis Sea, the Perch is an accessible location for both seafaring ships and airships. Mythrayne's largest concentration of acer'rin and non-dwarf races can be found here, and anything an adventurer could want can be purchased in Naugrix's Perch. A large passageway underneath the city connects the Angylis Sea to the Sekois Ocean.

**LOPTHAED:** Lopthaed is home to the bulk of the Daruma Clan, druidic folk who focus on agriculture. They possess large caverns of various fungi. Relatively close to the surface, Lopthaed has outposts and living quarters on the plateau above, and they use the space for agricultural endeavors and an airship dock. Many hunters and rangers make a living here collecting and selling the feathers and eggs of rocs and other rare large birds.

**JAROFASTR:** The production of iron and steel by the Gorrstal Brood metallurgists have slowed significantly. The city is still rebuilding after an angry dragon returned to life here, then fled after terrorizing Jarofastr. Despite setbacks, citizens are attempting to reinvigorate their fishing and marine industries.

**BRIMSKIR:** Brimskir is the second largest exporter of gloskid within Mythrayne. The city boasts a wide variety of technological advancements and keeps close ties to Lurien Industries. Ever since the return of Salskyn, Brimskir has been concentrating on replicating the clockwork golems and devices the former empire was renowned for, and the city has experienced a recent influx of sages, scholars, and inventors.

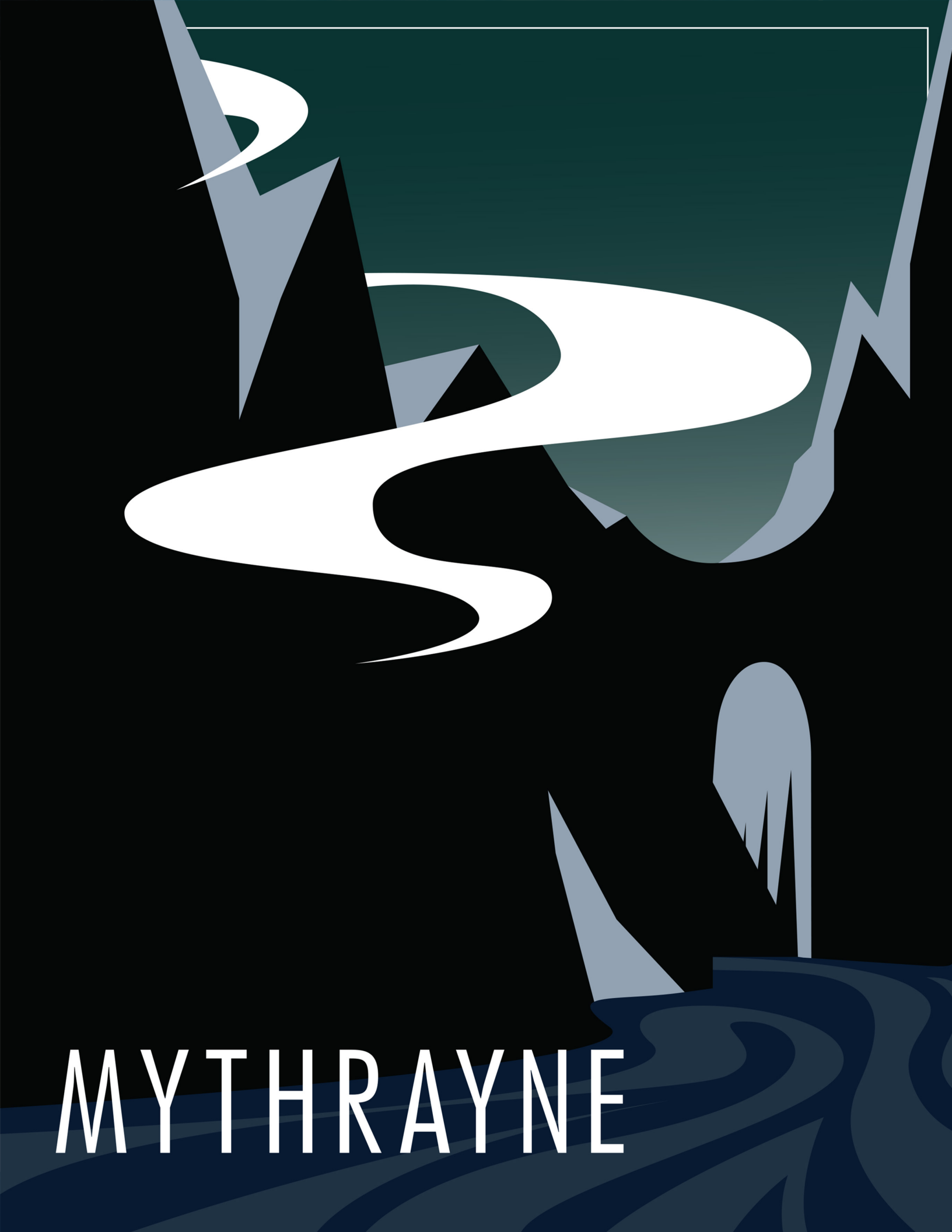
### INTERESTING LOCATIONS

**KALAFROJA GATES:** These massive doors are Mythrayne's defense against the horrors coming forth from The Harrows. Squads of dwarven soldiers patrol the roads leading to the gates, and there they operate the opening and closing of the entrance.

**SILVER WOOD:** Silver Wood is inhabited by gorgons and lustrous trees. The Mythrene frequently hunt and forage here.

**JOTHAUGR:** Jothaugr is a graveyard of giants in a mist-filled valley just off the road near Lopthaed. Animals and plants are absent among the thousands of headstones dotting the valley.





MYTHRAYNE

## OSEPT

*"A flower blossoms in an endless desert."*

The lands of Osept are an immense stretch of shifting sands. The sun blazing overhead, the rolling hills of sand, and the lack of food and shelter wear out most travelers with ease. Ancient pyramids half-buried in the dunes dot the horizon, and at night—when the temperature drastically drops—nocturnal beasts emerge from their burrows. Giant carnivorous worms, deadly burrowing scorpions, and young dragons on the prowl threaten those unfortunate enough to be found by their keen senses. Hardy people and creatures are found in cities built along the few rivers running through the Nashendasorn Desert. The lands bordering the Angylis Sea and those near Vavaire are prone to more vegetation than what the region typically sees. The majority of Osept is quite barren—barring the riverbanks—and vicious sandstorms are a constant threat to inhabitants. In the southern reaches of the nation the winds are stifled and the area is devoid of moisture. The rolling sand dunes eventually give way to a harsh, rocky region of cliffs and salt flats. Interestingly, Osept is the only nation lacking floating motes within its borders.

When Osept was still young, the gods themselves traversed the dunes of the nation during the Divine Sands War to save the mortal world. The Oseptians are no stranger to bloodshed, having forced the nearby civilizations of present-day Rancagesh into slavery, as well as adding prisoners of war from nearby settlements to the multitude of slaves. After centuries of conflict and expansion, Eldria beget airships, and soon the First Empire Wars were underway. After the loss of their ally in Elessar and the continued exploitation of the rancar, their slaves rebelled. They won their independence, greatly weakening Osept. In the Second Empire Wars, Osept fought with whatever force they could muster, and when this war became the Darkest War, the Vandiel Verinarkyr plagued the eastern half of the nation. Oseptian archaeologists discovered a way to free the noir from the control of the Vandiels, and soon the Darkest War came to a close. The current Grand Pharaoh, Uzlak, is set on rebuilding the strength and reputation of Osept instead of solely on their economic and religious importance as the nation has done in the past.

Osept worships the Manara pantheon, with the goddesses Valshathe, Amun-re, and Isis garnering the most followers. Adventurers from Osept are warriors of the cloth and speakers of their gods' words. The whole pantheon is recognized, but not widely accepted for praise. Humans are the most common race found within the desert, with acer'rin, half-elves, and halflings following. The average Oseptian holds no love for the rancar, and displays suspicion toward tieflings and ildera. Osept exercises Inservitude, the practice of forcing an individual into indentured servitude in place of imprisonment or other punishments. This is not legal anywhere else, but considered a traditional integral to Oseptian society. Servitors are denoted by the magical collars or brandings they bear, marking them as someone's property.

Most Oseptians utilize piercing, scarification, or tattooing to denote their social status or caste, as they place a high level of significance in where they stand among their peers. Also important to the Oseptian are the studies of history and magic. A cultural

emphasis on the esoteric and a flair for the taboo lead many to becoming rogues, sages, and practitioners of the Art. Osept prospers thanks to its open markets, and people of all nations can be found walking the covered bazaars searching for the crux of their obscure research. These open markets are under little to no scrutiny of law enforcement, and the trade of wares that are normally considered illicit or illegal is commonplace.

### CITIES

**EILIEPT:** The City of Golden Walls possesses one of the largest markets in the world. Thousands of shops line innumerable streets, allowing the capital to thrive on trade while making the airship docks and sea docks a bustling hive of activity. This city is the prime location of the servitor trade in Osept. As night falls, Eiliept becomes a haven for deviance, with taverns and bathhouses springing to life. Prince Abjur runs the city stringently while maintaining a low Vathis Sentinel presence.

**UNASTEN:** As the believed birthplace of the goddess Valshathe, Unasten is always filled with worshippers making pilgrimage to her great temple here. Unasten is governed by Prince Khnum, but a sect of Valshins called the Gentle Ones have recently begun gaining influence. The waters of Valshathe's Tears are considered holy, and the clergy keeps a stern watch over it.

**OSAW:** The birthplace of the current Grand Pharaoh, Osaw is sometimes attacked by rogue rancar who travel through the Yaling Mountains. Sometimes the city is subject to the odd sounds of wailing winds, and at other times set upon by unusually large numbers of vermin. Despite these odd occurrences the city continues to thrive on agriculture thanks to the nearby river. Princess Akusaa and her cadre of guards rules here, and they make extensive use of servitors.

**MASURI:** The City of Ferrymen is home to sailors and captains taking travelers through Osept along the desert's waterways. The city stretches along the river, much unlike the cities of Osept that expand outward from a central point. A river beast the locals call the Leahcar lurks near the city, but it is not malicious. It herds fish into the harbors for locals to catch.

**MECEITO:** A large fortification turned city, Meceito is filled with refugees hailing from the eastern reaches of the Nashendasorn. Beneath Meceito lies a sprawling series of sandstone tunnels that once led to the Evernight, but the bulk of these tunnels are now used as a prison for the worst criminals of Osept.

### INTERESTING LOCATIONS

**HAILIA:** Protected by golems, Hailia is the home of Grand Pharaoh Uzlak and his family. Servitors work the land surrounding the estate, and outsiders are forbidden from traveling here.

**LAKE OF FIRE:** The holy site of Sobek, the Lake of Fire is home to a flaming greatsword set within chiseled granite atop a pyramid half-drowned in a lake of molten sand and liquid glass.

**VALSHATHE'S TEARS:** Valshathe's Tears is a large body of water surrounding Unasten, where Valshathe was originally found. Mysteriously, it never stops producing pure clean water.

**NASHENDASORN DESERT:** The treacherous desert is the foundation upon which Osept was built. It is a barren, heat blasted wasteland of sand and horrific nocturnal predators.



05EPT



## RANCAGESH

*"The deepest jungle began with a single seed."*

Rancagesh is a lush nation composed of sprawling plains surrounded by dense jungles and wetlands. The fauna can be quite dangerous for those not native to the region, but luckily the Gilded Road provides a safe route for most to travel through the Velgrius Plains. The rainforests in the east and south are filled with reptilian beasts, the rancar's revered large cats, and multitudes of venomous creatures, but they are also rich in resources and beautiful to look upon. Rivers that run through the Velgrius Plains are dotted with boats sailing east and west and the sight of Rancan fishermen. Hot summers and lengthy, rainy autumns comprise most of the year, nourishing the rich flora of the nation. Ancient temples and cities of the old orcs and goblinoid empires can be found throughout, just waiting to be explored.

Rancagesh is the youngest nation of Vathis, but it is built upon empires of old. The rancar reigned over their own empires long ago, which were spread across southern Asarus at large. Sadly, these people have spent the last few millennia either under the iron fist of the Oseptians or isolated from the other societies of the world, living as xenophobes. After the First Empire Wars decades ago, Venoeh, Erygis, and a handful of other nations aided Rancagesh in gaining their independence from Osept's oppression. During the Darkest War, the inhabitants of Rancagesh were beset by the Vandiel Ocluaxim and his forces, some of which were gnolls. Arkmother Jedekka, shaman leader of the nation, defeated the Vandiel and managed to stave off the forces of the Shattered Hand until the end of the war. Today the rancar are rebuilding their ruined cities and fragmented society. Striving to maintain whatever culture they can, they're integrating with the rest of the modern world, and groups like CORE and the Vathis Sentinels are starting to establish a presence in the fledgling nation.

The people of Rancagesh are a suspicious bunch. Outsiders are treated skeptically at first, but should they remain honest and true, they are welcomed as family. Oseptians, Aurezians, and dwarves will note a distinct distrust. The majority of rancar are half-orcs, orcs, goblinoids, and occasionally kobold, with other common races being humans, acer'rin, and in recent years gnomes. The Huetlachtan pantheon is the religion of the rancar, and they are proud of their ancient rites and worship. They particularly revere the Deities with ties to nature and the elements, with additional strong followings for Mictecacihuatl, Quetzalcoatl, Citlallicue, and Xochiquetzal, known popularly as Mileen, Aleydra, Astea, and Circe. Rancar do not attempt to impose their religious beliefs onto others, but their cities and land are littered with shrines and temples devoted to these gods, as they believe that every element of their lives are under their watchful eyes.

The rancar idolize the natural world, and they have holidays and celebrations dedicated to the seasons and elements, as well ritual rites of passage. Jedekka reinforces the values and cultural traditions of the ancient Huetlachtan empire, and has been slowly teaching and spreading the art of the Primal, the elemental-based magic these orc empires used to practice. Some groups have little to lose and are causing heaps of trouble in Rancagesh, such as the Colucaan tribe of goblinoids, the Boarteeth clan of orcs

and their ogre leader Quarosh, and the Green Dragon Syndicate. Despite this, Rancagesh is steadily rising to become a respectable part of the global economy, excelling in the trades of lumber, metal, furs, and leathers.

### CITIES

**TRETO:** This crowded capital city is filled with large temples and is home to the largest population of orcs and goblinoids in a single location. Treto is surrounded by tall walls of specially treated wood, and is built at the meeting of three rivers, making it a central trading location for Rancagesh. Tatoanni Arkmother Jedekka, the leader of the nation, resides here.

**UHUST:** Surrounded by a moat and heavily defensible, the fort city of Uhust is relatively new. Its temples, barracks, and fortifications sit on the surface, while the majority of Uhust's population lives in underground abodes linked by tunnels spread throughout the city.

**VOSUTH:** The bustling port of Vosuth is the most visited city in the nation, as passing ships constantly fill her docks. The Nine Skulls guard the city with keen eyes, always endeavoring to keep undesirables in check. Many distractions can be found within the stone walls of Vosuth, with beaches, bazaars, and the Essel coliseum being popular tourist havens.

**PIARRO:** This riverside city is quickly growing, and the first in Rancagesh to accept CORE and their eldric technology. They've established a facility in Piarro, and many of their agents and ildera employees walk the streets. The Hidden Claw tribe thrives here, recruiting expert huntsman and trappers. Part of the city rests on the river atop a series of floating docks.

**GOUL:** Goul is home to a large amount of contentious activity. The Cobalt Kraken imports much from the cities within the nation and patrols the waters of the Avalon Sea, so sailors and fishermen are common here. The Colucaan tribe frequently emerges from within the depths of the Dralget Marsh to disturb the peace, giving the friendly local goblinoids an undeservedly negative reputation.

### INTERESTING LOCATIONS

**DRALGET MARSH:** The Dralget Marsh is the swampland near Goul and Piarro. Nomadic groups of rancar live here, and the marsh is considered a holy ground by goblinoids.

**KUATHOKHO:** Kuathokho is an ancient temple found east of Treto and north of Chut. It is a giant temple or tomb dedicated to the smilodons of the nation. Treasures may lie within, but no one has gotten inside.

**JAUSH JUNGLE:** The Zujuhst Mines within the Juash Jungle are a bountiful source of resources for the nearby city of Vosuth. Many dinosaurs lurk here.

**THE LUNENAN:** The Temple of the Old Crescent is a place of worship predating written history. Now well-guarded, it is considered the largest temple devoted to Meztli in all of Rancagesh. It is found west of Treto, and is the destination of many pilgrimages.

**VELGRIUS PLAINS:** Small villages dot the rolling Velgrius plains, situated advantageously between rivers utilized for quick travel between cities. Elephants, hyenas, large cats, and mighty reptiles roam the countryside.





RAN C A G E S H



## SILLIRAI

*“From the mind, wonder is built.”*

The island nation of Sillirai is famed for its deep forests of jeweled laris trees. The kingdom is carpeted in vast woodlands stretching from coast to coast, broken up by wide rushing rivers and the occasional sprawling plain. Sillirai is a wet nation warmed by the currents rolling in from the Auntershai Ocean, which gives rise to the verdant forests found here, and overcast days and grey skies are common in Sillirai. This ancient kingdom is the home of the long-lived amari race, and the primary seat of Aleydra's organized worship.

At the end of the First Empire Wars, Queen Lanaviina signed the newfound Vathis Accords without hesitation, and life in Sillirai continued on as normal. It was not until an explosion in Tristan ignited the existing tension between Vavaire and Tristan that Sillirai became truly involved in an international conflict. Prince Thein led his troops on the fields of battle and supported the Sillarian armies on the mainland, and he also assisted a new underground organization, Legion, trying to discover the origin and purpose of facechanging spies infiltrating the various governments of the world. Sillirai did not truly join the Second Empire Wars until Washu orchestrated an air strike on the Sillarian airship fleet, thrusting the nation into a state of panic and militant response. Prince Thein himself led an assault on a Vavairen advisor he believed to be behind the Washun attacks, and he found this advisor to be the Vandiel Rumoriskar in disguise. He perished in this fight, but a few of his men survived, and the world was quickly plunged into the Darkest War. Sillirai fared somewhat well during the war, despite a simultaneous conflict between the warlords of the nation, and near the end of the war the nation rallied around a woman named Evie Jaeress. She and her husband came to rule Sillirai, and are rebuilding the destruction left in the wake of the war.

The Sillarian are an ancient people whose culture dates back millennia. Their traditions are well-kept and revered, and their inherent reverence of the goddess Aleydra defines much of their daily lives. The Sillarian are an inquisitive group who value learning and exploration. They are friendly to outsiders, but are known to be condescending at times. Homes in this kingdom are typically composed of the sentient laris trees the amari are famed for psionically bonding with, and their towns and cities can be found deep within laris groves, notably lacking the traditional stone and steel construction found in the cities of other nations. Fourteen different warlords oversee their own territory within Sillirai, and all answer to the royal family headquartered in the capital city of Cenirien. The Sillarian value tradition and honor, and they frequently duel for sport.

The average Sillarian citizen recognizes their need to provide for their country. All take pride in contributing to their local communities, but as a society they prioritize setting aside time for hobbies, crafts, and various forms of recreation. The daily life in this nation has yet to be conquered by large companies and international dependence, and only in Sillirai's largest cities will you find a smattering of eldric technology, as most Sillarian fear CORE and the effects that eldria may have on their laris groves. The Sillarian have never been able to secure long-lasting holdings on the

mainland, and their culture remains self-sustaining as a result. Sillirai's airship fleet is weak, and the nation's economy is reliant on sea routes and their few well-guarded airship towers. The majority of holdings beyond the Garnet Walls are utterly destroyed. The nation's government is slowly making efforts to reclaim the most strategic of these, but the effort is slow-going, and all manner of cultists and fiends have taken up residence in the ruins.

### CITIES

**CENIRIEN:** The capital city of Cenirien, to the surprise of many, is almost equal parts stone construction and laris architecture. It is a beautiful coastal city with a thriving tourist industry, allowing foreigners to have a taste of Sillarian culture without being overwhelmed.

**TORBEN KEEP:** Called The Garnet Gateway, Torben Keep is a fortification city just inside a series of great gem-inlaid gates. These formidable gates are manned by a dwarven Sillarian noble family, and they depict the friendship between the amari and the dwarves. The majority of this city exists within the Garnet Walls itself.

**OLIVINE:** This frontier city is the easternmost point patrolled by the Sillarian guard. A quiet and somber place, it is often the first stop for those traveling to the heart of Sillirai. Most taverns and inns here are designed to be establishments of comfort and rest, and the typical Sillarian flair is absent from Olivine.

**ALEYDHAVEN:** Aleydhaven is a city nestled against the Garnet Walls. It is home to the Grand Temple of the Mentis Oculum, a monastic order in Aleydra's service.

**SPINEL:** The city of Spinel is located in the heartland of Sillirai. As one of the largest cities in the country, many local organizations are based out of here, including the Inquisitors, a group of adventurers and historians tasked with unraveling the secrets of the world. Tourists travel here to visit their impressive museum of artifacts.

### INTERESTING LOCATIONS

**BLOODSTONE TOWER:** This city was ruined during the Darkest War, and is named after the petrified laris at its center, which resembles a mineral-streaked stone tower.

**IDOCRASE:** The riverside city of Idocrase was evacuated in the early years of the war and those who remained quickly fell to rampaging fiends. The extraplanar horrors were decimated by the Sillarian guard in the post-war reclamation effort, but the fragile military was unable to keep hold of Idocrase, and the forces here were reassigned to other ventures. The city is now inhabited by an alarmingly high number of koalari, a kind and peaceful animal with natural psionic abilities, who moved in after the military.

**LARIMAAR ISLANDS:** This island chain is the seat of one of Sillirai's fourteen high families. Those who live here take pride in their seafaring culture, and they dress and act in a noticeably different fashion than the Sillarian who reside in the heart of the nation. Since the fall of the Etherward many brave explorers have launched expeditions from the Larimaar Islands, sailing off into the blue western unknown.



# S I L L I R A I



## TRISTAN

*"Night will always return."*

The Trisviet Union sits on the northern region known as Neviah. The land of the Trisviet Union ranges wildly, from lush rolling plains in the southern reaches to inhospitable ice-covered mountains surrounding the Night Lake in the north. Deep evergreen forests are cut through by the Shadowstreams River, which winds its way throughout the entirety of the nation. Summers in the Trisviet Union are markedly cooler than most of the world, and the winters that strike the region would cause foreigners hailing from nearly anywhere else to stop in their tracks and turn tail. Thankfully, the Trist tend to be far tougher than most others.

Positioned well after the outbreak of the First Empire Wars, Tristan is the founding nation of both eldria and CORE. Their prowess in eldria advancements propelled the nation forward, and the Trist secured all of Neviah by the end of these wars, uniting the region under one flag for the first time. Tristan experienced a political revolution during this time, and the Trisviet Union was born in the aftermath which united the nations of Korvach, Sorakov, Torisia and Tristan under a single banner. Since then, the Trisviet Union has worked to secure a firm grasp on its holdings which paved their way as one of the great nations during the Second Empire Wars. As this conflict devolved into the Darkest War, the Trisviet Union stood alone in the north and bore the brunt of the Shattered Hand, backed only by the lend-lease of other nations. While it suffered the most losses of any nation during the course of the war, the Trisviets came out of the war more patriotic than ever before, a united front against any would-be aggressors.

The Trisviet Union stands as an amalgamation of four different nations bonded together eternally to face the unknowns of the world. While Drakostigat lies in ruins to the west, the primary holdings of the Trisviet Union are far stronger than ever before. The Trist people are intensely loyal to their motherland, and they call upon the goddess Uryll as their sole faith. They view outsiders with intense distrust, as few nations have worked towards decent relations with the nation in the north. Uryll can be found in all things in the Trisviet Union, from the Night Lake containing her most holiest of places, to the Motherland of Night statue which animated during the Darkest War and rose up, leaving half of Uryllgrad a smoldering ruin in the death throes of Dusyave, a Vandiel of the Shattered Hand. The Motherland of Night eventually returned to its inanimate state, with a sword forever pointing upwards and forwards, guiding the Trist into the future.

Trists throughout the Union generally stick to themselves, but will quickly rise up to defend a brother of the nation at a moment's notice. They have access to more eldric advancements than any other nation, and there are few homes in the nation devoid of them. The basic needs of the Trist people are taken care of by the government, so things like food, shelter, and general safety are guaranteed. Luxury items, however, are not. Regardless, CORE's presence in the country has guaranteed the spread of eldric influences. Airship and trading are commonplace throughout the Trisviet Union, as is the presence of the Vathis Sentinels.

## CITIES

**VANYA:** The seat of power for the Trisviet Union, Vanya, is the location in which the most Trists live and worship. The Palace of the Trisviets houses the government for all of the Trisviet Union, as well as local officials. The city is renowned for its rich Astrian architecture and eldric advancements found on every corner.

**URYLLGRAD:** Uryllgrad faced the brunt of the Shattered Hand in the last months of the Darkest War and survived, thanks to the Motherland of Night statue that can be found here. The half of the city on the western edge of the Shadowstreams River lies in ruins, while the two sections on the east banks remain standing. Built with defense in mind, Uryllgrad is a network of walled sections and predetermined defensive patterns.

**ALEAR:** Eldric innovation taken to extremes, Alear is the seat of CORE and its operations within the Trisviet Union. If there is a new eldric advancement, it can be found here. New designs in airship models, home comforts, and city life are constantly being researched and developed here. The city contains the largest Vathis Sentinel fleet on this half of the world.

**TAKANA:** Uryll's most holy site and the closest one can get to the Night Lake without special permission, Takana is shrouded in darkness, even at noon. The reason is unknown, but it does not seem to be affecting local wildlife. The largest cathedral ever constructed in Uryll's name stands in the center of this city.

**TRISTAGRAD:** The last bastion for the eastern reaches of the Trisviet Union, Tristagrad stood as a final defense against the invasion of the Shattered Hand originating from the east. Tristagrad survived the assault, only to aid others in pushing back Karwytren, who was later slain in that would become the Manastorm Chain.

## INTERESTING LOCATIONS

**NIGHT LAKE:** The inky waters of this sourceless lake fuel the entire Shadowstreams River that cuts through Neviah. Devout followers of Uryll make pilgrimages to this location from Takana. The tip of the sunken temple can be seen on the surface of the lake, and it can only be accessed by Uryll's most devout followers.

**ELDRITCH WOOD:** Eldria was first discovered in the Eldritch Wood, which has since become a protected area secured by CORE. The entire wood is walled off and patrolled frequently by agents of the organization. What they may be hiding here is unknown.

**STARIVOSTOK:** Starivostok stood as the only warm water port for the eastern reaches of the Trisviet Union, but it was destroyed in the early years of the Darkest War. Currently, Starivostok is occupied by a powerful Vantus and his followers.

**NIKOGOROZ:** This city was once a thriving port city in the northern reaches of the Trisviet Union that housed the largest summer fishing fleet in the entire nation. Contact with the city was lost during the Darkest War, and it is unknown what fate befell the city. Nikogoroz remains intact and ships still float at the docks, but the inhabitants of the city are missing.

**ILUTAURI ISLANDS:** These islands were once a single landmass that was destroyed sometime during the Darkest War. Rumors claim that the islands contained a secret CORE facility researching extraplanar creatures and eldria. All that remains here are the husks of research structures torn apart by what must have been large creatures.



# TRISTAN



## VAVAIRE

*"The stars guide us."*

Vavaire is a nation as charming as it is attractive. Rolling lush hills are split by wide and slow flowing rivers. Warmed by the waters of the Vaethrian Sea, Vavaire is an endless green expanse whose southern reaches are warm, while her northern reaches receive significant snowfall in the winter. Traveling along the Gilded Road that cuts through the nation will guide you to some of the largest and most magnificent cities in the world. All is not as safe as it appears, however, as the land is pockmarked in the aftermath of the Darkest War, and deadly perils lurk just off the beaten path. Her northern reaches were lost to the eldria infest Shardlands.

Once the Empire of Vavaire spread from the Angylis Sea to the Auntershai ocean. Her lands were split for Vavaire's aggression during the First Empire Wars into the nations of Aurezia, Cypress, Darastrix and Isild. Afterwards, Vavaire acted as the birthplace of the Darkest War and the Shattered Hand. The Scar Tear portal was discovered deep in the bowels of Valiance by the ambitious Emperor Aliskar, who utilized the portal to open a rift to the plane of Hellovase and bring through the forces of the Shattered Hand. This action cost him all of the power he'd dreamed of achieving. Vavaire was a nation caught in the very middle of the Darkest War, with her inhabitants split between supporting their Emperor and the Shattered Hand or survival. Saved by Aevalyn through worldfalls spread across the country, Vavaire exited the Darkest War as a shadow of its former self. It was only truly resurrected years later by Ravenne zi'Stardragon, the rightful heir of Vavaire. In the aftermath of its revival Vavaire once again became a center of trade and prosperity, though a good portion of its territory and cities remain lost and trapped in remaining worldfalls.

The Vavaien who call this nation home are relatively easygoing peoples who strive to accept, adapt, and survive in any condition. Vavaire created the largest harmonious empire in history, and her people are very proud of their heritage. They accept outsiders almost immediately, even going so far as to forgive the actions of the noir during the Darkest War. Aggression does not come naturally to the Vavaien, but they are protective of their nation and faiths. The Vavaien worship the Astrian pantheon like their sisters in faith, Tristan and Isild. They believe the gods are eternal and continue to utilize their old names, rituals, and holidays.

The Vavaien people typically spend their free time socializing with neighbors and strangers alike. Many visitors to this nation find it odd that they can simply strike up a conversation out of nowhere with just about anyone. The Vavaien consider everyone a brother, and they're always looking to hear new stories or tales from abroad. Due to their openness and central location, Vavaire has always been a popular trading location. The nation's access to natural resources and strong industrial sector—with a powerful ildera workforce at its core—has boosted their post-war economy to heights previously thought impossible. Valiance is the largest city in the known world, and boasts the resources to match. If you're looking for something in particular, you can likely find it within Vavaire.

## CITIES

**VALIANCE:** As the largest city in the world, Valiance is a center of trade and the home of the central stock exchange used by most of the continent. Valiance was originally found by the Valiants as a fully-constructed city, and has rarely been modified since. The original inhabitants of the city are unknown. The current spires in the center of the city reach dizzying heights and her Pegasus Knights and airship fleets safeguard the city from dangers.

**SANCTUARY:** Built long ago by the Stardragon family as a home away from home, Sanctuary sits on the northern isle of Corsica, projecting a Vavaien presence far from the mainland. Sanctuary acted as a refugee city for the Vavaien between the end of the Darkest War and the nation's worldfall resurrection years later.

**ADORA:** Adora stands as the base of operations for Legion. Utilized heavily during the Darkest War as a secret research facility, Adora was the first city to become a worldfall. The city was Aevalyn's home during her time on Asarus.

**ARCLIGHT:** Just outside this southern city lies the Ring of the Zodiacs. Arclight is widely considered the birthplace of the Starcalled, and acts as a major trading hub along the Vaethrian Ocean.

**SILVERWALLS:** Situated in the middle of a long dragonstone wall, Silverwalls is the final stronghold standing against the Shardlands and eldric horrors within. The Dark Knights have a significant presence in the city.

## INTERESTING LOCATIONS

**WHITEROSE:** The birthplace of the noir and the site of the Shattered Hand's nefarious Whiterose Experiments, Whiterose is a city of long-forgotten tranquility. The city still remains locked away in a worldfall, and any attempt to forge a path into Whiterose has ended in disaster. What danger awaits there is unknown, as there are never any survivors.

**POET:** Poet once stood as the central fortress of the Vavaien plains, and it was here that the defense of the nation was orchestrated. Eventually, the deep dungeons beneath the castle were converted into the nation's largest prison. During the early years of the Darkest War, the inmates allied with the Shattered Hand, to the detriment of their captors.

**RIVERWALL:** It is from this fortification that the Shattered Hand launched assaults against Osept and Rancagesh. Riverwall is still held by a Vantus of Feliroz, and what he plans to do there is unknown.

**ISLE OF CORSICA:** Situated at the mouth of the Solar Sea, the Isle of Corsica is home to the northern outpost of Vavaire, split in two by Hanad's Wall. The barbarians to the north were a constant scourge to the settlements in the south until recent years.

**RING OF THE ZODIACS:** Discovered by the Stardragon family in the early years of Vavaire, the Ring of the Zodiacs consists of concentric rings of dragon statues set in dragonstone that align precisely with many astrological bodies.





V A V A I R E



## VENOCH

*"By wave and wit, our freedom breeds wealth."*

Home to the acer'rin, the mercantile and trade heavy nation of Venoch is a driving force behind the economies of the world. The acer'rin are tolerant of all religions and believe and welcome all outsiders with open arms. Venoch is a beautiful and prosperous nation situated along the verdant northern shores of the Angylis Sea. Its coasts are dotted with scenic seaside vistas and elven architecture that remains mostly untouched by the horrors of the Darkest War. Venocian streets are always bustling with business, and the countryside surrounding the city is peppered with fertile vineyards and grandiose homesteads of entire acer'rin noble lines. Many consider Venoch a sunny paradise occupied by an endless sea of friendly faces, and the flow of gold and wine here is nearly constant. Those who break through the thick veil of trade and lavish hospitality find the true colors of many Venocians unpleasant, however, and mass graves and desolate ruins are found farther north, a somber reminder of the many lives that were lost in this region of the world during the Darkest War.

Venoch took a neutral stance in Vathis until the First Empire Wars. It was then that the Venocians took up arms to fight alongside many of their long-term allies. This has led to a shift in politics, as the Venocian have taken a more active role in world affairs in recent years. Venoch was both a founding member of the Council of Vathis and a staunch supporter of both Rancagesh and Erygis joining the Council. During the Darkest War, Venoch lost much of their northern territories, leading to a drastic shift within the ruling families of Venoch. The nation is currently balancing carefully on a knife's edge of political fragility.

The Venocians are firm believers in freedom in every sense of the word. They do not discriminate by race, gender or deity, and almost all religions are practiced in Venoch, with Circe and Teiris at the forefront. Circe's influence on love and family is very evident in Venoch today, with romance and family taking a prevalent role in the daily lives of almost all Venocians.

Venoch's day-to-day society revolves around trade and money, and you will find their cities an excellent place to locate rare and exotic goods. Within the cities of Venoch you'll find countless merchants hawking their wares, and others hiring guards or escorts for their precious goods. It is no great secret that the Venocian Council is heavily dominated by three noble families, the zi'Vargas, zi'Yeils, and zi'Morvels, even though each noble line has a weighted say among their peers. The three families have been at each other's necks for generations, and their feud has spilled over to affect everything in Venoch, from the growth of cities, to trade agreements, to foreign policies. One must be acutely aware of what family they are working for, indirectly as it may be, upon accepting a Venocian job; it is understood in Venoch that accepting a job related to one of the three families is akin with formally aligning oneself to their cause. It is a common saying that for every friend you make in Venoch, you also make an enemy. The Venocian economy is driven by the trading of goods produced by other nations. Venocians are the middlemen in most trade agreements and you'll be able to find almost anything in a Venocian port.

## CITIES

**ASRILE:** As the capital of Venoch, Asrile is one of the richest cities in the world. Bulk trading and lavish lifestyles are rampant here. The city also houses the Sea Side Palace, the home of the Commodore Duchess Palcica zi'Varga, her family, and the meetings of the Venocian Council.

**COLAVE:** Seen as the epitome of Venocian life, Colave is a calm and serene city built on a cliffside, with bustling docks and marketplaces resting on the beach below. Home of the zi'Yeil family, Colave boasts some of the most diplomatic businessmen in the entire world.

**ETAESI:** Led by the zi'Morvel family, Etaesi takes a more militaristic approach to business, trading heavily in weapons and arms. This city is also home to some of the most masterfully crafted sea vessels money can buy.

**RAVELAEIS:** As one of the only landlocked cities in Venoch, Ravelaeis is an enigma among the slew of Venocian merchant cities. Reliant on the many surrounding vineyards and craftsman who avoid the loud trade cities, Ravelaeis is the primary exporter of Venocian-made goods in the nation.

**CHAWEN:** This fort denotes the northernmost point that Venoch still controls in wake of the Darkest War. It stands as the launching point for expeditions that seek to find a safe land route to Synethil. Much of Venoch's military is based around this fort for fear of vae'rin or remnant Shattered Hand attacks on the country.

## INTERESTING LOCATIONS

**THE COASTAL ROAD:** Running from Erretis to Asrile, this road offers beautiful views of the coast of the Angylis Sea. Groups of sea turtles often nest in the sands of the beaches that line the Coastal Road, making it a popular tourist destination in the warmer seasons.

**THE THREE BROTHERS:** The Three Brothers are three major rivers that run through Venoch and eventually reach the Angylis Sea. They serve as the primary form of travel for the northern reaches of Venoch.

**THE FOREST OF LEYATHAR:** In recent years the Forest of Leyathar has become a common destination for expeditions and explorers. Many Venocian nobles who are unhappy with the current state of affairs seek adventurers to journey north into the vibrant-twisted forest to find a passageway to Synethil in hopes of furthering the link between Venoch and the city.

**KADORIGA:** The blacksmiths of Kadoriga were once known as the greatest elven craftsmen of our time. The city was lost during the Darkest War, and with it most of the elven blacksmiths who dwelt there. Any number of magical weapons or armor could still be waiting in the ruins of this city.

**ENTANISEN CASTLE:** Once a major holding of the zi'Varga family, Entanisen Castle was full of scholars and magic users studying the Vibrant. They hoped to find a way to get Synethil to return, but instead they learned much about the warped forests of Leyathar during their researching. Unfortunately, the castle fell to the Shattered Hand long before the researchers could see their final goal realized during the Darkest War.



# VENOCH





## WASHU

*"A spark in the east sets the sky afire."*

The eastern and exotic lands of Washu are home to some of the world's most striking landscapes. Tall mountains are flanked by lush forests, and the southern islands are home to deep jungles with a wide range of animal species. Most of the world's spices are grown on these islands. The waters surrounding Washu are a deep blue and clear, showing a multitude of tropical fish and other oceanic life. The waters are warmed by southern currents, giving the land a much warmer climate than most kingdoms. Typhoons and monsoons are not unknown in this region, and earthquakes are common, though usually minor and non-destructive. Volcanic activity has given rise to the hot springs loved by Washun citizens and tourists alike.

The eastern island of Washu was powerful at the onset of the First Empire Wars, emboldened by their alliance with the fledgling Sky Dragons. Poised to become a great power, these dreams slipped away as Washun mages unintentionally cast the nation of Elessar into the Gloom. Washu's power was stripped almost immediately, and after signing the Zukiei Treaty the nation became a protectorate nation under Vavaire. With the commencement of the Second Empire Wars, the leadership of Washu made the alliances necessary to secure the safety of the Washun people, allying once again with the strong kingdom of Vavaire. This was a decision that they came to regret, as the Shattered Hand was revealed and the Darkest War began. Washu fared poorly as her people fought for survival, losing most of their mainland holdings as well as some eastern reaches over the course of the conflict. Left in a state of economic hardship and Aurezian occupation, Washu is in a depressed state with a relatively bleak outlook.

The Washun who call the islands home are a steadfast people with an intense loyalty to their nation. Even in light of their economic hardships they express fierce nationalism and great pride in their nation. Currently the country is one divided, as some wish to return to the old ways of having an Emperor. However, some have prospered under the nation's current leaders, the Arcane Trust. The Imperial Blossoms organization is dedicated to restoring an Emperor or Empress to power. The Washun populace is primarily comprised of humans and tieflings, many of which are noble born and created by means of the Ascension Transformation, cementing their position of power. The rise of fierce nationalism in recent years has garnered a bit of an 'outsider' feel to those not born in Washu, but even so, many Washun believe that outsiders can be useful in securing the eventual freedom of their nation.

The Aurezian occupation of the country has altered the day-to-day lives of Washun citizens, mostly for the worse. A curfew has been instated to deter any would-be freedom fighters, and Aurezian soldiers prowl the streets in large contingents in order to keep the peace. Washu itself is unable to field its own army, and is instead left with a small task force responsible for providing safety to citizens. Citizens of the nation are grateful that the Vavairen government has canceled their formerly mandated war reparations, and the economy of the island is beginning to bounce back, but slowly. Spices, airships, and exotic goods are normal fare in the marketplaces of Washu, and trading to this region rarely sees

a loss in profits.

### CITIES

**ZUKIEI:** The capital city of Washu is a sprawling metropolis. The seat of power of the Arcane Trust, it is also home to the Emperor's old castle, and tensions run high between the various factions here. The Imperial Blossoms advocates for the return of the Emperor, are in a near-constant state of rebellion against the current leadership, which is backed by the Cobalt Reserves. The undercurrent of intrigue and hostility are usually unnoticed by passing travelers.

**SHINATO:** The cutting-edge shipyards of Shinato are capable of churning out quality ships in record number. This city has recently come under attack from nationalists against the Aurezian occupation of the nation. It is rumored that the city is working on a new prototype airship in conjunction with Legion and Lurien Industries.

**CHIUSHI:** Producing most of the foodstuffs for Washu, Chiushi is an expansive farming town found in the nation's north. The sake breweries in Chiushi are renowned throughout the world.

**TAKIBARA:** Takibara is a floating mote sitting in the center of the Kazan Sea. It is home to a large temple devoted to Shenami, as well as what was once the largest airship docks in the country and the seat of Washu's power.

**SAGAKAI:** Known as the Outside City, this port is the primary location where outsiders gain access to the country. Almost all travel through Washu originates here, and Vathis Sentinel presence in the city is high. It is not unusual for Outlaws, Sky Dragons and Vathis Sentinels to pass each other in the streets or docks of the city with no outward hostility.

### INTERESTING LOCATIONS

**MANASHIMA:** Widely believed to be the spot in which the First Emperor perceived the spirits of Shenami, this site contains the largest Shenami Gate in the known world. It is thought that the Zodiac Leylines link Manashima to the mainland of Washu.

**HIROMATSU:** This city was once the largest naval shipyard in the world. A Vantus has taken up refuge in the area, and leads a small smattering of Shattered Hand remnants.

**WA LEE CHASM:** A gaping pit is all that remains of this once sprawling town. Nobody is quite sure what happened here, or why, and there are no survivors left to tell the tale.

**REKLAN SHRINE:** As a holy place for the Shenami religion, the Reklan Shrine is believed to be the founding location of the arcane art in the region, as well as the location of the first Ascension Transformation. Many believe that the lingering spirits here empower and guide those deemed worthy.

**HACHI:** Once a thriving inuzen city that often jumped between the Material Plane and Vibrant, Hachi is now a ruin of the splendor it once housed. Hachi has become permanently stuck on the Material Plane since its destruction during the Darkest War.



WASHU



## AREAS

*“To fear the outside world is to fear the world that gives us food, gives us shelter, gives us everything we love. Yes, it is dangerous, but so are the monsters that live in the hearts of the men and women we share our city streets with.” -Mazyd zi’Veshmore*

**ANGYLIS SEA:** Situated in central Asarus sits the Angylis Sea. This grand body of water separates the nations of Vavaire, Osept, Mythrayne, Venoeh, and Erygis. You’ll find that much of the trade between these nations happens over the Angylis, and it is always rife with airships as well as sea vessels. The Angylis Sea is also one of the bastions of Sky Dragon activity in Vathis. When paired with the heavy Vathis Sentinel presence in the coastal nations, the Angylis has seen much conflict between the Sentinels and Sky Dragons over the years.

**BLOODSCORCHED VALE:** The Bloodscorched Vale is a tropical region covered with forests and thick swampy wetlands. The untamable wilds there are home to all sorts of exotic creatures and monsters that would sooner kill you than take the time to talk to you. Denizens of the Evernight also frequent the Vale, creating an even larger threat to those who dare enter the untamed wilderness. It is said that great fortunes lost within ancient temples lie waiting in the Vale, should you be brave enough to seek them.

**BORDERLANDS:** Once a fertile and rolling plain, the Borderlands has been altered beyond all recognition by warfare and magical energies. While various cities in the region once belonged to Aurezia and Vavaire, the entire halfling homeland has been lost, scattering the race to the four corners of Vathis. Many halflings seek to reclaim their homes, but have not organized to do so. The Borderlands are now the home of many terrifying monsters and beasts that openly roam, prowling for their next meal. It is ill-advised that you attempt to travel across these desolate plains. No one will help you, as they know it spells certain death.

**CORSICA ISLE:** Corsica Isle is divided into the southern portion controlled by Vavaire, and the northern untamed region covered in the Forest of Arden. North of the wall you’ll find roving bands of barbarians dominating the area. The Starfall Mountains on the western shores are home to the ancient Zodiac Prophecy and the Oracle, a powerful mystic who has visions of the future. Her presence here attracts tourists and pilgrims to the area, but one has to know what to look for and who to ask for aid if they expect to make it to the Oracle.

**COVITAR:** East of Aurezia, Covitar lies on the eastern shores of the Solar Sea. The beautiful golden plains of the region are the home of the Holy City of Armeria. The entire area is neutral and claimed by no nation, as it is a holy place in every major religion across Vathis. The city of Armeria itself contains the Grand Cathedral of Armeria, devoted to all seventeen Deities. Drove of ildera have been recently gathering in Armeria, but none know why, and they’re beginning to outnumber other races in the city. Many secrets and esoteric pieces of knowledge lie in Covitar, just waiting

for you to discover them.

**DRAKOSTIGAT:** In the northern reaches of Vathis between Darastrix and Tristan sits the massive expanse of land known as Drakostigat. This once beautiful land, historically involved in numerous wars, has been altered beyond recognition by various arcane powers during the Darkest War. While the Trisviet Union seeks to reclaim the area and restore their nation to its former glory, remnants of the Shattered Hand roam Drakostigat, preying on the reckless and unprepared. CORE also has a stake in moving back into the territory, as they lost many important facilities in Drakostigat and hope to salvage some of their sensitive research and documents, which may have survived the destruction. Some of Drakostigat’s ruins have been looted, but many lie untouched. You can be certain that vast amounts of wealth lie in any untouched ruin, ripe for the picking.

**EVERNIGHT:** Deep below the surface of Vathis you’ll find the ever-winding labyrinth of tunnels and caverns known as the Evernight. These dark recesses below the surface are home to all sorts of vile shadow-dwelling creatures. The most common are the vae’rin, dark elves who worship the evil goddess Serena and harbor great disdain for those on the surface. Located under the eastern side of Asarus is a massive cavern called the Great Vault. While the number of explorers who have seen it with their own eyes is limited, it is a widely known fact that vae’rin inhabit the Great Vault and launch their attacks on the surface from the settlements that reside within.

**GLAYCIAN:** In the northernmost reaches of Asarus, just beyond the borders of Tristan, sits the frozen tundra Glaycian. The Zimaria Forest that spans the region’s southern stretches is home to nomadic tribes of hunters and vagabond fur traders. If you travel north of the forest, the landscape turns to nothing but ice and snow as far as the eye can see. Traversing Glaycian is a fool’s errand, and not even the nomads will venture too far north. It is said that there is a point of no return, and that if you pass this point you have no hope of surviving. No one knows what lies to Glaycian’s north...but it is assumed something deadly.

**THE HARROWS:** The Harrows are a gloomy shadow of the once-great nation of Elessar, destroyed during the First Empire Wars. All that remains now are ruins of the former civilization and a lingering magic that causes The Harrows to remain dark and grey all day long. You’ll find the region infested with undead and other vile creatures. Traveling through The Harrows is as unsettling as the things that live there. You’ll constantly feel as if someone is watching you—because something probably is. While The Harrows are avoided by merchants and travelers, the ruins of Elessar are said to house all sorts of unknown and powerful treasures and artifacts.

**JUNGLES OF SINAFEY:** South of the Plains of Fear lie the exotic Jungles of Sinafey. These dense, ancient jungles used to be home to the orc empires that have since faded away. If you travel there you’ll find thick jungles dotted with the remnants of these



empires, such as temples and small tribes of orcs. The forests are home to all manner of wildlife, including carnivorous lizards and dire beasts. Due to its isolated location and the dangers within, the Jungles of Sinafey are not often frequented by travelers, and only a few port cities on the coasts house outsiders. They are launching points for ambitious expeditions that only occasionally return.

**RIMELAN:** The Rimelan is located in between Aurezia and Cypress. This frozen wasteland is the result of the Vandiel Zenshir's death knell in the Darkest War. Now full of frozen cities, ice monsters, and shifting glaciers, the Rimelan is a brutal mirror of the once green and verdant plains. You'll hear tales of the Rimelan's expansion in northern Cypress and southern Aurezia, as being overrun by the icy waste is one of the biggest threats facing the two nations to this day.

**SHARDLANDS:** The Shardlands is found east of northern Vavaire and Darastrix. This area was once a large holding of Vavaire, until the Shattered Hand decimated the region during Operation Eldric Crash. This cataclysmic event turned the Shardlands into a breeding ground for dangerous and toxic fields of unrefined eldria. The wall south of the Silverstone Mountains was constructed to prevent the spread of eldria. You will be unlikely to ever visit the Shardlands, as the eldric emanations kill most creatures after long exposure. The Shardlands are now only home to ildera, terrifying eldriylths, and other eldria tolerant creatures.

**BUYANEI:** To the northeast of Asarus sits the island of Buyanei. This frigid isle of snow swept tundra has long been a site of mystery and intrigue. We were surprised after the Darkest War to discover that Buyanei has begun to thaw, and the weather patterns here have changed. Ancient cities are thawing, perfectly preserved, and the region is now a target for explorers and adventurers hailing from coast to coast.

**MANASTORM CHAIN:** The Manastorm Chain is the remnant of a large portion of the land north of Mythrayne and east of Leyathar that was destroyed in the death knell of the Vandiel Karwytren. All that remains of this event are a chain of islands that somehow managed to survive the destruction. The flora and fauna on these islands are a warped and twisted mockery of their former existence. You would be wise to avoid the Manastorm Chain, as frequent ether storms and anomalies batter the land and further warp it with potent magic.

**PLAINS OF FEAR:** The Plains of Fear are a mystery that the greatest minds of our time have yet to unravel. Found south of the Fringe Wall, this vast expanse of land is frequented by strange weather and thick mists that make the Plains impassible by air. The oddest thing about the Plains of Fear, however, are the magical effects that they have on those who travel there. If you travel to the Plains of Fear and return, your recollection of the area will be skewed and often unintelligible. The lingering magic in the area prevents anyone from actually knowing what lies in the region. To theorize on what might be there, we have only fragments of stories and altered memories to draw from. The Plains of Fear are one of

the greatest mysteries of Vathis.

**STRAIT OF DESPAIR:** Originally a land bridge connecting Sillirai to the mainland, the Strait of Despair is another region to suffer the effects of a Vandiel death knell. When Rumoriskar was slain here, his destruction ruined much of the land bridge and left the nest of nightmares we know today. When venturing to the Strait of Despair, what you encounter is entirely different from what anyone else would. This nightmarish landscape and the surrounding waters feed off of your worst fears and spawn creatures you would only find in your nightmares and the darkest places of your subconscious. If you do venture near the Strait, tread with caution, as the currents of the area have a tendency to pull ships into the Strait.



# DEFENDERS OF FREEDOM UNITY AND



**JOIN THE**  
**VATHIS SENTINELS**  
**TODAY!**



## RESOURCE SCALE

- 1:** Very small, a few hundred gold, the resources of a few knights.
- 2:** Relatively small, presence in one or two cities, nearly a thousand gold or similar assets.
- 3:** Small, presence in a few cities, over a few thousand gold or assets.
- 4:** Medium sized, presence in some cities and villages, nearly ten thousand gold or similar assets.
- 5:** Large sized, influence and presence in cities across the nation, over ten thousand gold or similar assets.
- 6:** Holdings in a number of important locations across the nation, a couple thousand gold or similar assets.
- 7:** Notable in a good number of cities and villages across the nation, a few thousand gold or similar assets.
- 8:** Holdings in a good portion of the organization's home nation, presence in quite a number of cities and villages, over fifty thousand gold or similar assets.
- 9:** Holdings in most of a nation, presence in many cities and villages within a nation, nearing a hundred thousand gold or similar assets.
- 10:** Holdings all across an entire nation, presence in nearly every city and village within that nation, a hundred thousand gold or similar assets, very influential within that nation.
- 11:** Holdings in a few nations over a decent area, influence in some cities outside of the origin nation, two hundred thousand gold or similar assets.
- 12:** Regional holdings in a large area containing multiple nations, influence in the largest cities outside of the origin nation, three hundred thousand gold or similar assets.
- 13:** Some holdings in most nations, presence in quite a number of cities outside of the origin nation, a four hundred thousand gold or similar assets.
- 14:** Holdings in most nations and a presence in some cities and a few villages, five hundred thousand gold or more or resources.
- 15:** Notable presence in many nations, holdings in most cities and some villages, multiple hundreds of thousands of gold available or similar assets.
- 16:** Vast presence in multiple nations outside of their home, nearly a million gold or resources, massive wealth of knowledge and influence, presence in nearly every city and village.
- 17:** Controls most of a continent, very influential with nearly the entire continent of control, a hand in all matters, millions of gold or similar resources. Akin to Vavaire at its height.
- 18:** Influence over an entire continent, unquestionable leadership, tens of millions of gold available or similar assets.
- 19:** Spans multiple continents with influence in all matters, hundreds of millions of gold on hand or similar assets.
- 20:** Worldwide influence and nearly limitless assets.

## POPULATION SIZE

<b>TINY</b>	1-500
<b>MINOR</b>	501-2,000
<b>STANDARD</b>	2,001-5,000
<b>EXPANSIVE</b>	5,001-25,000
<b>EXTENSIVE</b>	25,001-100,000
<b>IMMENSE</b>	100,001-200,000
<b>COLOSSAL</b>	200,001+

While nations are the body of society, organizations are the heart. In many cases they are just as powerful and have just as much influence as the governments of the nations. While some of them operate in the shadows or are known enemies of the Council of Vathis, others are endorsed by the Council and function openly in all countries for the betterment of society. Organizations are a way for individuals to propel themselves to social and economic standings that they might not have been able to achieve otherwise. They are full of the heroes and villains and everyone in between. Joining an organization can be easy, but rising through the ranks of one can be exceedingly difficult. Once someone has an organization behind them, however, they can access an invaluable network of allies, contacts and support. With one for each of the Deities, the organizations are primarily dominated by the Free Companies.



## ANTARES TEMPLAR

*“Building the city of gold.”*

**TYPE:** Global Banking System

**MEMBERS:** 10,235

**SYMBOL:** Golden sword

**RESOURCES:** 20

**ALIGNMENT:** Lawful Neutral

**RELIGION:** None

**HEADQUARTERS:** Valiance, Vavaire

**SCOPE:** Global

**STRUCTURE:** Banking Corporation

**LEADER:** Aralu zi'Rivisvul

The Antares Templar own and operates the largest banking company in the world, recognized and backed by the Council of Vathis. They offer an almost limitless number of financial services. The Antares Templar control a significant portion of the world's wealth, and will do anything to both increase and protect it.

**MEMBERSHIP:** Low level operators are easy to find and replace, but the real movers and shakers of the organization are difficult to find and harder to keep.

**REQUIREMENTS:** Getting hired is as easy as showing aptitude in numbers and finance. Rising in the ranks requires both determination and cunning.

**BENEFITS:** Outside of the wealth that comes with working for the bank there is a high level of prestige associated with being a member of the organization. Social doors begin to open for members, even if they're missing the wealth that those doors typically require.

## BLOOD SYNDICATE

*“The touch of night.”*

**TYPE:** Organized Crime Syndicate

**MEMBERS:** 57,946

**SYMBOL:** Blood drop

**RESOURCES:** 14

**ALIGNMENT:** Neutral Evil

**RELIGION:** Uryll

**HEADQUARTERS:** Vanya, Tristan

**SCOPE:** Tristan, with global operations

**STRUCTURE:** Strict Guild Hierarchy

**LEADER:** Arina zi'Nikitovna

The Blood Syndicate operates primarily out of the Trisviet Union, but their reach is global. Operatives for the Blood Syndicate can be found in almost every city of the world protecting the interests of their clients. It is largely known that they deal in assassinations and mysterious disappearances, but as of yet there is no concrete evidence for such actions. Their members are easy to spot due to the blood red face masks they wear with their gear. Even the Dragon Syndicate gives them a wide berth.

**MEMBERSHIP:** Ranks within the Blood Syndicate are based entirely off of skill and aptitude. To fail on a mission is to

fail the Syndicate, and failure is unacceptable.

**REQUIREMENTS:** Absolute loyalty and a heart of ice willing to do whatever the Syndicate requires are the basic requirements for aspiring applicants. The Blood Syndicate rarely recruits from outside of the Trisviet Union, but if a skilled individual would catch their eye they might be interested.

**BENEFITS:** Wealth comes easy to those who deal in lives. Members gain absolute protection, as well as the resources of a global assassination network. Information, access, and assets are all at the fingers of the Blood Syndicate.

## BLUEWIND COMPANY

*“One wind uniting Vathis.”*

**TYPE:** Messaging Service and Media Outlet

**MEMBERS:** 4,750

**SYMBOL:** Blue envelope

**RESOURCES:** 13

**ALIGNMENT:** True Neutral

**RELIGION:** None

**HEADQUARTERS:** Valiance, Vavaire

**SCOPE:** Global

**STRUCTURE:** News and information company

**LEADER:** Tahris Fel

The Bluewind Company operates the world's largest information network in the world. Their messaging stations, at least one in every city, allow instantaneous correspondence between their stations. This has allowed the world to share information and remain in contact over vast distances, spreading knowledge faster than ever before. The Bluewind Company also handles services regarding identification papers, notary, and barristers. The Bluewind Company handles anything that deals with the printed word. They also produce a weekly newspaper called the Asarun, which reports continent-wide news stories and stock exchange information.

**MEMBERSHIP:** Members are separated between low-level positions at various stations and services to the decision makers of the company. This organization is large and well-structured.

**REQUIREMENTS:** As with many other companies, entry level positions are available to all who apply. Those in the higher echelons, however, must work for their prestige.

**BENEFITS:** Financial security is the basic benefit of employment with the Bluewind Company, but the largest is the flow of information one comes into contact with. Members of the Bluewind Company are often the first to hear sensitive knowledge before it becomes widespread.



**ONE BLUE WIND  
UNITING ASARUS**

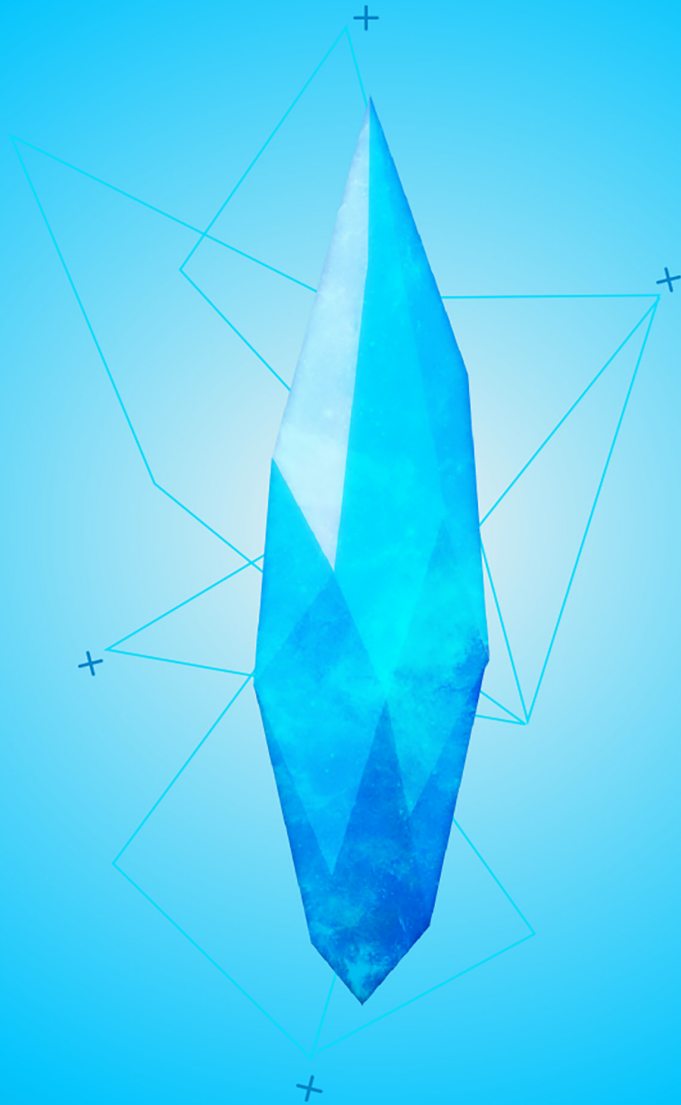


**BLUEWIND COMPANY**

**MESSAGES**

**AS LOW AS 1 COPPER!**





a brighter future for a darker age  
experience the joys of eldria today



CORE

## CORPORATE OPERATIONS FOR THE REFINEMENT OF ELDRIA (CORE)

*"A brighter future for a darker age."*

**TYPE:** Eldria Refinement and Innovations

**MEMBERS:** 49,659

**SYMBOL:** Six crystals

**RESOURCES:** 18

**ALIGNMENT:** Neutral

**RELIGION:** None

**HEADQUARTERS:** Alear, Tristan

**SCOPE:** Global

**STRUCTURE:** Rigid Corporate Structure

**LEADER:** Vice Filarn

CORE operates the global eldric market. From refinement to research, CORE handles all aspects of the elarian eldria crystals. They own nearly every eldria refinery in the world, and are the only company capable of creating additional refineries. Their main goal is the expansion of eldric influence and increasing their understanding of eldria's properties. Their only threat is Lurien Industries, which controls the vaedric market of eldria. The public tends to love CORE for the ease of life their products guarantee and the advancements they've brought to the world.

**MEMBERSHIP:** Joining CORE is difficult for anyone attempting to reach the higher ranks of the organization. Basic entry level positions, however, can be had by anyone willing to pledge themselves to the organization.

**REQUIREMENTS:** The requirements of joining this organization vary depending on what position you're attempting to gain. Security positions requires physical prowess. A researcher would require both an extensive education, and an interest in eldria's effects on the world. The inner circle of CORE (namely leadership and influential members of the organization) is a near impossible circle to join, requiring significant loyalty and sacrifice for the corporation.

**BENEFITS:** CORE as a company is extremely profitable, even though eldria's price has never changed. These profits are passed onto their employees, of which there are many. CORE has a significant security force in place to protect its members from outside harm. Access to the latest and greatest of eldric technology, as well as early adopter positions, are always given to the organization's employees first.

## DRAGON SYNDICATE

*"Like dragon's fire, we spread and ignite"*

**TYPE:** Organized Crime Syndicate

**MEMBERS:** 73,654

**SYMBOL:** Dragon claw holding a colored orb

**RESOURCES:** 12

**ALIGNMENT:** Chaotic Evil

**RELIGION:** None

**HEADQUARTERS:** Kamtyrow, Erygis

**SCOPE:** Global

**STRUCTURE:** Criminal sects controlled by one head sect

**LEADER:** Great Elder Gold Wyrms Salivus Rhys

The Dragon Syndicate acts as the largest criminal organization in the world. They dabble in all methods of illegal activity ranging from enslavement, theft, assassination, and assault, to various other criminal activities. The Dragon Syndicate is established in nearly every nation in the world, denoted by dragon color. The Dragon Syndicate is the largest thorn in the side of law enforcement, including the Vathis Sentinels. The Great Wyrms of the Dragon Syndicate seek only to gain more wealth and influence in their respective areas. Due to the manner of their activity, finding the leadership of the Dragon Syndicate is extremely difficult.

**MEMBERSHIP:** Many individuals seek the protective wings of the Dragon Syndicate for gold and glory. The organization operates as a single large criminal organization, and they usually remove all other criminal sects in the areas where they operate.

**REQUIREMENTS:** The Dragon Syndicate tries to recruit only those with talent and guile. Members of the Dragon Syndicate are never able to leave the organization, even long after being allowed to officially retire due to the knowledge they may possess. Recruits typically go through a small series of missions to determine their eligibility and the depth of their dedication.

**BENEFITS:** The Dragon Syndicate provides two things for their members—gold and protection. Attacking members of the Dragon Syndicate is the same as declaring war on the organization itself. Many groups choose to either go all in during attacks attempting to eradicate them, or leave the cities in which they operate, ensuring their survival for another day.

## EAST ANGYLIS COMPANY

*"By coffin or by coffer."*

**TYPE:** Mythrene Organized Debt Collectors and Criminal Syndicate

**MEMBERS:** 91,112

**SYMBOL:** Pickaxe and shovel

**RESOURCES:** 15

**ALIGNMENT:** Lawful Neutral

**RELIGION:** Naugrix

**HEADQUARTERS:** Naugrix's Perch, Mythrayne

**SCOPE:** Global

**STRUCTURE:** Clear chain of command with specific duties and jobs

**LEADER:** Asger zi'Eirik

The East Angylis Company is one of the most malignant forces active in the world today. They recently moved their headquarters to Naugrix's Perch to capitalize on the high population and amount of travel and trade in the city. The group originally worked on the construction of the Gilded Road across Asarus, and since several nations have not yet paid back the ample debt inflicted upon Mythrayne as a result of construction and lives lost over time, the EAC took it upon themselves to obtain these debts for Mythrayne. They turned from a company focused on construction and architecture to one seeking vengeance and capital. The East Angylis Company





uses the connections they made over the years to aid their extortion, smuggling, protection rackets, and theft—just a few of their tactics.

Those in Mythrayne who turn to thievery and general thuggery find a home in the East Angylis Company. They prefer to act subtly through words and trickery, but have no problem resorting to violence when necessary. Osept, Aurezia, Cypress, Daratrix, Tristan, and Isild are the nations still in debt and in their sights. They try to refrain from conflicts with the other nations, such as Sillirai, Vavaire, Leyathar, Venoch, Washu, Rancagesh and Erygis. They have no problem forging temporary alliances with other organizations that benefit them both. Some of them include the notorious Black Hand, Sky Dragons, and Outlaws all over, though they do have allies in less infamous groups as well. Mythrayne branded the EAC an Outlaw company when signing the Articles of Vathis, severing any connection between the two. This has not stopped the EAC from continuing to return Mythrayne's owed debts and aid them in times of need. The East Angylis Company has a code of conduct. Violation of these tenets can possibly result in injury, exile, or death.

1. Do not kill your own
2. Remain loyal to the dwarven people.
3. Tell the truth to each other.
4. No contact with sentinels.
5. Avoid nations who paid their debts.
6. Act honorably in all affairs.

**MEMBERSHIP:** The EAC is led by the Gramir, Asger zi'Eirik. He is served by a handful of Uvermaat, who execute his will and give orders to the Sinnirs beneath them. The Rekkkr are the newest members who take commands from higher ranks. Swains are initiates or outsiders recognized for their occasional help.

**REQUIREMENTS:** Only dwarves can become members, though other races can help as an outsider from time to time. The EAC used to accept volunteers, but now only seek out new members they deem worthy.

**BENEFITS:** Much like Outlaws, members feel like they live a privileged life with no one in their way, and feel great pride in restoring glory to Mythrayne.

## ELDRITCH HOUSE

*"Masters of the Ether."*

**TYPE:** Magical Education and Safeguard

**MEMBERS:** 32,547

**SYMBOL:** Seven-pointed star

**RESOURCES:** 16

**ALIGNMENT:** Neutral

**RELIGION:** Any, with primary Aleydra

**HEADQUARTERS:** Arcadia, above Aurez City

**SCOPE:** Global

**STRUCTURE:** Organized based on school of magic and studies

**LEADER:** Head Magister zi'Len Gu

The Eldritch House is the longest standing arcane university in the world. Based out of Washu, they have recently begun making headway with Leyathar to gain some of their magical knowledge. The Eldritch House maintains a list of registered arcane magic users, which is illegal to not register for. They work closely with the Vathis Sentinels and have many schools throughout the world. Notably, the Eldritch House of Tristan was destroyed during the final battle of Uryllgrad and the Trisviet Union.

**MEMBERSHIP:** The Eldritch House is broken up into three distinct levels of involvement. At the basic level there are the students of the Eldritch House, and then instructors and faculty of the schools. At the highest level are Researchers, who deal with all other magical matters for the organization, from research to investigations.

**REQUIREMENTS:** The Eldritch House typically takes on recruits in one of two ways. Exceptional students of the schools are frequently offered formal membership, and remarkable individuals who prove themselves from outside of the organization are also sometimes sought. Mages who assist the organization or wish to join need only prove their worth to the Eldritch House.

**BENEFITS:** The Eldritch House has a significant presence in the arcane community, and because of this, they're one of the largest banks of information in the known world. Members receive assistance when performing research, and they have access to magical knowledge and items that the usual person does not.



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ELDRITCH HOUSE  
TODAY!**

## 11TH HOUR

*"Cleansing by the sword."*

**TYPE:** Demon Hunting Free Company

**MEMBERS:** 4,569

**SYMBOL:** The number 11

**RESOURCES:** 8

**ALIGNMENT:** Lawful Good

**RELIGION:** Primarily Astrian

**HEADQUARTERS:** Chasien, Darastrix

**SCOPE:** Global

**STRUCTURE:** Standard military

**LEADER:** Retribution

11th Hour is a Free Company that was formed during the Darkest War in the wake of Vavaire's apparent fall. It was a military company with no leader left, who took it upon themselves to hunt down surviving members of the Shattered Hand. These wayward soldiers roam the countrysides of Vathis, hoping to encounter the Shattered Hand in the open and avenge those who suffered by their hand. They have a main headquarters in Darastrix, but do not call any other place home. Today, they mainly aid rural communities in reclaiming lost territories. They frequently stop along their travels to bolster forces or help train militias, and they strive to protect citizens who are unable to protect themselves. Members of 11th Hour are battle hardened warriors who have a reputation for their blunt and gruff ways, but citizens are glad for their help when it arrives.

**MEMBERSHIP:** Members of 11th hour originally were only soldiers from a lost military company, but since they have absorbed others in their same situation. They retain the structure of their old military to maintain order and stability.

**REQUIREMENTS:** Recruits of 11th Hour typically have no place to call home, and if they do they are required to forsake it, as their new duty is to not rest until the Shattered Hand is destroyed. They must be trained in battle by members of the organization, or have military experience.

**BENEFITS:** Members of 11th Hour do not have many benefits, except for the comfort that they are inspiring courage and making the world a safer place for the weak.

## EYES OF VATHIS

*"Finding our past to find our future."*

**TYPE:** Sanctioned Explorers Organization

**MEMBERS:** 42,643

**SYMBOL:** Open eye

**RESOURCES:** 12

**ALIGNMENT:** Lawful Neutral

**RELIGION:** Any, with primary Teiris, Aleydra, and Astea.

**HEADQUARTERS:** The White Citadel of Aurez City

**SCOPE:** Global

**STRUCTURE:** Independent cells

**LEADER:** High Curator Mazyd zi'Veshnore

The Eyes of Vathis are a group of scholars and historians dedicated to uncovering relics and artifacts of the ancient world. Their

agents travel all around procuring items from wherever they can. They are backed by the Council of Vathis, and are the ones designated to keep track of and document all magical items found by adventurers. All adventurers generally need to procure permission from the Eyes to keep any magical items that they find. The Eyes reserve the right to claim anything an adventuring party brings back. While this may seem unfair, it is truly rare for the Eyes to confiscate anything. This practice is in place to prevent particularly dangerous or powerful items from falling into the wrong hands and potentially starting another Darkest War.

**MEMBERSHIP:** Members of the Eyes are separated into separate cells, often based out of a specific location or tasked with retrieving items of a specific nature. These cells are generally made up of about a dozen or so members. In some exceptional purposes you'll find smaller teams of more experienced members.

**REQUIREMENTS:** The Eyes require their members to be loyal to the Council of Vathis. Other than that, they have no physical or mental requirements, though being knowledgeable in history or magic is seen as a great boon.

**BENEFITS:** The Eyes have a vast network of agents all over Vathis that will gladly help out fellow agents. Their best perk however, is the access agents have to magical items possessed by the Eyes in use of procuring even more items.



## FAE' RANORE

*"From the light comes shadow."*

**TYPE:** Leyarish Restoration Organization

**MEMBERS:** 649

**SYMBOL:** Silhouette of Synethil

**RESOURCES:** 11

**ALIGNMENT:** Chaotic Neutral

**RELIGION:** Major Irilynshae with minor Aleydra and Astea

**HEADQUARTERS:** Synethil, Leyathar

**SCOPE:** Leyathar and outlying regions

**STRUCTURE:** Close-knit operatives group

**LEADER:** Ayrious zi'Faellant

Fae'ranore's primary goal is to restore the Leyarin Empire to the glory it held before the Great Collapse. In order to do this, Fae'ranore spends a significant amount of time scoping out old ruins of the Empire and keeping an eye out for internal threats and spies.

**MEMBERSHIP:** Membership within Fae'ranore is extremely secretive. Members do not carry any indication of membership.

**REQUIREMENTS:** The basic requirements of this organization are absolute loyalty to Synethil and the cause the Fae'ranore represents. Ayrious hand picks his new recruits, and very few make the cut. He watches potential members for months at a time to fully understand their motivations and aptitude.

**BENEFITS:** Benefits of the Fae'ranore are access to the inner workings of Synethil and the people within. By joining you also would gain access to the significant resources that Synethil possesses, from magical artifacts to ancient knowledge.

## FUTURE PERFECT

*"What we are, what we were, who we will be."*

**TYPE:** Noir Support Group

**MEMBERS:** 6,798

**SYMBOL:** Black mask

**RESOURCES:** 10

**ALIGNMENT:** Neutral

**RELIGION:** None

**HEADQUARTERS:** Unknown

**SCOPE:** Global

**STRUCTURE:** Highly secretive noir network

**LEADER:** Sharaun

Futureperfect was created by the first noir ever to be freed from Vandiel control, Sharaun, shortly after the end of the Darkest War. Her overall goal and that of the organization is to integrate the noir into the society of the world and gain re-acceptance. They do this by hiring themselves out as information gatherers and private detectives, seeking to prevent their brethren from reaffirming the old stereotypes against their kind.

**MEMBERSHIP:** Most of the operatives in this organization act in independent cells spread throughout the cities of the world. While they all occasionally meet and listen to Sharaun, they most-

ly work toward their own goals, unique to the area.

**REQUIREMENTS:** One must be a noir to even have the chance of joining. Other than that, they will take any noir who is willing to assist them in their overall goals. They're pretty good at ferreting out the dishonest members of their organization.

**BENEFITS:** Noir within the organization are able to wear their true face among their brethren. The organization typically operates within microcosm sections of the city devoted to just noir. The organization itself acts as a noir protective group, seeking to dissuade and prevent aggressive action against their kind.



## HOUSE OF SHADOW

*“Carve your own path, bow for no man.”*

**TYPE:** Thieves Guild

**MEMBERS:** 47,546

**SYMBOL:** A crudely drawn X between two eyes

**RESOURCES:** 12

**ALIGNMENT:** Chaotic Neutral

**RELIGION:** Primarily Teiris

**HEADQUARTERS:** Ruined Island in Aurez City

**SCOPE:** Western Asarus

**STRUCTURE:** Four-tiered hierarchy

**LEADER:** The Philosopher

The House of Shadow is a group of thieves occupying the nations of western Asarus. They operate from within the shadows of Aurezia and Cypress. A ruined island in Aurez City houses their headquarters, while their leader, the mysterious Philosopher, manages affairs from afar. Their safehouses are inconspicuous abodes among the homes of commonfolk. The House of Shadow leaves subtle markings called shadowmarks to communicate directions, information, or warnings to each other wherever they operate. Their main operation is taking contracts for illegal activity that benefit them and their client equally. This includes standard theft or retrieval of a valuable item, blackmailing nobles and law makers, and even playing a role in the illegal trade between citizens and Outlaws. The House of Shadow is also known to interfere with affairs of CORE and Lurien Industries, attempting to steal the secrets of their research and technologies. They wish to hinder the influence of both organizations, for reasons unknown. Smaller services they provide are loaning gold and collecting unpaid debts.

**MEMBERSHIP:** The House of Shadow has four tiers of members that serve the Philosopher. The Philosopher is superior to all, and directly under him is a small group called Paters, who command those called Sires. Sires hand out individual tasks to Whelps, the lowest level of membership. Depending on their actual expertise, a member is also regarded as a Lurk, Leech, or Larc. A competent member who abides by the rules can ascend the ranks of this organization quickly.

**REQUIREMENTS:** The House of Shadow requires initiates to succeed in a Shadow Hunt, successfully evading the detection of all other members for at least 24 hours.

**BENEFITS:** The House of Shadow grants members safehouses and allies throughout western Asarus, as well as the chance to amass considerable wealth.

## JORDENSÅNG

*“The songs of the earth flow through you.”*

**TYPE:** Mythrayne Bardic College and Cultural Institution

**MEMBERS:** 65,984

**SYMBOL:** Two horns crossed inscribed with runes for “Gift of the Gods”

**RESOURCES:** 10

**ALIGNMENT:** Neutral Good

**RELIGION:** Naugrix and Astea

**HEADQUARTERS:** Konungardra, Mythrayne

**SCOPE:** Mythrayne and Sillirai, but travels nationally to teach

**STRUCTURE:** Collegiate

**LEADER:** Cyaga Zi’Gloskvild

Jordensång is the dwarven art of bardic magic that the dwarves took credit for discovering long ago. They believed it was a gift from Astea and Naugrix, and so they concentrated on perfecting the art and it became an integral part of dwarven culture all across Asarus. Jordensångers are believed to be vessels between mortals and the divine and natural world through their power over song. For millennia, all dwarven legends, poems, stories, and their own history have been transcribed through Jordensång. For this reason, they are respected by many throughout Asarus as exemplary historians. This art is quintessential to their culture, and so too is the college bearing its name. The main college of Jordensång today is stationed in Konungardra, Mythrayne. This is temporary, as the original college was abandoned during the Darkest War. The college educates thousands of dwarves just with standard academia, but also with the focused teachings of their special forms of bardic performance and oration. They do accept other races into the schools, but it is not often they are considered ambitious enough. The bards of Jordensång today are concentrated on finding a new home for their college and uncovering lost scriptures from cities ruined in the recent wars. With the strength of magic returned to levels not known in recent times, many bards are attempting to achieve higher levels of potency with their song. The Mythrene trust these bards, and they view them as cultural leaders in some ways. They draw thousands of dwarves per week to their performances.

**MEMBERSHIP:** Jordensång is marginally exclusive in its membership, but since it is so significant to Mythrene culture they have no problem finding new students. Those who ascend to teaching positions are called Munir. Munir serve Miklmunir, who handle the overall affairs of the schools. Different subjects have their own Munir that students can choose to concentrate their efforts on.

**REQUIREMENTS:** Joining is as simple as paying for admission and tuition, but the standards for remaining enrolled are high, so not all who enter make it through the regimented program.

**BENEFITS:** Great respect and esteem from the Mythrene, and the potential to earn a living as a historian or performer.



## LEGION

*"We are all children of the stars."*

**TYPE:** Starcalled Organization

**MEMBERS:** 16,224

**SYMBOL:** Dragon head constellation

**RESOURCES:** 9

**ALIGNMENT:** Chaotic Neutral

**RELIGION:** Any

**HEADQUARTERS:** Adora, Vavaire

**SCOPE:** Global

**STRUCTURE:** Individual cells linked to the central operating core of the organization

**LEADER:** Vasily zi'Saitev

Legion was first founded during the Darkest War as a united group of Starcalled against the Shattered Hand. Since then, Legion has propelled research and discovered a significant number of new applications of vaedra eldria, as well as the Starcalled's innate abilities. After the Darkest War came to a close, Legion changed the focus of their organization to the protection and training of Starcalled everywhere.

**MEMBERSHIP:** Gaining membership into Legion is easy. Piercing the barrier into the clandestine inner workings of the organization is the difficult part.

**REQUIREMENTS:** Legion readily accepts any and all Starcalled willing to join their cause.

**BENEFITS:** On the island of Ardor, Starcalled are trained and protected from outside interference. They are given time to become accustomed to their new abilities. Legion seeks to protect their assets all over the continent, and Starcalled who have joined always have a place to retire to in many major cities around the world.



## LURIEN INDUSTRIES

*"Our future is at hand."*

**TYPE:** International Mining and Gladiatorial Company

**MEMBERS:** 8,746

**SYMBOL:** Vaedricsteel sword and mining pick

**RESOURCES:** 14

**ALIGNMENT:** Neutral

**RELIGION:** None

**HEADQUARTERS:** Inyl, Cypress

**SCOPE:** Global, presence in most populated cities.

**STRUCTURE:** Loose Corporate Structure

**LEADER:** Miloskro zi'Lurien

Lurien Industries operates primarily out of Cypress and Vavaire. They work closely with Legion and the Vanguard Steel Company. Their operations include the refinement of vaedra eldria and research into the capabilities of the crystals, expansion of the Essel Tournament which they host, and their mining operations. The influence of the organization has grown substantially in the years following the Darkest War, due to vaedra's rapid adoption around the world.

**MEMBERSHIP:** Members of Lurien Industries range from average, everyday laborers to the highest tier of researchers and company positions.

**REQUIREMENTS:** If one is searching for a lowly position they need only apply. To become vital to the organization is another matter entirely: loyalty, discretion and aptitude are all requirements, and the company typically keeps a close eye on the higher members of the organization.

**BENEFITS:** Wealth and security are the easiest things to acquire within Lurien Industries. From participation in the Essel Tournament to up-to-date vaedric technology, the benefits of remaining with the organization are vast.





## MENTIS OCULUM

*“Look within, and see the lightened path.”*

**TYPE:** Monastery for Aleydra

**MEMBERS:** 10,579

**SYMBOL:** Eye emitting rays

**RESOURCES:** 10

**ALIGNMENT:** Neutral Good

**RELIGION:** Aleydra

**HEADQUARTERS:** Aleydhaven, Sillirai

**SCOPE:** Sillirai, small amount elsewhere

**STRUCTURE:** Monastic structure, large classes and few masters.

**LEADER:** Elyda D’xandras

The Mentis Oculum is a monastic order devoted to the goddess Aleydra, inspired by her qualities. It is an order of sages and priests, but mostly monks, all working to attain a higher state of being. They claim no allegiance to any group in particular—not even the church of Aleydra—and stay out of world affairs. Their numbers overwhelmingly consist of amari, with a small amount of humans and dwarves, and even less of other races. There are only a small amount of monasteries outside of Sillirai in allied nations. Elyda, the leader of the Mentis Oculum, lives in the Grand Temple and has done so for thousands of years. She governs affairs from within and does not leave, but she can communicate with other established members wherever they are. The main goals for the order are to help its members achieve greater understanding and control over their innate psionic powers, or at least discover them. They also protect the Living Eye, an artifact essential to the organization’s existence. Members have to forsake many conventions of normal life when joining, and must take vows of peace and truth. They maintain the Grand Temple or monastery they reside at.

**MEMBERSHIP:** Many who attend develop or unlock some psionic aptitude if they have not already. Under Elyda is a dozen or so headmasters. They act much like a teacher would. Under them are just the traditional students.

**REQUIREMENTS:** New members must devote the rest of their life to the Mentis Oculum, and follow their codes of conduct and vows or risk being expelled from the order.

**BENEFITS:** Members can expect to unlock or enhance their psionic potential, have a place to stay for life, and may achieve inner peace.

## MIDNIGHT SYNDICATE

*“It is known.”*

**TYPE:** Organized Crime Syndicate

**MEMBERS:** 514

**SYMBOL:** Crystal flower

**ALIGNMENT:** Chaotic Neutral

**RELIGION:** Aleydra

**HEADQUARTERS:** Sanctuary, Vavaire

**SCOPE:** Vavaire, Aurezia, Isild

**STRUCTURE:** Dependant separated Cells

**LEADER:** Zachariah zi’Mirshann and Dark zi’Mirshann

The Midnight Syndicate, while currently undergoing an internal war, usually operates as an assassination and information gathering criminal syndicate. Consisting wholly of amari, it is rumored that they were once the protectors of Empress Jaeress of Sillirai and were dishonored. At one point in time they operated nearly all over the western side of the continent, even going so far as forcing the Dragon Syndicate to accept their movements in shared cities. After the death of their father during a war of the Syndicates, the two eldest brothers and current leaders of the Midnight Syndicate have fought one another for control of the organization and its direction since.

**MEMBERSHIP:** Various positions exist within the organization focusing on killing or stealing information through psionic means.

**REQUIREMENTS:** One must be an amari to even be considered, and even then they only take the best spies and assassins into their ranks.

**BENEFITS:** The Midnight Syndicate has a vast amount of psionic items and assets at their disposal to ensure successful missions. Wealth comes easily to those who work for the organization. They also function as a tight-knit group, protecting every member by methods of intimidation and fear of their wrath.

## NOTEKEEPER’S COLLEGE

*“History is the music of time, and we are its conductors.”*

**TYPE:** Bardic College and Official Notary

**MEMBERS:** 13,981

**SYMBOL:** Lute and quill

**RESOURCES:** 8

**ALIGNMENT:** True Neutral

**RELIGION:** All, with major Teiris

**HEADQUARTERS:** Athel, Cypress

**SCOPE:** Global

**STRUCTURE:** Standard college

**LEADER:** Alfar zi’Gulsvig

When Cypress was young, the nobles of the nation relied on bards to validate documentation and officiate events. The Notekeeper’s College was just a standard bardic college at the time, but they adapted with the times and now operate in all nations of Asarus. Bards of the Notekeeper’s college are respected notaries, historians, and diplomats, as well as virtuosic performers. Currently, the Notekeeper’s College seeks to uncover works of music and theater lost to time, as well as bolster their ranks of diplomats and officiators. Bards come and go as they please, as long as they pay their dues, but cannot continue their studies or use of the facilities if they do not do so. On the performing side of the organization, the Notekeeper’s College is home to several bards famous for their music or theatrical works, and they are known to work intimately with the famed Harlequins of Athel. The Notekeeper’s College is in a constant state of training new bards. They rarely turn away applicants, as they pay handsomely to attend years of schooling.

**MEMBERSHIP:** Members can choose where to focus their



studies, such as on performance arts, poetry, scribing, diplomacy, history, and other specializations.

**REQUIREMENTS:** Members must be able to pay for the several years of schooling required to become a sanctioned notekeeper. Depending on their expertise, this could take from less than five years to over a decade.

**BENEFITS:** Notekeeper bards are widely respected, and always have a place to stay and coin to spend when in Cypress. Performers can attain certain levels of fame.



## ONE HUNDRED AND SEVENTEEN SKY DRAGONS

*"Our skies are free."*

**TYPE:** Federation of Pirate Families

**MEMBERS:** 1,213,512

**SYMBOL:** Dragon skull and crossed swords

**RESOURCES:** 19

**ALIGNMENT:** Chaotic Neutral

**RELIGION:** All

**HEADQUARTERS:** Dragon's Lair

**SCOPE:** Global presence, as well as outlying motes and unprotected airspace

**STRUCTURE:** One hundred and seventeen centrally organized independent pirate houses

**LEADER:** Grand Commodore Adeiu Skydragon

The One Hundred and Seventeen Sky Dragons are an organization of airship-bound families that banded together for survival. Synonymous with sky pirates, the Sky Dragons typically live on floating motes and travel using airships exclusively. They have acquired their own eldria refinement facilities and have become self-sufficient in this manner. Many of the outlying floating motes in our world are claimed by the Sky Dragons. Currently, their ongoing

war against the Vathis Sentinels has reached an impasse, with neither group capable of launching assaults in any large fashion.

**MEMBERSHIP:** The organization has less formal positions than it does positions in each of the one hundred and seventeen families that make it up. Hierarchy is determined by individual and then family power and influence.

**REQUIREMENTS:** Fully joining the Sky Dragon way of life and swearing to the Doctrine of the Winds are the only requirements of joining.

**BENEFITS:** Benefits include freedom from the Council of Vathis, the Vathis Sentinels, and the Vathis Accords. By joining this group you enter into a brotherhood and gain access to the immense resources of the Sky Dragons.

## ORDER OF THE MIDNIGHT AMETHYST

*"A dream of unity. A dream of peace."*

**TYPE:** Secret Sillirian Protective Services

**MEMBERS:** 107

**SYMBOL:** Amethyst Surai

**RESOURCES:** 11

**ALIGNMENT:** Chaotic Neutral

**RELIGION:** Major Aleydra

**HEADQUARTERS:** Undisclosed location within the Gemwood, Sillirai

**SCOPE:** Sillirai

**STRUCTURE:** Independent Connected Operatives

**LEADER:** Queen-Empress Evie Jaeress

The Order of the Midnight Amethyst is one of the oldest organizations within Sillirai. While their numbers were once significantly larger, their numbers dwindled and then swelled significantly after the reestablishment of the Order at the end of the Darkest War. The Order of the Midnight Amethyst focuses their main attention within Sillirai itself, but does operate globally. Their operatives seek to root out Rumoriskar's cultists and prevent the spread of the Waking Nightmare through Sillirai and psionic communities abroad.

**MEMBERSHIP:** Members of the Order typically operate in either small groups or as single units, seeking out all hints of the Waking Nightmare.

**REQUIREMENTS:** One doesn't seek to join the Order, the Order seeks you. Evie and her closest operatives hand pick their new recruits, typically prominent psionics and students from the psionic colleges around the world. Joining the organization typically requires leaving behind the life you once held.

**BENEFITS:** Vast reserves of psionic knowledge is the largest asset given to the members of the Order of the Midnight Amethyst. The order possesses knowledge created centuries ago in regards to fighting their chosen foes, as well as artifacts from that age. Those who rise in the ranks are eventually taught to initiate Dreamwalks, a ritual to enter the dreams of sleepers and fight the Waking Nightmare on its own turf.





## ORDER OF THE ZODIACS

*“The will of those beyond the sky governs those who gaze upon the stars.”*

**TYPE:** Semi-Religious Monastic Order

**MEMBERS:** 4,523

**SYMBOL:** The silhouette of a meditating monk

**RESOURCES:** 10

**ALIGNMENT:** True Neutral

**RELIGION:** Reveres the Zodiacs above all others

**HEADQUARTERS:** The Mountains of Washu

**SCOPE:** They have monasteries scattered all over the world

**STRUCTURE:** Each monastery is a self-sufficient commune with age and wisdom being revered greatly.

**LEADER:** Chang Ka Zhou

The Order of the Zodiacs is one of the oldest organizations you’ll find on Vathis. They are an order of monks who have devoted their entire lives to becoming closer to the Zodiacs and figuring out how they fit into the Zodiac’s grand plan for the universe. The Order teaches discipline of body and mind, in hopes that by mastering these you will be able to reach out to the Zodiacs. The monks of the Order are known as great martial artists who can bring down a dozen soldiers with nothing but their bare fists. They proved their worth during the Darkest War, when they voluntarily left their

monasteries to fight against the Shattered Hand, viewing the Vandiel’s as a threat to the Zodiac’s plan.

**MEMBERSHIP:** The Order of the Zodiacs possesses monasteries all over Vathis. Each of these monasteries is independent, only being linked by values and name alone. Within the monasteries a hierarchy of age and experience dominates their culture.

**REQUIREMENTS:** The Order of the Zodiacs does not have restrictions on who can join them. Anyone seeking a spiritual connection to the Zodiacs is free to come to the monasteries.

**BENEFITS:** The biggest reward to member of the Order of the Zodiacs is the spiritual fulfillment they gain by getting closer to the Zodiacs. In addition, members are generally put through rigorous training and are considered some of the best unarmed combatants in all the land.

## SPECIAL ASTRIAN SOLDIERS

*“One legacy, one dream.”*

**TYPE:** Special Forces

**MEMBERS:** 2,462

**SYMBOL:** One black rose

**RESOURCES:** 10

**ALIGNMENT:** Lawful Neutral

**RELIGION:** Astrian Pantheon

**HEADQUARTERS:** Sanctuary, Vavaire

**SCOPE:** Primarily in Vavairen holdings and anywhere large number of Vavairen reside.

**STRUCTURE:** Secretive Military Organization

**LEADER:** Hanad zi’Whisperose

The Special Astrian Soldiers, or SAS for short, operate to protect Vavaire from outside threats. Their primary goal is preventing spies and traitors from gaining a foothold in Vavaire. They also perform clandestine military operations abroad to further the goals of Vavaire as a whole. They were once an elite branch of the Vavairen military that was officially disbanded after the Darkest War, during Aurezian occupation. However, with the reestablishment of Vavaire, Hanad re-instituted the organization to protect Empress Ravenne and her interests.

**MEMBERSHIP:** Everything from physical prowess, to intelligence, to magical knowledge positions exist within the independent teams of the SAS. Their individual numbers and numbers of operating teams have grown substantially during recent years.

**REQUIREMENTS:** One must be a true-born Vavairen, worship the Astrian pantheon, and possess vast experience in military operations to even be considered for this organization. They very rarely take in members who do not meet these requirements.

**BENEFITS:** Knowing you are furthering your country’s goals and maintaining the will of the Empress is the largest perk to joining the SAS. Members also gain all of the benefits that happen to come with being part of an elite military unit, such as resources, information, and power projection.





organization to prevent assaults before the assailant has even made his first move. The organization was very active against the noir threat during the Darkest War, until Emperor Aliskar started directly working for the Shattered Hand. Since the return of Vavaire and Sillirai's rise they have been close with Ravenne zi'Stardragon and Evie zi'Jaeress.

**MEMBERSHIP:** The organization is structured but most operatives perform the same duties, which consists of information gathering and threat intervention.

**REQUIREMENTS:** One must be either an amari or possess some measure of psionic talent to join. Aspiring members must also show aptitude in information gathering and stealth. Once recruited, members stay for life, forever protecting those placed in their care. All former documentation of their life is destroyed and they are given new identities with the surname of Whisper.

**BENEFITS:** This multinational intelligence organization defends itself against all threats to its operatives, so protection is a must. Wealth and prosperity typically go hand in hand with the organization too, though there is little downtime to enjoy it.

## VATHIS SENTINELS

*"To Protect. To Serve. To Prosper."*

**TYPE:** Global Peace Keepers

**MEMBERS:** 213,897

**SYMBOL:** Vathis Sentinel shield

**RESOURCES:** 16

**ALIGNMENT:** Lawful Neutral

**RELIGION:** Any, with primary Vangal, Junon, and Astea

**HEADQUARTERS:** The White Citadel of Aurez City

**SCOPE:** Global

**STRUCTURE:** Four branches: Air, Land, Sea, and Outrider

**LEADER:** Director of Defense, Kallen zi'Telloxian

Commander of the Air, Mirielis zi'Alesone

Commander of the Land, Athelina zi'Whiterose

Commander of the Sea, Rykker Steelband

Commander of the Outrider, the Sentinel

The Vathis Sentinels are a global peace keeping group created by the Council of Vathis. They serve as protectors of peace and innocence in Vathis, and we look to them as the ones who can protect us from the dangers of the world. You can always tell when you're in the presence of a Vathis Sentinel due to their eldric armlets that denote rank and what branch they're in. Vathis Sentinels often outrank local militia, and boast the support of most nations. Sentinels are a good resource to contact if you're in trouble and need the help of the law.

**MEMBERSHIP:** There are four branches of Sentinels: land, air, sea and outrider. While the first three are self-explanatory, the outriders patrol areas that the Sentinels have little control over, usually beyond the borders of our nations.

**REQUIREMENTS:** The Vathis Sentinels require you

## WHISPER

*"Silence our weapon, deception our shield."*

**TYPE:** Counterspy and Assassin Organization

**MEMBERS:** 414

**SYMBOL:** Shadow dagger

**RESOURCES:** 12

**ALIGNMENT:** Chaotic Good

**RELIGION:** Aleydra

**HEADQUARTERS:** Valiance, Vavaire

**SCOPE:** Vavaire and Sillirai

**STRUCTURE:** Independent Anti-Spy Network

**LEADER:** Aisha Whisper

Whisper was created as a coalition between Sillirai and Vavaire to cement the friendship between the two nations. The organization acts as an anti-spy and assassination prevention group tasked with protecting the elite of both nations from outside threats. Whisper contains only psionic members, specifically recruiting those who can read the intentions of individuals around them. This allows the



to be a citizen who has pledged their loyalty to the Council of Vathis. They may also require you to undergo training to be battle ready if you aren't already

**BENEFITS:** The Vathis Sentinels provide their members with access to an intricate network of contacts and a constant flow of money. The Sentinels are also the easiest way for one to gain respect and glory for themselves and their family.



## FREE COMPANIES

### THE BLACK HAND

*"To indulge, to corrupt, and to seek vengeance against all who oppose."*

**TYPE:** Religious Free Company

**MEMBERS:** 11,351

**SYMBOL:** Black hand

**RESOURCES:** 11

**ALIGNMENT:** Neutral Evil

**RELIGION:** Zanon

**HEADQUARTERS:** Eiliept, Osept

**SCOPE:** Southeastern Asarus but some everywhere

**STRUCTURE:** Rigid hierarchy, specific divisions

**LEADER:** Guidbrand zi'Kallicka

The Black Hand, also known as the Corruptors, are the Free Company in service of Zanon. Their main operations include obtaining people—legally or not—to sell them into Inservitude, and spreading the influence of Zanon to the uninitiated. They operate openly in Osept, but can be found in other nations as well. Mostly mages and priests, they act as sword and shield for the greater clergy of Zanon's church. The Corruptors can be identified by the jet black leather and cloth they wear. They believe that survival lies in de-

veloping power and exerting their influence over others, and they use this ideology as a lure to tempt new recruits. Originally known for their methods of sewing chaos and confusion among their enemies, most of their current methods involve coercion, provocation, and enticement. The Black Hand has staggering amounts of wealth and access to sensitive resources, thanks to their integral role in the Oseptian economy.

**MEMBERSHIP:** The Black Hand consists of a strict hierarchy much like Zanon's church, demanding that every member has a superior they answer to. Initiates gain the title of Finger, and only priests of Zanon can ascend past Fingers to become Palms. Palms answer to Hands, and Hands answer to the Gauntlets, a select few who govern the whole organization.

**REQUIREMENTS:** Initiates must undergo The Blackening ritual of the church, swear fealty to Zanon for life, and can never leave except by death.

**BENEFITS:** Copious wealth awaits any who join and serve well, and the Black Hand protects its fellow members.

### BLUEMOON HOUSE

*"We'll lend an ear."*

**TYPE:** Religious Free Company

**MEMBERS:** 16,847

**SYMBOL:** Farilis

**RESOURCES:** 15

**ALIGNMENT:** Chaotic Good

**RELIGION:** Circe

**HEADQUARTERS:** Wandering Star

**SCOPE:** Global

**STRUCTURE:** Tiered Comfort Company

**LEADER:** Matron Surreal zi'Wellstar

The Bluemoon House can be found in nearly every city of the world. They operate as a pleasure and relaxation house, and provide companion services to all willing to pay their prices. Everything from hot spas and steam rooms to sensual massages and sexual services can be found at a Bluemoon House. What most people don't realize, is that the words they say at these establishments are almost always committed to memory and sold at a later date. The Bluemoon House deals in pleasure first, information second, and paying patrons rarely know about their information trade.

**MEMBERSHIP:** Ranks within the organization are entirely determined by the member's willingness to succeed. Companions are some of the most capable of their members.

**REQUIREMENTS:** Anyone who is willing can join the Bluemoon House. Getting into the information scheme requires commitment to the organization, as the Bluemoon House will typically expose a member who is trying to double deal rather quickly. Commitment to Circe is required.

**BENEFITS:** Benefits include information, companionship, places to stay for free, meals, and wealth.





## DARK KNIGHTS OF LODDOSS

*"We shall only seek battle after the victory has been won."*

**TYPE:** Religious Elite Mercenary Free Company

**MEMBERS:** 22,317

**SYMBOL:** Junon's holy symbol with the colors reversed

**RESOURCES:** 13

**ALIGNMENT:** Lawful Neutral

**RELIGION:** Junon

**HEADQUARTERS:** Dragonstone Citadel, Isild

**SCOPE:** Holdings in western Asarus, global reach

**STRUCTURE:** Independent companies lead by a Templar, jobs sent from headquarters

**LEADER:** Dark Baron Vontis

The Dark Knights of Loddoss are an elite mercenary company hired worldwide to protect assets and people. They are highly trained and regimented, and given a wide berth by the typical citizens of Vathis. The organization has a long-standing tradition of worshipping the war goddess Junon, emulating her by wearing full black armor, even in the Oseptian sun. It is often said that ten Dark Knights are a match for one hundred standard soldiers, and they have proven this time and time again.

**MEMBERSHIP:** The Dark Knights have a strict regimented structure, and are typically part of the organization for life. While their numbers were far greater before the Darkest War, many Dark Knights are veterans of the war and only a few are recent additions.

**REQUIREMENTS:** Joining the Dark Knights is an extremely difficult task to accomplish. Most of their members were recruited and trained since a young age, typically before adolescence. In order to join after the fact, an apprising member must be referred by a Dark Knight of high standing within the organization. Typically this takes place after the Dark Knight in question witnesses a great deed by the new member.

**BENEFITS:** Full-fledged members of the Dark Knights

can expect a brotherhood that lasts until death. No single member will ever stand alone against any of life's hardships. Dark Knights can expect to stay for free at any outpost, have an endless number of jobs or tasks available, and find staunch allies in nearly every city in the world.

## DELVERS

*"One must dig deep to uncover the truth of the stars."*

**TYPE:** Religious Free Company

**MEMBERS:** 2,487

**SYMBOL:** Chest of various coins

**RESOURCES:** 9

**ALIGNMENT:** Lawful Neutral

**RELIGION:** Naugrix

**HEADQUARTERS:** Naugrix's Perch, Mythrayne

**SCOPE:** International

**STRUCTURE:** Standard guild chain of command.

**LEADER:** Mahdi Zi'Obrecht

The Delvers are the Free Company devoted to Naugrix, which primarily consists of miners and prospectors. Other than mining, their main operations include hunting for dragon hoards of ages past and documenting the petrified dragons that left them behind. They believe that this will help them find clues about their history, particularly the years before the Age of Black Frost. The Delvers also work with other groups to help chart the Evernight. This goes hand in hand with their mining operations, as they are often contracted to find new lodes and mineral veins. Selling locations of these mineral deposits is a large and reliable source of income for the Delvers. Delvers pride themselves on their knowledge of the composition and history of the natural world. Since the return of the dragons, the Delvers have become even more active. With main headquarters in Darastrix and Mythrayne, the Delvers are able to move resources and manpower easily.

**MEMBERSHIP:** The Delvers have a high standard for membership, so advancing in the ranks is harder than in other Free Companies. There is a standard chain of command with different divisions for different regions of the world.

**REQUIREMENTS:** Members must have some schooling or knowledge in geology and archaeology and worship the deity Naugrix.

**BENEFITS:** Joining the Delvers has the potential for earning great wealth, and involves traveling and exploration.

## DREAD TEMPESTS

*"By maw, flame and claw, scorch the earth."*

**TYPE:** Religious Free Company

**MEMBERS:** 6,068

**SYMBOL:** Fire cyclone

**RESOURCES:** 8

**ALIGNMENT:** Chaotic Evil

**RELIGION:** Kato

**HEADQUARTERS:** The Borderlands

**SCOPE:** Outside nation borders



**STRUCTURE:** None

**LEADER:** Halvar Windhand

The Dread Tempests are a Free Company of savage druids and barbaric berserker, infamous for the swaths of destruction left in their wake. Legends of their escapades claim that Kato blessed the Tempests with power over fire and beasts. They did not care for any allies, and only focused on the wars they fought, disbanding shortly after Kato walked the mortal earth. Several barbarian tribes and dark druid circles today descended from them, or inherited their traditions. One main tribe of these folk, lead by a barbaric man named Halvar, wanders somewhere in the Borderlands today, living off the land. They try to recruit any people they come across with temptations of plundering and pillaging, leaving scorched earth and ruins behind should they refuse. They say they await the Firestorm's call one last time, and that all enemies will be devoured when civilization falls. The few who are seen today match the tales of long ago, possessing mastery over fire and animals, and they follow the sole mantra that others shall join their hunt or become the hunted.

**MEMBERSHIP:** Membership and structure in the Dread Tempests is loose. The circles and tribes that exist revolve around a single priest, shaman, or druid who claims to hear Kato's whisper in the crackling of flames.

**REQUIREMENTS:** Members forsake civilization for good and live off the land. Before they can be welcomed they must hunt, kill, and feed on a foe greater than themselves. They also must hold Kato above all else.

**BENEFITS:** Members of the Dread Tempests claim they have total freedom, and take pleasure in returning to their basest primal instincts.

## THE FACELESS

*"Identity is weakness."*

**TYPE:** Religious Free Company

**MEMBERS:** 19,870

**SYMBOL:** Blank mask

**RESOURCES:** 10

**ALIGNMENT:** Neutral

**RELIGION:** Keindrinan

**HEADQUARTERS:** Sinusur, Erygis

**SCOPE:** Sinusut region of Erygis

**STRUCTURE:** Select agents pass on orders from central leader

**LEADER:** Yperkun Xaycatl

The Faceless was a Free Company in the service of Keindrinan during the Divine Sands War long ago, but was only employed in wars for ages afterward. They were a catalyst in the rise and fall of several kingdoms, sometimes against the will of their employer, to sate their god's thirst for betrayal. Though they started out as fierce enchanters, infiltrators, and interrogators, the Faceless have had a bit of a reform in recent times. Erygis has become their primary base of operations, where they sewed deceit and chaos among the clans and families of the nation during its rise. They took any con-

tract that paid, with no prejudice towards the outcome, as Keindrinan wills it. Their current contract is with the zi'Jassynder family, fortifying the provincial guard and standing military of the Sinusut region of Erygis. Their members train the guard to their standards and are a considerable portion of their numbers, and to the public eye they are changed for the better. When taking action or during worship, the Faceless don a blank, featureless mask much like Keindrinan's clergy.

**MEMBERSHIP:** Yperkun Xaycatl directs the Faceless from afar, choosing not to be involved with them directly. He communicates with certain captains of the guard, called Wiles, who then communicate his will to the rest of the Faceless. Yperkun picks and chooses certain contracts for individuals when he deems necessary, but this is not often. Initiates are just that and follow any and all orders from Wiles, their superiors. Members with certain skills will have code names referring to them, such as "The Knife" or "The Veil."

**REQUIREMENTS:** Currently, joining the Faceless is a rigorous task of training in combat, interrogation, and stratagem. Initiates must commit their life to Keindrinan and the contracts that bind the Faceless.

**BENEFITS:** Members gain shelter, a stable job with pay, and a place to safely worship Keindrinan.

## THE FALLEN

*"You have entered our home. Here shall you rest."*

**TYPE:** Religious Free Company

**MEMBERS:** 4,375

**SYMBOL:** Broken wings

**RESOURCES:** 6

**ALIGNMENT:** Lawful Good

**RELIGION:** Valshathe

**HEADQUARTERS:** Weinskeep

**SCOPE:** Global

**STRUCTURE:** Independent Cells

**LEADER:** Cvitko zi'Lenart

The Fallen are a religious Free Company devoted to eradicating hostile extraplanar creatures from our plane of existence. They were extremely active during the Darkest War, and remain busy today. Their primary base of operations is within Vavaire, but they have extensive holdings near the Borderlands, Drakostigat, and Leyathar. They merely wish to have the world of Valshathe's creation to be whole and uncorrupted by otherworldly entities.

**MEMBERSHIP:** The Fallen operate as groups of warriors and mages trained for combat against otherworldly threats. They possess no hierarchy other than commander and soldiers.

**REQUIREMENTS:** In order to join one must worship Valshathe, forsake the Vathis Accords, and be capable of fighting off planar creatures. Researchers and scholars of the planes are prized consultants.

**BENEFITS:** The Fallen always seek to protect and provide for their brethren, just as any other Free Company does.



## FROST CRESCENT

*"To walk freely and know peace."*

**TYPE:** Religious Free Company

**MEMBERS:** 1,489

**SYMBOL:** Ice scimitar

**RESOURCES:** 5

**ALIGNMENT:** Chaotic Good

**RELIGION:** Irilynshae

**HEADQUARTERS:** Synethil, Leyathar

**SCOPE:** Primarily in Leyathar, but the wild places of the world.

**STRUCTURE:** Independent Cells around a single leader.

**LEADER:** Caleries zi'Nightleaf

Frost Crescent's primary goal is the protection of the wild places of the world from incursions of corrupting threats by any means necessary. They typically seek to act peacefully with law abiding civilizations, seeking to strike a balance between nature and society. When it comes to threats, however, their actions are swift and sharp, much like the swords they carry. This Free Company of Irilynshae is primarily based in Leyathar, but they can be found nearly all over the world.

**MEMBERSHIP:** Each cell of the organization acts independently of the whole, but each leader of the cells must meet with the overall leader once per year to keep a close eye on the happenings of the wild world.

**REQUIREMENTS:** To join Frost Crescent one must forgo the protections of the Vathis Accords and worship Irilynshae. Each aspiring member must also survive in the wilderness for one month alone and with no equipment. If successful, they are accepted.

**BENEFITS:** Members of Frost Crescent see the unspoiled wilderness of the world and the beauty contained within. Wherever a member goes, one will find another in the wild places of the world. Their knowledge of the Vibrant is unmatched, offering expeditions into the mirror plane for glory and treasure.

## THE GREY COMPANY

*"Give us your weary, your weak, your dying, your dead, your living again."*

**TYPE:** Religious Free Company

**MEMBERS:** 754

**SYMBOL:** Tattered rags

**RESOURCES:** 3

**ALIGNMENT:** Neutral Evil

**RELIGION:** Tesiline

**HEADQUARTERS:** Somewhere in fallen Elessar

**SCOPE:** Southeastern Asarus

**STRUCTURE:** Members serve council who serves a central leader.

**LEADER:** The Risen

Lead from somewhere in fallen Elessar, The Grey Company is a Free Company devoted to the goddess Tesiline. Their primary goal is to perfect the creation of intelligent undead. Experiments have

been performed since their inception millennia ago, but with the current state of Elessar and The Harrows their activity has escalated. This organization consists of necromancers and undead alike, and their numbers have been greatly bolstered by the large amount of unclaimed bodies littering the battlegrounds of the Darkest War. The Grey Company actually helped defend Erygis against the Shattered Hand by commanding the very undead they were battling, and those undead served as fodder against the fiends. Because of this, there was slight amnesty in regards to their activity for the time. Otherwise, they are not welcomed into cities with open arms, as necromancy is strictly illegal. The Grey Company will accept contracts for any task, with the only price being one's corpse at the time of their death, using these corpses in their work, and to transfer the souls of their members into fresher bodies when the time comes.

**MEMBERSHIP:** The Grey Company is governed by a small council of unnamed necromancers who follow a singular entity known as The Risen, and they command the rest of their organization on operations. Superiors are always obeyed, or a member risks destruction.

**REQUIREMENTS:** Members must be undead, become undead, or have the ability to create or control undead. They must also worship Tesiline.

**BENEFITS:** The Grey Company lures members with promises of eternal life and power over their death, whenever their time comes.





## GUARDIAN FORCE

*“Survival. Guaranteed.”*

**TYPE:** Religious Free Company

**MEMBERS:** 8,369

**SYMBOL:** White dragon

**RESOURCES:** 9

**ALIGNMENT:** Lawful Good

**RELIGION:** Vangal

**HEADQUARTERS:** Charmhold, Isild

**SCOPE:** Global, heavily where Vangal is worshipped.

**STRUCTURE:** Rigid military-like structure

**LEADER:** Tuesirth zi’Varioth

Guardian Force is Vangal’s Free Company. They are among the world’s greatest available protection services. If you need a hired hand to guard you, someone else, or something else; whether on the move or stationary, Guardian Force will keep whatever you need protected safe. The public knows this, and often turns to them for assistance. They are viewed as heroes and protectors by the common folk, and are always welcomed warmly wherever they go. Due to their members’ devotion to their god, they will often help those in need, but receive enough contracts where they are always paid for it.

**MEMBERSHIP:** Guardian Force has no room for liabilities on their missions. Their members are skilled combatants who operate in a strict military hierarchy.

**REQUIREMENTS:** To join Guardian Force you must be well-versed in the art of combat and ready to give your life to protect your charge. Following Vangal is also a requirement.

**BENEFITS:** There are few organizations that earn you the prestige and glory of Guardian Force. Once you prove yourself to them, their order is loyal to a tee, and will always come to your aid when you need it most.

## HARBINGER

*“Heresy must be purged.”*

**TYPE:** Religious Free Company

**MEMBERS:** 2,958

**SYMBOL:** Black flag

**RESOURCES:** 8

**ALIGNMENT:** Chaotic Evil

**RELIGION:** Serena

**HEADQUARTERS:** Eiliept, Osept

**SCOPE:** Global

**STRUCTURE:** Independent Cells under One Goddess

**LEADER:** Auscal zi’Elorshi

Known as conquerors first and foremost, Harbingers are a Free Company that worship the goddess Serena as the one true deity of the multiverse. Their teachings stress her sole ownership of the universe and all that is contained within. The Harbingers will take any action they can against the members of the False Faiths, as they call the faithful of other deities. Somehow, the independent cells of the organization seem able to operate towards one goal si-

multaneously. It is unsure what methods they use to communicate.

**MEMBERSHIP:** The ranks within the organization are militaristic in style, with tiers of responsibility and leadership.

**REQUIREMENTS:** First, one must forsake all other gods except Serena, as she is the one true goddess. Second, one must forsake any and all ties to their previous life, and give Serena their all. Third, one must prove themselves worthy by making a great sacrifice or winning a great combat.

**BENEFITS:** Being a member of Harbinger means that you will take your rightful place alongside Serena when she brings forth the subjugation of the world.

## THE INQUISITORS

*“Discerning the unfound truth.”*

**TYPE:** Religious Free Company

**MEMBERS:** 2,658

**SYMBOL:** Hourglass

**RESOURCES:** 6

**ALIGNMENT:** Neutral

**RELIGION:** Aleydra

**HEADQUARTERS:** Spinel, Sillirai

**SCOPE:** Sillirai primarily, global.

**STRUCTURE:** Independent Members

**LEADER:** Kvintus zi’Katus

Collecting and documenting the history and knowledge of the world is this organization’s primary goal as a Free Company of Aleydra. Anything that may be knowledge—useful or not—is gathered and cataloged by the Inquisitors. They seek to uncover the truths of the world from the hidden facets of long told myths and legends. Curators of knowledge, the Inquisitors are often hired by outside sources as investigators, researchers, and explorers.

**MEMBERSHIP:** Almost all members of the organization operate independently, with complete freedom to seek out new experiences. The only centralized location is their museum and library in Spinel. Unlike some specialized Free Companies, all sorts of people can find work with the Inquisitors. They hire researchers and adventurers alike, and hold a wide variety of skills in high esteem.

**REQUIREMENTS:** In order to join one must prove their lust for knowledge, give up the life of a Vathis citizen, and worship Aleydra.

**BENEFITS:** From tales of old heroics to hidden treasure maps, the Inquisitors have amassed a significant amount of forgotten bits of information that could point to glory, treasure, riches, and realms of your wildest dreams. They boast affiliating relationships with a network of prestigious museums, and even run their own.



## BROKEN SWORDS

*"By my blood, may my brothers rest."*

**TYPE:** Religious Free Company

**MEMBERS:** 5,384

**SYMBOL:** Broken sword

**RESOURCES:** 6

**ALIGNMENT:** Neutral Good

**RELIGION:** Bastion

**HEADQUARTERS:** No official headquarters

**SCOPE:** Scattered to every nation in some capacity.

**STRUCTURE:** Primarily a network of lone agents that occasionally gather when needed.

**LEADER:** Arcadicus zi'Nikas

The Broken Swords is a Free Company comprised of veteran soldiers and warriors. They travel the land as mercenaries of honor, taking jobs and helping those in need often for no fee. They are devout followers of Bastion who are taught to take up arms, so those that haven't may retain their innocence. They are viewed by the public as a blessing, especially in the trying times after the Darkest War. The Darkest War has also caused a spike in their numbers as more and more veterans with no place to go come forth searching for work.

**MEMBERSHIP:** The Broken Swords are found globally. Members act alone or with an apprentice who they teach until they deem them ready to be on their own. They do not gather often, and only under the most dire circumstances.

**REQUIREMENTS:** The Broken Swords tend to have only a couple requirements for joining. The first is that you must have seen battle and split blood in the name of some cause. The second is that you must be willing to spill blood again in place of someone else for a cause that may not be your own. To become a true member, you must be exceptional in combat.

**BENEFITS:** The Broken Swords do not possess the money or resources that most other organizations do. They are often homeless, and rely on the church for meals and shelter. Honor is enough of a reward for a Broken Sword. The people they help are often in no position to pay them for their work, so they do not seek it. It is a lonely life, but one of moral certainty and true honor.

## LIGHTWARDENS

*"Preserve her creation."*

**TYPE:** Religious Free Company

**MEMBERS:** 24,158

**SYMBOL:** Ankh sword

**RESOURCES:**

**ALIGNMENT:** Neutral Good

**RELIGION:** Astea

**HEADQUARTERS:** Aurez City, Aurezia

**SCOPE:** Global, Aurezia mainly

**STRUCTURE:** Formal Militaristic Church Hierarchy

**LEADER:** Vivienne zi'Amiel

The Lightwardens' sole purpose is the protection of Astea's mortal

form and the spread of her teachings. Since Astea is reborn as a mortal on occasion, the Lightwardens seek signs of her return and seek to protect her from all would-be attackers. Currently, Astea's Free Company has been contracted directly by the Aurezian government to protect the interests of the state and to maintain order. Widespread recruitment has begun all across Aurezia and their numbers have swelled because of it.

**MEMBERSHIP:** Military rank and religious overtones separate groups of individuals within the organization from one another. These ranks determine responsibility and direction.

**REQUIREMENTS:** One must worship Astea above all else, then join the Free Company by registering as an Outlaw. Afterwards, they will take anyone willing to give their life to the cause.

**BENEFITS:** Due to the close relationship with Astea's church, the Lightwardens have extensive options when traveling and seeking shelter. Assistance for those in this Free Company is never far away.

## RELIC STAR

*"Chase the Horizon."*

**TYPE:** Religious Free Company

**MEMBERS:** 1,321

**SYMBOL:** Compass star

**RESOURCES:** 6

**ALIGNMENT:** Chaotic Neutral

**RELIGION:** Teiris

**HEADQUARTERS:** Kamtyrow, Erygis

**SCOPE:** International

**STRUCTURE:** Two ranks, Swallows and Zephyrs

**LEADER:** Ryfon Ninleyn

Relic Star's origin is unknown, but it is now known as the Free Company of Teiris, and embodies everything she stands for. Their legacy is their discovery, exploration, and documentation of the known world. Relic Star is composed of brave explorers, astute cartographers, and accomplished airship captains. They may be the largest transportation group in Asarus. Following the call of the wind in Teiris' name, Relic Star ferries people all over the continent and trades in information while spreading their mantra of freedom and exploration. Their main headquarters are in Kamtyrow, but they also possess one in Valiance and one in Aurez City. Relic Star is known to work together with other exploratory groups such as the Eyes of Vathis, Delves, and Inquisitors when need be, but they prefer to hire rogue adventurers when they can. Relic Star is currently expanding their breadth of airships and captains, and some say they are preparing to take voyages further than any living person has traveled before.

**MEMBERSHIP:** Relic Star consists of captains of air and sea whom bear the title of Swallow. Cartographers and explorers are known as Zephyrs. Members can cross over between the divisions if they so choose.

**REQUIREMENTS:** Members of Relic star leave their



homes behind, devoting their life to neverending travel and exploration. They are responsible for their own sea or aircraft should they become a Swallow.

**BENEFITS:** Those who join Relic Star have the chance to see different parts of the world and spend time with the various people and cultures that make Asarus special. The possible attainment of wealth is another benefit.

## SERENITY

*“By her grace we all pass.”*

**TYPE:** Religious Free Company

**MEMBERS:** 1,248

**SYMBOL:** Triquetra

**RESOURCES:** 4

**ALIGNMENT:** Neutral

**RELIGION:** Mileen

**HEADQUARTERS:** Inverness Keep, Erygis

**SCOPE:** International

**STRUCTURE:** Select High priests train new members then send them off

**LEADER:** Caelius zi’Lovinus

Serenity is a Free Company in service to Mileen, consisting of paladins and priests. Their main objective is to hunt down and destroy undead and other perversions of the order of life and death. They are currently diligently fighting back the horrors of The Harrows, and preoccupied with visiting Darkest War battlefields across Asarus to perform last rites for the deceased, finally sending them properly to the afterlife. Serenity has a reputation of fierce and fanatical behavior, but they are stern and pragmatic in their operations. They are welcome within the nations of the world, though they are sought to perform rites for the dead. As long as the undead and Tesiline’s agents exist in the world, Serenity has a responsibility to eradicate them.

**MEMBERSHIP:** When a new member joins, high priests of Mileen welcome and train them. This could take weeks or months. At the end of their training they must pass their initiation, and should they pass, they are trusted to fulfill their duties on their own.

**REQUIREMENTS:** Initiates must survive a living burial. This involves being buried alive and escaping on their own after a full day.

**BENEFITS:** Milar scorned by their church or society are still able to serve their goddess as part of Serenity, and can travel the world as part of their duties.

## SHADOWLOTUS

*“Under the petals.”*

**TYPE:** Religious Free Company

**MEMBERS:** 217

**SYMBOL:** Lotus made of shadow

**RESOURCES:** 10

**ALIGNMENT:** Chaotic Evil

**RELIGION:** Uryll

**HEADQUARTERS:** Uryllgrad, Trisviet Union

**SCOPE:** Trisviet Union primarily, globally minor

**STRUCTURE:** Council Type Hierarchy

**LEADER:** Lillith

Rumors of this organization exist, but none have been confirmed. It is said that they control all of the Trisviet Union from seats of great power, and assassinate any who would stand against Uryll, but these claims are unfounded. If any such organization did exist, they would have to be highly secretive and operate openly only with each other and their goddess. They would have to be a Free Company in order to remain out of the open. Legends tell of Shadowlotus long ago, but no recent texts or stories have ever been found.

**MEMBERSHIP:** The exact layout of this organization is unknown.

**REQUIREMENTS:** Since it doesn’t exist, it would be impossible to join, unless you were born into the organization or raised with the knowledge of its existence.

**BENEFITS:** Whatever the benefits of joining would be would presumably far outweigh the ramifications of remaining closed off from the world.



## THREATS OF THE WORLD

*“When presented with the choices of good and evil in my life, I find that only one option has led to my survival. The forsaking of all others.” -CruX Nackomme, Dread Fury of the Skies*

The many dangers that we face as a society are widespread and varied. They exist beyond the walls of our cities, deep within the wilderness, out in the far reaches of the multiverse where we do not dare tread, or even right next door.

### SHATTERED HAND

The Shattered Hand is the Vandiel-led force that ravaged our homes during the Darkest War. The Vandiel Feliroz led a swath of fiends and evil beings all over our world, destroying everything in their path. It was only by chance that we managed to close the Scar Tear portal the Shattered Hand utilized to pass onto our plane. The remnants of these dark forces can still be found today roaming the unoccupied territories of Vathis, led by the Vantus, mortals twisted and altered by the Vandiels into servants of evil.

### OTHERWORLDLY THREATS

Vathis sits on the Material Plane, but has become host to many creatures who owe their origins to other planes of existence. In some of the dangerous reaches of Vathis such as The Harrows, the Rimelan, and the Strait of Despair, dangerous monsters roam, hunting for their next meal. These creatures are a test for even the strongest of our warriors. Threats from the other planes have manifested themselves in other capacities as well. A prime example is the disappearance and reappearance of Synethil, which has caused latent energies of the Vibrant to warp the region around it.

### CULTS

While many places in Vathis are religiously open and tolerant, cults are still a constant threat to our society. These radical fanatics tend to view the religions of others as heresy and seek to wipe them out by any means necessary. This leads to cults often being violent and unpredictable. The dark entities worshipped by these groups are generally things like Vandiels, or other outerworldly beings seeking to destroy everything the gods have created. The most dangerous aspect of cults is their ability to hide in the open, as they are comprised of everyday people whose beliefs have strayed from the path of the gods.

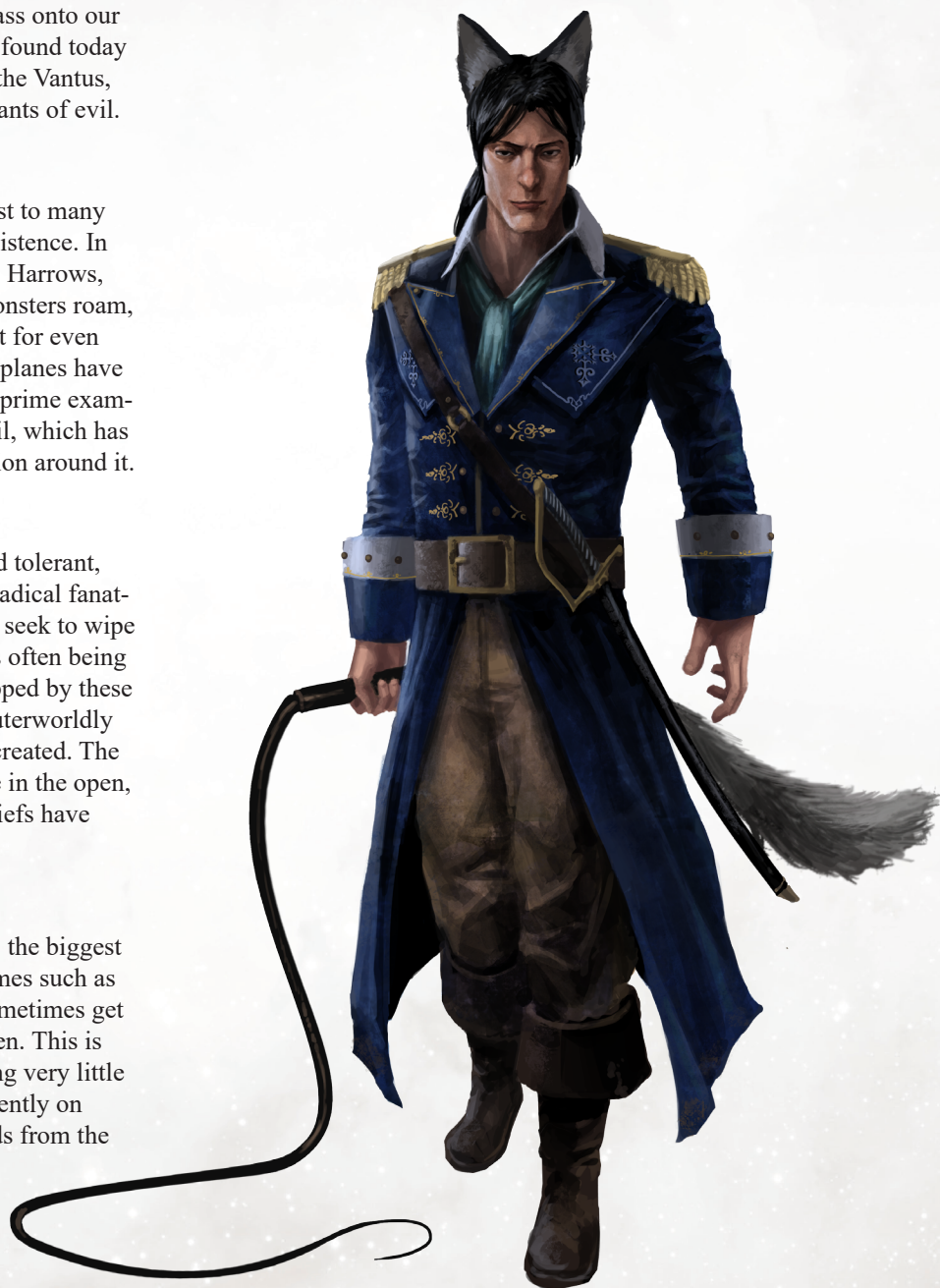
### EACH OTHER

While Vathis is indeed full of dangers beyond belief, the biggest perils still lie in the hearts of her people. In trying times such as these, greed, corruption, and a lust for power will sometimes get the better of even the most honorable men and women. This is only amplified by national politics, with nations doing very little to aid one another's recovery. The lasting peace currently on Vathis is only a formality as nations lick their wounds from the Darkest War and eye lost territories they wish to reclaim. In a world where every day is a struggle to get back on one's feet, using other as stepping stones is sadly the easiest way for some people to

climb out of the pain and suffering brought on by the Darkest War.

### MONSTERS

Thousands of different species call the world of Vathis home. Dwelling in the sky, the seas, or on the land itself, the fauna of Vathis varies from region to region and climate to climate. While some of these creatures are harmless and some we even domesticate, there are still plenty of entities out there that are dangerous and viewed not as animals, but as bringers of death and danger. The drastically altered landscape of Vathis has done nothing but exacerbate the problem as latent magical energies of all types have mutated the native fauna into twisted beings of destruction. The wilds are ripe with monsters, and they are one of the primary reasons travelers need protection.



## RULES FOR THE PATHFINDER ROLEPLAYING GAME



### AMARI RACIAL TRAITS

#### **+2 INTELLIGENCE, +2 CHARISMA, -2 STRENGTH:**

Amari are not a physically powerful race, but would rather focus their energies towards the abilities of their mind.

**HUMANOID (AMARI):** Amari are humanoids with the amari subtype.

**MEDIUM:** Amari are Medium creatures and receive no bonuses or penalties due to their size.

**NORMAL SPEED:** Amari have a base speed of 30 feet.

**NATURALLY PSIONIC:** Amari gain the *Wild Talent* feat as a bonus feat at 1st level. If an amari takes levels in a psionic class, she instead gains the Psionic Talent feat. If you are not using Psionic rules, an amari gains the *Iron Will* feat and the ability to cast *charm person* once per day, using their character level as their spell casting level and Charisma as their spell-casting modifier.

**NATURAL EMPATHY:** Amari have the ability to sense base emotions and gain the psi-like ability to manifest *empathy* at will as long as the amari has psionic focus. Ignore this ability if you are not using psionic rules.

**BASTION OF THOUGHT(SU):** An amari has the ability to enter into a meditative state in an instant where they can physically rearrange their thoughts. This ability grants them the following effects. 1/day an amari can add 1d6 to any d20 roll they make after the result has been made, or 1d8 if they choose to use this ability before the roll has been made. Due to the psychic walls all amari possess, they gain a +1 bonus to Will saving throws and can easily fend off most mental assaults.

**CACHING (SU):** Amari can, as a move action, store an item in their possession into a psychic storage space. Storing an item in this manner creates a ball of psychic energy that revolves six inches above the amari's head at a range of one foot. Over the course of an hour, all of the balls of energy coalesce into one. An amari can have an item they have cached taken from them by simply grabbing the ball of light (sleight of hand check required). If the amari is aware, a Steal combat maneuver is required. Retrieving an item from the cache is also a move action, and the item immediately appears in an open hand. An amari can cache a total weight of items equal to 5 lbs per level plus their intelligence score. Thus, a level 3 amari with an intelligence score of 16 can store a total weight of 31 pounds of gear. You must be able to hold the item off the ground in two hands to be able to cache it.

**MINOR TELEPATHY (SU):** Amari can communicate telepathically with any creature within 25 feet, just as if he was speaking to him or her aloud. The amari can only speak and listen to one person at a time, and he must share a common language with the person or creature he speaks to telepathically or the telepathic link fails.

**DREAM STATE:** Rather than sleep, amari enter a form of med-

itation known as a Dream State, in which the psionic link between all amari is reinforced in a dream world. In this dream world, amari can visualize whatever surroundings they wish and interact with objects as if they were physically there by tapping into their own subconscious and borrowing from their life experiences and memories. Dream State does not allow communication between amari. An amari needs to spend 4 hours in this state to gain the same benefits other races gain from taking a 8 hour rest. While in the dream state, she is fully aware of her surroundings and notices approaching enemies and other events as normal. Amari casters who take time to prepare their spells must still rest for the time denoted by their class.

**PSIONIC APTITUDE:** When an amari takes a level in a favored class, he can choose to gain an additional power point instead of a hit point or skill point.

**LANGUAGES:** Amari begin play speaking Vavalish and Sillarian. Amari with high Intelligence scores can choose any bonus languages they want (except secret languages, such as Druidic).

### ILDERA RACIAL TRAITS

**+2 INTELLIGENCE, -2 CHA:** Ildera pick up new information quickly but have a hard time relating to others.

**HUMANOID (LIVING ELDRIA):** Ildera are humanoids with the living eldria subtype.

**MEDIUM:** Ildera are Medium creatures and receive no bonuses or penalties due to size.

**NORMAL SPEED:** Ildera have a base speed of 30 feet.

**ELDRIA GIFTS:** Due to the inclusion of eldria in the composition of their bodies ildera gain significant benefits and drawbacks. Ildera possess the ability to detect natural eldria within 30 feet as per the *detect evil* spell; this ability just reveals the presence or absence of natural eldria and its type.

**ELDRICSTEEL SKIN:** Ildera gain a +1 bonus to natural armor due to the material they are constructed out of.

**ARMOR CRYSTAL:** Ildera possess the ability to grow a set of armor out of eldricsteel based on what specific Armor Crystal they embed into the slot on their chest. The armor grows at a certain rate and is removed at a rate that is located on the table for Armor Crystals. The armor crystals themselves are enchantable just as a normal suit of armor.

**UNTIRING:** An ildera's speed is not affected by carrying a medium or heavy load.

**LANGUAGES:** Ildera begin play speaking Vavalish. Ildera with high Intelligence scores can choose any bonus languages they want (except secret languages, such as Druidic).

**LIVING ELDRIA:** Ildera possess all the traits of living eldria.

**LIVING ELDRIA SUBTYPE:** Creatures of the living eldria subtype are a mix of metal and crystal lattice given life by Eldria's



latent magic. The living eldria subtype can be applied to any creature type. The exact process for creatures being born of eldria is unknown, but both natural and artificial creatures of living eldria are known to exist. Living eldria have immunity to poison, sleep effects, paralysis, disease, nausea, fatigue, exhaustion, effects that cause the sickened condition, and the negative effects of natural eldria. Living eldria does not need to eat, sleep, or breathe, though they can still benefit from consumable spells, magic items, and potions. Living eldria has Energy Vulnerability (Sonic) and takes double damage from attacks of that energy type. Living eldria is affected by spells that target creatures, as well as by those that target constructs. Living eldria does not heal naturally except in places of natural eldria. Living eldria responds differently from other living creatures when reduced to 0 hit points. Living eldria with 0 hit points is disabled, just like a living creature. It can only take a single move action or standard action in each round, but strenuous activity does not risk further injury. When its hit points are less than 0 and greater than -10, a living eldria creature is inert. It is unconscious and helpless and it cannot perform any actions. However, a living eldria creature that is inert does not lose additional hit points unless more damage is dealt to it, as with a living creature that is stable. A living eldria creature cannot make constitution checks to become stable except in an area with natural eldria. Creatures of living eldria, due to their makeup of eldria and metal, can be repaired by a special repair kit. Users of the kit can make a Craft (armorsmithing, blacksmithing, or gemcutting) check over the course of eight hours and the creature will heal a number of HP equal to the result minus 10.

## INUZEN RACIAL TRAITS

**+2 WISDOM, +2 CHARISMA, -2 CONSTITUTION:** Inuzen are deeply connected to the natural world and beautiful to behold with quick tongues, but their bodies are frailer than humans.

**FEY (SHAPECHANGER):** Inuzen are fey with the shapechanger subtype.

**MEDIUM:** Inuzen are Medium creatures and receive no bonuses or penalties due to their size.

**SWIFT SPEED:** Inuzen have a base speed of 40 feet.

**WOLF-SHAPE:** The connection to nature that inuzen possess gives them the special ability to turn into a medium sized wolf. Changing form (to wolf or back) is a standard action and does not provoke attacks of opportunity. While in wolf form, an inuzen cannot speak but can use Leylights to communicate. Her gear melds with her new form, becoming inaccessible while in wolf form, but she retains any magical effects granted by that gear. She loses the ability to attack with her weapons but gains a bite attack. This is a primary natural attack that deals 1d4 points of damage. Speed, ability scores, and movement types remain unchanged while in wolf form. An inuzen in wolf form cannot cast spells with verbal components but she retains all of the benefits of armor and shield bonuses while in wolf form.

**SENSITIVE HEARING:** Inuzen possess extremely sensitive ears that easily pick up sound and feeling in words. Most people find it difficult to get away with lying to an inuzen. Inuzen gain

a +1 racial bonus to perception and sense motive checks. These skills are always considered class skills for inuzen.

**LEYLIGHTS:** Inuzen possess the ability to create what are known as leylights. Using this ability is a free action that can be used at will. This ability functions as *dancing lights*, except as noted. This spell has a range of 250 feet, and at night the lights can be seen from that distance. Inuzen can rapidly change the color of the lights, which they use to denote a form a sign language to each other. An inuzen can have up to six lights at a time. The lights can only take the form of glowing spheres.

**SCENT:** Inuzen have the scent ability.

**WILD HUNTER:** Inuzen receive a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue and exhaustion, as well as any other ill effects from running, forced marches, starvation, thirst, and hot or cold environments.

**WEAPON FAMILIARITY:** Inuzen are proficient with longbows (including composite longbows) and shortbows (including composite shortbows).

**LOW-LIGHT VISION:** Inuzen can see twice as far as humans in conditions of dim light.

**LANGUAGES:** Inuzen begin play speaking Vavalish, Farlish, and Leylights. Inuzen with high Intelligence scores can choose any bonus languages they want (except secret languages, such as Druidic).

## NOIR RACIAL TRAITS

**+2 DEXTERITY, +2 CHARISMA, -2 WISDOM:** Noir are quick and socially agile, but are disjointed from the world.

**NATIVE OUTSIDER:** Noir are outsiders with the native subtype.

**MEDIUM:** Noir are Medium creatures and receive no bonuses or penalties due to their size.

**NORMAL SPEED:** Noir have a base speed of 30 feet.

**FACECHANGER:** Noir were gifted with a unique ability among all of the races of Vathis—to change his or her body and face in an endless array of forms. Noir can assume the appearance of a Small or Medium humanoid as if by the *alter self* spell. This is purely a cosmetic appearance change and the noir gains none of the abilities of the race, just the appearance. Noir will revert to their natural forms when killed. Noir cannot assume the appearance of inuzen and ilderera due to their subtypes.

**MEMORIES FROM BEFORE:** From the endless incarnations of previous lives, Noir have some remnant of memory from their past lives. Noir retain enough memory of past incarnations to speak and understand multiple languages and knowledge they have previously gained. Newly incarnated noir pick two Knowledge skills. Noir gain a +2 racial bonus on both of these skills, and those skills are treated as class skills.

**INSTILLED WILL:** Due to remnant Vandiel control, Noir gain a +2 bonus to Will savings throws.

**DEEP SECRETS:** One of the few abilities the Vandiels instilled into the Noir was the benefit of remaining undetectable by magical means. Noir gain of the benefit of a *non-detection* spell as a constant effect on themselves.

**VANDIEL BLOOD:** Noir are always treated as an Evil outsider



for the purposes of spells and effects. If they are banished, they return to the last place they reincarnated.

**ENDLESS INCARNATIONS:** When a noir dies, his or her spirit is returned to the Material Plane in a new adult body. Their newly created body will appear in a place that they haven't visited in a prior life. When reincarnating in this manner a noir will not remember anything from their previous life. If a player controlled noir dies, that player should roll up a new character.

**LANGUAGES:** Noir begin play speaking Vavalish plus three others. Noir with high Intelligence scores can choose any bonus languages they want, including secret languages.

## VASAR RACIAL TRAITS

Vasar possess the ability to fly. This can provide them a situational advantage that makes them more powerful in certain situations. Keep this in mind when allowing vasar to be used in your games.

### +2 STRENGTH, +2 CHARISMA, -2 DEXTERITY:

Though sometimes impeded by their form, Vasar are strong and have a naturally commanding presence.

**HUMANOID (DRAGON):** Vasar are humanoids with the dragon subtype.

**MEDIUM:** Vasar are Medium creatures and receive no bonuses or penalties due to their size.

**NORMAL SPEED:** Vasar have a base speed of 30 feet, and a fly speed of 30 feet.

**PREHENSILE TAIL:** All Vasar have a tail that they have learned to use when their hands are full. They cannot wield weapons with their tails, but they can retrieve small, stowed objects carried on their persons as a swift action.

**DRACONIC EYES:** The eyes of the Vasar are particularly keen, granting them better perception and sight in low light conditions, a trait passed down from their ancestors. Vasar gain +1 racial bonus to perception and appraise, and can see twice as far as humans in conditions of dim light.

**NATURAL ARMOR:** The tough scales of Vasar grant them a +1 natural armor bonus to their armor class.

**LIFE LESSONS:** Vasar have a deep appreciation for history, and make it a point to share it with their youths. They also teach them basic survival skills at a young age. Vasar gain a +2 racial bonus to History and Survival.

**DRACONIC ANCESTRY:** Vasar come from draconic lineage, which, though diluted, grants them resistance to sleep and paralysis effects in the form of a +2 racial bonus to saving throws against sleep and paralysis.

**LANGUAGES:** Vasar begin play speaking Draconic and Vavalish. Vasar with high Intelligence scores can choose any bonus languages they want (except secret languages, such as Druidic).

## SPECIAL MATERIALS



### ASTRIUM

Astrium is a steel-like substance forged from zodi'ite. Many old, powerful artifacts are made up of it. It is an extremely rare substance and the forging and creation process has been lost to the sands of time.

**HP/INCH:** 50 (weapons and armor normally made of steel that are made of astrium have one-half more hit points than normal).

**HARDNESS:** 25

**COST:** Astrium is incredibly rare, and many people loathe to get rid of it. As such, it does not possess a price and is treated as artifact level.

**WEIGHT:** 3/4 normal; An item made from astrium weighs three-quarters as much as the same item made from other metals. In the case of weapons, this lighter weight does not change a weapon's size category or the ease with which it can be wielded (whether it is light, one-handed, or two-handed).

ARMOR	WEAPON
Items themselves are impossible to find through divination spells; this effect is not granted to the wearer.	Items themselves are impossible to find through divination spells; this effect is not granted to the wielder.
+2 bonus per tier on Will saves vs all divination spells and effects.	Overcomes all material based damage reduction; cold iron, silver, adamantine, etc. Treated as a magic weapon for purposes of overcoming DR.
Spell failure chances for armors and shields made from astrium are decreased by 10% per tier.	Adamantine does not ignore hardness of astrium.
Maximum Dexterity bonuses are increased by 1.	Ignores hardness less than 25.
Armor check penalties are decreased by 2.	+1 damage per damage die.
Wearer gains DR 3/per armor tier, up to 9.	
Functions normally in places of wild, dead, or anti magic.	Functions normally in places of wild, no, or anti magic.

### RIMESTEEL

A special version of ice found within deep glaciers in the coldest of places, forged under a special process into a steel-like substance that exudes cold.

**HP/INCH:** as steel

**HARDNESS:** as steel

**COST:** Rimesteel is so costly that weapons and armor made



from it are always of masterwork quality; the masterwork cost is included in the prices given on the table below.

**WEIGHT:** 1/2 normal; An item made from rimesteel weighs half as much as the same item made from other metals. In the case of weapons, this lighter weight does not change a weapon's size category or the ease with which it can be wielded (whether it is light, one-handed, or two-handed).

ARMOR	WEAPON
One category lighter than normal for purposes of movement and other limitations, so that medium armor counts as light armor and heavy armor counts as medium.	All damage dealt by the weapon is cold damage.
No spell failure chance for spells with the cold descriptor.	+1 cold damage. In areas below freezing, this damage increases to +1d4, and in areas below zero degrees Fahrenheit, this damage increases to +1d6.
Maximum Dexterity bonuses are increased by 1.	Grants wielder cold resistance 2 that stacks with any other source.
Armor check penalties are decreased by 2.	
In areas below freezing, DCs for cold spells increase by +1. In areas below zero, the wearer casts spells with the cold descriptor as if her caster level was one higher.	

Type of Item	Cost modifier
Ammunition	+50 gp per missile
Light armor	+2,000 gp
Medium armor	+5,000 gp
Heavy armor	+10,000 gp
Shield	+500 gp
Weapon	+1,000 gp
Other	+250 gp per pound

## ELDRICSTEEL

Steel alloyed with eldria produces eldricsteel, a grey steel laced with blue veins of eldria.

**HP/INCH:** as steel

**HARDNESS:** 15

**COST:** Eldricsteel is so costly that weapons and armor made from it are always of masterwork quality; the masterwork cost is included in the prices given on the table below.

**WEIGHT:** 1/2 normal; An item made from eldricsteel weighs half as much as the same item made from other metals. In the case of weapons, this lighter weight does not change a weapon's size category or the ease with which it can be wielded (whether it is light, one-handed, or two-handed). Ildera are made of eldricsteel. It is too heavy to use in airship design.

ARMOR	WEAPON
Heals itself at the rate of 1/hp per hour.	Heals itself at the rate of 1/hp per hour.
Counts as magic.	Counts as magic.
Half of the base AC granted by the armor is considered force, for purposes of incorporeal attacks.	Harder than steel.
-5% arcane spell failure per tier.	Expend spell slot for +1d4 damage per spell level on next hit.
Harder than steel.	50gp per pound.
50gp per pound.	

## VAEDRICSTEEL

Following the same process as eldricsteel, a grey steel laced with red veins of vaedra eldria.

**HP/INCH:** as steel

**HARDNESS:** 15

**COST:** Vaedricsteel is so costly that weapons and armor made from it are always of masterwork quality; the masterwork cost is included in the prices given on the table below.

**WEIGHT:** 1/2 normal; An item made from vaedricsteel weighs half as much as the same item made from other metals. In the case of weapons, this lighter weight does not change a weapon's size category or the ease with which it can be wielded (whether it is light, one-handed, or two-handed).

ARMOR	WEAPON
Heals itself at the rate of 2/hp per hour	Heals itself at the rate of 2/hp per hour.
Counts as magic.	Counts as magic.
Maximum Dexterity bonuses are increased by + 1.	Grants wielder cold resistance 2 that stacks with any other source.
Half of the base AC granted by the armor is considered force, for purposes of incorporeal attacks.	Harder than steel.
+1 bonus to Spellcraft checks per tier	
-10% arcane spell failure per tier.	Expend spell slot for +1d8 damage per spell level on next hit.
Half weight	Half weight





Harder than steel	500 gp per pound.
500 gp per pound	

## ILDERA ARMOR CRYSTALS

Type	Cost	Armor Bonus	Max Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Weight	Don Time
<b>Light</b>	30 gp	+3	+5	-1	5%	20lbs	1 minute
<b>Medium</b>	400 gp	+6	+3	-4	15%	30lbs	3 minutes
<b>Heavy</b>	1500 gp	+9	+1	-6	25%	50lbs	5 minutes

## VAEDRICARMS

Vaedricarms	Cost	Dmg (S)	Dmg (M)	Critical	Range	Misfire	Capacity	Weight	Type	Action	Reload Action
Vaedric Pistol	800 gp	1d6	1d8	x4	20 ft.	1 (5 ft.)	1	4 lbs	B and P	Break	Move
Bullets (10)	2 gp										
Vaedric Rifle	4,000 gp	1d8	1d10	x4	80 ft.	1	1	12 lbs	B and P	Bolt-Action	Move
Bullets (10)	2 gp										

## ELDRIA

When a character comes within 50 feet of unrefined eldria, deposit or otherwise, the character is infused with latent eldria energy and must make a Fortitude save with a DC = 14 + One half character level. If the character fails, the GM rolls 1d6 to determine the level of effect (minimum 1), and rolls a 1d6 to determine how many uses of the effect the character has. A character can willingly forgo this save.

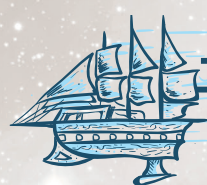
For each time the character uses their newfound abilities they must make a Fortitude save against a DC = 14 + One half character level + level of effect. If this save is failed, the character takes hit point damage equal to the effect's spell level times two. If the character passes the save, the character instead takes no damage. For instance, if Jerry was granted four uses of levitate by eldria, every time he used one use he would take 4 damage on a failed save, or none on a passed save.

After a period of one hour, the influx of energy violently leaves the character's body if they have not used up all of their effect uses. At this time the character must make a Fortitude save = 14 + One half character level + level of effect. If this save is failed, the character takes hit point damage equal to the effect's spell level times four, per use they have remaining. If the character passes the save, the character instead takes only half damage. For instance, if Jerry was granted four uses of levitate by eldria, but had not used any of them by the time one hour passed, he would take 64 damage on a failed save, or 32 on a passed save.

EFFECT SPELL LEVEL	USES
1	1d6
2	1d6-1
3	1d6-2
4	1d6-3
5	1d6-4
6	1

**EFFECTS:** GM chooses a spell off of a spell list that is equal to the effect level. The character gains the ability to use that spell a number of times equal to the Uses roll result.





## SIGIL RULES FOR THE PATHFINDER ROLEPLAYING GAME



Below are the powers granted to the Starcalled who possesses a sigil. Denoted below each sigil are the recommended powers for each sigil. These powers are not static; a GM may choose different abilities in the same theme for each sigil. A character chooses a sigil at level 1. If a character would not like a sigil, they automatically gain the Starcalled Influenced abilities instead. A character can gain a sigil at a later time as justified by their GM, but loses all of the abilities of Starcalled Influenced at the moment he gains one. Unless stated otherwise, every ability is utilized using your character level as your caster level and utilizes your highest ability modifier as the casting modifier. The DC for abilities utilized from a sigil are  $10 + \frac{1}{2}$  Character Level + Highest Ability Modifier. These abilities are all considered Spell like Abilities, and unless otherwise stated, require a standard action to use. Some abilities granted are vague to allow for GM interpretation.

### GENRAE: EARTH, SIGIL OF THE WILD

Level 1	Know Area and Direction	You know the general geographical layout of the land within 1 mile per level of you, as if you had looked at a map. This includes the common names of major landmarks and ideal traveling routes.
Level 4	Earth Strider	You ignore difficult terrain and gain a burrow speed equal to half your movement speed.
Level 7	Plant Growth	Each day you can cast any spell from the spell list below a number of times equal to half your level. The spell cannot be of a level higher than half your character level, maximum 9th. • <i>Animate plants, command plants, control plants, diminish plants, entangle, plant growth, spike growth, thorny entanglement, wall of thorns.</i>
Level 10	Tremorsense	You know the location of all creatures within 5ft per level as long as they are in contact with the ground. This ability functions as the <i>Tremorsense</i> ability.
Level 13	Shape/Create Earth	Once per day, you may shape your environment as if by the <i>move earth</i> spell with the added ability to affect stone.
Level 16	Stone Body	By using a swift action, your body can become like stone for a number of rounds each day equal to your level. For the duration, you gain DR 10/astrium. The rounds do not need to be consecutive.
Level 20	Become Earth Elemental	Once per day, for a number of minutes equal to your level, you can take on the form of a earth elemental. This functions as the spell <i>elemental body IV</i> , but is limited to earth elementals.

### ERMIN: AIR, SIGIL OF THE VEIL

Level 1	Secret Pockets	You can create one extradimensional space on your person that cannot be found except by <i>true seeing</i> . This space can hold up to 10lbs per level of nonliving material. You can only have one such space at a time.
Level 4	Detect Secret	You may roll twice and use the higher result whenever you make a Perception or Sense Motive check.
Level 7	Glean	You learn one secret about one creature or object once per day. You may use this ability a number of times per day equal to your level. This secret is determined by your GM.
Level 10	Read Thoughts	You can read the thoughts of others, functioning as the spell <i>detect thoughts</i> at will.
Level 13	Shroud Knowledge	Once per day, you may use one of the abilities below to affect an object, area or creature. A successful Will save prevents these effects. You may end this ability at any time you choose. -A creature forgets a piece of information you want them to forget. You must know the information. -Creatures that interact with a chosen object see it as unimportant and ignore it. -An area in a 10 foot radius per level affected by this ability can be made to look as if nothing occurred there and everything is normal.
Level 16	Invisibility	3 times per day, you can turn invisible as per the spell <i>greater invisibility</i> .
Level 20	Alter Memory	Once per week you may alter one memory of one creature permanently. This memory can only be of one event. The subject can prevent this with a Will save.



**KAIJIN: WATER, SIGIL OF THE SAGE**

Level 1	Increased Cognition	Downtime activities such as research, retraining, and learning of skills, languages and related curriculum have their minimum times halved. You gain a +2 bonus on checks involving all Knowledge skills.
Level 4	Telepathy	You create a telepathic bond between you and one ally per level. As long as they remain within 10ft per level, you can communicate telepathically.
Level 7	Photographic Memory	You can instantly recall one event that you personally experienced as clearly as if it were presently happening. You may do this once per day.
Level 10	Speak All Languages	You can speak, read and write in all living languages. At level 20 this includes all dead and secret languages. This does not allow you to break ciphers.
Level 13	Know History	Once per day, you can learn the history of an object or your immediate vicinity by touching it/standing in it and concentrating. You learn more the longer you concentrate.
Level 16	Insight	You commune with the forces of destiny. Once per week, you may ask your GM a number of yes or no questions equal to half your level, and they must answer as truthfully as possible. Alternatively, you may ask one question more complicated than yes or no and the GM must answer truthfully, but may answer cryptically.
Level 20	Return to Memory	Once per week, you may return to a memory of a willing creature you touch. You witness the memory in absolute detail as a passive observer and you may even move around unharmed. You may, in turn, get to witness the event and learn information that the original creature was incapable of discerning. You may remain in the memory for as long as you can hold concentration.

**ENOLAR: FIRE, SIGIL OF THE STOIC**

Level 1	Summon Force Horse	Once per day, you can summon a number of war horses equal to your level. These horses are only partially tangible, as they are made of pure force energy. They cannot attack or be attacked and only take commands from the rider they were created for. At level 13 they gain the ability to fly with a speed of 60 ft. These war horses last for one day.
Level 4	Carrying Capacity	Your carrying capacity increases by 100lbs per level.
Level 7	Sunder	When using the sunder action or breaking an object, you ignore hardness and deal max damage.
Level 10	Force Push	A number of times per day equal to half your level, you can force push enemies and objects of your choosing within ten feet of you. Targets must succeed on a Fortitude save or be pushed 5 ft/level straight in a direction away from you. Objects are pushed in the same fashion, but their weight cannot exceed your carrying capacity.
Level 13	Knockback	When you successfully hit a creature with a physical attack, you may force them back and they must make a Fortitude save or be pushed 5ft per 2 levels away from you.
Level 16	Telekinesis	You can move one unattended object weighing no more than your light load with telekinesis up to 500ft per round as a standard action.
Level 20	Immovable	You or one creature or object of your choice are frozen in place and cannot be moved or move by any means for a number of rounds equal to your level each day. The creature can otherwise act as normal. The rounds do not need to be consecutive.

**ATASHIN: EARTH, SIGIL OF THE WATCHER**

Level 1	Far Vision	You suffer no increment penalties when firing a ranged weapon up to its maximum range increment. The distance penalty for Perception checks is halved for you.
Level 4	Know Weakness	A number of times per day equal to your level, you can discern one creature's resistances, vulnerabilities, or immunities using a move action. If it does not possess any, you gain a +2 bonus on your next attack roll against it.
Level 7	X-ray Vision	A number of times per day equal to half your level, you can see through 1 foot of material per level. This lasts for a number of minutes equal to your level.
Level 10	Share Sight	Once per day, for up to one hour per level, you and up to 8 willing creatures can share their sense of sight. All creatures can see the surroundings of any of the others affected, as if they were there themselves.
Level 13	Perfect Vision	You no longer suffer any penalties on skill checks involving sight.
Level 16	Blindsense	You now have blindsense out to 20ft. This is a constant effect. At level 20 this upgrades to blindsight.
Level 20	See Past	While concentrating and taking no other actions, you can view past events that transpired at your current location. You view them in real time, and stop viewing them when you lose concentration. What these visions entail is at the GM's discretion. You may see into the past a number of years equal to your level.



## LORTON: AIR, SIGIL OF THE SEER

Level 1	Weather Sense	You are able to accurately predict the weather up to one day per level from the current day. Also, your vision is unaffected by weather conditions such as fog or rain that would give you penalties to your vision.
Level 4	Control Winds	You can create a light wind at will. You can also do one of the two following things once per four levels each day: <ul style="list-style-type: none"> <li>• Replicate the spell <i>gust of wind</i></li> <li>• Create an area of strong wind centered on yourself out to a radius of 20ft per level. The strong wind continuously travels in a circle around you and affects enemy ranged attacks and creatures in its area.</li> </ul>
Level 7	Breathe Anywhere	You and up to one willing creature per level that you are touching can breathe in any condition.
Level 10	Wind Blade	Your reach with all melee weapons increases by 5 ft. Ranged attacks you make ignore all types of cover for purposes of attacking, as long as you have line of effect to the target.
Level 13	Flight	You gain a fly speed equal to your base movement speed with a maneuverability of average. If you already possess the ability to fly, your speed doubles and your maneuverability goes up one tier.
Level 16	Weather Control	This functions as <i>control weather</i> , except changes are instantaneous and the user can choose anything from the given tables when changing the weather.
Level 20	Become Air Elemental	Once per day for a number of minutes equal to your level, you can take on the form of an air elemental. This functions as the spell <i>elemental body IV</i> , but is limited to air elementals.

## EYRTASERI: WATER, SIGIL OF THE FOOL

Level 1	Fast Movement	The speed of all modes of movement you possess are increased by 10 ft. Apply this bonus before modifying your speed due to any armor worn or load carried.
Level 4	Determine Origin	You know the origin of one object that you touch, including where it was made and how long ago. You can do this 3 times per day.
Level 7	Age Object	One object or material of your choosing no larger than a 10 ft. cube is reduced to 1 hp. Magical or enchanted objects or materials are not affected. You can do this 3 times per day.
Level 10	Slow	3 times per day you may slow enemies within 30 feet of you. This functions as the spell <i>slow</i> , except the targets do not need to be within 30 ft. of each other.
Level 13	Incite Chaos	You incite chaos among your enemies. This functions as the spell <i>confusion</i> cast at a caster level equal to your character level. You can choose who is and who is not affected. You may use this ability a number of times per day equal to half your level.
Level 16	Kinetic Riposte	Each day, a number of times equal to half your level, you can channel your damage to someone else within range. As an immediate action after an enemy successfully hits you with a physical attack, choose a target within 60 ft. This target receives the damage you would have taken. You can only use this ability once per round.
Level 20	Destroy Object	Once per day, one object no larger than a 10 ft cube of your choosing is destroyed. Magical items and items held by a creature may make a Fortitude save to negate the effect. Artifacts are not affected.



## OLATH: FIRE, SIGIL OF THE CURATOR

Level 1	Opening Ploy	You can never be surprised. You and all allies within 30 feet have a +2 bonus to initiative. The rest of your party can still be surprised, unless they also possess this sigil.
Level 4	Lifesense	Lifesense functions as <i>detect magic</i> except you detect the auras of living creatures in the same manner instead, as well as any poisons or diseases they are afflicted with. You may use this ability a number of minutes per day equal to your level times ten. You may break uses of this ability up into five minute increments.
Level 7	Lifelink	You and up to one willing creature per level are lifelinked. You know any status effects afflicting them, diseases they may have, their current state of emotions, current hit point totals, and where they are. This link must be established with a touch and can be canceled by either party at any time. All parties are aware of the presence of the link, only the sigil user gains the benefit of the knowledge granted by the link.
Level 10	Hivemind	You and up to 1 willing creature per level are psionically linked. Within 1 mile per level, you and all linked creatures are aware of what the other linked creatures are aware of. All creatures linked by this ability cannot be surprised. You and all linked creatures may perform Perception checks using the skill bonus of any of the linked creatures if you so choose. You and all linked creatures can telepathically communicate at all times.
Level 13	Soulwalk	A number of times equal to your level each day, you can teleport to any creature with a soul that you can see as a move action. You appear adjacent to them, though they are not necessarily aware that you teleported through them.
Level 16	Lifelink Swap	Any creatures who are linked through your <i>lifelink</i> can swap places or teleport adjacent to one another as a move action.
Level 20	Meld Into One	You and a number of willing creatures up to your level meld into one. You use the highest values and ability scores out of all the characters melded this way for every skill check, saving throw, attack roll, or any other numerical value that factors into a roll. Your hit points are equal to the total of all characters melded together. When you are unmelded, divide the remaining hp equally among the characters. The melded characters act on the turn of the sigil bearer and has access to any of the melded characters' abilities, powers, spells etc. There is no limit to the duration or frequency of the use of this ability.

## ASSARIA: AIR, SIGIL OF THE WEAVER

Level 1	Negate Fall Damage	You and one creature you are touching are able to avoid taking fall damage. This is a constant effect.
Level 4	Levitation	You can <i>levitate</i> at will, as the spell, but the range is personal.
Level 7	Change Weight	You can multiply or divide the weight of one object by a factor of up to your level for up to 24 hours. You can do this once per day. The size of the effected object does not change.
Level 10	Collapse Object	You can increase or decrease the size of one object by one size category for every 2 levels you possess for 24 hours. The size cannot be any smaller than fine or larger than colossal. You can do this once per day. The weight of the effected object does not change.
Level 13	Center of Gravity	Creatures of your choosing within 10 ft per level are instantly pulled 5 ft per level toward you and must make a Fortitude save to halve the distance. You can use this ability 3 times per day.
Level 16	Stop Movement	One per day for a number of rounds equal to your level enemies within 5ft per level of you must make a Fortitude save or all their movement speeds become 0 until the ability ends.
Level 20	Reverse Gravity	This ability functions as the spell <i>reverse gravity</i> and can be used 3 times per day.



## ISTO: EARTH, SIGIL OF THE SHADOW

Level 1	Mold Shadow	You can create a shadow servant that functions as an <i>unseen servant</i> indefinitely. Once per level each day, you can dispel your shadow servant to use one of the following: <ul style="list-style-type: none"> <li>• Shadow Shield- Functions as the spell <i>shield</i>, but it appears as if made of shadow.</li> <li>• Make Darkness- You create a globe of darkness, as per the spell <i>darkness</i>.</li> </ul> You need to spend one minute recreating your shadow servant to use it again.
Level 4	Shadowwalk	You teleport from one adjacent shadow to another within your movement speed as a move action. The shadows you teleport to and from cannot be smaller than your size, meaning a medium creature with this sigil can use another medium creature's shadow as a point of arrival. You can use this ability twice per level per day.
Level 7	Hide in Plain Sight	As long as you are within 10 feet of an area of dim light, you can attempt to hide yourself from view in the open without anything to actually hide behind. You cannot, however, hide in your own shadow. The range is expanded by 10 ft every 5 levels to a max of 30ft at level 17.
Level 10	Superior Darkvision	You can see through both magical and non-magical darkness up to a range of 100ft.
Level 13	Insubstantial	Your body and your carried items become incorporeal and resemble shadows. This grants you all the qualities that come with the Incorporeal subtype and incorporeal special quality. You can enter this incorporeal form for a number of rounds per day equal to twice your level. These rounds do not need to be consecutive.
Level 16	Shroud	Each day, you can turn invisible for a number of rounds equal to twice your level as long as you're within 20 feet of dim light or darkness. You remain invisible even if you take a hostile action and remain within 20 feet of dim light or darkness. These rounds do not need to be consecutive.
Level 20	Gloom Form	You can plane shift as per the spell <i>plane shift</i> , but only between the Gloom and Material Plane. You also gain constant Fast healing 1 in dim light or darker.

## ZERUTU: WATER, SIGIL OF THE GUARDIAN

Level 1	Detect Emotion	As <i>detect magic</i> as a constant effect, except you are able to discern the emotional state of one creature that you can see within 10 feet per level. You learn a general summary of the target's current disposition, as well as its attitude toward any other creatures within 30 feet of it. Objects do not have emotion auras, except intelligent weapons and sentient oddities.
Level 4	Protect	As an immediate action you can do one of the following: Impose a -2 penalty on the next attack one creature you can see makes, or grant a +2 bonus on the next saving throw one creature you can see makes. You can use this ability a number of times equal to your level each day.
Level 7	Instigate	Choose one creature within 60ft. That target must make a Will save or be forced to attack one other target within range of your choosing, to the best of its ability. This effect lasts for one round. You can use this ability a number of times equal to your level per day.
Level 10	Devastate	One creature of your choice within 60ft becomes emotionally devastated. Their movement speed is halved and at the beginning of each of their turns they must make a Will save. On a failed save, the creature does nothing on their turn and receives a -2 penalty to their AC and on all saving throws until the beginning of their next turn. This lasts a number of rounds equal to your level. You may use this ability a number of times equal to your level per day.
Level 13	Berserk	You fill a target within 60ft with a relentless bloodlust. It must attempt a Will save. On a success, the target calms down, thus ending the ability. On a failure, the target may only spend its turn making a melee attack against a random creature within range, or if no creatures are in range, moving to the closest creature. The target may make a new saving throw at the end of its turn, anytime it is struck in combat, or if it cannot attack a target on its turn. This lasts a number of rounds equal to your level. You may use this ability a number of times equal to your level each day.
Level 16	Murder	You choose a target creature. If the subject has current hit points equal to 5 times your level or fewer, it dies instantly. Otherwise, the ability has no effect. You may use this ability once per day.
Level 20	Infatuation	One creature that you can see must pass a Will save or become completely and utterly infatuated with one other creature or object you choose. The infatuated subject can take no hostile actions against the chosen creature or object and will take hostile actions against any creature that harms the chosen creature or object. You may only have one creature infatuated with a chosen creature or object at a time. The infatuation lasts until you choose a new creature to infatuate or you decide to end the infatuation.



**HEZIN: FIRE, SIGIL OF THE NOBLE**

Level 1	Detect Heat	This ability functions the same as <i>detect magic</i> , but instead of magic, the user detects heat sources. Heat sources and their auras appear as varying degrees of yellow to bright red.
Level 4	Fire Cloak	You are immune to damage from a natural fire source, but magical fire affects you normally. You may cloak yourself in fire for a number of rounds equal to your level. When a creature hits you with a melee attack while this effect is active, they take 1d6 + 1/ level fire damage.
Level 7	Heat Touch	You can invoke an effect that works as the spell <i>heat metal</i> , except that it affects any object. Flammable objects can ignite. You can use this only once per level per day.
Level 10	Firewalk	Your base movement speed is increased by 10 ft. You can teleport between two sources of natural fire that you can see as a move action. You must be adjacent to one of the sources to use this ability, and you are not harmed by it for this action.
Level 13	Smoke	For a number of minutes equal to your level per day, you can become a cloud of smoke as per the spell <i>gaseous form</i> , but living creatures are unable to breathe safely within the cloud. The full duration does not need to be used all at once and can be used in increments of one minute if desired.
Level 16	Become Fire Elemental	Once per day, for a number of minutes equal to your level, you can take on the form of a fire elemental. This functions as the spell <i>elemental body III</i> , but is limited to fire elementals.
Level 20	Control Fire	Once per day per level you can cast any one spell that deals fire damage as a 9th level spell as long as you have a source of natural fire nearby. This can be used for minor effects outside of combat at the GM's discretion.

**SRINAX: EARTH, SIGIL OF THE HEALER**

Level 1	Provide	Once per day, you are able to conjure enough food for 20 people per level to be sustained for 24 hours.
Level 4	Rejuvenate	A number of times each day equal to half your level, you can cause one creature you touch to heal a number of hit points equal to your level times two, as a free action once per turn.
Level 7	Calm Emotions	3 times per day, you can cause your enemies to back down from a fight. When you use this ability, hostile creatures within 10 ft per level must succeed on a Will save or become indifferent to you and your allies. This is not an enchantment with a duration, it simply changes their attitude towards the party to indifferent.
Level 10	Become Friend	This ability functions as <i>charm monster</i> but has a duration of 24 hours, and the creature does not know it was charmed.
Level 13	Halt Death	As a swift action, you may prevent a creature from dying. When a creature within 5ft per level has 0 or less hit points and is dying, you cause them to become stable at one HP. You may use this ability a number of times equal to your level each day.
Level 16	Pacifism	You create an area not larger than 10ft per level in which creatures are unable to take hostile actions. You can use this once per day, and it lasts for a number of minutes equal to your level.
Level 20	Restore Life	This ability functions as <i>true resurrection</i> , except the subject could have died from anything, including old age. The subject is restored to life at an age you or the spirit choose. It must be an age they experienced. You can use this only once per year, and the power returns only on the Laniri.

**GARAHN: AIR, SIGIL OF THE BARD**

Level 1	Select Hearing	While maintaining concentration, you are able to block out all extraneous noise in an area and focus on one source of sound that you have line of effect to. You can hear as if you are in the targeted area. You do not take penalties to Perception based on surrounding noise.
Level 4	Throw Voice	You can recreate any sound that you are familiar with at one designated point within 10ft per level. You can do this a number of times equal to your level per day.
Level 7	Mimicry	You perfectly mimic the voice of a creature or a sound you are familiar with. This grants a +10 bonus to disguise checks when trying to fool a listener.
Level 10	Silence	A total number of times per day equal to half your level you can perform either of the following two abilities: <ul style="list-style-type: none"> <li>• Cast the spell <i>silence</i> on a fixed location with a radius of up to 10 ft per level.</li> <li>• Cast the spell <i>zone of silence</i> on a fixed location with a radius of up to 10 ft per level.</li> </ul>
Level 13	Echolocation	You can maintain concentration to gain blindsight out to 60ft. You cannot use this ability if you are deafened or unable to speak. If you are not concentrating you always have blindsight out to 5ft.
Level 16	Shatter	Three times per day, you can cast the spell <i>greater shout</i> .
Level 20	Sonic Boom	Once per day, you can emit a terrible sound that devastates the surrounding area. All creatures within a 100 ft radius of you take 50 sonic damage, are pushed 10 ft away from you and are knocked prone. Objects in the affected area take 100 sonic damage instead. Creatures can attempt a fortitude save to halve the damage and avoid being knocked prone.



## ARRLIS: WATER, SIGIL OF THE FROST

Level 1	Water Affinity	You gain Resist 3 Cold, which increased by 3 per level until 10. You can create water at the rate of 5 gallons per round. You can freeze water within 30 feet up to a 10ft cube per round.
Level 4	Frostwalk	Water under your feet freezes instantly to support your weight allowing you to walk across it as if it was solid ground. You may choose not to use this ability. You do not suffer the penalties of difficult terrain for ice and snow.
Level 7	Frost Blast	Once per day per half level, you can utilize this ability to create a 10ft radius cloud of frost within 100ft. Creatures in the area suffer 1d4 points of damage per level and can attempt to pass a Fortitude save for half damage. The area affected becomes difficult terrain for 10 minutes.
Level 10	Amphibious	You gain the ability to breathe underwater. You also gain a swim speed equal to your base land speed. You also become immune to cold damage.
Level 13	Froststrike	Whenever you make a successful melee, ranged, or spell attack against a target, the target is frozen in place unable to move for one round. You may use this ability a number of times per day equal to your level.
Level 16	Become Water Elemental	Once per day, for a number of minutes equal to your level, you can take on the form of a water elemental. This functions as the spell <i>elemental body III</i> , but is limited to water elementals.
Level 20	Control Water	As long as you have a source of water or frost nearby, you can cast a single spell that produces water or deals cold damage as if it were cast using a 9th level spell slot. This ability can be used a number of times per day equal to your level. This can be used for minor effects outside of combat at the GM's discretion.

## MENKI: FIRE, SIGIL OF THE SEEKER

Level 1	Brighten	A number of times per day equal to your level, you may create an area of natural light up to 10 ft/level within 100 ft. This light lasts for one hour and destroys magical darkness of a caster level lower than your character level.
Level 4	Lightbridge	This ability creates a bridge of pure light up to 20 square ft per level in size. The bridge has no weight limit. This can be used 3 times per day.
Level 7	Blinding Defense	As an immediate action, whenever an adjacent creature successfully hits you with a melee attack the creature must make a Fortitude save or become stunned for one round. You may use this ability a number of times per day equal to half your level.
Level 10	Vision	You summon a magical sensor that can perceive the world around you. This ability functions as the spell <i>arcane eye</i> , except it needs no concentration. You can use this ability a number of times per day equal to your level.
Level 13	Focus Beams	You focus light in the area around you towards an object or creature within 100 feet. The target suffers 1d10 points of damage per level and gets a Reflex Save for half damage. The target of the spell is illuminated as if by <i>faerie fire</i> . You may use this ability a number of times per day equal to half of your level.
Level 16	Screen	Once per day you may use <i>screen</i> as a spell like ability. The DC to overcome the effects is five higher than normal.
Level 20	Teleport	You can teleport a distance equal to your base speed at will. Once per day, you can teleport any distance and bring your party with you.

### DISCLAIMER:

Due to the powerful nature of the Winyt sigils, we suggest they be used with GM discretion. The Sigil of the Lord has historically only manifested on those of the Stardragon bloodline (Vavairen royalty). Those possessing the Sigil of the Sovereign are incredibly rare, and the sigil has only manifested on humanoids a handful of times in all of recorded history.





## WINYT: SIGIL OF THE LORD

Level 1	Scribe	You are able to read and write all languages, read pages of text instantaneously, and can craft scrolls twice as fast.
Level 4	Ethersight	This functions as <i>detect magic</i> except you immediately gain the knowledge you would normally receive after 3 rounds. You do not need to roll to determine the school of magic for each effect. At level 10, you can determine the exact spells, if any, that are in effect.
Level 7	Enhance	Once per day you may choose one creature and one ability score. This creature gains a +2 bonus on all d20 rolls that benefit from the chosen ability score for 24 hours or until you choose a new creature.
Level 10	Etherbolts	You fire a bolt of pure Ether energy at a target within 100ft. The target takes 1d6+1 points of damage per two levels. The bolt ignores resistances of any kind. You may use this ability a number of times per day equal to half your level.
Level 13	Ether Barrier	Once per day when you are targeted by an attack, effect, or spell, you may choose to nullify the incoming attack as an immediate action. You become immune to any hostile effects until the beginning of your next turn.
Level 16	Ether Creation	You are able to instantly create any mundane object no larger than a 20 ft cube in size. Any object created this way disappears after 24 hours. You can only have one created object at a time. You are also able to manually craft any magical item or non-magical item with the proper materials and the requisite workspace in one quarter of the required time.
Level 20	Control Ether	You have learned to bend the Ether to your will in three ways, as follows: -With a short ritual lasting one hour, you can restore an area of corrupt Ether to normalcy. -With a short ritual lasting one hour, you can restore Ether to an area of dead magic. -With a long ritual lasting one day, you can drain the Ether from the surrounding area, rendering it a dead magic zone with no more than a one mile radius. In addition, your magic functions normally in areas of corrupt, wild, and dead magic.

## WINYT: SIGIL OF THE SOVEREIGN

Level 1	Enigma To Time	You cease showing signs of aging and your natural lifespan effectively never ends. Your character neither suffers the negative effects of nor dies from old age.
Level 4	Faster Movement	You can gain an extra move action on your turn, but it can only be used to move up to your base speed. This move action is separate from your original move action, and can grant attacks of opportunity as normal.
Level 7	Speed Up Time	You can cast <i>haste</i> as the spell a number of times per day equal to half your level. <i>Haste</i> cast with this ability lasts for one minute.
Level 10	Adjust Time	3 times per day, you can take an additional standard action.
Level 13	See Past	Once per month, you may return to an event that happened at any point since humanoids began manifesting sigils. You witness it as if you were a passive observer and can move around unharmed.
Level 16	Rewind	3 times per day, when you or another creature makes an attack roll, saving throw, or ability check, you can choose to have that dice rolled again. The second result must be kept.
Level 20	Futuresight	You can glimpse into moments of the future as current events would play out and if nothing drastically changes. Once per month, you may witness a future event as if you were a passive observer. This event is chosen by you, based on current events, and may be no further in the future than one month. Separate from this, you may witness glimpses of far future events at the GM's discretion. These are usually fleeting and you may not have the ability to passively interact.

## STARCALLED INFLUENCED

Level 1	Tenacity	Whenever you gain a new level, add an additional 1 to your maximum hp. After every 8 or 24 hour rest you regain twice as much hp as normal.
Level 4	Persistent	While dying, you do not suffer a penalty due to negative hit points for the Constitution check to become stable.
Level 7	Inspired Soul	Any time a d20 is rolled you may immediately ask for it to be rerolled before the result is determined. The roller must use the second result, even if it's lower. You may use this ability three times per day. You may use this ability on the GM as well.
Level 10	Paradigm Shift	At the beginning of each day, choose a skill. You are treated as if you had the maximum number of skill ranks in that skill. You treat the chosen skill as if it was a class skill. If the skill is already a class skill, you gain an additional +3.
Level 13	Deus Ex Machina	Three times per day, you may choose to pass a saving throw you otherwise would have failed.
Level 16	Extra Attunement	Choose one magic item slot, you may wear an additional magical item in that slot. You may only have one extra slot at a time, but may change what slot you choose at the beginning of every day. You gain the benefits of both items, or all three in the case of rings.
Level 20	Pinnacle of Fate	You gain 6 fate points to place in any ability score you wish. The ability scores you choose are increased permanently. A fate bonus may not exceed +5 for a single ability score.



## RULES FOR FIFTH EDITION



### AMARI RACIAL TRAITS

**+2 INTELLIGENCE, +1 CHARISMA:** Amari prefer to focus their energies towards the abilities of their mind.

**MEDIUM:** Amari are Medium creatures and receive no bonuses or penalties due to their size.

**NORMAL SPEED:** Amari have a base speed of 30 feet.

**CACHING (SU):** Amari can, as a move action, store an item in their possession into a psychic storage space. Storing an item in this manner creates a ball of psychic energy that revolves six inches above the amari's head at a range of one foot. Over the course of an hour, all of the balls of energy coalesce into one. An amari can have an item that they have cached taken from them by simply grabbing the ball of light (sleight of hand check required). If the amari is aware, a Sleight of Hand check is required. Retrieving an item from the cache is also a move action, and the item immediately appears in an open hand. An amari can cache a total weight of items equal to 5 plus their intelligence score in pounds. Thus, a level 3 amari with an intelligence score of 16 can store a total weight of 31 pounds of gear. You must be able to hold the item off the ground in two hands to be able to cache it.

**MINOR TELEPATHY (SU):** Amari can communicate telepathically with any creature within 25 feet, just as if he was speaking to him or her aloud. The amari can only speak and listen to one person at a time, and he must share a common language with the person or creature he speaks to telepathically or the telepathic link fails.

**DREAM STATE:** Rather than sleep, amari enter a form of meditation known as a Dream State, in which the psionic link between all amari is reinforced in a dream world. In this dream world, amari can visualize whatever surroundings they wish and interact with objects as if they were physically there by tapping into their own subconscious and borrowing from their life experiences and memories for reference. Dream State does not allow communication between amari. You need to spend 4 hours in this state to gain the same benefits other races gain from taking a 8 hour rest. While in the dream state you are fully aware of your surroundings and notice approaching enemies and other events as normal.

**SMOOTH TONGUE:** Amari are proficient with persuasion.

**LANGUAGES:** Amari possess the ability to read and write Vavalish and Sillarian.

### ILDERA RACIAL TRAITS

**+2 INTELLIGENCE:** Ildera pick up new information quickly

**MEDIUM:** Ildera are Medium creatures and receive no bonuses or penalties due to size.

**NORMAL SPEED:** Ildera have a base speed of 30 feet.

**LIVING ELDRIA:** Ildera possess the traits of living eldria.

**ELDRIA GIFTS:** Due to the inclusion of eldria in the composition of their bodies, ildera gain significant benefits and drawbacks. Ildera gain an additional +1 AC against any spell attacks. This bonus increases to +2 at 8th level and +3 at 16th level. Ildera also possess the ability to detect natural eldria within 30 feet as per the *detect magic* spell; this ability just reveals the presence or absence of natural eldria and its type.

**ELDRICSTEEL SKIN:** Ildera gain a +1 natural armor bonus to their AC due to the material they are constructed out of.

**ARMOR CRYSTAL:** Ildera possess the ability to grow a set of armor out of eldricsteel based on what specific Armor Crystal they embed into the slot on their chest. The armor grows at a certain rate and is removed at a rate that is located on the table for Armor Crystals. The armor crystals themselves are enchant-able just as a normal suit of armor.

**UNTIRING:** An ildera's push, carry, and lift capacity does not incur the standard movement penalty. If using the Encumbrance Variant, Ildera take no penalties to movement while encumbered or heavily encumbered. When Ildera would suffer from exhaustion, they are treated as having the level of exhaustion one step lower than they currently have. Due to this, they can never die from exhaustion.

**REPAIRING:** Ildera do not benefit from natural healing during a short or long rest. During a short rest, an ildera must be conscious to repair itself. It spends Hit Dice as normal characters would to repair itself and heal damage. During a long rest an ildera can fully restore their body, regaining all hit points. The character also regains spent Hit Dice, up to a number of dice equal to half of the character's maximum number of Hit Dice (minimum of one die). An ildera can't benefit from more than one long rest in a 24-hour period, and an ildera must have at least 1 hit point and be conscious at the start of the rest to gain its benefits.

**LIVING ELDRIA TRAITS:** Creatures of living eldria are immune to the effects of poison, disease and the negative effects of natural eldria. Such creatures do not possess the need to eat, sleep or breathe. Living eldria responds differently when brought to zero HP or lower. They cannot make death saving throws. The only way they suffer a failed death saving throw is by suffering additional damage. Living eldria can be stabilized as normal.

**LANGUAGES:** Ildera possess the ability to read and write Vavalish and one other language.



## INUZEN RACIAL TRAITS

**+2 WISDOM, +1 CHARISMA:** Inuzen are deeply connected to the natural world and are beautiful to behold with quick tongues.

**MEDIUM:** Inuzen are Medium creatures and receive no bonuses or penalties due to their size.

**SWIFT SPEED:** Inuzen have a base speed of 40 feet.

**WOLF-SHAPE:** The connection to nature that inuzen possess gives them the special ability to turn into a medium sized wolf. Changing form (to wolf or back) is an action that does provoke attacks of opportunity. While in wolf form, an inuzen cannot speak but can use Leylights to communicate. Her gear melds with her new form, thus becoming inaccessible while in wolf form, but she retains any magical effects granted by that gear. She loses the ability to attack with her weapons but gains a melee bite attack that deals 1d4 damage. Speed, ability scores, and movement types remain unchanged while in wolf form. An inuzen in wolf form cannot cast spells with verbal components but she retains all of the benefits of armor and shield bonuses while in wolf form.

**SENSITIVE HEARING:** Inuzen possess extremely sensitive ears that easily pick up sound and feeling in words. Most people find it difficult to get away with lying to an inuzen. Inuzen gain a proficiency in Insight.

**LEYLIGHTS:** Inuzen possess the ability to create what are known as leylights. Using this ability is a free action that can be used at will. This ability functions as *dancing lights*, except as noted. This spell has a range of 250 feet, and at night the lights can be seen from that distance. Inuzen can rapidly change the color of the four lights, which they use to denote a form a sign language to each other. An inuzen can have up to six lights at a time. The lights can only take the form of glowing spheres.

**WILD HUNTER:** Inuzen receive advantage on Constitution checks to avoid exhaustion, as well as any other ill effects from running, starvation, thirst, and hot or cold environments.

**WEAPON FAMILIARITY:** Inuzen are proficient with longbows and shortbows.

**DARKVISION:** Inuzen possess darkvision up to 60ft.

**LANGUAGES:** Inuzen possess the ability to read and write Vavalish and Farlish.

## NOIR RACIAL TRAITS

**+2 CHARISMA:** Noir are quick and socially agile.

**MEDIUM:** Noir are Medium creatures and receive no bonuses or penalties due to their size.

**NORMAL SPEED:** Noir have a base speed of 30 feet.

**FACECHANGER:** Noir were gifted with an ability unique among all of the races of Vathis, to change his or her body and face in an endless array of forms. Noir can assume the appearance of a Small or Medium humanoid as the *alter self* spell, being used to change appearance. Noir will revert to their natural forms when killed. Noir cannot assume the appearance of inuzen and ildera.

**MEMORIES FROM BEFORE:** From endless incarnations of previous lives, noir have some remnant of memory from their past lives. Noir retains enough memory of past incarnations to speak

and understand multiple languages and knowledge they have previously gained. Once per day a noir may treat a skill that they normally wouldn't have proficiency with as if they were proficient with that skill. This ability cannot be used again until the completion of a long rest.

**INSTILLED WILL:** Due to the remnant Vandiel control, noir gain proficiency in Wisdom saves.

**LANGUAGES OF THE SPIES:** The noir have a gift with learning languages and the intricacies of the spoken and written word. Noir gain an additional two languages during character creation.

**THE GIFT OF VOICE:** In order to become one with the people they were gathering information on, their Vandiel Lords gave them the gift of the voice. Noir gain a +1 bonus on Persuasion and Deception checks.

**UNDETECTABLE:** A noir's alignment is unable to be detected by any means.

**ENDLESS INCARNATIONS:** When a noir dies, his or her spirit is returned to the material plane in a new adult body. Typically their body will return in a place that hasn't been visited by them in a previous life. When reincarnating in this manner a noir will not remember anything from their previous life. If a player controlled noir dies, that player should roll up a new character.

**LANGUAGES:** Noir possess the ability to read and write Vavalish and two other languages.

## VASAR RACIAL TRAITS

Vasar possess the ability to fly. This can provide a situational advantage to them that makes them more powerful in certain situations. Keep this in mind when allowing vasar to be used in your games.

**+2 STRENGTH, +1 CHARISMA:** Though impeded by their form, vasar are strong and have a naturally commanding presence.

**MEDIUM:** Vasar are medium sized creatures

**SPEED:** Vasar have a base speed of 30 ft, and their wings grant them a fly speed of 30 ft. All vasar are born with wings that grant them some flying ability. Though they have adapted more to life on the ground, the wings still function well enough for life among the floating motes of Darastrix.

**PREHENSILE TAIL:** All vasar have a tail that they have learned to use when their hands are full. They cannot wield weapons with their tails, but they can retrieve small, stowed objects carried on their persons as a Bonus action.

**DRACONIC EYES:** The eyes of the vasar are particularly keen, granting them proficiency in perception and Darkvision up to 60 ft.

**NATURAL ARMOR:** Vasar gain a +1 bonus to their Armor Class.

**FEARLESS:** Vasar gain a +2 racial bonus on all saving throws against fear effects.

**LANGUAGES:** Vasar possess the ability to read and write Vavalish and Draconic.



## ILDERA ARMOR CRYSTALS

Rating	Cost	Armor Class	Strength	Stealth
<b>Light</b>	45 gp	12 + Dex	-	-
<b>Medium</b>	400 gp	14 + Dex (max 2)	-	-
<b>Heavy</b>	1500 gp	18	13	Disadvantage

## VAEDRICARMS

Vaedricarms (Martial ranged weapons)	Cost	Dmg	Weight	Properties
Vaedric Pistol	800 gp	1d8	4 lbs	Ammunition (range 20/40), loading
Bullets (10)	2 gp			
Vaedric Rifle	4,000 gp	1d10	12 lbs	Ammunition (range 80/160), loading, Two Handed
Bullets (10)	2 gp		2 lbs	

## ELDRIA RULES

When a character comes within 50 feet of unrefined elarian eldria, deposit or otherwise, the character is infused with latent eldria energy and must make a Constitution save with a DC = 10 + one half character level. If the character fails, the GM rolls 1d6 to determine the level of effect (minimum 1), and rolls a 1d6 to determine how many uses of the effect the character has. A character can willingly forgo this save. The effects of vaedra on life are unknown as of yet, as it kills almost everyone who comes in unprotected contact with unrefined vaedra eldria.

For each time the character uses their newfound abilities they must make a Constitution save against a DC = 10 + one half character level + level of effect. If this save is failed, the character takes hit point damage equal to the effect's spell level times two. If the character passes the save, the character instead takes no damage. For instance, if Jerry was granted four uses of levitate by eldria, every time he used one use he would take 4 damage on a failed save, or none on a passed save.

After a period of one hour, the influx of energy violently leaves the character's body if they have not used up all of their effect uses. At this time the character must make a Constitution save = 10 + one half character level + level of effect. If this save is failed, the character takes hit point damage equal to the effect's spell level times four, per use they have remaining. If the character passes the save, the character instead takes only half damage. For instance, if Jerry was granted four uses of levitate by eldria, but had not used any of them by the time one hour passed, he would take 64 damage on a failed save, or 32 on a passed save.

EFFECT SPELL LEVEL	USES
1	1d6
2	1d6-1
3	1d6-2
4	1d6-3
5	1d6-4
6	1

**EFFECTS:** GM chooses a spell off of a spell list that is equal to the effect level. The character gains the ability to use that spell a number of times equal to the Uses roll result.



## SIGILS

Below are the powers granted to the Starcalled who possesses a sigil. Denoted below each sigil are the recommended powers for each sigil. These powers are not static; a GM may choose different abilities in the same theme for each sigil. A character chooses a sigil at level 1. If a character would not like a sigil, they automatically gain the Starcalled Influenced abilities instead. A character can gain a sigil at a later time as justified by their GM, but loses all of the abilities of Starcalled Influenced at the moment he gains one. Unless stated otherwise, every ability is utilized using your character level as your caster level and utilizes your highest ability modifier as the casting modifier. The DC for abilities utilized from a sigil are 8 + proficiency bonus + highest Ability Modifier. Unless stated otherwise, these abilities require an action to use in combat. Some abilities granted are vague to allow for GM interpretation.

## GENRAE: EARTH, SIGIL OF THE WILD

Level 1	Know Area and Direction	You know the general geographical layout of the land within 1 mile per level of you, as if you had looked at a map. This includes the common names of major landmarks and ideal traveling routes.
Level 4	Earth Strider	You ignore difficult terrain and gain a burrow speed equal to half your movement speed.
Level 7	Plant Growth	Once per two levels per long rest you can cast any spell from the spell list below a number of times equal to half your level. The spell cannot be cast at a level higher than half your character level, maximum 9th. • <i>Entangle, plant growth, spike growth, wall of thorns.</i>
Level 10	Tremorsense	You know the location of any creature within 5 ft per level as long as they are in contact with the ground. This only reveals the creature's location and gives you no other advantages against it.
Level 13	Shape/Create Earth	Once per long rest, you may shape your environment as <i>move earth</i> except it also effects stone.
Level 16	Stone Body	You gain resistance to all damage types except thunder or psychic, lasting for a number of rounds equal to your level. This ability may be used once per long rest.
Level 20	Become Earth Elemental	Once per long rest for a number of rounds equal to your level, you can take on the form of an earth elemental. Taking this form is a move action. You gain <i>earthglide</i> and <i>siege monster</i> , as per <i>earth elemental</i> stats, and resistances that an <i>earth elemental</i> has. You receive advantage on saving throws against spells or magical effects. You also gain the following attack: • <i>Earthen Slam Attack: +Str and Proficiency bonus, Melee or Ranged attack 60ft, one target.. Hit: (3d8+Str) bludgeoning damage</i>

## ERMIN: AIR, SIGIL OF THE VEIL

Level 1	Secret Pocket	You gain an extradimensional space on your person that cannot be found except by true seeing. This space can hold up to 10lbs per level.
Level 4	Detect Secret	You have advantage on all Investigation and Insight checks.
Level 7	Glean	You learn one secret about one creature or object once per day. You may use this ability a number of times per day equal to your level. This secret is determined by your GM.
Level 10	Read Thoughts	You can read the thoughts of others, functioning as the spell <i>detect thoughts</i> at will.
Level 13	Shroud Knowledge	This ability can affect an object, area or creature. A successful Wisdom save prevents these effects. You may end this ability at any time you choose. -A creature forgets a piece of information you want them to forget. You must know the information. A will save prevents this. -Creatures that interact with a chosen object see it as unimportant and ignore it. -An area affected by this ability can be made to look as if nothing occurred there and everything is normal. You may use ability once per long rest. You can end these effects at any time you choose.
Level 16	Invisibility	Once per short rest, you may cast the spell <i>greater invisibility</i> targeting only yourself.
Level 20	Alter Memory	Once per week you may alter one memory of one creature permanently. This memory can only be of one event. The subject can prevent this with a successful Wisdom save.



## KAIJIN: WATER, SIGIL OF THE SAGE

Level 1	Increased Cognition	Automatically gain advantage on any Arcana, History, Nature or Religion check. You may do this a number of times equal to your level per short rest. Research times and comparable activities are always halved.
Level 4	Telepathy	You create a telepathic bond between you and one ally per level. As long as they remain within 10 ft per level of you, you can communicate telepathically.
Level 7	Photographic Memory	You can instantly recall one event that you personally experienced as clearly as if it were presently happening. You may do this once per long rest.
Level 10	Speak All Languages	You can speak, read and write in all living languages. At level 20 this includes all dead and secret languages. This does not allow you to break ciphers.
Level 13	Know History	Once per long rest, you can learn the history of an object or your immediate vicinity by touching it/standing in it and concentrating. You learn more the longer you concentrate.
Level 16	Insight	You commune with the force of destiny. Once per week, you may ask your GM a number of yes or no questions equal to half your level, and they must answer as truthfully as possible. Alternatively, you may ask one question more complicated than yes or no and the GM must answer truthfully, but may answer cryptically.
Level 20	Return to Memory	Once per week, you may return to a memory of a creature you touch. You witness the memory in absolute detail as a passive observer and you may move around unharmed. You may witness the event and learn information that the original creature was incapable of discerning. You may remain in the memory for as long as you can hold concentration.

## ENOLAR: FIRE, SIGIL OF THE STOIC

Level 1	Summon Force Horse	Once per long rest, you can summon a number of war horses equal to your level. These horses are only partially tangible, as they are made of pure force energy. They cannot attack or be attacked and only take commands from the rider they were created for. At level 13 they gain the ability to fly with a speed of 60 ft. They last for 24 hours.
Level 4	Carrying Capacity	Your carrying capacity increases by 100lbs per level.
Level 7	Sunder	You ignore Armor Class and deal max damage when attacking objects.
Level 10	Force Push	A number of times per long rest equal to your level, you can force push all creatures within 10 ft a distance equal to 5ft per level. The creatures get a Strength saving throw to reduce this distance by half.
Level 13	Knockback	When you successfully hit a creature with a physical attack, they must make a Strength save or be pushed 5 ft per 2 levels away from you. You can use this a number of times per short rest equal to your level.
Level 16	Telekinesis	You can move one unattended object weighing no more than your light load with telekinesis up to 500 ft per round.
Level 20	Immovable	You or one creature or object of your choice are paralyzed for a number of rounds equal to your level. You may end this at any time.

## ATASHIN: EARTH, SIGIL OF THE WATCHER

Level 1	Far Vision	You do not have disadvantage when firing a ranged weapon at its max range or below.
Level 4	Know Weakness	Once per short rest you can discern one creature's resistances, vulnerabilities, and immunities. If it has none you gain advantage on your next attack against that creature.
Level 7	X-ray Vision	Once per short rest you can see through 1 foot of material per level. This lasts for a number of minutes equal to your level.
Level 10	Share Sight	You and up to eight willing creatures can see what each of the other creatures affected by this ability see for up to 1 hour once per long rest.
Level 13	Perfect Vision	You do not take disadvantage on any rolls involving sight.
Level 16	Blindsense	You now have rogue's <i>blindsense</i> out to 20 ft.
Level 20	See Past	While concentrating and taking no other actions, you can view past events that transpired at your current location. You view them in real time, and stop viewing them when you lose concentration. What these visions entail is at the GM's discretion.



**LORTON: AIR, SIGIL OF THE SEER**

Level 1	Weather Sense	You are able to accurately predict the weather out to one day per level. Your vision is unaffected by weather conditions such as fog, or rain that would give you disadvantage on perception checks.
Level 4	Control Winds	You can create a light wind at will. You can also do one of the two following things once per four levels per long rest: <ul style="list-style-type: none"> <li>• Replicate the spell <i>gust of wind</i></li> <li>• Create an area of strong wind centered on your self out to a radius of 20ft per level. The strong wind continuously travels in a circle around you and may affect ranged attacks and creatures in its area.</li> </ul>
Level 7	Breathe Anywhere	You and up to one willing creature per level that you are touching can breathe in any condition.
Level 10	Wind Blade	Your reach with all melee weapons increases by 5 ft. Ranged attacks you make can ignore all types of cover for purposes of attacking.
Level 13	Flight	You gain a fly speed of equal to your base movement speed. If you already possess the ability to fly, your fly speed doubles.
Level 16	Weather Control	This functions as <i>control weather</i> , except changes are instantaneous and the user can choose anything from the given tables when changing the weather.
Level 20	Become Air Elemental	Once per day for a number of minutes equal to your level, you can take on the form of an air elemental. You gain <i>air form</i> as per the <i>air elemental</i> stats, the resistances of an <i>air elemental</i> , and a flight speed of 90 (hover). You gain <i>whirlwind</i> as per the <i>air elemental</i> , minus recharge. Taking this form is a movie action.

**EYRTASERI: WATER, SIGIL OF THE FOOL**

Level 1	Fast Movement	The speed of all modes of movement you possess are increased by 10 ft. Apply this bonus before modifying your speed due to any armor worn or load carried.
Level 4	Determine Origin	You know the origin of one object that you touch, including where it was made and how long ago. You can do this once per short rest.
Level 7	Age Object	Once per short rest an object or material of your choosing no larger than a 10 ft. cube is reduced to 1 hp. Magical or enchanted objects or materials are not affected.
Level 10	Slow	Once per short rest you may slow enemies around you. This functions as the spell <i>slow</i> without concentration and no limit on the number of targets.
Level 13	Incite Chaos	You incite chaos among your enemies once per long rest. This functions as the spell <i>confusion</i> cast at a 9th level spell. You can choose who is and who is not affected.
Level 16	Kinetic Riposte	A number of times equal to half your level per long rest you can channel your damage to someone else within range. As a reaction to an enemy's successful non-spell attack, choose a target within 60 ft. This target receives the damage you would have taken.
Level 20	Destroy Object	Once per long rest, one object no larger than a 10 ft cube of your choosing is destroyed. Artifacts are not affected.

**OLATH: FIRE, SIGIL OF THE CURATOR**

Level 1	Opening Ploy	You can never be surprised. You and all allies within 30 ft have advantage on initiative rolls.
Level 4	Detect Life, Disease	As <i>detect magic</i> , except with living creatures as well as any poisons or diseases they are afflicted with. You may use this ability a number of minutes per day equal to your level times ten. You may use this ability in increments of five minutes.
Level 7	Lifelink	You and up to one willing creature per level are linked. You know any status effects afflicting them, diseases they may have, their current state of emotions, current hit point totals, and where they are. This link must be established with a touch and can be canceled by either party at any time. All parties are aware of the presence of the link, but only the sigil user gains the benefit of the knowledge granted by the link.
Level 10	Hivemind	You and up to 1 willing creature per level are telepathically linked within 1 mile per level. You and all linked creatures are aware of what your links are aware of. Linked creatures cannot be surprised. You and all linked creatures can telepathically communicate at all times. You can perform Perception checks using the scores of other linked members.
Level 13	Soulwalk	Once per level per short rest you can teleport to any creature with a soul that you can see. You appear adjacent to them. They are not necessarily aware that you teleported to them.
Level 16	Lifelink Swap	Anyone who is linked through your lifelink ability can swap places or teleport adjacent to one another as a move action.
Level 20	Meld Into One	You and a number of willing creatures up to your level meld into one. You use the highest values and ability scores out of all the characters melded this way for every check, save, and roll. Your hit points are equal to the total of all characters melded together. When you are unmelded divide the remaining hp equally among the characters. The melded characters act on the turn of the sigil bearer and has access to any of the melded characters' abilities, powers, spells etc.



## ASSARIA: AIR, SIGIL OF THE WEAVER

Level 1	Negate Fall Damage	You and up to one creature you are touching are immune to falling damage. This is a constant effect.
Level 4	Levitation	You can <i>levitate</i> at will, as the spell, but the range is personal.
Level 7	Change Weight	You can multiply or divide the weight of one object by a factor of up to your level for up to 24 hours. You can do this once per long rest. The size of the effected object does not change.
Level 10	Collapse Object	One object touched either grows or shrinks eight times the objects normal size for up to 24 hours. You can do this once per long rest. The weight of the effected object does not change.
Level 13	Center of Gravity	Creatures of your choosing within 10 ft per level are pulled 5 ft per level toward you. You can use this once per short rest. A successful Strength save by the creatures causes the creatures to be pulled half the distance instead.
Level 16	Stop Movement	When you utilize this ability, creatures within 5 ft per level must make a Strength save or be restrained. You may use this ability once per short rest
Level 20	Reverse Gravity	This ability functions as the spell <i>reverse gravity</i> , but without concentration, and can be used once per short rest.

## ISTO: EARTH, SIGIL OF THE SHADOW

Level 1	Mold Shadow	You can create a shadow servant. Once per level per long rest, you can dispel your shadow servant to use one of the following: <ul style="list-style-type: none"> <li>• Shadow Shield- Functions as the spell <i>shield</i>, but it appears as if made of shadow.</li> <li>• Make Darkness- You create a globe of darkness, as per the spell <i>darkness</i>.</li> <li>• Shadow Servant- As the spell <i>unseen servant</i>.</li> </ul>
Level 4	Shadowwalk	You may teleport from a shadow to another shadow within your movement range once per level per short rest as a move action. The shadows you teleport to and from cannot be smaller than your size, meaning a medium creature with this sigil can use another medium creature's shadow as a point of arrival.
Level 7	Hide in Plain Sight	As long as you are within 10 ft of an area of dim light, you can attempt to hide yourself from view in the open without anything to actually hide behind. You cannot, however, hide in your own shadow. The range is expanded by 10 ft every 5 levels to a max of 30 ft at level 17.
Level 10	Darkvision	You can see through magical and non-magical darkness up to a range of 100 ft.
Level 13	Insubstantial	Your body and your carried items become insubstantial like a shadow. You gain resistance to fire, cold, thunder, lightning, acid, psychic and damage from non-magical weapons. You may pass through openings that are no smaller than one inch wide or larger with no penalties. You may use this ability a number of rounds per long rest equal to twice your level. These rounds do not need to be consecutive. Using this ability is a move action.
Level 16	Shroud	You can turn invisible for a number of rounds equal to twice your level as long as you're within 20 ft of dim light or darkness. You remain invisible even if you take a hostile action and remain within 20 ft of dim light or darkness. These rounds do not need to be consecutive. Using this ability is a move action.
Level 20	Gloom Form	You may plane shift once per long rest, but only to or from the Gloom or the Material Plane. You gain fast healing and recover 1 hp per round in dim light or darker.





## ZERUTU: WATER, SIGIL OF THE GUARDIAN

Level 1	Detect Emotion	As <i>detect magic</i> , as a constant effect, except you are able to discern the emotional state of one creature that you can see within 10 ft per level. You learn a general summary of the target's current disposition, as well as its attitude toward any other creatures within 30 ft of it. Objects do not have emotion auras, except intelligent weapons and similar sentient oddities.
Level 4	Protect	As a reaction you can do one of the following: Impose disadvantage on the next attack one creature you can see makes, or grant advantage on the next saving throw one creature you can see makes. You can use this ability a number of times equal to your level per long rest.
Level 7	Instigate	Choose one creature within 60 ft. The target must make a Wisdom saving throw or must attack one other target within range of your choosing to the best of its ability. You can use this a number of times equal to your level per long rest.
Level 10	Devastate	One creature of your choice within 60 ft becomes emotionally devastated. Their movement speed is halved and at the beginning of each of their turns they must make a Wisdom save. On a failed save, the creature does nothing on their turn and receive a -2 penalty to their AC and on all saving throws until the beginning of their next turn. This lasts a number of rounds equal to your level. You may use this ability a number of times equal to your level per long rest.
Level 13	Berserk	You fill a target within 60 ft with a relentless bloodlust. It must attempt a Charisma saving throw, and on a success the target calms down, ending the ability. On a failure the target may only spend its following turns making a melee attack against a random creature within range, or if no creatures are in range, moving to the closest creature. The target may make a new saving throw anytime it is struck in combat, or if it cannot attack a target on its turn. This lasts a number of rounds equal to your level. You may use this ability a number of times equal to your level per long rest.
Level 16	Murder	You choose a target creature. If the creature you choose has hit points equal to 5 times your level or fewer, it dies. Otherwise, the ability has no effect. You may use this ability once per long rest.
Level 20	Infatuation	Target creature that you can see must pass on a Charisma save or become completely and utterly infatuated with a creature or object you choose. It can take no hostile actions against the chosen creature or object and will take hostile actions against any creature that harms the chosen creature or object. You may only have one creature infatuated with a chosen creature or object at a time. The infatuation lasts until you choose a new creature to infatuate or you decide to end the infatuation.

## HEZIN: FIRE, SIGIL OF THE NOBLE

Level 1	Detect Heat	This ability functions the same as <i>detect magic</i> , but instead of magic, the user detects heat sources. Heat sources and their auras appear as varying degrees of yellow to bright red.
Level 4	Fire Cloak	You are immune to damage from natural fire source, but magical fire affects you normally. You may cloak yourself in fire for a number of rounds equal to your level. When a creature hits you with a melee attack while this effect is active, they take 1d6 + 1/ level fire damage.
Level 7	Heat Touch	Once per level per long rest you can invoke an effect that works as the spell <i>heat metal</i> , except that it affects any object. Flammable objects can ignite.
Level 10	Firewalk	Your base movement speed is increased by 10 ft. As a move action you can teleport between two sources of natural fire that you can see as a move action. You must be adjacent to one of the sources to use this ability, and you are not harmed by it for this action.
Level 13	Smoke	As <i>gaseous form</i> for a number of minutes equal to your level per long rest. Living creatures are unable to breathe within the cloud. The full duration does not need to be used all at once and can be used in increments of one minute if desired.
Level 16	Become Fire Elemental	Once per long rest, for a number of rounds equal to your level, you can take on the form of a fire elemental. You gain <i>fire form</i> , <i>illumination</i> , and <i>water susceptibility</i> , as per the <i>fire elemental</i> stats, as well as fire immunity. Taking this form is a move action.
Level 20	Control Fire	Once per short rest you can cast any one spell that deals fire damage as a 9th level spell as long as you have a source of natural fire nearby. This can be used for minor effects out of combat at GM discretion.



## SRINAX: EARTH, SIGIL OF THE HEALER

Level 1	Provide	You are able to provide enough food for 20 people per level to sustain them for one day once per long rest.
Level 4	Rejuvenate	You may have one target use a hit die to heal as an action without expending a hit die from their pool on their turn. You may do this a number of times equal to your level. You regain all uses of this feature after a long rest.
Level 7	Calm Emotions	3 times per day, you can cause your enemies to back down from a fight. When you use this ability, hostile creatures within 10 ft per level must succeed on a Will save or become indifferent to you and your allies. This is not an enchantment with a duration, it simply changes their attitude towards the party to indifferent. The overall result of this ability is up to GM discretion.
Level 10	Become Friend	As <i>charm person</i> , except it has a duration of 24 hours, can affect any creature, and the creature does not know it was charmed.
Level 13	Halt Death	As a bonus action, you may stabilize a creature within 5 ft per level. You may do this a number of times equal to your level per long rest.
Level 16	Pacifism	Once per long rest you create an area of 10ft per level in which creatures are unable to take hostile actions. This lasts for a number of minutes equal to your level.
Level 20	Restore Life	This ability functions as <i>true resurrection</i> except the subject could have died from anything, including old age. The subject is restored to life at an age you or the spirit choose. It must be an age they experienced. You can use this only once per year, and the power returns only on the Laniri.

## GARAHN: AIR, SIGIL OF THE BARD

Level 1	Select Hearing	While concentrating you are able to block out all extraneous noise in an area and focus in on one source of sound. You always have advantage on Perception checks related to hearing.
Level 4	Throw Voice	Once per level per long rest you can create any sound you've ever heard originating any point within 10ft per level.
Level 7	Mimicry	You can perfectly mimic the voice of a creature you have heard. When impersonating someone using their voice you gain advantage on Deception checks.
Level 10	Silence	For one minute per level you can perform either of the following two abilities: <ul style="list-style-type: none"> <li>• Cast the spell <i>silence</i> on a fixed location with a radius of up to 10 ft per level.</li> <li>• As above, except within the radius sound is not hindered, but still cannot pass in or out of the radius.</li> </ul>
Level 13	Sonar	For as long as you're concentrating you gain blindsight with a range of 60ft. You are unable to use this ability if you are unable to speak, or deafened. If you are not concentrating you always have blindsight with a range of 5ft.
Level 16	Shatter	As <i>shatter</i> cast as a level 8 spell (9d8), except the area is 5ft per 2 levels. You may use this ability once per short rest.
Level 20	Sonic Boom	You deal 50 damage to every creature and object in a 100ft radius. Creatures are knocked prone and pushed back 10 ft. Creatures can attempt a Constitution save to take half damage and avoid being knocked prone. You may use this ability three times and regain all uses of this ability after a short or long rest.

## ARRLIS: WATER, SIGIL OF THE FROST

Level 1	Water Affinity	You gain Resistance to Cold damage. You can create water at the rate of 5 gallons per round. You can freeze water within 30 feet up to a 10ft cube per round.
Level 4	Frostwalk	Water under your feet freezes instantly to support your weight allowing you to walk across it as if it was solid ground. You may choose not to use this ability. You do not suffer the penalties of difficult terrain for ice and snow.
Level 7	Frost Blast	Once per short rest you can utilize this ability to create a 10ft radius cloud of frost within 100ft. Creatures in the area suffer 1d4 points of damage per level and can attempt to pass a Constitution save for half damage. The area affected becomes difficult terrain for 10 minutes.
Level 10	Amphibious	You gain the ability to breathe underwater. You also gain a swim speed equal to your base land speed. You also become immune to cold damage.
Level 13	Froststrike	Whenever you make a successful melee, ranged, or spell attack against a target, the target is frozen in place unable to move for one round. You may use this ability a number of times equal to your level per long rest.
Level 16	Become Water Elemental	Once per long rest, for a number of rounds equal to your level, you can take on the form of a water elemental. You gain <i>waterform</i> and <i>freeze</i> , as per the <i>water elemental</i> stats, and gain the resistances of a <i>water elemental</i> . Taking this form is a move action.
Level 20	Control Water	As long as you have a source of water or frost nearby, you can cast a single spell that produces water or deals cold damage as if it were a 9th level spell. This can be used for minor effects outside of combat at the GM's discretion. Once per short rest.



**MENKI: FIRE, SIGIL OF THE SEEKER**

Level 1	Brighten	You make an area of natural light with a 5ft radius per level with a duration of one hour. This destroys magical darkness. You can use this ability a number of times equal to your level per long rest.
Level 4	Lightbridge	Once per short rest you may create a bridge of light that covers up to 20 square feet per level and has no weight limit. This bridge lasts for up to 1 minute per level.
Level 7	Blind	Once per short rest, when an adjacent creature declares an attack on you, you may attempt to blind them as a reaction. They must make a Constitution save to avoid being blinded, or it ends after 1 minute. If the attacker is successfully blinded they receive disadvantage on any attack if they did not already have it.
Level 10	Vision	Once per long rest you may use this ability as the spell <i>arcane eye</i> , except it doesn't require concentration.
Level 13	Focus Beams	You focus light in the area around you towards an object or creature within 100ft. The target suffers 1d10 points of damage per level and half as much if they succeed on a Dexterity saving throw. The target of the spell is illuminated as if by the <i>faerie fire</i> spell. You may use this ability a number of times equal to half your level.
Level 16	Illusion	You can use this ability a number of times per long rest equal to half your level to create an elaborate illusion, with a maximum size of 5 ft per level as <i>major image</i> .
Level 20	Teleport	You can teleport a distance equal to your base speed as a move action, any number of times per day. Once per day, you can teleport any distance and bring a number of creatures equal to your level with you.

**WINYT: SIGIL OF THE LORD**

Level 1	Scribe	You are able to read and write all languages, read pages of text instantaneously, and can craft scrolls in one day.
Level 4	Ethersight	This functions as <i>detect magic</i> , and is cast immediately at full power. You know the spell school, and know the spell at level 10.
Level 7	Enhance	Once per long rest you may choose one creature and one ability score. This creature gains advantage on all d20 rolls that benefit from the chosen ability score, for 24 hours or until you choose a new creature.
Level 10	Etherbolts	You fire a bolt of pure Ether energy at a target within 100ft. The target takes 1d6+1 points of damage per two levels. The bolt ignores resistances of any kind. You may use this ability a number of times per long rest equal to half your level, per short rest.
Level 13	Ether Barrier	You nullify any incoming attack as a reaction and are immune to hostile effects until the beginning of your next turn. You may use this ability once per long rest.
Level 16	Ether Creation	You can create any mundane object that fits into a 20ft cube, but any object created this way disappears after 24 hours. You now craft any magical items or non-magical items with materials and the requisite workspace in one quarter of the required time.
Level 20	Control Ether	You have learned to bend the Ether to your will in three ways, as follows: -With a short ritual lasting one hour, you can restore an area of corrupt Ether to normalcy. -With a short ritual lasting one hour, you can restore Ether to an area of dead magic. -With a long ritual lasting one day, You can drain the Ether from the surrounding area, rendering it a dead magic zone within no more than a one mile radius. In addition, your magic functions normally in areas of corrupt, wild, and dead magic.



## DISCLAIMER:

Due to the powerful nature of the Winyt sigils, we suggest they be used with GM discretion. The Sigil of the Lord has historically only manifested on those of the Stardragon bloodline (Vavairen royalty). Those possessing the Sigil of the Sovereign are incredibly rare, and the sigil has only manifested on humanoids a handful of times in all of recorded history.

### WINYT: SIGIL OF THE SOVEREIGN

Level 1	Enigma To Time	You cease showing signs of aging and your natural lifespan effectively never ends. Your character neither suffers negative effects of nor dies from old age.
Level 4	Faster Movement	You can use the dash action as a bonus action.
Level 7	Speed Up Time	You can cast <i>haste</i> as the spell a number of times per long rest equal to half your level. <i>Haste</i> cast with this ability lasts for one minute and does not require concentration.
Level 10	Adjust Time	Once per short rest, you may take an additional action.
Level 13	See Past	Once per month you return to an event that happened since humanoids began manifesting sigils. You witness it as if you were a passive observer and can move around unharmed.
Level 16	Rewind	Three times per short rest as a reaction, when you or a creature makes an attack roll, saving throw, or ability check, it must remake the roll and use the new result.
Level 20	Futuresight	You may glimpse moments of the future as if current events would play out and nothing drastically changes. Once per month you may witness a future event as if you were a passive observer. This event is chosen by you, based on current events, and may be no further in the future than one month. Separate from this, you may witness glimpses of far future events chosen by your GM. These are usually fleeting and you may not have the ability to passively interact.

### STARCALLED INFLUENCED

Level 1	Tenacity	Your hit point maximum is increased by one for every level you possess. After every long rest you gain an extra hit dice for your hit dice pool. This ability may allow you to exceed your maximum hit dice by one.
Level 4	Persistent	Everything not a 1 on a death saving throw is considered a success.
Level 7	Inspired Soul	You now possess two slots for inspiration.
Level 10	Paradigm Shift	After any long rest, choose a skill you are not proficient in. You are now proficient in that skill. You may change your choice after any long rest. You cannot gain proficiency in more than one skill using this ability.
Level 13	Deus Ex Machina	Once per short rest, you may choose to pass a saving throw you otherwise had failed.
Level 16	Extra Attunement	You may attune one additional magical item.
Level 20	Pinnacle of Fate	Your ability scores can exceed 20. Two ability scores increase by 2.



Sail on the  
**WINDS OF  
TOMORROW**



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## NOIR

### ACTIVITY



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- RULES FOR PLAYING STARCALLED, AND ALL OF THE BACKGROUND THAT GOES WITH IT.
- A FULLY DETAILED DIGITAL MAP FOUND AT [ZODIACEMPIRES.COM/MAP](http://ZODIACEMPIRES.COM/MAP)

ZODIAC EMPIRES IS A FANTASY CAMPAIGN SETTING FOR USE WITH TABLETOP RPGS. WHILE MOST FANTASY SETTINGS ARE STATIC IN TIME AND DO NOT PROGRESS FURTHER THAN THEIR PUBLISHED STATE, THIS IS NOT THE CASE WITH ZODIAC EMPIRES. OUR WORLD IS DESIGNED TO BE A TRULY DYNAMIC AND PLAYER-INTERACTIVE CAMPAIGN SETTING.