

d20zine Special Edition

Worlds Tour



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system

d20Zine!

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This Special Edition of d20Zine! is a collection of the proposals submitted to Wizards of the Coast as part of their fantasy world setting search. The contents of this issue are deemed Closed Content and are not to be posted on the web or published in any form without the written consent of the original authors. See the legal declarations at the end of this issue for further details.

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D20Zine! Presents Fantasy World Proposals

Originally Submitted to the Wizards of the Coast Search

This summer, Wizards of the Coast did something completely unprecedented by announcing a worldwide search for a new campaign setting. The result was over 11,000 submissions, of which, only 11 were chosen to move on to the next stage. What follows is a sample of those proposals that the authors have graciously sent to us to include in this issue. The content of each of these proposals remains the product identity of the author (who retains all rights) and is printed in this magazine with their permission. Anyone wishing to use any contents from this article should directly contact the author of the proposal (their email address is provided).

New Fantasy Setting By Remi Fayomi

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1. Core Ethos

EsoTerrana is an extreme universe detailing the lives of us as mortals, with our inherent need for greater meaning in life beyond simple survival, trapped within the confines of a reality we know as Terrana, and the influence on our destinies by the Divine Intelligence of Esoterica, the spiritual plane, that we as mortals contact through dreams and visions but experience through magic (EsoTerrana Classica), illusions (EsoTerrana Moderna) and transmutation (EsoTerrana Futura).

2. Who are the Heroes?

EsoTerrana is divided into several camps at various levels of existence. At the highest level in the Esoteric Plane (Esoterica) we have two divine deities, The Altruist (Society) and The Egoist (Self). Below this level we have spirits known as the Fates (Neutral) and the Custodians (Good/Evil) who guide the mortals in Terrana. In simple terms, if we take the Altruist Deity as HERO, then the Egoist Deity becomes the VILLAIN. Then all good mortals (Lawful Good, Neutral Good, Chaotic Good) become Mortal Heroes.

3. What do they do?

For the sake of simplicity, we concentrate on the Altruist Deity (Society) representing the philosophy of service, harmony, and equality. This Deity uses the Custodians to influence the lives of mortals in Terrana to pursue paths and actions that bring happiness, harmony and balance to the greatest number of mortals, beasts and nature. This influence can be according to strict rules (Lawful), through personal volition (Neutral) or through unforeseen circumstance (Chaotic). Classes of Altruists include (druids, knights, clerics, merchants, and bards).

4. Threats, Conflicts, Villains?

If, for the sake of simplicity, we accept the Altruist as Hero, then the Egoist Deity becomes the Villain. This Deity represents the philosophy of ambition, freedom, and individuality. The Egoist Deity represents all that opposes the Altruist, since ambition counters service as success is tilted in favor of personal interests; freedom counters harmony since restrictions are not placed on the strong to create balance, and finally individuality counters equality since being unique and powerful is not suppressed to create illusions of similarity. Therefore the Egoist philosophy of individuality (self) is a direct threat to the Altruist philosophy of equality (society). The Egoists use threats/betrayal (Chaotic), seduction/abandonment (Neutral) or conviction/leverage (Lawful) to realize individual desires. Classes of Egoists include (monks, barbarians, prophets, thieves, and mages) and are actually the equivalent but self-centered categories of the Altruist Classes.

5. Nature of Magic?

Magic is abundant within the planes of Esoterica but limited within Terrana and controlled through spiritual manifestation. This serves the purpose of the Altruist Deity who uses magic to empower the weak. The deficit in magic also serves the Egoist Deity, who extends the power of the ambitious with the gift of ever greater magic. Magic among the Chosen Mortals is also governed by their Star Sign, their Family Sign, and their House Sign which in turn affects their immunities.

6. What's new? What's Different? What's Unique?

What is new in the universe of EsoTerrana, is the concept of two opposing deities of Altruism and Egoism neither being Hero nor Villain but only becoming one in relation to the other. Therefore, if harmony is valued above all else, then the forces disrupting harmony for the sake of freedom become the Villains (The Egoists) and the opposing forces become Heroes (The Altruists). If on the other hand, individual freedom is paramount, then the Egoists become Heroes and the Altruists the Villains (EsoTerrana InVerse).

What is different about EsoTerrana, is the idea that characters are affected not just by their attributes, but also by spiritual influences from Esoterica. The destinies of these Chosen Mortals are also very varied yet interwoven. Two scenarios are presented: (1) The Mortal Characters are ignorant of their destinies and thus have their personalities and lives carved out for them by the Fates or (2) the Mortal Characters choose their own paths and shape their own destinies.

What is most unique about EsoTerrana, is the interesting combination of a broad range of spiritual and religious beliefs derived from many earthly religious scriptures, books on arcana, myths, legends and folklore, all built into the d20 system.

New Fantasy Setting By Nigel D. Broad

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1. Core Ethos Sentence.

Tera Triluna, a world dominated by a devastating magical energy unleashed every four years as its three moons align.

2. Who are the heroes?

Kel Dorim, a powerful fighter and natural magic user, a man tortured by the memories of the deaths of his wife and child. Killed by his own hand in a fluxea-induced frenzy during the Alignment of 5832ya, Kel Dorim fights to suppress the natural urge to use his magical abilities, which he blames for the deaths. Telrisa, a cleric, seeks to return balance to Tera Triluna. She believes only those born with the ability to absorb and wield magic should do so.

3. What do they do?

Kel Dorim travels Tera Triluna seeking a way to rid himself permanently of the magic that courses through his body, a magic he fights hard to subdue. He is an expert swordsman and will always use his skills to fight injustice, but he never loses sight of his goal.

Telrisa is on a quest to destroy all devices designed to store or harvest fluxea, which she also believes is causing each subsequent alignment to be progressively more violent. She often crosses paths with Kel Dorim, whom she sees as a hero who should embrace his powers, not suppress them.

4. Threats, Conflicts, Villains.

The year before Alignment is always a year of chaos as magic slowly fades from the land, leading to conflicts between the various warring factions, as each tries to take advantage of the fading powers of their

enemies' magi. The Archmage Kil Gorm, a ruthless wizard, plans to harvest all the magical energy from the next Alignment, thus securing supreme power over Tera Triluna.

5. *Nature of magic.*

Every four years, the alignment of the three moons of Tera Triluna causes magical energy to surge through the land. Creatures attuned to this energy absorb it, while others find a way to store and harness it. This energy, known as fluxea, slowly dissipates over the years leading up to the next Alignment, at which time the cycle begins again.

6. *What's new? What's different?*

Everything in this world happens against a backdrop of events leading up to Alignment. The fact that the Alignment is the source of all magic is the key difference with this setting.

New Fantasy Setting By Terry O'Brien

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1. *Core Ethos Sentence*

The Patchwork World is a world formed of an agglomeration of other worlds, from the discarded remnants left over from the creation of other universes to sections stolen outright from other worlds, where the land is shifted and rearranged according to an unknowable design and where life and society struggle to maintain a tentative foothold against an unknown world.

2. *Who are the heroes?*

The heroes are the explorers of the unknown lands, the guardians of the known lands, and generally the active promoters of social order and communal stability. Whether as lofty nobles or humble guards in the great cities of the known lands, or as valiant explorers or profit-seeking merchants in the unknown lands that surround them, they are the dynamic forces of order in a world formed and nurtured in chaos. No class or race is excluded from this description. No matter how they are achieved, social order and community service are the expected norms of all within the known lands, not just the heroes.

3. *What do they do?*

The heroes guard and protect the known lands and their inhabitants against the dangers of both the known and unknown lands. They protect the order of the known lands, giving of their time and talents to promote the social good, and explore the unknown lands, rescuing the lost and stranded inhabitants and bringing them into society, and discovering and exploiting the riches the new lands might have to offer.

4. *Threats, Conflicts, Villains*

In the Patchwork World, threats are anything that jeopardizes the social order. The majority of threats come from the unknown lands, which may range from an invasion to an unknown disease, but threats within the known lands are often the most dangerous. Conflicts may or may not be a threat according to this definition, while villains are usually considered to be those who foment these threats.

Conflicts range from the common conflicts caused by human (and non-human) nature to the less frequent but more dangerous conflicts for power between nations, powers, organizations, and powerful individuals. Conflicts also arise between the established powers of the existing lands and the new lands as they arrive. Conflicts over the rare but unpredictable resources are also common. When conflicts become a danger to the order of the known lands, then heroes become involved.

Villains come in all shapes and sizes. Society considers anyone who promotes radical changes to the social norm or commits acts solely for personal and not communal gain to be a villain. Many villains are native to the known lands, but most come from the unknown lands: it is the subtle and intelligent ones, the ones that quickly learn the rules of their new home, that cause the most problems.

5. *Nature of magic*

The Patchwork World nurtures and sustains any and all forms of magic. As each land is added to the Patchwork World, it brings with it its own systems and sources of magic, which are added to the range of systems and sources already available. As a result, every form or system of magic will work here. That does not mean they all work well; some are unreliable for various reasons, and a few are changed beyond the recognition of their former wielders. It appears that the more common a system of magic, the more powerful and reliable it is, and not *vice versa*, a distinction that only the wisest wizards seem to care about.

The same is not true with technology. The Patchwork World can support any level of technology, but not every form of technology. Generally, it will support any technology up to a pre-Industrial Revolution level. Very few more advanced types of technology have continued to operate reliably upon arrival in the Patchwork World. Isolated instances of operational, advanced technology do exist within the Patchwork World but they cannot expand their influence beyond a certain physical limit, primarily due to the lack of reliable sources of raw materials. Most people prefer magic to technology anyway, which they find more reliable and easier to understand.

6. *What's new? What's different?*

The Patchwork World is a unique place. It is a world establishing its own identity in spite of being a collection of pieces of other worlds. It is a world offering a wide variety of strange and diverse environments to explore and exploit.

In practical terms, it is a world where any d20 product can be used at the discretion of the players and GM. It is also a world suited for both the beginning and experienced roleplayer.

New Fantasy Setting By Sean Michael Mead

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Core Ethos Sentence

Dominated by a Dwarven Empire struggling to maintain internal order, myriad heroes seek to destroy the demonic hordes escaping from The Breach in the East.

Who are the heroes?

Gen. Tornin Longbeard directs the united forces of the Jarkainen Empire as they rally to the threat from the East. The Empire's spies report to Balosh "The Dancing Bear", a human bard, whose talents stopped the Sharde rebellion, but may not be able to prevent the Empire's splintering. Natalie Smith, a half-elven sorceress, stirs the Empire's lands to open rebellion as the army struggles in the East; she fights for secession of the Elven south and all of the human lands from the Empire. Sturm Nardin, architect of the Empire, who built the great works that bind the lands and raised the living standards of the people, turns his art to developing fortifications throughout the lands that will withstand demonic attack in case the army fails its meeting engagement. The Empire's army would stop in its tracks if Tommy Girth, the gnomish logistician, disappeared; his heroic supply system feeds and arms the troops despite all obstacles. Karst, Laogzed's archpriest, leads the troglodyte armies of Wyr Gap against the Breach hordes, and calls upon the powers of faith to hold back the demons until help arrives.

What do they do?

The heroes seek to slay the demonic hordes and close the Breach. Some heroes also move to heal the Empire, while others desire to rend it into parts and build new nations in the image of other races and ideals. To achieve these goals, the heroes will need to travel great distances, meet dire foes, and persevere against betrayal as well as the obvious threat from without.

Threats, Conflicts, Villains

The Breach, which opened a few weeks ago, threatens the world as it is in effect at three hundred mile long gate to the Abyss. While

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unknown factors currently limit how many Abyssal inhabitants escape into the world each day, those limits seem to be breaking fast, risking the influx of vast hordes of abyssal invaders and the accompanying destruction. Already, chaotic and demonic creatures are appearing in places where they've never before been seen. Many of the nations under the Empire resent its domination, foster nationalistic movements and threaten rebellious secession. Individuals and small groups are beginning to engage in guerilla activities and sabotage. Separately, a covert organization of the barbarian human tribes north of the Empire and githzerai refugees to the west of it nears completion, and the combined armies will soon strike south and east to capture the lush farmlands supplying the majority of the Empire's grain. A blight is beginning to spread through the dwarven fungi farms below ground that will destroy 75% of the fungi crop in the next five months; it is the first complete "product" of the Saraphen cult, which is skilled in disease and whose faith demands the destruction of all dwarves, duergar, drow and gnomes.

Nature of magic

Soul Magic gathers its power through the absorption of souls. Souls torn from the living, spirits, and even outsiders are gathered into a source and then expended from that source by the casting of Soul Magic spells, destroying the souls in the process. Soul Magic is rare and anathema to all but the most evil religions, but is also powerful and difficult to counter. Arcane spells draw their power from the aether surrounding all the world. There are few schools teaching arcane spells, and in the Empire, all arcane casters are required to be registered with the authorities. Divine spells are granted by the gods that attend this world. Divine spells and the gods that provide them are plentiful and varied. Ritual Magic is a communal type of divine spells available to the clerics of some religions. Rituals may create grand effects or enchant broad swaths of territory, but they typically require multiple casters working together, unusual components, long periods of time to cast, and great skill to achieve their effects. Improperly cast Rituals are often catastrophes for all involved.

What's new? What's different?

Politics drive campaign developments rather than laying about as background material. The Soul Magic and Ritual Magic systems add new depth to the magical environment. Rogue characters truly shine as heroes in this campaign through their trading, engineering and other skills with which nations rise and without which empires fall. Clerics lead from the front in battle and in innumerable sciences and arts in the Broken Stones setting, rather than merely serving as passive medics. While magical items are rarer and it is more difficult for mages to find instruction and spells, wizards and sorcerers are highly respected and feared due to the rarity of their training and gifts. The decreased availability of magical items forces characters to focus more on development of their character; it is much harder to "buy" one's way to grandeur through magical item acquisition in this campaign. There will be several new races such as the Aserothi, mystical warriors that resemble naturally armored bears with four large, prehensile limbs at their shoulders, the Stonemen, rock creatures that can communicate with each other over vast distances and whose myths may hold the key to sealing the Breach, and the Sytampar, ethereal creatures that can possess spirits such as ghosts and shadows and that created an industry out of mining secrets from the dead.

New Fantasy Setting By Fraser Ronald

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1. Core Ethos Sentence

The islands of the Shand had only just begun to recover, one thousand years after the Empire of Torcalis Shan sank beneath the waves, when the invasions began.

2. Who are the heroes?

Many who know of the glory of Torcalis Shan set out to find the lost knowledge and power of the empire the seas ate. Some are powerful magi, like Andivius Teltoris. Born to peasant parents, his talents earned him a place at the Academy of Jyles. His researches have uncovered many mystical artifacts of the Torcalis Shan. Plying the waves between the islands are individuals like Shivus of Renten, captain of the Burning Blade. Recruited among the fisherfolk and disaffected of the port cities, some of these crews are pirates, some are merchants and most are willing to do whatever necessary to make a few extra coins. Shivus and his crew have battled evil above and below the waves, as well as discovering some of the lost secrets of Torcalis Shan.

3. What do they Do?

Many of the great citadels and cities of Torcalis Shan have become overgrown, swallowed back into the forests and fields of isolated islands or coasts. Those with a desire for knowledge and gold seek them out. The seas are not safe to travel, and outside of city and village walls, the night is a time of terror. Some individuals, like the wizard Andivius Teltoris, oppose the invading orcs, goblins and aquatic monsters. Captains like Shivus of Renten, gain gold as privateers, but also chart unknown islands, often finding ruins from the time of Torcalis Shan.

4. Threats Conflicts Villains

Almost everything is a threat. Evil has swept in from what used to be the borders of the empire. Not only Human barbarians, but also evil demihumans and monsters are invading the Shand, drawn by stories of the wealth and power of Torcalis Shan. Even a thousand years after its fall, its legend draws those bent on pillage and destruction. Those island nations founded on the corpse of the empire vie for influence, each wishing to become the next great power.

5. Nature of Magic

Magic is known and, by many, feared. Legends remind the people of the Shand that untamed experimentation with magic caused the fall of Torcalis Shan. Stories and myths tell of the great sorcerer-lords of the Empire, but few equate the hedge-wizards and charlatans that travel between towns with those legendary figures. Demihumans have begun to travel into the Shand, and are accepted with awe by people who have heard of them only in stories.

6. What's New? What's Different?

The Shand is a setting focusing on aquatic adventures with new spells involving water and aquatic transport. The rules for water transport are expanded and detailed. Magic is a powerful force, but is feared and distrusted by most of the populace. Wizards and sorcerers will not find much welcome. This setting offers the opportunity for swashbuckling adventures, subtle deceit and powerful magic. The secrets and wealth hidden in the ruins of Torcalis Shan are available to spur on adventurers. Also, with societies evolving in near-isolation, a wide variety of cultures are available. The bordering the Shand has barely been explored.

New Fantasy Setting By Robert Guy

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Core Ethos Sentence

4th Age is a world of high adventure where the heroes not only battle the forces of evil, with sword and sorcery, but the extremes of Law and Chaos as well.

Who are the heroes?

- Celestial Watch: Secretly led by Sakorra, an ancient gold wyrm polymorphed into a kindly old man and Mercus a cloud giant noble polymorphed into a roly-poly happy-go-lucky gnomish fellow.
- The Triumvirate Union: Emperor Lorvell V of the Human Empire of Laithayn, Protector Royale Gildor-Besh of the Elven Nation of Syl-Sylvan, King Mithril Diamondforge of the Dwarven Kingdom of Morndinsamman.
- Keepers of Knowledge Most Ancient: Emeritus-Acumen Noran-Ghor
- Order of Mystic Certainty: Magnus Mystic, Arch-Mage Sipiun "greatshout" Nicous
- Society of Arcane Awareness: Duchess Vidnyra of Norbeth
- Imperial Knights of Laithayn: Dhuine-General Montrose Gulsin
- The Stewards of Ormand; Biggs Fair-weather A.K.A. Duke Tranell of Ormand

What do they do?

- The Celestial Watch; Group comprised of many races dedicated to the preservation of the goodly races not only from enemies but also from themselves. Philosophy based on racial respect not racial tolerance.
- The Triumvirate Union; Heads of the elven, dwarven and human empires dedicated to the defeat of orcs, drow, duergar and the undead.
- The Keepers of Knowledge Most Ancient; Order of monk-wizards of many races dedicated to the protection and preservation of all knowledge.
- Order of Mystic Certainty; Order of Wizards dedicated to the destruction of the Cabal of Necros, creating items of magical power to defeat the forces of evil and recruiting/training wizards.
- Society of Arcane Awareness; Order of Sorcerers dedicated to the destruction of the Cabal of Necros and finding/mentoring those born of Dragon Blood (sorcerers)
- Imperial Knights of Laithayn; A magical knighthood founded over 1000 years ago to defend the empire from threats both foreign and domestic.
- The Stewards of Ormand; Legendary woodsmen who patrol and guard the kingdom of Ormand from the Brood of Gruumsh.
- Keepers of the Green; Druidic synod comprised of twelve of the most powerful druids in all of the Anrimagh.

Threats, Conflicts, Villains

- Duke Ansirus, Tyrant of Kobesant; Powerful wizard-tyrant who seeks to become the Emperor of Laithayn...by any means possible.
- The Heralds of the 6th Age; Zealots of Vanor, god of Chaos, who want to wipe the slate clean and start over, regardless of the consequences.
- The Cabal of Necros; Wizards and Sorcerers who follow the tenants of Necros, the quasi-deity of undeath and first necromancer.
- The Brood of Gruumsh; Rape, plunder, pillage! What do you want me to say, they're orcs.
- Revivalists of the 1st Age; Renegade Keepers of Knowledge Most Ancient who seek to resuscitate the ancient gods purity of purpose.

- So'Veth (Manstomper) Chieftain of the Dragonchewer Tribe; Hill giant chieftain who pangs for the old days when giants ruled the land.
- The Assembly of Wyrms; 5 ancient wyrms, who want dragons to once again rule the lands, and of course increase their individual hoards.

Nature of magic

- The source of magic is the sleeping god Noru, who sleeps at the bottom of Anrilinn (great sea) in Anrimagh (great continent). The source of wizardry is controlled by Ethlinn, god of Law. The source of sorcery is controlled by Vanor, god of Chaos. Nature magic is controlled by Rea, goddess of nature.
- The closer to Anrilinn you get the more abundant magic is. The farther away from Anrilinn the less common it becomes, but it is never completely gone.

What's new? What's different?

- A small static number of Greater, Intermediate & lesser gods. Demi/Quasi-gods are far more abundant.
- PC's can be of the ancient and "godspawned" races
- History, mythology and culture of the demi-humans and humanoids are different from conventional D & D norms
- The distinction between wizards and sorcerers is pronounced and a rivalry exists.
- There is only one human empire that is over 1000 years old and comprised of 5 individual kingdoms where individual interests govern their actions.
- The battle between law and chaos is just as important as that of the battle between good and evil
- The history of the undead originates with humanity and no other race.
- Imperial and racial politics
- Ruins of ancient Giant cities dot the landscape of the 4th Age
- Exaggerated geographical features I.e., rivers that are 3 miles across, a mountain range that towers over 10 miles high, a valley that has no apparent bottom, etc...
- Racial wars between elves & drow, dwarves & duergar are an integral part of 4th Age history
- Giants and Dragons are an important part of the 4th age landscape

New Fantasy Setting By Elissa Carey

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1. *Viridis* is a world where heroes try to forge a future of hope from a past of corruption, wielding magic and psionics as well as feats of martial prowess as they strive to maintain a balance between a pair of gods locked in eternal struggle for supremacy.

2. Heroes of *Viridis* range from lowly human pages who seek to become paladins for the glory of their god, to dwarves seeking to free relatives still enslaved to distant mines, to elves discarding nobility and quiet contemplation for a chance to see life as other races see it, all the way to gnomes looking for money and an opportunity as something more than a go-between and a tinkerer and halfling barbarians looking to rid their homeland of recent githyanki incursions.

3. The heroes of *Viridis* want to see their world - whether the larger one around them or just their slice of it - shake off its darker, past influences and set it on a more balanced, if not brighter, path. To do so, they will do such things as explore territory both virgin and reclaimed, challenge decadent or barbaric civilizations, search for long lost lore, and expose and fight evils that either lurk below, like illithids, or attempt to walk among them.

4. The darker of the pair of *Viridis* gods, Sen, constantly vies with his mate, the good-aligned god Mei, for power via worshippers. He has created or allowed races inimical to good - predominantly the yuan-ti, as they are most like him, as well as githyanki and illithids

- and tried to spread his influence. Should either god triumph and the struggle cease, then so will *Viridis*.

5. Magic in *Viridis* originates with the gods, who had imbued all life in the beginning with varying amounts of their power. Therefore, while psionics and sorcery may abound, magic items and wizardry, for example, is not as plentiful although just as potent.

6. *Viridis* is both old and young. Races like the elves and dwarves have a long history, with slavery, ideological schisms and Crystal Wars populating it, while humans have only recently arrived at this level of technology and civilization with the help of dwarves, gnomes and a succession of sorcerer kings descended from a dragon. As the human kingdom has expanded, it has come into contact with other civilizations, such as the elves of the Crystal Wastes and the rainforest-dwelling halflings. Mei and Sen, the gods, are distant but shine through the actions of their people.

New Fantasy Setting By Jerry A. Blanco

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Tranquil Earth is the realm of the afterlife where lost souls wage battle for eternity against the faithless and a race of demon-like creatures known as the Forsaken.

Realizing that there are no answers after death, the newly deceased must decide quickly whether they will fight for their own eternity or become prey to the evils that rule Tranquil Earth. Most, unable to accept their fates, cower in fear and become truly lost souls. A few select warriors, unwilling to believe that their lives, their very existence was in vain, decide to lead the rebellion against the malevolent Forsaken.

Heroes that take up the mantle soon discover their innate abilities hidden deep within the recesses of their mind. Some of these warriors are able to conjure weapons, in a moment's thought, constructed from their very souls. Others can wield powerful magics created from the energies released from the chaos surrounding the realms of the afterlife. While battling the forces of evil, the heroes seek to unravel the mysteries of life, death, creation, consciousness and eternity. They fight for a peaceful afterlife. They fight for a Tranquil Earth.

The realm of Tranquil Earth is littered with strange black-winged demon-like creatures of pure evil that dwell in the shadows and feast restlessly upon all races' life force. They are the scavengers that feed upon the very essence of the soul. These horrid demons live only to devour humanity and thus rule the afterlife mercilessly. They are aided by chaotic souls from all races that carry their desire for evil with them to the netherworld. They harness the power of Dark Matter and will not stop until they can control not just this realm but all realities.

The Magic for Tranquil Earth is divided into five celestial energies:

- Light* The essence of good and the power of the strange Blue Sun.
- Dark* Evil magic of shadows and death used primarily by the Forsaken and their followers.
- Spirit* Natural and plentiful energy that is created by all forms of life.
- Time* Unseen powers of this seemingly eternal constant.
- Space* The most abundant form of magic existing in the vastness of the universe.

The fact that the realm of Tranquil Earth revolves around the afterlife, including themes of immortality, salvation, true death, eternal struggles, and good vs. evil, the possibilities for storylines are endless. Not only will this be a breeding ground for new heroes and characters, as well as countless character classes that emerge from different realms throughout the universe, but it allows for the opportunity to resurrect some great heroes and villains that have fallen in other stories. Furthermore, the heroes can explore the depth of

mystery that surrounds the existence of the Forsaken, as well as the lack of either an Eden or Purgatory. The struggle of Good vs. Evil doesn't end in death, it continues in Tranquil Earth.

New Fantasy Setting By Scott Carter

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1. *The Cities of Ransom* is a manapunk world, a mana driven Steampunk style setting where heroes struggle in decaying thousand-year old cities to overcome the intrigues of enemies, alien Others, and the horrors spawned in a magic based industrial system.

2. Once, in the world of Concord, humans were the only race. That was thousands of years ago. Now humankind has split into dozens of races and sub-races, both through the deliberate use of alchemy and as the by-product of industrial magics. Heroes, whether they are members of the Ransom or not, are all city born. They might be tough Fighters raised on the mean streets; Paladins, the heirs of the old Concord Militia who are trained in the use of gun, bomb, and sword; Scroungers, opportunists who take what they can find when they can find it; Guides, who lead merchants across the crumbling highways in the Feral Wilds; Alchemists, brewers of potions and makers of mana-powered tools; or even Mana-mutants, beings with inborn access to Ley Lines but who are limited in the scope of their powers.

3. When the Others laid claim to the Cities of the Concord many simply bowed to their wishes. New Boss same as the Old Boss, they believed, but not everyone. The great paladin Arlyn Broadstreet rebelled. When it was obvious that force of arms would not shake off the Others, he led an underground movement into a shadow war against the alien oppressors. From every class and race, these are the Ransom, a group dedicated to taking back their cities by any means necessary.

4. Once the Cities of the Concord were an advanced and prosperous place to live, enjoying all the benefits of magic powered technology. Airships plied the skies to floating cities and submarines traded with the amphibian races of the Concord. War Golems enforced the Concord and homunculi labored to keep the cities whole and strong. Then, almost five hundred years ago, the Others came. Claiming to be owed an immense debt, these strange beings took over the cities, taxing them heavily and enslaving large numbers of the populace for their own ends. Since then the cities have fallen stagnant. Criminal gangs rule whole districts, rogue Constructs plot against their former masters, mutant creatures haunt the sewers and the Feral Wild between the cities, and savagely Shaped half-machine half-beast creatures lurk. Behind all the problems there stand the Others, enigmatic and alien, with an iron grip on the world.

5. Magic exists in abundance, but only in Ley Lines. Most Cities are built to harness these lines, or even directly tap Ley Nodes. Control of these lines and nodes is all-important. No human can directly control mana, although some say that Psi-abilities work better in mana heavy environments. There are no spells. Instead, Alchemists brew potions, build mana engines, and make tools to shape and harness this power. Since the Fall of the Concord, some areas have become mana stagnant and others mana wild. The shifting Ley lines are a constant threat to the stability of the cities, spawning unprecedented monsters and causing familiar devices to behave in unfamiliar ways. Meanwhile mana-mutants ARE magic, and have inherent spell-like abilities aligned to specific energy types or colleges, which they master over time. The Others use planar magic in as yet unknown ways.

6. This is a place of urban decay and high technology, but also a place of magic and wonder. Alchemical Engines and ancient urban sprawls, industrial wastelands and mechanical monstrosities, Ley magic and mutant heroes, all of these things combine to give *The Cities of Ransom* a feel unlike anything else in the D&D universe while providing a setting with almost unlimited potential.

New Fantasy Setting By Keith Earley

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1) Ethos: Elkor is a vibrant, ever-changing world...where the actions of Gods, Heroes, Magic, and Politics influence and change the lives of many.

2) Heroes: The main heroes of the current age are a band of adventurers known as The Riders. They have numbered up to ten in their ranks at one time, but now stand at six. Their membership consisted mainly of Humans, but have held Dwarves, Elves, and Half-Elves (Previously known as The Fallen Races) in their ranks. Members of note include: Crevecour Innsworthy (Human Cleric), Josephine Zbiciak (Human Sorceress), Aurora Stormwind (Human Druid), Morgan of Lansby (Human Fighter), and Rune (Elven Monk).

3) Objective: The Riders will eventually initiate the dawn of a new age of exploration among Elkor's four continents: The Old Lands (The continent given to the Humans by the Gods of Parliament, now in the hands of the outcast God Fatak), Newhome (Current home of The Riders, founded by a group of refugees fleeing Fatak's rule some 500 years ago), The Cratered Skull (Once called "Beauty" in the Elven tongue, but destroyed by Fatak bringing an asteroid down upon it...more worldwide damage was prevented by the rest of Parliament, but the continent was ravaged), and Ta-Reish (The birthplace of most of the world's monsters and other foul entities, as yet untouched by Humans or the other Fallen Races). For now, The Riders are dealing with many political problems in the Eastern Lands of Newhome. Operating from the rebuilt village of Lansby in the Kingdom of Tiderian, they are currently working to bring peace to their native home...then perhaps one day take back The Old Lands from the hands of Fatak's minions.

4) Threats: As listed above, the workings of the outcast God Fatak is a main influence for much of Elkor's ills, but there are other threats posed to The Riders as well. Inside the Eastern Lands of Newhome, Tiderian faces threats to the North from the Duchy of Kem, and the Black Eagle Barony in the South. The Duchy has fallen into a massive civil war between the military on one side, and followers loyal to both Fatak's teachings and the influence of the Archmage Telleden, on the other. Many inside deals and outright assassinations at the hands of both Kem and the Black Eagle have brought about the current situation posed to The Riders. The Black Eagle was once part of Tiderian, until a brash young Baron broke away from the kingdom, and holds an iron grip of terror over his populace, backed by the largest standing army in the Eastern Lands. He was recently assassinated...but the threat to peace is still great, for an arrangement was struck by Telleden and the Wizard Tessa (The Baron's former lover) on their wedding day: Whomever sits on the throne of Kem, shall also rule the Black Eagle. An attack by a band of former heroes interrupted their celebration, and the resulting explosion left all missing and presumed dead in Kem. The current civil war broke out shortly thereafter, with the futures of two countries at stake.

5) Magic: Magic originated from the Gods of Parliament, representing both the Humans and Fallen Races. They were given initially to their faithful followers. Another form was mastered and wielded on a more practical level by mortals, but is rumored to have had its true origins from on high. Both types are currently abundant in all lands of Elkor, but not to the point of being saturated.

6) Difference: Continuity and Character Dynamics truly set this world apart. The setting is still fairly young and unexplored in some areas...ripe for many adventuring opportunities and settings for each individual DM, without drastically changing the face of the world. The Humans and the Fallen Races have developed past the infancy stage in their relations, since the initial placement of each race by their representative Gods in Parliament kept them physically apart on the continents below. There are also several "Campaign Starting Points" that can be provided to give a DM a sense of history

in this world, beginning in different areas and eras of Elkor. Political and magical dealings can change the scope of a country's rule and influence history. Individual actions have their consequences here...the past has come back to haunt members of The Riders at times. This is not just a campaign world centered on the acquisition of money or power, there are great things that can be accomplished here, and PC's should be given a chance to do so. Backgrounds should really be encouraged. Make a character more than just a set of great stats or skills. This is what truly sets The Riders apart...they stand for something, which is why they are becoming the stuff of legends.

New Fantasy Setting By Lowell A Francis

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RISING WAVE

1. Core Ethos Sentence

Heroes struggle for survival and sanctuary in a world twisted by the wars of the Sorcerer Kings, masters of the elder magics.

2. Who are the heroes?

One purpose governs the heroes of this world—the undoing of the Sorcerer Kings. Once these Kings were rebels against the tyranny of the Adversaries, but in their undoing came corruption.

Camda of the Ivy, one of the few to have escaped from the Sorcerer Kings with some knowledge of their powers. She attempts to bring together others with magical ability in the hopes of finding a way to join their powers against the tyranny. However, the task of bringing together the talented and the tempted may be more than she can manage.

Draeus, with thinned blood of the divine running through him, he serves and channels the power of a god long ago destroyed by the mages. He searches for a way to resurrect the gods themselves or perhaps to even find new gods. It is said that the Adversaries bound the Powers to their will: Fate, Destiny, Decay and the others; the Sorcerer Kings lack that complete mastery. This may be the age in which Draeus' goal can be realized.

Arcalathe Gray, has been blessed and cursed with the leaking powers of Chance. Can he help crack the barriers that protect the Sorcerer Kings? *Nabus the Builder*, once a Sorcerer King and servant to the Adversaries—what will his departure from the war mean for himself and others? *Ablis Herkacon*, bearer of the Persona blade, a weapon designed to grow into and augment the powers of the bearer. He works to find places and paths forgotten where his people might be safe and protected.

3. What do they do?

History comes in waves, rising and falling. In the beginning the gods ruled the land, but then they gave over stewardship to the many races. Then came the Adversaries, from outside the world, bringing with them magics that burnt reality itself, killed the gods, filled the people with dread and poisoned the land. In turn their servants and students, the Sorcerer Kings, gathered together to destroy them. Now, heroes hope that a new wave has come for their own freedom.

With each wave, heroes have come forward and old magics have arisen. Today many search the land for artifacts and items of power that may aid them; such items are typical heralds of the changing of the waves. They seek other power as well, searching for ways to combine their strengths against the tyrants. Some risk all to gather knowledge from the Sorcerers themselves. Perhaps the greatest numbers simply try to survive. They hope to escape from a world governed by arcane whims. Some seek borderlands and lost places where they might hide away.

4. Threats, Conflicts, Villains

The Sorcerer Kings possess no single villainy, but instead represent an array of methods and motivations. Some, like Bashra the Sum-

moner, saw all of their fellows destroyed by the Adversaries during the rebellion, driving them mad. Others, like Zaccheas Ireconcil, feared their brother Kings from the start, seeing in them the next logical threat. Still others, like Jarret the Scream, simply wish to master and perfect their arts, regardless of the cost. The games and struggles of these powerful magi and their servants trample the land and its people underfoot.

The magic of the Sorcerer Kings has torn and burnt the landscape itself. Many places have been rendered uninhabitable by duels between the mighty. Others have been poisoned slowly by more subtle magics, until the land and people were transformed. Travelers can distinguish only with great difficulty between those who dwell here and the Created races of the Kings. These places of transformations may be sources of great power or damnation.

All fear, but not all hate the Sorcerer Kings. Some reward their puppets well, and these present a significant threat. It is through such pawns that the Kings carry out a subtle war of intrigue and assassination. These city states of alliance make up the few urban centers of the land. Dangerous, filled with conspirators and informants, they yet represent the safest place for many due to the anonymity afforded by the larger population.

The Sorcerer Kings hate each other, but many fear rebellion also. It remains one of the greatest dangers for those who fight against them: action against one may draw the wrath of others.

5. Nature of magic

The Sorcerer Kings possess High or Elder magic. The Adversaries could change the world itself, manipulating the illusion at the basis of existence. Sorcerer Kings possess only a fraction of that art, but can still perform great acts. This magic, however, comes from outside the world and contaminates and destroys nature itself in subtle and not so subtle ways.

The old magics include the Low magic of the old world, weak but not destructive. Some hope these powers can be augmented by ritual or group magic. They point to the weapons of power from the past waves and records of other great magic. Another hope lies in divine magic, coming through the bloodlines of the priests. They carry within themselves some of the lost power of the dead gods. As well, the Powers, aspects of nature itself, were personified by the Adversaries to serve them. Today, some casters have become linked to those founts of power, but may not understand fully the reasons.

6. What's new? What's different?

This setting built upon a massive challenge. The impetus of history pushes heroes forward to fight against tyranny, but the odds appear overwhelming. Simple existence is itself a challenge for everyone, perhaps even more so for those who might draw attention to themselves. The games of the Kings present a dangerous and horrific backdrop to the potential for great heroism...true heroism in the face of potential defeat.

New Fantasy Setting By Lowell A Francis

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THE INWARD OCEAN

1. Core Ethos Sentence

The Old World, static and decaying finds itself in a race to claim the new lands and magics of the realms revealed by the lifting of the Grand Veil.

2. Who are the heroes?

The nations of the great continent of Daesorach, once thought to be the only land—a great ring bordered on its furthest outreaches by the World Wall and enclosing the World Ocean—approaches a new era. For centuries the center of the Ocean kept all travelers back with reddish haze and strange storms, forcing sea travel to hug the coast. Now the celestial sphere itself has cracked and the Veil is gone. The

long stagnant empires of Daesorach look towards new territories, called Amaltirah, the lands of the Veil.

Angsley Knowyes, the Seneschal of Urocyon, knows of the new rush but wonders if it will be enough. In the far corners of his demesne he has heard of vanishings, of places forgotten, and of a strange quiet which has descended: one word, “silence”, but little else. Knowyes fears what the weight of ages may mean. *Marabeth Cardinev* as well seeks answers, searching for ways to smuggle non-human slaves out of the Sabinic Theocracy to possible freedom in Amaltirah.

On the seas, *Daesendis Soulforge* strikes against the most powerful ships of the fleets headed for Amaltirah. In a long life dedicated to freedom, the opening of Amaltirah has reawakened his hopes and driven him to the sea in search of justice again. *Cleome Amar*, scholar and mage, born of human and elder blood, travels to Amaltirah in hopes of finding and preserving new Words of power and perhaps unraveling the secret of the cracking of the celestial sphere.

In Amaltirah itself, *Rhaze Ghadravaga* the Devil-Wrestler works his way towards the heart of the realm, through the Heroic Kingdom of Sammerus and the Bloodlands of Rendor. The lifting of the Veil has meant other, older dangers have been revealed. At the heart of the land lies the Azure Tower, Veiled even from Amaltirah and said to be the gate of the rebel gods. *Acmaris Sunhold* is also filled with fear. She has seen the coming battles between Kingdom of Math, the despot lord of Amaltirah and the newcomers. She knows it will be the client states of Math which suffer, unless a leader can be found.

3. What do they do?

The agenda of these heroes vary, some opposed to one another in this time of chaos and change. Some seek answers. The new lands promise new Words of magic, perhaps finally allowing them to understand the language of the heavens itself. Others hope to uncover how and why the Veil fell, through this hoping to uncover the meaning of the portent of the crack across the sky. Some seek hope. For races and peoples tyrannized in Daesorach, Amaltirah offers escape. They fight to bring their people here and carve out a new place. Among those of Amaltirah, the changes may mean the end of the rule of the Kingdom of Math. They seek signs that may point the way to that freedom. Some seek power and wealth. In doing so they will be changed by the quest. Pirates, rogues and adventurers may find themselves swept into the pageant and the coming conflict.

4. Threats, Conflicts, Villains

Both Daesorach and Amaltirah possess their share of villains. The greedy and rapacious among the Empires see the new lands as a chance to cast off old bonds. Long crushed together by history and geography, they can finally expand. The Sabinic Theocracy, human purists, blaze this trail, but are only first among many. In Amaltirah, the Lords of the Math, armed with powerful Words and armies, have held dominion over other Kingdoms for generations. The lifting of the Veil represents change, and change is a threat to them. They arm themselves, massing an army created by alchemy and the magic of Words imbedded within steel and stone.

The threats of men are not all that face the world. Daesorach has built its own form of destruction, whispering quietly and gnawing at the edges of its civilization. Built from the scraps of misuttered Words of power and the apathy and decay of the old world, the Silence works to vanish places and people within itself. Now it has enough power to create avatars of itself, faceless silencers who retain a shadow of thought and animation.

But at the center of the world lies the Azure Tower. Those gods which fought against the others at the beginning of the world were imprisoned here in a tower miles high with legs straddling the whirlpool at the center of creation. Some have already escaped, while other direct their power, drawing people here in hopes of releasing them fully.

5. Nature of magic

Magic comes from “Words”. Over time, these Words have been discovered and catalogued. They burn themselves into the mind and only the most powerful can contain many of them. The combination of these Words creates spells. Different nations possess different Words which they husband and teach carefully. Part of the great push to reach Amaltirah is motivated by the hopes of new Words and new combinations of effects. Some believe that these Words make up an original language, perhaps that of the gods. They hope to complete this lexicon and through it understand the universe. Casting magic itself takes a toll on the caster. Words have a weight in the mind and the unprepared can slowly crush themselves with magic.

6. What's new? What's different?

This setting draws on the conflict, ambiguity and drama of the contact between civilizations. Neither side necessarily possesses moral right or military superiority, portending a drawn out struggle. However, this struggle may serve to aid the forces of liberation and freedom as well. Characters may also find themselves in moral quandaries, questioning the divide between their own heroic agenda and the ways of the natives. Finally, greater conflicts echo these human ones and may in fact use them for their own purposes, giving greater depth to the questions of right and power.

New Fantasy Setting By Andrew Morris

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Savage Reign is a post-apocalyptic world where 40 years ago all civilization nearly fell to the ferocity of nature.

Savage Reign's heroes put aside their differences to save civilization. Those that combat the Savage Reign are: The Bards of Lyrra who brave the Wilds to bring news and letters from one city to another. Aiding them are the Gatherers, Rangers who risk their lives so that food and materials can be collected to feed and house the people in the remaining cities. The Shadow Fathers & Dark Mothers with their hidden temples now provide divine magic that saves cities and heals the wounded. The Hidden Ones, Wizards who still ply their Art in total secrecy waiting for the right time to strike. Others that resist are the feared and despised Sorcerers, who have discovered they prefer the trappings of civilization to a life in the Wilds. The dwindling Paladins charged with defending the last cities, manning the walls beside thieves and miscreants, which tests the strength of their faith each day. The few steadfast Druids who oppose the Primal Druids live in secret, aiding individuals and the cities when they can.

The heroes' goal should be to find a balance between civilization and nature. They will need to re-establish temples and mage schools, find new sources of food and materials, and explore and restore one or more of the lost cities. Any hope of lasting peace will come only if the Primal Druids and their source of power is found and defeated. To that end, the conflict with the Ferals and the other primitive tribes will need to be resolved. Along the way perhaps they will forge treaties, discover what happened to the Elven lands or survive the Night of the Wild Call. The best way to achieve these goals is to step beyond their home cities and explore. The heroes are the soldiers and the ambassadors of civilization.

The major threat in Savage Reign comes from the Primal Druids. In the time of civilization's ascendancy a group of enraged druids opened a mystical gateway and summoned forth primordial spirits. They thought they could control these forces of nature, but it was the spirits who controlled their summoners. The raw and primal nature spirits infected the druids with their essence creating the Primal Druids. The Primal Druids did not want to simply push back civilization but to destroy it utterly, returning the world to its savage dawn. To help them in their crusade they created the Ferals, dire versions of creatures such as lizardmen, gnolls, and other animalistic creatures, to be their armies. They instilled the forests with a preda-

tory instinct creating the Wilds. Finally, they struck bargains with magical beasts, which resulted in the creation of the first sorcerers.

The source of magic in Savage Reign is abundant, but its users are scarce. There are always rumors of wizards who have survived. The magic that they developed in 40 years of hiding is ready to resurface. The Day of Fury saw the destruction of many arcane items. The few that survive are often overlooked, except by those educated in the Art. While there are few new sources of magic items there are several old ones. Ruins of lost cities, crypts and forgotten treasure troves all wait to be found.

Savage Reign is different because those that walk the Neutral path have become the threat to those who follow Good and Evil. The Druids started with the best of intentions and like so many others went too far. Their crusade spared neither Good nor Evil. The Druids saw both sides as one thing – Civilization. So now Good and Evil are forced to cooperate. They fight together to keep civilization from being swept away on the tidal wave of wilderness. Differences can wait until they have overcome the common threat. This will present opportunities for characters to decide about which ethics or codes to use and this will provide for intense role-playing sessions. At the heart of this setting are questions of balance. It is the heroes' task to find the answers.

New Fantasy Setting By Camo Coffey

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Core Ethos Sentence

The Mageworlds are a multiverse of magical realms where brave heroes must triumph against evil foes, across a myriad strange and dangerous worlds.

Who Are The Heroes?

There are a great many heroes in all the Mageworlds; in the Nine Lands of the Memory Plague, the movers and shakers include:

- Redhair the Teller: Still sane, unlike the rest of his Elder kindred, Redhair is possibly the only one who remembers the First Days after the Plague. He is tall and weathered, with a long, red mane and a soft, lilting speech; the weariness in his eyes is the only sign of his many years.
- Magda, Voice of the Great Mother: A priestess of an otherworldly goddess, Magda is a warm and caring woman in her middle years.
- Cruel Kullik: Once an Orc chief of a barbarian tribe, he is now the tyrant ruler of the known lands
- Sammuel the Rifter: Called Sam Rift for short, this young man is adventurous and clever; he carries a dirk and broadsword, which he has named *Subtlety* and *Unsubtlety*.

What Do They Do?

Redhair now walks the world, bringing the stories of the First Days to all the people of the Nine Lands. Magda has brought wisdom and comfort to this troubled world. The order Kullik imposes may be harsh and brutal but it is a better place than the chaos and anarchy that reigned before. The crafty young Sam Rift has learnt the Ways Between and travels now amongst the many Mageworlds in search of mystery and adventure.

Threats, Conflicts, Villains?

- Each world has its Creator, a Mage of incalculable might; corrupted by power and hubris, they have challenged the Gods themselves – and lost. The echoes of their failures are felt throughout all the Mageworlds: places of corruption remain; dark shadows reach into the land; *creatures* have passed between the borders of the worlds, from other, darker dimensions.
- In the Nine Lands, just one world amongst thousands, the Memory Plague is possibly the greatest threat of all; many thousands died in the First Days, of famine and violent conflict. Unable to remember all the skills they once had, the folk of the Nine Lands have had to struggle just to survive.

- In the aftermath of this great cataclysm, the Nine Lands have been simple to exploit by a number of villains; Alothar the Necromancer has risen for himself an army of Fallen from the glutted graveyards with which he intends to challenge Kullik's rule. While Cruel Kullik himself was once feared and despised, his rule has tempered in recent years, under the wise advice of Mother Magda, and he is now considered a force for order and stability.
- Gates and Portals exist in the Fabric of the Mageworlds, magical Doorways to the many other worlds; some were part of the original Design, others are holes in the Fabric. Through these, Daemons have found their way from the many Hells that were once their domains.

Nature Of Magic?

Crafted with godlike rituals, the Mageworlds are steeped in magic; it is the stuff of existence, the Beginning and End of all the worlds. In some worlds, the stuff of magic is locked away, difficult to touch by the folk therein; in others, it is vital and ever-present. Within the Nine Lands, power is tied to the world itself, a force all its own, like a mighty stormwind or an avalanche from the cloud-peaked mountains that surround the Lands. Bards and Druids command these forces of nature while Mages, Necromancers and Diviners perceive and command the stuff of magic itself.

What's New?

Each world is unique in its own way; heroes will seek the Ways Between. Some worlds may be small, the study of a few adventures; other will be vast, the stuff of several campaigns. The iconic setting, the Memory Plague Campaign, is one of constant struggle against Alothar and his Fallen, the Daemons that have come from the Hell dimensions and, above all, simply to *survive* in a harsh and unforgiving land. 100 years after the Plague, where all knowledge was lost, some semblance of civilization and order has been recovered but, still, even simple agriculture is a challenge where crafts such as mining have yet to be remembered, where ploughshares are made from the steel of invading Goblin swords...

New Fantasy Setting By David Blewer

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SUNDERED SKY SETTING

Core Ethos Sentence.

A world torn apart by an ancient catastrophe, its proud kingdoms have been reduced to a myriad of islands, floating in a fathomless void.

Who are the heroes?

Heroes from disparate races live by their wits and skill. Sundered Sky is a harsh world, but it is envisioned that the heroes of this setting tend more towards the swashbuckler than the grim avenger.

What do they do?

Resource starved islands sponsor "scavengers", adventurers willing to risk the dangerous ruins of towers and cities that can be found on some of the more remote and smaller islands. Terrible beasts, traps and ancient undead haunt these ruins protecting the precious metals and magical treasures that can be the difference between life and death of an island.

Threats, Conflicts, Villains

The powerful Trade Council has banned open conflict between islands, but this does not stop many islands waging clandestine warfare on one another, hiring small bands of mercenaries to undertake covert missions of sabotage or assassination.

Mysterious secret societies plot against one another or strive to uncover arcane mysteries hidden within the long abandoned ruins. Some are in the thrall of powerful outsiders.

It is always daylight in the void, the void glows with its own luminescence. Constant exposure to this "voidlight" turns humanoid into raving cannibalistic savages - The "Glowmad".

A religious order that worships the void prowls between the islands in skyships, seeking victims to "feed the glow". The void rewards them with divine magic.

Dragons wage a void-wide war amongst themselves often acting through their sorcerous agents and allied Kobold clans.

Pirates prey on many of the skylanes, some of these sponsored by greedy islands or cults bent on hiding their own secrets.

Nature of magic

When the world was sundered the gods were trapped within the void with their mortal subjects. This has both magnified and limited their power.

Souls find it extremely difficult to escape the void. This has caused a large increase in the number of incorporeal undead, both malevolent and benevolent.

Every Sorcerer has either a dragon or demonic sponsor, these sponsors often teach their arcane knowledge directly to their "pets".

What's new? What's different?

During the Sundering, the world was blasted into the abyssal planes. The Sundered Sky is effectively a "bubble in hell." This need not have an effect on the course of a campaign or indeed become common knowledge, but does explain the mysteries of voidlight and the glowmad phenomena.

The setting is a blend of horror, swashbuckling and romance, with plenty of scope for different types of adventure. Including such epic campaigns as demonic invasion and the reformation of the world.

As well as the standard PC races, the setting also uses Hobgoblins, Kobolds, Orcs and a new race - Wildlings; small animal/man hybrids that are bred as slaves by the elves. These races are detailed and interdependent.

New Fantasy Setting By Michael Straus

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PENTANGLE

Core Ethos Sentence

Pentangle (The Floating World) is a High Fantasy anime inspired world where magic and steam driven technology has combined in the wake of a horrible catastrophe and an ancient evil plots the downfall of the floating world.

Who are the heroes?

As always the players are the heroes of the Game Masters stories. Playing any one of the 6 races and coming from every walk of life. The Player characters will form a rag tag band on an epic quest of exploration and adventure as they seek to learn their destinies and battle the powers of the Shadow.

What do they do?

They do what heroes do best. They strive against impossible odds and succeed. They strive, they seek, and they adventure.

The party will go on the quests and adventures set down by the Gm to make up his story. Each player will bring to the world his or her own morals and attitude and through the actions of their characters help to shape the outcome of the game.

Primarily the characters are there to gain experience and seek out their destiny (As well as EP and Stuff) but as they uncover the major plot of the pentangle campaign they will find themselves in the center of the whirlwind that is the powers struggle of the floating world.

Threats, Conflicts, Villains.

The main driving force of evil is the powers of the shadow realm. In addition the character will encounter many adversaries from the lo-

cal gang lord to the powerful necromancer to wild beasts. In classic anime style the villains will be as four color as the heroes and will have their own unique motivation and style. Perhaps the heroes may even find them selves fighting side by side with their foes against an even greater evil.

Nature of Magic.

Magic is divided into six elements. Earth, Air, Fire, Water, Spirit and Shadow. All spells are drawn from one or more of these six prime elements. These Six spheres will replace the more well known Schools of magic as they appear in the Players Handbook and the Core world book would include spells from every realm as well as combination spells.

What's new? What's different?

- Races: In addition to the classic races of Elf, Dwarf and Human. Pentangle introduces three new races based on anime types. The cute Cat People, the mysterious and deadly Dragon Kin and the fairy (both light and dark). These three new races would replace Gnomes, Halflings and ½ orks.
- Classes: In addition to the standard classes that appear in the player's handbook. Pentangle would introduce the new Techno class to D20 fantasy. Wielders of the powerful and unpredictable secrets of Steam Technology. The Core world book would also introduce several new prestige classes such as the alchemist, the shaman and the dreaded members of the Black Coda.
- Religion: There are six old gods and 6 new gods that make up the major religions of Pentangle as well as the worshipers of the Dead God and those who serve the dark.
- The Six old gods are: Sylph (Goddess of Wind and Sky). Valkrie (Goddess of Fire and Light). Marmo (God of Earth and Stone). Vanya (God of Water and Cold). Gia (Goddess of Life and Spirit). Non (God of Shadow and Death). The old gods are worshiped by the Elves, Dwarves and other natural races of Pentangle.
- The Six new gods are: Tyro. (The all father). Fiona. (The life giver). Heda (The wise). Uri. (The fair) Arin. (The warrior) and Brandon (The Builder). The 6 new gods are primarily worshiped by the Humans and the Cat people.
- In addition there are the insane worshipers of the dead god who seek to bring their dead god back to life. Their ethos is if we succeed then paradise will be ours and if we fail, well so what he's already dead. The cult of the dead god is neither evil nor good and is included to add an extra dimension to the role playing experience of Pentangle (And occasional comedy relief)
- On the opposite end are the powers of the Shadow Realm and their evil worshipers. The unnamed powers seek to dominate and disrupt the Floating World and will use anything and anyone to accomplish their goal. From their armies of Orks to their human sleeper agents, they are relentless.
- Other stuff: New feats, new skills. Anime style combat rules. Steam technology. A brand new world to discover. New monsters. New treasure. Politics and romance and comedy.
- Inspired by Manga and the Battle chasers and Gear Station comic books. Based on such anime as Record of Ioddos war, Slayers, Laptura, Ruin Explores and video games like Evil Zone and Chrono Trigger. Pentangle is a fresh and existing new world that combines classic D20 fantasy with the four-color world of Anime.

New Fantasy Setting By John Welker

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MINDSCAPE

Core Ethos Sentence.

Mindscape is a fantasy campaign for the world of Animasia, where anthropomorphic heroes use psionics against a background of extra-planar invasion.

Who are the heroes?

N'hoj (Hare): One of the pitied "greyminds" as he has no psionic potential.

Xavaris (Human): While not a hereditary chieftain, he is greatly respected among the lost tribes and known by both Anthros and Humans as a learned bard.

Varilla the Dreamer (Cat): Is a talented Seer with the rare ability to enter the Dreamlands. Her gypsies roam the countryside freely but are not completely trusted by the city folk.

Rathan Silverback (Ape): Eldest on the Council of Elders, 1st Shard of the Knights of Psion. Many an ambitious Anthro has discovered the hard way, that age does not equal infirmity.

Leonora (Lion): Queen of Leómann and the Lion people. As proud as she is beautiful, her friendship last a lifetime and her enemies do not last at all.

What do they do?

N'hoj spends his life in an endless quest for ancient tomes and scrolls of forgotten magics. In order to defend himself and to allow himself the freedom to continue his quest he currently walks the path of the monk.

Xavaris wishes to unite the scattered clans of humans and create a homeland. With diplomacy and well-placed followers he is slowly influencing the various chieftains. Unfortunately not all have welcomed his advances and while no warlord has openly declared war he must always be on the lookout for Raven assassins.

Varilla has glimpsed various planes on the edge of the Dreamlands and knows of the upcoming Githyanki invasion. She must reach the Council of Elders and convince Rathan to organize the United People to prepare for war unlike any in remembered history.

Rathan Silverback has given up his right of kingship to head up the Council of Elders and bring a fragile peace among the major kingdoms.

Threats, Conflicts, Villains

Lizard men: Sophisticated cities are home to these conquerors who are bent on forging an empire across the lands. They see all mammals as lower than themselves, especially the humans. Avians are to be tolerated and used as allies, at least for now.

Illithids: Slave traders, whisperers in kings' ears, and stalkers of the nightmare realms they seek to destroy societies from within. These are the stories told to frighten young children, only the truth is much worse.

Nagas and Yaun-ti: Deep within the jungles of Everdark are temples dedicated to forgotten gods which are to be found by those foolish enough to seek them. These temples and "lost" cities are home to depraved Nagas and Yaun-ti who practice their forbidden magics away from the prying eyes of more civilized lands.

Githyanki: With red dragons as steeds and astral constructs as their hounds of war the Githyanki are amassing for invasion with all of Animasia as the prize. More important for the defenders than finding out how to combat such a foe is finding out why they have targeted Animasia at all.

Psionic Storm: This "natural phenomenon" is the accumulation of thousands of years of psionic energy. A never ending storm 5 miles wide that scours the world. Just as dangerous as the raw energy unleashed by the storm are the creatures that call this maelstrom home.

Nature of magic

Ages have past since the Spellslinger Wars nearly destroyed the world of Animasia. The web of arcane energies that covered the planet, which made it so easy to tap into the magic, is all but burned out. Sorcerers are very rare and wizards are outlawed in virtually all the lands, but both are generally feared and reviled. In the vacuum of power left by those ancient mages, people learned to channel the inner power of psionics. All of the sentient races can access psionics and most people have at least a wild talent. This culture of seeking power within oneself has caused the population as a whole to move away from the gods. Some see the development of a temple of one's mind and body as the ultimate tribute to the creators. Clerics still build churches and walk the lands seeking converts but their numbers are declining.

What's new? What's different?

There are very few humans; all other races are anthropomorphic (human/ animal hybrids) commonly referred to as Anthros. This is a psionic intensive world with cultures ranging from tribal clans (Humans), Roman republic (Lizard men) to near Renaissance (Apes and the Council of Elders). The gods are represented by Sacred Beasts (full animal forms). This is a campaign that strives to be both familiar and surreal.

New Fantasy Setting By John Welker and Jan Macalister

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STIENNHOLM

Core Ethos Sentence.

Stiennholm is a sword-and-sorcery world where ancient religions suppress apocalyptic technologies of a forgotten time and a hero's glory is won on the fields of honor.

Who are the heroes?

Rymar "The Bull" Luthurssen and Oddrun Baldersdottir: High King and Queen of Glassisveiller. She is the Most High Priestess of Frigga and together they have ascended to the status of demigods.

Colum-polo: Captain and king of the city-ship Pridtal, lost and adrift on the Endless Sea.

Nepur: Hero king of Ashurnon along the Fertile Crescent.

Hectorius: Bard of the Talus Island, world explorer, merchant and historian.

Aeriel: Elemental mage from the edge of the El Kabir Desert

Aaron McNimble: Son of a harlot and a sailor, born and abandoned on the docks of Port Skarr in Towarus. Despite his low birth he fancies himself a gentleman thief and pirate.

What do they do?

Rymar "The Bull" Luthurssen and Oddrun Baldersdottir strive for Nordic unification by whining the hearts and minds of the conquered. They are preparing to defend their lands and people if the coming War of Empires should spread this far north.

Colum-polo cares for the safety of his ship above all as he seeks a homeland for the 20,000 residence of the Pridtal.

Nepur wages war on two fronts; attempting to repel Cataden's invading legions from the west and crusading to liberate the holy city of Helios from the influence of Set to the southeast.

Hectorius is on the impossible quest to complete the first accurate global map since the Charring of the world.

Aeriel seeks to limit or destroy the power of the Setite mages. She is in direct conflict with them as they seek to make incursions into her land of El Kabir. Although loyal to her homeland she swears fealty to no government and seek to destroy Setites wherever found.

Aaron McNimble is greatly in love with Fiona MacTierney, daughter of a clan chieftain, and seeks to prove himself a great hero

worthy of her hand, all the while avoiding the forces seeking to unite Towarus under one king and rid Port Skarr of it's pirates.

Threats, Conflicts, Villains

The Kal'n: Hostile and barbaric octopus people from the Endless Sea who wage genocide on the peaceful aquatic race the Mar-Unum. They are a constant threat to the Pridtal and her people.

Setma: An ancient desert kingdom bent on prostrating the world in worship to their dark god Set.

Venena: An evil sorceress who schemes to bring about the prophesized Return of the Dragons, for whom shall control the dragons shall control the world.

The Return of the Dragons: Every 250 years the dragons return to Stiennholm from the moonlet Drakar. Some believe this event will herald the dawn of a golden age, many more fear it as a second Charring.

The Cult of the Technocracy: forbidden and reviled the world over they strive to bring back the Age of the Atom.

War: The two largest empires Cataden and Achiezhion girded their steel, each preparing to destroy the other, even if they take the entire world with them.

Nature of magic

Magic is a free flowing elemental force called manna, tapped by the cunning of man and enhanced by the will of the gods. Approximately 15% of the population is born with the ability to tap manna to various degrees. Although there is no distinction between arcane and divine magic, those priests who still find favor in their god's eye access the manna much more readily.

What's new? What's different?

Stiennholm is a human centric world where most "non-humans" are the byproduct of genetic manipulation from the Age of the Atom 6,000 years ago. There are two psionic races; the dolphins of the Endless Sea and Cetians of the northern ice cap. The gods actively suppress any technology that attempts to surpass that of crude gunpowder. There are pockets of working technology (some of which surpass current real world levels) in the undersea world of the Mar-Unum and in the underground fortress of the Technocracy. If any of these were to surface they would be instantly destroyed. Stiennholm is 25% larger than earth (12,000miles diameter) with two moons. Drakar is a moonlet with a heavy iron core and a livable atmosphere. Drakar orbits the large Mon. Stiennholm was designed with real world gods on a fantasy world and with geographically sound principles.

New Fantasy Setting By Paul W. King

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A WORLD REBORN

Core Ethos Sentence

Earth has suffered countless millennia of calamities, and her people once again live beneath the open sky.

Who are the heroes?

In a world with no discernable history, there are several groups who are counted as "heroes". These people are the Defenders, who choose to protect the population centers; the Adventurers, who help subdue the wilderness, seeking a different and presumably better life for themselves and others; and the Sages, who have a steadfast determination to collect knowledge.

What do they do?

Defenders take up arms to protect the people from their more violent neighbors (orcs, trolls, goblins, etc.) with whom they share the land. Their main goal is to protect against future calamities from destroying the people once again.

Adventurers, bored with village life, explore the lands beyond their home areas. They constantly push back the frontier of "civi-

lized” land. The promises of excitement, treasure and possibly some ancient artifacts have led to the creation of many bands of Adventurers off to seek glory.

Sages, who hope to find information about the Time Before and then use it to understand Earth’s past, encourage Adventurer’s in their quests. Ancient legends speak of the wonders that the Ancients did, and the Sages seek to bring back the glory of the Time Before.

Threats, Conflicts, Villains

In the background is a secret cabal, known as the Illuminati, which operates through proxies to influence the world. Recognizing that knowledge is power; the Illuminati’s two main goals are to keep the populace ignorant of their past and preventing them from achieving their future.

Nature of magic

Presently, magic is viewed with skepticism and suspicion, since ancient legends say that it was the misuse of magic, in all forms, that led to the millennia of calamity. Magic has three main sources: the divine, which comes from the gods; the arcane, which is of undetermined origin; and psionics, which is the power of the mind.

What’s new? What’s different?

This is Earth set in the very far future. The technological wonders that we take for granted today have long since disappeared, perhaps lost for all time. No longer are humans the main sentient race...elves, dwarves, gnomes, halflings and the other humanoid races now exist side by side with humans. The humanoid races resided in caves, fearing to venture outside for fear of dying from constant earthquakes, meteor strikes or the wrath of vengeful gods. It is a time of strong steel and stout hearts, where the brave may live forever in the memories of the people.

New Fantasy Setting By Mike Rousos

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THE GLAIRRE CYCLE

Core Ethos Sentence

Mahlan’Tor is a diverse world with intrepid warriors vying for control of a mysterious material known as glairre, while vicious Hunters manipulate kings and perpetuate the ‘Glairre Cycle’.

Who are the heroes?

Heroes on Mahlan’Tor come from many places, but the primary resistance to the Hunters exists in the form of the Council of Justice. The Council was founded by the noble Lox Arellum many years ago and is still overseen by him. By day Lox is the loyal head of the corrupt Lord Sovereign Harrow Kirr’s servants, but by night he directs the Council. With his wife, Nightrunner, and friends, Lox provides a safe-haven for those of any race who will hear his message. Although the Council is slow to trust the upper class and therefore employs mostly peasants and servants, other nations have, in the past, supplied the Council with fine warriors, even a few of noble blood.

What do they do?

In his youth, Lox discovered shocking evidence that mysterious constructs, Hunters, wiped the world clean once or twice every thousand years in a violent process known as the Scorching. Always, this was done just as the inhabitants of the continent of Alkaia stumbled upon the magical secrets of creating their own Hunters. This process of continual regrowth and Scorching is historically known as the ‘Glairre Cycle’. Lox established the Council of Justice specifically to combat these vile creatures and their vicious cycle. The Council and its allies must systematically weaken the Hunters without ever letting themselves be considered a threat, lest the Scorching come early. Also, the Council will occasionally disrupt arcane research done by men or elves to insure the Scorching is still many, many generations away (for the Council is yet relatively weak). Add to this

the problems of border disputes and race conflicts involving members of the Council, often with cultures who have never even heard of Hunters, and the heroes staging this underground rebellion have their hands full.

Threats, conflicts, villains

The main threat, of course, lies in the Hunters and the threat of Scorching, should the Council blunder. Overcoming this threat is even more difficult than it sounds, however, because by way of Alabaster Glairre, Hunters may disguise themselves as men. In fact, kings of Alkaia are seldom truly men. The Council has become aware of the heavy Hunter infiltration of the ruling class and must be very careful about who they trust. The true pinnacle of these evil forces resides in The Ten Beasts; the ten original Hunters, now worshipped as deities by Hunters and their hordes of faithful monsters. Still, with a bit of luck the Council hopes to hold off the Scorching for a long time yet, therefore these hordes and many regional warlords (sometimes in Hunter service, other times not) provide an even more immediate threat.

Nature of magic

Arcane magic is (with the exception of the simplest of cantrips) powered by glairre. On Mahlan’Tor, the magical energies that flow freely on other worlds have, for the most part, been congealed into the gel known as glairre. Spell-casters draw power from the potent gel, or some combination of the twelve species of glairre, to drive the spells they have researched and learned. Similarly, if enough glairre is applied to an object, the object will absorb the glairre and adopt its properties. Although glairre is not hard to come by, it is essential for nearly all arcane magics.

What’s new? What’s different?

Even without the fiendish Hunters, the advent of glairre fuels political and practical struggles between nations and gives Mahlan’Tor its flavor. It also provides a solid method of researching and creating magical items and spells. The threat of Hunters and Scorching is a unique challenge in that the Council must be always strengthening itself for the eventual final conflict, but this must all be done in secret, necessitating many kinds of operatives. The Scorching is a very distant threat, but it keeps constant pressure upon the Council champions to be in top form and always be working. Furthermore, the knowledge of so many Hunters dressed as men keeps all would-be heroes on their toes. The world of Mahlan’Tor is a diverse one with many races and various roles in the cycle of glairre. From the glairre mining dwarves, to the researching elves, to the many factions of men (there are actually several tribes of men, some not even represented on the Council). What’s more, one could assume the role of a Hunter seeking the truth about some failures in the Beasts’ monstrous ranks; to find out just who and what this Council is. The broad scope of the setting allows everyone to find their niche in a rich and rewarding world.

New Fantasy Setting By Chris Murphy

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PRIMEVA

Core Ethos Sentence

In the land of Primeva the Aesir have called an end to the Priest-Kings War and the Aknyrian Empire has fallen, leaving its disillusioned subjects to go forward into an uncertain future and rebuild a realm worthy of the creators who founded it.

Who are the heroes?

The inhabitants of Primeva are strong willed people of many races, creeds, and cultures who have survived the fall of the expansive Aknyrian Empire. The times of civil unrest have burdened the populace with much turmoil but the heroes have not lost hope. With the intervention of the Aesir the people are more confident they can change their world for the better. Some still long for the days

when the empire was ruled by the Boktu Rasha (Union of the Seven Priest-Kings) when life was secure and prosperous, but decadence and corruption have destroyed those days. Now, adventure-bound heroes rise from the ruins and span out across Primeva.

What do they do?

Warriors, Diplomats, Scholars, and Explorers join together to secure a peaceful future amongst the former provinces of the Aknyrian Empire. They traverse the land seeking to aid the destitute, re-establish trade routes, and recover lost resources. The former provinces now struggle to form new governments and gain independence from warlords and power-mongers clinging to the old borders of the Empire. They seek heroes to take up arms against their oppressors, chart new territories, and send excursions into the ruins to recover lost artifacts.

Threats, Conflicts, Villains?

After the War, wastelands of raw magic energy, bizarre engines of destruction, and vile creatures conscripted to serve as soldiers still remain at large. The Aesir (Gods of Primeva) exiled the vanquished Priest-Kings to the most remote regions of Primeva. Where they secretly plot their revenge and await word from agents still operating on the mainland. Many of the high commanders and personal aids to the Priest-Kings evaded capture at the fall of Aknyr and now work to rally support and restore Aknyrian rule.

Nature of magic?

Magic represents the Primevan potential to master their environment. It is a power that makes the gods uneasy but is the very essence of the world itself. The natural components found on Primeva serve as arcane focuses. These components are rare and in short supply but very high demand after the fall of the empire. Magic was once restricted to the elite members of society and those responsible enough to handle its potential wisely. Merchant consortiums compete heavily for huge profits to be gained by control of the regions and trade routes that supply these magical components. New research goes on to find ways of accessing the magic energy more efficiently. An order, called the Vesh, has been established on Primeva that has direct contact with the Aesir and is meant to serve as guides and protectors of the Aesir's interests. This group has divided into several factions over time and devised their own methods of operations. Some are militant in their approach, while others attempt to influence the people without direct interaction.

What's new? What's different?

The heroes have the potential to take active role in the events to shape the future of Primeva.

New Fantasy Setting By Malcolm Davies

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Core Ethos Sentence

Somorel is a world in disarray, where forces (individual and collective) strive to re-establish their own ideas of order through might, magic and the manipulation of what little political structure remains now that decades of war are over.

The Heroes

Gerrik Forlan (former General now interim human ruler); *Stig Belamros* (former field commander now General of the remnants of the human army); *Loranda Moonshadow* (sagely yet motherly elven wizard); *Aliella's Pathfinders* (a small group of adventurers of various races)

What do they do

Gerrik Forlan was responsible for victory at the final battle of the Savage War and arguably for the survival of mankind. Stig Belamros took Forlan's place when the former General was asked by the people to lead and protect them. In the five years since the war ended these men have seen to the needs of those that remain as best they can.

Loranda Moonshadow spends her days identifying youngsters that have the latent talent required for the study of the arcane arts and finding them suitable tutors amongst the few wizards that survived the Savage War. It is her dream to see the number, nature and power of practitioners of magic restored.

Aliella's Pathfinders are a quartet of adventurers who have spent the last two years venturing past the protective borders that the civilised races have established for themselves and into the lands that were lost to the Savage Horde during the War. They have been charged with the duties of gathering information about what forces, if any, remain in those lands and with collecting and returning lost treasures to their rightful owners.

Threats, Conflicts & Villains

Xanendithas (zan-en-dee-thus) is a former demon that found the means to elevate itself to godhood. The new god united a number of savage races and led them into a twenty-year conflict that became known as the Savage War. Although currently confined, Xanendithas and his fanatical minions pose one of the greatest threats to this realm.

The social and political chaos that comes as a result of such a cataclysmic event as the Savage War, coupled with the fear of renewed offensives, is in itself a threat to the continued survival of those that remain. The current rulers can struggle to maintain order lest their people regress to the savage and barbaric nature of the creatures they fought so hard to repel.

Nature of Magic

Magic has two sources. Members of the recently expanded pantheon bestow magical talents on to the most devout worshippers, those who truly believe and offer more than just lip-service prayer. However, arcane spellcasters are born with a latent ability that must be identified and developed through study and practice before they can use it to warp and wield the natural forces that bind the world. With these points in mind, magic is powerful, scarce and found only in the hands of the truly dedicated.

What's New? What's Different?

This is a world in a state of change, going through something of a rebirth. Lands that were littered with great multi-racial cities now appear abandoned while races like the dwarves, elves and humans re-establish themselves in their respective racial homelands. A single, powerful deity of nature has splintered and formed a pantheon of lesser gods that better suits the changing needs of all creatures of Somorel.

New Fantasy Setting By Kevin Pruitt

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EARTHS SHADOW

CORE Ethos

Heroes brave a forgotten land, struggling to survive and discover the hidden secrets of the savage lands and rediscover the lost legacy of the ancients.

Who are the heroes?

Azar Ek'thalis - High Elf Mage, the leader of Avalon and one of the many instructors in the University of Magic in Avalon City. He is the oldest living person to date, with no memories of what happened before the Darkening just over three centuries ago.

Kulshan of the Grim - Ork Mercenary Captain, in charge of the longest surviving mercenary group that braves the savage lands and fights on the front against the rising Chaos that threatens the lands.

Yawk Hemlin - Miomim Artificer and Monk-Priest of the Star Circle, he has developed a secret school for rediscovering the past, finding lost artifacts of the Ancients and figuring out how the world ended up the way it did.

What do they do?

Along with the above, heroes of Earths Shadow are born into a world threatened by the abomination of Chaos, and combat it anyway they can. Heroes survive, learn about the past, find lost Artifacts in the ruins of the Old. They travel far and wide searching out the secrets of the past, attempting to piece together the last vestiges of the Ancient Glories of the previous Age, and that of the Ancients.

Threats, Villians, and Conflicts?

Beyond your normal threats from savage beasts and magical monsters, the greatest threat to the planet is the Legion of Chaos Beasts that are showing up in greater numbers, and their hidden masters, The Nightlords. Unknown to the heroes, deep in a mountain lies a open portal to the Realm of Chaos, opened just over three centuries ago. It has taken three centuries for the energies of Chaos to truly seeth forth, and now it has found a fresh planet to infest and conquer. The Nightlords are the epitome of evil and chaos, their single goal is to conquer all life and subject it to eternal anguish under its iron heel.

The Nature of Magic

Magic runs through the very fabric of the planet itself. It's energies flow through everything, creating life and causing death. It keeps the circle of life flowing, as all magic radiates from the natural elements of earth: Air, Earth, Fire, and Water. Any with the potential to tap into this mystical energy and weave the Fabric is capable of becoming a Mage, but its not easy. Only the most devout is capable of harnessing the mysterious energies of the Fabric. Some, however, choose to master the anti-element, Void, the most dangerous form of magic.

Magic is also prevalent in the lost legacies of the past, found in rare artifacts discovered by explorers. One can attune these artifacts to himself, weaving a link with the artifact and unlock the power within, harnessing it to his whim. It is also known that there is no known modern way to recreate these artifacts of power, the knowledge lost to history.

What's new? What's Different?

The unique factor of this setting is that this is the future of our planet, our earth. Our time we live in is the time of the Ancients, which ended in the 23rd Century when scientists tried playing God and accidentally opened a dimensional hole in the fabric of space that enveloped the planet and sent it to an alternate dimension. During this time, the world suffered catastrophic natural disasters, destroying lands, countries, and even whole continents. It also revealed Atlantis, hidden from observation and revealing that it never sank, as we were led to believe. Then the world woke up, humans weren't alone, and for a thousand years the world recreated itself. Magic became a reality. Something happened after a thousand years, and everyone's minds were blanked, and the world went dark again. Now, the last remnants are surviving on a world lost to history, under the shadows of a ancient legacy of vast civilizations that ruled over the planet. This is a world of mystery, survival and the ultimate rediscovery of the lost past, which looms over the populace like a great, dark shadow.

New Fantasy Setting By Bradford C. Walker

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Core Ethos Sentence

Pangea is a world at the beginning of history, where the heroes are enlisted by the God of Light to fight a total war against the villains that seek to subjugate the world forever to the will of the God of Darkness.

Who Are The Heroes?

The heroes are the lords of the mortal races, their vassals and those that descend from them. They are the heroes because they are the only ones who have the means, motive and opportunity to do so;

everyone else lacks one or more of these things because they're needed elsewhere to perform vital tasks.

What Do They Do?

The heroes explore the world, make contact with foreign peoples, protect their peoples from all who endanger them and execute the will of their masters. They create order out of chaos, literally or otherwise.

Threats, Conflicts, Villains

The threat to the world comes from one half of a pair of gods, one who—because of weak character—was denied of his inheritance. He seeks revenge upon the other god and—through him—the creator who made this so; he does this through direct action as well as through minions, recruited and created alike.

Nature of Magic

Divine magic stems from a connection between a divine being and a mortal in a relationship that is often personal and intimate; there is neither formal worship nor organized religion. Arcane magic is the realization of a gift imparted by the creator, one where a mortal may impose his will upon the world directly by the sheer force of personality. Magic use is in its infancy; more complex systems, such as the wizardry of the *Player's Handbook*, does not exist yet.

What's New/Different?

This is a world that is, for all practical purposes, a clean slate. The kingdoms, monsters, artifacts, epic tales of long ago don't exist yet; the heroes must carve out the realms, slay the monsters, create the artifacts and record the tales themselves. It's *The Silmarillion*, not *The Lord of the Rings*; it's the Rig Veda of Hindu myth, the Antediluvian Age of Judeo-Christian myth, the founding of the Old Republic of the *Star Wars* saga and the War in Heaven (in whatever form you prefer). The heroes, great and small, work to impose order upon chaos.

New Fantasy Setting By Marc Langlois

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STORMWORLD

Core Ethos Sentence

StormWorld is a world of chaotic possibilities where heroes seek the answers to why the world is the way it is and how they can survive or possibly even fix it.

The world was once completely domesticated by a civilization based on a magocracy that employed magically powered technology. This civilization, in its pride, subjugated nature and turned its back on the divine forces of heaven and hell.

Though no one is exactly sure why or how (or even when) it all came crashing down in a cataclysmic event known as the Great Sundering. The Sundering brought violent changes to land weather and even planar barriers. Great Mage Storms (storms of wild magical energy) ravaged the world. Landmasses shifted draining rivers, sinking shorelines, tumbling cities and creating vast deserts. The crumbling of the planar barriers allowed the free passage of extra-planar beings in to the world. But even more disturbing was the planar "taint" that randomly seemed to affect the offspring of those that survived the Sundering. Some children were born to folk of all races with a gift or curse from the now thinly veiled planes.

Daily life is a struggle amongst the survivors. A struggle to eat, to survive, to live. Some have decided to do more than struggle. Some have decided it is time to reclaim paradise. This is the world to which you have been born. This is all you have ever known. Welcome to your life.

Who are the heroes?

Heroes come from all walks of life. Most are seeking a way in this dangerous world through the accumulation of wealth and power. Some have risen above the goal of sheer existence to try and put

the world right again. They are weapon-masters of various cultures, rogues of various ways and means, clergy of the many young faiths or even wielders of magic.

What do they do?

They take up arms, be it spell, sword or whit, to try and thwart those that would capitalize on the chaos or return the world to imperial subjugation. There are also two really big questions for heroes to answer; 1) What is the reality behind the gods and 2) what was the Sundering and can it be reversed.

Threats, Conflicts, Villains

The themes of conflict in StormWorld come from classic sword and sorcery adventure but generally adhere to four main themes; The Remnant Cities vs. the Barbarians (the Outside World): Despite the numerous cultures in the world all sentient beings can be more or less broken down into two groups, those that live in the remnant cities of the ancient empire and those that don't. Each group views the other with varying degrees of bewilderment, fear and contempt.

The Natural World vs. the Fractured World: the Sundering fractured the natural world and things have been very wrong ever since. This "wrongness" is characterized by three things; the random tainting creatures by the planes, the existence of wild magic and the magestoms.

Imperialism vs. Autonomous Rule: No power on StormWorld is known to be truly dominant. Though many will espouse that theory. So the true issue here is those that view a return to a world spanning empire as necessary or even inevitable vs. those that believe that anything "world-spanning" smacks of the Mage-lords empire and is therefore aberrant and evil. We're talking paranoia on a global scale.

Religion vs. Faith: There are many different religions on StormWorld. All of the religions operate upon religious dogma and not out of any true understanding of divine reality. Since people don't speak to god directly it is all just sort of hearsay.

Nature of magic

Magic is the fifth element along with air, water, earth and fire. All of these elements were born of the goddess when she surrendered her essence to give birth to the world. Magic is abundant; it is everywhere and in all things. The problem with magic comes from two sources; 1) Since the Sundering, mortal beings understanding of magic has become unreliable and susceptible to wild chance; 2) culturally the use of magic has become associated with evil. This perception is heretical since almost all people use or at least benefit from magic.

What's new? What's different?

Two main points; the world takes a dogmatic approach to religion rather than one based on divine reality. StormWorld takes dichotomy as part of its core concept. Everything in the world is equal and opposite. Technology (primitive) exists alongside magic. Magic is abundant yet social unacceptable. Travel is cheap and easy but incredibly dangerous.

New Fantasy Setting By Pierre-Louis Casimir Morel

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AZTANIS

1) Aztanis is *the twisted dream of an archeologist*: a great civilization of several kingdoms, which lie on the remnant of several wildly different civilization with no apparent links to the current, and with resources that interest quite a few kingdoms.

2) King Plume (*male gnome LN Illusionist 7*) the ruler of a kingdom of elves and gnomes is worried by the fact that no one know why several civilization disappeared, and wish to know the reason so that his people do not succumb to it.

Archeologist Exuplor (*male halfling CG rogue 8*) is very fond of jewelry and old tomes, he is even more fond of gold, though he doesn't sell any dangerous tomes to anyone, and is know to have stolen and hidden several ancient books on poison that a rival discovered.

3) Some Kingdoms, their archeologist, soldier and magic-user wish to use any discovery to the benefit of all those willing to live in peace. To do so they might, depending upon their ethics, do a sabotage of research which will lead to a result against their moral, explore ancient ruins, steal another kingdom discovery.

4) King Kavod's (*male human NE aristocrat 6/monk 3*) archeologists have recently discovered that a village near his capital is constructed upon the rest of an ancient city that once flied, he now wish to release it, disregarding the fate of the villager, so as to launch surprise attack on his neighboring kingdoms, including Plume's kingdom.

5) The manifestation of any magic (psi, arcane, divine) is dependant on the presence in the region of creatures of the type magical beast or plant, due to the presence of familiar or mount, this isn't a problem for most spellcaster, and most region have this kind of creatures, though some kingdoms who hates magic have seek and destroyed all creatures in their land that allowed magic. Nevertheless most kingdoms have a normal proportion of spellcaster, though the quantity of magic items is more important than normal due to the treasure left by ancient civilizations. There is many divinity, one for each of the 80 claimed (17 recognized) kingdoms, that grant access to domains valued by the kingdom it is attached to.

6) Any threats can come from the ancient ruins, though personal artifact (guns and such) are unheard of, for the once most advanced civilization are also those that got extinct for the longest time, and any such item has disappeared, big construction are still present. The different ruins with Aztec, Atlantis, or Egyptian flavor present nice opportunities to encounter really strange creatures and objects almost anywhere.

New Fantasy Setting By Pierre-Louis Casimir Morel

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BREIZH

Core Ethos Sentence

Breizh is a *Celtic*-world where *Arthurian*-like knights fight for their leader.

Who are the heroes?

Oathbound knights, apprentices of the queen's wizard, member of different lawful orders, roguish squire, are all serving the Queen (*Kattel human female LG Paladin 16*) who is assisted by her wizard counselor (*Yann half-elf male CG Wizard 19*). If ever she died, her first child (*Ronan human male NG Fighter 7*) would become the new ruler.

What do they do?

The heroes protect the borders and the inside of the kingdom, they protect also the life and the honor of their queen. They hope to get their own share of land due to their services. To do so, they guard watching post, they duel individuals who threaten anything that they protect, and they seek bandits.

Threats, Conflicts, Villains

Giants who haven't preserved their resources in their realm waiting on the border of the kingdom. *Orc* itinerant merchants who are also thieves. *Kobold* bandits. Goblinoid neighboring kingdom ruled by a ruthless King (*Saladin Bugbear male LE Fighter 12/Monk 3*) who might be advised by the Queen's sister (*Sophie human female NE Enchanter 20*) are all potential threats to the safety of the Queen and her land. The child of the queen's sister (*Fabien half-fiend human male CE Barbarian 12/Fighter 4*) has won his own land from an old lord who didn't see the evil in this man, from there he prepares to attack at his mother's order from the inside, or so she thinks.

Nature of magic

Arcane magic is a part of nature, manifesting in all sort of fey creatures, and in some very rare individual who are able to use it, arcane magic items are rare. Divine magic comes from three different sources: Father Earth (*male deity DR20 N Domains: Animal, Death, Earth, Knowledge, Magic, Plant*), the Angel (*female deity DR15 NG Domains: Air, Chaos, Earth, Good, Healing, Law, Protection, Strength, Sun, War*) and the Fiend (*female deity DR15 NE Domains: Chaos, Destruction, Evil, Fire, Law, Luck, Strength, Travel, Trickery, War*). Father Earth is acknowledged by all, but is the less revered. Divine magic items are common.

What's new? What's different?

Chaste love, non-lethal duel (joust, archery contest). A strong church and lands ruled by it. A realm of Giants. Lots and lots of *small castles*, are the typical dungeons of this setting instead of the sub-terran complex. Individual who consider their class before their race, resulting in mixed cities.

New Fantasy Setting By Holly Loth & Andre Harris

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DARKLING PLAIN

Core Ethos Sentence

In a world divided by war, action speaks louder than intent, and Good and Evil are seldom what they seem.

Heroes

Heroism is defined by action. Because the war is the foremost threat to the world, heroes are those whose actions help to end it, even if their motives are despicable—and villains are those whose actions further it, even if their motives are wholly honorable. Players and readers may fear and loathe some heroes, and love and admire some villains. However, just as the most villainous villains are the cabal using the war to raise a long-dead blood god, the most heroic heroes are the band of resistance fighters working to stop them.

What do they do?

The personal objectives of various heroes may be vastly disparate. Wanting to stop the resurrection of an evil god, delight in chaos, love of gold, revenge for murdered loved ones—all these are possible motivations for a hero. A fighter who wanted to prevent the god's return might take a band of his comrades to defend a temple where one of the last relics needed for the resurrection ritual is kept. A courtesan who lived for mischief might exploit her access to a war Duke in order to plant absurd and conflicting forgeries among his military dispatches. A greedy mage might sell illusory weapons to the Thalian army. On the embattled island itself, a Riverchild might escape the burning barges of her home city and vow to wake the island's legendary sleeping guardians.

Threats, Conflicts, Villains

Between two mighty civilizations lies an island holy to both. Each claim a sacred, ancestral link to it; each believe that the alien practices of the other will corrupt and destroy it. Though none can now recall what sparked that first skirmish, both lands quickly became committed to war. Disastrously well-matched, they have fought for centuries, decimating populations, unraveling the fabric of both societies, turning the sacred island into a scarred wasteland, and ultimately providing the means by which an evil god may rise. Villains, then, are those whose actions further this war, whether for selfish motives or because they lack either the wisdom to perceive the true nature of the conflict or the courage to oppose it. But whatever villains there are, be they gods or men or monsters, the true enemy is the war itself, and the most essential conflict the one within each person forced to confront it.

The Nature of Magic

On the whole, the nature of magic is as described in the 3rd edition core rulebooks. However, the two main cultures have opposing philosophies of magic: Thal is value the arcane and disdain the divine, and Baemats the reverse. This is the primary opposition of their cultures, and contributes greatly to their enmity.

New & Different

Darkling Plain incorporates elements of historical wars and resistance movements; “flavors” of medieval Moorish, Levantine Greek, and Southeast Asian cultures; new classes including Courtesan and Sea Mage; new races including Syran merfolk and satyr-like Pipers; and a vast world whose inhabitants are by no means limited to Thal is and Baemats.

In *Darkling Plain*, Good and Evil are frequently not what they appear to be. A lawful-good paladin might find himself on the wrong side of righteousness, though his alignment never faltered; a chaotic-evil mage might find that by murdering that paladin, he has inadvertently scored a victory for the battle against evil. As Riffen Simn (leader of the heroic assassins, the *Daal Mu'Tae*) once said, “War draws lines, and the damned things are never where you expect them to be.”

New Fantasy Setting By Kayvan Koie

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THE SECOND AGE OF BORA-MIR

1. Bora-mir is in its second age, a time where the world needs heroes to face a scared land filled with savage monsters, where gods once walked among men.

2. The heroes of this land are those willing to brave the many challenges of the world. There are knights and warriors of differing reputes, clashing against an oncoming horde or a monstrous creature. Deep in the dankest dungeons or atop the rooftops of the city, Nellis, are skillful rogues seeking fame, fortune, and glory. The priests and clerics of the world face numerous rival churches, and cults so black and dark, that the utterance of their name is a crime in many a kingdom. Wizards and sorcerers of varying ability, delve in magic that is both wondrous, and treacherous.

3. The accomplishments of the heroes of Bora-mir are as varied as the heroes themselves. Some are revolutionaries, seeking to topple the corrupt or puppet governments that stamp out their freedom, such as the White Guards war against the puppet King Hydrick of Terrana. Others follow the cause of righteousness in finding and destroying all elements of oppression and corruption in the land, such as the Order of Novos. Others still are heroes based solely on their feats like Kaizak, a barbarian of the Northern Tribes, whose deeds have been made into many a song, sung by his brethren.

4. Monstrous beasts and terrors populate this world, from the lowly goblins festering in the mountains near the forest of Tso, to great and powerful dragons, like the wyrm Gaurung. Some of the evil are individuals like Goron Blackheart, slave master and true ruler of the Kingdom of Terrana. Others are whole countries, like the Nation of Blood, a whole kingdom of orcs, comprised of the twelve tribes that formally wandered among the hills and plains near the Axe Mountains, who have ruled as a whole kingdom for the last 100 years. There are black and evil cults, such as the Cult of Urklaznia, a cult that worships a dragon that is destined to one day consume the world, and only those suicidal faithful will follow this beast to paradise.

5. During the first Age, magic was a more stable element that could be found everywhere. The Gods walked upon the land, among men, in open conflict with their rivals. This continued until the great god-war that ended the first age, and began the second. From that time, magic in the land is a force of great power and terrible consequences. Wizards spend their whole lifetime studying the art of magic, never to truly master it. It is believed that magic is a

force that is given and regulated by the gods, yet there are some who think that it is through magic, that one day men will ascend into the heavens and rival the gods themselves.

6. The Second Age of Bora-mir is a world rife with conflict, populated with wonders, horrors, and mystery. It is a land where gods once reigned, and mortals are taking over.

New Fantasy Setting By Brian Fitzpatrick

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REALMS OF ALLAR

Core Ethos Sentence

Adventuring in the Realms of Allar combines the savagery of life in a barbarian realm with the potential of hidden springs of raw magical energy and a chance for mortals and gods alike to avert the apocalyptic results of the coming Godwar.

Who are the heroes?

- From the plains of Jorath come many tribes of barbarians, some riders and some striders, some with bows and others with spears, some with faith and some with raw magick.
- From the civilized lands beyond the Aja'te Mountains come the rogues, scholars, and merchants from the cities, with their own priests, tinkers, and magick-wielders.
- Hidden among the tribes are the God-touched few, blessed or cursed with the price of such parentage.

Groups of heroes from this landscape must fight against the gods bent on not just ending the world, but remaking it.

What do they do?

Heroes must choose their own paths to power or aid in others' pursuit of such paths. There will be key places of power that must be controlled or destroyed. There will be items of power lost for millennia needing to be found again. And there will be individuals who pose a great threat to either side who must be convinced to change their minds or be destroyed.

Through exploration, investigation, and battle, the heroes will find their way to victory on the side of Order or of Chaos. The choice is theirs to make.

Threats, Conflicts, Villains

The main danger to the world is the Gods themselves. Over the course three separate ages, the Gods managed to change the world. And now a small group of them wants to destroy the world and start over. Some Gods use mortals to further their ends, some use magic, and some use magic to create new creatures to do their bidding.

The coming Godwar will begin when the Father God Aj awakens from his grief-stricken sleep on his throne to find that his grandson, Jeran, a god of war, has consolidated power in his grandfather's "absence". Aj will seek to take power back from his grandson. Ultimately, Jeran not only seeks control of Godhome, but to destroy and begin the world again without mankind's polluting influence.

Jeran and his followers have created new races to do their work, wishing to exterminate mankind or at least remove the more troublesome mortals from their path. Some, such as the orcs are many – yet there are some creatures that only exist in small groups or singly if at all. These monsters are rare, but deadly.

Nature of Magic

Magic stems from the use of different types of mana. Each element has its own mana – fire, water, earth, air, and spirit. And silver mana, which flows freely in only a few places in the world, is a combination of all five elements. Silver mana is eagerly sought and greedily controlled, worth much to the wizards who control it. And in the places it exists, there are bubbles of inconstant elemental forces at work, such as the Flaming Forest or the Cloud Sea.

Some elements are easy to extract mana from. A bubbling brook provides a constant stream of water mana to a magician attuned to use water magic. A campfire provides a constant, but small, stream

of fire mana to a fire mage, though a huge bonfire or even a forest fire would provide more energy.

Sources of mana can be diminished or even disappear with continued use, so magicians must use available mana resources carefully or seek the rare silver mana springs to provide their creative energies.

What's new? What's different?

This world bubbles with raw energy – whether the combative nature of a barbarian tribe, a wizard trained in the use of raw elemental energy, or the fickle decisions of the gods themselves. The playing field for the coming Godwar seems at first to favor the gods, yet mortals have many of the keys for their own continued survival and the ability to fight and save their world. The heroes must win the battle against Jeran to keep themselves and their world alive.

New Fantasy Setting By Jon Stacey

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RIME

Core Ethos Sentence

RIME is a land of epic fantasy on the verge of a magical ice age, where heroes struggle against monsters from the glaciers and seek a means to halt the gradual advance of the Freeze.

Who are the heroes?

All races and classes in the Player's Handbook exist in RIME. Countless tribes of barbarians live within the Freeze, coming out only to trade or attack. Monks emigrated from a nearby oriental-style continent and established monasteries across the kingdoms. Those living within the Freeze are mostly humans, but there are also small populations of icehome dwarves, snow elves, and a race of wolf-like humanoids.

What do they do?

The Freeze captivates the imaginations of all adventures with tales of powerful magic and great treasures locked within its ice. Adventurers insist the rewards are greater further into the Freeze, but the same is also said of the dangers. Nations often fund great expeditions into the Freeze, hoping to locate a powerful artifact or a immense horde that will give them an advantage over their neighbors. Dwarves search for the legendary Icehome, a clan stronghold lost when the Freeze descended, and the elves hunt for a mysterious elven artifact for reasons they do not discuss with non-elves. Powerful heroes seek the rumored Ice Cathedral, said to be the home of a mighty white dragon. The ultimate goal for all is the lost city of magic and supposed source of the Freeze, Trae Bek Lore, for the glory of ending the ice age.

Threats, Conflicts, Villains

The Freeze has covered half the world's surface, leaving a strip of hospitable land around the equator where civilization crowds. Kingdoms fearful of being swallowed by the Freeze invade neighbors to their south, resulting in bloody wars as each kingdom tries to avoid extinction. White dragons and monsters adapted to the cold are a constant threat to settlements near the edge of the Freeze, as are hostile tribes of barbarians and humanoids with a reputation for raiding. Along the coasts, barbarians use swift wooden long boats to raid towns far from the Freeze.

An ancient lich called Blood Ice is rumored to control entire kingdoms from the shadows and desires artifacts of incredible power from Trae Bek Lore. The Brotherhood of the Black Katana, a secret society of evil monks and assassins, operates throughout the civilized lands, performing nefarious deeds for profit or sport. Great elemental creatures of ice and wind called katabatics haunt the Freeze, and an encounter with one often results in death for even the most prepared of adventurers. Every few years, a mysterious entity leads a horde of evil humanoids and monsters out of the Freeze in a bloody skirmish with the civilized lands. They pillage the

border lands, taking everything of value, then just as quickly return to the Freeze and vanish.

Nature of Magic

RIME is a world suffused with magic. Most people cannot cast spells, but magic is encountered often enough to be a common part of life. Deities grant divine spellcasters their power, and arcane spellcasters direct mystic energies that permeate the world, the legacy of an ancient fey civilization.

What's new? What's different?

Myths say the Freeze began because of an event in the far northern city of Trae Bek Lore. Accounts differ, but the most believable state the deity of cold and ice was set free (or imprisoned) there. The Freeze has descended for more than three thousand years since, swallowing entire empires. Although the Freeze advances very slowly (some say it has even stopped), it gives the civilized lands a constant feeling of impending doom. The peoples' fear often boils over, usually resulting in riots and sometimes an overthrown government. Many kingdoms ban spells involving cold or ice, believing such magic makes the Freeze spread faster, penalizing the caster with imprisonment or even death. Huge icebergs float down out of the Freeze, making trade by sea hazardous. A few sailors claim to have seen fortresses on some icebergs, and an unusual legend tells of an entire kingdom residing on a single massive iceberg.

New Fantasy Setting By Jonathan Monteleone

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FORBIDDEN LANDS OF KEILAR

Core Ethos:

The Forbidden Lands of Keilar is a might and magic fantasy setting integrating character development, quest achieving, and fighting for a common cause.

Heroes:

The heroes are readers/players, and the setting revolves around their developmental adventures. Established heroes are also present. The Eons and Aeons are gods of Keilar, and Oreurk champion's mortals' worth. The Wryms of Dusk are a race of dragons responsible for breaking the single landmass, Iriala, into 5 continents during the Shadoe wars. As observers, the wryms know many secrets long lost to mortals. The royal family of Pancea (King Theodreali, Queen Denid, and Lord Murdok) are direct descendents of Oreurk,

and responsible for defending mortals against the Shadoe Lord's minions and return. During their travels, the heroes meet various companions/mentors. For example, Carollitzi is an Orunese fisherman with great abilities in combat. Baalutuzu, a descendent of Oreurk, commands magic.

What do they do?

The mortal lands of Keilar are broken from the millennia long Shadoe Wars. Scrolls depicting a Second Great War and Shadoe Ascension are discovered, while rebuilding the city or Orun. The heroes (recruited by the royal family of Pancea) are charged with foiling the prophecy if it occurs in their lifetime and passing their knowledge and experience onto others if it does not. Initially the heroes are charged with 1) Locating the Yetzen Monastery (spiritual and physical development guides), 2) Rebuilding the defenses above the void prison, and 3) Retrieving the book of Banall (source of magic other than Oreurk). The players develop from novices to veterans during the adventures of completing the three tasks.

Threats, Conflicts, Villains:

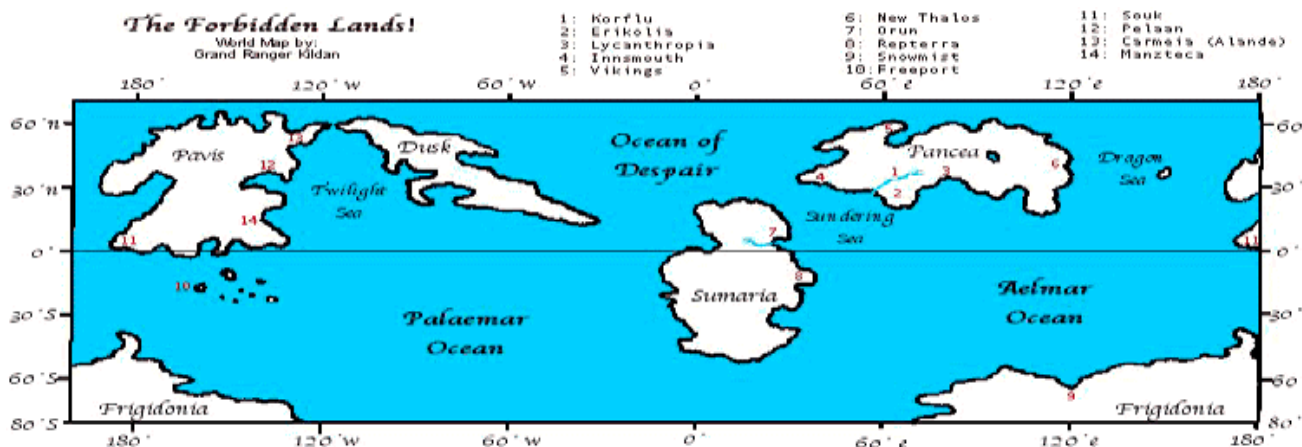
The Eons bestowed magic to mortals, but some used it for evil. The evil consumed them, and they became known as Shadoe Lords. The Lords enslaved mankind, and mortal existence on Keilar was threatened during a dark period known as the Shadoe Wars. The Shadoe were banished, to a void prison, by the Eons and Aeons, but Shadoe minions remain hidden, in some mortals, preparing for the Ascension. These followers, e.g. Lue Chi Woe, spread evil in the world, while looking for the heroes.

Nature of magic:

All mortals had magic ability prior to the Shadoe Wars. Following the war, Eia (Leader of Eons) stripped magic from mortals. The Aeon, Oreurk, disobeyed Eia and infused magic into a mortal male. Eia was furious and exiled Oreurk, to earth, to live out a mortal existence. And so it goes that mortal descendents of Oreurk possess Aeonic magic abilities. Recently a rumor has spread of a pre-Shadoe war tome that could be a source of new magic, which draws upon the very power present in each and every mortal.

What's new? What's different?

Technically, NOTHING is different! But that's the point ... common themes are the best. Engross the player in a cause, give them goals, let them develop their persona's, and the setting is sure to be a success. Everything else is just a feature, to these ends, and Forbidden Lands offer endless opportunity for new features and dynamically changing goals.



New Fantasy Setting By J. Cronk

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BENEATH THE GRAY

1. BENEATH THE GRAY: An ancient land shattered by old magic, where underground-dwelling humanoids and magic-mad spellcasters battle to reclaim the lighted surface of their planet.

2. The potential for heroism is widespread throughout the underground population; a wide variety of races and classes can effectively accomplish great things. Reasons for adventuring can be mundane (e.g., gaining money, power, or treasure), or they can be noble and heroic (e.g., disrupting schemes of the Scions of the Flame, or even taking the battle to the surface in a guerrilla war against the Burning Ones).

3. Heroes fight against surface-dwelling outsiders, struggle to ensure their races' survival in the underworld, and ultimately attempt to topple the authority of the outsiders from the world of the Flame, making the surface safe again for the native races of the planet. It is possible for a hero to master the secrets of the Gray, tapping its power against the Burning Ones, but just as often, heroes can be found shepherding a small community, protecting them from immediate threats. In fact, these latter sorts of heroes achieve more recognition among the common populace; they are more "real" and immediate—they don't spend their time battling distant threats that few understand.

4. The Scions of the Flame are the primary threat to the heroes; they are a traitorous faction of humanoids and planetouched who have allied themselves with the Burning Ones (the outsiders who rule the surface world). They kidnap underground-dwellers and use them as slaves or food, and they spy for the Burning Ones, alerting them of any threats to their authority.

5. The nature of magic changed during the massive cataclysm that hollowed out the planet. Magic flows from a continuum between the Flame and the Void (two pulsing centers of energy; the Void is located in the center of the world and the Flame is outside the planet itself, burning like a second sun) called the Gray. The Gray manifests physically as a tremendous column of opalescent energy spanning the gap between the Flame and Void. Magic is plentiful, but it inevitably causes insanity and physical changes, so wizards, clerics, and other spellcasting classes are either considered outcasts or brave martyrs.

6. BENEATH THE GRAY twists convention by reversing the typical association of light = good, dark = evil, making the PC heroes live on the lightless, hollow interior of their world. PCs have an unusual set of challenges, having to survive underground in cities carved out of the rock, and venturing to the surface to fight against the evil light-bearing outsiders who have taken over. Gameplay takes place in a world blasted by old magical battles, a world rife with dimensional rifts spewing hostile Burning Ones. Additionally, the unusual source of magic and the high price it carries will attract players looking for a unique role-playing experience.

New Fantasy Setting By John A. Brown, Janelle Morris, and Joshua Albers

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ACRAMAHRIA

Core Ethos Sentence

A place where discovering the unknown will shape the destiny of the world.

Who are the heroes

The heroes of Acramahria come from two primary sources: colonists and natives. The colonists originated from the feuding kingdoms of Trottenhien (primarily gnomish), Saprina (primarily halfling), and Alerone (primarily human). Each looking for the glorious and

wealthy civilizations hinted at in ancient texts. The natives are the indigenous tribes of wild elves and feral dwarves that are the descendants of the survivors of cataclysmic wars that destroyed their once proud civilizations.

What do they do

While most of the colonists survive by meeting the demands of the colony (crafts, trades, and services), most of them have come to Acramahria searching fame, fortune, and above all, adventure. Luckily, adventurers are in high demand in Acramahria. The colonies and their enterprises (the Magic Trade, the treasure caravans, etc.) need protection from the multitudes of roaming beasts and bandits, as well as more than a few hostile natives! Those with a creative streak or a knack for commerce can always find a place in the Magic Trade or the treasure-hunting expeditions.

As for the native elves and dwarves, these are strangest of times. No two tribes, regardless of race or creed, are the same, and neither are their reactions to the colonists. Some colonies were met with open arms, and some were met with violence. Some colonies and tribes raid each other with frightening frequency, and others have nearly open trade. In some areas, natives serve as guides or escorts for colonial expeditions through hostile lands, and a number of tribes have allied with the colonies against the perpetual threat of the various beasts and humanoids that roam The Wild.

For the select few that are bored with the day-to-day rigors of colony or tribal life, Acramahria offers a wealth of options. The silver caravans and the merchant ships provide tempting targets for those with a taste for banditry or piracy. The brave (or foolhardy) can seek out wealth and excitement in unexplored ruins, encounter fearsome, mythical beasts, and/or investigate the labyrinthine remains of ancient cities. A few bold souls dream of starting their own colony, or perhaps even rebuilding the ancient civilizations of millennia past.

Threats, Conflicts, Villains

Aside from the threats the colonists and natives pose to each other, both native and colonist alike must contend with the orcs, trolls, and giants that roam - and some say rule - The Wild. In addition to the monsters of the sky, sea, and surface, the colonists and the natives must also defend themselves from the terrifying dark races underground in the DeepEarth. Above all of these threats stand the Baatezu. Summoned during the cataclysmic wars, some of those diabolical beings still roam The Wild.

Nature of magic

While practitioners of magic can be found on any of the seven continents of the world, nowhere is it stronger than on the Acramahrian continent. On the continent of Torkaa - the home of Saprina, Trottenhien, and Alerone - only arcane magics of 3rd level or lower are possible. The full range of arcane magic is possible in Acramahria, however. Why this is, no one knows. What is known, however, is that magical items created in Acramahria retain their powers outside the continent. Once this fact was discovered, the Magic Trade was born, and Saprina, Trottenhien, and Alerone all consider their respective Magic Trades to be of the most vital national interest.

What's new? What's different?

While Acramahria is most certainly a medieval Sword and Sorcery campaign world, it is just as influenced by actual

American and European historical events and the works of James Fenimore Cooper, Nathaniel Hawthorne, and Edgar Allan Poe as by more traditional fantasy authors, such as Tolkien, Eddings, or Howard. This allows the setting to be flexible enough to support those groups seeking non-traditional adventuring. Characters have just as many opportunities to establish peace treaties with natives, found new towns or outposts, or become involved in political circles just as they do exploring dungeons and fighting monsters.

New Fantasy Setting By Alan “ForceUser” Traylor

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SUNDERED SEAS

Core Ethos Sentence

Sundered Seas is a world of faith and magic spanning endless tracks of ocean, where heroes fight villains and sea monsters both below the waves and above.

Who are the heroes?

The heroes of the *Sundered Seas* include the sahuagin druid, out-cast from his people because of his non-violent beliefs, the human sea captain who uses wit and cunning to find safe routes through treacherous waters, the gnome wizard who learns to command wind and sea to defend his floating community, and the dwarf rogue who seeks the treasures of his heritage, now long lost beneath the waves.

What do they do

The heroes of the *Sundered Seas* are sorely needed to protect their peoples both above and below the ocean’s surface. They search for powerful artifacts from long-ago civilizations, build cities upon the sea and defend them from sahuagin and locathah incursions, and protect trade between surface dwellers and tritons, merfolk, and sea elves.

Threats, Conflicts, Villains

A legendary sea lich gathers a fleet of ancient mariner-ghosts for some evil purpose not yet known. Strange humanoid insects with unusual weapons and magic seek to conquer what’s left of the surface world and enslave those who cling to its shores. The vast and wicked Sahuagin Empire threatens to engulf its smaller neighbors, and a mysterious substance known as *dark water* creeps across the currents, poisoning or transforming everything in its wake.

Nature of magic

Magic is an abundant force in nature that waxes and wanes with the influence of the moon and the tides. Magical energy is everywhere, in everything, yet is more difficult to tap from quiescent objects. Thus, the ever-changing sea is the most powerful, apparent, and abundant source of magical energy. Arcane spellcasters attempt to understand and control these forces directly, while divine spellcasters trust in the gods to show them the way. In the world of *Sundered Seas*, the elemental forces of Water and Air are more commonly tapped than the forces of Fire and Earth.

What’s new? What’s different?

The people who ply the *Sundered Seas* know nothing of landmasses larger than island archipelagoes; many live their entire lives without ever having set foot upon dry land. On the surface, massive fish-like creatures called *nomeks* are captured and domesticated or bred from birth to be used as all types of seagoing vessels, since wood is scarce. Nomek breeders and trainers take the place of shipwrights, and each nomek eventually bonds to a Navigator, whose rapport with the creature keeps it disciplined and healthy. Navigators use the wind, the currents, magic, and even her nomek’s sense of smell to journey safely from place to place. Below the waves, large sea creatures – fish, octopi, squids – are used similarly. Through magic, some of these creatures have been bred to develop air sacs large enough to ferry air-breathers and even cargo to and from the ocean’s depths. On craggy island chains, some creatures are bred as airships among the elves, although both dwarves and gnomes build and power non-living airships with magic.

Vast empires, notably those of the sahuagin and the sea elves, sprawl under the waves. They are divided not by landmarks, but by the depth, temperature, and flow of ocean currents.

Giant *dragon storms*, unhindered by large landmasses, can rage for months on the open ocean, and tiny island seacoasts are deathtraps that people have learned to avoid building upon. Instead, land-bound cities are built high in the mountains, and air travel is often the only way to get to such places. Trading between the ocean-dwellers and air-breathers flourishes at floating cities anchored near large island chains, because they are able to ride out the storms at sea.

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SUTENLUND

CAMPAIGN FOR D&D 3E

New Fantasy World By Michael

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http://www.fortunecity.com/roswell/divination/399/index_m.htm

Believe it or not this is a well established world. It's been in use since 1985 and still manages to challenge as well as entertain pc's and dm's. This is the first year that this campaign has been made available online. In fact, this is the first year that this once chaotic mass of yellowed paper and index cards has been readable by anyone other than the creator! The 21st century hit him hard, and after years of nagging he eventually completed the work that awaits you below. It's still unpolished, but we're working on it and hope to have something, in 10-20 years!?! As pretty as the realms. The most difficult project has been converting this stufh into 3e from 1e & 2e! Hence the bare bones content. Enjoy, and we always welcome input good or bad.

This sutenlund portion of the world was created when warhammer rpg was first released in the early 90's, the system blew, but the gameworld was great! If the old core rules and supplements can be found, buy them! The material is an excellent reference source for a germanic/central european style campiagn.

Technology

The technology level needs an explanation. It's 18th century without gunpowder, so the weaponry remains in the late medieval period. Baloon flight is being experimented with, wind power is commonly used, steam power is only known to the dwarves, and the educated members of society agree that the world is round.

Magic

Non divine magic is considered a "science" amongst the more civilized human societies, but there are still serious consequences for using it openly. Humans are not attuned to the forces of non divine magic, so they may not become sorcerers...This is a disadvantage, but humanity makes up for it with their ingenuity and ability to quickly adapt to any enviroment.

Character Creation

Character Generation(Human)

3d6/6 columns

4d6 - the lowest die/3 columns

Character Generation(Dwarf)

str- 12+d8 dex-15 max con- 12+d8 int- 18 max wis- 18 max cha- 17 max

Character Generation(½ Ork)

str-11+d8 dex- 16 max con- d10+8 int- 15 max wis-16 max cha-15 max

Classes Restricted By Race

Sutens- barbarian and sorcerer

Slavs-paladin, barbarian, sorcerer, cleric

Sutarl-sorcerer, paladin, wizard, cleric

dwarf-barbarian and wizard

½ ork-wizard, paladin, bard, cleric

Restricted Classes

No druids! Humans cannot be sorcerers!

Beginning funds

4d10x10xlv (Sutens)

3d10x10xlv (Sutarl)

2d10x10xlv (Slavs)

1d10x10xlv (½ orks)

Wizard/bard Spellbooks

0d8

1std6

2ndd4

Wizards receive a bonus skill: Profession (merchant, lawyer, diplomat, professor) 4 ranks

This reflects 4 years of university schooling, then another four years as an apprentice in a secret lodge.

Wizardry is not a public practice, people associate it with fairies and demons. A knowledge skill relating to the profession must be chosen as well. Example lawyer will need knowledge/local law.

*Clerics receive the bonus skill: Knowledge (religion) 4 ranks. Beginning Suten clerics must be clerics of Teutonikar and Helga. Non Suten clerics must be approved by the DM.

Teutonikar (Father of the Suten people, the Lawgiver)

granted powers: +2 to turn undead

domains: War, law, protection, and healing

Ethos:

1. must be of lawful alignment
2. 50% of income is donated to your church
3. Worship of non Suten gods by Suttees is forbidden
4. Suten heretics are to be converted or shunned
5. Three prayers a day must be made to your lord Teutonikar (morning/midday/evening)
6. Wizardry is the work of devils, demons, and fairies
7. Enemies of the Suten race receive no mercy, no sanctuary, no blessings of your lord
8. Must preach the word of Teutonikar three times per day
9. Non Suten infidels are tolerated, but forbidden to preach the word to Sutens
10. It is the duty of clerics of Teutonikar to protect, serve, and teach the Suten people

Helga (Mother of the Suten people, the Culture Bearer)

granted powers: +2 heal skill

domains: Healing, good, magic, protection

Ethos:

1. must be of good alignment
2. must pray three times a day (morning/midday/evening)
3. Duty to protect, serve, and teach the Suten people
4. may only use edged weapons blessed by Helga
5. Must not indulge in excess of food, drink, or sex
6. Diplomacy before combat
7. Mercy to those that request it, good or evil, all intelligent creatures
8. Suten heretics are to be converted or shunned
9. Must preach the word once a day
10. Wizardry is dangerous, but is to be tolerated if not used for evil

Human Ethnic Groups

Suten: A major offshoot of the Ancient Cerelian race. Fair skinned, fair haired (sandy blonde/light golden brown in the deep southern regions and golden blonde being common in the north) eyes are commonly grey, with blue being common in the north, and violet to the west. Avg. male ht. Is 5'8, avg. female ht. Is 5'2. Sutens inhabit Sutenlund and Danchlund. Being industrious, expansionist, and orderly, the Suten people have become the major civilization in Northern Arda. Their culture and influence is felt throughout the region, in the west through trade and in the east with wars to expand

the Sutenlund. Primary enemies are orks from the Midden Alps, and the Slavs to the east.

Sutarl: Another offshoot of the Cerelian race. Fair skinned, fair haired people that dwell in the extreme northern region of Scandara. The most common eye color is blue, with grey being the second most common. They are tall, strong, fierce, and feared throughout the North. Raiding the coasts in their long ships, Sutarl have become a major power in the North and in the lands to the east. Avg. male ht is 6', females are 5'5"-5'8". Sutarl society is comprised of clans that are loosely led by jarls or kings.

Slavs: Slavs are native in the eastern part of Arda. They are one of three offshoots of the

Ancient Kudizi race. Fair skinned, dark brown to light brown haired, brown and grey eyes are common, avg. male ht is 5'6", avg. female ht is 5'2". The Slavs are a feudal society, primarily agrarian, and frequently resisting Suten expansion into their lands. Hard working, stubborn, and resilient, Slavs have proven to be a difficult people to conquer. On the Suten Frontier, Slavs that have been conquered live as second class citizens.

As peasants, laborers, and poor merchants, they endure the rule of the Sutens. Many flee to the east, to only toil under their own brutal rulers.

Humanoid Races

Dwarves (Khalzak): The Khalzak are the only dwarven ethnic group in the north. They are fair skinned, golden haired, and green or grey eyed. 90% of the regions dwarves dwell in the dwarven empire of Khalzak Karek, to the west of the Sutenlund. Other smaller communities are scattered throughout the Sutenlund and Scandara. The Khalzak prefer the company of their own kind, are fierce, and expansionists, never reluctant to make war with their western neighbors to expand their mountainous domains. Since the time of Teutonikar, the dwarves of Khalzak Karek have been allies of the Suten people, and have had an honorary representation in the Imperial council.

½ Orcs (Kaferz): ½ orks are the product of human contact with orks. Unfortunately the contact is not pleasant, and the unions are formed in violence. As a consequence, the fruits of these unions are shunned by humans and orks. ½ orks have a better time within the orkish society (if they survive to reach adulthood). Orkish sorcerers are usually of ½ ork blood, as well as many champion warriors and shamans. In human society, Suten in particular, ½ orks are outcasts at best and burned at the stake at worst. ½ orks live on the fringe of society as scouts, mercenaries, and laborers.

Languages

Suten (*Sutens, Danch, and Sutarl*) runic

Slavic (*Slavaria*) Cyrillic

Khalzak (*dwarvish*) runic

Orkish (*Kaferz-Alp*) no written form

Ancient Languages

Elvish (*Alnunin*) hieroglyphic/only known in written form

Cerelian (*ancient Suten*, still spoken by priests) runic

Kudizi (*ancient Slavic*) Cyrillic

Dargol (*ancient dwarvish*) runic

THE SUTENLUND UP CLOSE

The Suten civilization is the envy of northern Arda. Suten cities have public schools, constabulary, courts, sewers, water works, paved streets, fortifications, courts, and universities. 60% of the urban, and 40% of the rural population is literate; the printing press was rediscovered and has been in use for a century. Life within the urban areas is relatively safe, clean, and filled with less hardship. Life within the rural areas near the borders and the Midden Alps is not so idyllic. Wars, orks, giants, the occasional dragon or bulette makes life a struggle, but the Suten Grenzlanders manage to defend the

Suten heartland and continue the expansion of the empire in spite of the misery they endure.

The Sutenlund is covered in dark forests, fertile valleys, rolling hills, high mountains, and mighty rivers. The winters are mild, and bring much precipitation in the form of cold rains in the lowlands, and blankets of snow in the highlands. Summers are warm and pleasant.

The Empire of Sutenlund is actually a loose knit confederation of merchant republics, leagues, kingdoms, and city states. Each political entity sends a representative to the central metropolis of Teutonheim, the ancient capital of the old empire. Each rep. Has one vote in the Imperial Council. A hereditary emperor lives in and rules the capital city, is the head of state, and has 2 votes on the council. The High Priest of Teutonikar and the High Priest of Helga also sit on the council, and have 2 votes each. In theory the emperor is the head of state, but the bickering leagues, merchant republics, and kingdoms have stripped the emperors of their power, making them little more than figure heads. Civil wars are commonplace, and the rise of emperors that seize power from the council, only to be assassinated is all too common as well. The Sutens do obey this one law set into stone by the lawgiver...." Attacks upon the empire are to meet a united response."

The Common law of Teutonikar

All communities shall have courts, magistrates, and lawyers for the prosecution and for the defense of its participants. Convicted are to receive a fair, just, and swift trial, under the final judgment of the magistrate after hearing all arguments. Those charged are guilty until proven innocent, the burden of proof being placed upon the accused. To accuse, one must have no less than three witnesses or complainants to petition for charges.

Murder is resolved by weregeld as determined by the family and moderated by the magistrate, execution that is carried out by the victim's next of kin, publicly, or exile after being flogged twice by every willing member of the victim's family. Execution options are hanging, beheading, and burning at the stake.

Those that are wrongly convicted shall be publicly declared innocent, and their next of kin reimbursed by weregeld. Other crimes are a local affair and subject to various punishments.

Taxes, Fees, & Exchange Rates

Property Tax: 1 silver marc per acre a month

Gate Fees: 1-4 pennies

Road Tolls: 1-8 pennies

River Tolls: 5-50 pennies

Weapon Permits: 1 silver marc per weapon, per year

Import Tax: 1 penny per pound

Export Tax: 1 penny per pound

1 gold marc = 10 silver marc = 100 copper pennies

silver marcs are the standard, while gold is uncommon in most regions except the eastern frontier.

The Church of Teutonikar & Helga services

Clinic service (mending wounds, herbalists, bed rest) free to the poor, avg. donation 1 silver marc to 1 gold marc per day.

Magical healing may not be available in some communities, when it is available these services and fees are standard:

Healing Of Wounds: 1 silver marc per hit point

Heal Spell: 100 gold marcs per level of the caster

Cure Disease: 100 gold marcs per level of the caster

Restoration: 1000 gold marcs per point of restoration

Resurrection: 1000 gold marcs per day of death

Das Wagon:

A private company owned by the Baron Ludwig Brenner. A century ago, the Baron proposed a solution to the problem of transit throughout the empire. To continue the expansion and defense of the empire, roads were required. Good roads that would need little maintenance. Baron Brenner and some of the empires finest

dwarven and Suten engineers set out to work on an imperial road network. Within 60 years a completed network of roads spanned across the empire and soon followed settlers east. Realizing that there was going to be little support for his request to actually be the owner of the roads (even though 50% of the funding was from his own treasury), The Baron created a coach and freight service called Das Wagon. With a few bribes and a lot of political favors, Baron Ludwig Brenner created the empires official overland coach and freight service. Das wagon is the official transporter of imperial mail, freight, and personnel. Das wagon does not pay road tolls, nor is it obligated to pay local taxes on property it owns. Tariffs still apply however. Das wagon is a ruthless competitor, and seeks to dominate the overland coach and freight business 100%, at present it controls about 60%.

Das Wagon services and fees:

Passengers 5 silver marcs per person, per day of travel (priests of Teutonikar & Helga ride for free)

Freight fees are 1 silver marc per pound/per day of travel

Secure service (two armed guards and 50% reimbursement insurance) is x 4 cost

Das wagon maintains coach houses every 40 miles or so along the roads. Each coach house has an inn, a tavern, a stable, usually a toll-house, barracks for road wardens and toll guards, and 12-24 misc. employees (bartenders, valets, stable hands, etc.) For secure rate passengers, use of the inn and tavern is free of charge. Non-secure passengers must pay for use of the inn and anything ordered in the tavern.

Monastic Orders of Sutenlund

Devout followers of Teutonikar & Helga, the monks of Sutenlund also have chosen a specific lesser divinity to follow. These lesser divinities are saints who ascended to god hood for their service to Teutonikar & Helga. Each saint has a monastic order that specializes in the activities of the saint when he or she was still a mortal. Members of the orders believe that by following the path of the patron saint, that they may achieve sainthood upon their deaths. Most of the faithful do not receive spells, but instead are blessed with extraordinary abilities for their service. Monks are raised from infancy. Orphaned children of mixed Suten and Slav blood make up the majority of the monastic population. Orphans of ork and Suten blood are accepted as well. Being of mixed heritage, the general populace is suspicious of most monks, but tolerates them. The Monastic orders strive to better themselves and the communities near them, they are sworn to defend the Suten people from enemies, but have sympathy for the plight of Slavs and ½ orks that suffer hardships as well. (that sympathy has at times endangered monastic orders within the Sutenlund, as a consequence, the majority of the orders are based near the frontiers of the empire.) Monks have little interest in the material; they are required to only acquire enough wealth to survive on a basic level. The exception is when wealth is used to construct a new order or public structure that will serve the community. The monastic orders accept donation and require those that can pay for services, should do so. The monasteries are self-sufficient and usually sell/barter crafted goods to maintain their domains.

Saint Arvin (healing and mercy) members must be male. It is the duty of all members to heal the sick, comfort the dying, and mend the wounds of the injured. The Order of Saint Arvin operates many free clinics throughout the empires frontier, offering care to Slavs and ½ orks. Consequently their clinics are found only in Slav districts of cities and within Slav villages. The Church of Teutonikar despises the order, and has called for it's elimination every year for the past 150 years of its existence. Fortunately for the order, Sainthood cannot be revoked, therefore the order cannot be disbanded, except by divine order.

To the dismay of the Church of Teutonikar, The Church of Helga supports the order, making a divine order unlikely. Monks of Saint Arvin have been known to wander the extreme edges of the frontier,

offering their services to Slav tribes and sometimes even ork tribes, in the goal of promoting peace and understanding amongst traditional enemies. *Monks of this order receive a +2 bonus heal skill.*

Saint Gustien (knowledge & learning) Members may be male or female. The order requires one to be human, preferably of Suten blood, but Slavs and those of mixed Suten and Slav heritage are accepted as well. Saint Gustien's monks strive to educate the Suten people. The majority of public schools is operated by this order, and asks only for enough money to maintain the schools. Monks of this order also maintain libraries, and offer their services as record keepers, historians, scribes, and press operators (this order is also credited with the rediscovery of the printing press and are the primary builders of the devices). The order is held in high esteem, and is one of the most affluent of orders. Members have access to libraries, paper, inks, and other supplies. The use of public libraries is free, but supplies and services are charged, and quite expensive in some areas. *Monks of this order receive 1 rank in a knowledge skill of their choice. And must place one rank in a craft (print press, paper making, etc..)*

Sister Hester Von Klausshaffen (hearth, home, and family) members are female only, and of Suten blood. The sisters are the midwives, councilors, and advocates of Suten women. Every Suten community hosts a chapter of this order, which contains 3-30 sisters. The order promotes family unity, and the ancient custom that states that while the man may own the home, his wife is the ruler. *Sisters of this order receive a +1 to heal skill and must choose a domestic craft.*

Saint Calvin Bauer (agriculture) members are male or female, of mixed Suten and Slav blood, and expert in all aspects of agriculture. Monks of this order assist farmers with the care of their animals, farming techniques, and support in times of disaster. The order is found in ever Suten community, and is renowned for it's fine wine and ales. *Monks of this order receive 1 rank in craft: Brewing or wine making and must choose knowledge skill: Agriculture and at least one rank in healing and handle animal.*

Saint Rupert (law) members are male, and of pure Suten blood. The order is devoted to the study and preservation of the common law. Monks maintain libraries in courts, scribe, print, and serve as lawyers for the defense of accused Suten. This order is present in every major Suten city and town. *Monks of this order receive 1 rank in knowledge: Law, and must choose the skill profession: Lawyer.*

A BRIEF HISTORY OF THE SUTENLUND & NORTHERN ARDA

Time line & calendar set up for Sutenlund and Northern Arda

BCE = before common era CE = common era

5,000 BCE : The first human settlers arrive in Northern Arda through great shimmering gates. Three ethnic groups, Cereilians, Kudizi, and Kaldains have escaped from a world that is over run by creatures called the Illithar. Many millions are slaughtered or enslaved by the vile creatures. The gates are then destroyed.

4,000 BCE : The elves declare a holy war to destroy the new breed of advanced ork that has infected their world. The Three human groups had formed into three warring empires, competing for the control of Northern Arda. The elven holy war proved disastrous to the Kaldain, and the Kudizi, but the CERELIAN held their ground with the aid of their allies...the Khalzak dwarves.

3,000 BCE : More humans are discovered in the southern region of Arda, and on other continents. Apparently they had escaped worlds that were in distress as well. The newcomers also formed empires and chose to unite to exterminate the elves.

2,000 BCE : The elves of southern Arda are brought to the brink of extinction, Northern Arda is locked in a stalemated war between the Cereilians, Dwarves, and Elves. With victory for the humans in the south, they soon turn on each other, unleashing terrible forces of destruction.

0 CE : after thousands of years of wars, famines, and destruction, the gods decide to settle the great war, as it was called, once and for all. The world was shaken and flipped. Mountains fell and rose, seas swept over the land, civilizations were destroyed in the blink of an eye. For those that survived, a long struggle out of barbarity awaited.

1,000 CE : Humans finally restore parts of their civilization after centuries of barbarity. The dwarves emerge from their isolation in the mountains, and the elves find themselves scattered throughout the remote areas of the world...their once mighty civilization is dust. Teutonikar and Helga lead the Sutens to Northern Arda. Thargrim and Avar lead the Sutarl and Avalonians to settle Scandara and the western isles respectively.

2,000 CE: Elves reestablish some strongholds in the remote regions of Arda. By now their race has been further divided into many ethnic groups, with different tongues and customs. Humanity still poses a threat, but the short-lived race has little memory of the elves. To many humans elves are but a myth. Elves remain isolated from humanity.

2500 CE *present day*. The Empire of Sutenlund is the dominant power of Northern Arda. Brettonians, Gauls, Slavs, Sutarl raiders, and other human nations compete for power and position in the new world.

The elves remain a myth, and the dwarves have continued to expand their civilization in their typical slow, but steady fashion. Evil humanoids threaten the vast wilderness between the cities, and the dragons have awakened from their long sleeps to plunder humanity.

Calendar:

10 months per year, 5 weeks per month, 6 days per week, 30 hours in one day

The Suten Calendar begins around 1000 CE, the formation of the Empire (current date would be 1500Y)

Sutar (1st month, spring) Teutonikar's birth

Helga (2nd month, spring) Helga's birth

Avar (3rd month, summer) Teutonikar & Helga's rise to godhood

Thargrim (4th month, summer) Thargrim's birth and later rise to godhood

Elbach (5th month, summer) summer festival

Danchmar (6th month, autumn) harvest festival

Oktober (7th month, autumn) Oktoberfest

Nuebergen (8th month, winter) When the empire and the common law was created

Frigga (9th month, winter) Winterfest/gift giving

Endewinter (10th month, winter) Endewinterfest

The sixth day of every week is a holy day. Executions cannot be held on holy days, public services are closed, and Sutens are expected to attend their local church. Major holidays have the same restrictions and expectations. Festivals last for 1 week.

ESTBURG LEAGUE

The city of Estburg was founded in 1281, by Baron Erwin Mauser, on the west bank of the mighty Estony river. It was and still is the southern most major city on the eastern frontier. Estburg is the gateway to the East lands and the riches of the Midden Alps. In 1324 The Estburg region was still under the rule of The Mauser family, The new Young Grand Duke, Heinrich Mauser invited settlers to the region, offering free land for 10 years to the first 100,000 settlers. Sutens wagon trains and river boats stretched for miles on their journey to Estburg. Dwarves came in large numbers too, opening the thirteen mountains area to mining and settlement. By 1340 Estburg had grown to 50,000, and shared the region with four other cities, and numerous villages and towns.

In 1424, orks from the Midden Alps swept into the region. Thousands were slaughtered over the next 4 years. The young heir to Estburg, Grand Duke Erwin Mauser the 3rd, fell in battle during

the Siege of Bogen. The orks were eventually driven out by 1428, but the region was in chaos. By 1438 the Estburg region was divided into petty Baronies, counties, and free cities. In 1451 the second ork war began, thousands more were slain, and it looked as if Estburg itself would fall to the hoards. In the spring of 1452, Baron Lars Kaufman, Bishop Karl Mauser, and their companions led an army against the ork hoards. Within a month, the siege on Estburg was lifted, and the army had driven the surviving orks all the way to Swarzbogen. In 1453, The remaining ork armies in Swarzbogen agreed to make peace. Swarzbogen and the fertile lands for 20 miles around it would be ceded to the orks, in return, the orks would provide a buffer between the lowlands and the mountains.... Lar's determined that trading with the orks, may reduce the frequency of their raids into the region. Lar's work was not finished with the peace deal of 1453. In 1454, the council of seven was organized by Baron Kaufman and Bishop Mauser. This new council of seven barons united to form the Estburg League.

Each Baron has a vote on the council, which convenes once a month, for one week, to carry out business.

Members of the council rotate to represent the League in the Imperial capital for a year. The league is divided into seven baronies, and 1-3 counties per Barony.

The power of the barons is balanced in theory by community councils. Each village, town, and city has an elected council that creates local law, collects local taxes, and controls local public services. The Nobility collects taxes to support armies, maintain roads, and to maintain fortifications. Under the charter, the community councils can be overridden by the barons with a majority vote of the council of seven. The system is beneficial to the wealthy merchants, but carefully constructed as to not oppress the masses to the point of rebellion.

The City of Estburg:

Population: 150,000

Industries: river trade and ship building

Military: 21,000

Constabulary: 2100

Community Alignment LN

Estburg is the jewel of the eastern frontier. It's city walls are some of the finest in the empire, standing 60' tall, 20' thick, made of dwarven cut limestone block that has been hardened to withstand the most powerful of siege engines. The city's buildings are constructed of clay brick; the streets are paved with cobblestone, and have an impressive sewer system. Estburg has the regions only university, a cathedral of Helga, a cathedral of Teutonikar, several monastic orders, and a thriving merchant district. Hundreds of Sutens from the west arrive to settle Estburg every year, and even more pass through the city to settle lands beyond the Estony river.

Other Major Cities of the Estburg League

Bogen:

Population: 40,000

Industries: river trade, metal working, and gem cutting

Military: 1500

Constabulary: 500

Community Alignment: NE

Bogen is ruled by Count Roland Wiess, brother of the Baron Gerald Wiess. Roland is infamous for his dirty dealings, and ruthless politics. His community councils are comprised of wealthy merchant associates and lackeys. The city is a seedy riverside bastion for smugglers, prostitutes, murderers and unscrupulous merchants. Magistrates are corrupt, and citizens are prone to vigilantism and assassinations of political or business rivals is commonplace. A few monastic orders maintain chapters in the city to alleviate some of its foulness.

Faule:

Population 50,000

Industries mining, metal working, lumbering, and quarrying

Standing Military 3000
Constabulary 500
Community Alignment LN

Faule is ruled by Count Hans Pilgerman, an obese and ruthless man. He is a devout follower of Teutonikar, and opposes equal social status for Slavs and ½ orks. The city is a gritty industrial center, and home to hundreds of dwarven artisans, miners, and engineers. The result of this large dwarven presence is evident in the city's sturdy stone architecture and fortifications. The countryside around Faule is poor for farming, so most of its food is imported from Vormarsch, this is a problem in the spring when ork raiders come down from the Alps to loot the convoys. The citizens are a tough, no-nonsense people who thrive on hard work and strong drink. ½ orks are forbidden in the city and will be hung if caught. Slavs are not welcome, but are not dealt with as brutally.

Vormarsch:

Population: 44,000
Industries: river trade, lumbering, quarrying, metal working, and paper making
Standing Military: 4000
Constabulary: 400
Community Alignment: LG

Vormarsch is ruled by Count Gerald Pilgerman the 3rd, a wise and resourceful merchant/engineer. Somewhat forced into the role of Count by his family, "Gerry" as he is affectionately known, is an honest ruler. The people of Vormarsch and the rest of the county enjoy an efficient government, uncorrupted courts and constabulary, and a beautiful city. Vormarsch is surrounded by fertile farmland, thick forests, an abundant fishery, and has a good sized dwarven population that has contributed to the city's sturdy constructs.

Larsburg:

Population: 30,000
Industries: mining, lumbering, and quarrying
Standing Military: 1000
Constabulary: 300
Community Alignment: LN

Larsburg is ruled by the beautiful Baroness Eva Kaufman. She rules her domain from a mountaintop fortress that overlooks the city. 90% of the inhabitants of her city are Slavs, Slavs that dearly love their Suten baroness. The Kaufman family, beginning with Lars Kaufman, have been advocates for the equal status of Slav subjects for decades. The Barony of Larswald was the first Suten ruled domain that granted its Slav subjects the same rights under the common law as Suten.

The city is a crude collection of brick, fieldstone, and wooden structures. The streets are paved with cobblestone, and the fortifications are still under construction by Suten and dwarven engineers. Larsburg's southern approach is a series of cliffs and steep hills, making travel along the only road into the city treacherous for both friend and foe alike. Farmland in the hills is fertile, but difficult to cultivate, so the primary food source are the hundreds of sheep and sturdy mountain cattle herds. Despite the ruggedness and gloominess of this mountainside city, it is a fast-growing city. Slavs from the region are leaving the Suten-dominated lands to the west to settle the Barony, and mine the hills around Larsburg.

Tusla:

Population: 20,000
Industries: mining
Standing Military: 1000
Constabulary: 500
Community Alignment: LN

Tusla is a majority Slav city set amongst the hills of Estonbogen. It is ruled by Countess Nisha Morotoseu, a ruthless and ambitious woman. She rules her city with an Iron fist, with the motto "Civilization is dependent on the rule of law". The people fear her, but respect her. Miners from all over the Barony of Kaufwald cut through the hills to extract its abundant veins of silver. The city's fortifica-

tions are timber palisades and recently constructed fieldstone and mortar towers. Orgres and giants make mining dangerous, so there is always work for mercenaries.

Hoscht:

Population: 23,000
Industries: lumbering, medicine
Standing military: 1200
Constabulary: 230
Community alignment: NG

Hoscht is ruled by Count Edward Mauser, a former general for the army of Estburg, he retired to take possession of his cousin's county. His subjects are a free-spirited, and rural people. The city is constructed of mostly wooden buildings, and its defenses are quite poor. The city has little to offer as far as attractions, but it is the League's major producer of medicines and elixirs.

Mistkafer:

Population: 21,000
Industries: mining, lumbering, and horse breeding
Standing military: 500
Constabulary: 210
Community alignment: LG

Mistkafer is ruled by Count Reginald Mauser, a young, adventurous man that is loved by his people. His passion for horses led to the city's status as the place for quality horses, mules, and oxen. The city is a cluster of wooden buildings, winding, unpaved streets, with an old castle in its center. Mistkafer is also a major source of leather goods within the league.

Middensarn:

Population: 15,000
Industries: mining
Standing military: 500
Constabulary: 150
Community alignment: NG

Middensarn is ruled by Count Magnus Wiess. A successful merchant turned noble by appointment. He rules the county and the city like a business enterprise. Government runs smoothly, but is very unimposing; the constabulary has a strong presence, but is not oppressive. Citizens of the city enjoy adequate defenses, sewers, and water works. The surrounding countryside is fertile and ideal for farming. Middensarn is a major tin and copper producer within the league.

Seelicht:

Population: 12,500
Industries: caviar and medicine
Standing military: 250
Constabulary: 125
Community alignment: CG

Seelicht is ruled by Count Eric Vonwolfhotch. Eric is a good man, but a poor leader, as a consequence the community council has a lot of power in the county. The city is fortified by timber palisades and ditches, most of its buildings are wooden, and the land around the city is swampland. Outbreaks of yellow fever are common in the summer, so Seelicht has become a major producer of medicine. Seelicht's other major industry is caviar, a recent discovery that will make Seelicht into a boomtown.

Bohrer:

Population: 12,000
Industries: mining, wool, leather goods
Standing military: 1200
Constabulary: 120
Community alignment: LG

Bohrer is a hilltop city built around an ancient dwarven outpost. It is ruled by Countess Ezmerelda Vonwolfhotch, a devout sister of the Church of Helga. The city is constructed of dwarven-cut granite and defended by superb fortifications. The city hosts several monastic orders, and a cathedral of Helga. Fine wool and leather goods are

produced, and a recent gold strike has added to the good fortunes of this relatively new city.

Swarzbogen:

Population 50,000? Orks

Industries mining, lumbering, and leather goods

Standing military 10,000?

Constabulary na

Community alignment LE

Swarzbogen is an orkish city that is built around the ruins of an ancient Kudizi fortress. It was briefly occupied by Suten settlers until the second ork war. The city, by treaty was granted to the Bloody Skull tribe. The tribe has settled down into the area, proving the theory of Baron Lars Kaufman, that using orks as a buffer against more savage Midden Alps orks is a sound course of action. With the Bloody Skulls settlement of the region, ork raids have been reduced, at least on the eastern side of the Estony river. The rest of the Estburg League refuses to trade with, or consider the establishment of a similar buffer zone on the western side of the Estony. This has proved to be disastrous for cities like Faule, and Vormarsch, which have to deal with yearly spring ork raids.

Swarzbogen trades moderately with the Barony of Larswald. Trading it's mineral resources for food, and to the anger of the rest of the league, weaponry. The greatest demands in Swarzbogen, are the demands for ale, liquor, and human women. The Estburg league has declared the trade in human women a crime punishable by death, but unscrupulous Suten and Slav smugglers will round up orphaned young girls for shipment to Swarzbogen. In Swarzbogen, ½ orks are prized as sorcerers, shamans, and warriors. Breeding programs over the years have produced a disturbing rise in the ½ ork population...for reasons that are most likely unthinkable.

Bogenwald:

Population 10,400

Industries wool, lumbering, and mining

Standing military 1200

Constabulary 150

Community alignment LG

Bogenwald is ruled by Count Herbert Eisman, a devout worshiper of Teutonikar. The city has a cathedral of Teutonikar, several monasteries, and excellent fortifications. It is the Leagues primary source of fine iron ore and the very hard twisted oak.

The Noble Families of The Estburg League:

Kaufman: A family that originated from the western empire. Their land holdings were lost during a revolt, so they resettled in the Estburg area a few years after it was founded. The Kauffman's were the first noble family to exclusively settle and develop the region. The Kauffman's control a significant portion of river trade on the Estony river, and are ruthless when their majority stake is threatened.

Vonwolfhotch: A prominent military family with close ties to the Imperial family. The family was granted domains in recognition of their service during the Brettonian war of 1275-1279. The family is aristocratic and quite idle. Some members have become prominent merchants, but for the most part the family produces little and enjoys a life of privilege.

Pilgerman: A mercantile family that followed the Kauffman from the west. They were once the third most powerful family along the Brettonian Border, but an uprising drove them to the eastern frontier. The Pilgerman's compete with the Kaufman's for dominance of the River trade industry; have extensive mining operations, and a prosperous cartwright enterprise.

Wiess: Aristocratic nobles from the northern empire. They have extensive holdings in the north, and were rewarded with some domains during the period before the League, as payment for a high stakes card game. The family has little interest in its holdings, leaving the wild country to their troublesome family members to look after.

Eisman: A deeply devout family, that has provided 3 of the empires high priests of Teutonikar. The Eisman holdings were granted by the High Priest of Teutonikar to offset the ever growing influence and power of the Church of Helga in the region. The Eismans have also produced some of the empires finest artists and architects, pioneering the construction of cathedrals throughout the frontier.

Ludwig: A very old family, claiming to have been one of the ancient Cerelian families that joined Teutonikar and Helga on their journey to northern Arda. The Ludwig's are ruthless, intelligent, and brutal. The family settled the western part of the Estburg League in 1299, to expand its influence in the eastern frontier. The family's primary business is agriculture, and ranching. The formation of the Estburg League was at first opposed by the Ludwig's, but after a tense period of being on the brink of civil war, the family agreed to join the League.

Mauser: The Mauser family is a relatively new addition to the empire's nobility. The family achieved its position by producing some of the finest generals ever known, and many sisters and bishops of the church of Helga. The family currently holds power in the Cathedral of Helga, in Estburg.

GUILDS AND ORGANIZATIONS OF ESTBURG

Der Nochtfiends (LE)

A thieves guild headed by the infamous Nochtfiend. A mysterious and shadowy man, that has plagued the law-abiding people of the Estburg League for decades. The organization is responsible for smuggling, fencing of stolen goods, assassinations, and rumored to control prostitution in the cities it operates in. The guild is known to operate in Estburg, Ostriesen, Bogen, and Vormarsch.

Der Spiders (CE)

A thieves guild that terrorizes the southern Estburg League, and the sworn enemies of the Nochtfiends.

The guild is infamous for its brutality and destructiveness. It is responsible for the assassinations of merchants, constabulary, and attempts to assassinate local counts. It is believed that the organization is based in Faule, but nobody is alive to confirm it. Der Spiders operate in Mistkafer, Middensarn, and Seelicht, and are believed to be engaged in a turf war with Der Nochtfiends in Hoscht.

Freistamm (NE)

A Slav thieves guild that operates in the Barony of Larswald. It is believed to be based in Tusla. The guild is less violent than it's brothers across the river, but still a force to be feared by those that would cross it. The guild is primarily involved with smuggling, the smuggling of women to the orks being the primary activity. Only Slavs may become members.

Anvil of Grund (LG)

A dwarven guild of artisans, engineers, and miners. It is based in Estburg, with a chapter in every mining community in the League. It's purpose is to facilitate good business amongst its members and clients through collective bargaining. The guild has recently offered membership to Suten and Slavs of great skill and moral character. Members receive access to guild lawyers, discounts on supplies and goods produced by its members, and support in dealings with troublesome clients.

Blackmoon Society (?)

A secret organization of professionals that are rumored to be practitioners of the arcane arts. Little is known about the organization, but it is said that all the regions wizards are members, just how many that may be is unknown.

Order of Helga (LG)

A Paladin order that is based in the cathedral of Helga in Estburg. Its members are sworn to the defense of the Suten people, and the Church of Helga. The holy warriors are raised from birth to serve, protect, and die if necessary, for the Suten people and their goddess.

Order of Teutomikar (LN)

A paladin order that is dedicated to the preservation of Suten culture, the common law, and the eradication of the enemies of the Suten people. The order is based in the Cathedral of Teutomikar in Estburg. Members are zealots, and have been a major force in the drive to expand the empire's eastern frontier.

Cult of Tuomi (LE)

A feared Slav cult, that claims to be the reborn priesthood of the ancient Kudizi Empire. It promotes the worship of devils and uprisings against the Sutens. Priests of Teutomikar and Helga are targets for the cult, as well as paladins. They are cruel, merciless, and efficient adversaries.

Local rumor claims that the cult is based near the tomb of Sarbadon the Vile. It is also said that the cult seeks to raise the fallen king, and drive the Sutens from ancient Kudizi land.

DM SECTION

Greater Surface Dwarven Gods

Karvak, the creator, the forger of the race, the great being that chooses the dwarven gods and protects the great hall in the after kingdom. The being is male and female, old and newborn. Never worshiped directly, although included in all prayers so as to recognize that it is Karvak that ultimately determines fate, even the fate of the gods. N domains: *Earth, knowledge, strength, protection*

Azmund, dwarven god of war and tactics: Azmund is said to be the patron of warriors, weaponsmiths, armorers, and engineers. Worshiped by all dwarves as the founder of dwarven civilization. The first dwarf created by Karvak. LG domains: *War, law, good, destruction*

Breat, dwarven god of law and order: patron of law, knowledge, primary god of those that rule. Worshiped as the lawgiver and first king of the dwarves. Son of Azmund. LN domains: *Law, knowledge, strength*

Bendak the Pissed, dwarven god of revenge, the furious vindicator of the dwarven race. Worshiped by vindicators, and battleragers. 3rd son of Breat, blessed by Azmund with "the rage" during his holy war against the Duergar. CG domains: *Destruction, war*

Melada, mother of the dwarves, keeper of the hearth, the healer, the guardian of the family. The wife of Azmund, the second dwarf created by Karvak. Worshiped by those that heal, and always prayed to within the home at morning and evening by males and females. Melada is believed to guard the home from disease, and demons that would slay sleeping children. LG domains: *Law, earth, healing, luck*

Guermal, dwarven god of the dead. No priesthood is devoted to this god, but he is prayed to at funerals, so as to gain a favorable place in the line to the after kingdom. (When dwarves die, it is believed that they must pass through a great tunnel and review their mistakes in life before entering the after kingdom, those near the front of the line have less mistakes to review, so get into the after kingdom sooner. Those that were evil and twisted in life will become ushers in the tunnel, in service to Guermal.) N

Greater Duergar Gods

Haddrakal, dwarven god of the Duergar, spawn of evil, king of the false after kingdom(Haddrak). Worshiped by the Duergar as the progenitor and first king of their race. The surface dwarves believe that Haddrakal was created by Karvak to allow dwarves to choose between evil and good, and ultimately decide whether the race is worthy enough to continue on. Haddrakal is said to maintain his own after kingdom somewhere in the 9 hells, surface dwarves that are truly evil (those that served in the tunnel, but refuse to repent) and twisted are sent to Haddrakal by Guermal after they have served a period of time as ushers in the tunnel. Brother of Azmund. LE domains: *Law, evil, destruction, war*

Garbok-Kor, Duergar god of war, culture, and death. The reaper of the slain. Garbok is the guardian of Haddrak (the Duergar after

kingdom). All must pass before Gabok before entering the after kingdom, those that are unworthy are sent to Guermal. Gabok is the keeper of all Duergar knowledge. LN domains: *Knowledge, war, death, earth*

Grella-Kor, queen mother of the Duergar, wife of Haddrakal, sister of Melada, mother of the Duergar race. Grella protects the hearth, and blesses the people with fertility. Those that are unfit to survive are denied the blessings of Grella and left to die. LE domains: *Healing, evil, luck, protection*

THE ELVES

Elves do not mingle with humans. Most humans believe that the elves are extinct. Those that do make contact with elves are never heard from again. Regardless of their alignment, elves will seek to destroy humans on sight. Dwarves (still unforgiven for their alliances with humans) are 50% likely to suffer the same fate.

Wood elves: a tan skinned, rather tall elvish ethnic group (6'2 for both genders is average). Hair color ranges from red to auburn, eyes are almost always violet or green. They are common in the isles and western Arda. Their territories are vast forests that are divided into kingdoms. Humans are driven away with force and or the assistance of fairies.

Wild elves: a fair skinned, smaller in stature(5'-5'3 for both genders) and more savage than their other elven relations.

Hair color is sandy blonde to brown; eyes are usually brown or green. They inhabit the eastern and central regions of Arda. Their territories are in just about any terrain and their organization is tribal. Wild elves regularly war with orks, humans, and each other for territory. They do not trade with other races. They are savage fighters and notorious for their warlike ways.... they will not hesitate to kill captives and raze entire human towns that threaten them.

Ice elves: A light blue skinned branch of elves that inhabit the region of Scandara in northern Arda. They are fair haired and tall (6'-6'5 for males/5'8-6' for females). Ice elves live in the frozen wastes and tundra...they trade with dwarves and humans occasionally and are the most open of the elven people. Their territories are divided into city-states, each city is hidden away in the glaciers and icy wastes of the north...they produce fine jewelry, clothing, and drink.

Grey elves: a light grey skinned branch of the elven race that is of average height and various hair and eye colors. They're found in great mountain cities in central and southern Arda. Their society is closed to outsiders and human sages debate whether they exist at all...

Grey elves have devoted themselves to the suppressing of human development to ensure the survival of the elven race. Grey elves spy on and infiltrate human society with their mighty magicks to corrupt and bring down empires and kingdoms that grow too powerful. Grey elves disguise themselves or send doppelgangers into the courts and guilds of human society...removing powerful magicks, keeping humans in conflict with each other, and perpetuating the myths about elves.

Drow: The Drow are ebony skinned and as described in the fiend folio. The Drow were driven into the deeps of the world thousands of years before humans ever came to this world. Drow have little contact with humans. Most confrontations are violent, but humans are a threat to the surface elves, and the Drow appreciate that. For the most part, the conditions of the underworld keep the Drow busy with its denizens and out of the affairs of the surface world...occasional raids on the surface are more frequent in the isles and the western regions of Arda...trade expeditions are more frequent in the south..The Drow value surface goods such as wood, leather, and food. The Mecedar and the Sadi are the only human ethnic groups that trade with Drow on a regular basis.... so hostilities between the groups when they meet is less frequent.

All elves created have the following guidelines for stats:

str-12+d4
dex-16 +d8

con-13+ d4
int-12+d8
wis-15+d4
cha-12+d6

Elves in this world suffer double damage from fire, and blunt weapons (due to having hollow bones), they do only suffer 1/2 damage from falling though. Elves heal slower than humans...sages believe it is due to their long life spans...so their metabolisms are far slower. At any rate elves will heal naturally at half the rate of other races.

Dwarves

Dwarves are divided into the following ethnic groups..

Khalzak: The northern dwarves. They inhabit northern Arda, the isles, and Scandara. They are fair skinned, red or blonde haired, grey eyed, and tall for dwarves (4'5-4'6).

Khalzi are organized into empires composed of city states (kareks) built within great mountain ranges. Each city state is ruled by a King (Kar). Each of the kings has a turn as emperor (Kardak) for 100 years. Dwarves are very democratic, and expect their kings and their emperor to serve the dwarven community...kings are never hereditary and are chosen by elder community members every 200 years by secret ballot.

Khalzi are master miners, craftsmen, and mighty warriors. They are expansionists and are constantly at war with orks, giants, and underworld denizens. They trade regularly with humans and at times have warred with humans over territory. Khalzak of the isles are excellent seafarers, trading with other dwarves as far south as Iberia.

Dervak: A southern branch of the dwarven race. They are tan skinned and black haired, brown or black eyed, and of normal height for dwarves. Dervak inhabit Iberia, Mecedar regions, and the deserts of Sadia. They are organized into grand mountaintop city-states, ruled by hereditary kings. The Dervak are isolationists and trade only occasionally with their human neighbors. The Dervak are monolithic builders, creating ziggurats, colossal statues and buildings. Their knowledge of science and engineering is legendary, making use of steam power and optical devices.

Zunagar: A jungle dwarves are a brown skinned race that dwells in the jungles of the deep south. Little is known of these dwarves, but local humans say that they are savage fighters and eat their captives. They speak their own dialect of dwarvish called khazzalan.

Deurgar: A grey skinned, deep dwelling race of dwarves, notorious for their evil ways and ancient feud with surface dwarves. Little is known about their society, but sages presume it is divided into empires, kingdoms, and city-states that are loosely united. They occasionally war with surface dwarves and are constantly in conflict with the denizens of the underworld.... Deurgar hate surface dwarves, but will cooperate when combating common enemies such as Drow, goblins, etc.

Other Non-human Races

Gnomes: Gnomes have never been a numerous race. They inhabit the isles, Mecedar regions, and Sadia. They seem to enjoy the company of humans and can be found within human cities as artisans, merchants, and arcane specialists. Gnomes have no known homeland or territories of their own. Gnomes claim that their homeland lies buried in the sands of Sadia...lost during the Great War. Gnomes are divided into three ethnic groups; surface gnomes call themselves the Neblin. There are underworld groups of gnomes, but few have been encountered...most human sages dismiss these tales as myth. The first group is known as the svirneblin (deep gnomes). It is said that they live in great cities below the world, mining the darks for gems and precious metals, This branch will occasionally trade with surface gnomes and dwarves. The third and most mysterious branch of the gnomes are known only as dark creepers, encounters with these beings usually results in conflict...surface gnomes claim that they are a branch that was driven into the depths during the great war, and were the cause of the gnomish homelands destruction.

Halflings: "hobbits" inhabit the isles, and western Arda. The only known Hobbit territory is the Kingdom of Enengar on the isle of Avalon...Three kingdoms actually, a dwarven kingdom, and two Halfling (Hobbit) shires. Hobbits usually have alliances with dwarves(their communities will usually be within or near dwarven territories). They are excellent farmers and woodsmen, providing food goods and Forrest goods for dwarves and occasionally humans. Hobbits have never been known to war with anybody. Strangely enough they have no language of their own, or at least they do not speak it when in the company of outsiders...Hobbits usually speak the neighboring human language fluently and dwarvish.

There are rumors that hobbits dwell in the jungles far to the south, but such reports have yet to be confirmed.

Generating Ability Scores for Hobbits and Gnomes

Gnomes
str 6+d6
dex normal
con 12+d6
int 11+d8
wis 12+d6
cha 10+d8
Hobbits
str 6+d6
dex 12+d8
con 10+d8
int normal
wis 10+d8
cha 10+d8

Thieves guild " Der Nochtfiends"

Headed by the grand master thief, Nochtfiend. The guild is the major criminal network in the region. Fences, smugglers, robbers, beggars, prostitutes, and assassins all are members and pay dues to the guild. Dues are negotiated by level and occupation.

Fences and smugglers generally pay 2% of monthly income per level, robbers and beggars pay 1% of monthly income per level, 0 level members pay the % only. Assassins pay 10% of their fee received only. Assassins have a lot of power in the guild, the grand master is one. The grand master has a council of 5 advisors, a master fence, smuggler, robber, beggar, and assassin. The guild meets once a month to collect dues and conduct business.

Guild membership has the following benefits: Access to free lawyers, discount on bordello use, discount at guild taverns and inns, discount on river travel. Discounts are usually 50%. Access to illegal weaponry.

Advancement occurs by the traditional thief procedure, murder, bribery, blackmail, etc....council members and the grandmaster positions are only to be challenged during monthly meetings. When thieves reach 10th level they are expected to leave the guild and begin a new guild not within 40 miles of Estburg, or challenge a council member for their position.

The Spiders Thieves Guild

The spiders operate in Hochst, Faule, and Mistkafer. It is an organization comprised mostly of robbers and beggars. The guild does have an excellent assassins network that is widely used by unscrupulous merchants and rulers, as well as weaker guilds that compete with the very powerful Nochtfiends of Estburg.

The Spiders are based in Faule and are the second most powerful guild in the Estburg league. Guild wars between the spiders and Nochtfiends are a regular occurrence, as each battles for dominance of the region. As it stands presently, The spiders and the smaller guilds around them, control the south, While the Nochtfiends control the North.

Guild members are identified by the black wolf spiders tattooed upon their left breast. The overall alignment of the organization is chaotic evil. Sven Der Gren is the rarely seen master of the guild, and is reputed to be the brother of the infamous Spider...founder and now deceased arch enemy of Nochtfiend. Members advance

through bribery, murder and blackmail. The guild has no rules about advancement, basically anything goes. Master Sven rules through terror, the strongest and most wicked control the weaker.

Guild members meet infrequently to do guild business, Sven usually limits this meeting to just himself and a select group of "bosses" that control pieces of the guilds territory. Guild members pay 10% of their earnings to their "boss" in return for their life, and the brother/sisterhood of other members. Guild members also receive access to the fencing network, and a vast network of safe houses when in trouble with the authorities. Fellow members are obligated not to disclose guild secrets to the authorities, give information on fellow members, or to assist other guilds or the authorities in activities that oppose the guild. To do so means death.

Each boss controls a city, town or village. Depending on its size, the boss will have 1-4 of each as lieutenants. Fence, beggar, prostitute, thug(robbers, common thieves) and a smuggler. Each lieutenant controls members of that profession and reports to the boss with collected dues and business activities.

In most cases the boss will fill one of the lieutenant roles to ensure a good take, most bosses are fences or smugglers. Assassins report to Sven directly. They are known throughout the guild as Gestapo, ensuring the loyalty of the bosses and members. The assassins are fanatical servants and will go to any lengths to complete their assigned missions or root out traitors.

The Blackmoon Society:

Founded by the Sorcerer/Lawyer, Blackmoon. The society is a secret organization of wizards and alchemists that exchange knowledge and services between members.

Membership requirements: Must be a wizard of 3rd level or higher. Must keep societies facilities, membership, and activities secret. 1000 gold marcs, per level, yearly dues.

Membership benefits: 2 cost for magical research when using society facilities. May research up to 3rd level spells. Magical items cannot be researched or produced at society facilities due to a lack of resources.

Access to society library. Contains material for the research of spells up to 5th level. Cost is 100 gold marcs per spell level, per spell researched, per week.

Lab equipment and minor components may be purchased through the society at a reasonable cost.

The Cathedral of Helga/Estburg:

Bishop/Cedric Mauser 10th level cleric
Abbots/ Leopold, Erick, and Nigel 8th, 7th, and 6th level clerics
Priests/ 12 ministers (0-3rd level) and 12 nuns (all 0-level)
Holy Order of Helga/ 10 paladins (1st to 3rd level)
Each community has a church of Helga and will have 1-3 0-level priests and 1-3 nuns.

Cathedral of Teutonikar/Estburg:

Bishop Ludwig Gephander 10th level cleric
Abbots Kramer, Edmund, and Harold 8th, 7th and 6th level clerics
1-3 ministers 0-3rd level
Holy Order of Teutonikar/10 paladins (1st to 3rd level)

EXPANSION PART ONE

SUTENLUND

Slav Gods Continued

The Old Gods of the Kudizi (Koo-deetz-chee)

these gods are still worshipped in Pohjola

Asmodeus (Amotoc): Father of the first emperor of the mighty empire of Sarn. Worshipped until the cataclysm as the primary deity of the Kudizi. LE domains: *Law, evil, travel, magic*

Geyron (Gerotan): Devil worshipped as the Kudizi deity of war. LE domains: *War, strength, destruction, fire*

Melikov: Deified hero that was the spawn of Isha the Succubus and Agatov the Terrible (An ancient Kudizi noble). According to myth, Melikov held open the gates to Arda when his people fled from their homeworld. For his noble sacrifice he was deified and worshipped as the protector of the Kudizi. LE domains: *Protection, war, luck, strength.*

Tuonia (Tuonetar): Goddess of the underworld : Wife of Tuoni, mother of the dead, mistress of ravens, queen of the deadlands. CE domains: *Chaos, death, trickery, and travel.*

Tuoni: God of the underworld, father of the dead, warlord of demons, king of vultures. Tuoni is an ally of the abyss and enemy of Asmodeus. CN(E) domains: *Death, chaos, trickery, strength, and destruction.*

New Gods of the Slavs, Carpathians, and the Ievar

Ukko: The wise man of the post apocalyptic world, the law maker, keeper of the covenant. God of the sky and thunder. LG domains: *Air, strength, law, good, and knowledge.*

Mielikki: goddess of nature, mistress of the forest, queen of the wilderness. Mielikki is popular among rural people, and prayed to by the majority of Slav farmers. NG domains: *Earth, plant and sun.*

Hiisi: god of evil, champion of old Sarn, destroyer of covenants. This god is secretly worshipped by a few cults in Carpathia. Followers are encouraged to practice demonology, sacrifice to demons, and spread evil. CE domains: *Chaos, evil, trickery, and destruction.*

Ahto: god of the seas and waters, king of the rain and storms. CG domains: *water, air, luck, travel.*

Vainamoinen: Son of the Wind. Champion of the Slavic race. The heroic first king that ruled after the demise of the Kudizi Empire. The Lawgiver and Savior of the Slavic race. LG domains: *law, good, travel, air*

Ilmatar: goddess of mothers. The mother of the first king, patron of women and the home. LG domains: *law, healing, protection, good*

Pestilius: god of pestilence, disease, and death. An ancient god that is still secretly worshipped throughout the Slav regions. CE domains: *evil, destruction, chaos, travel, death*

EXPANSION 2

ESTBURG LEAGUE, WEST

Fussweg:

Population 10,000

Industries: agriculture and lumber

Military: 500

Constabulary: 100

Community alignment: L

Fussweg is ruled by Count Ross Eisman. A young man that takes pride in the efficiency of his rule. The community council is relatively free of corruption, and the citizens of his city are prosperous. The main industry is agriculture, with grain being the most common crop grown. Fusswegs grain is shipped all over the league for making ale and rich brear west as Klausshafen. Peace, order, and prosperity is the motto of the city.

Perron Rauchen:

Population 8,000

Industries: livestock, leather goods, and paper

Military: 400

Constabulary: na

Community alignment: LE

Perron rauchen is a fortified town under the jurisdiction of Count Kramer Kalusman Ludwig. Perron Rauchen defines the border between the Perronburg Alliance and the Estburg League. The town is heavily fortified and patrolled by the military. Common law is administered to the letter. The church of Teutonikar has a strong presence in the town, making life rather uncomfortable for Slavs. Weapon permits are required to enter the city, usually at 1 silver marc per weapon, Slavs are not permitted to carry weapons in the town, and 1/2 orcs will be turned away.

Kalussberg:**Population:** 15,000**Industries:** mining**Military:** 500**Constabulary:** 500**Community alignment:** LE

Kalussberg is a mountainside city built by the regions finest engineers in 1356. The city has sturdy fortifications, paved streets, it is terraced, and contains an elaborate lift system to ease travel between the terraced sections of the city. Penalties for crimes are severe, and few dare to provoke the often brutal constabulary. The reason for the heavy hand is the cities reason for being....gold, and lots of it. 50% of the gold coins minted in Estburg originated from the mines here. The city is officially ruled by Count Kramer Kalusman, and is the place of his residence. The community councils within his county, and in this city in particular, are little more than corrupt puppet councils. The citizenry is heavily taxed, and Slavs find it difficult to live under such rule, prompting occasional uprisings that are brutally suppressed.

Sarnhafen: (Sarnica)**Population:** 25,000**Industries:** fishing, agriculture, and livestock**Military:** 1500**Constabulary:** 500**Community alignment:** CG

Sarnhafen is the last majority Slav community west of the Estony river, it was conquered and governed until 1454, when the Slavs rebelled and drove out the Ludwig family. The incident nearly caused a civil war when the newly formed council of seven granted the community the right to govern itself. The ludwigs were enraged, but were appeased with the offer of a seat on the council. The city is called **Sarnica** by the locals, and is reestablishing temples to Slavic gods. The Ludwigs harass the citizens with high road tolls, privateer bandits, and other annoyances.

Sarnica is ruled by a council of elders, and have adopted a modified commonlaw with courts and magistrates. Suten that visit the city will be treated fairly, and expected to behave themselves. The community is not officially represented in Estburg, but the Church of Helga has declared the city a protectorate. The Slavs appreciate the protection of Helga, but with good reason, they distrust Suten resolve. Should the Ludwigs attempt to retake their former city, will Suten fight each other to ensure the freedom of Slavs? The Slavs think not, and maintained a highly trained army.

The cities location, being near many ancient Kudizi ruins, makes it a favorite base for explorers and adventurers.

Despite its bad reputation, Sarnica is a clean and prosperous city. A well organized and equipped constabulary patrol the streets, people seem content, and strangely, there are no beggars to be found. The air smells of the lake, fresh baked breads, and sausages...

The city is a mixture of Suten stonework and Slavic brick construction. Unlike most Suten cities, the streets here are narrow, and the buildings very close together. The streets are crowded with people, and carriages struggle to get past them. Only a few blocks from the harbor district, at the end of a street the locals call Sarbodons March, is the three story Inn/Tavern/ General Store named " Da, Stoi? ". Suten, Slavs, and even a few ½ orks can be seen going into or out of the building...A sign in Suten and Slav posted above the main entrance reads: " BRAWLERS AND TROUBLEMAKERS WILL FEEL THE FULL FORCE OF THE LAW..."

Inn:

bunk room 1 copper per night (8 -16 beds)

Common room 5 copper per night (4 beds)

Private room 1 sil marc per night (1 bed) 5 sil w/ lock

bath 5 copper per bath

room service 5 copper per meal

laundry service 1 copper per item washed

crier/messenger service 5 copper per message

Tavern:

ale 1 copper per mug/ 5 copper per pitcher

liquor 3 copper per shot/ 3 sil per bottle

wine 1 sil per bottle

meal 5 copper

prostitute 1 sil per session/ 5 sil per night

General Store:

as PHB, prices +10% for equipment

+25% for weapons

+50% for metal armor

Places of interest**Gregovny's Blade:** weaponsmith. +25% PHB prices (*can create masterwork items*)**Toperov:** armorer, +25% PHB prices (*can create masterwork items*)**Madam Zora's Apothecary:** mild poisons, healing salves, minor potions. May have other items in stock...if her prices are met.**Srenyovitz:** " merchant" who happens to have a price on his head in the Barony of Ludwig. An importer/exporter. (*Fence lol 4/rogue 8/ wizard 1*)**Temple of Ukko:**basic healing (*non magical*) 1 sil per hp restoredgifted healing (*cure light*) 1 gol per hp restored.**Church of Helga:**

Clinic service (mending wounds, herbalists, bed rest) free to the poor, avg. donation 1 silver marc to 1 gold marc per day.

Magical healing may not be available in some communities, when it is available these services and fees are standard:

Healing of Wounds: 1 silver marc per hitpoint*Heal Spell:* 100 gold marcs per level of the caster*Cure Disease:* 100 gold marcs per level of the caster*Restoration:* 1000 gold marcs per point of restoration*Resurrection:* 1000 gold marcs per day of death**THE PERRONBURG LEAGUE**

The league is a collection of autonomous cities and towns, ruled in the west by wealthy merchants and in the southeast by one powerful noble family, the Ludwigs. Perronburg is the center, both politically and economically. Each of the western communities has a representative in Perronburg's grand council (*which settles disputes, discusses foreign affairs, and trade issues.*), while one Ludwig Baron represents the Ludwig domain (*effectively an independent Barony that is half heartedly a member of the league.*). The people of the western part of the league are mostly Suten commoners from the far west of the empire, being free spirited and prone to squabbling. The Ludwig portion of the league is Fuedal in nature, composed of conquered Slavs and a Suten Upper class. Dissent is crushed brutally.

The Western city-states of the league despise the tyrannical Ludwigs, but are too bogged down with their petty disputes to do anything about them.

The region is primarily agrarian, with only four major cities. The road system is poor, and most communities are separated by miles of untamed wilderness. All communities are fortified and suspicious of strangers.

Perronburg:**Population:** 50,000**Industries:** metalworking, lumber, agriculture, and overland trade**Military:** 3,000**Constabulary:** 1,000**Community alignment:** L

Founded in 1322 by Harold Perron III, Perronburg is a heavily fortified city that sets upon a hill that overlooks the Perron river. From Perronburg, river boats travel into the heartland of the empire. Harold Perron VII, a wealthy merchant/aristocrat rules the city efficiently. Perronburg is famous for it's ale, and liquor which is in great demand throughout the empire. Perronburg is also the largest

millar of twisted oak in the region. Visitors can expect a professional constabulary, clean streets, and above average inns and taverns.

Urinstadt:

Population: 10,000

Industries: agriculture, livestock, and lumber.

Military: 200

Constabulary: 100

Community alignment: CG

A small, fortified town that is governed by a very popular Mayer by the name of Glen Vontobenman. Urinstadt is a quite agrarian community that enjoys peace and prosperity. Das Wagon maintains a large coach house and several Inns in the town, making Urinstadt a regular stop for travelers.

Ludwigberg:

Population: 20,000

Industries: agriculture, livestock, lumber

Military: 2,000

Constabulary: na

Community alignment: LE

A heavily fortified, gloomy city that sets upon a hill that overlooks hundreds of plantations, orchards, and ranches. Baron Gerhard Ludwig rules his feudal barony from his castle in the center of the city. The majority of the rural commoners are Slav peasants that toil in the fields for Suten lords. The city is reserved for middle and upper class Sutens. The church of Teutonikar has great influence in the city and throughout the Ludwig Barony, ensuring the piety of the Suten populace and the continued pacification of the Slavs. Inquisitions are common, as demonic and hellish influences are rooted out for the good of the people. Those that practice the arcane arts, are of 1/2 ork blood, or preachers of Slavic faith are potential targets of inquisitors.

Anden:

Population: 15,000

Industries: rivertrade and metal working

Military: 500

Constabulary: 150

Community alignment: NE

Anden is a gritty, fortified city that is surrounded by small farms and ranches. Mined ore from the Midden Alps flows into the city to be smelted and then shipped down river to Perronburg. A committee of corrupt, wealthy merchants rules the city. Violence is commonplace, and the constabulary is notorious for turning a blind eye for a bribe.

EXPANSION 3

THE SUTEN PEOPLE

The Suten people have diversified over the centuries, and have formed into three distinct subgroups. The purpose of this section is to add a little more depth to PC's and NPC's for the Sutenlud campaign.

Central Sutens (Middenlanders): Central Sutens consider themselves the culture bearers of the Suten people. It is from this core group that the other subgroups sprang from. Central Sutens are considered snobbish and intolerant by the other subgroups. The majority of middenlanders choose the path of Teutonikar over Helga, are very orderly, and traditional (believing that the Suten culture must be preserved and kept free of "barbaric" influences). Women are encouraged to stay home and fulfill their duty to raise future generations for the fatherland. Families are usually large (4-8 children per family is the norm). All emperors come from middenlander bloodlines, as do all high priests of Teutonikar. Middenlander dialects are very formal and proper.

Northern Sutens (Norlanders): Northern Sutens are close kin to the Sutarl, and maintain strong family ties with their Scandar dwelling relatives. Norlanders are a bit taller, lighter haired, and politically fractious. Their society is still somewhat clan orientated, but to

a lesser degree than their northern kin. Families are modest (2-6 children per family is the average). Norlanders value freedom and independence from central authority. Their territory is comprised of city states, petty merchant kingdoms, and merchant republics. They are master seafarers, trading as far as mooria and Sadia! This sea trade has made their region one of the wealthiest in all of northern Arda. Norlander dialects are curt, saturated with vulgar slang, and fast paced. Teutonikar is the prime patron deity, but many still accept the "old gods" as patrons. Norlanders are not a pious people, and devote little time to religious activities.

Western Sutens (Westlanders): The westlanders are the empires source of change and popular culture. Westlanders consider themselves enlightened, liberal, and more advanced than their kinfolk in other regions. In the 12 and 1300's the people of this region drove out the established nobility, and after a bloody civil war with the empire, they won the right of commonwealth status. The western commonwealth is divided into three republics that have representation in the imperial council, and are bound by the common law to defend the empire against foreign invasion. The commonwealth may engage in its own foreign policy, does not have to send tax revenues to the empire, and cannot have its internal policies overturned by the imperial council.

Westlanders are a bit shorter, stockier, and darker than their fellow Sutens. Many are bilingual (speaking Brettonian and Suten) and marry within Brettonian families. Their dialect is slow paced, smooth, and mixed with brettonian words. The Church of Helga is the dominant religious institution.

Eastern, Border, and Southern Sutens (Ostlanders/Auslanders/Grenzlanders): The last Suten group to be mentioned is this one. A fusion of westlander and norlander people, Ostlanders are the bastard children of the empire. The majority of the populace descends from fugitives, misfits, landless nobility, and heretics. The physical features of the Ostlanders are varied, as are the customs and societies within their region. Immigrants from all over the empire pour into the Ostlanders domain, creating the most diverse society in northern Arda. Although few will admit it, Ostlanders are the most tolerant of Suten groups. In the east, Slavic stubbornness and tenacity has fused with Suten conservatism and ingenuity. In the south, Gaulic language and customs, as well as holidays have been incorporated into the culture, as well as mixed bloodlines (Gaulic women are greatly desired and sought as wives). The Church of Helga is the most popular religious institution, with Slavic and Gaulic deities slowly emerging from centuries of prohibition within Suten society as an alternative. Teutonikar is worshipped in areas that were settled by middenlanders, and are opposed to integration with non Sutens.

EXPANSION 4

Glossary of Local Slang and Common Phrases -

Fritz: Suten (Slav)

Ivan: Slav (Suten)

Ice chewer: Sutarl or northerner (Suten)

Kafer: ork, 1/2 ork, and orog (Suten, Sutarl, and Slav)

Softskull: human (ork, 1/2 ork, orog)

Round head: human (dwarf)

Flat head: dwarf (Suten and Slav)

Grenzlunder: Eastern border Sutens (Suten)

Froschsutens: Western Sutens (Suten)

Hossfiend: giant (Suten and Sutarl)

Mother and Father be with you: fare well, safe journey (Suten)

Gutenschritt: good walk, safe journey, fare well (Sutarl)

You smell of elves and flowers: orkish insult to another ork, considered highly insulting.

Mmm: hello, greetings (dwarf)

Basic Dwarven Words

warrior: fak
enemy: grekket
brave: bo
from: rumka
mighty: dwak
great: dar
axe: bunkkar
beard: bietek
speak: yak
no: neh
yes: yenal
hack: rukkara
stone: karn
dwarf: dargol
goblin: gok
thankyou: dunk
goodbye: geknol
evil: duer
woman: thatas (no beard)
man: bhatas (bearded)
city: karek

NORSE PANTHEON - EXPANSION 5

The Old Gods Worshipped By The Sutarl And The Norlanders

Created by Deron Waller
(FR) = Forgotten Realms Domains

ODIN:

War, Wisdom, Knowledge
Domains: Knowledge, War, Chaos, Protection, Nobility (FR)
Symbol: Blue Eye

AEGIR:

Storms, Sea
Domains: Chaos, Water, Storm (FR), Ocean (FR)
Symbol: Rough Ocean Waves

BALDER:

Beauty, Charisma
Domains: Protection, Charm (FR), Luck, Good
Symbol: Gem-encrusted chalice

BRAGI:

Poetry, Eloquence, Song
Domains: Charm (FR), Knowledge, Protection, Good
Symbol: Harp

FORSETI:

Justice, Truth
Domains: Law, Knowledge, Fate (FR), Retribution (FR)
Symbol: Scales

FREY:

Fertility, Sunshine, Rain, Horses
Domains: Sun, Animal, Plant, Renewal (FR), Good
Symbol: Ship-shaped Cloud

FREYA:

Love, Passion
Domains: Charm (FR), Chaos, Fire, Renewal (FR)
Symbol: Fire-shaped Woman

HEIMDALL:

Light, Guardianship
Domains: Protection, Law, Strength, Sun
Symbol: Horn

HEL:

Death, Disease
Domains: Death, Evil, Destruction, Suffering (FR)
Symbol: Face of Hel

IDUN:

Youth, Spring
Domains: Renewal (FR), Charm (FR), Plant, Good
Symbol: Apples

LOKI:

Mischief, Strife
Domains: Trickery, Chaos, Evil, Illusion (FR)
Symbol: Red and Black Boots

TYR:

Swordsmanship, Courage
Domains: War, Law, Good, Retribution (FR)
Symbol: Sword

FRIGGA:

Clouds, Sky, Domestic Life
Domains: Air, Family (FR), Law, Healing
Symbol: Spinning Wheel

THOR:

Thunder, Lightning, Weather
Domains: Air, War, Storms (FR), Chaos
Symbol: Hammer

SIF:

Excellence, Skill
Domains: War, Planning (FR), Good, Chaos
Symbol: Upraised Sword

THE BATTLERAGER (UR THARK)

The Battlerager is a fearless warrior, able to create an insane rage within himself which increases his fighting ability and lays waste to his enemies.

While enraged, this fearsome warrior becomes an awesome fighting machine. The Battlerager can fight longer and harder than most other warriors, unwilling to stop the fight until either he or his enemies are destroyed.

Orc, Orog, & ½ Orc Battleragers: Orcs and ½ Orcs have been enemies of the dwarves for millennia, and have adopted some dwarven tactics during that time. Unlike dwarven battleragers, Orc, Orog, & ½ Orc Battleragers are not touched by a deity, instead they are slowly poisoned into madness by shamans (a one month ritual that also involves beatings, powerful hallucinogenic brews, and untested cranial surgeries.) Upon reaching “Ur Thark” status (The Orcish name for the Battlerager), the Battleragers are fully trained, brutal, fearless killing machines. The poisoning makes the skin thicker, dulls the intellect, and increases the strength of the battlerager.

Hitdice: d10

REQUIREMENTS

Race: Orc, Orog, & ½ Orc

Alignment: Any chaotic

Feats: Toughness, quick draw, power attack, and cleave

Base Attack Bonus: +4

Class Skills: as Fighter. Skills at each level: 2 + int

Additional: may not wear any armor heavier than chain, AC reducing magical items will not function when worn by the Battlerager.

CLASS LEVEL	BAB	FORT	REF	WIL	SPECIAL
1	+1	+1	+0	+1	Rage 1 per day
2	+1	+1	+0	+1	DR
3	+2	+2	+1	+2	DR
4	+2	+2	+1	+2	
5	+3	+3	+2	+3	Rage 2 per day
6	+3	+3	+2	+3	DR
7	+4	+4	+3	+4	DR
8	+4	+4	+3	+4	
9	+5	+5	+4	+5	DR
10	+5	+5	+4	+5	Rage 3

Rage: Battleragers spend the first round of their rage, chewing, spitting, and pulling hair, etc...then on the next round fly into their rage.

Temporary increases of +2 strength, +2 constitution, and immunity to all spells, spell like effects, and powers that require a will save.

See barbarian for skill and ability restrictions while raging.

Damage Reduction (DR): 2 HP cumulative max 10HP.

THE FENCE:

The Fence is the thief societies wheeler and dealer of illicit goods, merchants of the black market, and the best friend of smugglers. The Fence can be found in every major urban area, dealing in all sorts of five finger discounted and illegal goods.

Hit Die: d6

Requirements:

Alignment: any evil

Appraise: 8 ranks

bluff: 8 ranks

decipher script: 8 ranks

profession (merchant): 8 ranks

Special: Ownership of an establishment that is suitable to do business.

(A cover business, such as a tavern, general goods store, apothecary, etc...)

Class Skills

As Rogue. Skill points at each level: 6 + int

CLASS LEVEL	BAB	FORT	REF	WIL	Special
1	+0	+0	+2	+1	Detect magic at will
2	+1	+0	+2	+2	Detect poison
3	+1	+1	+3	+2	Identify 1 item per int bonus per day
4	+2	+1	+3	+3	
5	+2	+2	+4	+3	Detect curse 1 item per int bonus
6	+3	+2	+4	+4	Skill mastery
7	+3	+3	+5	+4	Improved evasion
8	+4	+3	+5	+5	
9	+4	+4	+6	+5	Slippery mind
10	+5	+4	+6	+6	Identify at will

MISSIONARY

The missionary seeks out converts to his faith.

Hit die: d8

Requirements:

Alignment: any

Religion: 8 ranks

Diplomacy: 8 ranks

Feats: leadership

Cha: 16+

Cleric: 6 lvl+

Class Skills:

As Cleric. Skill points at Each Level: 4 + int

CLASS LEVEL	BAB	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1St	+0	+0	+0	+2	Sense undead*
2Nd	+1	+0	+0	+3	Extra turning
3Rd	+1	+1	+1	+3	Maximize spell
4Rth	+2	+1	+1	+4	
5Th	+2	+1	+1	+4	Bless/curse 1x per day
6Th	+3	+2	+2	+5	Prayer 1x per day
7Th	+3	+2	+2	+5	Bless 2x per day
8Th	+4	+2	+2	+6	
9Th	+4	+3	+3	+6	Remove fear 1x per day
10Th	+5	+3	+3	+7	Preach*

Preach: Once per day, the Missionary may preach to a crowd that understands the language he is speaking, and enthrall the listeners. This ability may be used against hostile listeners. The area of effect is 50ft, all within the area must make a will save dc 10 + the Missionary's cha modifier, or cease all actions to listen to the Missionary's preaching. If attacked while enthralled, the listeners may make another will save to break free. The effects of the preaching last for as long as the Missionary continues to preach, and is within 50ft of the enthralled.

SENSE UNDEAD (THE BUFFY FEAT): Sense undead within 20 feet, those with the feat will feel slight nausea and abdominal cramps.

TINKER

No, not the Gnome. The Tinker in the Sutenlund Campaign is an inventor. Tinkers are usually from the wizard class, but rogues and clerics have entered the world of invention as well. Having embraced science as well as magic, Tinkers combine the two to create many fantastic and, at times, terrifying constructs.

Hit die: d6

Requirements:

Alignment: any

Knowledge (engineering): 8

Knowledge (arcane): 8

Alchemy: 4

Use Magic Device: 4

Int: 16+

Feat: Craft Wondrous Item

Class Skills:

Alchemy, Concentration, Craft, Decipher Script, Disable Device, Knowledge (arcana, engineering), Use Magic Device.

Skill points at each level: 8 + Int

CLASS LEVEL	BAB	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1St	+0	+1	+1	+1	Create small mechanical item
2Nd	+0	+1	+1	+1	Repair /modify item
3Rd	+1	+2	+2	+2	Identify as spell current level
4Rth	+1	+2	+2	+2	
5Th	+2	+3	+3	+3	Create medium mechanical item
6Th	+2	+3	+3	+3	Create construct
7Th	+3	+4	+4	+4	Command construct
8Th	+3	+4	+4	+4	
9Th	+3	+4	+5	+5	Disable device +10
10Th	+4	+5	+5	+5	Create large mechanical item

CREATE SMALL/MEDIUM/LARGE MECHANICAL ITEM:

The Tinker may create a complex mechanical device size category small/medium/large. the contraption may have 2/4/6 simple functions and 1/2/4 complex functions. the device will consume no less than 4,000/8,000/16,000 gol. to build and research. the item may only inflict up to 1d6 damage per simple function, and d10 per complex function if the item is designed to inflict damage.

REPAIR/MODIFY ITEM: The Tinker can attempt to repair/modify a mechanical device.

The repair/modify roll is based on the intelligence modifier. engineering ranks above 8 will add a +2 circumstance modifier per rank above 8, max + 10.

Simple: d4 rounds time dc 10 repair a wagon wheel

Moderate: d4 minutes dc 15 repair a repeating crossbow

Difficult: d4 hours time dc 20 repair a siege engine

Oh golly: d4 days time dc 30 unknown, or severley complex device

CREATE CONSTRUCT: The tinker can create a golem or clockwork creature at 1/2 the cost.

COMMAND CONSTRUCT: The Tinker can attempt to command an opposing construct once per day. dc 20 using charisma modifier for the roll.

Spells

Electrify Metal

Transmutation (electricity)

Level: sor/wiz 3

Components: v, s,

Casting Time: 1 action

Range: close (25ft +5ft / 2 levels)

Target: one metal object 25 lb. Of metal/level or 1x1ft area/level

Duration: 1 round per level of caster

Saving Throw: will negate

Spell Resistance: yes (object)

This spell electrifies one metal object. Any living creature that is touching, or touches the electrified object during the duration of the spell, must make a fort save. The fort save for the first round of the spell is normal, failure resulting in d4 x casters level in damage. Failure of the fort save will also immobilize the creature affected for the duration of the spell, and inflict the above damage per round. A fort save can be made every round to break free of the electrified object, but with a -1 cumulative penalty per round to the save roll. Once the save is made, the creature is free from the electrified item, and will no longer be affected unless the item is touched during the spells duration.

Magic items with a plus will give the affected items plus to his fort save. Items such as metal armor will give the affected wearer a penalty to the fort save equivalent of the time it takes to get out of the armor (magic pluses will decrease that penalty).

If a metal area (grate, metal floor, etc.) is targeted, all in the area of effect must make fort saves. If the save is successful, an action to get out of the area of effect will be permitted.

Material components: cup of water and a piece of wood from a tree that has been struck by lightning

Blunderbus

Evocation/Transmutation

Level: sor/wiz 3

Components: v, s, m

Casting Time: 1 action

Range: close (25ft)

Effect: blast of tiny projectiles, cone 10ft wide

Duration: inst.

Saving Throw: ½

Spell Resistance: yes

A handful of gravel is transformed into a powerful projectile weapon. The caster throws the gravel towards the desired target, and mutters the word boom. The spell will begin with a thunderous crackle, then the handful of gravel will speed towards its target with great speed. Damage is d4 per caster level to all creatures in the area of effect, in addition to this, each creature must make a fort save to avoid being knocked down and stunned for d4 rounds.

Material Components: handful of gravel, broken glass, or bits of metal, and a pinch of sulphur.

Aces High

Divination

Level: sor/wiz 3

Components: v, s, m

Casting Time: 1 full round

Range: touch

Target: 1 creature

Duration: 1 round/3 levels of caster

Saving Throw: none

Spell Resistance: no

The caster creates a dice pool for one creature for the duration of the spell, or until the pool is expended. The pool will have d6 + the casters level in "pips" to spend. These "pips" can be added to the following rolls for the duration of the spell, or until the pool is expended: damage rolls, saving throws, and to hit rolls.

Material components: Ace from a deck of cards, pair of gold dice, and a clover.

Magnus Beinleichen's Dull Blade

Transmutation

Level: sor/wiz 1

Components: v, s, m

Casting time: 1 action

Range: touch

Target: 1 edged weapon +1 every 3 levels of caster

Duration: 1 round/level of caster

Saving Throw: none

Spell resistance: yes

Caster enables edged weapons to do full damage to creatures unaffected by or receive lower damage from edged weapons.

Material components: whetstone, and an edged weapon

Ritterschreck

Evocation

Level: sor/wiz 6

Components: v, s

Casting Time: 1 action

Range: close (25ft)

Effects: disruption of 1 targeted metal object 25lbs + 5 lbs/3 levels/ item saves dc 10+casters level with pluses subtracted from the dc.

Duration: inst.

Saving Throw: Item save negates/ Ref save ½/ fort save special

Spell Resistance: no

Developed by Olaf Der Ritterschreck, a powerful warmage that specialized in anti armor spells.

The Ritterschreck spell agitates the atoms in a metal object, causing it to explode. The explosion sprays a 20ft area with shards of metal, causing d10+2 per level of the caster in damage. Those within 5ft or closer to the blast suffer d10+2 X 2 level of caster damage.

A successful ref. Save for those 5-20ft in the area of effect will take ½ damage, a fort save will be required for those within less than 5ft of the area of the blast, failure indicates d6 rounds of unconsciousness (assuming the blast was survived). The spell is ineffective against animated metal constructs, creatures, and intelligent items.

Waterball

Evocation (water)

Level: Sor/Wiz 4

Components: v,s,m

Casting Time: 1 action

Range: long (400ft + 40ft/level)

Area: 40ft radius spread

Duration: Instantaneous

Saving Throw: Reflex half + Fortitude special

Spell Resistance: Yes

The opposite of the commonly used fireball. Waterball is a burst of water that deals 1d8 points of impact damage per caster level (maximum 10d8) to all creatures less than colossal in size, within the area of effect. The explosion creates great pressure, requiring all within the area of effect to make a fortitude save in addition to the reflex save for ½ damage. Those that fail the fortitude will be knocked down and stunned for d4 rounds (creatures greater than large size, and less the colossal size, will only be stunned for 1 round) Colossal creatures are immune to the knockdown effects of the waterball, unless they are a fire based creature. Fire based creatures will take double damage (½ if fortitude save is successful). Water based creatures, such as water elementals, and some genie kind for example, are immune to the effects of this spell.

As with the fireball, the caster points a finger and determines the range and height at which the waterball will burst. A glowing, pea sized blue bead will streak from the casters finger towards the detonation point. If obstructed before reaching its designated point, the waterball will burst at the point of obstruction. The waterball can be aimed through narrow openings, and arrow slits, but a hit roll must be made to clear the opening. A failed to hit roll will result in early detonation.

Material components: a glass of water and an empty, unbroken eggshell

Wall of Biting & Stinging Insects

Conjuration (summoning)

Level: sor/wiz 6, drd 7

Components: v, s, m

Casting Time: 1 full round

Range: medium (100ft +10ft/level)

Effect: A wall of biting and stinging insects with an area of up to 5ft square per level

Duration: 1 round per level of caster

Saving Throw: special, see text

Spell Resistance: no

The casters summons a swarm of insects that form a formidable defensive barrier. The wall can be placed on an uneven surface, between two anchor points, and will adjust its dimensions to accommodate (between two trees on a sloping hill for example).

The wall is 2 inches thick per caster levels. The caster cannot adjust the thickness to double the area of effect. Each 5ft square of the wall has 20 hit points per inch of thickness. Creatures can hit the wall automatically, but will provoke an attack of opportunity from the walls squirming occupants. Edged weapons will inflict ½ damage, while blunt weapons, fire, cold, and electrical attacks will inflict full damage.

Those that touch the wall, come within 5ft of the wall, or pass through the wall, will be bitten and stung until out of the walls threat area. Damage is d10 + 2/per caster level in biting damage, additionally a fort save dc 10+1/2 the casters level is required to avoid the effects of poisoning from the thousands of stinging insects in the wall. Failed saves will result in a d4 loss of constitution, those reduced to 0 constitution and still within the walls threat area will be consumed by the insect wall in d4 rounds. Consumed victims will be lost forever and will restore d10 hitpoints to the wall.

Material components: hand full of powdered insects (army ants, wasps, scarab beetles, etc..) and a pinch of sugar.

Black Wall

Abjuration

Level: Sor/Wiz 3

Components: V,S

Casting Time: 1 action

Range: close (25ft +5ft/2 levels)

Effect: Wall 10ft x 10ft

Duration: 1 round per level

Saving Throw: na

Spell Resistance: No

Black Wall is a 10 x 10ft shimmering, black barrier that obscures vision on one side and allows for clear vision on its opposite side. The dark side of the wall is always opposite of the caster, while the side facing the caster is clear. Those on the clear side of the wall may fire through it without penalty due to obscured vision. Those firing missile weapons through the dark side of the wall will do so as if firing blind. The wall does not provide a physical barrier, and may be passed through on either side without hindrance.

Clothing for the Magick Lover

Silk stockings of holding: usually black or red fishnet patterned, acts as a large bag of holding, each stocking. They are always found in pairs.

Bra of holding: acts as a bag of holding, sizes range from small to large, as the bag of holding.

Evening gown of protection: found in various colors and styles. Acts as a ring of protection.

Riding pants of the gentleman equestrian: grant the wearer skill in ride 4 ranks

Slippers of restful sleep: white plush magical slippers that will give the benefits of a full night's sleep with only half the required time.

Scarf of flying: a scarlet scarf that will allow the wearer to fly as the wizard spell at 10th level ability, once per day.

Lingerie of seduction: 10' aura of charm at will twice per day, as the wizard spell charm, at 10th level ability.

Bedclothes of protection: as the ring of protection. These fine silk bedclothes are always comfortable and will fit any man-sized creature perfectly.

Household Magicks

Healing salve: this is actually a non-magical substance that is found in almost every household. It will heal d4 points of damage per day of rest. It will not heal negative damage or damage from unnatural diseases. Healing salve can be purchased from general goods dealers, herbalists, and local churches and clinics for 10-40 sil. Marcs per dose.

Misc. Magicks

The clapper torch: The clapper torch was invented by Lord Francis Klenbrenner, A wizard of great power, with a talent for creating useful utility orientated magical items. This ingenious torch will never burn out, it may be activated with but two claps from its owner and deactivated with three. The torch will burn under water! It radiates 120' of light and cannot be extinguished involuntarily except with a limited wish or wish spell.

Magnesium arrows & crossbow bolts: These magical items were common in the era of the Great War, and used by the Kudizi and Cerelians. The heads are made of an ancient alchemical mixture of magnesium and sulphur, with a touch of mithril and other components. Upon striking a living creature with body fluids, the magnesium compound will ignite and burn the victim from inside. A fort save dc 19 will negate further damage (initial damage is d8 + d10). Should the save fail...the victim will suffer an additional d10 damage per round for d4 rounds. No actions at all may be performed during this time. The victim will be prone and writhing in agony as the weapon does its damage from within. Magnesium weapons do not affect elementals, undead, or golems. The weapons rarely have magical bonuses. Creatures larger than 13' receive a +4 (DC 15) bonus to their fort save, creatures larger than 20' will not be incapacitated from the weapons effects and will take only d6 per round in damage.

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