

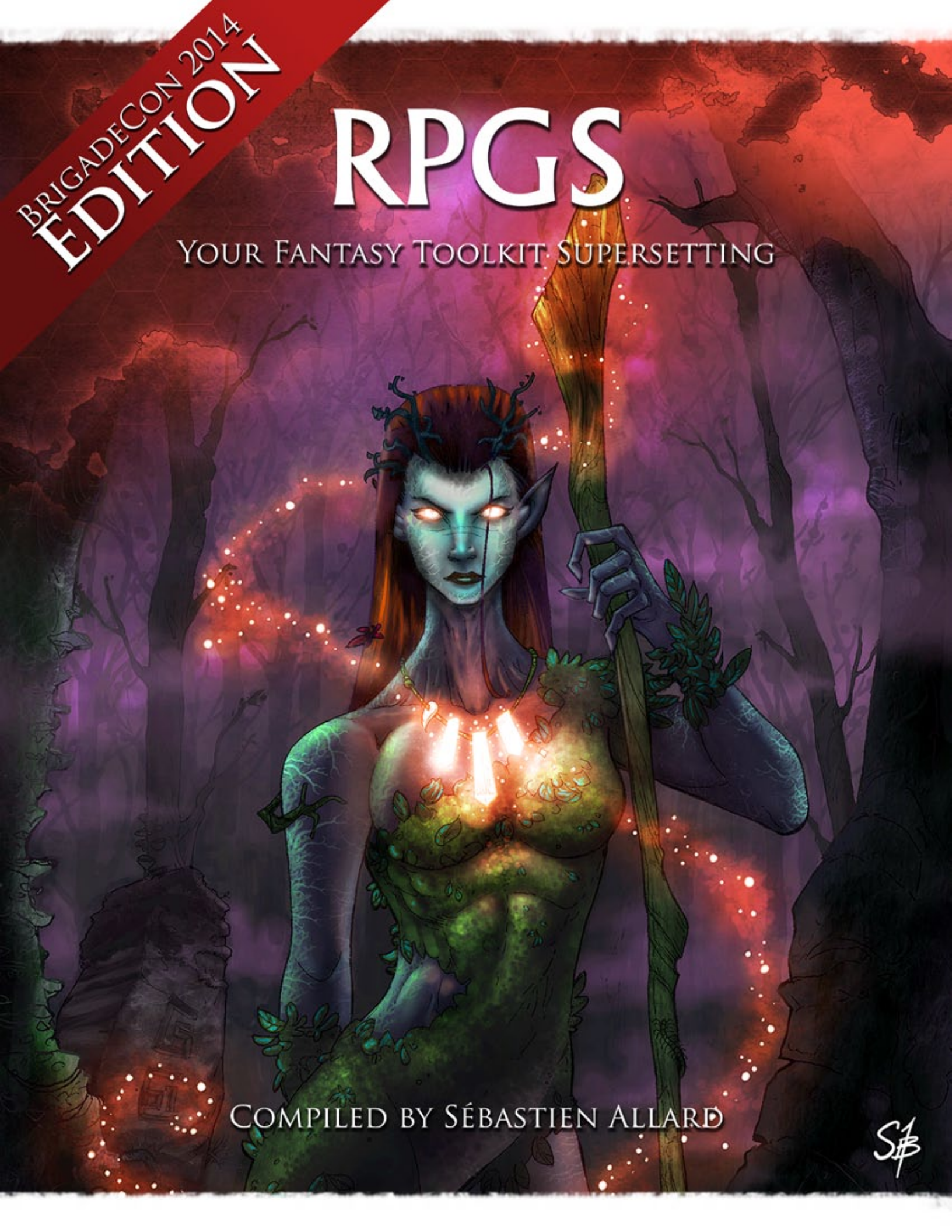
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EDITION

RPGS

YOUR FANTASY TOOLKIT SUPERSETTING

COMPILED BY SÉBASTIEN ALLARD

S&B



RPGS

Your Fantasy Toolkit Supersetting

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Dedication This book is dedicated to all game masters in the universe, those courageous souls who bring entertainment to friends and strangers when they could do other things with their time. We hope this book will help you or provide you some inspiration. Keep that imagination burning!

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A Green Wing scout, also called D'sulas, of the Roth'Eng Empire, the Six-Legged Empire.

Seriously it is friendly! You can hire it as a scout for half the normal price!

INTRODUCTION

RPGS, or *RPG Supersetting*, is a system-neutral fantasy roleplaying setting, free to download, easy to use, and open to your vision. It is a setting with enough details to be run quickly and to be the foundation for a campaign, open to further development. It is a world full of adventures and dangers where heroes are needed. It is a collaborative world and you can be a part of it!

The project came from a single map on a computer screen and an idea, the desire to create a fantasy setting in collaboration. *RPGS* is the collective child of several members of the *YouTube RPG Brigade*, an online community of roleplaying games enthusiasts, and friends of the *Québec Wednesday Night Gaming Group*.

Each collaborator was asked to roll some dice, to choose some hexes on a empty world map, to answer a bunch of questions and to develop from these basic answers, leaving you with enough space to do whatever you want with these starting points.

FANTASY

Fantasy is the default genre of roleplaying games since 1974. The initial intention of *RPGS* was to provide a low to average fantasy setting but the nature of collaborative projects is often revealing. In this case it was revealed that in general, roleplayers expect their fantasy to be fantastical! You might ask for evidence, my dear Watson, but it is only after collecting half-dozen entries that it became crystal clear.

So, the official answer is that *RPGS* is a high fantasy setting with some patches of low and dark fantasy here and there. Ultimately you will have to decide what kind of fantasy *RPGS* will be for you.

SUPERSETTING

What is a supersetting? In music the term supergroup describes a band formed with superstars coming from other bands, like *Them Crooked Vultures*. When *RPGS* started to attract *RPG Brigade* superstars such as *Tim "SamWise7" Harper* and *Anthony "Runeslinger" Boyd* the term simply popped to mind.

Also, this setting is super for another reason. Taken as is, it is a solid foundation upon which you have the potential to build anything you want, so it's definitely a supersetting!

TOOLKIT

How do you use this book? This setting is filled with broad details about the different nations, adventure hooks, and random tables. All of these are suggestions and we encourage you to make *RPGS* your own. It is at its core a world waiting to be altered, changed, explored, saved or destroyed! You may want to use *RPGS* as :

- a setting for your next one-shot,
- the foundation for your next campaign,
- the setting for your own roleplaying system,
- a treasure trove of inspiring ideas.

We hope this book will bring you tons of entertainment and as much joy and excitement as it did for us. May your next adventures be glorious and your imagination run free!

Sébastien "Nolinquisitor" Allard,
Project Manager
November 1st, 2014

GENERAL GUIDELINES

When we started *RPGS* we needed direction to guide the fires of creation, to ensure cohesion and to prevent general setting entropy. We started with a list of general assumptions about the setting and it helped to focus our efforts. Sure, we have deviated from those goals here and there, but these guides have helped us avoid making this world too odd.

We are including these guidelines so you can fully understand the process each author went through and the foundation upon which we built this setting.

You are not obligated to abide by these guidelines in any way, shape or form. You are free to change whatever you want to fit your preferences and your vision for this world. If you prefer gold to silver as the basis for your economy go for it. This setting is yours to customize.

MAIN GOALS

- Provide a fantasy setting toolkit with no references to proprietary games.
- Provide a systemless, system-neutral fantasy setting that doesn't require a specific game.
- Free to download.
- A format that people can read easily and reference quickly.
- Leave the design open for customization, alteration, enhancements, etc.
- Encourage creativity, collaboration and play.

GENERAL ASSUMPTIONS

- This world is low to high fantasy. (No crazy demi-god ninja flying mana powered mecha centaur armor!)
- This world assumes a natural history and evolution.
- This is a world where nothing has been done yet.
- This world is a place for adventurers and heroes (read player-characters).
- Powerful npc's are stationary, slow to act or calcified (power does not move quickly).
- This world is a serious place for its inhabitants.
- Each collaborator had the power to "cheat a little bit" from time to time.
- The world is still largely unexplored and not a global world like today's Earth.

MAGIC

- This world is a natural world where magic is real, mostly natural, nearly everywhere.
- This world has two sources of magic: natural/elemental and otherworldly.
- People of this world practice all kind of magical traditions, some based on faith, or meditation, or high intellectual formulation, or alchemy.
- The simple truth is that magic, *The Great Breath*, is mysterious, unreachable and no one knows precisely how it works.
- This world is a world of unsolved mysteries and undefined truths.
- The strength of magic in this world is not equal everywhere, some places have none of it, some places have slightly more. There are various degrees of magic around (various levels of mana zones).
- In a no-mana zone magic is not possible. The land, the air, the water, everything is corrupted or not reactive.
- In a high-mana zone magic sometimes happens by accident. Sometimes things get even too much magical to be safe.
- Pure magical energies are dangerous, like stepping on a dragon's egg before its raging mother.

FAITH

- Religions are many, diverse and specific to each nation, the same way they are on Earth.
- There is no encompassing cosmology, only influence and repetition in symbolism between religions.
- Gods work mysterious ways and do not take an active part in the world. Do they even exist? That's for you to decide.

MAP CONSIDERATIONS

- Each hex on the world map (*see page 66-68) is 500 kilometers (310 miles) in short diagonal. That's from one edge to its opposite.
- Each hex is 216,506 square kilometers (83,593 sq. miles) and has a perimeter of 1,732 kilometers (1,076 miles).
- Traveling one hex unencumbered by foot on average terrain should take approximately 13 days or 100 hours.
- Maximum sustainable population per hex with the most excellent conditions is 500,000.
- You can roll this "sustainable potential" (maximum number of people capable of living there) by rolling 1d100 x 5000 per hex. Bad terrain and poor conditions should modify this roll.

COINAGE

- Base coinage is silver. It is more plentiful and common than gold.
- Barter and trade is the most common form of transaction.
- Exchange rate is the traditional 100 copper pieces = 10 silver pieces = 1 gold pieces for convenience sake.
- Gemstones are each unique and their value is not standard.
- Each nation can have its own coinage system.

DIVERSITY

This world is diverse and contains all kinds of faiths, beliefs, life styles, sexual preferences, religions, laws, cultures and taboos. Think of all the differences that exist in our own world and apply this principle to this setting.



You never know what you are going to encounter in the wild!

NATION TEMPLATE

In this book you will find several kingdoms and empires filled with interesting locales, non-player characters (NPC's), organisations, adventure seeds, encounter tables and more. The nations herein were meant to be read quickly and to provide the skeleton of a setting for you to use. Thus we used a Nation Template to neatly organize and condense the information. Please note that some nations have more details than others just because this was a collaborative volunteer project and some collaborators had more time to give. The following are the definitions we used to generate the nations.

If you would like to create your own nation please go to **Appendix A. Make Your Own Nation, page 58.**

DESCRIPTION

A short sentence describing the nation with its most prominent features. Often its major characteristics or themes shows up in that description.

NATION STATS

Nation Stats are an abstraction designed to give a quick overview of a nation current states of affairs. They generally range from 1 (weak) to 6 (strong). A score of 0 represents a missing aspect while a score of 7 or more represents a supremely strong aspect. You can change any stat at your convenience. Apotik the Iron Sun with a high ethics score would be very different than the current one and probably weirder, but it is your call.

Over time these stats could change to reflect changes in the nations. You can use the Nations Stats when nations are interacting with each other. It's an indicator of how things should go if everything goes according to plan.

For example a nation with an army score of 6 is more powerful than its neighbor with a score of 5. So in the case of a war the first nation would normally win. Maybe this nation has more men, better training or more advanced tools of war, but this is just a basic comparison. In the case of an actual battle between these two nations things might go differently. You can do that by rolling a d6 for each nation and adding their respective aspect. Whoever has the highest score wins and the GM decides what is happening in the case of a tie.

CULTURE

Culture represents a nation state of knowledge, lore, popular culture, education and common wisdom. It also represents the state of expressive human endeavors such as visual

arts, literature, theater, music, storytelling and so forth. A weak score represents a nation with poor education, or lost knowledge of the past, where intellectuals are frowned upon and creative or sciency types are stoned for heresy at the slightest new idea. A strong culture means that the nation is a paramount of culture and knowledge, idealizing its scholars and sages.

ETHICS

Ethics is a representation of the values and moral strength of the nation's population, its principles, ideals, codes of conduct and laws. A strong ethics rating represents a nation that lives under order with strong ideals of justice, a majority of law-abiding citizens, an openness to ideas and an inherent responsibility in all things. A low ethics score can mean a savage lawless land, a nation without laws or corrupted to its core.

LABOR

Labor is the overall productivity and work force of a nation. Armies need soldiers, soldiers needs weapons and weapons need iron to be forged, cast, extracted from the ground, etc. Without labor a nation can crumble unto its own ruins before long. A strong labor rating indicates a highly efficient and productive nation with hard working people and advanced production and craft techniques (or trade secrets). A low labor score represents the nation with large unemployment, poor quality in goods or a lack in craft techniques.

ARMY

The easiest aspect to understand, Army stands for how powerful and organized that nation's army is and what level of threat it poses to other nations. A strong army means that this nation's armies are well-trained, well-fed, equipped with the best weapons and armor, but it also means that this nation's countryside is pretty safe. A weak army score represents a nation that makes a lot of use of mercenaries, irregulars and the untrained. It also represents unsafe roads and a countryside filled with dangerous and frequent monsters that rampage the land.

SERVICES

Services is a nation's intangible commodity, the healer or the priest when you need it, the exquisite fare on your plate or the friendly greeter at the gate of the city. A strong services score means that even your mount will be fed with the best grains and sleep with a roof above it. A low services score means that the healers are rare, that food isn't very good all year around, that priests don't often dispense religious service and a population left to its own care.

WEALTH

Wealth is more than just gold and silver, it's the conditions of the roads, castles and fortifications. A nation's wealth is often visible and an important lever for its economic prosperity. A strong wealth score represents the considerable savings of a nation and its capacity to launch costly enterprises, like the construction of a temple or a castle. In a wealthy nation the roads are clean, maintained, patrolled and mostly safe. In these rich nations even the minor noble houses can afford a small keep. A low-wealth nation has infrastructures in ruins, dangerous roads, no savings for emergencies and basically everything is left to decay.

GEOGRAPHY

COORDINATES

The map coordinates of the nation and how many hexes on the map it occupies.

MAIN TERRAIN

The typical kind of terrain encountered when travelling the land.

DIVISIONS

The sub-areas within the nation like domains, estates, fiefdoms, counties, baronies, provinces, districts, quarters, expanses and so forth.

MAIN CITIES

The main cities in the land.

POPULATION

This is the current total population of the nation.

DEMOGRAPHY

This is an overview of the different races or ethnicities found in the nation.

DEMONYM

This is how the inhabitants of the nation are named.

INTERESTING LOCATIONS

These are very well known locations that sometimes strangers have heard about.

IMPORTANT ORGANISATIONS

This is some of the most important groups, organisations, guilds, societies in the nation.

NOTABLE PEOPLE

Each nation presents at least three characters that are noteworthy because of their importance, renown or great skill.

NAME

The name of the npc and its many aliases or nicknames (if any).

DESCRIPTION

One sentence describing the character in broad strokes.

OCCUPATION

The occupation, profession, title, function or state of being of the character.

LEVEL

This represents the personal power of the character. It may represent several things like status, wealth, combat prowess, strength of faith, prowess with magic, reputation, experience or just the overall threat this character represent. It is not a number but rather a word, either low, medium or high.

SKILLS & ABILITIES

These are the skills and abilities that the npc is good at and known for.

DETAILS

More details about the character like history, backstory, quirks, beliefs, motivations, goals, fears, likings and dislikes. This section can be nonexistent, short or long.

CURRENT EVENTS & CRISES

What is going on in the nation and what everyone is talking about.

YEARLY EVENT

The most important event this year. This may be known by everybody, yet to be revealed or totally unknown. It depends on the event. Generally this event will have repercussions throughout the year, directly or indirectly, and sometimes could have consequences for decades.

GAZETTEER

This section was optional and some of the following sections might be unavailable.

CULTURE

This is about the people. How the inhabitants behave themselves, what they eat and how they prepare it, how they live, how they love and how they die. It's about their beliefs, rituals, everyday life and what is it about to be a member of that nation.

LANGUAGES

The languages and dialects frequently encountered.

POLITICS & LAWS

This is about what is legal and what is not in this nation, and what are the punishments when you break the law.

RELIGIONS & BELIEFS

This is about the various religions and belief systems in place, with sufficient influence to be noticeable and important. Individual cult may not make the list.

ARTS

This is about the different arts being practiced.

HISTORY

More notes on the history of that nation.

FAUNA

A list of animals that are found out in the wild or in farm lands. Notes that exceptions may not make the list.

FLORA

Plants, trees and flowers.

MAGIC

Notes on magic in this nation. Is it low magic or high magic. Does magic have any particulars in this nation? How does magic behave?

CREATURES & MONSTERS

Notes on the most frequently encountered supernatural creatures and monsters in the lands.

NATION ENCOUNTERS TABLE

This is what you might encounter when traveling. If you are crossing between two nations you can take their respective national encounter table, flip a coin to determine which table to take and then roll on it.



In some nation you can have a dragon as a counsellor. Needless to say how practical it is.



ANOREN THE STONE KINGDOM

by Sébastien Allard

"The wind sweeps the dreams forgotten." - Anorian saying

The last standing remnants of the *Kingdoms of Stone* ("ano" means kingdom, "ren" means stone), a vast and once fertile civilization of great builders, now long gone with their greatest secrets. Anoren is a civilized and educated nation with an long past and the finest stone builders you will ever find.

Ruler: Queen Ali Aposi-Kala, the "Witch-Queen"

Capital: Karalhi, "The Last City in Stone"

NATION STATS

Culture	Ethics	Labor	Army	Service	Wealth
5	5	6	4	6	2

GEOGRAPHY

Territory: 2313, 2412, 2413, 2414, 2511, 2512, 2513, 2611, 2612 (9 hexes)

Main Terrain: White sand desert, salt flats, mountains, rocky hills.

POPULATION

2,610,000

DEMOGRAPHICS

- 35% Stone Men
- 30% Human (01-50% Desert People "Minari", 51-00% Dark Skin "Ebahin")
- 15% Valar (Winged Men)
- 10% Tindar (Cat People)
- 5% Dwarf
- 2% Voran (Reptile Men)
- 1% High Man
- 1% Halfling
- 1% Other

DEMONYM

Anorian

INTERESTING LOCATIONS

KARALHI, THE LAST CITY IN STONE (#2412)

The capital is located in a canyon near the *Bay of Fires*. This ancient city was carved inside a massive stone giving the city a unified look and feel. Foreigners routinely get lost in its labyrinthesque streets.

THE CAERN OF PROPHECIES (UNKNOWN LOCATION)

This legendary pilgrimage destination is said to reveal important truths to those who find it. Only a few sages know the actual location of the isolated caern.

BRIMKEEP (#2612)

This city was build to protect a large ring made of an unknown dark indigo crystalline stone. Some says it is a gateway to another world but most people believe that it is the prison for some leviathan-like creature.

IMPORTANT ORGANISATIONS

THE OBSIDIAN KEEPERS (#2612)

An order of secretive and stoic stone men warriors, guarding the ring with their life. The Keepers are all stone men that undergoes a ritual that change their stone skin to a black obsidian with veins of gold.

THE FIRST GUILD (#2412)

For a fair price anyone can hire these stone builders who claim to have magical knowledge about the stones dating back before man walked this earth.

THE SEVARIAN DYNASTY (UNKNOWN)

An ancient dynasty born during the Age of Kings, patiently waiting for its turn to take the throne and currently working to dispose of that human "Witch-Queen".

NOTABLE PEOPLE

QUEEN ALI APOSI-KALA

A beautiful woman in her mid thirties, radiating an aura of presence and self-confidence, hiding a fragile heart and a doubtful mind. Nicknamed "The Witch-Queen".

Occupation: Queen of Anoren

Level: High (personal power, wealth), Low (witchcraft)

Skills & Abilities: Persuasion, Politics, Witchcraft

Description: Not a stone woman herself, Ali was given to King Aposi by a human house. To secure peace he made her his seventh wife. Lately King Aposi died in battle and his sixth wife, Eolin, also died in a bloody caravan massacre. Ali became Queen of the Stone Men some times after, rescued by a voran traveling merchant named *Ssrr'Ssaa* and her stone man bodyguard *Merrick*.

THE FACELESS



A fearless slim stone man covered in black leather armor and wearing an obsidian mask with incandescent ruby eyes.

Occupation:

Leader of the Obsidian Keepers in Brimkeep

Level: Medium

Skills & Abilities: Leadership, Spear Grand Master, Warfare

Description: Maybe the best warrior that ever lived in Anoren, the Faceless is a strong and agile stone man with a secretive past, a commanding presence and an unparalleled skill with the spear.

BHASHIN SANDRIDER

A dashing and handsome human adventurer and folk hero.

Occupation: Precious Stones Hunter, Privateer or Wanted Criminal (depending on who you're asking!)

Level: Medium

Skills & Abilities: Acrobatics, Curved Blades Expert,

Treasure Hunting

Description: An handsome and confident young man of Minari descent. He is your typical dashing fearless adventurer, always jumping out of windows before having a look and expert at provoking all kind of ruckus (most often accidentally).

CURRENT EVENTS & CRISES

AN UNEASY CHAIR

The Witch-Queen is not the first human to briefly reign on Anoren and it has never ended well. Most likely the Sevarian Dynasty is actively working to dethrone her by ways of assassination or political maneuvering. Unless Ali marry a stone man of noble birth and conceive a child the people will most likely turn on her within a few years. This will end the last true lineage of King Aposi and bring an age of civil chaos. If some brave adventurers were to search for the Caern of Prophecies, and resist its tremendous lure of limitless wisdom, maybe they could find a way to extend the Aposi lineage and prevent civil war in Anoren.

THE BASILISK'S LULLABY

Scholars believe that within five generations the stone men will be extinct due to an incurable and slow disease preventing them to reproduce at a sufficient rate, and making them turn to real stone after a certain age. A prophesy speak of a way to cure the disease by ways of plants ... found on the other side of the Brimkeep! If only a handful of audacious heroes were to find a way to access and properly operate the ring, they could go on a quest and possibly cure this terrible illness.

GAZETTEER

HISTORY

FOUNDING

2,700 years ago.

TIMELINE

THE AGE OF WALKERS (2,700 YEARS AGO)

A dark era marked by savagery and lawlessness, when stone men were nothing more than savages.

THE AGE OF BUILDERS (2,300 YEARS AGO)

This age saw the first tools being developed by the First Guild and the construction of the first stone temples, most of which are still standing today.

THE AGE OF KINGS (1,900 YEARS AGO)

A long line of uninterrupted and powerful Kings of Stone became known as the “One True Lineage” of earth rulers.

THE STAR PROPHECY (200 YEARS AGO)

A child was born with his eyes filled with stars and he became known as the *Sandstone Prophet*.

THE AGE OF THE SEVENTH QUEEN (5 YEARS AGO)

Five years ago King Aposi died in a battle against the Sevarian Dynasty.

CORONATION OF BLOOD (5 YEARS AGO)

This is an actual play that was played online by *Michael Barker (Merrick)*, *Virginie Filteau (Ssrr’Ssaa)* and *Sébastien Allard (GM)*. It may provide some insights on how Ali Aposi became Queen of Anoren. The story happened five years ago. Ali Aposi was rescued from the harsh desert by a strange duo, a voran merchant named *Ssrr’Ssaa* and her stone man bodyguard *Merrick*. Here’s a recap of the story:

Ssrr’Ssaa and Merrick arrived at the scene of a bloody caravan massacre.

Merrick interrogated one of the attacker, a Sevarian Dynasty soldier, and he learned that a human wizard named the *Grey Wanderer* was responsible for the attack on the caravan. The target of the attack was Queen Eolin Aposi and she was killed during the attack.

Ssrr’Ssaa found a stone woman handmaiden named *Eradia* and the dying Queen, sixth wife of the Last King. *Eradia* gave Ssrr’Ssaa the *Crown of Anoren* and asked her to find a human woman named Ali, the seventh and last wife of King Aposi!

Ssrr’Ssaa and Merrick tracked down the girl in the desert and found her meditating on a huge rock. Suddenly a large Sphinx landed behind her. The creature explained that Ali was meditating to prevent answering a riddle. Ssrr’Ssaa asked the Sphinx if she could change place, trade her life, and answer the riddle. The Sphinx accepted and Ssrr’Ssaa took a seat on the rock. Ssrr’Ssaa successfully answered the riddle and freed here.

The Sphinx was still very hungry so it asked a riddle to Merrick’s camel. Upon hearing a frightened growl the Sphinx shouted “*Wrong answer!*” and then proceeded to devour the camel.

Once in the capital, Ssrr’Ssaa was named Royal Master of Coins by Queen Ali Aposi-Kala and Merrick choose to continue his adventures and to travel the land in hope of finding this *Grey Wanderer*.

RELIGION

The various faiths in Anoren can be divided between the *Old Gods in Stones*, all religions that were practiced before the *Star Prophecy*, and the *Calming Wind*, a present day series of intermixed cults and pantheons.

Suffice to say that religious practice in Anoren is personal and fairly diverse with recurrent names and symbolism. Religious men and women are contemplative souls called *S’rrban* (sur-r-ban). They are wrapped in a long simple white robe made out of one piece of textile folded in a specific manner. They always wear a belt made of rope lined with twelve stones (one for every month) that are generally gained through pilgrimages around Anoren.

THE OLD GODS IN STONES

From the Age of Walkers up to the arrival of the Sandstone Prophet the people of the Stone believed in an active pantheons having a strong influence on everyday life.

Today, nearly two thousand years later only a handful of beliefs survived.

BROTHER MOUNTAIN

The First Son, Brother Mountain is the child of *Tamasu*, God of the Sun, and the first to be worthy of praise. Send to the living world to build he materialize into the stone and made the mountains. He is the builder, the craftman, the mason of life, the god of the sky and withstand the test of time.

SISTER OCEAN

The Second Born, Sister Ocean came to the mortal world to help her brother. She gave life to everything in the world. Her passion and her heart is as deep and as inscrutable as the deepest ocean. She is temperamental but forgiving, sinking the ships or giving water to the thirsty. She is passion, love, energy and cunning.

THE SIGHTLESS

The Sightless was an enigma to Brother Mountain and Sister Ocean but also to Tamasu, present on the mortal world to greet them both when they arrived. He took the role of the wise grand father and raise Tamasu’s childrens as his own. He told once that he was more old than time itself, so old that his eyes dried out of having seen everything at least twice. He is wisdom, education, knowledge and foresight.

Still today, The Sightless is referenced all the times in carvings and scriptures, and people pray to it in hope of gaining enlightenment or answers to important questions, never about petty things.

THE CALMING WIND

The *Recollections of Life*, an important theological treatise, was written after the passing of the *Sandstone Prophet* and collected into a series of stone disks kept in the *Temple of Life* in Karalhi. Today respected scholars and s'rrban interpret the recollections to answer every spiritual question and guide the life of those who seek help or enlightenment. These new ways of thinking about spirituality and gods gave birth to a new way of life called the *Calming Wind*, from the sensation of well being it procures when you are at peace with yourself.

THE HAMMERS OF ORINLORR

The *Hammers of Orinlorr* were ferocious desert warriors who dropped their swords when the Sandstone Prophet came one night into their camp. He reportedly said one word and they all started to cry. This word is lost to time but the warriors exchanged their swords for hammers and they took upon themselves to help people rebuild their house and, on occasions, defend their land against aggression.

Hammers in Anoren are often engraved with the sigil of Orinlorr to inspire and help its user.

SERIEL, LORD OF THE FIRE

A troubled soul since birth, constantly haunted by visions of evil and doing bad things, Seriel went into the desert in hopes of throwing himself into a black aspic pit. When he found one he saw the Sandstone Prophet sitting in the pit, surrounded by black aspics, calmly singing to them. Seriel was shocked when the prophet asked him to prepare a fire for the night. Having no wood to start a fire Seriel took his robe and burned it. The prophet thanked him and gave him a black aspic to take care of. Seriel never had tormenting visions again and became a carer of all things living in the desert.

Seriel is now the patron of self-sacrifice, resilience and duty. People invoke his name in time of hardship or when encountering a black aspic for protection.

JUNDA, LADY OF HEALING

Junda was a chronicler of the many travels of the Sandstone Prophet. She lived to be well over a hundred and ten years old. Near the end of her life she began to show signs of healing powers. People always attributed her gift to be coming from the Prophet but no one really knows how she became able to heal people with a simple touch. Her legs weakened by so many decades of traveling the Kingdom in Stone, she settled down and opened a healing house.

When she died her assistants were able to help people in the same manner, by touching people. Maybe she passed on

a secret healing magic, or maybe something more profound.

Today this house doesn't exist anymore and there are rumors all over Anoren that people can still heal with a simple touch.

Junda is invoked when people are very sick or when people are lost in the desert. "*Junda always knew her way*", is often said out loud to provide reassurance to travelers.

RELIGIOUS TABOOS

In Anoren most people will react badly or be insulted if you do any of these:

- Put sand in your mouth (that equivalent to eat the ashes of dead people).
- Kick a rock with your feet (an insult).
- Stone Man sharing a bed with other races. This one is forgetting an important and often cited teaching given the Sightless.
- Refusing to share your water in the desert. Doing so attracts the anger of Sister Ocean on your whole family.
- Touch a Stone of Khazr with your bare hand. This stone is believed to be the fallen skin of Brother Mountain's battle wounds. It is bad luck to touch it.
- Not doing a small prayer to ask forgiveness before working the stones. Not doing it is like injuring the ancestors and spitting on the remains of the deceased.
- Using a hammer to injure or kill. In Anoren the hammer is a tool of peace since the conversion of the Orinlorr.

LANGUAGES

- Anoren (the common language)
- Ancient Anoren (during the Age of Builders)
- Ebahin (Dark Skin)
- Stone Speech (a low rumbling language used by priest and stone singers)
- Valar (Winged Men)
- Voran (Reptile Men, very close to the Roth'Eng common tongue)
- Minari (Desert Nomads, very close to ancient Anorian)
- Apotikian (from Apotik The Iron Sun)

ADVENTURE SITES

THE SHINING KING (#2313)

Location: South east of Anoren, near the *Bay of Fires*.

Threat Level: Medium

Threats: Sphinxes, crushing sand pits, black aspic (snakes).

Reward: Practitioners of magic can learn secrets of the past by studying the gold engravings on the walls of this massive twenty stories high statue, made of a shining stone, representing a forgotten king of the old.

THE OASIS OF THE DEAD (#2612)

Location: A lake north of Brimkeep.

Threat Level: Medium

Threats: Undeads, Minari bandits and moving sands.

Reward: There is a fort on a small island in the middle of the lake where it is rumored that one can find many riches.

THE FORBIDDEN SANCTUARY (#2511)

Location: North of Anoren in the mountains.

Threat Level: High

Threats: Dire bears, stone giants, rocs.

Reward: The caves under the mountains are believed to be the resting place of the Stone of Light, an artefact rumored to be capable of resurrecting the deceased.

ANOREN ENCOUNTERS TABLE (1D20)

1. Stone Dragon
2. Obsidian Keepers (1d6)
3. Stone Giant
- 4-9. Travelers (2d6)
- 10-12. Minari Nomads (3d6) (50% chance of bandits)
- 13-14. Sphinx
- 15-16. Black Aspics (1d6)
17. Sandstorm (lasts between 1d6 to 2d12 hours)
18. Moving Sands (lasts 1d6 rounds)
- 19-20. Undeads (1d6)

ECONOMY

CURRENCY

- Tala, a square silver coin (worth 1 sp).
- Tala-Ni, a square silver coin with an inlaid small ruby (worth 10 sp or 1 gp).
- Tala-Nala, a square silver coin with an inlaid small diamond (worth 100 sp or 10 gp).

EXPORTS

Precious stones, jewels (rubys and diamonds), stoncraft expertise, gold, beer, wheat, grains, nuts (almonds, cashews, pecans, sunflower seeds).

IMPORTS

Live stock, red meat (smoked), wood, wool, iron, wine, grapes, magic trinkets and potions.

YEARLY EVENT

BIRTH

Queen Ali Aposi-Kala is pregnant with a human child, a bastard. This revelation could precipitate the plans to remove or assassinate the Witch-Queen and restore the Stone Throne with a stone man king word and they all started to cry. This word is lost to time but the warriors exchanged their swords for hammers and they took upon themselves to help people rebuild their house and, on occasions, defend their land against aggression.



A stone man traveler reciting a prayer from the Recollections of Life, the sacred texts of the Calming Wind religion.



APOTIK THE IRON SUN

by Mario Brousseau

“For the glory of the Iron Sun.” - Apotikan Motto

A land of high magic, curses and treachery.

Ruler: Queen Jyr-Ta Everafter
Capital: Markalith, The Shining Jewel

NATION STATS

Culture	Ethics	Labor	Army	Service	Wealth
2	1	3	5	2	4

GEOGRAPHY

Territory: 1814, 1912, 1913, 2012, 2013, 2014, 2113 (7 hexes)

Main Terrain: desert, hills, mountains

POPULATION

2,155,000

DEMOGRAPHICS

- 80% Human
- 10% Desert Elf (nomadic tribes)
- 5% Dark Elf (underground community known as The Black Onyx)
- 4% Outsider (or extra planar beings, like Queen Jyr-Ta Everafter and some of her close entourage, and unique being like Mok the Iron Golem)
- 1% Other

DEMONYM

Apotikan

INTERESTING LOCATIONS

MARKALITH, THE SHINING JEWEL (#1814)

Capital of Apotik.

THE GREAT IRON SUN TEMPLE (#2113)

A titanic stone temple set on a cliff at seashore.

THE GOLDEN CITADEL (#2014)

A home of the dreaded Iron Storm main core army, nearby the Sansari Oasis, located south of the Great Sand.

IMPORTANT ORGANISATIONS

THE OPAL TREE

Queen Jyr-Ta's immediate entourage and cohort. Also designing a despotic "peace keeping" faction whose ramifications and contacts extend, like the branches of a tree, in all Apotik' social casts and territories.

THE IRON STORM

The impressive army defending the Nation on both land and sea. This military organisation gathered tens of thousands of fanatic soldiers, all men, but obeying exclusively to female leaders, handpicked by Her Majesty.

NOTABLE PEOPLE

JYR-TA EVERAFTER

An hypnotizing beauty, clad in gold, with pure white skin and tentatizing ebony hair: almost enough to make anyone forget about her blue shimmering feathered wings.

Occupation: Queen of the Iron Sun, Ruler of Apotik

Level: High

Skills & Abilities: Necromancy, Politics, History, Warfare

MOK

A towering and frightful iron golem, modeled after a human body but sporting six arms. He's not a person per se but well known through the entire kingdom.

Occupation: Personal guard of the Queen, tool of propaganda and supernatural weapon of dissuasion.

Level: High

Skills & Abilities: Protection, Security

ELAZYL RUBYHAND

Queen Jyr-Ta's female advisor. A gracious yet dark, beautiful Elvish figure, whose right hand has been replaced with a ruby-made prosthetic, hence her name.

Occupation: Royal Personal Advisor, Oracle

Level: Medium

Skills & Abilities: Divination, Etiquette, Inquisitor

SARLIN RIGHTFULWRATH

A tall, short-haired amazon, wearing a golden armor and a strange cape that seems made of thick black smoke.

Occupation: Supreme Commander of Apotik main army

Level: High

Skills & Abilities: Warfare, Weapon Master, Wizardry

CURRENT EVENTS & CRISES

GROWING TENSION

North of the nation, a growing tension is palpable, opposing Her Shinning Majesty against the pathetic and misguided holier-than-thou self proclaimed "last bastion of justice". Despite the erection of the *Wall of Silence*, those irritating feebleminded northen folks are still a thorn at her Iron Sun Avatar's side.

HISTORY

FOUNDING

Apotik was founded 800 years ago.

ERAS

AGE OF THE RISING SUN

The establishing of vast desert cities inhabited mostly by elves. Birth of the Sirvan nation.

AGE OF THE GOLDEN SUN

The pinnacle of the desert elves kingdom. (Slightly ancient Egypt as a cultural reference.)

THE DARK MOON ERA

The merging of all the dark elf houses under one banner spawned a two centuries war between the dark elves and the elves.

AGE OF THE GREAT OPRESSION

Downfall of the elven kingdom of Sirvan. Grand exodus

and birth of the nomadic tribes. Rise of the humans as the main inhabitants of the land. Division in the dark elf empire.

AGE OF THE IRON SUN (CURRENT)

Rise of the powerful Queen Jyr-Ta Everafter and her entourage. Birth of the actual Apotik nation.

LANGUAGES

The common tongue is the Apotikan, a blend of the old Sirvan elvish language with the common human language. Most people encountered in Apotik speak Apotikan and human common. Infernal is spoken at her Majesty's Court. Elvish nomads' dialect is spoken throughout the Sand Ring (outlands).

ADVENTURE SITES

THE SAND RING

Location: Spreaded through the outer edges of Apotik.

Threat Level: average

Threats: Elven nomadic tribes of wizards and fighters (could be friendly under the right circumstances); sand traps, monsters (giant insects, basilisks), ravagers and the desert itself.

Reward: Mostly knowledge in the form of legends and lore. Good trades can be made there as gems are common as well as low-level magical items. And finally surviving the harsh Sand Ring just for bragging rights.

THE GREAT TEMPLE OF SARAKISH (#1814)

Location: South of Markalith, Apotik's Capital. A huge pyramidal temple, raised in the Golden Sun Era by high elves. Forbidden by the law and by her Majesty's decree. Secretly owned by the Black Onyx.

Threat Level: high

Threats: Magical and conventional deathtraps, dark elf warriors and clerics, oozes of all types, undeads (rare).

Reward: Treasures (mostly fine gems, gold, and valuable antiques), knowledge (of the ancient world of the Golden Sun Era), access to a magical portal (leading to the frontier separating Apotik from Nakaroth).

SANSARI, THE LOST OASIS (#2014)

Location: East of the Golden Citadel. Extending on a 3 km radius, this otherwordly paradise is also the home of corrupted dryads and nymphs. Like the mermaids of legend, these fatal creatures use their mind-influencing singing power to lure adventurers.

Threat Level: average

Threats: Corrupted nymphs and dryads; dire lizards and giant insects; bulettes.

Reward: Your life; hidden treasures and loot (from past victims), knowledge.

GENERAL ENCOUNTERS TABLE (1D20)

1. Dark Naga (1-2), Blue Dragon (3-4), her Majesty Jyr-Ta Everafter (5) or a Nymph (6).
2. Dark Elves (1-2), Jyr-Ta's immediate entourage member (3-4); Lamia (5-6)
3. Undeads (mostly skeletons and zombies)
- 4-9. Giant Spider (1-5), Nomads (6-10), 1D6 Venomous Snakes (11-15), Iron Sun Priests (16-20)
- 10-12. Giant Ants
- 13-14. Giant Scorpion
- 15-16. Basilisk (1-10) or travellers from other nation (11-20)
- 17-18. Iron Storm Soldiers
- 19-20. Ravagers (custom monster)

ECONOMY

CURRENCY

The Krol, a hexagonal golden coin, is the official currency. The profile of Queen Jyr-Tar is featured on this coin. Silver and copper Krol are uncommon. Gems are common as a currency.

EXPORTS

Gems of all quality, fine wine and liquors, rare fabrics, small magic items.

IMPORTS

Livestock and vegetables, water, common metals.

YEARLY EVENT

Birth.

A dark elf sorceress of the Black Onyx, the mysterious underground community.





THE CHTHONIC EMPIRE

by Robert "RRW" Waldo

Miles beneath the desert sand of the western continent, lies the subterranean Chthonic Empire - a mysterious land at the earth's core ruled by Saurians (an anthropomorphic dinosaur race), Suminarians (a hyper evolved human and elf hybrids), and the Shadow Born (an enigmatic race of metahumans with animistic culture).

Leaders: Chthon Emperors Hermes & Sophia

Capital: Unknown

NATION STATS

Culture	Ethics	Labor	Army	Service	Wealth
3	6	1	1	1	1

GEOGRAPHY

Location: 0312, 0412, 0313, 0413, 0414, 0513 (7 hexes)

Main Terrain: Most of it being under the earth.

POPULATION

1,340,000

DEMOGRAPHICS

- 30% Saurian
- 35% Shadow Born
- 30% Suminarian
- 5% Various Subterreans Races (mostly slaves)

DEMONYM

Chthonian

INTERESTING LOCATIONS

THE ZIGGURAT OF THE ALLOCHTHON

A deep subterranean structure carved of natural rock, it is the holiest site within the broader Chthonic Empire, and tended by clergy from all factions. It is also the resting place of an unusual meteorite that struck centuries ago.

THE WELL OF THOUGHTS

In one central cavern, a large underground well drops precipitously towards the world's core and serves as a site of live sacrifices for the Saurians.

THE CATACOMBS OF UNKNOWABLE DARKNESS

While integrated into the Chthonic Empire, the Shadow-Born's territory is a pitch black underground labyrinth. They seem able to thrive off the bioluminescent flora and weird fauna of this sunless land. No outsider know exactly what is happening down there or how it work, for it is a truly alien world for the surface dweller.

IMPORTANT ORGANISATIONS

THE INOSAURUS DIVISION

The Dominion is ruled by the Saurians, with some members of subterranean races that have been captured as slaves, or for sacrifice.

THE COLLECTIVE

The Collective are made of two races (Suminarians, and Shadow Born) and unlike the Saurians, their culture is highly structured with a highly developed language - High Chthon - with two distinct societies that lead worship at the Allochthon site.

IMPORTANT PEOPLE

CHTHON EMPRESS SOPHIA

An elderly Suminarian who is now past the age of fertility.

Level: High

Occupation: Ruler of the Suminarian Matriarchy, the "Maganimus".

Abilities & Traits: Politics, Psychology, Dance, Survival,

Virtue, Philosophy

CHTHON EMPEROR HERMES

A middle-aged Suminarian male who has recently ascended to his throne.

Level: High

Occupation: Ruler of the Suminarian Patriarchy, the “Maganima”.

Abilities & Traits: Politics, Psychology, Strength, Planning, Song, Oration, Philosophy.

THE PROPHET

Since the birth of the Chthonic Empire, it has been foretold that a prophet would appear and unify the Chthonic Empire under a common banner and culture. It is told that prophet would explain the mystery of the meteorite and lead the Chthonic Empire into the future.

SILEVON FANOR

An older high elf with sharp rugged features with musculature double that of the average elven warrior.

Level: Medium

Occupation: Diplomat, Explorer, Anthropologist. He is the high elf diplomat to the Saurians and in the Saurian language, he is called Nađ sh-oron.

Abilities & Traits: Psychology, Strength, Geology, Martial Combat, Languages

CURRENT EVENTS & CRISES

THE CHTHONIC EMPIRE IS DYING

The bioluminescent troglifauna are becoming weaker as the essence of the Allochthon meteorite is dissipating. Some have considered exploratory missions to the surface. Advisors in both the Collective and the Insaurian Dominion have suggested a new era of war to eradicate the other faction from taxing the dwindling resources. Others suggest a new life will lead to the rebirth of the Chthonic Empire. Never in the history of the Chthonic Empire have the rulers of the two societies - the Emperor & the Empress - produced offspring. Their societies have been divided. With the angst caused by the decline of the power of the Allochthon, some have suggested that their union would foretell the coming of the Prophet.

GAZETTEER

To mark the passage of time and the recording of events, the clergy of the Collective chisel hard-edged runes into the walls surrounding the temple of the Allochthon temple. The foundational years of the Chthonic Empire was a time immemorial. Not even the elders know when the Chthonic

Empire was born and its first recorded memory appears on the walls. The factions of the Collective can trace their shared lineage through the symbols of the great temple: the three factions existing in relatively harmony with each other.

HISTORY

FOUNDING

5000 Years Ago

THE AGE OF INOSAURS

Before the meteorite fell to earth, giant reptilians walked the plains and sapient species avoided the region.

THE AGE OF THE FALLING SUN

This era began when the meteorite strike carved out the great subterranean cavern complex, irradiating the entire region and leaving only the life below the surface to flourish. The first Saurians emerged.

THE AGE OF DIVISION

The races of the Collective take shape as a elf-human hybrid race discover the meteorite (what they name ‘The Allochthon’) and establish their complex society - soon after conflicting with the Inosaurus Dominion.

THE AGE OF EMPIRE

The Collective and the Inosaurus Dominion suspend large scale hostilities as the first signs show that their homeland may be dying.

LANGUAGES

The Chthonic Empire has no relations with surface dwellers, although the Saurians have learned elvish, and High Chthon is a common language of the Empire, which is a highly nuanced form of speech.

Lower Chthon is the language of the Saurians. It shares some aspects of the High Chthon, but includes growls and pantomimic.

ADVENTURE SITES

THE ZIGGURAT OF THE ALLOCHTHON

The main shrine of the collective and landing site of the meteorite.

Threat Level: High

This is the most holy site in the empire. The Collective are the primary caretakers.

Threats: Thousands of Empire Guards, Shadow Born, and Suminarians.

Reward: Revenge, gold, and the Allochton meteorite. The impact of this meteorite caused the creation of the underground caverns, and rapidly mutated the life to adapt to a subterranean ecology. It's power is waning however. If it were to be removed, the entire Chthonic Empire would die or be forced to the surface. All those who touch it will have offspring who are hyper-adapted to their environment.

THE EYE TO THE WORLD

Threat Level: Average

Threats: The surface entrance to the Chthonic Empire is laden with threats. Deep within the desert there is a cavernous outcropping that descends sharply towards the subterranean empire. Many carnivorous animals roam the entrance tunnel. Flora is poisonous and some are even carnivorous (Giant Venus Flytraps).

Reward: Fame & Glory. Existence of the Chthonic Empire is not even a rumor to the surface world. Although they are known to the High Elven nation, their existence is highly guarded secret.

THE VALE OF THE ANCIENTS

Threat Level: High

Threats: Tyrannosaurus, Brontosaurus, Raptors, and Stachyosaurs roam the Vale of the Ancients.

Reward: This valley is the largest cavern in the Empire. Most of the minerals from the meteorite dropped here as it streaked through the world's core. Adventurers can find ore to make "Star Metal" which is very strong and enables the bearer to accomplish incredible feats of strength and augments their intellect.

CTHONIC EMPIRE ENCOUNTERS (1D20)

1. Tyrannosaurus
2. 2d6 Suminarians - Travelling to the Vale
3. 1d4 High Elves - exploring the Empire.
- 4-9. 2d4 Saurians
- 10-12. 2d8 Shadow Born
- 13-14. 1 Brontosaurus
- 15-16. 3 Stachysaurus
- 17-18. 1d6 Carnivorous Plants
- 19-20. 1d8 Young Suminarians

A pilgrim lost in the eternal darkness of the Cthonic Empire.

ECONOMY

CURRENCY

Wooden currency sticks, uniquely carved into pairs. Barter and trade are also prevalent in the savage "Land Beneath The Land".

EXPORTS

No exports. If a trade route could be established the empire could provide unique plants, pure water, dinosaur leather and star metal ore.

IMPORTS

No imports.





KOKRA THE COMPENDIUM OF WAR

by *Virginie Filteau*

An insular nation-continent dominated by a culture of constant war and battle. Any wise nation know better than to waste effort in conquering this savage land and its people that always look ready for war ... and for a valid excuse to rage war on its neighbors.

Ruler: Warlord Vanorian & Queen Warrior Phaynn
Capital: Obzidia, The Black Citadel

NATION STATS

Culture	Ethics	Labor	Army	Service	Wealth
4	1	2	6	6	5

GEOGRAPHY

Territory: 0721, 0819, 0821, 0822, 0919, 0920, 0921, 1020
Main Terrain: Volcanic mountains, jungles and savannas.

POPULATION

1,850,000

DEMOGRAPHICS

- 35 % Human
- 20% Dwarf
- 20% Orc
- 10% Elf
- 8% Gargoyle
- 3% Stoneblooded
- 3% Salamander
- 1% Other

DEMONYM

Kokran

INTERESTING LOCATIONS

OBZIDIA, THE BLACK CITADEL (#0821)

Capital of the Kokra Empire, Obzidia is made of obsidian stone extracted in the north quarry by slaves, giving it a cold and unwelcoming look. Three circles of ramparts fortify the zone, leaving the core castle as an impenetrable domain from higher ground.

DUN BADIHR (#0919)

The main dwarven city is the biggest construction in Kokra covering an area of 100 kilometers, both above and under the surface. Travelers are truly welcomed in Dun Badhir since a good fight improves the mood.

ESHENLUNE (#1020)

The most poetic and aerial destination in the empire. A legend tells that the inhabitants of Eshenlune elevated their minds so high that the city rose with them. The airborne city lazily floats in the sky, stationary over the mountains. Moisture, mist and warm rain are frequent up there and it provides the citizens with their water. The proximity of the Slumbering Volcano keeps the temperature comfortable all year long and allows for lush vegetation, even among the clouds.

MINOR LOCATIONS

FIERY LAKE #0821

Famous for the production of fresh water pearls and their rare highly prized fire pearls.

SLUMBERING VOLCANO #1020

The highest mountains and warmest place of the compendium.

OBSIDIAN QUARRY #0920

Half open-sky and half underground, the mines run deep for more than thirty levels. There's numerous dangers along the way.

HORDIA #0721

Hordia is an orc camp the size of a city. It is located in the savannah and consists a bunch of wood barracks, fur tents, campfires, wells, with few commodities.

A city of mages. Enter at your own perils.

IMPORTANT ORGANISATIONS

THE OBSIDIAN ARMY

The most important military force of the Compendium, including the Ebony Cry their elite warmages and their Black Fleet of 142 warships.

THE RAGINGS

A large group of mercenary/privateers/pirates, located at Hordia. Mainly orcs and a few humans barbarians. There is a truce between the Obsidian Army and the Ragings, as the army often hired them as cannon fodder in their conquest.

MANORA COMBATTIS

Part university part magic guild, the Manora Combattis have many outposts around the Compendium. Their headquarters is located at Salcivy. If you do magic, you must register yourself, and that includes all of the Stoneblooded.

NOTABLE PEOPLE

THE OBSIDIAN COUPLE

Absolute rulers of the Compendium, they are both full Stoneblooded of Obsidian nature.

WARLORD VANORIAN

Occupation: Ruler of the compendium

Level: High

Skills and Abilities: Politics, Strategy

Description: Strongly-build and possessing a good mind, some say that he is the incarnation of a war god carved in Obsidian. He has reached the final stage of the Stoneblooded granting him the look of a living statue.

QUEEN WARRIOR PHAYNN

Occupation: Ruler of the compendium

Level: High (personal power, wealth, combat), Medium (wizardry)

Skills and Abilities: Combat and Wizardry

Description: She might look like the shadow of Warlord Vanorian, quiet and passive, but all know that she's no one to cross. She was once an athletic and ordinary looking woman, but when she reached the final stage she hired a master sculptor, Master Fren'hen to embellish her to an exquisite level of perfection. She then ordered that any remaining images of her previous self be destroyed.

ONYX

Occupation: Sage/Hermit

Level: Medium

Skills and Abilities: Divination

Description: An old cracked gargoyle who lives in the mountains and can easily pass for a rock. A kind soul, his heart is heavily burdened with his vast knowledge and visions of things coming. He only seeks peace and contemplation.

THE DIGGER

Occupation: Adventurer of the Underground

Level: Medium

Skills and Abilities: Stones, Prospecting Gold & Gems

Description: Middle aged dwarf, The Digger prides himself to be the number one explorer of all of the underground.

CURRENT EVENTS AND CRISIS

MORE AND UNUSUAL

Stoneblooded, once a rare occurrence, seems to have multiplied over the years. The strange mutation always begins the same way. The skin slowly taking the colors and the texture of stone, like granite, jasper, marble, etc. It spreads too slowly to replace the entire body of the person. The mutation usually doesn't hurt and comes with new abilities or powers, but the latest cases reported seem to be pure torture or twisting the mind of the infected. The pacing of the infection has improved greatly as the type of stone evolved from common to precious stones.

(*Note from the editor: The Stoneblooded affliction is similar to the Basilisk's Lullaby disease in Anoren, slowly killing the Stone Man race. These two conditions could be related and have a similar yet-to-be-found remedy.)

ABSENCE AND RISK

Although the Obsidian Couple rules, the day-to day affairs are handled by the Council of Ten, a group of magistrates who manage the Compendium. The last few months, only the Ten have attended the usual meetings with the nobles and emissaries. This has sparked a lot of rumors throughout the continent, about the absence of Vanorian and Phaynn. The truce with the Ragings may abruptly come to an end if the couple don't sow up soon, because it is the fierceness of their personalities has kept the barbarians in check for so long.



LAZETH

by Anthony Boyd

The Old Empire.

An ancient conquering nation, divided and in decline, now following two cultural imperatives – perhaps too late.

Ruler: First Vizier Hae Su

Capital: Den Lazeth

NATION STATS

Culture	Ethics	Labor	Army	Service	Wealth
6	4	4	5	3	4

GEOGRAPHY

Territory: 1804, 1805, 1903, 1904, 1905, 2004, 2005 (7 hexes)

Main Terrain: Various

POPULATION

1,470,000

Population per hex: 225,000, 200,000, 260,000, 105,000, 340,000, 310,000 (respectively)

DEMONYM

Lazethian

INTERESTING LOCATIONS

ANCIENT CAPITAL (#1805)

Tor Lazeth is the undersea mountain range whose ruin-strewn valleys hold the earliest beginnings of the Lazeth nation.

THE CAPITAL (#2005)

Den Lazeth is the fading seat of a crumbling empire, secure in its might, yet insecure in its vision for the future.

THE WELLSPRING OF LIFE (#2004)

Fole Lazeth is the vast beach on which besotted lovers lies and dreams through nights of passion, procreation, and sorceries the world has mostly forgotten.

IMPORTANT ORGANIZATIONS

THE LEGION OF THE TIDE

A proud warrior caste devoted to the old ways and the defense of the nation, the Legion of the Tide is convinced of the need to return to the embrace of the undersea.

THE LEGION OF WIND

Sorcerers and technologists, the Legion of Wind uses its primacy in the Parliament and the Arena to keep its twin footing on land and sea at all costs.

IMPORTANT PEOPLE

HAE SU, FIRST VIZIER

Left Hand of the Ruling Council, Su uses his command of wind, wave, and automata to outwit, and outmaneuver his political opponents before they know they are such.

Occupation: Vizier (arcane technologist serving as head of the executive branch of government)

Level: High

Abilities: Ancient and rare sorceries tied to the elements, mastery of mechanical computation machines, divination

MIN JU, CULTURAL REVOLUTIONARY

Daughter to a member of the Ruling Council, Ju uses her passion and her knowledge of the deep, instinctual drives of her people to sway opponents to her side.

Occupation: Doctor, spokesperson

Level: Low

Abilities: Medicine, Psychology, Moving Meditation

LAN JIN, GLADIATOR-GENERAL

Leader of 1000 hard-bitten marines, three-time consecutive champion of the Grand Arena, and chief military advisor on the Northern Border, Jin is an icon of the new expansionist movement whose battlecry is, "From depth of Sea to Sky above!"

Occupation: Marine General, retired Gladiator (undefeated)

Level: Medium

Abilities: Strategy and Tactics, Personal Combat, Charismatic Negotiations

CURRENT EVENTS AND CRISES

Lazeth arose once from the sea and conquered vast reaches of land, now mostly lost but for their ancient seats of power. Political and social forces are compelling a change; return to the sea and forsake the land, or unleash the armies to retake former glory.

GAZETTEER

The Lazeth Nation has strong traditions of war and scholarship, a dueling culture, and a passionate nature – once deeply in tune with natural drives and instincts. Rich and poor alike sit in crumbling splendor and bask in the heady glow of rare wines, lush art, talented touches, and mind-bending poetry.

Wary of strangers, but open to trade and tourism, the people of Lazeth can be confrontational at first, but warm to those who prove their valor or skill.

APPEARANCE

The Lazethian people are typically long and lithe, with broad shoulders. They give definition to the term, swimmer's build. Being essentially amphibious in nature, they have a tremendous capacity to sustain themselves beneath the waves, or on dry land, but do need to spend time in the embrace of each. Their skin is primarily supple, silver scales, with spinal ridges running from the crown of the head to the hips. A slick, leathery hide covers the abdomen, and is often a bright, primary color. The stare of a Lazethian can seemingly go on for days, as merciless as the grey oceans from which they come.

CULTURE

From the perspective of Lazeth, and the scavengers in the forgotten ruins of its former borders, all the great works of art in this world have already been created, among the sea and stones of this once-great nation.

LANGUAGES

The people of Lazeth once tried to carry a cultural legacy of three primary languages and numerous dialects with them in their conquests, but as their holdings began to contract, one of the first things to go in its defense were regional differences. Now, a single common tongue, created from the best parts of its natural predecessors frames the speech and thoughts of the Lazethians. It has a flowing, liquid sound of many vowels and few consonants, but shifts to a harder, barking or growling sound when the passions – positive or negative – are inflamed.

POLITICS & LAWS

Lazeth is an empire, ruled by a hereditary leader supported by a council elected by the people and proven in the Arena. The legal

and political codes are simple, broad, and left open to interpretation for future generations. This is a nation of people more concerned with rulings than rules. They follow rulers they trust, only so long as they trust them. Despite this strong core, the fire of conquest burned too bright, too long, and now the people look inward. Laws focus on defining how a person may seize what they want fairly, or for followers to punish those whose weakness has inspired them to betrayal.

RELIGIONS AND BELIEFS

There are many religions centered on the passions which life gives rise to. Procreation and conflict are the primary areas of concern, with hundreds of deities and spirits given their due as the worshipper sees fit. The age of organized religion is long past, and now shrines, cults, and personal choice guide the worship of individual Lazethians.

MAGIC

The people of Lazeth have forgotten more about magic and strange rites than they can ever hope to recover. Still, it is a vibrant and powerful part of the whole fabric of their lives. The workings of their sorceries are intricate and slow, like the great tides and winds which shaped the people themselves. Most who feel a calling to study these arts come to master one or more schools of elemental magic, for purposes either beneficial or warlike. A few may bend the elements to more than one purpose, or come to master more than one or two. Fewer still may learn them all, and from them divine still greater secrets, perhaps better lost to time.

LAZETH ENCOUNTERS TABLE (1D20)

Lazeth has been thoroughly tamed by its people, but is not without threat to outsiders. Most flora requires specific skill in harvesting and preparation, else it is toxic or psychoactive. Most fauna are domesticated, but Lazethian herdsman rely on their tradition of training immense crocodilian reptiles to herd their bovine flocks. Ancient, clockwork, defensive towers round out the perils one might find.

- 1-4. Animate Vines (toxic to touch, psychoactive seed pods, large mouth to dissolve human-sized prey)
- 5-6. Defense Tower (capable of calling storms, lightning strikes, flash floods, and distant guards)
- 7-8. Ruined Tower (perhaps with some fragment of arcane lore to be gleaned within its gears and glyphs)
- 9-15. A Vale of Confusion (which disorients travellers and sends them back the way they came, unaware)
- 16-18. Rebel Conspirators (concerned about witnesses who might report them, they seek to kill)
- 19-20. A crumbling artifact or statue which turns out to need blood to survive the ages.



LOGAR THE INSULAR CITY STATE

by Johannes Einloft

The polarising insular City-State that looks like a state in South America, big slums beneath castles and a lot of people.

Leader: Unknown

Capital: Logar, "The White City"

NATION STATS

Culture	Ethics	Labor	Army	Service	Wealth
4	3	1	4	6	4

GEOGRAPHY

Coordinates: 2705, 2706, 2806 (3 hexes)

Main Terrain: Various

POPULATION

1,900,000

DEMOGRAPHICS

Logarian

DEMONYM

Logarian

INTERESTING LOCATIONS

THE SHINING WELL (#2706)

This well was found, when Logar was nothing more than a small settlement on a big island. The well itself contains shining white water, which can be used to produce cheap light, but its real value lies in its other properties. The water can be used as a potent healing potion which cures most diseases and refreshes the consumer instantly. Soon it was found, that a lot of other healing potions could easily be made out of the water. Today the well is the best guarded place in the middle of Logar and the water from it is sold all over the world for very high prices. The well room is a sanctuary and is considered by many religions as a holy place (the real origin of the water is still a mystery). The

well is the main reason for the prosperity of Logar and its giant population.

LOGAR, THE WHITE CITY (#2706)

Population: 1.600.000

Most of the island is filled with this giant city, which can be seen from very high distances over the sea, because most buildings are pure white. At first this color was used because it could easily be made out of sea shells, today it became a rule that all buildings have to be white on the outside. The city contains three circles. In the inner circle lives the nobility. All the palaces and high churches are located there. The outer circle is larger than the Inner Circle and contains the middle class merchants and artisans. The inner and outer circle contain about ninety percent of the wealth of Logar but only around twenty percent of the people. Most of them live outside the city walls in the unofficial third circle: The White Waste. Most people here are so poor, they live from the garbage of the rich people and offer their services for almost anything. Plagues and wars are common in the White Waste and the city tries without real success to control the wastes by raids of the royal guards and occasional spreading of shining water to prevent most plagues. A lot of guards have come to the practice of killing the infected and sell the water. Rebellion is always glowing in Logar so the city holds a large merchant-army at all times because of this threat.

THE RUINS OF OLGAR

Spread all over the Island are ruins of a long gone civilization, which is today known as the Olgar. The ruins are mostly just that, old places overgrown with the never ending forest of Logar. But some of them hold treasure with lots of gold and gems, which the old people used in their rituals. Ancient beasts linger in there and some even say, that some old gods hide in the deepest parts of the ruins.

IMPORTANT ORGANISATIONS

THE DIVINE COUNCIL

This conference of the high priests rules over Logar to the best of their abilities. The Council consists of priests of different ranks based on the number of believers they currently have in the city. The Council decides basically everything that happens. Currently there are 200 Priests in the council from eight different religions. The council is held in the biggest building in Logar: The *Chalktower*, which rises around 200 meters high.

THE SHINING GUARD

Held as part merchant-army and part city guards is the Shining Guard. They are around 5000 of them stationed in Logar and they consist primarily of fighters, but there is always a priest or paladin in any division. The Shining Guard is called this way, because they always wear a small lantern full of shining water, which looks like a small vial. They aren't allowed to use it without direct orders, and some of the guards were killed for their vial alone.

NOTABLE PEOPLE

HIGHPRIEST LARGANT

An old man with golden hair and beard and a shining white robe.

Occupation: Highpriest of Singar, the God of Healing

Level: High

Abilities: Reanimate the dead (he needs a pool of Shining Water for that), heal most diseases with just a touch.

BROODMOTHER FARLINE

A giant female probian with a huge abdomen and lots of jewelry.

Occupation: Broodmother and Spiritual Leader of the Probian

Level: High

Abilities: Speak telepathically to all Probian in a 1 mile radius, give birth to around 10 Probian daily.

SENDAR VELINGTON

Old man with a winning smile and a bag full of surprises.

Occupation: Coordinator of Treasure Hunts

Level: Medium

Abilities: Vast knowledge of the forests and ruins, wears a lot of trickery magic items.

CURRENT EVENTS & CRISES

THE EDGE OF REBELLION

Logar is always on the edge of rebellion and the different religions all claiming the Shining Well as their own only heats up the situation. On top of that giant insects from the forest attack the city on every full moon.



All sorts of people want to claim the Shining Well for themselves.

NAKAROTH THE ALLIANCE IMPERIUM

by Frédéric Defoy

The last bastion of light and justice.

An unlikely alliance between men and dwarves, a pillar of justice and light in this world, Nakaroth may be the best chance humanity have against the forces of darkness. Militaristic on first sight this nation is also a beacon of good and truth.

Ruler: Emperor Lucius Stormfire, 39th, "The Brave"

Capitals: Aerius Primaris Bastion (Humans), Namdorahl (Dwarves)



NATION STATS

Culture	Ethics	Labor	Army	Service	Wealth
3	5	6	5	5	5

GEOGRAPHY

Coordinates: 1609, 1610, 1611, 1709, 1710, 1711, 1811, 1812 (8 hexes)

Main Terrain: Forest

POPULATION

1,900,000

DEMOGRAPHICS

- 63%, 1,200,000 Human
- 27%, 520,000 Dwarf
- 8%, 152,000 Felinian (Cat Folk)
- 1%, 28,000 Titan (Human-Dwarf Half-Breed)
- 1%, 10,000 Gnome

FELINIANS

The Felinians are noble sword warriors with distinctive cat head and tail. Some have claws and small color patterns on their athletic body.

TITANS

The Titans or Steel-Blooded are thought to be children of Orin the World Maker. They are half-breed of human and dwarf, an heresy in several nations other than Nakaroth. At first the idea was ludicrous and it would have happened if the politics of the time didn't demanded it. The blood of the Emperor was waning and so was the power of the Dwarf King.

In hope of cementing an alliance a human princess and a dwarf prince were married. Princess Alindra Stormfire was married to Prince Theogrim Orin. The irony was that Princess Alindra was kind of small for a human and Theogrim was somewhat tall for a dwarf. Over time, and some say from an intervention of Orin himself, a child was born. The first of this new line was named Nian Orin. He grew up to be a tall brutish of a man that was revered by the dwarves as a symbol from the Old Gods and respected by the humans for the warrior he was.

The titans typically grow up to be 5'10" to 6'10" but never smaller than the tallest of dwarves. Giving birth to such a child is a rare occurrence and a difficult and painful process. It is blessed by all in Nakaroth when it happens. Folk lore says that they have the strength of five men, the abilities of the dwarves, the ferocity of men and a lifespan that stretch over two centuries.



DEMONYM

Nakarothian

INTERESTING LOCATIONS

OAK SHORES VILLAGE (#1609)

Homeland of the Felinians. Population in the sector is close

to 85,000.

NAMDORAH (#1610)

Dwarven capital and the major stronghold of the Alliance Imperium set in the mountains. Weapons factories and training group for Nakaroth 16th Legion. Population is currently about 430,000.

CITY OF THE GREEN DAWN (#1611)

Population 175,000.

AERIUS PRIMARIS BASTION (#1710)

Capital of the Alliance Imperium. Population is 500,000 and rising.

PORT SILVER-SHIELD (#1711)

The main naval shipyards and trading hub, harboring close to 100 naval ships. Population 470,000.

IRON CRAB BAY (#1811)

Home of the Steam Guild and the local Gnomes and their new flying balloons. Population 115,000.

FORT BRIMSTONE (#1812)

Fort Brimstone is the frontline in the constant battle with the neighboring Apotik. A formidable fort built to withstand war sieges and to oversee the *Wall of Judgment* that separate the two nations. Some call it the *Wall of Silence*. It stretches from south-west to north-east over 175 kilometers and complete Nakaroth defense with the *Unpassable Bay*. Inside the wall is a tunnel equipped with steam powered wagons allowing cargo and troops to be rapidly moved from one end to the other. The wall is protected by the five legions including the *16th Legion*. Fort Brimstone is commanded by Marshal of the Watch Nordack Stonefield. Population 135,000, of that 42,000 are legionnaires.

IMPORTANT ORGANISATIONS

16TH LEGION

Two thousands titans trained for war and protecting the land.

STEAM GUILD

A guild of inventors and tinkerers.

NOTABLE PEOPLE

NORDACK STONEFIELD

A 36 years old brutal, honest and tall blonde man in charge of holding the Wall of Justice.

Occupation: Marshal of the Watch

Level: High

Skills & Abilities: Law, Siegecraft, Tactics

Description: The law and conflict with Apotik is left to his judgement. He have five legions at his command and the mission to stop any that comes close to the wall. Rumors have it that he may have some Titan blood in him.

ALCORIN THE STEAM WIZARD

Current leader of the Steam Guild. Alcorin is a gnome of 48 years-old.

Occupation: Master of the Steam Guild

Level: Medium

Skills & Abilities: Inventor, Researcher. Alcorin has a knack to make strange things work particularly his latest pet project, a steam automaton.

LUCIUS STORMFIRE

The 39th Emperor of the Alliance Imperium. Blessed by the angels of justice, protected from wickedness of the mortal world. A tall muscled dark haired man of 6'10", the weight of a nation on his shoulders. He have piercing green eyes that looks older than his skin.

Occupation: Emperor of the Alliance Imperium

Level: High

Skills & Abilities: Laws, Politics, Warfare, Master of the Great Sword and Hand to Hand Combat. Marked by the Angels of Justice (all emperors has it). They also have vivid images of what the Emperors before new and did.

LOTHAR STONEFIELD

A frightening tall man with a hearth of gold and fists of steel, the right person for the job at hand. He is missing half his face (replaced by a stone mask).

Occupation: Talent Agent and Trouble Shooter for the Spy Master. (He looks for gifted individuals for specific problems. In other words he's looking for PC's.)

Level: Medium

Skills & Abilities: Stealth, Gathering Information, Hand to Hand Combat, Linguist. Can detect lies in any conversation.

CURRENT EVENTS & CRISES

Tensions are rising with Apotik and war will start in full force if negotiations for peace fails. Diplomatic groups are preparing to undertake the long and dangerous voyage to visit the Iron Sun. Gifted individuals and loyal adventurers will be drafted to escort the group. Sending a legion or soldiers would spark more troubles, so an escort is out of the question.

HISTORY

FOUNDING

2700 years ago

TIMELINE

THE AGE OF HOLY BLESSING

A dark and hard time for humans. A hero is born and named Emperor by the Angel of Justice after a lifetime of adventures and fighting.

THE AGE OF DEFIANCE

The final days of the war and the purge of the last opposing warlord's lineage.

THE STONE HEARTH

The first in many diplomatic contacts and trade agreements with the steady Dwarf Kingdom.

THE AGE OF WONDERS

New lands and cultures are discovered during this time, like the mischievous but brilliant Gnomes, the worrying peoples of Apotik. Nakaroth also makes contact with over sea nations like The Stone Kingdom of Anoren.

THE AGE OF STONE AND IRON

The First Great War of the Alliance Imperium against the Orcs and their great and terrifying war chief BloodFace. The 16th Legion is formed.

TIME OF ALLIANCE

A long period of peace in Nakaroth. The Felinians join the Alliance Imperium.

THE AGE OF THE RED SAND

After a botched assassination attempt at the prince's wedding an all-out war erupted and the lands were scorched red and black.

THE AGE OF STEAM AND GEARS

The founding of the Steam Guild and the apparition of technological wonders such as the first air balloon.

YEARLY EVENT

A new Ambassador is coming to Nakaroth for alliance and commerce.

CULTURE

LANGUAGES

- Nakaroth (high and low)
- Dwarven
- Gnomish
- Felinian
- Economy

CURRENCY

Narteen, a silver square coin with the face of the Emperor on one side and the Dwarven King's warhammer on the other side.

EXPORTS

Wood, stone (marble), iron, forged weapons, live stock, dinosaur meat.

IMPORTS

Wool, spice, oils.

ADVENTURE SITES

THE SAVAGE FOREST

Location: North east of City of the Green Dawn

Threat Level: Medium to high

Threats: Unexplored deep forest and jungles, Arracknoss, Lizard Men, Trolls and wandering dinosaurs.

Reward: The City of The Green Dawn is offering gold and land to expand and secure the surroundings north east of the town. Some have reported the sounds of orc war drums deep in the Savage Forest. Could the orcs be on the war path, or is it something more sinister brewing in the deep of the forest?

PORT OASIS

Location: North of Fort Brimstone

Threat Level: Average to medium

Threats: The hot sands and lack of water will be one of the main problem for the adventurers who goes there. The

second problem will be the local creatures and escaped prisoners.

Reward: Escorting shipments of water is a well paid job and a dangerous one. Big bounties for escaped prisoners from the wall is also very popular. Finding water for explorers is also well paid.

NAKAROTH ENCOUNTERS (1D20)

1. Sawtooth-Rex (large carnivorous dinosaurs found in the Eastern Savage Forest)
2. Orcs Warband (1d10)
3. Road Bandits (1d8)
- 4-9. Alliance Legion Patrol (2d8)
- 10-12. Dwarven Hunting Party (1d6; depending on the origins of the pc's they can be hostile)
- 13-14. Arracknoss (1d6; tribal spider-like men)
- 15-16. The Black Storm (only passed the Wall of Justice, a zone of unpredictable magic storm)
- 17-18. Forest Giants
- 19-20. Apotik Spies (1d4)



*The dwarves of Nakaroth are proud and fierce.
They make formidable opponents even unarmed.*

FORT BRIMSTONE ENCOUNTERS (1D20)

1. Iron Scorpion (A pile of magic artefacts that look and move like a scorpion.)
2. Acid Rain
3. Water Bandits (1D6)
- 4-9. Alliance Legion Patrol (2D4)
- 10-12. Apotik Spies (2d6)
- 13-14. Tavern brawl in the next town or two caravans fighting over something.
- 15-16. The Black Storm (Unpredictable magic storm only happens in sectors past the Wall of Justice.)
- 17-18. Dune-Bear (A gorilla like creature that has the head and claws of a bear.)
- 19-20. Sand Sirens (1d4) (Savage and cannibalistic desert women that lures travelers into traps to drink the water in their bodies.)



QUILDÆN

by John O'Connor

It is believed that because Sztuka Krwi (Old God of Magic) had so many beloved followers in the nation of Quilven, that it now holds the highest concentration of people with some grasp of sorcery.

Leader: Queen Emily Waterstone

Capital: Sciamano

NATION STATS

Culture	Ethics	Labor	Army	Service	Wealth
4	1	2	2	6	6

GEOGRAPHY

Coordinates: 2620, 2720 (small island on center south of the map) (2 hexes)

Main Terrain: Various

POPULATION

840,000

DEMOGRAPHICS

Unknown

DEMONYM

Quilvenian

INTERESTING LOCATIONS

PYHÄ HALL

The last standing temple to the god Sztuka Krwi, can be found in the holy city of Rusja.

VÍLA FOREST

This vast thick wooded area is home to many different races of fey and fairy alike.

SCIAMANO

This over populated metropolitan is the capital of Quilven.

IMPORTANT ORGANISATIONS

THE LAVENDER SOCIETY

This organization is comprised of smaller gangs, guilds, and unions which make up most of the underworld and black market of this small nation.

OPPIA ACADEMY

This College teaches young sorcerers how to channel their arcana, safely.

NOTABLE PEOPLE

QUEEN EMILY WATERSTONE

Short frail looking teenager who took the throne two years ago after father's death.

Occupation: Queen and Sorceress

Level: High

Skills & Abilities: Diplomacy, Abjuration Magic

MORDON BRAXEN

Older male with silver hair, emerald green eyes, and four gold teeth.

Occupation: Elected leader of the Lavender Society

Level: High

Skills & Abilities: Diplomacy, Macro/Micro Management

TALVO MOLTZ

Brown haired, hazel eyed male Faun who has made a name for himself playing the Lyre.

Occupation: Musician, Story Teller

Level: Medium

Skills & Abilities: Entertainer

CURRENT EVENTS & CRISES

FISH IN HIGH DEMAND

Currently there is twice as much demand for fresh fish and crustaceans than there is supply.

BLOOD SPORTS

Also, in hopes to lower the population the government has once again lowered the regulations on holding and hosting blood sports.

GAZETTEER

It is said that young men who enter the Vila Forest on a new moon night may find themselves in the company of a beautiful nymph... or two.

Blood Sports are an easy way to make a living, if you don't mind killing your fellow man.

Rumor has it that it's the mermaids who are hiding all the fish in the sea from the fishermen.

Adventurers have been known to find relics when exploring the ancient temple ruins.

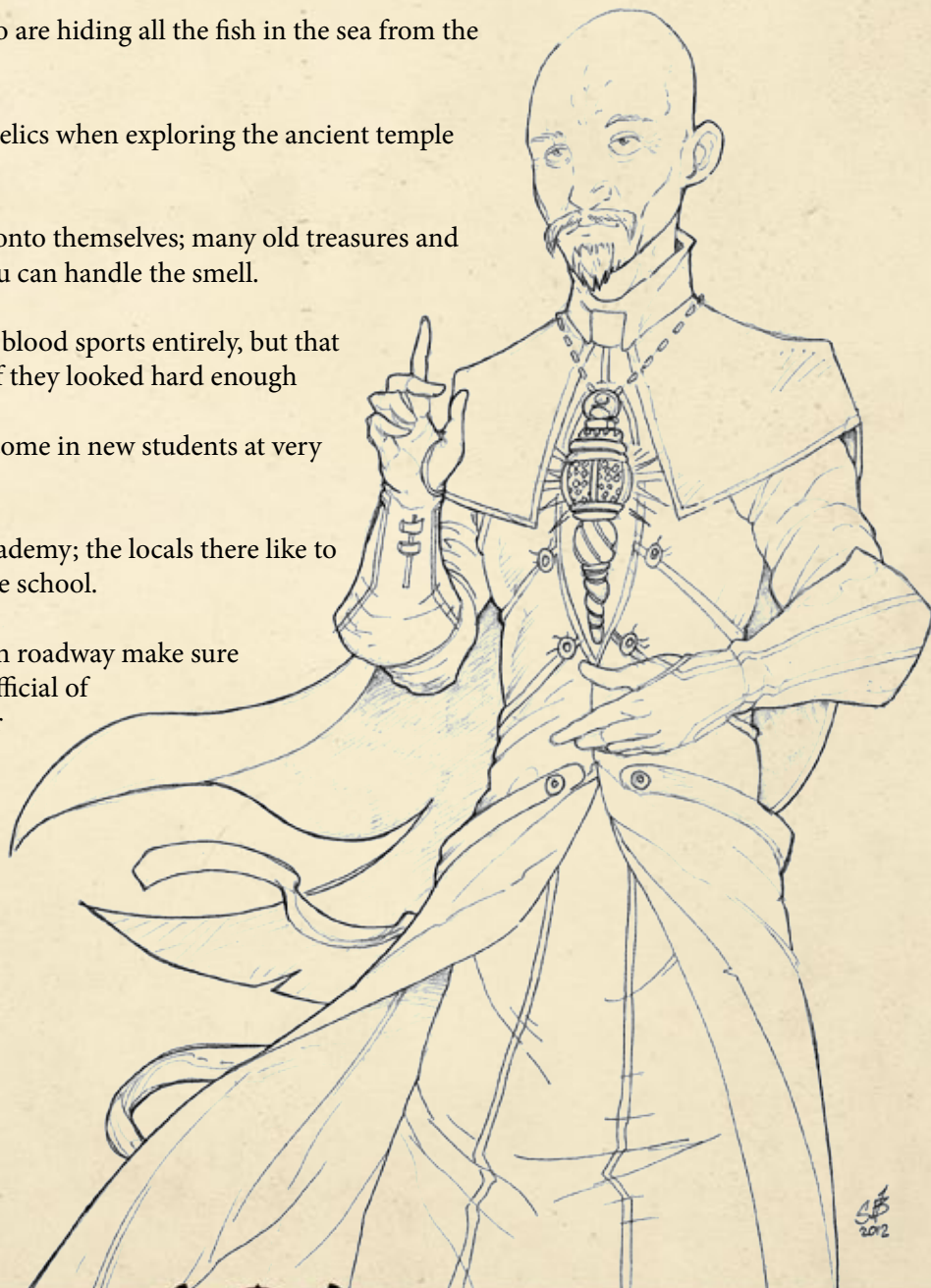
Sciamano's sewers are a vast undercity unto themselves; many old treasures and trinkets can be found down there, if you can handle the smell.

Rusja is the only city in Quilven to ban blood sports entirely, but that isn't to say one could not find a venue if they looked hard enough

Oppia Academy is always ready to welcome in new students at very reasonable rates.

Vaivata is the host city to the Oppia Academy; the locals there like to remind the students of a time before the school.

When traveling down a government ran roadway make sure you are paying the highway-tax to an official of Quilven and not some lackey of a lesser branch of the Lavender Society.



A minister-mage of Quilven.



THE GRAND DUCHY OF RHUKAL

by Christopher Jeffrey

The premiere duchy of alchemy, birth place of “modern” science.

Leader: High Duke Lucien Vyrholt

Capital: Skola

NATION STATS

Culture	Ethics	Labor	Army	Service	Wealth
4	1	5	3	5	3

DETAILS

CULTURE

Knowledge is readily available to anyone willing and determined enough to grasp it. Yet few do in a utopian society where food is plentiful and the needs of the people are well cared for.

ETHICS

In a nation where only a few have true power, such as Duke Vyrholt, all citizens are free to gain power by hard work, if they truly want it. Many are tempted to acquire it by any means possible and often at the cost of others.

LABOR

Hard work is what motivates most of the citizen of Rhukal. With hard work, anyone can achieve a certain level of prestige that grants greater benefits than those offered to the normal citizenry.

ARMY

Since the creation of the Quasi Soldiers, homunculi with red-tinted, coppery, humanoid bodies that quickly adapts to their environments, the need of enrolment has drastically declined. For every 10 Quasi soldiers, there is only one living being in the army. They usually lead small platoons of homunculi. Since no open war has been declared against Rhukal, its armies are kept busy patrolling the wilds of the duchy.

SERVICE

Most of the basic needs of the citizen of Rhukal are taken

cared for by the duchy. If one desires more or better services, he can either acquire them by hard work or directly pay for them.

WEALTH

The majority of the nation’s wealth is used to meet the basic needs of the citizens. The rest is separated on a need only basis, but is often used for one of the many research projects that are deemed “useful” for the duchy.

GEOGRAPHY

Area: 0409, 0410, 0508, 0509, 0510, 0608 (6 hexes)

Main Terrain: Various

POPULATION

1,225,000

DEMOGRAPHICS

- 40% Human
- 27% Homunculus
- 11% Elf (or of Elven Descent)
- 8% Dwarf
- 3% Orc/Ogre & Orc/Ogre descent
- 2% Stone Men
- 1% Homo Chemica or those who have undergone Count Varian Ovesh’s alchemical treatments.
- 1% Winged Men
- 1% Insectoid (of various species)
- 0.5% Pixie
- 5.5% Other

DEMONYM

Rhukalian

NATION HISTORY

FOUNDING

2,600 years ago.

AGE OF DISCOVERIES

The era that *Rhuk'al the Discoverer* founded the original college of alchemical arts, that became a duchy.

AGE OF MARVELS

As more advance discoveries are made in the field of alchemy, the nation expands

AGE OF ADDLED DREAMS

A dark time for the nation, when more and more designer drugs addle the mind of the citizenry.

AGE OF SISTERLY STRIFE

Weakened by alchemical substance abuse, the nation is plunged into an internal war between the nine ruling duchesses of the nine duchies.

AGE OF RAMPAGING OOZLINGS

Something destroyed $\frac{3}{4}$ of the duchy, blighting the land to the south.

AGE OF A THOUSAND DUKES

With the disappearance of many ruling dukes and duchesses, all those who can claim rulership fight among themselves.

AGE OF ETERNAL HOPES

Under the guiding hand of the last true ruling family; the Vyrholt's, a new capital is created for the struggling Duchy.

INTERESTING LOCATIONS

FROSTMIST LAKE (#0608)

An eerie lake who's waters have strange properties, once the site of a hidden research center for alchemy. Once the site of a highly secretive "university" of Alchemy located on a hilltop, which vanished overnight after an unknown event. It is now the location of an artificial lake with no sign of a hill or university for miles around. The scintillating liquid that composed the lake is perpetually cold and produce a constant mist yearlong that surround it and the nearby woods. An even stranger property of the liquid is that it can momentarily and rapidly freeze over when subjected to any force, often with devastating effect.

NEVEDOMOST ACADEMY (#0508)

The great hospital district of the capital, center of alchemical healing. Located in the capital city, this prestigious institute of higher learning also acts as the premiere center of alchemical healing & an hospital. The academy is composed of several buildings that stretch along several blocks, criss-crossed by many well-tended gardens and parks. Many healing concoction can be found amid these halls as well as a vast library of alchemical knowledge among other things. It is also one of the largest buyers of "shining well waters" in the world.

Secret: Many elixirs of life are distilled from the waters of the "shining well". Doctors are often stretching cures that would be instantaneous into costly life-long treatment.

KRASKA ISLAND RESORT (#0508)

A small island resort of the coast of the Duchy, it was once the hideout of a notorious pirate nicknamed "The Walrus". Any pleasure can be found on the island if correctly asked and paid for.

IMPORTANT ORGANISATIONS

THE COUNCIL OF GENTLEMANLY BEHAVIOUR

A grand council of alchemists who follows strict human rules for research and root out those who would do otherwise.

Created long ago by a like-minded group of alchemists who established a guideline for moral research in various fields of study. The council has since fallen into debauchery, with an inner circle of influential and powerful persons.

THE GRAVE WATCHERS

A non-profit organisation who watches over the graves of the deceased in the hopes of preventing the theft of corpses by unscrupulous alchemist.

A non-profit organization of devout men and women which watches over the graves of the deceased to prevent would be grave robbers to acquire specimens for various unscrupulous researchers. They are trained in many burial rites, often acting as gravediggers & pallbearers. They also operate large cemeteries that are well guarded and often government funded. Many families gladly donate to the organization to rest their consciousness in their time of distress.

THE DOCTORATE ASSOCIATION

A group of practitioners in the healing arts that uphold the rules of conduct for doctors.

A well-known & prestigious association that all “official” doctors must be part of to practice their art. Its many rules are purposely hidden from the public eye (such as the obligation that any and all members must heal those in need freely). It also grants all members a small personal cabinet in the Nevedemost Academy District of the capital and access to its vast library.

NOTABLE PEOPLE

HIGH DUKE LUCIEN VYRHOLT

The last in a great line of rulers, Lucian is an aged yet spry monarch who rules Rhukal with a lax hand.

Occupation: High Duke of Rhukal

Level: Medium

Abilities: Diplomacy

Description: A highly skilled diplomat who hides his true power behind a veneer of good humour.

SIGGUR

A unique homunculi who has guarded the Vyrholt line from one generation to the next since the founding of Rhukal.

Occupation: Bodyguard

Level: High

Skills & Abilities: Unknown

Description: Highly determined and overprotective of its charge.

RUBY, THE CRIMSON MAIDEN

A notorious alchemist, well known for her lack of compassion in the search of immortality and power, who has haunted the duchy for over 200 years.

Occupation: Alchemist/Researcher

Level: High

Skills & Abilities: Unknown

Description: Seems to be immortal and known to provoke intense fear in even the most courageous of hearts.

COUNT VARIAN OVESH

Creator of the very sought after treatment, that augments a normal being to greater heights and prolongs life.

Occupation: Doctor, Right hand of Duke Vyrholt

Level: Medium

Skills & Abilities: Unknown

Description: Highly brilliant.

WILLIAM BAASTIAN THE 7TH

The rotund & loud owner of the Kraska resort and the island it is on. He is also a direct descendant of the infamous pirate that first discovered the island.

Occupation: Director of Resort activity

Level: Low

Skills & Abilities: None!

Description: Those who have met him would tell you that he lacks any kind of ability.

CURRENT EVENTS & CRISES

TENSIONS AMONG THE CLASSES

Since the discovery of the Pavuk Formula by Count Varian, it has been promised to all citizens. However, after 100 years, it has still remained in the hands of a select few. The tension between the privileged and the disenfranchised are at an all-time high.

NEW KIND OF HOMUNCULI

A rumour has started to appear that the more advanced homunculi are created with the souls of living beings, spreading fear among lower society. It also says that the being's soul used for creating the homunculi is still conscious afterwards. The emergence of violent homunculi and the “disappearance” of an entire cell-block of prisoners coincide closely, strengthening the rumour's founding.

GAZETTEER

GEOGRAPHY

Rhukalians do not have an expansionist attitude and as such their lands are small in comparison to many of the nations as influential as they are. Their lands are, however, lush and more fully developed than other nation's due in no small parts to their alchemically enhanced flora and livestock. This is also reflected in their various settlements across the globe that often cause envy in their neighbors.

The geographical location of the Rhukalian Duchy causes their weather to be mild with an even seasonal rotation. Their capital city is named *Skola*, and it is a place of wonder and education, where the world's best alchemists study and advance their craft.

CULTURE

PERSONALITY

An open and friendly race that have a thirst for new experiences from which they might learn to better themselves. Curious, yet not fool hardy, they are living by the motto of “judge someone by their actions.” However, once you have wronged them they are very vindictive and have a long memory. There are a few settlements in more extreme locales that are small wonders of the Rhukalian people.

PHYSICAL DESCRIPTION

Diverse as humans are they share similar appearance. What marks them as something more than human are their slightly pointy ears, even shorter than those of an half-elf.

Their tendency to consume alchemical concoction has altered their metabolism, giving them a healthier appearance than most humans; with more extreme and vibrant hair and eye colors. In addition, it gives them an unblemished appearance to their skin, without the normal wear and tear of everyday cuts and bruises. Some often look at them and describe the race has having an alien beauty.

PSYCHOLOGY

Seeing everything as a challenge, they rarely back down from confrontation, but are not foolhardy either and are quick to swallow their pride if need be. They will not jump into a conflict that they have no chance of surviving. They value being prepared over impulsiveness. They are friendly and trusting, with a tendency to utility over anything else in life.

RELIGION, BELIEFS & MAGIC

Creatures of science more than magic, they have few religious beliefs. Yet they do not mock religious people, for they have seen proof that god like beings do exist in the multiverse. They also value the powers that religious people can bring to with them.

They have a strong tradition of alchemist and artificers. They see magic as energy that can be harnessed and use, as such they have developed much advancement in the fields of artificery and alchemy like none other.

LANGUAGES

A mix of Barkerie & Taltish compose the roots of the “common” tongue of the people, having adapted from centuries of true scholarly direction. However many of the more urbanised speech what is now referred to “Rhukali” which was more commonly used several millennia ago.

ARTS

What is considered the height of great art by the more urbanised citizenry is “ooze-art nouveau”. It is a very reactive art form where the masterpiece is a liquid or a semi-solid that responds to different stimuli such as music, light or even smells; transforming and adapting to the new stimuli it encounters.

POLITICS

Few challenge the present rule of the Vyrholt family line. The Vyrholt's have been instrumental to the survival of the

duchy after years of strife.

GOVERNMENT

Presently ruled over by a Duke, who often discuss matters of state with several consultants that are experts in a certain field that is of present concern.

RELATIONS WITH OTHER NATIONS

The Rhukalian's are a peaceful and trusting race. They view everyone in high regards until they have proven themselves otherwise. They are always ready to share knowledge openly with others who are ready to listen and share their knowledge in return. They are however weary of people who are not respectful and are not ready to share as much as they are.

STEREOTYPES

Alchemist too full of themselves, Unatural beings, Drug Dealers & Drug addicts

ADVENTURE SEEDS

WRATH OF THE ELEMENTAL

In a city with an unusually high concentration of alchemists, the need for glasswork is in high demands. One such business has been forced to close its doors, when they inadvertently poured a sleeping sand elemental into their vats of melting glass. The creatures pain at having been turned into molten glass made it go mad. Now it only comes out of the burning vats to keep the fire stoked so that it won't solidify. With suitable burning material rapidly diminishing, it has made quick forays outside the glasswork to acquire more, causing more trouble. Although contacted, the city constabulary force is only patiently waiting for the fires to run out and the glass to cool.

ALCHEMICAL VAMPIRE ON THE LOOSE

Suky Vaskhar, a university student on an internship, was in an alchemical incident several months ago. Her body was partially bonded to that of a homunculus that was being design to clean out the capitals sewer system. She escaped the hospital where she was being treated, killing most of the doctors helping her, who had discovered that she had become an alchemical vampire. She now hunts the city in search of sustenance, for her incessant craving for living tissues.

THE SEARCH FOR THE FORMULA

The owner of the *Kraska Island Resort*, *William Baastian*

the 7th, has hired a group of heroes to search for his ancestor's hideout and the many secrets it holds, in the hope of finding the formula for the soothing sands that covers the island. The catacombs that crisscross the island are wrought with traps & mysteries of the notorious dread pirate who plundered the open seas 700 years ago.

ADVENTURE SITES

THE GREEN GRAG MINES

Location: northern grag hidden by the dense forest

Threat Level: Low

Threats: Kobolds, kobold moles, traps & various strange sickness

Reward: Great quantities of priceless ore and gems. In addition to several new kinds of minerals.

THE CITY OF OLD

Location: At the end of the large river way in 0608

Threat Level: Medium

Threats: Bandits, the unwanted refuse of society, monstrous humanoids of all sorts.

Reward: Various treasure of the old empire (coins, pieces of art, books of knowledge & weapons) before its fall and rebirth into what it is today.

THE LOST LABORATORY

Location: On the borders of the southern part hidden among the mountains.

Threat Level: High

Threats: Oozes, Golems & all manners of alchemical traps.

Reward: Forgotten alchemical knowledge that could possibly change the face of the world. Alchemical Formulas of Mass Destruction; some of which could be the cause of the destruction of $\frac{3}{4}$ of the nation during the age of rampaging oozlings.

RHUKAL ENCOUNTERS (1D20)

1. Awaken Golem
2. Oozlings (3d4)
3. Crazy Alchemically Enhanced Creature
- 4-9. Traveling apothecaries (1d4)
- 10-12. Kobold Komandos (2d12)
- 13-14. Dire Kobold (1d4)
- 15-16. Roving Drug Dealer Band (2d6)
- 17-18. Homunculi (1d6)
- 19-20. Rogue Quasi Soldier (01-40: good, 41-60: lost without orders, 61-00: evil)

ECONOMY

CURRENCY

Dil: a 1 inch square silver coin (worth 1 sp), who's corner are rounded and has a hole in its center.

Dal: a 1 inch square gold coin (worth 10 sp), who's corner are rounded and has a hole in its center.

Dol: a 1 inch square coin made from a greenish alloy (worth 100 sp), who's corner are rounded and has a hole in its center.

EXPORTS

Alchemically enhanced crops (mainly vegetables & berries), various alloys, several types of medical products.

IMPORTS

Various metal raw ore, waters from the "shinning well", many plants & herbs from more warm climates.

NATION YEARLY EVENT

KIDNAPPING

Someone or something has recently kidnapped the daughter of Count Varian Ovesh. Rumors says that it is Ruby the Crimson Maiden who seeks the formula that augments and prolong life.



One of the rare kobold alchemist in the world.



THE ROTH ENG EMPIRE

by Tim Harper

In the “cold jungles” of the far north four insectoid species have unified under a banner of truce to build an empire that is helping the area climb out of barbarism towards civilization.

Leader: Emperor V'Tesh

Capital: Undercity of the Emperor V'Tesh

NATION STATS

Culture	Ethics	Labor	Army	Service	Wealth
2	3	3	1	1	3

CULTURE

Low culture, mostly illiterate.

ETHICS

Average, corruption mixed with law-abiding citizens.

LABOR

Average work ethic, average goods.

ARMY

Sellswords, citizen militia, very dangerous and unsafe on the roads and wilderness.

SERVICES

Poor food, few healers, no organized religion (local gods).

WEALTH

Mix of ruined structures, rough but maintained roads, and newly built smaller castles.

GEOGRAPHY

Territory: 2408, 2409, 2410, 2507, 2508, 2509, 2608, 2707 (8 hexes)

Main Terrain: Jungle

POPULATION

3,773,000

DEMOGRAPHICS

- 14.7% (553,000) D'sulas (Green Wings)
- 14.2% (537,400) Ityq'h (Singing Ones)
- 10.9% (409,650) Tindynu (Hungry Hearts)
- 10.6% (400,400) V'tasrak (Clicking Legs)
- 2.2% (83,350) Other

There are four main species of Insectoids in the empire. They can breed together but their offspring from mixed parents are infertile. Insectoids in the empire are visually based on real world insects:

- **Green Wings**, aka “D'sulas” (Green Lacewing/ Darkling Beetle)
- **Singing Ones**, aka “Ityq'h” (Wasp/ Grasshopper)
- **Hungry Hearts**, aka “Tindynu” (Praying Mantis/ Dung Beetle)
- **Clicking Legs**, aka “V'tasrak” (Giant Desert Centipede/ Cactus Longhorn Beetle)

DEMONYM

Roth'Engian

INTERESTING LOCATIONS

THE JUNGLE OF 1,001 EYES (#2707)

This vast and dangerous cold jungle littered with Hellwrought gateways houses many demons and demonic insectoid half-breeds.

THE UNDERCITY OF EMPEROR V'TESH (#2509)

No one knows how deep this delving goes beneath the surface of the world, but an almost uncountable number of insectoids dwell in this cramped darkness below the world.

THE CITY OF BROKEN WINGS (#2608)

The sprawling chaotic city known as Broken Wings spreads as far as the eye can see, and it is filled with poverty, misery, and despair.

MINOR LOCATIONS

THE ECHOING CHAMBERS OF THOUGHT (#2410)

Organized religion does not really exist in the empire, but here a fairly large group of truth seeking mystics chant in the cavernous caves and listen for wisdom to find them.

THE CITY OF CLEFT FACE (#2508)

It was here that the four main insectoid factions set aside their differences and signed the Blood Pact to unify their realms forever.

THE PIT OF ANGUISHED SCREAMS (#2408)

Foreigners are taken here to be tortured, hung from cliff faces, and sacrificed to the Unknown Gods for the glory of the empire.

IMPORTANT ORGANISATIONS

LEGION OF STAINED CARAPACES

This is the elite legion of troops that guards the emperor and the ruling class from all harm.

INITIATES OF THE SECRET EYE

This cabal of sorcerers and wizards accepts all who wish to join its august ranks to seek out the unknown mysteries of the arcane arts but it is rumored that they perform strange rites on their members and many do not survive the trials and ordeals that they have inflicted upon them there.

NOTABLE PEOPLE

EMPEROR V'TESH (#2509)

Occupation: Magic-User/Wizard/Emperor

Level: High

Abilities: The ability to possess people against their will, and scaring those who approach him into submission.

MYSTIC GR'THRESH (#2410)

Occupation: Cleric/Mystic/Seeker of Truth

Level: Medium

Abilities: The ability to sense truth from lies, and impressive faith healing.

MAYOR FREN'KORNA OF THE CITY OF CLEFT FACE (#2508)

Occupation: Rogue/Thief/Politician

Level: Medium

Abilities: Getting various factions to put aside their differences and work together, Manipulation.

CURRENT EVENTS & CRISES

INVASION FROM THE DEEP

An invasion of unknown semi-aquatic humanoids has just started, and they have been attacking villages and towns along the western borders of the empire.

WAR OF ASSASSINS

Emperor V'Tesh is slowly dying of the Wasting Face Disease and his 56 offspring have begun the Rite of All Ceasing Breath, which is essentially a war of assassins where the last living offspring becomes the next emperor.

GAZETTEER

HISTORY

FOUNDING

600 years ago. The Empire is a young nation.

TIMELINE

THE AGE OF UNITY (LASTED 155 YEARS)

The Age of Unity was a prosperous time when for the first time the various species of Insectoids had come to an agreement to unify and become one empire under a hereditary ruler.

THE AGE OF FALSEHOODS (LASTED 125 YEARS)

The Age of Falsehoods was a time of great upheaval and misery as political intrigue and blood feuds broke up the empire between 12 rival offspring and the wars these divisions produced killed untold millions of Insectoids.

THE AGE OF BLOOD AND CHAOS (LASTED 320 YEARS)

The Age of Blood and Chaos was a long period comprised of unification wars where eventually a single ruthless solitary leader emerged to rule the empire with an iron fist; and Emperor V'Tesh has ruled in "peace" for only the last 10 years.

LANGUAGES

In the past there were four insectoid languages but over time and with force they have been cobbled together to form the common imperial tongue. A punishment of death is meted out for those speaking the four old insectoid languages, but some still whisper to each other in their old tongues.

Foreigners speaking other tongues is permitted as long as they aren't one of the four old insectoid languages. All official dealings, contracts, etc. are done in the imperial insectoid tongue however via verbal agreements.

ADVENTURE SITES

THE GURGLING HELLS (#2409)

Natural cave system.

Threat Level: High

Threats: Illusionary Mental Attacks, Hybrid & Possessed Insectoid/Devils, Poisonous Gasses & Heat that issues forth from the Hellgate in the lowest cave.

Reward: Fame & Riches

LOST TEMPLE OF THE GOD EATERS (#2507)

Threat Level: Average

Threats: Trial of Blood (hallway with 3 traps), Blind Eaters of the Godflesh, The Euphoric Godflesh of **Vr'Keshtahl**, "He of the Writhing Guts".

Reward: Euphoric drug-like Godflesh, wisdom

PILLARS OF THE BURNT GODS (#2410)

Mysterious Megalithic Ruins of 10 Leaning Pillars.

Threat Level: Low

Threats: The invading humanoids from the ocean are drawn to these ruins and attack anyone they find here, stasis or slowing of time, trapped underground storage chambers & halls

Reward: Riches in the underground vaults, wisdom from the religious writing on the walls around the images of burning strange gods.

ROTH'ENG EMPIRE ENCOUNTERS (1D20)

1. Legion of Stained Carapaces guarding one of the nobles (2d20)
2. Traveling Band of Initiates of the Secret Eye (wizards) (1d6)
3. V'tasrak Vagabonds and Sellswords (1d12)
- 4-9. Tin'dynu Family Unit (1d20)
- 10-12. Ityq'h Mad Hermit Mystics Spouting "Wisdom" (1d4)
- 13-14. D'sulas and V'tasrak Soldiers (1d10)
- 15-16. Horned Brown Tigers (1d2)
- 17-18. Lumbering Thunderfoots (massive hairless herbivores with tough black skin) (1d4)
- 19-20. Insectoid Devil Worshipers and Cultists (1d6)

ECONOMY

CURRENCY

Pearls from the oyster farms on the coast. They are called *Sh'Tem* (plural *Sh'Tems*).

EXPORTS

Fish, Lumber, and Animal Hides & Products

IMPORTS

Iron, Foreign Technology & Items, and Grains.

YEARLY EVENT

Bandits, brigands and pirates are threatening the peace, and there are calls for the emperor to do something about it. That's in addition to the semi-aquatic invaders on the coasts and the emperor dying of the Wasting Face disease.



SAMAKIAN KINGDOM

by Eric Latouche

Desolated islands at the edge of the world inhabited by outsiders who came by the sea 700 years ago.

Leader: Nahari, the Sea Enchantress
Capital: Imperial Palace of the Queen

NATION STATS

Culture	Ethics	Labor	Army	Service	Wealth
4	1	3	6	1	6

CULTURE

It's the only place in the world that the Samaki or "Fish people" can be found and they can't return to where they came from, so they take time to transmit their culture and rites to younger generations.

ETHIC

They are not corrupted; they don't understand how the other societies work and they don't care. The fact that they sell one of the most dangerous drug to anyone who can pay doesn't help either.

LABOR

They are self sufficient. The water and the islands seems to provide them with everything they need.

ARMY

They don't have an official army but everyone at the age of 5 is trained to defend itself and protect his brethren. Their training last 5 years. At 10 years old, they are as dangerous as any trained knight.

SERVICES

They don't have the same needs as usual humans. They sleep in the water and eat fishes so they don't have your common inn or the temple of the local gods.

WEALTH

Their underwater cities are wonderfully crafted and heavily defended. They cultivate a strange spice on the land that

they use with their food. This strange spice has no effect on them but is a strong hallucinogenic drug for any other species. The drug creates a strong dependence and is very popular on the adjacent kingdom. Samaki sells it for a very high price.

GEOGRAPHY

Coordinates: 0622, 0722 (2 hexes)

Main Terrain: Various

POPULATION

740,000

Population per hex: 275,000, 465,000 (The whole population is "Samakian". There are a few cities around the islands.)

DEMOGRAPHICS

- 95% Samakian
- 5% Other (mostly travelers)

DEMONYM

Samaki

INTERESTING LOCATIONS

IMPERIAL PALACE

This undersea palace is the domicile of the queen of the Samaki.

BIASHARA BAY

The biggest trading post can be found on the shoreline of this bay.

MAZOEZI ISLAND

This is where the children of 5 years old are sent to be trained.

IMPORTANT ORGANISATIONS

THE ROYAL GUARDS

The elite of the elite, surrounding the queen and assuring security of the Imperial Palace.

THE VIUNGI CONSORTIUM

This is the group that manage the whole cultivation and trade of the Viungi, the strange spice.

NOTABLE PEOPLE

NAHARI, THE SEA ENCHANTRESS

The most attractive Samaki who has crimson scales (usually the scale colors range from green to blue).

Occupation: Queen of the Samaki

Level: High

Skills & Abilities: Water Control, Call of the Abyss

Water Control: She has a great control over water.

Call of the Abyss: In times of needs, she can call a powerful being from the bottom of the ocean

KOCH, THE HEAD MASTER

He has trained every Samaki in the last 700 years and no one has single-handedly defeated him.

Occupation: Master trainer on Mazoezi Island

Level: High

Skills & Abilities: Regeneration, Master of Arms

Regeneration: Every Samaki heals quite quickly compared to a human but Koch can growth back lost limbs.

Master of Arm: He has trained and mastered every available type of weapons

MUZAJI, THE SPICE DEALER

A cunning and skinny man who always strike a deal in his advantage.

Occupation: Leader of the Viungi Consortium

Level: High

Skills & Abilities: Trained Assassins at his Command, Well-Informed

Trained Assassins: Muzaji commands a small band of assassins and won't hesitate to send them against someone who broke a deal.

Well-Informed: Even though he never leaves the Biashara Bay, he knows the value of every kind of merchandise,

products or services.

CURRENT EVENTS & CRISES

QUEEN'S CONSORT

The queen changes her mate every 10 years and will choose his next one in the upcoming months. During a whole month, festivities will occur in each city of the kingdom. It will end in a tournament in front of the imperial palace where contestants will try to earn the queen's heart.

HISTORY

FOUNDING

800 years old

TIMELINE

THE AGE OF SETTLEMENT

The arrival and establishment of the Samakian culture and traditions in these strange land.

THE AGE OF EXPLORATION

The current period is the beginning of the second era, the Age of Exploration.

LANGUAGES

Samak, the language used by the Samakian people. Most people know the language from the Kingdom of Kokra (Virginia's kingdom) even though it didn't influence the language at all. There is no dialects.

ADVENTURE SITES

SHIMO – THE GHOST METROPOLIS

After using her power Call of the Abyss, the Queen sealed the fate of this huge city. It is now the home of dangerous creatures and no one is said to have come back from this place.

Location: South of Mazoezi Island, deep in the sea.

Threat level: High

Threats: Sea serpents, giant sharks, water elementals

Reward: Fame and riches beyond belief.

AMELALA VOLCANO

Location: In the middle of the main island.

Threat level: Medium

Threats: Lava (core of the mountain), salamanders, wyverns

Reward: Rare crafting materials can be found in the caves of the mountain. There's also rumors about the Time Stone, a powerful artifact that keeps the volcano asleep.

KIMULIKIO – THE ABANDONED LIGHTHOUSE

Location: Southeast of the main island.

Threat level: Low

Threats: Bandits, thieves, pirates

Reward: Gold, weapons, equipment, spices, illegal stuff

SAMAKIAN ENCOUNTERS (1D20)

1. Viungi Consortium agents
2. Wyverns
3. Mamba (large alligator)
- 4-9. Travelling merchants/traders from other nations
- 10-12. Explorers/diplomats from other nations
- 13-14. Namakian soldier
- 15-16. Sokwe (large aggressive ape)
- 17-18. Nyoka (winged serpent)
- 19-20. Paka (large feline similar to a simi-
lodon)

ECONOMY

CURRENCY

Sarafu: Small star shaped piece of coral. The colors determine its value.

EXPORTS

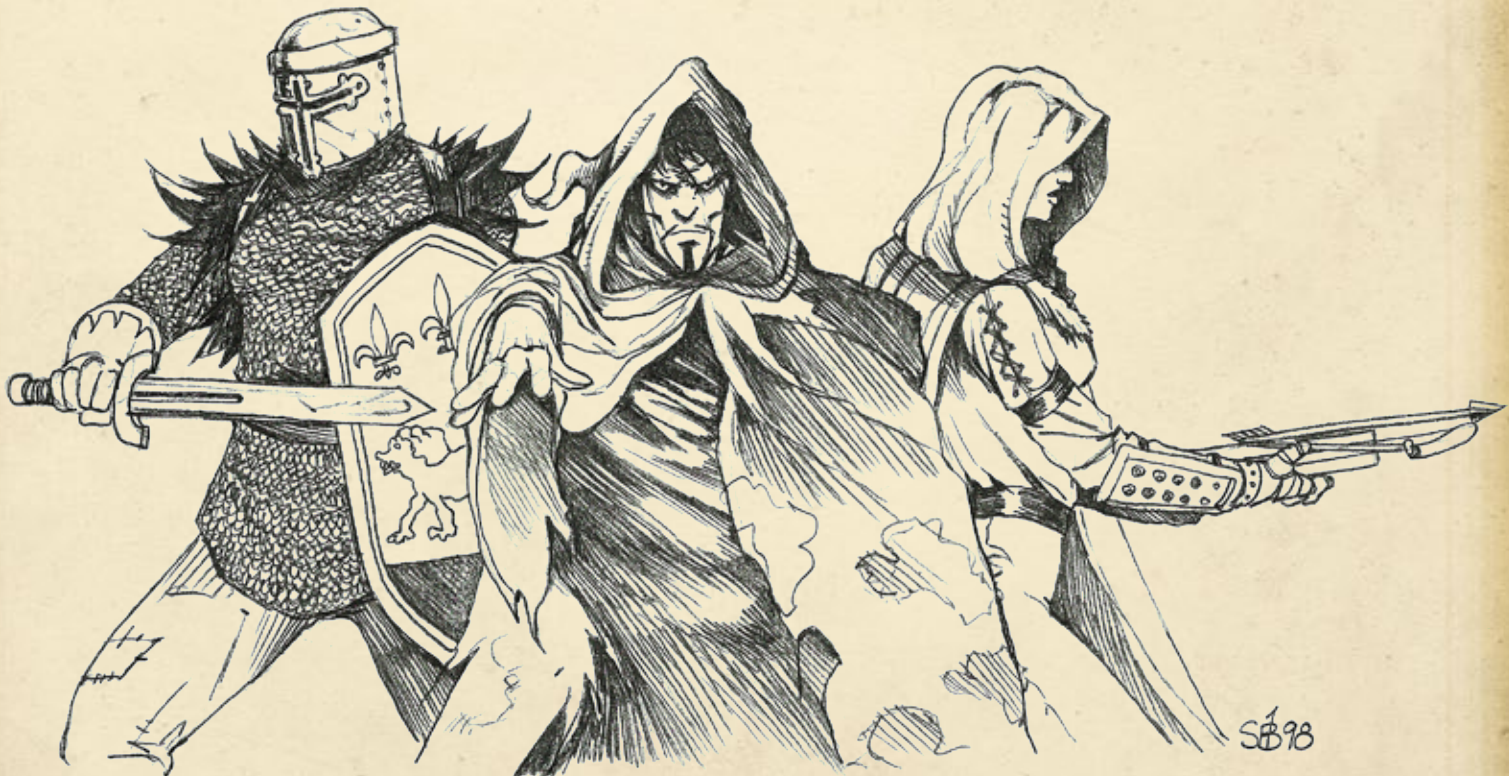
Viungi (strange spice), aquatic plants, fishes.

IMPORTS

Buildings materials and tools (on land).

YEARLY EVENT

Death of an important person.



A band of adventurers; a soldier, a magic user and a scout.



THE SUNDARK LANDS

by Ragith Saba

“Won’t go down without a fight.” - Sundark Lands Motto

Leader:
Capital: none

NATION STATS

Culture	Ethics	Labor	Army	Service	Wealth
2	3	4	5	4	2

GEOGRAPHY

Coordinates: (Sundark Lands) 0420, 0518, 0519, 0618, 0619, 0718, 0719, 0820, (Sundark Island) 1521 (9 hexes)

Main Terrain: Various

POPULATION

450,000

DEMOGRAPHICS

- 40% Pixie
- 23% Elf
- 15% Half-Orc (slaves for labor while excavating)
- 7% Quickling (Halfling, skilled fighting corps, highest trained)
- 5% Battleforged (army and excavators)
- 10% Others

DEMONYM

Sundarkian

INTERESTING LOCATIONS

NOSSIDARR (#1521)

Believed to have once been home to many dragons during their mating season, now excavations go on here in search of remnants.

SUNDARK FOREST (#0618)

Where most of the pixies are centralized, glows at night because of their wings.

ENSALL GARRISON (#0820)

Point of defense against Kokra.

IMPORTANT ORGANISATIONS

QUICKLING CORPS

Highest tier of military.

ELVEN WIZARDS

Manufacture and test battleforged to be used in excavations.

NOTABLE PEOPLE

DAWNTUN

The highest and most prominent elder wizard.

Occupation: Head of the Elven Wizards

Level: Medium (very knowledgeable about magic, but weak man and not much influence)

Skills & Abilities: Battleforged Production, Teaching

CAPTAIN LOA

Female quickling, the fastest of them all and has never lost in a quickling duel.

Occupation: Head of Quickling Corps. Manages and strategizes corps movement.

Level: High

Skills & Abilities: Quick! Strategist

DAWNTUN V10862

Greatest battleforged created by Dawntun.

Occupation: Serve and protect the Sundark Lands

Level: High

Skills & Abilities: Plated armor nearly impenetrable, has limited magical abilities imbued into him.

CURRENT EVENTS & CRISES

PREPARING FOR INVASION

Preparing to defend our lands against the inevitable attack by Kokra.

THE SEARCH FOR A DRAGON SAVIOR

In search of a dragon egg at Nossidarr in hopes that if we find one, the wizards can quicken its aging to protect us and fend of Kokra attack.

GAZETTEER

The search for the egg is based completely off a legend that Nossidarr was used by the dragons for mating seasons a long time ago. A few bones of large creatures have been found there, but were they dragon bones? Was the legend true? Is the Nation wasting its resources sending excavators, battleforged and half-orc slaves looking for a single dragon egg?

There is no real capital around this area, it's really just a random forest that is being inhabited by creatures (think natives before European arrival but with pixies and elves and stuff instead). The only real city could be Ensall Garrison where most of military troops are located

The elves that are around for excavating use half-orc slaves for physical labour.



Master Kharst, a tindar martial artist.



TALTISH THE NORTHERN LIGHT

by Keith Hershey Jr.

From the far North lies a kingdom known as Taltish which has risen past its barbaric roots to become a highly cultured kingdom with deep pockets.

Leader: King Slauger
Capital: Castle Slaugerstein

NATION STATS

Culture	Ethics	Labor	Army	Service	Wealth
5	3	3	4	2	5

GEOGRAPHY

Territory: 1201, 1202, 1101, 1102, 1302 (5 hexes)

Main Terrain: Thundra

PROVINCES

There are five barbarian tribes that govern their own provinces (one tribe for each hex).

- **The Bear Clan (#1101)**
- **The Elk Clan (#1102)**
- **The Clan of the Dragon (#1201)**
- **The Wolf Clan (#1202)**
- **The Yeti Clan (#1302)**

POPULATION

1,655,000

DEMOGRAPHICS

- 72% Human
- 6% Elf
- 8% Dwarf
- 5% Gnome
- 4% Demonkin
- 3% Dragonian
- 2% Halfling
- 2% Other

DEMONYM

Talts

INTERESTING LOCATIONS

GARIK SEAPORT (#1101)

Something far below the surface keeps the waters in the area warm and teeming with life while warding away the frozen ice of the North.

DEVIL'S VALLEY (#1302)

No one has seen the bottom of its depths due to it being shrouded in clouds and constant lightning.

CASTLE SLAUGERSTEIN (#1202)

A castle that was recently constructed for the King using tons of ivory from the bones of leviathons and glacier granite from the far North.

PROPHECY GLACIER (#1201)

Pilgrims flock to this glacier as it sometimes let people catch glimpses of what might yet come and also of long forgotten battles.

VESKAN FOREST (#1102)

Something eerily suppresses all sounds within its confines.

IMPORTANT ORGANISATIONS

ACADEMY OF AURORAS

This school is open to all citizens of the kingdom with its classes held during the night under the starlights where professors claim that the ghost lights direct their instructions.

THOMPSON'S RAIDERS

Highly effective raiders/pirates that bring incredible sums of wealth into the kingdom.

NOTABLE PEOPLE

KING SLAUGER

Red haired brute in his mid 20's that rules with an iron fist.

Occupation: King

Level: High

Skills: Politics, Military Prowess

SEER BALKEEN

Long grey haired man in his late 60's that oversees and protects Prophecy Glacier.

Occupation: Seer

Level: Medium

Skills: Divination

ERIK THOMPSON

Black haired man in his late 30's with a streak of white hair that leads a fleet of ships known as Thompson's Raiders.

Occupation: Pirate

Level: Medium

Skills: Pirating, Sea Navigation

CURRENT EVENTS & CRISES

SINISTER FORCES AT PLAY

Hordes of old rival barbarians to the North and East of Taltish threaten its very borders.

There have been many rumblings from deep within the earth and strange bubbles of toxic gases emerging from the depths near Garik Seaport.

Seer Balkeen has been warning peoples that the strange ominous battles seen within Prophecy Glacier have been growing in intensity and also he notes that the warriors are...in court with death.

HISTORY

FOUNDING

100 years ago.

THE AGE OF CIVILIZATION

Barbarian hordes finally put away their grievances and settled upon the luxuries of civilization.

LANGUAGES

Common, Nakaroth, Dwarven

ADVENTURE SITES

THE WEeping PLAINS (#1302)

Location: The eastern borders of the kingdom.

Threat Level: low

Threats: Marauding orc bands, blood vines, skeletons and zombies

Reward: Long ago there was a fierce battle on these plains. Now the only thing that remains is the damnable blood grass. Blood red in color, it suffocates any nearby plants. The blood grass greedily holds onto those that fell long ago. The roots wrap and entwine themselves around the many battlefield treasures still waiting to be discovered. People can still hear the moaning of its casualties from long ago.

RUINS OF TORTARESH (#1101)

Location: Just inland from the coast along the Western border of the kingdom.

Threat Level: Medium

Threats: Skeleton Warriors, Zombies, Lich, Traps.

Reward: Only the bravest of warriors dare enter these ruins. Deep within its halls lies a lost library of vast knowledge along with an old armory.

FROZEN CITY OF CALTHISH (#1201)

Location: Far to the North lies the city of Calthish that was incased in ice.

Threat: High

Threats: Remorhaz, Ancient White Dragon, Yetis, ice traps

Reward: There is much fame to be had for those bold enough to carve out a path into this ancient city. Its inhabitants never got a chance to flee and were frozen solid right where they stood. There is much to be gained for those who brave the frozen streets of Calthish.

TALTISH ENCOUNTERS (1D20)

1. Young White Dragon
2. Remorhaz
3. Mounted Skeleton Warriors
- 4-9. Blinding Blizzard
- 10-12. Band of Orcs
- 13-14. Pack of Zombie Dogs
- 15-16. Griffon
- 17-18. Pilgrims headed for Prophecy Glacier
- 19-20. Band of starving, lost adventurers

CURRENCY

Yarl - A white silver coin resembling the shape of a snowflake (1 sp).

EXPORTS

Fish, crab, white silver

IMPORTS

Beer, grains, wool

YEARLY EVENT

Criminal gangs from nations far away are taking up root in the port cities of Taltish.

GAZETTEER

It is said that during the night people occasionally see horned creature stalking about. People bar their windows and doors at night due to this.

Every month every village has a tradition of sacrificing a bull to the Great Ice Serpent "Salothiz".

The clans are starting to get restless and want King Slaughter to expand its borders into The Tangmoor Wilds so that more white silver may be produced.

There seem to be many undead forming up near the Ruins of Tortaresh. There are hints that the master of the ruins is amassing an army for revenge upon the inhabitants of Castle Slaughterstein.



Taltish warriors are known for their cleverness on the battlefield.



TRIFENDRI TORN LAND OF MAGIC

by François Letarte

Trifendri is a nation originally founded by Rhukal citizens who wanted more freedom, is a high mana region, separated by a deep trench that divides the nation in two regions, the pacific Trifendri in it's southern areas and the dreaded Ursutt in the north.

Leader: Queen Ydranna

Capital: The Watch

NATION STATS

Culture	Ethics	Labor	Army	Service	Wealth
4	2	3	1	2	1

GEOGRAPHY

Territory: 0505-0705-0506-0606-0706-0607-0707 (7 hexes)

Main Terrain: Mountains, Canyons, Trenches

POPULATION

885,000

DEMOGRAPHICS - TRIFENDRI

- 46% Human
- 20 % Homunculi
- 14 % Elven & elven descent
- 10 % Dwarves
- 5% Homo chemica (getting out of Rhukal)
- 2% Dark elves
- 3% Others

DEMOGRAPHICS - URSUTT

- 33% Dark elves
- 32% Human
- 14 % Homunculi
- 10 % Elven & elven descent
- 7 % Dwarves
- 4% Others

DEMONYMS

Trifendrian (south)

Ursuttian (north)

INTERESTING LOCATIONS

THE WATCH

A high montain in Trifendri, mostly 100 km south from the Trench, that goes as high as the clouds. On it's top, there's a castle where Queen Ydranna watches the north, waiting. The cliffs of the mountain are steppes, sometimes large enough for a village, where lives folks from Trifendri.

THE TRENCH

Digged magically some 200 years ago, this deep trench divides Trifendri and Ursutt. This trench is almost impossible to cross as it is filled with hostile vegetations, horrible monsters, flying dangers and a lost temple.

The Trench also keep separate Trifendri from Ursutt, a blessing for the respessed people of the later.

URSUTT MOUNTAIN

Center of a high mana source, this mountain is said to be the remnants of a meteorite the crashed millions of years ago. The first Trifendrian dwarfs who mined it found an evil source of magic that expanded and created the region, releasing dark elves now living in it. This magic source is probably what digged the Trench.

IMPORTANT ORGANISATIONS

THE WATCH GUARDS

This underequipped and undertrained organisation is composed of volunteer Trifendrians of any races that protects Queen Ydranna's castle, patrols south of the Trench and through all the southern region. Their goal is to prevent any ursuttian invasion or spies and warn Queen Ydranna as fast as they can. While the poor condition of this only military force of southernTrifendri, their loyalty is their only asset if they can hold on to it.

URSUTT WITCHES

In the Ursutt region there is a non official designation made for those haunted figures, white skinned women that roams the land, with or without a dark elf inquisitor. The presence of one of those witches announces painful torture and unimaginable arbitrary torments to anyone.

IMPORTANT PEOPLE

QUEEN YDRANNA

The grand-grand daughter of Trifendri himself, this blue eyed woman in her mid-forties has been watching the north for as long as she can remember. She's bracing herself for an unknown cataclysm that may never come even if some Rukhal scholars thinks she is crazy to worry that much. Sometimes she wear a winged helmet that Trifendri was wearing when he first created this country.

Occupation: Queen of Trifendri

Level: Medium

Skills: Politics, Minor Magic, Agriculture, Alchemy

IXOR

A sorcerer that was originally the right arm and advisor of Queen Ydranna's father. After Ydranna's refusal to marry her daughter to him, Ixor is now secluded in his tower that is strangely circled by a lava river. Rumors says that he's plotting to help Ursuttians to invade southern Trifendri and that he's actively searching for a lost artifact called Fusion triacontahedron

Occupation: Sorcerer

Level: Medium

Skills: Sorcery, Diplomacy, Deception

CHAOTA

A demon secretly summoned by Ixor as a gift to Ursuttians inquisitors. She appears as a human female, white skinned and blonde haired. Now considered as a leader in Ursutt, rumours are saying that she may eventually lead an army of dark elves to conquer the south and beyond. Her main power is a touch of death at will. In Southern Trifendri, Chaota is merely a vague rumour but one the Queen is taking seriously.

Occupation: Demon

Level: High

Skills: Command, Intimidation, Perception, Fighting

CURRENT EVENTS & CRISIS

Southern Trifendri is still going on in it's peaceful life as ever. But the shadow of Ursutt, seemingly growing stronger, has been able to seed itself in the mind of Trifendrians making them more worried. Ursutt is still doing atrocities to the unfortunates living there, abusing their souls and turning them into slavery.

Rhukal leaders never took the warnings of Queen Ydranna seriously, leaving Trifendrians without a serious military defense if something happens. The only line of defense are the Watch Guards.

GAZETTEER

TRIFENDRI

Agriculture is a big part of Trifendrians life. It was that even before Trifendri himself came to make a nation, when this territory was settled by remote Rhukalian farmers. The daughter of Queen Ydranna, Kafrin has helped the growing crop since she was able to sing. By a mysterious magical aura, her singing help provides successful crops when she's wearing the winged helmet, gift passed from generation to generation in her family line.

URSUTT

Dark elves has puts into slavery the unfortunates that lives in that territory, to mine the mountain. The dark elves currently have no real leaders except that "something" magical burried in the montain that talks to them. Even with the arrival of Chaota, the real master is to be revealed. The dark elves may come to a village, leaded by an inquisitor and two witches to take "volunteers". Usually, no resistance from the villagers is offered since they know all the pain they will get by saying no. Villagers, accept their fate and hope that the dark elves and the witches will make short with their sadistic deeds. Sometimes, an inquisitor will take for himself a young girl to make it a future Ursutt Witch...

THE LIFE OF AN URSUTT WITCH

At a young age, a young human girl can be picked by an dark elf inquisitor to become an Ursutt Witch. It begins by treating them well in a special place. The girls live there in happiness under false promises for some months and creates all kind of strong friendship. Then, two girls are selected, usually best friends, at the age of 12 and send to an arena. They are thrown there without their clothes and with a dagger each. Then they are instructed to fight to the death. They have 10 minutes to fight and to have a winner or the arena master will release a six legged green tiger to eat them both.

This soul crushing experience is the first of a series of brainwash that will make these girls into a faithful servant of the evil magic that rules Ursutt. Ursutt witches are feared because they have no pity for anyone and will do anything to get what they are looking for.

At some point, some witches are “broken” and show signs of pity or other compassionate emotions. Instead of killing them, the dark elves send them across the Trench with a small bag of equipment and a couple of gold pieces, into Southern Tifendri to have a life on their own. For Ursutt, it’s a way to promote their evil outside their territory. The witches usually have a hard life when this happens because they aren’t welcome anywhere. Often, they are killed by afraid villagers, if the witches haven’t took their own life already. Some of them survived and without wanting it, haunts some regions as a reminder of the upcoming doom from the North...

HISTORY

FOUNDING

500 years ago by Tifendri himself.

BEFORE TIFENDRI AGE

This territory was loosely under the control of the Grand Duchy of Rhukal. It was settled by remote villages of farmers and the mountain now called “The Watch” was a place to gather when national Rhukalian annual events were celebrated.

TIFENDRI AGE

Tifendri, a well known bard, wasn’t pleased with the way Rukhal was ruled. He and hundreds of followers decided to go North and settle there. The way Tifendri became a ruler and ruled these lands was so appreciated that the population called the land after his name. The High Duke from Rhukal didn’t mind the move since these lands weren’t that much exploited by his dukes. Tifendri was founded, living peacefully and away from any wars.

URSUTT AGE

About 200 years ago, during an unique night, dwarven miners were working in a strange mountain they called Ursutt, named after a dwarven legend about a rock coming from the stars. Ursutt was a name from an obscure celestial rock thrower from a forgotten tale. In their work, they unleashed a strange magical field that suddenly killed all the miners. It is said that this magical field digged the Trench and formed the Wall. Dark elves came out from the Ursutt mountain and within weeks began to enslaved

all the trapped Tifendri folks that were trapped in this new territory. Since then, the Watch was founded and the rulers from Southern Tifendri are watching the north, trying to pierce the secret of this amazing place.

LANGUAGES

Mostly common, rhukali and dark-elven dialect.

ADVENTURE SITES

THE NEVER RETURN FOREST

Location: Southern Tifendri (center of #0607)

Threat Level: High

Threats: Werewolves, confusing magic, poisonous plants

This forest in Southern Tifendri warns adventurers with it’s simple name. But there are rumours that this forest has some special trees that holds the Firefruit, a fabled al-chemical component that would have extraordinary healing properties and much more. Werewolves would be guarding these fruits.

THE TRENCH

Location: North-west (#0706)

Threat Level: Very high

Threats: Hostile vegetations, horrible monsters and flying dangers

The Trench is a place to know if someone want to enter Ursutt but only skilled adventurers may dare to get into it. A lost temple with amazing artifacts may lie in the bottom of it.

YEARLY EVENTS

Southern Tifendri share many of the same events as Rhukal. But they have a great “Founding” celebration every summer to remember Tifendri as the first freedom ruler.

WILD & UNKNOWN REGIONS

THE KOVA'RHI EXPANSES

by Sébastien Allard

The large stretch of land that separate Anoren from Roth'Eng is known as the Kova'Rhi Expanses. Parts of it was once divided between Anoren and Roth'Eng but a decade long unnatural sand storm forced everyone out of these lands.

It owes its name from a lost Tin'dynu explorer from Roth'Eng that miraculously survived the trip. He never returned to the Six-Legged Empire but he survive by exchanging food and protection for stories of peoples made out of glass, giant flying snakes and a powerful mad genie.

Location: 2212, 2310, 2311, 2312, 2411 (5 hexes)

Main Terrain: White Desert, Rocky Hills, Salt Flats

THINGS TO DISCOVER (1D6)

1. The Kalorens, a small village of recluse Quartz Men, population 100.
2. The Lost City of Imsotek, resting place of kings and queens of the old.
3. The Diamond Fields, a valley filled with small and extremely sharp diamonds.
4. The Magnifying Glass, a high stone tower with a strange glass contraption on top.
5. The Ruins of Katosh, an ancient metropolis of both Anoren and Roth'Eng people.
6. The Wishing Mirage, a strange magical illusory phenomenon deep in the desert that shows up a person innermost desire, in the distance, never to be caught.

KOVA'RHI EXPANSES ENCOUNTERS (1D6)

1. Giant Flying Snakes
2. Tornado Elementals
3. Wild Tin'dynu (Barbaric Giant Praying Mantis)
4. Haunted Oasis
5. Harsh Desert Conditions
6. Manticores (they hunger for flesh and blood)

QUEST HOOKS

DIAMOND HUNTERS

After a handful of Kova'Rhi diamonds showed up in northern markets the demand are on the rise. Because of their beauty and capacity to help magic they are a precious commodity in Anoren.

DESPERATE MEASURES

A map that supposedly leads to the ruins of Katosh, an ambitious merchant and a handful of desperate people. Either send your adventurers with the caravan on this desperate journey to become rich or send them after a lost caravan that went after the lost ruins.

SECRETS

THE GHOSTS OF KOVA'RHI

Due to their crystalline body the Kaloren are able to evade people by sensing subtle vibrations in the ground and faint sound in the air. Also they are nearly invisible at night and in some other conditions. Thus Kalorens are really good at remain far away and unseen. They will only show themselves if they are forced to.

Another secret about the Kalorens is that they are in fact Stone Men which their bodies were transformed into a quartz-like state by a freak magical accident. At your convenience they could hold the secret of two things : the return of magic in Anoren and the cure for the Basilisk's Lullaby disease that's slowly pushing the Stone Men towards extinction.

PRISON OF GOLD

The mad genie is in fact a gorgeous female djinn of the Old named *She'Arzia*. She was trapped ages ago in a temple by a fine fragile looking gold chain at her ankle. She won't grant wishes to anyone and she is strong enough to resist any attempt at domination, but she will grant one wish to the one who will release her from the golden chain.

THE TANGMOOR WILDS

by Keith Hershey Jr.

Some say it is home to a species of ice snakemen that live amongst the frozen redwoods.

Location: 1300, 1301, 1400, 1401, 1402 (5 hexes)

Main Terrain: Redwoods Forests

THINGS TO DISCOVER (1D6)

1. Frosted Yuan-Ti race.
2. Find the frozen pyramids of Valtheesh.
3. Explore the frozen redwood forests.
4. Search for veins of white silver.
5. Discover ice constrictor snakes.
6. Find the corpse of Fagnar the great and his ancient warhammer who disappeared centuries ago.

TANGMOOR WILDS ENCOUNTERS (1D6)

1. Ice Constrictor Snakes
2. Frosted Yuan-Ti
3. Freezing cold temperatures that can freeze a person instantly
4. Crevasses that open up with no warning
5. White Dragon
6. Yetis

QUEST HOOKS

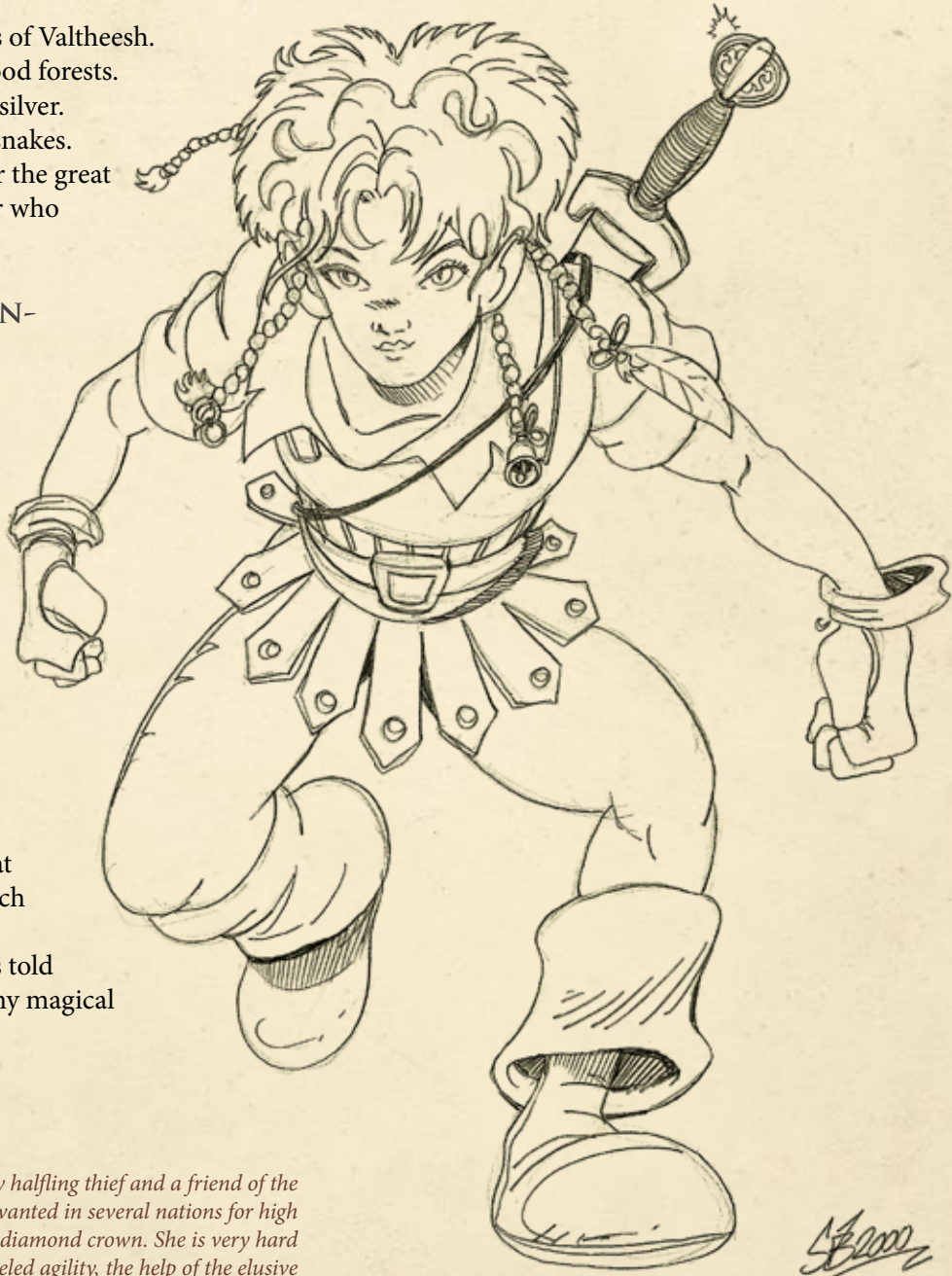
Centuries ago Fagnar the great and his expedition left in search of new veins of white silver.

He was never seen again. It is told that his warhammer held many magical enchantments.

It is said that a race of snake men inhabit The Tangmoor Wilds and that they worship a huge ice diamond that has powers over the colds of the North.

SECRETS

There is an ancient clan of dwarves that resides deep under the pyramids of the wilds. This clan of ice dwarves are constantly battling a race of Ice Demonkind within the dark kingdoms under the earth.



Cora Truepopples, a legendary halfling thief and a friend of the Silver Lord Logan Stormfire, is wanted in several nations for high profile thefts, like that of a royal diamond crown. She is very hard to catch thanks to an unparalleled agility, the help of the elusive "Guild of the Apples", and a dimensional hopping mandolin.

APPENDIX A. MAKE YOUR OWN NATION

Often building a roleplaying game setting is as much fun as playing in it. We have included here the procedures by which the setting was builded so that you could create your own nation. These are rapid instructions to generate the foundation of a nation upon will be able to expand.

STEP 1. CLAIM YOUR LAND!

Roll **1d6 + 1d4** and claim as many hex on the world map. (*see page 66-68)

STEP 2. ROLL NATION STATS

Roll 1d6 six times and assign them for each of nation stats. If you are more daring you can roll them in order and try to come up with an idea with these results. These stats are very broad and will serve to represent your nation's character. These are generalizations and guidelines and not hardcore truth about nations. A score of 1 is poor and 6 is paramount.

- **Culture** Low culture = uneducated, illiterate, intellectual are frowned upon; high culture = high accessibility/quality of learning.
- **Ethics:** Low ethics = corruption, dishonesty, hypocritical; high ethics = open, law-abiding, responsible.
- **Labor:** Low labor = large unemployment, less productive, poor quality in goods; high labor = highly productive, hard-working, good techniques.
- **Army:** Low army = mercenaries, irregulars, not well trained, road not safe, monsters rampaging the land; high army = well trained and well fed, best weapons and mounts, countryside pretty safe.
- **Services:** Low services = healers are rare, foods isn't very good most of days, no religious services; high services = even your horse is fed with the best grains.
- **Wealth:** Low wealth = castles and fortifications are in ruins, roads are not kept; high wealth = savings of the nation are considerable, minor noble houses have small castles.

STEP 3. POPULATION

Roll **1d100 x 5000** per hex you rolled earlier and total your results to obtain your **Total Population**.

Option: You can split your population between several provinces or kingdoms. Divide your Total Population between several ethnicities or races. Be as general or granular as you want (maybe there's no census system in your world and no way of knowing for sure how many dwarves there is).

STEP 4. IN A NUTSHELL

Describe your nation in one sentence. Consider this to be the elevator pitch for your setting, the sentence that you will use to sum up to new players. Try to focus on some keywords, on what's really important.

STEP 5. INTERESTING LOCATIONS

Name three important locations (big cities, holy sites, landmark, etc.). Try to describe them in one sentence maximum. You may add several minor/least important locations at your leisure (tag them as minor locations).

STEP 6. IMPORTANT ORGANISATIONS

Name two important organisations (group, clan, order, guilds, academy, secret societies, tribes, etc.). You can describe them (one sentence max.)

STEP 7. NOTABLE PEOPLE

Name the three most important or most interesting persons in your nation. You can use our system neutral format if you have no idea what game you will use with your world or if you want to present it to your players without them knowing about their stats and all.

- **Name:** The name by which this character is known, possibly his aliases, title, function or nickname.
- **Description:** One sentence max.
- **Occupation:** It can be a class, a role, a function, a profession, a title, etc.
- **Level:** low, medium, high (*The level represent the overall personal power, influence, wealth, strength, or mystical powers.)
- **Abilities:** One or two skills, abilities or powers of notes.

STEP 8. CURRENT EVENTS & CRISES

Two sentences about currents and impending events, issues or crisis. What's going on right now in your nation? What impending doom is slowly crawling to your part of the world?

STEP 9. YOUR NATION GAZETTEER

This section is up to you to develop furthermore and add more details if you want. Go nuts. Keep in mind that if you want other people to familiarize with your setting you have to be concise, clear and get to the point. You can always develop further more afterward.

Don't hesitate to plant mysteries, rumors, plots, to create problems to be resolved and add interesting stuff to do in your setting. Don't describe how peoples live there but instead describe how peoples lock their door at night because of the Obsidian Woodsmen.

STEP 10. NAME YOUR NATION!

Name your nation and you are done! If you desire you can use the Nation Template to develop your new nation and give it more details.



APPENDIX B. RANDOM TABLES

Roll on these tables once in a while to spice things up in your adventures. Roll on the **Common Encounters Table (B.1)** for mundane yet surprising occurrences, or roll on the **Fantastical Encounters Table (B.2)** if you want more extraordinary or magical things to happen. Note that each nation provide their own regional encounters table. The following tables are less thematic and are open to your interpretation. As usual with random encounters you will have to fill in the blanks but don't stress about it, it is good sometimes to leave an unresolved mystery. In any case you can always explain things later.

TABLE B.1 COMMON ENCOUNTERS (1D100)

- | | | |
|--|---|---|
| 1. 2d6 pilgrims | river | 73. a damsel with an impressive escort |
| 2. a caravan of traveling merchants | 40. a spectacular dawn or sunset | 74. a messenger (50% chance from another land) |
| 3. a farmer looking for help | 41. a voice singing | 75. an old person carrying a heavy load |
| 4. a flock of birds acting strange | 42. a hunter willing to share his catches of the day | 76. a retired adventurer |
| 5. a lost adventurer | 43. a welcoming house | 77. a lost ring (non magical) |
| 6. the remains of a shipwreck | 44. a petty thief | 78. a narrow path next to a cliff |
| 7. a fire smoke in the distance | 45. a person seeking her lover | 79. a group of people praying |
| 8. a cry for help | 46. the clothes of someone (50% chance this person is swimming or taking a bath) | 80. a cleric or a priest |
| 9. an abandoned house | 47. a traveling teacher | 81. an alchemical ingredients gatherer |
| 10. a knight and his squire training | 48. a village festival | 82. a broken golem or automaton |
| 11. a person totally out of place | 49. a lost book written in a strange language | 83. a 5 meters tall ancient ring of stone (50% chance of still being upright) |
| 12. a disturbing noise | 50. a strong man or a wrestler working out with heavy weights or stones | 84. a deja vu |
| 13. a fleeting movement in your peripheral vision | 51. a quiet fisherman flicking his rod in a river | 85. a perfect spot to camp (no chance of being surprised) |
| 14. 1d4 drunks (sailors are the obvious choice) | 52. a hurried cavalier | 86. a previously unknown hidden path |
| 15. a trapped animal | 53. a hammer or a pike stuck into a stone | 87. a tall sentient insect with tales of the Six-Legged Empire |
| 16. a lost child | 54. a sudden cloud of insects | 88. 1d6 predators feasting on a carcass |
| 17. a bridge taken over by highwaymen | 55. 1d6 lumberjacks | 89. a terminally ill noble trying to reach his lands |
| 18. a dying man with a treasure map | 56. a hanged woman | 90. a man chained to a tree (50% chance of being voluntary) |
| 19. a caravan of slavers | 57. a curious fox | 91. an old beat up barn its doors creaking in the wind |
| 20. an inventor stucked in a high place | 58. a spring water source | 92. signs of a long forgotten battle |
| 21. a bard following the trace of a tale | 59. a sinkhole or a crack in the ground (50% chance of forcing a detour) | 93. a small imperfect gem worth 1/4 of the usual price |
| 22. an enemy asking for help | 60. a perfect scene of silence (no ripples in the water, no wind, no sound) | 94. a wizard's wand (non magical) |
| 23. a saddled riderless horse | 61. a lost kobold ("Amanaye!") | 95. unsettling marks of prints on the ground |
| 24. a woman with her children | 62. a high pile of rocks | 96. a pouch embroidered with a coat of arms |
| 25. someone left to die in a crow cage | 63. a merchant riding his wagon to nearest town (sells excellent wine and cheese) | 97. an abandoned campfire |
| 26. a poet looking for inspiration | 64. a lost dog (50% chance of being friendly) | 98. the first piece of a puzzle |
| 27. a tense negotiation between two parties | 65. a town crier | 99. roll on Special Encounters Table (B.3) |
| 28. a dead tree trunk blocking the road (50% chance of ambush) | 66. a stone statue looking at you | 100. roll on Fantastical Encounters Table (B.2) |
| 29. a noble walking beside his horse | 67. a broken wagon (50% chance of finding salvage) | |
| 30. 2d6 soldiers en route to join their army | 68. a man reading a book | |
| 31. a person with strange tattoos | 69. a wounded monster (50% chance of still being very dangerous) | |
| 32. a family of gypsies (50% chance of a real fortune teller) | 70. a anthill of large proportion | |
| 33. the remains of a large creature | 71. a construction site (bridge, keep, house, etc.) | |
| 34. an important looking scroll (still sealed) | 72. a stranger asking you to stop | |
| 35. a severed body part (i.e. hand, ear, etc.) | | |
| 36. a traveling band of 2d6 performers (circus?) | | |
| 37. the belongings of someone | | |
| 38. the ruins of a large statue | | |
| 39. a bridge overwhelmed by a torrential | | |

TABLE B.2 FANTASTICAL ENCOUNTERS (1D100)

1. The avatar of a God.
2. The map of all places known.
3. A wiseman answering correctly any one question but at a price.
4. A dowser for the fountain of life (must find the right place to use it).
5. The tomb of wealthy forgotten king.
6. A forest of true crystal.
7. The most beautiful woman/man in the world.
8. A meteorite brings a vivid prophetic vision.
9. A fae came to whispering something in a character's ear during the night, character awake the next morning knowing how to cast a new spell.
10. A floating tower in the sky.
11. A weapon made of ice, harder than steel, never melt.
12. A book that cannot be opened or destroyed. What's inside?
13. The next fire you start has blue flames.
14. A place where powerful magic users held a duel.
15. An undersea island makes it to the surface.
16. A very weird merchant claiming to be from "another place".
17. A strange egg that will crack open revealing a mystical creature.
18. Someone appear out of thin air, naked and mostly confused.
19. A group of demons offering their services as mercenaries.
20. An orb exhibiting an overwhelming magical aura but in fact has no magical powers aside from having an overwhelming magical aura.
21. A powerful dragon who is trapped in human form and can't revert to his true self due to a curse.
22. A no magic zone.
23. An intelligent talking animal.
24. A large crack in the ground releasing colored steam and deep moanings.
25. A fountain with a almost palpable magic aura flowing with the purest water.
26. The entrance of a tomb cracked open with long strips of bandages on the ground.
27. A book on how to become immortal.
28. A person who is thought to be dead for years.
29. A truly mythical beast of beauty and grace, passing by.
30. A vision of your ancestors trying to communicate with you.
31. A thief with the craziest uncanniest abilities.
32. When the student is ready the master appears.
33. A message brought to you by the wind or a small bird.
34. An ongoing epic mass battle!
35. A possessed person.
36. An animated visage.
37. A bag of coins that seems to be always full.
38. A dagger, if you pick it up you can't never get rid of it.
39. A pond of alchemical wastes (50% chance of Alchemical Waste Elemental).
40. A pile of animated bones that just roll on the ground.
41. A common object but so heavy no one can lift it.
42. A patch of land with very different weather.
43. A gnome selling what he called "limonade" behind a stand.
44. A faerie proposing to help the pc's.
45. A whistling and strolling giant in the greatest of mood (in love?).
46. An inventor passing over your head in a flying machine.
47. Something that wasn't there a second ago.
48. A scout who claims to have set foot in every nation of this world and some others.
49. An object containing a minor genie.
50. A friendly creature of the night (zombie, skeleton, etc.).
51. A ghost (it may not be apparent right away).
52. A married couple fighting... with magic spells!
53. A remote forest hosting super intelligent animals.
54. A hard to access polished metal disk that act as a mirror and shows you as you would look in 10 year.
55. Vengeful feys unleashing their wrath in a nearby village.
56. A set of keys made out of gold.
57. A waterfall that is a portal to the nearest seashore.
58. An orc tribe chieftain that is actually a human child.
59. A quiet village filled with stone statues.
60. A lighting strike on a clear sky day.
61. A landslide that turn into a raging mud elemental.
62. A tree whose sap can immunise anything against fire or heat.
63. A wretched beggar that can bestow a curse enabling the victim to turn to gold anything she touches from now on.
64. A winged man doing some aerobatics.
65. A ghost dancing and floating in the air.
66. A rider with a back full of arrows and still alive.
67. Finding a strange glowing bottle covered in dust. Inside a small ship with seaman waving for help.
68. A completely and thoroughly deserted village.
69. An animated wandering set of armor looking for its owner.
70. A crystal with the mind of a long dead wizard in it.
71. A siren's song, everyone starts to fall asleep...
72. A large creature passing by between two clouds (in a random direction).
73. A cube with a perfect surface (nothing can scratch it).
74. A small area with extreme level of magic.
75. A bridge made out of floating platforms.
76. While doing maintenance on one piece of equipment you unlock a previously unknown magic property.
77. A song that is stuck into your head for days and when you sing it out loud it produce a minor cantrip like spell.
78. Garghorz (undead stone men who died of the Basilisk's Lullaby).
79. A succubus/incubus in disguise.
80. A soul collector (not looking for you).
81. A fountain of crystalline pure water (drinking it remove or add (50% chance) 1d20 years of your apparent age, one time).
82. A messenger looking for you (he's a psychic and knew your whereabouts).
83. A wyvern trainer (50% chance he's with a dragon).
84. A wizard and his companions on a quest.
85. A free battleforged traveling the land.
86. A group of Roth'Engian (50% chance they are up to no good).
87. A shaman leading a band of orcs.
88. The most entrancing performer you've ever seen (50% chance of being the perfect setup for a pickpocket).
89. A talking skull (only you can hear it).
90. An interesting looking castle on the horizon. No matter how long you walk towards it, it stays on the horizon.
91. A giant machine made of iron, disabled.
92. The ruins of a flying city.
93. Your next dream will turn out to be prophetic or insightful.
94. You momentarily gain a magical or psionic ability.
95. Someone become extremely lucky for one day.
96. A small animal decides to follow you from afar for a whole day.
97. Someone become extremely unlucky for one day.
98. A prophet (01-50 an old religion, 51-00 a new religion).
99. You find a magical orb.

100. Roll on Special Encounters Table (B.3)

TABLE B.3 SPECIAL ENCOUNTERS (1D6)

1. Roll twice, combine the results.
2. Reroll and increase the magnitude of the encounter by two (i.e. twice as many people, twice the duration, etc.)
3. Roll once on the **Common Encounters Table (B.1)** and once on the **Fantastic Encounters Table (B.2)**.
4. Reroll and add some kind of supernatural twist to the encounter
5. Reroll and twist this encounter on its head. This encounter is not what it seems at all. Trump expectations and be devious. (ex: good becomes evil, good looking berries are poisonous, and so forth).
6. Divine intervention!

TABLE B.4 RANDOM NATION (1D20)

- 1-2. Anoren, The Stone Kingdom
3. Apotik, The Iron Sun
4. The Cthonic Empire
5. Kokra, The Compendium of War
6. Lazeth
7. Logar, The Insular City-State
- 8-9. Nakaroth, The Imperium Alliance
10. Quilven
- 11-12. The Grand Duchy of Rhukal
- 13-14. Roth'Eng, The Six-Legged Empire
15. Samakian Kingdom
16. The Sundark Lands
17. Taltish, The Northern Light
18. Trifendri, The Torn Land of Magic
19. The Kova'Rhi Expanses (Unknown Region)
20. The Tangmoor Wilds (Unknown Region)

TABLE B.5 RANDOM GENDER (1D20)

- 1-10. Female
- 11-20. Male

TABLE B.6 RANDOM AGE (1D20)

1. Child
- 2-3. Adolescent
- 4-7. Young Adult
- 8-12. Adult
- 13-16. Middle-Aged
- 17-18. Old
19. Very Old
20. *Untouched by Time!* (roll again for apparent age)

TABLE B.7 RANDOM APPEARANCE (1D20)

1. Hideous/Deformed/Monstrous
2. Ugly
- 3-5. Unattractive
- 6-15. Average
- 16-18. Attractive
19. Beautiful/Handsome
20. Very Beautiful/Perfect-Looking

TABLE B.7 RANDOM RACE (1D100)

- 1-2. Battleforged
- 3-5. Desert Elf
- 6-7. Dragonian
- 8-9. Dark Elf
- 10-16. Dwarf
- 17-23. Elf
- 24-25. Gargoyle
- 26-29. Gnome
- 30-34. Halfling (also called Quickling)
- 35-37. Half-Orc
- 38-39. High Man
- 40-41. Homo Chemica
- 42-43. Homunculus
- 44-50. Human
- 51-52. Insectoid (Green Wings, or D'Sulas)
- 53-54. Insectoid (Singing Ones, or Ityq'h)
- 55-56. Insectoid (Hungry Hearts, or Tin'dynu)
- 57-58. Insectoid (Clicking Legs, or V'Tasrak)
- 59-60. Ogre
- 61-63. Orc
- 64-65. Outsider
- 66-67. Pixie
- 68-69. Centaur
- 70-71. Salamander
- 72-73. Samakian
- 74-75. Saurian
- 76-77. Shadow Born
- 78-79. Stoneblooded
- 80-86. Stone Man
- 87-88. Sumarian
- 89-90. Demonkin
- 91-93. Tindar (Cat People; also called Felinian)
- 94-95. Titan (Human-Dwarf Half-Breed)
- 96-97. Valar (Winged Man)
- 98-99. Voran (Reptile Man)
00. Other (choice of the GM)

APPENDIX C. STORY GENERATION

Sometimes a game master can get stuck for tonight's game. If that should ever happen to you here is a little procedure that you can use to quickly generate a villain and a story, by using the random tables provided in Appendix B (page 60).

STEP 1. THE VILLAIN (4 X 1D20, 1D100)

Roll randomly or pick entries on tables B.4 to B.7, to generate a rough idea of a possible villain for your story. To make things faster just roll a d20 four times, a d100, and note the results as quickly as you can. Then, look on the tables to see what are the results. It's super fun, trust us!

For example, if we rolled 14, 19, 20, 19 and 54 that gives us : *Roth'Eng Empire* + *Male* + *Untouched by Time!* + *Beautiful/Handsome* + *Insectoid (Singing Ones, or Ityq'h)*. We can rephrase that to “**an handsome immortal insectoid from the Roth'Eng Empire**”.

MOTIVATION (1D20)

Every villain want something. Sometimes they want simple things but use despicable and extreme means to obtain them, and other times they are just hungry for power and mad. Give your villain a strong motivation or roll on the following table.

1. **Victory:** Defeat and crush his enemies.
2. **Power:** Either gain more power or a power that no one should ever possess.
3. **Freedom:** Gain freedom from a curse, from a pact with dark forces or some magical shackles.
4. **The Throne:** Rule one nation (choose one or roll on table B.4) or the whole world!
5. **Artifact:** Gain, craft or reunite the pieces of a powerful artifact.
6. **Dark Pact:** Summon a dark entity, a demon, a god, or some other powerful being, have sign a deal with it.
7. **Bring Someone Back:** Resurrect someone, a teacher, a mentor, a loved one, or an historical figure.
8. **Wealth:** Become rich beyond the wildest of dreams.
9. **Change:** Change or transform something or someone into something else. It's all about metamorphosis.
10. **Defeat Death:** Gain immortality or become a god.
11. **Revenge:** Avenge the wrongs that was done to him.
12. **Leave a Mark:** Engrave his name in history.
13. **The End of Days:** Cause a cataclysm or the apocalypse.
14. **Forbidden Knowledge:** Gain knowledge or secrets that a dangerous.
15. **Protection:** Protect someone or something against all harms, in an extreme way.
16. **Love:** Gain or regain the love of someone dear.
17. **Obsession:** Fulfil an obsession (choose one thing the villain is completely delusional and obsessed about).
18. **Vendetta:** This is the overdrive version of revenge. The villain want to destroy a person, then his entire lineage.
19. **Honor:** Regain lost honor. It can be personal honor or family honor.
20. **Nihilistic:** Bring chaos, death, and spread madness.

STEP 2. STORY HOOK (2 X 1D100)

To quickly generate a story hook roll two d100. One on the **Common Encounters Table (B.1)** and the other on the **Fantastical Encounters Table (B.2)**. Then blend the results together.

For example, if we rolled 86 and 18, that gives us : “*a previously unknown hidden path*” and “*someone appear out of thin air, naked and mostly confused*”. Who is this person? How was he transported? By magic or by divine intervention? Was it teleportation or dimensional travelling? What happened before that? Why is he confused? Where this unknown hidden path leads too? Maybe this is a wizard who fought an immortal insectoid and tried to teleport out of the fight only to appear several miles away, without his possession, with a short term amnesia.

Drop this story hook in a random nation and here you go, the start of a great adventure!

NATION SHEET

NAME: _____
Location: _____
Main Terrain: _____

Culture	Ethics	Labor	Army	Service	Wealth

Population: _____
Demographics: _____

Demonym: _____

IMPORTANT LOCATIONS

Location: _____

Location: _____

Location: _____

IMPORTANT ORGANISATIONS

Organisation: _____

Organisation: _____

NOTABLE PEOPLE

Name: _____
Description: _____

Occupation: _____
Power Level: _____
Abilities: _____

Name: _____
Description: _____

Occupation: _____
Power Level: _____
Abilities: _____

Name: _____
Description: _____

Occupation: _____
Power Level: _____
Abilities: _____

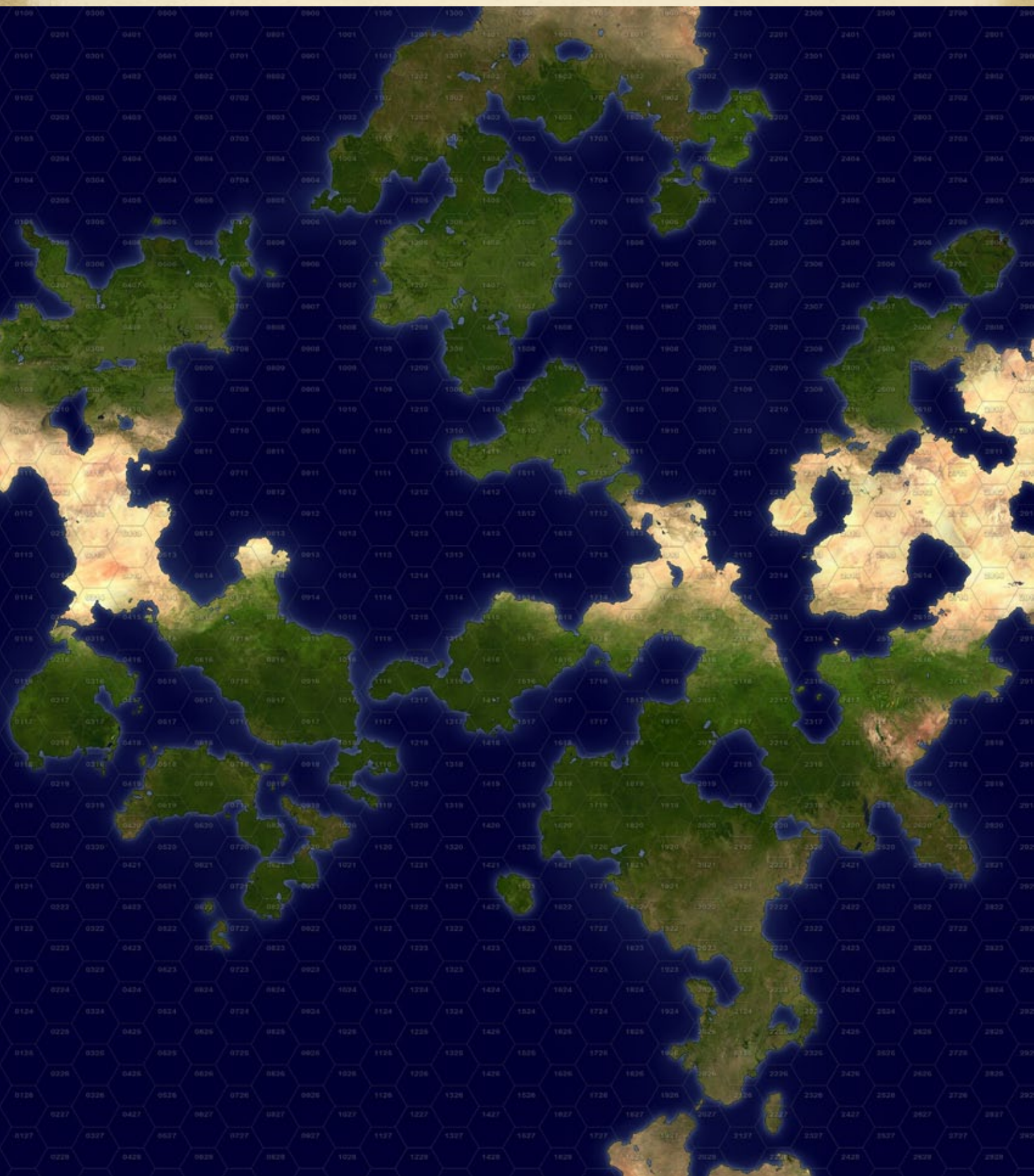
CURRENT EVENTS & CRISES

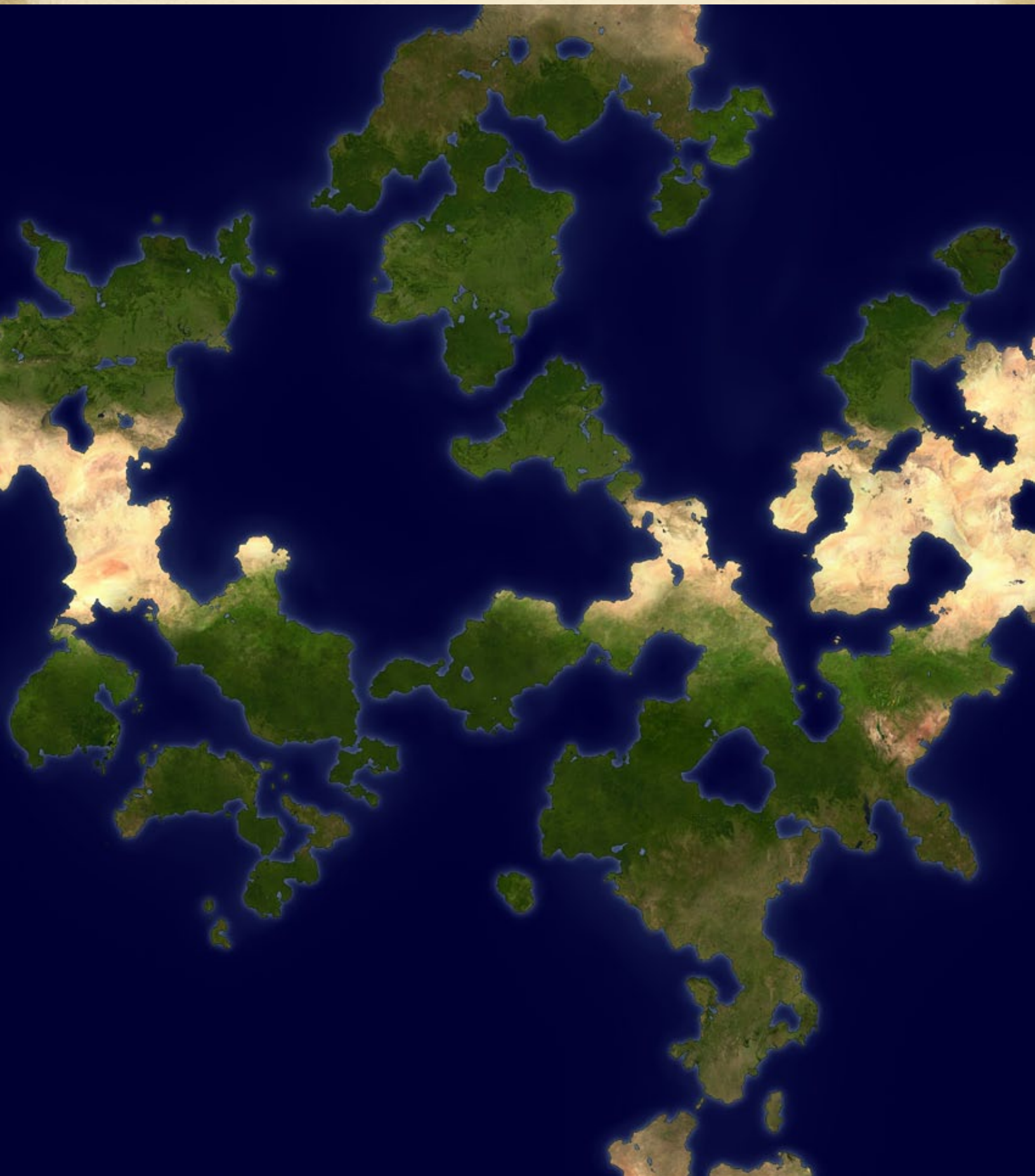
What's going on right now?: _____

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