

# Refuge LARP

Calgary

## Terranox Campaign Packet

Version 1.1 – October 2022 Edition

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# World Map



Note that a better-quality image can be found on our [website](#).

# The Mythos of Terranox

Terranox is alive. This is, and always has been, the case.

Millennia ago, Terranox became lonely and created the titans, one for each region of the world. In time, the titans also grew lonely. They requested that Terranox create messengers to allow them to communicate with each other. Thus Terranox created the first dragons.

For a time, Terranox was content to see the titans interact with each other, but eventually they grew bored and fell to loneliness once more. The Realm desired that which it had not itself created. Terranox's first attempt to reach out led to contact with the Elemental planes. The desire of Elementals to conquer new lands led to war between the Elemental planes and Terranox's creations: the titans and the dragons. The Elemental planes were beaten back, and balance was reestablished.

Terranox grew lonely once more and reached out further. This time, connecting with more distant planes (including the Fey plane) and the Shadow Ways. The Fey answered Terranox's call, and so did Extraplanar creatures. While the Fey lived in harmony with Terranox, many Extraplanar beings viewed Terranox as a resource to be exploited. The combined might of Terranox with its titans and dragons, along with its Fey allies, was not enough to defeat them. In its desperation, Terranox reached out, seeking help, this time with all the strength of the Realm. Deep within the heart of the Shadow Ways the call was heard by Weaver, who brought the first Shadow Walkers to Terranox to do battle with the Extraplanar creatures. We mark their year as year zero and refer to that period as the War Against the Outsiders.

During the war, the Fey vanished and have not been seen since. The Syladrin, who are said to be descended from the Fey, only appeared after the Fey left—they did not arrive with Weaver. With the assistance from the Shadow Walkers, the Outsiders were defeated. Terranox invited those who came to its defense to settle its lands. Civilizations were founded and Weaver selected one volunteer from each species to form the Council of Ancients. The Ancients (and their progeny) are gifted with immortality in exchange for guarding secrets that will keep Terranox safe against Extraplanar creatures in the future.

# How the Campaign Begins

The Terranox campaign begins millennia after the end of the War Against the Outsiders.

Some background:

In the year 31,620 King Titus Baloren of Savlinor dies during a war against Therraz. His brother, Kyrix, claims the throne over the king's child (and rightful heir), Duke Felix. Kyrix claims that Felix is not yet fit to lead Savlinor, especially during the war with Therraz. Felix and those loyal to him depart Savlinor for Galbris. King Kyrix embraces necromancy, becomes a lich to enhance his abilities, and leads Savlinor to victory over Therraz. The following centuries, with state-sanctioned necromancy as its economic engine, see Savlinor become the most wealthy and mighty nation in Terranox.

After years of training, Lady Moirette Baloren (niece of King Kyrix) and her three closest companions (collectively known as the Vanguard) decide they are ready to act against the lich who sits on Savlinor's throne. Moirette knows that she needs to establish a significant, legitimate claim to power within the lands of Savlinor if she wants to have any hope of deposing her uncle and seeing her cousin (and rightful king), Felix, rule the island nation.

In the year 32,000, the Vanguard defeated the dragon of Leyvan and claimed its lands. Financially backed by Duke Felix Baloren of Galbris, the Vanguard began to establish the nation of Leyvan. They aim to build a nation of adventurers that is ruled fairly by other adventurers. Those who prove their loyalty to Leyvan will be granted land and citizenship. All those who need a place to call home, adventurer or not, will be welcome. Leyvan will stand for that which is right, even if it is difficult; that means ridding Terranox of Kyrix, rejecting the conveniences of necromancy, and returning the rightful King of Savlinor to the throne so he can lead his people away from Kyrix's path of corruption.

Word excitedly spreads to every corner of Terranox of the Vanguard's triumph and the promise of Leyvan. Just after the first settlers come to answer Lady Moirette's call, tragedy strikes. After Moirette's surveyors stumble upon an ancient ruin known as the Beacon, a magical Maelstrom springs up around much of Leyvan, sequestering it from the rest of Terranox. During this time, Terranox becomes entirely cut off from the Shadow Ways and other planes.

The Terranox campaign begins in the year 32,022 with the arrival of Shadow Walkers in Leyvan. Upon their arrival at the Beacon, the Shadow Walkers ended the Maelstrom and freed Leyvan to interact with the outside world. Access to the Shadow Ways and planes has been restored. News spreads quickly that Leyvan, though struggling, still survives, and that its promise as a nation still holds true. Adventurers from across the Realm are enticed to make the journey to Excavation ((the in-game location of our events)), a small settlement south of Esratul, where the Beacon was discovered. Something about the Beacon gives those who would defend it great power ((our Archetypes)) while also attracting those who seek its power for nefarious purposes...

# Shadow Walking in Terranox

As the campaign begins, all Shadow Walking into or out of Terranox must occur through the Shadow Gate that exists at the top of the Beacon near Excavation. You are welcome to roleplay this on our [forums](#) or on [Discord](#).

The Beacon appears to be an ancient pyramid jutting out from the surrounding forest. It is made from what appears to be a single, enormous, white stone with stair-like crystal patterns going in all directions ((like bismuth crystals)) with a large, clear crystal atop it.

The Shadow Gate lies behind two enormous doors within the room at the top of the pyramid's steps. The room is always attended by a Caretaker whose face is hidden behind a metallic mask. This Caretaker will not substantially interact with any Player Character.

# The Nations of Terranox

## Leyvan



Leyvan has a very long history of being a wild and untamed part of the island of Savlinor. Its untamed terrain is flush with dense forest and lush jungle, and there is no shortage of fresh water thanks to its windward climate and alpine glaciers. Enormous beasts not seen elsewhere in Terranox (including dinosaurs) thrive in the wilds.

The Baloren line that has ruled the nation of Savlinor for millennia has never made serious attempts to establish settlements or a presence within the region. Generations of Savlinorians have heeded the advice of staying on the leeward side of the Fangtooth Mountains for their own good. A single outpost at Dorom Pass in Myrazod keeps a watchful eye on the ferocious denizens of Leyvan. The outpost hasn't been tested since a massive rockslide buried the Leyvan side of the pass some fifty years ago. The tribes of Kralizan have occasionally launched raids into Vilmarch and Myrazod that started in Leyvan. These raiding parties are typically no larger than fifty in size and the prisoners captured in these assaults claim to have taken a subterranean passage leading from the lands of Kralizan to the northwestern corner of Leyvan before conducting their raids within Savlinor.

During King Kyrix's reign, Savlinor's approach to Leyvan has not appreciably changed. King Kyrix had reached a truce with a particularly vicious red dragon by the name of Cralthion. Both ignored the claimed territory of the other, with Leyvan being considered the domain of the dragon.



After years of training, Moirette Baloren began her quest to establish a legitimate claim to power within the lands of Savlinor. She set out in the hopes of deposing her uncle and seeing her cousin and rightful king, Duke Felix Baloren, rule the island nation.

With her three most trusted friends at her side, Moirette formed the Vanguard and, after years of preparation for this specific fight, traveled to Leyvan and defeated Cralthion in battle in 32,000. In doing so, and with Moirette's royal blood, the Vanguard established a rightful claim to the lands of Leyvan with Moirette as lady of its lands. Through their connection with the land and Lady Moirette, the other three members of the Vanguard also gained the gifts of Terramancy from Terranox. The four members of the Vanguard, financially backed by Duke Felix Baloren of Galbris, began establishing the nation of Leyvan. Word spread throughout Terranox that an upstart group of adventurers had slain a red dragon and had been recognized by Terranox as having a rightful claim to rule the land.

The Vanguard claimed they would establish a nation built with adventurers in mind that would be ruled fairly by other adventurers. Those who proved their loyalty to Leyvan would be granted land and citizenship. Those who needed a place to call home, even if they were not adventurers, were welcome. After all, every nation needs farmers and blacksmiths. Their goals included ridding Terranox of Kyrix, rejecting the convenience of necromancy, and ensuring that King Felix Baloren, the rightful heir to the throne, fulfilled his destiny to rule the lands of Savlinor from the capital of Taloncourt.

The Vanguard planned to finance Leyvan by charging a ten-percent tax on all goods and revenues ((this is all behind the scenes and has no bearing on in-game activities)). They planned to grant those willing to work the land the tools, livestock, and seed necessary to clear the forest and jungle and create farms on the 50 hectares they would be granted. After five years, they would be granted the lands they had worked as well as citizenship in Leyvan. For those who were not farmers, citizenship would be granted after three years of actively contributing to Leyvan's prosperity. Citizenship would bring the benefit of being able to purchase a home within a settlement and run for elected office. Upon arrival in Leyvan, interested parties would register with a local official to pursue this.

Unfortunately for the Vanguard, just shortly after word spread that they had defeated Cralthion and were opening Leyvan up for newcomers, the Maelstrom was triggered. A spherical magical barrier in the form of a purplish storm sprang up, isolating almost all of Leyvan (and a good bit of the surrounding waters) from the outside world. It was only recently, after 22 years of sequestration, that the Maelstrom fell. This is thanks to the actions of a group of new adventurers that journeyed through the Shadow Ways and lifted the barrier. Word has quickly reached the rest of Terranox that Leyvan had survived the Maelstrom and that its offer still stands. Newcomers are welcome to come build a new life in Leyvan and help put the rightful king back on the throne while ridding Savlinor of the scourge of necromancy!

The 22 years behind the Maelstrom were difficult for the people living in Leyvan. Only a few ships of people had arrived before the Maelstrom was triggered, and less than one hundred people comprised the entirety of Leyvan during those years. The Vanguard used their Terramancy to help keep the lands hospitable and safe as best they could. The lack of access to metal and stone, combined with the dangerous creatures native to Leyvan, have made survival challenging. Without Terramancy, the people of Leyvan would likely not have survived. It was a struggle, with any progress on settlements being very slow, but they persevered

and built a strong community together. With the lifting of the Maelstrom, they are eager to welcome newcomers and fulfill the promise of Leyvan.

### Settlements in Leyvan

**Esratul** was chosen to be the capital of Leyvan due to its defensible, central position and its location as a site of great Convergence (a place of innate magical power). Its initial construction was that of a wooden motte and bailey as no quarries had been established.



The Vanguard lives on the motte (in the wooden keep), where the current Greater Circles of Power are. They diverted some of the Turonian River (from Lake Turon) to course around Esratul for additional protection. Much of the farmland that has been cleared for use in Leyvan surrounds Esratul. Given the wild beasts of the island, venturing too far from the main road from Esratul to Anchor's Bay is a dangerous plan. That said, those who farm the lands near Esratul still forage within the nearby forest for resources.

The other major lake in Leyvan is Lake Ptarmalyn which feeds the Ptarmalyn river. Lake Ptarmalyn is high up in the mountains and is near the large cave system that Cralthion, the red dragon, once called home.

**Anchor's Bay** was the second established settlement in Leyvan. It is in a relatively sheltered bay and remains very small with just a few basic structures. The people who live there are mostly focused on fishing from shore, spearfishing, foraging along coastal tide pools, and gathering resources from the nearby jungle. The few ships that existed within the Maelstrom were disassembled years ago for building supplies as there was no ability to sail beyond the storm.

**Excavation** ((this is the in-game location where the Terranox campaign begins)) is located along the Turonian River and was stumbled upon by accident while trying to find other suitable settlement sites within Leyvan. It is quite close to the capital of Esratul (only a short walk away). The scouts who came upon Excavation discovered an ancient pyramid jutting out from the forest made from what appeared to be a single, enormous white stone with stair-like crystal patterns going in all directions and a large, clear crystal on top. Upon attempting to open the doors at the top of the pyramid to investigate further, the Maelstrom was triggered. From that point in time, Leyvan was isolated by a magical barrier that separated it from the rest of Terranox. The Maelstrom also cut off access to the Shadow Ways and other planes for all of Terranox. A small number of cabins and buildings were constructed at Excavation for use by researchers, but little else could be learned about the pyramid or how to open its doors and lift the Maelstrom. It was only with the arrival of the new Shadow Walkers that the doors at the top of the pyramid finally opened. Within the pyramid sits an active gate to the Shadow Ways ((at present this is the only way for Player Characters to enter/exit the Shadow Ways on Terranox)).

## Savlinor and its Provinces



(Note that Leyvan is not considered a true province of Savlinor, as it does not recognize King Kyrix as its leader.)

## *Vilmarch*



Common species: Halflings, Dryads, Orcs  
Importance: Alchemical components, rare flora and fauna  
Largest city: Duskpool

Vilmarch consists largely of warm, swampy rainforests which are home to exotic and toxic flora and fauna. The forest canopy shelters creeks and pools. Many explorers have been lost to the swamps of Vilmarch, as the waterways are difficult to navigate without a local guide.

The murky waters hide reptilian and amphibian predators, and carnivorous or toxic plants also thrive in Vilmarch's swamplands. The inhabitants of Vilmarch are well-versed in alchemy and will use it to defend their homes, families, and forest.

### **The People of Vilmarch**

**Marsh Halflings:** Referred to as "Mudfeet" by Wakerush Halflings, the Halflings of Vilmarch have adapted to life along the waterways of Vilmarch. They typically live in wooden, stilted domiciles along the water's edge and travel by small dugout canoes. A Vilmarch Halfling's hearth is always lit, both as a means to deter flies from entering their home and to ensure that tea is always ready for guests. The damp herbs and aromatics they burn in these hearths also act as a botanical repellent on their clothing when they travel the swamplands.

They cultivate small gardens by raising muck and soil into mounds that sit above the waterline, but Vilmarch Haflings primarily subsist off of fishing and trapping crawfish. They also forage for edibles both in and out of the water. The Vilmarch Halflings have a tradition of gift-giving so that all are able to thrive in

their connected communities; any halfling that paddles through the waterways shares what they have gathered by depositing gifts in the “gift-nets” that hang from every family’s porch—if not also stopping in for tea and a story!

While food is plentiful in the lush swamplands, metal is extremely scarce and the land is poorly suited for forging. The Halflings opt for bone, antler, and shell alternatives; they highly value the iron tools, armor, and weapons from other regions. Vilmarch Halflings will travel far from home to attend seasonal markets where they can trade rare alchemical ingredients harvested from the swamps for crucial metal items.

The Marsh Halflings use a familial naming convention which combines a Fish from the father and a plant from the mother (such as Willow Pike, Swamplilly Perch, or Papyrus Bluegill). These names form a signified crest, which is painted on the side of their home to be seen from the water as a symbol of the family unit residing within. Most Halflings will simply build upon and extend their domiciles to accommodate growing families, and, when young couples marry, they may adopt the name of the home they choose to join. The porches will begin to connect as bridges to the next single room building. If a couple has the means (and notably, the tools) to build an independent home, they will combine their childhood names to create a new Fish and Flower combination—honoring both of their family units. This is cause for great celebration, and the new couple typically receives their first gift-net from the community. A Halfling on their own may choose to join a home as well, or may strike out on their own and create an entirely new name for themselves.

**Dryads:** The forests of Vilmarch are home to a variety of Dryads, who resemble the mushrooms, river plants, and tropical flowers that grow throughout the region. They consider their forest the “Home Forest” and act as its protectors.

The Dryads are elusive and dwell deep in the forests; their homes are not marked on any maps. When traveling through the forest, a keen observer may note signs of their presence: decorated trees marking the changing of seasons; intricate moss designs growing on boulders; and arranged plants, mushrooms, or stones where ritualistic magic was conducted. It is considered bad luck to step into the henges and circles left by Dryads, and travelers are often warned to watch their footing lest they become lost.

The Marsh Halflings and the Dryads coexist peacefully in Vilmarch, though they rarely interact directly. The young Dryads derive joy from leaving odd “gifts” in the hanging gift-nets of Halflings during the night. A Halfling may wake to find a large toad, mudball, or slimy creature nestled in the net with their goods and this is met with laughter in turn.

### Settlements in Vilmarch

**Nettlemarsh** is located between the mountains and the swamps and hosts a seasonal market that the Marsh Halflings travel to so they can engage in trade with other Savlinorian merchants. Notably, blacksmiths from neighboring Myrazod (as well as some from Glavern) make the journey for the seasonal markets due to the premium their wares can fetch. After all, swords and armor are expensive treasures within Vilmarch.

**Gloamtivist** is neither an established city nor a fixed geographical location. Gloamtivist generally refers to the home of the Dryads. It lies deep within the swamps and twisted river systems of Vilmarch and is notoriously difficult to navigate. Different maps seem to indicate its location in different places and it is said that only those chosen by the Dryads who call Gloamtivist home are able to find it. Those who have been successful in finding Gloamtivist have been met by awe-inspiring displays of the Dryads’ ritualistic magic featuring natural land features decorated with glowing phosphorescent symbols. It is said that the most delicate and rare swamp plants are sheltered within Gloamtivist and that botanicals with properties more potent than most spells are kept hidden by the Dryads that live there.

**Bramblefen** lies in marshland and is a quiet agricultural community. Those who live here make use of the flooded wetlands to grow extensive fields of rice.

**Duskpool** is the largest settlement and capital of Vilmarch. It is home to large numbers of Halflings, Orcs, and Dryads (with many other species present). The city has grown organically with long tendrils of cityscape springing up as Halfling homes were built to criss-cross the many rivulets in the area. Very few buildings are constructed on the ground here; most are on stilts or built in trees. Duskpool is the best place to find guides to safely explore Vilmarch as well as seek out exotic and rare flora and fauna. Much trade takes place here outside of the seasonal markets and is one of the few places (aside from Bittertide) where metal goods can be traded for year round. Despite the dangers of the surrounding swamp, Duskpool's reputation as a place of indulgence and great hospitality is well-earned. Many come here for weeks on end to relax, enjoy the live music, and sample exotic flavors found nowhere else in Terranox. Duskpool is known for getting rowdy and even King Kyrix's usually severe guards allow for quite a bit of revelry before intervening.

**Bittertide** is the main port city of Vilmarch. It is a town full of hard working people who make their living at the docks. Bittertide is also where criminal elements in Vilmarch can be accessed. There is a thriving black market that exports alchemical and magic components retrieved from the swampland (most are secreted downriver from Duskpool, but some of the more lucrative wares are brought directly to Bittertide under cover of night). There are long-standing rumors of an assassin's guild operating out of Bittertide. It is also understood that there are a number of Orc necromancers rumored to reside within the sewer system of the town that hold quite a bit of sway over local politics. In theory, the town is overseen by a small council of mercantile leaders, the harbor master, and the brothel keeper. King Kyrix ensures the majority of the council remains content and enjoys access to very profitable markets. It is well known that with a fair bit of coin, anyone can buy a level of freedom and luxury in Bittertide where no questions are asked of them.







## *Idrisol*



Common species: Humans, Elves

Importance: political influence, military, farming

Largest city: Taloncourt

The province of Idrisol is the political center of Savlinor, as it contains the country's capital, its largest port, and the heart of Celestial magic learning.

The land is rich and its open plains are well-suited for farming, with plentiful clean water from Lake Pteryx. The coastline is also protected from the wilder parts of the open ocean, making Sunport an ideal trading and military port for other cities along the Inner Sea.

### **Politics**

Savlinor is ruled by a royal family and their court of noble advisors. The Baloren family, descended from the Ancients, have ruled Savlinor for thousands of years. The royal family all take the Royal Oaths when they come of age:

*I swear my life to the service of the realm and its people. I swear to honor them as they honor me and serve their will to the best of my ability. I swear to protect Terranox and all its wonders, to maintain the lands entrusted to me and to never place my own prosperity over the well-being of the earth. I swear these things before the Spirit of Terranox, and may I be stilled to see my oath forsworn.*

The Oaths are taken extremely seriously, and the Balorens have been well-loved for their strict adherence to them since they first rose to power millenia ago.

King Kyrix currently rules from the capital city of Taloncourt after his brother, the late King Titus Baloren, was killed during the war with Therraz. He has enjoyed the full, if fearful, support of the court and military leaders since taking power about 400 years ago. To Kyrix, the obvious solution to the war with Therraz was ascending to lichdom - he could better serve the kingdom as a powerful Earth mage and necromancy would

bolster the ranks of their flagging army. His strategy worked, and the war with Therraz was won. Kyrix felt that neither his niece or nephew were a threat to his power, and both left Savlinor for the southern island of Galbris.

Life under Kyrix is much the same as it has always been, though with a few key differences. Obedience to the king is absolute above all else, and dissent typically results in a one-way trip to a labor camp. But for those who toe the line, food is plentiful, the lands are secure, and life goes on as it has for millenia. The strangest addition, of course, is the greater undead guarding the palace and the heavy recruitment of necromancers for the military. Undead soldiers make up a substantial portion of Savlinor's army. Necromancy is sanctioned by the state and present throughout Savlinor, with limitations on its appropriate use. Local officials typically collect an annual fee in exchange for granting licenses to practice necromancy for the year.

The untiring, obedient labor and endless soldiers animated by the power of necromancy have provided a period of unprecedented economic growth for Savlinor. Over the centuries since Kyrix came to power, necromancy has slowly become a widely accepted practice with people reluctant to publicly decry it due to the conveniences it affords them.

For those who break Kyrix's laws, punishment is swift and harsh. Fines are very steep and are considered a "debt to society" that carries over on one's family. For those who cannot pay, this debt can be paid with substantial time in a labor camp. However, one of Kyrix's more "generous" offers to those who have indebted themselves to society is for their spirit to be held in reserve for a Sacrifice ritual used to successfully bring back Kyrix's most loyal soldiers who have fallen in service to the king. Their debt to society is erased in exchange for knowing that they may, at any moment, be called to die. Alternatively, some ease the burden of debt on their family by offering themselves up to become undead soldiers in Kyrix's armies, accepting their fate that if they could not be loyal to Savlinor in life, they would be loyal in death.

While his methods may be brutal, Kyrix provides for the common people well, and Duke Felix of Galbris has had limited success in his campaign to loosen Kyrix's grasp on Savlinor. Small pockets of rebels do exist in Idrisol (and throughout Savlinor), but mostly in secret in order to avoid Kyrix's wrath.

### **Settlements in Idrisol**

**Talonscourt** is Idrisol's capital city. It was built on a site of great convergence (a place of innate magical power), and is a haven for learning. The Convergence and fertile soil make it a perfect location for cultivating the plants required to make spell ink, which quickly led to the establishment of the Astral Observatory, the foremost body in Celestial learning in all of Savlinor. Its signature, tall, tapered spire and remarkable magical lenses had grown dusty while the Realm was impacted by the Maelstrom but has returned to use.

The palace is where the Crown resides and nobility holds court. The large, square compound is both beautiful and functional, with a large outer wall and terraced interior. The palace itself is adorned with wing-like gilding on its edges and domes inlaid with precious stones, all arranged around a large central courtyard.

The larger city itself is also well-defended, with the palace in the center of the city and water on three sides, between the branches of the Sisters (the Urilla and Gerania Rivers) and the large Lake Pteryx. Each river crossing is held by the royal army, and the city's elevated location on the hillside allows for quick messaging via beacon fires to the navy in Sunport and Brinecove.

**Sunport** is the largest port in Savlinor. Sunport is essential both for trade and for the royal navy. Along the Inner Sea, it provides easy access to all other nations for trading and political purposes and is directly downriver from Taloncourt. As well, its beacon fires provide quick warning of invasion in the capital. The city is a colourful blend of military folk, traveling emissaries, and traders. The port district is quite large and home to many taverns, inns, and shops, each with their own services that are customized to all the different types of people that come through.

**Thistlemoor** is an important source of lumber for the province, and is particularly known for its hardwoods that are used in ship-building. Steelwood is one of these, with its distinctive silvery stripes, and only grows in the deep forest and on the slopes of the volcano. However, the deep forests are home to more than just lumberjacks, and adventurers are often called to the area to clear out the more dangerous wildlife...

**Salthearth** is a fishing village that relies heavily on the tide pools in the area for all manner of shellfish and smaller catches, as well as the typical Inner Sea fish such as trout, grouper, snapper, and leopard fish. Most of its trade is directly with Taloncourt, but the mussels in particular are popular with the sailors in Sunport.

**Brinecove** is the smaller of the two military ports in Idrisol. Brinecove houses a formidable military presence despite its unassuming size. More active during the war with Therraz, it now largely serves as a training facility for both land-and sea-based war. The rich nearby fishing grounds and freshwater tributaries keep it largely independent of the capital for material needs, though shipbuilding materials usually arrive via water after transfer from Thistlemoor to Salthearth. A few enterprising rebels have been known to use Brinecove's military access to help spy on Kyrix, though their hideout has yet to be uncovered.

## *Granmere*



Common species: Humans

Importance: Farming, military (navy)

Largest city: Massacre

Granmere is the breadbasket of Savlinor. The flat plains, divided by numerous streams and rivers, make for ideal farmland. While farmers comprise the majority of the population, the nurturing nature of Granmere has also led to it being a significant haven of Earth mages. The climate is moderate and rains are common, allowing for a robust growing season that enables brewers to ply their craft readily. To replenish nutrients used in farming, Granmere has a very close trade relationship with Guermont. Guermont provides volcanic ash used as rich fertilizer, and, in return, Granmere feeds Guermont's troops.

The people of Granmere tend to stay close to home. They regard their lands as the most beautiful in Savlinor and many see no reason to leave. Harvest and planting festivals are important celebrations of the

land and its offerings. The end of winter also brings a celebration of the good works of Osellan Fernore, a renowned healer of old.

King Kyrix's rule has been very kind to the people of Granmere. With a bountiful supply of obedient undead labor, those who call Granmere home enjoy an incredible level of prosperity and have seen their agricultural yields soar. This has allowed Granmere to secure many trade contracts as they are able to export their surplus food and goods to other nations. The navy of Savlinor aggressively patrols the Granmere coast to deter any coastal raids.

The steady prosperity over the centuries of Kyrix's rule has led to the general populace giving little thought to second-guessing Kyrix's rule. They have never had it better and most are aggressively loyal.

### **Settlements in Granmere**

**Massacre** is the capital of Granmere. Trade arriving from most anywhere but Guermont is ferried up the river from Shoalbreak's port to the bustling markets here. The city also serves as the major hub for Earth magic in Savlinor, particularly those wishing to study rituals or necromancy. There is a very strong military presence in Granmere, and those who are not actively deployed at sea often are posted here for long term shore leave and training. The large lake it is situated on is very busy with naval training exercises and trade. There are a few protected small inlets covered in wildflowers and a number of public beaches where folks can go out for a nice picnic or swim.

Massacre's name was not chosen lightly. When the lands were being populated by the original Shadow Walkers after the War Against the Outsiders, a surprise attack from Therraz utterly obliterated an early city on the pristine delta. There were no survivors, only carnage. It remains entirely unclear why Therraz took this action as there were no other aggressive actions taken for centuries after. During the last war with Therraz, Massacre was a major source of infantry in Kyrix's army. The numerous dead, piled high, were reanimated and sent back into battle, protecting the people of Granmere and securing victory over Therraz. The people of Massacre tend to carry great respect for Kyrix's rule, as they were granted safety by his skilled use of magic, even if the use of necromancy was initially found to be radical and distasteful. As the centuries have gone by, most Earth mages of Granmere have been swayed to Kyrix's teaching on necromancy: when used responsibly, it can lead to great security and prosperity for all. It is just a tool, no better or worse than the person practicing it. Fault not the necromancer, but the state who is too weak to regulate the practice of necromancy to ensure it is used judiciously.

While this line of thought is increasingly common in Savlinor, most other nations continue to strongly agree that necromancy is an inherent evil, punishable by death. Those who trade with Savlinor from abroad, however, keep their opinions to themselves when trading in Massacre.

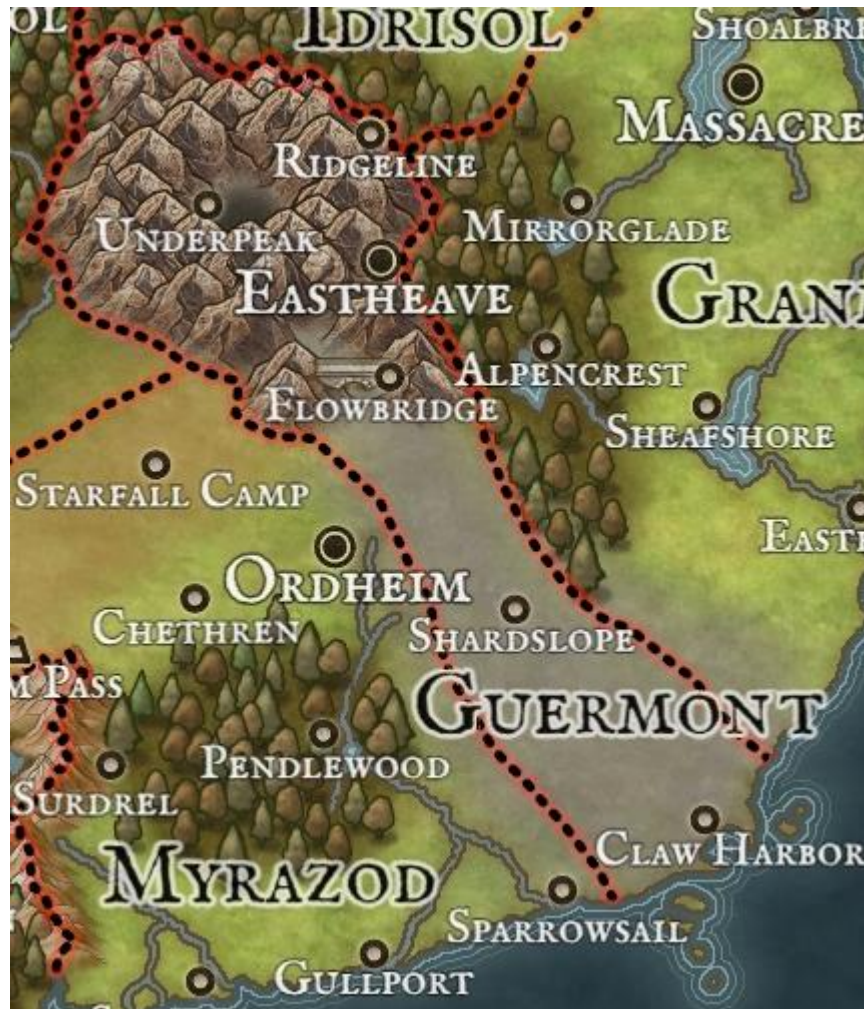
**Sheafshore** is an agricultural hub. This town rests at the end of a valley coming down from the mountains and hills that surround the volcano of Guermont. This makes the town particularly prone to flooding in the winter, and most houses are built on stilts to allow the waters to freely run over the farmland and deposit fresh soil and ash. The farmers in this region tend to have worked the land for many generations and, coupled with the ample might of undead labor, need very few hands to produce incredible yields.

**Mirrorglade** is a common retreat for Earth mages to study at. More secluded and quiet than the bustle of Massacre, Mirrorglade is defined by a startlingly smooth lake nestled in the trees. Gathering is a primary source of food for the people here. Sustainability is key here, and the town council takes a very active role in ensuring the land is not overharvested and that urban growth is kept in check. Not taking more than you need and leaving enough to allow regrowth is such an ingrained practice here that they are often seen as backwards by the other people of Granmere who focus more on yields and profits. The people of Mirrorglade engage in very little trade but don't seem to mind the isolation.

**Alpencrest** is nestled high in the mountains. This is the one city unable to participate in much of the farming practiced across the rest of the province. Instead, its primary industries are mining, forestry, and facilitating trade between Granmere and Guermont. Trade between the two provinces is exceptionally robust as the food and soldiers produced by each then go on to support the whole country. It is often unseasonably cold here, and much more plagued with dangerous beasts than the rest of the province. Because of its rugged nature, the people who call Alpencrest home tend to be hardy folk.

**Shoalbreak and Eastbright.** These two port cities are unique in the ports of Savlinor in that they are both built over the water of the exits of the two rivers the rest on. Home to a robust portion of the Savlinoran navy, they protect Savlinor from one of its most potent enemies: Therraz. The strong presence of the navy in this region also deters most coastal raiders (mainly from Hoffmor). Though not overtly advertised, it's no secret that more "enterprising" seafarers can be hired at the discretion of Kyrix's admirals to bolster numbers (or manage more surreptitious needs) when necessary. However, since the end of the last war with Therraz, such a practice seems to have mostly vanished from the public eye.

## *Guermont*



Common Species: Realmsworn, Humans  
Importance: military training, ash fertilizer  
Largest city: Eastheave

This is a harsh land where only the hardy survive. The northern mountain range was created by the large volcano at the center of the island, and remnants of lava flows mark the land. Even small shrubs struggle to survive there. South of Flowbridge, there are some small, highly productive tracts of farmland. Much of Guermont's wealth also comes from the export of rich volcanic ash which is used as a fertilizer throughout the Realm. Underpeak, built tight against the walls of the volcano caldera, is a city filled with secrets that very few may access.

### **Politics**

Guermont is governed and led by General Meteris Sloane, a renowned Realmsworn. The General of Guermont always holds the equivalent rank of Duke. It is the task of the General to ensure that soldiers are

trained to the exacting standards of the king. This has been the case of millennia and predates Kyrix's reign. The Royal Oath sworn by the Baloren line has resonated strongly with the Realmsworn of Guermont and relations between Idrisol and Guermont have historically been very good. The Realmsworn of Guermont are committed to upholding their vow to this way of life. As such, life before and after Kyrix came into power remains much the same in Guermont.

Soldiers trained in Guermont are the elite of the Savlinor military, held in high regard due to their martial prowess and exceptional training.

### **Settlements in Guermont**

**Eastheave** is the capital city of Guermont where General Sloane keeps his seat of power. It is here that the General and his highest ranking officers make all decisions regarding training and trade in Guermont. Centrally located to all of Savlinor, it is an ideal place to keep an eye on all the provinces and quickly arrange aid when needed. The lava flows in this area produce valuable pumice and obsidian. Highly sought by crafters, these are another of Guermont's exports.

**Ridgeline** is a large supply post nestled in the peaks of the mountains overlooking Idrisol. It has a beacon fire that can be lit to send urgent word to Taloncourt if needed. Merchants and troops use Ridgeline as a stopping point during travel between Guermont and Idrisol. Since Kyrix took the throne, it has been used as a central training hub for undead soldiers, especially those newly created. A Beaverkyn stone mason guild has become famous in the area for their sturdy and reliable stonemasonry, which is used all over Savlinor and sometimes exported as custom work. There is also a small Avani community nearby.

**Underpeak** is a tightly-guarded military fortress built into the wall and floor of the caldera. Its inner workings are kept secret. It's rumored to be a central entrance to the Dark, but there is little proof of this (particularly given the presence of magma known to lie beneath the caldera). However, all else about the area is classified, and only the highest ranked Realmsworn and the King himself are allowed to venture inside.

**Flowbridge** is the center of trade in the province. Its close proximity to both Eastheave and Ordheim in Myrazod make it ideally located for frequent caravans that pass through the area. It is a massive bridge city, which spans across the full entrance between the plains and the mountains. The high winds make the use of stone buildings necessary, and the flag of Savlinor is commonly seen fluttering at the entrance to soldiers' houses.

**Shardslope** and the plains around it are where the main bulk of the Realmsworn fighters train. Farmers and laborers here work the ash fields to collect the fertilizer and transport it for export, usually to Flowbridge or Claw Harbor.

**Claw Harbor** is a middling sized port city. It is for trade and the transportation of troops. Historically, it has been a very important staging point both for Savlinor's armies being deployed across the sea to Therraz and the surrounding lands when required. Even the large naval ships of Ariaste are able to dock here easily thanks to its deep waters. The entrance to the otherwise calm Claw Harbor is treacherous to enter due to many small rocky islands in the bay. Large and small vessels alike have been scuttled trying to take a shortcut into the harbor.



## *Myrazod*



Common species: Dwarves, Realmsworn, Stellarean, Elves

Importance: Mining, manufacturing

Largest city: Ordheim

The province of Myrazod is a hub for manufacturing, minerals, and mining. It is here that anyone in Savlinor looking to hone their craft in blacksmithing, mining, or gem cutting should come.

The land is rich in resources and varied in terrain, with desert, forest, mountain, sea, and coast all suitable for various needs. The large forest in the center is home to a small community of Elves known for their exceptional bow-making skill.

### **Politics**

In centuries past, under King Titus Baloren, Myrazod's cities enjoyed a great deal of independence. This was, in part, due to the distance from Myrazod to Idrisol, but also due to the fiercely independent nature of the residents of each city within the province. King Baloren allowed this to continue, with each city and community being able to carry out its own laws and policies, so long as the treasure and garrisons of Myrazod were held to the appropriate standards. This agreement was mutually beneficial in that the people of Myrazod were more free to pursue their own priorities and King Baloren did not have to invest substantial resources in governing the province. From within the nine main communities, a single representative was named duke or duchess of Myrazod, to serve a term of two years at the royal court in Taloncourt. Each other major settlement's leader was given the title of count or countess.

When Kyrix took the throne of Savlinor during the most recent war with Therraz, the Duchess of Myrazod declared that Myrazod would not recognize Kyrix's claim. In very short order, Kyrix returned from battle with Therraz with an army of his most elite soldiers from Idrisol and Guermont in tow. In a single day he stormed the Duchess's keep and turned her entire garrison into undead. He personally performed the rituals to turn the Duchess into a powerful undead servant, bound in eternal servitude to Kyrix. Kyrix then ordered the Duchess to slay the other nine counts and countesses. Myrazod limped back into the obedient fold with new counts and countesses professing loyalty to Kyrix. Kyrix has declared that the Duchess shall continue in her position with no end of her term until he sees fit for her to be replaced. Within three years, the independence Myrazod had enjoyed for millennia was eradicated, purportedly for the greater good of all of Savlinor.

The fierce spirit of independence has not been fully broken. Even though Myrazod has enjoyed great prosperity under Kyrix's rule, and most in Myrazod spend their days working hard and keeping their heads down so as not to get into trouble, there are others who secretly oppose his reign. Plotting after dark in hidden rooms, there are some in Myrazod who dream of the days of a more independent Myrazod. Some show their disgust more openly. The Pendlewood Elves, for example, have staunchly opposed efforts to expand forestry and settlement construction in the forest they live in. It is no secret that the majority of the Pendlewood Elves loathe Kyrix, but those who are wise know how to avoid Kyrix's wrath.

### **Settlements in Myrazod**

**Ordheim** is the capital city of Myrazod. It is the epicenter of trade and the province's politics. Each of the main communities of the province has a permanent representative stationed here. It is well known that the fastest way to do business in Myrazod is to speak to the council so you can do business with as many of them as you wish without needing to travel. Ordheim's close proximity to Guermont makes trade between the two provinces lucrative, and the majority of that exchange takes place in Ordheim's sprawling market district. It is here that the fine arms and armor crafted in the province make their way to the hands of Guermont's fierce warriors.

**Starfall Camp** is located in the heart of the Starfall Desert. This small town is primarily home to Stellarean and Dwarves who make their living collecting the meteorites known to fall in the area.

The Stellarean are drawn here, seeking connection to the skies above. It is said that nowhere else in Savlinor gives a more clear view of the night sky. They are also intrigued by the meteorites, believing them to be like small stars that have come down to grace the land with their presence.

Dwarves are also drawn to the meteorites for their strength and strange properties. Learning to work with meteoric iron takes years of study and any smith skilled enough to work the metal can be considered a master of their craft. Weapons and armor created from meteoritic iron are exceptionally strong and highly sought after.

Each summer, a fresh rain of meteorites falls from the sky. For several days they fall, replenishing the desert and lighting up the sky. During this display, Starfall Camp hosts the Starfall Festival, a time where the citizens of the city stop working and celebrate the falling meteorites with song, dance, games, and food.

**Chethren** is where you will find the greatest concentration of blacksmiths in Savlinor. The smithing population is large and varied with smiths of all species working here. The primary production here is in arms and armor with a small number of master smiths, typically belonging to longer-lived species, dedicating their time to working with meteoric iron. It is a small town and sometimes can seem rough to those visiting that are not used to the gruffness of smiths. It is also a very busy city where vast quantities of armaments must be produced on tight timelines to equip the armies and navies of Savlinor.

**Dorom Pass** is a small Dwarven outpost, ruled by Count Baric Runehood. Visitors of all species are welcomed here and encouraged to stay as long as they like. Its population has been greatly reduced in the past five decades since a massive rockslide buried the Leyvan side of the pass and destroyed access to the settlement's mines. Traditionally, Dorom Pass had been focused on defending Savlinor from the ferocious denizens of Leyvan. This was done in large part through housing a workshop focused on the design and creation of constructs using the rich ores of the Fangtooth mountain range. Since the rockslide, Dorom Pass has seen very little activity and those who come to visit the dwindling settlement come to enjoy recreation in the mountains and the quiet alpine life. Most of those involved in construct fabrication and research moved south to Surdrel.

**Surdrel** is a large Dwarven city, ruled by Countess Reizulin Onyxforged. The Dwarves of Surdrel tend to be reclusive and somewhat suspicious of visitors, given that a substantial portion of the city's funding comes directly from Savlinor's throne for advanced military research. Security in the city is quite tight around areas where construct research and metallurgical advancements are researched. Only those invited by the Countess are allowed to visit the vaults within this city and the incredible marvels the city has produced.

Surdrel is home to sprawling subterranean complexes of well mapped-out veins of ore. Surdrel has expansive foundries, fueled by a steady flow of wood from the nearby forest. These foundries run day and night to smelt ore into ingots for use by the smiths in Chethren. There are also a number of tinkerers and gemcutters who make their living in Surdrel, crafting and enchanting gems, trinkets, and baubles of great value for the wealthy.

Being located close to the forest of Pendlewood, they are often at conflict with the Elves over the forest borders. While not an all-out war, there are certainly a few times a year where tempers flare and sometimes Rose Monks from Cae'Jis are called to mediate.

**Pendlewood** is a small community of Elves in the Pendlewood forest. For the most part, they have limited contact with those outside of the forest and tend to keep to themselves. A small number of their wooden wares, including expertly crafted bows, do make it to market for the small number of goods the Pendlewood Elves cannot create themselves. They are ruled by Count Ayluin Keadan. Pendlewood is not a typical Elven city that one would expect to see. For while they do have great halls and rooms that stretch amongst the treetops, a good portion of the main city is actually underground.

Due to the many disputes with Surdrel over the forest borders and deforestation, the Pendlewood Elves are highly trained fighters trained in guerilla tactics. They are a small army, but some of the most renowned Elven warriors in the entire Realm were trained in Pendlewood. The Pendlewood Elves are one of the few groups in Savlinor that continue to persist despite their open disdain for King Kyrix.

**Sparrowsail, Siltwatch, and Gullport** are the port cities of Myrazod. They vary in size and function but are all fairly busy year round with trade and commerce.

Sparrowsail is the main port for Myrazod's maritime trade. Most goods that are traded with Guermont travel overland, but anything needed to get downriver from Ordheim usually leaves through Sparrowsail. The major trade partners outside Savlinor are Ariaste and Hoffmor. Given its close proximity to Guermont, Sparrowsail continues to have a sizable Realmsworn population. Its taverns are amongst the loudest in all of Savlinor.

Siltwatch is the smallest of the three, with a dock big enough for only a small number of boats. Most of the trade going through Siltwatch involves goods destined for Cerebonne or Albador.

Gullport boasts an expansive wharf that is home to much of Savlinor's southern navy. A small number of trade vessels (particularly heavily-laden and well-escorted trade vessels from Ariaste) also dock here due to the deeper harbor compared to Sparrowsail.

# Galbris



Common species: Humans

Importance: Rare components

Largest city: Rethaset

For much of recorded history, Galbris was unsettled. The monstrous denizens of the main island of Galbris made significant colonization attempts untenable apart from a couple of scattered fishing hamlets on the surrounding small islands. Even these were either kept hidden or mobile, as visiting ships from Hoffmor were just as likely to be coming to pillage as they were to trade.

When Savlinor began exploring the Great Ocean, it established Rethaset as a naval base suitable for resupplying large ocean-going vessels. Enough troops were deployed to the island to make it safe and they built a fortress with stone quarried from the island.

During the most recent war between Savlinor and Therraz, King Titus died. His brother Kyrix claimed the throne in 31,620, claiming that Titus' son, Felix, was unfit to rule during the war and that Savlinor needed a strong leader to avoid being overrun by Therraz's forces. The majority of Savlinor's military leaders agreed that Felix was not ready and that Kyrix was best suited to lead. However, the admiral of Savlinor's southern fleet, Vilas Oren, remained loyal to Felix. The southern fleet defected, taking their ships and a substantial number of citizens from Savlinor with them to the island of Galbris where they established a nation loyal to the rightful ruler of Savlinor and transformed the naval base at Rethaset into the nation's capital.

Galbris has grown into a nation with great difficulty. While there have been no open hostilities between Savlinor and Galbris since Duke Felix arrived on the island, political pressure from Savlinor has made other countries reluctant to trade with Galbris. This, coupled with Galbris' remote location, has led to major challenges in establishing reliable trade routes.

Galbris is fortunate to have a substantial amount of arable land and enough forest to maintain a robust shipbuilding industry which has helped keep Galbris' navy well equipped. This has been vital at keeping raiders from Hoffmor at bay.

Much of what trade does exist often is done by independent merchants hoping to avoid Savlinor's patrols. The route from Galbris to Albador and Cerebonne is relatively quick and safe. However, it is much less profitable than the longer (and more dangerous) route to Ariaste. Trade with Ariaste has been vital to Galbris' success given the island's lack of smelttable ore. Under Duke Felix' guidance, Galbris found innovative ways to develop what resources it did have. This included the unusually high quantities of truesilver found in Galbris' quarries and training the navy to become adept at tracking down large quantities of jetsam and penna. In recent years, friction between Hoffmor and Galbris has eased with fewer raiding vessels testing the Galbrisian navy. This has led to an increase in trade with more vessels moving freely between Rethaset and Hoffmor's coastal city-states.

Despite the adversity they have faced, the people of Galbris have built a strong nation. Galbris is ruled by a very small group of nobility who competently handle state affairs, but one feature that makes Galbris unique in Terranox is the power held by an independent judiciary elected by the common folk. The judiciary is very well respected and serves as independent liaisons between the common folk and the nobility. That has helped ensure very little class friction and has greatly contributed to Galbris' growing prosperity. The judiciary has its own forces who help maintain order, called Wardens. Judicators are called upon to handle legal matters and provide rulings. Arbiters provide oversight and handle legal matters that cannot be decided by Judicators.

Duke Felix enjoys substantial popularity in Galbris. He has proven to be an effective ruler for four centuries, and the people of Galbris want to see him returned to Savlinor's throne. He is by no means a warrior and relies heavily on his admirals for their military expertise. However, his ability to manage civic projects and economics while minimizing inequality and spreading prosperity for his citizens has been instrumental in the growth and development of the nation.

### **Settlements in Galbris**

**Rethaset** is Galbris' capital and only major city. The city is made mostly of white limestone buildings and boasts an excellent deep water harbor for ocean-going vessels. Galbris provides universal education for all of its citizens and Rethaset hosts the nation's public university which houses colleges for magical training, martial training, and higher learning. The city's water supply is fed via an impressive system of aqueducts from the island's center. Rethaset is known for having expert shipwrights that build vessels for private captains as well as the Galbris navy. The old city refers to the region of Rethaset that was once a naval base of Savlinor. A strong wall of white limestone marks the border between the old city and the more recent growth of the new city.

Galbris's population is majority Human with Elves being the largest minority. Beyond this, the other species are present in approximately equal numbers. Outside of Rethaset, the majority of people earn their living fishing in coastal towns or in agriculture. Galbris is fortunate to have a large portion of its land suitable for farming and many staple crops are grown. Grazing animals are also commonly raised.

Military service is mandatory for all citizens of Galbris when they reach adulthood. It is a two year period of training to ensure basic knowledge of sailing, naval warfare, and experience in combat. This has been in place since Duke Felix first came to the island as a way to promote common defense of the island. This training has been invaluable in deterring aggression from Savlinor's navy, raids from Hoffmor, and in

defending Galbris' coasts from the creatures called Sogs. It is not uncommon, when the tide is highest during the month, for small parties of the murderous, fishlike Sogs to raid coastal villages. If it were not for this military training, it would have been very challenging for Galbris to have been able to spread their small settlements beyond Rethaset's white walls.

# Albador



Most common species: Elves, Stone Elves, and Dark Elves

Importance: fishing, the monastic sects of Tae'Lin, the Timeless Order

Largest city: Sekalis

A remote group of islands in the southern Great Ocean, Albador is a unique blend of fisheries, monastic tradition, and a haven for the Ancients.

After the War Against the Outsiders, many adventurers felt the call to a more quiet, peaceful way of life. In contrast to the Elves of Cerebonne, who embraced the forest wilds and the endless struggle for survival, the Elves of Albador left the mainland to establish Sekalis, a middling-sized city focused on fishing and treasure diving. They were led by Tae'Lin, an Elf of Ancient blood and one of the very first adventurers to arrive through the Shadow Ways following the call of Terranax.

The people of Albador are often long-lived Elves, and as such their pace of life is slower than you might find elsewhere. City planning is made with a century or more in mind, and fishing stock is carefully cultured to protect food supply for generations to come.

## Monastic Orders of Cae'Jis

Tae'Lin, the Ancient founder of Albador, was a firm believer in discipline, self sacrifice, and peaceful resolution of disputes. He was a prolific writer, and his words resonated with many people, especially after several centuries of political squabbling and conflict over land following the War Against the Outsiders. He eventually took up residence on Mount Skybrush in the city of Cae'Jis and helped build the four Paths before retiring to the Jeweled Garden:

Path of the Sun: The monks of this sect are masters of self-discipline and training, and almost always include combat as part of their studies. They pride themselves on their physical fitness and mental discipline, making them a frequent choice for Stone Elves, but they are not sellswords or mercenaries. Rather, they are sent on missions under the direction of their Master, currently Master Ae'Corin, to aid those



who appeal to the Path for their help. They are never found without a light source, as they feel that darkness is the cover for all dishonorable conduct, and all Sun Monks must operate under the light.

**Path of the River:** Led by Master Ae'Pria, this sect is focused on service and self-denial to achieve a better understanding of the world and promote peace. They see material goods as impermanent and unimportant, often referring to them as "leaves on the Great River." The monks do not have any possessions outside the clothes they wear and are the de facto caretakers of the monastery. They can sometimes be seen on the mainland working as healers or just general helpers and are treated with great respect wherever they go.

**Path of the Rose:** Rose Monks are the greatest diplomats and arbiters in Terranox. They all take a pledge of non-violence, swear themselves to neutrality, and study the finer points of conflict resolution and arbitration for years. Their Master, Ae'Lamilyn, is the most sought-after negotiator the world over, and many great leaders have come to the sect for their skills. In particular, they pride themselves on finding non-violent solutions to conflict. While their rulings are not legally binding, their recommendations are so universally fair that not abiding by them is a rare thing indeed.

**Path of the Quill:** The presence of Stone Elves in such large numbers on Cae'Jis lends itself naturally to a sect focused on the written word, inscription, and study of the stars. The large observatory in the center of the monastery is only open to those upper-rank monks who commit to the highest ideals of the Path. They swear a vow of silence in exchange for access to the observatory and the prophetic powers it holds. The current Master, Ae'Wonterra, is a cloistered monk and can only be spoken with via the written word. Common folk and leaders alike seek her interpretation of the stars in predicting the future, though the readings are often veiled and complex.

The four sects all live and train together on Mount Skybrush, a cloud-capped stone mountain with sheer stone faces, only accessible by a series of pulleys and lifts. Its remoteness and relative political neutrality means it has not been the target of any aggression or attacks for millenia. However, it does receive many visitors that come to make an appeal to one of the Masters. All visitors are treated the same, regardless of rank or nobility, meaning this is the one place you might find a king waiting in line after a farmer.

### **The Jeweled Garden**

On a small island only accessible from Sekalis by boat, a simple dirt trail leads to a massive ring of stone plinths, each more than 10 feet across and 50 feet tall, all pressed tightly against each other in an area about 5 miles across. A small gap between them is extremely well-guarded by Ancients, and none are allowed inside except those of Ancient blood.

What little is known of the Garden is shrouded in mystery. It's said that the jewels of thirty thousand years have been embedded in the stonework, each faceted to catch the light at specific times or specific days of the year. Other rumors insist that the jewels are pressed into the ground and spell out runes and Ancient magics lost to time.

What is clear, however, is that the Garden is the retirement place for many Ancients who have elected to leave the rest of society behind. Some describe a sense that "the Garden calls" them, that the phase of their life in the wider world is coming to an end. Some choose to remain in the Garden, and others choose to become a Caretaker of the Beacon through a process that remains shrouded in mystery.

### **The Timeless Order**

All members of the long-lived races (Elves, Stone Elves, Dark Elves, Avani, and Syladrin) may join this non-knightly order based in Albador. Meant to be a social and cultural order, it's loosely organized with each species represented in the Timeless Council in Men'Laev. The Council largely rules on matters of culture and social history, using their resources to preserve specific traditions or the wellbeing of members. For example, they may put out a call for warriors to deal with a pantherghast that is specifically targeting Dark Elves.

### **Settlements in Albdaor**

**Sekalis** is a thriving fishing city that has a busy market and trades freely with all other nations in Terranox. Many fishermen specialize in deep-sea catches like swordfish, tuna, and star eels, which fetch a hefty price on the mainland. There are also diving guilds that focus on deep-sea diving through the use of engineering or ritual magics (usually with the help of an Endure Elements effect). They seek their fortunes in the exploration of old shipwrecks on the sea floor while fighting the dangers of the ocean, earning them the nickname Sea Elves.

Sekalis is home to a well-traveled entrance to the Dark. As such, Dark Elves are a common sight on the isles, particularly in the shade of Mount Skybrush, where their sun sensitivity is less bothersome, and also on Sekalis, where the skies are often cloudy.

**Cae'Jis** is the great monastery city on the very top of Mount Skybrush. Here, you will find hundreds of robed monks in quiet study, vigorous combat practice, and studying the stars. The city is largely self-sufficient, given its large gardens and abundant water supply from the snowy runoff of the mountain. What supplies are needed are usually supplied by Men'Laev.

**Men'Laev** is a small town close to Cae'Jis and can sometimes be connected by a small land bridge on specific days of the year when the tides are right. It provides much of the economic and material support required for the monastery by transporting goods from the coast up the complex pulley system. It also sports a few small inns for traveling supplicants.

# Cerebonne



Common species: Elves

Importance: Earth magic learning

Largest city: Noradell

Cerebonne is a nation of Elves with a focus on balance with nature. They seek harmony with the land and are very focused on sustainability. They have many practiced Earth mages and the capital of Noradell is one of the great centres for Earth learning in Terranox.

Thistlemirth is a larger trade centre with strong relationships with Glavern and Verilia. It is here that most trade for metal goods takes place in exchange for Elven wares and bounty from the forest. Cerebonne contains farmable land but is scarcely populated closer to the Kralizan border, given hostilities with the insectoid tribes that live there. Altor is a military outpost focused on patrols of the nearby plains, and Enderfin is the bridge between the Elves of the forest and the denizens of the plains.

## Politics

Cerebonne is ruled by Queen Accarinde (ack-ah-RIN-day). The Elves of Cerebonne despise necromancy and firmly believe that all necromancy harms Terranox in some way. They have strongly opposed Kyrix's claim that necromancy can be practiced responsibly without harming the land and trade relations have

dwindled in the centuries since Kyrix took the throne. This has not devolved into warfare, but there are rumors that Cerebonne is helping fund rebellion against Kyrix.

Cerebonne has good trade relations with Albador, Rethaset, and Galbris. They do little trade with Hoffmor, Verilia, or Ariaste. One of the major barriers for them is the constant threat from Kralizan, which makes overland trade impossible.

### **Settlements in Cerebonne**

**Noradell** is Cerebonne's capital city. It is from here that Queen Accarinde rules in her city in the trees. Noradell is large, perhaps the largest Elven city in the Realm, but extremely difficult to find. Those whose intentions are hostile never seem to be able to find the city in the heavy fog that lingers in certain spots within Cerebonne's forests. Anyone attempting to visit the city out of friendship may eventually find the ancient, fortified city on their own. More often than not, they are spotted by one of the many patrols first and escorted in. Within Noradell one can find the greatest school for learning Earth magic in Terranox. The Aillul academy is renowned for training many of Terranox's most potent Earth mages. Those who remain at the school as instructors are given the title of Sage out of respect for their dedication to educating. For those students inclined to learn both Earth and Celestial magics, Sage Yalo at the Aillul teaches an introductory course in Celestial. Those from Cerebonne who show great aptitude for controlling both Celestial and Earth magic may be sponsored by the Queen to go study dual casting in Spirewatch, Verilia.

It is an accepted fact, despite very little obvious evidence of their existence, that the city and forest are protected by a number of great dragons. Dragon motifs can be seen throughout the city. Noradell is also home to the Order of the Dragon Knights, a knightly order dedicated to upholding the ideals of the good dragons who help bring unity to the divided lands of Terranox.

**Dortier** is coastal city that is mostly a fishing port with some minor trade with Savlinor, Galbris, and Albador. It is quite well liked by those that visit. The fisherfolk that live there are always welcoming with a warm bowl of fish stew and a comfy bed should a traveler require it.

**Thistlebirth** is a larger trading center, with plenty of trade with Glavern and Verilia. It is here that most trade for metal goods takes place in exchange for Elven wares and bounty from the forest. You will find the most diversity in Species here as well, as many like to call this trade city home.

**Enderfin** is the bridge between the Elves of the forest and the Elves of the plains. For Elves that grew tired of living under Kyrix's rule in the Pendlewood forest of Myrazod, this is a popular spot to resettle.

**Altor** is a military outpost where patrols regularly are on the move through the wide plains, protecting the surrounding farmlands. The border with Kralizan is dangerous, and the patrols from Altor are well practiced. The narrow tract of farmable land is vital to Cerebonne's prosperity and Altor is well funded by the Elves of the forest who enjoy the protection they are afforded. Many Elves who have left Pendlewood have found a new home where they can put their military training to good use in Altor.

# Kralizan



Kralizan is separated from the rest of Terranox by not truly being a country at all. The majority of its residents are the insectoid creatures that give Kralizan its name. They are a hive-mind, organized under three matriarchs: Yurnan, Baerjak, and Gilanta. The nature of the shared consciousness makes the Kraliza (colloquially known as “Krawlies”) susceptible to the whims of chaos, which in turn makes Kralizan one of the more dangerous places in Terranox. Attacks from a group of Kraliza are coordinated, vicious, and often deadly. Raids from Kralizan to other countries are not uncommon and always feared, leading to heavy military presence along shared borders and waterways.

As entering the country spells almost certain doom, little is known about its inner workings beyond some basics:

The Kraliza appear to hibernate to some extent, as attacks always slow over the winter.

There are rumors that a tribe of Orcs live in Kralizan. Members of this tribe occasionally appear in Cerebonne or Glavern looking to trade for supplies they were unable to create in their own nomadic lives, or when someone seeks to join or leave the tribe. Any who can survive the hardness of Kralizan must be fiercely skilled.

Little is known about the titan of Kralizan aside from it having power over the minds of others.

Kyrix has taken great political and military efforts to ensure attacks from Kralizan are minimized. That said, when chaos takes one of the matriarchs - which seems to occur with certain seasonal changes - attacks on Vilmarch and Myrazod can increase drastically to the point that such a deal no longer seems to hold.

The three matriarchs and their colonies hold to certain areas more strongly than others:

Gilanta controls the desert sands of the eastern side, and utilizes a salvaged fleet of a sort to also control the waters around Kralizan. She is typically more curious and adventurous than the other two, but exceptionally hot-tempered.

Baerjak keeps to the mountains of the northern portion of the country, and defends them with ferocity from those who would seek to (in her mind) over-extend the appropriate bare minimum of resource gathering. Specifically, she targets Dwarven mining operations that stray too near the border.

Yurnan is the most mysterious, concentrating her empire in the western forests. Many strange reports of powerful happenings have come out of that area, but specifics are lacking. No scouting missions have ever returned.

# Glavern



Common species: Dwarves

Importance: Mining, forging, forestry

Largest city: Deepholme

When the first Shadow Walkers arrived in Terranox and began laying down the roots of early civilizations, the Dwarves scoured the lands to find a place suitable to build their hearth. The largest group of Dwarves who had banded together seemed drawn to the lands now known as Glavern. The allure of the Echopeak mountain range was undeniable and the Dwarves quickly built a simple settlement on a large plateau.

The mountains provided plenty of water, stone, and ore while the nearby Glitterdale Forest provided plenty of lumber, foraged food, and wild game while they were establishing themselves. After constructing their initial homes and making it through winter, the Dwarves began branching out to settle the open plains nearby and establish farms to better feed their people. Glavern grew organically outward from those first settlements until the most natural place to go was straight down into the earth to gain better access to Terranox's precious ores and gems.

Glavern's growth has not been without opposition, however. Invaders from Kralizan have kept the Dwarves sharp over the years. This remains a constant threat and the Dwarven military remains vigilant, well-equipped, and well-trained. The military's presence is particularly strong along the border with Kralizan. In the past, there have also been a number of wars with Verilia which have seen ownership of the cities of Shard and Olanda change hands many times. Formal conflict has been avoided for the past six thousand

years as appetites for conquest diminished and desire for peace grew. Verilia and Glavern continue to enjoy good trade relations, and the people of Shard and Olanda are content to see no further fighting. One point of friction that still exists between the two nations regards trade with Savlinor. Verilia has officially ceased all trade with Savlinor due to Savlinor's stance on permitting necromancy. Glavern has made no such embargo, despite necromancy being illegal throughout Glavern's lands. The official stance from the ruling Dwarven clans is that a complete embargo of Savlinor hurts both nations. Instead, they have prohibited direct trade with Savlinor's rulers while allowing mercantile exchange in general to continue.

The Dwarves of Glavern are ruled by a hereditary clan structure which elects a monarch from among the seven Ancient clans. Each monarch may only rule for one century at a time before a new monarch is chosen. This peaceful transition of power was decided very early on in Glavern's history after an immortal king who had lost touch with the common folk almost brought the nation to ruin. Each of the seven clan leaders, each holding the title of Duke or Duchess, is a potent Terramancer, and many have had a turn to rule Glavern multiple times over the millennia.

Crafting and trade have fueled the Dwarven economy for millennia. Most of the land-based trade occurs via large caravans that span from Deepholme to Hal'Nos (capital of Ariaste) with many stops along the way. Glavern's lands are well patrolled by its military. Glavern also maintains a small navy to help ensure safety of the seas so maritime trade can flourish. The navy rarely strays far from Glavern's waters, however, as its main role is protecting the coasts.

### **Settlements in Glavern**

**Deepholme** is the capital of Glavern and is a place of great military might. It is one of the largest cities in Terranox and is divided into three sections:

High Market - The city on the surface. While none of the original settlements survive, this is where the first Dwarves settled in Glavern. High Market sits atop a mountain plateau, ringed by fifty foot walls that are twenty feet thick with secure entrances through fortified gates. High Market is where basic sundries are sold, as well as where merchants of fine wares can be found. This is the most multicultural city in Glavern with a flourishing arts district and talented crafters of all types. Dwarven clans have been known to be patrons of the arts and of artisans and are known to recruit widely from across Terranox.

Grand Halls - The Grand Halls are what is left from years of hollowing out the inside of a mountain for building materials. As the city now known as Deepholme expanded, the need for more and more stone was apparent. Not wanting to tarnish the immense beauty of the Echopeaks, the Dwarves meticulously harvested stone from within while magically reinforcing what they left behind. The work of the Stoneshapers is immediately obvious as soon as one leaves High Market and enters the Grand Halls through its main gate. It is a breathtaking cavern some two kilometers in diameter. The magical enchantments within are strong enough that many claim they can taste it. Within this cavern are enormous Dwarven estates that jut out from the cavern edge or seem impossibly suspended in the air, connected only to the rest of the city by narrow roadways. The Grand Halls is an immaculately woven tapestry of estates that goes up and down and all around the cavern with the center being left open by the Stoneshapers to create a semblance of a natural environment. Water trickles in from the mountain, and small waterfalls, trees, mosses, and even little rain clouds can be found in the environment. At the center of the base of the Grand Halls is the Grand



Clanhall where the monarch rules and the clans gather to discuss business. There are also two underground highways that lead to Ridgeport and Olanda.

Undercity - Far beneath the surface lies Undercity. Undercity began as a way to shelter refugees from Kralizan's forces during a major incursion many millennia ago. Mines whose veins had been picked clean long ago were converted into quarters for those who needed refuge and the idea was quite popular with the clans. As mines are decommissioned, they are converted into living spaces. While the majority of Undercity's residents work in the mines and forges, complete communities to support this industry have grown naturally. The Stoneshapers are present throughout Undercity and play a very active role in ensuring the subterranean environment is kept safe. They ensure the smelting and forging areas have access to safe ventilation shafts that reach the surface. They ensure none of the mushroom gardens become overgrown. They manage condensation and water accumulation, and they have created extensive greenspace areas, including turning many of the roads used for hauling ore from the mines into shrub-lined boulevards.

**Tidehammer** is a center for both farming and coastal trade in Glavern. The architecture of Tidehammer is a mix of adobe buildings and buildings with stone quarried from the Echopeaks. Tidehammer maintains a smaller share of Glavern's navy to keep an eye on Kralizan. Trade through Tidehammer's port is relatively small, mostly limited to Cerebonne and Albador in the south and the port city of Pinnarc in Verilia to the north. Farmers in the surrounding area enjoy good yields but are always wary of raids from Kralizan. While the area is well patrolled, Kralizan's denizens are relentless. Most farming communities maintain their own militia and are very well equipped to protect their fields. Tidehammer also has a small fishing industry.

**Olanda** is a city whose culture blends aspects of Glavern and Verilia with an equal split of humans and Dwarves being the most populous species in the city. This rainy, alpine city is made almost entirely from timbers with the log cabin look being particularly popular. Its people are every bit as stubborn as anywhere else in Glavern or Verilia. They appreciate those who perform physical labor, especially if it is challenging. Olanda is known to have a lot of wealth, but very little of it is publicly displayed. Some government buildings are made from stone, but traditional wood construction with shingled roofs is very popular, even among the wealthiest residents. Olanda's traditional industry involved forestry and woodworking but in recent centuries it has seen its maritime trade grow greatly. Olanda is not naturally well suited for this as it sits high on the edge of a cliff. Most maritime trade occurs through a small fleet of small boats ferrying goods from larger trading vessels to the small quay at the base of the cliff where they are manually carried up thousands of switchback steps to the city by porters and beasts of burden. Fortunately, the northern part of the Inner Sea is well patrolled and trade is very safe aside from the rare pirate attack, or even more rarely, attacks from sea creatures.

Olanda is known for being a city where morally questionable dealings are tolerated as long as they're handled quietly. For example, with Verilia's embargo on trade with Savlinor, many merchants have taken to bringing their wares to Olanda where they subsequently end up in a crate in one of Savlinor's ports. Verilia's monarch had tried to pressure Glavern's clans to clean this up to little success. An extensive system of tunnels exists beneath the city and the guards of Olanda frequently report shutting down smuggling operations found within the tunnels. There are rumors of a thieves guild in Olanda that has some political sway. While these rumors have persisted for millennia, they are hard to substantiate.

**Ridgeport** is Glavern's second largest city. It has been heavily shaped to suit the needs of those who call it home. Very little remains that speaks of nature. It is situated on a leveled plateau above the Inner Sea; the majority of the plateau formed when a massive rockslide leveled the area. Over the years, the debris was cleared away for other building materials and what remained was a perfectly suitable naval port. Ridgeport is a city filled with hard, stern people. Its sturdy buildings have sharp angles and everything about how the city is laid out speaks of discipline, organization, and efficiency. There is very little art or decoration seen within Ridgeport. The city's builders firmly believe that adornments are there to distract the eye away from imperfect work. They would rather chisel precise blocks and build perfect structures than spend time on busts and sculptures. Most of those who seek perfection in stonemasonry come to study in Ridgeport. Even if a crafter intends to produce art from stone, the techniques used in Ridgeport give a precision rarely seen elsewhere.

The bulk of Glavern's navy moors in Ridgeport and most of the heavier goods produced by Glavern for trade are shipped from Ridgeport to their destinations, often arriving in Ridgeport via the subterranean highway from Deepholme. The city is laid out in a grid and different Species tend to cluster together in neighborhoods. Dwarves make up just over half of the population with the remainder being a fair split between Humans, Stone Elves, and Realmsworn. Small pockets of the other Species also call Ridgeport home.

# Verilia



Common species: Humans, Elves

Importance: mining, forestry, Order of the Hunt

Largest city: Lotishor

Verilia is a largely Human kingdom made up of seven duchies ruled by their hereditary monarch, King Hama Warrenson. Each duchy has an elected duke or duchess that represents their homeland in matters of state, though local decisions are largely made by the duke or duchess without consultation with the crown. The kingdom is well-known for its responsive leadership, as it has had corrupt royalty in the past that were swiftly removed by uprisings in the common folk.

Humans of Verilia are notoriously stubborn, as evidenced by their willingness to live in inhospitable climates and territories. In fact, they consider it a point of great pride to suffer hardship like difficult winters or monster attacks and come through them stronger than before. As such, it's no wonder that the legendary monster hunters of the Order of the Hunt have made their home in Verilia. However, that bull-headedness, while aiding in their survival, does make it difficult for the duchies to come to an accord on anything. A common saying in the area: "It's easier to eat a steelwood tree than change a Verilian's mind."

The kingdom has excellent trade and political relations with nearly every other civilization in Terranox... save Savlinor. Ever since Kyrix came to power, King Hama declared a blanket embargo on Savlinor in

protest of such flagrant necromancy. They generally hold no quarrel with Duke Felix, but appear to have no plans to support him, either.

### **Order of the Hunt**

This order of knights is sworn to protect the Realm from malevolent beasts and creatures. Based in Tramapath, it's said that it was founded by the Ancients in the earliest days of Terranox. They take a particular interest in keeping Veliria safe from the monsters venturing out from the Dark and vehemently oppose the attempting taming of dangerous beasts such as dinosaurs or dire wolves. They do not target intelligent creatures or those that lack malicious intent, such as good dragons or flumphs, but rather focus on creatures whose sole purpose is to kill and destroy. As such, they are generally a welcome sight wherever they travel in the Realms and are offered safe passage anywhere they're found.

The order is loosely structured, with a Knight Commander based in Tramapath to guide the overall deployment of the order and a number of Knight Captains spread throughout the Realm to organize the local knights and report greater threats to the Knight Commander. The current Knight Commander is Dame Kelayah Riva, or just "Dame K" to her fellow knights. Born in Gnarlbrook, the Human woman has proved an efficient fighter and effective leader, if somewhat zealous in her pursuit of destroying all evil dragons in the realm.

### **Settlements in Verilia**

**Lotishor** is the capital and the seat of royalty in Verilia. It's famous for its tiered, shining white walls made from stone mined in the nearby mountains. High above those walls are four white towers that mark the corners of the square city and provide excellent vantage points over the surrounding plains. Built directly on Lake Veris, the city boasts three huge gates on the north, east, and west walls (named the Sea Gate, the Sun Gate, and the Mountain Gate respectively) and a large, protected bay to the south. The city also maintains a number of nearby tiny islands on the lake, each with its own distinct purpose. The largest in the southwest of the lake, the Isle of Kings, is the burial place for all royalty throughout Verilia's history and houses many richly decorated mausoleums. A smaller one in the southeast, the Isle of Oration, is the most formal meeting space for the crown and the duchies, sporting a beautiful, white stone amphitheater. The smallest cluster in the northeast, the Spear Isles, is a series of remote military outposts that serve as the earliest response to threats on the south or east coasts.

**Tramapath** is the halfway point between Lotishor and Shard. Tramapath is both a hub for trade and a haven for monster hunters. Home of the Order of the Hunt, the hodgepodge, wooden city is well-defended in the midst of the Four Sisters, the large mountains that seem to burst up out of the center of Verilia. The roads to Shard and Lotishor are well-traveled and well-protected, both by the Order and the royal guards that regularly patrol the route. However, those roads still remain dangerous due to the presence of mountainous beasts and a nearby entrance to the Dark, the subterranean world beneath the surface of Terranox. While Dark Elves often come to the surface world to trade in Tramapath, the monsters that make the Dark their home often visit as well! The duchy prides itself on its fine hunters and archers, though still relies heavily on the eastern plains for grains and produce.

**Gnarlbrook** is a mining and logging town that is generally only accessible by water, and its residents much prefer its relative isolation from the rest of Verilia. Fiercely proud, they produce much of the ore and refined metals for the rest of the country and train some of the best blacksmiths in the entire Realm. In particular, they are masters of steelworks, and produce not only weapons and armor, but highly specialized and unique items. For example, their steel is what crosses the great volcanic expanse at Flowbridge and the bridge at Marrod. They're so well known for this that a smith that spends 5 years amongst their forges is granted the title of "Gnarlsmith."

**Spirewatch** is named after the enormous, jagged Spire that overlooks the Grand Canal, the place of passage between the Inner Sea and the Great Ocean. The Spire's giant, glowing crystal atop the structure marks the Canal for miles around, and was built millenia ago by the Ancients. Its method of construction is unclear, as the sheer sides and irregular, jagged peak are impossible to climb, but its function remains critical to safe passage through the Canal. Spirewatch is also a place of Convergence, and is sought after by dual casters for training in both Earth and Celestial magics under the watchful eye of the Crystal Mages. These sages are masters of dual casting and it's said they know how to interpret parts of the magical glyphs on the Spire and thereby boost their magical capabilities.

**Pinnarc** is the northernmost city in the entire Realm. Pinnarc is often called "the Lookout" by locals. Verilia does not boast as large a navy as Savlinor, but its respectable fleet is largely stationed there along the archipelago. The Great Ocean is vast and largely uncharted, and mythical sea creatures are sometimes seen near the coast. Every local has their own tale of a sea serpent or massive whale or multi-legged eel, etc. How many of those stories are real is unclear, but the navy is there regardless to stop the occasional pirate or brigand attack on trading vessels.

**Shard** is a city that spans the border between Verilia and Glavern, its predominantly Dwarven southern neighbor. If you look closely, you'll find a set of gilded stones laid into the ground that mark the border, but it's generally hidden under market stalls or the busy feet of the streets. As a meeting place between two peoples, it's often host to important political parleys and business transactions, as well as many different markets. The market district actually takes up the majority of the city, with each large square focused around a particular trade, such as leatherworking, bookbinding and scrolls, jewelers, and so many more. Each square is connected by a tangle of streets and alleys where still more stalls and carts line the streets. It's a loud and dusty city, but well-loved for its colorful chaos.

# Ariaste



Common species: Elves (smaller groups of Halflings, Realmsworn, Ogres, Syladrin, and Avani)

Importance: Agriculture, military

Largest city: Hal'Nos

Ariaste is a structured, orderly society that emphasizes collectivism. Communities send aid to other communities when there are disasters, and there is great social cohesion between those who consider themselves to be Ariastan, regardless of Species. Travel across the vast plains of Ariaste is a major part of the overland trade network that runs from Glavern to Ariaste. Ariaste is also the one nation where Avani are present in reasonable numbers (though still considered relatively rare). Ariaste is known for having a strong military tradition with capable armies and navies. Its soldiers are kept sharp due to sharing a border with Therraz to the south.

Ariaste is ruled by King Tavion Peredhel. King Peredhel holds court in Hal'Nos at the Gilded Palace where he is advised by his four generals. Ariaste is a large and expansive nation and much of the political workings that take place within the forested region of the nation are of little consequence to those who live on the plains. This is equally true in Wakerush where the Halflings who call the island home have very little to do with the politics of the nation.

Ariaste continues to trade widely with most places in Terranox, Savlinor included. Though there has been substantial discourse on the ethics of trading with a nation where necromancy is a staple of the economy, King Peredhel's stance has been that so long as military goods are not traded to Savlinor, the people of both nations can prosper and that there is no point punishing the hardworking citizens of Savlinor for the actions of Kyrix.

## The Order of Valor

This knightly order is housed in Murkain. It is a very regimented and militaristic order. For millennia, the Order of Valor has been dedicated to defending Ariaste from Therraz and ensuring that Extraplanar

creatures are swiftly dealt with. Within the Grove of War in Murkain is a campus specifically for the Order of Valor. The mission of the Order of Valor tends to attract Realmsworn (including from abroad), but the majority of its members are of Elven or Syladrin descent.

### **Settlements in Ariaste**

**Hal'Nos** is the capital of Ariaste. It is a popular port city and home to all Species. The Gilded Palace is a beautiful, golden spectacle of a complex that sits at the heart of the city. The Lorekeepers also call Hal'Nos home and spend their lives dedicated to collecting and archiving knowledge. Hal'Nos has a few Avani neighborhoods and is one of the only places in Terranox where Avani congregate in large numbers. The city is very well defended by land and by sea and the port of Ariaste has enough space to dock dozens of ships from the navy as well as numerous trading vessels.

**Marrod** is an Elven city with heavy Human influence. It is a major point of trade between Verilia and Ariaste. Marrod is where the Grand Bridge spans the Grand Canal. Engineers in Marrod are responsible for the upkeep of the Grand Bridge and Grand Canal, and the tolls raised from accessing these civic works have helped Marrod prosper. Marrod has poor port access as it is situated at the edge of a large cliff where only a few small vessels may dock. A series of switchback steps are carved into the face of the rock to load and unload cargo, but the majority of goods passing through Marrod are by caravan. The frequent comings and goings of trade caravans through the city make it an excellent place to hear rumors, share news, and party. Because of the boisterous and social nature of the city, Marrod is one of the few places that has a well-established Stellarean community in Terranox.

**Elapalago** is the ranching and farming hub of western Ariaste. It is known for the butter and cheese produced by its cattle. The town otherwise serves as a gathering and meeting place for the ranchers and farmers in the area to share news, have a drink, and trade goods. During the work week, the town tends to be quiet aside from some of the social houses and other businesses that exist to help support ranching and farming. On weekends, however, bustling markets are held and the city's population swells as merchants pass through.

**Plasaras** is a city in the midst of windswept, rolling hills and is known for the goods produced by its sheep. Plasaras tends to be more lively during the week than Elapalago due to the large number of city dwellers who work in the textile mills and dairy factories. Because Plasaras is out of the way of major trade routes, it tends to be quite self-sufficient aside from large seasonal markets.

**Nefren** is the fishing hub of western Ariaste. The deep fjords make Nefren one of the few places suitable for ocean-going vessels to dock. Very rarely, a ship from the far north will make the journey to the south and dock at Nefren. Otherwise, a small number of vessels from the Ariastan navy call Nefren home. There is not much action for them here, just enough to keep other vessels honest. Most of the people of Nefren are very hard-working fisherfolk that spend long stretches at sea. When they're in port, they tend to thoroughly make merry at the taverns and brothels.

**Wakerush** is a large Halfling city on Wake Isle. Much of the style of Wakerush is to walk the fine line between modesty and ostentatiousness, luxury and opulence. This has resulted in subtle competition between neighbors where everyone keeps their affairs in immaculate order to ensure their reputation is

highly regarded. The country-esque homes on cobblestone streets tend to center around community greenspaces, community halls, and the local tavern. There are always many parties and gatherings to attend and people tend to work at comfortable paces.

There is much of life to enjoy and the people of Wakerush seem to live at a slower, more relaxed pace than those elsewhere. Being a very hospitable species, the Halflings of Wakerush welcome all visitors warmly. There is always food and drink on the table and anyone in town is invited to any of the many parties and gatherings if they are so inclined.

**Starvale** is primarily a mining and smithing town where Elven tradesfolk craft immaculate wares made from rare metals. There is an entrance to the Dark near Starvale. As such, Starvale has a small Dark Elf community.

**Lind** is a resort city and a popular vacation destination. It has excellent weather almost all of the year and has beautiful, white sand beaches. Passage to and from Lind is strictly controlled by the authorities in Hal'Nos and Lind is run to very exacting standards. It is designed to be a place for all to come and relax. Property and services are specifically controlled so the wealthy aren't the only ones able to come on vacation. All citizens of Ariaste may enter a lottery for the opportunity to vacation in Lind.

**Murkain** is a structured, military city. It is home to the Grove of War, the enormous military campus where recruits are trained into capable warriors. It is here where Syladrin Destined from all over Terranox come to train in the art of combat and any enlisted in Ariaste's army complete their basic training. Legend says that Murkain is the site where the Syladrin lost their connection to the Fey plane. Much of the rest of the city is supported by war-associated trades. There is a sizable community of Realmsworn who settled in the region shortly after the War Against the Outsiders ended. While the finest Elven weapons and armor are crafted in Starvale for the military elite, the smiths of Murkain keep Ariaste's troops well-equipped for their efforts in defending the nation. The Order of Valor also calls Murkain home within the Grove of War.

**Prarien** is an agricultural city that provides support services to the surrounding farmland that specializes in grain growing and winemaking. The land surrounding Prarien is also perfect for breeding and training horses. This is where the elite Ariastan calvary train to help protect the border with Therraz.

Ogre and Realmsworn communities can be found here, working predominantly with breeding and training horses. Many have come up from Degan in search of a more peaceful life or have moved from Savlinor to escape Kyrix's rule. The horses raised in this community can only be purchased by those who have special permission from the military commanders of Ariaste.

**Northpointe** is a port city that exports much of Ariaste's grain and wine to Verilia and Glavern with a smaller amount of trade making its way down to Hoffmor. It is also home to a portion of the Ariastan navy tasked with protecting the waters near the border with Therraz.

**Efgard** is primarily a military outpost that carefully monitors the mountains and forests that border Therraz. It is the only true city that is fully built in the trees in Ariaste. It is well-fortified and the trees and platforms that buildings are constructed on have been magically enchanted to withstand combat. It is populated



mostly by Elves, but there are also a reasonable number of Realmsworn and Ogres within Ariaste's ranks at the outpost.

**Ulden** was founded as a venture between the Dwarves and the Elves and is the largest Dwarven settlement outside of Glavern. Ulden is now home to most of the Ariaste's shipwrights and is a manufacturing city. In the last few centuries, a minor entrance to the Dark has been opened. This underground highway leads beneath the ground to the Starvale where full access to the Dark can be found.

# Therraz



Therraz is a land shrouded in mystery. In recent history, its denizens are mainly goblinoids and Elementals. There are many rumors of what happens in the heart of Therraz, but it is difficult to substantiate any of them. Fanciful tales from captured, invading forces depict a power struggle between the goblin monarch, the titan of Therraz, and a number of dragons. It is suspected that the dragons reside all throughout the land, but the largest of them seems to have made a home in the center of a horseshoe crater. The northernmost mountain range sometimes has seen huge bursts of energy, but from what is unclear. Attacks are frequently made upon Ariaste in the north and Hoffmor in the south, which is why both borders are constantly well-defended.

Therraz's borders harbor a thick fog that eerily never dissipates, but always seems to be moving and shifting as if monsters constantly lurk in it. Those who pass through find the land difficult to navigate as the fog clings to intruders, hindering one's vision while a creeping chill enters one's bones. Nightmares and horrid whispers in travelers' minds make rest nearly impossible. The symptoms dissipate as soon as they leave. Those who survive their journey into Therraz almost never return to the place and are thankful to be free of the dreadful mist.

# Hoffmor



Hoffmor is a land of many city-states, species, and cultures. Truces between city-states are common, but alliances are not. Each city-state takes care of its own people and fends for itself. While certain city-states have larger concentrations of some species than others, there are still plenty of Humans (and to a lesser extent Dwarves) spread throughout Hoffmor.

There are many small settlements on Hoffmor's coast along the Inner Sea where raiders reside and the waters are treacherous. Throughout the coasts, many stories warn of monstrous creatures and men crawling up the shores. A variety of large creatures live in the various topographies of Hoffmor, and various hunting guilds have formed across the land to deal with them.

## Settlements in Hoffmor

**Degan** is a mountain city that is mostly populated by Realmsworn and Ogres. It was constructed within a valley between two mountain ranges and the roads and houses are made of large stones connected with mortar. The structures are solid, pragmatic, and simple. Ogre buildings tend to have colorful exteriors and bright interiors. Many Realmsworn dwellings are kept so simple that they may appear uninhabited. The lands near Degan are known for erratic weather. Elemental rifts are common in the area, as are incursions by forces from Therraz. This suits the Ogres perfectly well as those who work in construction (doing repairs) or as warriors have no shortage of work. It is a city constantly under threat of attack, but the strong community of warriors who call Degan home make it feel welcoming to all who venture there peacefully. Degan is ruled by a Warlord who has proven themselves in battle. They are chosen by the surviving spouses of those who have fallen in battle defending the city. The mountains yield an unnaturally high amount of precious stones and valuable ores which helps fuel the local economy. Additionally, plants tend to grow quickly with abundant yields in the nearby fields due to the spring runoff bringing vital nutrients to the soil of the valley.

**Trudgebend** sits between five different Orc tribes and is the place where the tribes meet to make important decisions. They are the Plains Tribe, Foothills Tribe, Mountain Tribe, Swamp Tribe, and Marsh Tribe. As such, the Orcs refer to Trudgebend as “The Seat of the Five.” In these gatherings, the Orc community puts aside differences to combat any threat to the tribes. Trudgebend is considered a peaceful common ground where no Orc blood may be shed. Conflicts within the city must be settled outside or through other means, often with feats of strength or wrestling.

**Haseno** lies in the forests south of the Hoffmor’s mountain range. It has a heavy Elven and Dryadic influence. The city consists of a mix of tree houses and traditional ground dwellings. The primary resource is forestry and many residents take up woodworking. Many of the wooden buildings are carved with intricate motifs, depicting family lineage like a great tapestry. It is common for those living in Haseno to hunt the large game and dire creatures that thrive in the forest. Foraging is also commonplace. Additionally, there is limited farmland to the south of the forest that is utilized for agriculture. Haseno is often in conflict with the Orcs, who sometimes encroach on Haseno’s forest to hunt.

**Korchum** was originally founded by a pirate crew of Kyn. After years of piracy, they decided to retire their ship and establish the land-based community of Korchum. Their pirate flag, a sea otter skull and cross bones, would become the symbol of the city-state and can still be found waving proudly. Much of the city has nautical themes and construction techniques more appropriate for ships than for houses. The pirate ship’s former captain, a Sea-Otterkyn named Romire Rumtutter, adapted their old pirate code and nautical superstitions to create Korchum’s legal code. The people of Korchum emphasize equity and equality and agree to heavy taxation to ensure wealth is shared. The town leader, chosen by vote, is still referred to as “Captain” as a sign of respect. The city continues to have a large Kyn population but is welcoming to all.

**South Hollow** is well-fortified, lawful, and safe. It is a high-walled fortress with a natural harbor that is home to an unusually large population of Halflings interested in adventure and exploration. While still primarily populated by Humans and Dwarves, there is no shortage of Halflings suffering from wanderlust in the city. Many have come in search of their own adventures and will end up joining a ship and exploring the Great Ocean. South Hollow maintains a strong and lawful port and utilizes the port and market fees to maintain a highly effective guard presence throughout the city.

**Halsar** is one of the few places on the surface where Dark Elves maintain a significant presence. The land has been shaped by magic so that stalagmite mounds form huts, houses, and towers. This is one of the known entrances to the Dark. There are plenty of Humans and Dwarves in Halsar as well, and they both outnumber the number of Dark Elves in the area. That said, the Dark Elves continue to hold substantial influence within the city, even if none has held the title of Warlord for centuries.

**Armante** is a bit of an enigma. "Just because you can't see it, doesn't mean it's not there," is what most Syladrin will offer to those who inquire about Armante. Several glades of Syladrin inhabit the woods surrounding the large clearing that they claim to be Armante. A small number of Elders from these glades maintain membership in the Timeless Order. Rumors tell of these Elders carefully selecting very small and dedicated groups of people (almost exclusively Syladrin) to train at Armante. It's unclear exactly what or where Armante truly is, but those who are rumored to have trained there possess incredible prowess in the stealth arts and have been said to single handedly topple pirate and raider fleets.

**lcath** is a city of sea monster hunters, pirate hunters, and the bards who come to hear of their tales. Every decade or two, the bards tell tales of lands far to the east across the ocean, but most of these stories aren't exactly credible. lcath has a natural deep harbor where ocean-going vessels can dock. lcath is ruled by a Jarl - the individual who can rally the largest fighting force. The Jarl is advised by a lawspeaker, who advises of previous trials and punishments, and a mystic, who offers spiritual guidance through reading runes and drinking various alchemical concoctions. The leadership of lcath can be tumultuous when Jarls make poor decisions, but stable in times of prosperity. All sorts are drawn to lcath, but the city remains predominantly Human. lcathians are known for being hardy, tough, and resourceful. Many engage in raiding or theft should the opportunity present itself. There is not viable agricultural land surrounding lcath but there is a thriving fish market near the docks that draws in trade, especially when the exotic spoils from a great sea monster hunt are up for bid.

**Vyegathak** is the largest of the pirate settlements on the Inner Sea. It is the only one that can be properly called a city. It is home to all species and the pirate monarch reigns supreme. Entrance to and from Vyegathak is controlled, and those who do not bear the pirate's mark are turned away. Only those with a pirate's mark, showing they have sworn an oath to follow one of the accepted Pirate Codes, may freely roam the city. It is said that anything can be obtained in Vyegathak for the right price.

# The Species of Terranox

## Avani

When the War Against the Outsiders was won, the Avani who had answered Terranox's call found themselves without a distinct culture or community. They had come from different Realms and only now had time to think about what life might once again bring during times of peace.

Almost every Avani on Terranox gathered in a grand ceremony lasting weeks to share the memories of those who had fallen during the war. During these events, they were assisted by Weaver in creating a Homestone that would unite all the Avani and be an eternal repository of Avani memory: of Realms lost, of loved ones left behind, of secret knowledge uncovered, and of Avani traditions.

For centuries the location of the Homestone was kept hidden, but legend tells of a mountain monastery in Ariaste filled with Avani warriors dedicated to the preservation of knowledge and memory. It is said that an invading force from Therraz set the monastery ablaze. In their final moments, coughing and sputtering on the smoke from the conflagration, the Avani Ancients who had been entrusted to serve as guardians of the Homestone sacrificed their spirits to protect the Homestone. With their sacrifice, the Homestone became sentient and took the form of a great spectral gryphon with the Homestone pulsing at its heart.

The Spirit Gryphon survived the fire and, since then, the location of the Homestone has been a closely guarded secret known only to the Avani. They share it with none. The Spirit Gryphon is known to travel with several Attendants of Memory wherever it travels. The Attendants leave clues as to the direction of their travels behind for those who seek an audience with the Spirit Gryphon.

Avani communities are typically rather small and are mostly found in areas where there are forested mountains, but Avani can be found everywhere in Terranox. The forested parts of Ariaste, the lands near Tramapath in Verilia, the northern parts of Savlinor's volcano (particularly near Ridgeline), and the northern slopes of Glavern's Echopeak mountain range are all home to small Avani settlements. It is not uncommon for travelers with a keen eye to find Avani repositories in these regions. These are typically stone shrines no more than a couple of feet in size where a number of communal Lodestones may be found. They typically contain knowledge from passing travelers about the road ahead or why they were on the road. It is considered polite to briefly pause and impart useful knowledge to the Lodestones in these shrines, and the stones must never be removed. When they are filled, eventually the Attendants of Memory will take over care of the Lodestones and that knowledge will be incorporated within the Spirit Gryphon.

The Memory Journey - To be considered a proper adult Avana with a respected voice in the community, an Avana must seek out the Spirit Gryphon. Following the clues left by the Attendants in the repositories, one eventually will find the Spirit Gryphon. It is here that most Avana reconnect with their ancestral memories going back to before the War Against the Outsiders. Young Avana are warned not to rush into this, as the flood of memories can be overwhelming. Those who are unprepared may take days or even

weeks to recover. Those who have completed their Memory Journey often wear a token to signify this, often a dalmatian stone.

A second cultural quest, the Quest of Champions, is available to those who seek out with an intent to advance the Avani people. The specifics of this are vague, but those rare few who feel they have earned the title of champion of the Avani may petition the Spirit Gryphon for this honor. Some begin journeying down this path after speaking with an Attendant for guidance. Those who have been granted this title are to be treated by other Avani with respect (in the way one would treat a knight with respect). Those granted the honor of being named champion prominently wear a tiger's eye. ((No Player Character may begin with this honor.))

Avani in Terranox place a large emphasis on the importance of cultural memory. They are often happy to share their love of memory preservation. This often leads them to fill roles as investigators or historians in search of the truth of memory. They also commonly excel as judges who play out the memories of different witness accounts in their mindscape before coming to a ruling.

Avani in Terranox also tend to hold crafting (particularly brewing) in high esteem. The concept of being able to physically share expertise and aptitude with others, and rely on it when one is in need, resonates with many Avani.

# Dark Elves

Dark Elves in Terranox are a very proud, honorable people who largely live in subterranean cities in the Dark, the underground network of tunnels and caverns that criss-cross the Realm and stretch to the edges of the Great Ocean.

While they have an appreciation for the artisan crafts and architecture of the surface world, they take particular pride in their cities and towns in the Dark, built painstakingly over centuries and under difficult conditions underground. As such, there is a strong emphasis on laws regarding the ownership and upkeep of these buildings in order to both preserve their beauty and maintain the structural integrity of the cities. As with all laws in Dark Elf society, these are strictly adhered to with severe punishments for even minor offenses. For example, accidental damage to a load-bearing pillar in a cavern city carries a penalty of 30 lashes, and intentional damage is punishable by death.

You tend to find Dark Elven towns and cities near entrances to the surface world, and they are typically named after the closest surface city for simplicity. For example, the underground town of Starvale Cavern is adjacent to the Ariastan city of Starvale. There are no restrictions for other species to live in these underground cities, but meticulous records are kept of the comings and goings of all beings, regardless of species.

Each underground city has a High Richter, who functions as the local magistrate and ruling noble. They each serve 100 year terms and are elected by the people from a list of eligible nobles. The most well-known is High Richter Pyxim, the leader of the Sekalis Cavern and one of the most influential members of the Timeless Order.

## **The Timeless Order**

Dark Elves, being one of the longer-lived races, may choose to be part of the Timeless Order, a loose connection of many species that exists to protect its members and their cultural practices. As it is based out of Albador, there is a larger-than-average contingency of Dark Elves in that area.

## **The Dark**

The Dark itself is partially unexplored, with some well-traveled paths between large cities, and some areas that are rife with danger. Many adventurers have met an untimely end due to an unexpected cave-in or an encounter with predators, such as a roper or an eye thief. Dark Elves are expected to learn exceptional navigation skills from a young age to avoid such a fate, which is done with a combination of maps, oral history, and magical devices to determine direction.

Known entrances to the Dark can be found at: Sekalis (Albador), Understair, Tramapath (Verilia), Starvale (Ariaste), Ulden (Ariaste), Halsar (Hoffmor), and Underpeak (Guermont in Savlinor)



# Dryads

Newly awakened Dryads in Terranox, remember speaking to Weaver and agreeing to answer the Call of Terranox. Many are initially confused at waking to find out the War Against the Outsiders has been over for millennia.

Dryads in Terranox treat the Vilmarch swamp-forest as their “Home Forest” and act as its protectors. Dryads are especially quick to act against necromancers for defiling the land, but they will also protect against deforestation, polluting, and overharvesting. Most are elusive and prefer to live deeper in the forests, where they can be difficult to find. However, the Dryads often mark the forest with subtle messages which are recognizable to their kin. They decorate trees to mark the changing of seasons; leave intricate moss designs growing on boulders or large trees; and arrange plants, fungus, and stones with coded meaning. Deep in the woods, one might chance upon phosphorescent markings left as remnants of Dryadic ritual magic. It is considered bad luck to step into the henges and circles left by Dryads, and travelers are often warned to watch their footing, lest they become lost in the forests.

The Dryads support each other freely, and rarely engage in economic trade or tallying. They will work collaboratively to fill niches in their communities. Those living alongside other species may learn to trade with others as needed but are generally disinterested in coin.

Young Dryads, sometimes affectionately referred to as Saplings, often engage in mischief making and enjoy playing tricks on those who enter the forest unprepared. Well-versed forest travelers know to bring small toys and treats for the Saplings.

Dryad Elders are respected and protected in Terranox. They can be sought out by Dryads for advice and support but are rarely seen by other species.

The forests of Vilmarch are home to a variety of Dryads, who resemble the mushrooms, river plants, and tropical flowers that grow throughout the region. These Dryads are elusive and dwell deep inside of the swampy forests, living a communal and nomadic lifestyle with very little connection to the outside world.

The forested city-state of Haseno in Hoffmor has a heavy Elven and Dryadic influence. Forestry, woodworking, and hunting are common pursuits here, and the Dryads tolerate this, provided selective harvesting is done for the forest's continued longevity. Dryads hailing from Haseno are more exposed to other species of Terranox and are more likely to engage in elements of city life.

Dryads can be found in other forests throughout Terranox, but there are no other sizable communities of note.

# Dwarves

Dwarves in Terranox are spread widely throughout the Realm. They make up the majority of the nation of Glavern as well as large portions in the settlements of Ulden (Ariaste), Dorom Pass (Myrazod in Savlinor), and Surdrel (also in Myrazod). They can also be found scattered in large numbers throughout Hoffmor.

Taken by many other species as vanity, the Dwarves of Terranox routinely take careful attention to their appearance. They often signify important details through their braids, clothing, and choices in such things as make up and nail care. These details are often interpreted differently by Dwarves of different regions, leading to some confusion. A gemstone in a Surdrel Dwarf's braids likely means they are a miner, while the same stone would convey boldness and affluence in Ulden. All details, from number of braids, adornments, cut and color of clothing, to the thoroughness of their morning routine are all carefully chosen affectations for most Dwarves. A misplaced bead (one not done for aesthetic effect) could have dire consequences for a Dwarf and even entire clans, or could even be utilized to turn a meeting to upheaval. Appearances matter greatly for the Dwarves of Terranox!

As all crafts are valued by Dwarves, tattooing has become a popular means of expression amongst the Dwarves of Terranox. Dwarves will commonly add a tattoo signifying important life events and memorializing particularly fine examples of their crafting. These tattoos range from extremely literal (like a smith's hammer) to much more interpretive. Mural-style tattoos that depict a Dwarf's clan history are less common but those who might lay claim to being related to an original Stoneshaper, for example, might choose to display this status. Not being tattooed may be viewed as intentional coyness that some find fascinating, assuming you carry many interesting secrets. Others might interpret it in a disparaging fashion, assuming it means you have done nothing of note.

Most notable in Ridgeport and the defensive post of Dorom Pass (and more recently Surdrel), some Dwarves have placed their dedication to craft above all other pursuits and entertainments, what they consider to be fleeting pleasures. These Dwarves often eschew the thought of drinking Intoxicants or otherwise wasting time and energy on "frivolities." That being said, gathering to create, to learn, and to share knowledge is an aggressively defended tradition. Large feasts are staples of such events; even simple get-togethers in small groups will call for the preparation of hearty potlucks. As balance usually comes to all things, there are of course large pockets of Dwarves who enjoy the fruits of their labor more freely, and many cities with large Dwarven populations sport rowdy tavern scenes.

# Elves

After the War Against the Outsiders ended, the three Elven siblings who led the Elven people went their separate ways to settle and rule as they saw fit. However, they do still all share the same general beliefs and share cultural similarities, recognizing all Elves as kin regardless of where they reside.

They are a strong people and are deeply connected to nature. Their connection with the land means healing magics often come naturally to them and gives them a better understanding of just how alive Terranox is. Traditional Elven views regard Terranox not as an inanimate object but as a sentient entity that deserves respect and protection. This is a belief that they will fight and die for. Many abhor necromancy; seeing it as a true corruption of the natural process of life, where one lives a long and full life and eventually dies to become one with the land once again.

Elven communities can be found throughout Terranox, though the nations of Cerebonne, Ariaste, and Albador are majority Elven.

The Elves of Cerebonne embraced the forest wilds, relishing in the struggle for survival and the deep connection with the land that such struggle fosters. They have become the foremost practitioners of Earth magic and the capital city of Noradell, high up in the trees, is known to be one of the greatest centers for Earth learning in all of Terranox. It is here that the Order of the Dragon Knights is based.

In Ariaste, the Elven communities stretch throughout the country. The capital city of Hal'Nos is where the monarch rules from, and as such is the center of the Elven culture in Ariaste. The Elves here are known mostly for their military prowess by land and sea as well as for ranching and farming.

Albador Elves sought out a slower pace of life and established the city of Sekalis which focuses on fishing and treasure diving. In particular, they focus on deep-sea diving, which has earned them the nickname of Sea Elves. Those not suited to water may find themselves instead exploring the different paths of the monastic orders of Cae'Jis.

Pendlewood Forest in Myrazod (Savlinor) is home to a secretive and secluded community of Elves. They do not mince words with their open dislike of King Kyrix's reign and their low opinion of those who allow stand by while necromancy is practiced. Often at odds with the Dwarves over the forest borders, there are many skirmishes as the Pendlewood Elves feel it is their duty to protect the forests of Myrazod from deforestation by the Dwarves. The Pendlewood Elves are fierce fighters and renowned for their guerilla warfare tactics. Some of the most well known Elven fighters in all the Realm were trained in Pendlewood.

# Halflings

While Halflings can be found all over Terranox, there are two particular locations where the majority are expected to be found, Wake Isle (Ariaste) and Vilmarch (Savlinor). These two populations vary quite a lot from each other, despite sharing common Halfling traits.

## **Wakerush Halflings**

Wake Isle is a pastoral ideal where farming is abundant, and Wakerush is the city these Halflings turn to when they are looking to let loose. The Halflings outside the city live in comfortable cottages collected into small communities surrounded by their farmland, allowing them to maximize social time when farm chores are completed. This layout offers a dual benefit, because as an island of relatively small size, on-land threats are limited and most risk comes from the sea, so farmlands create a buffer, though crops and livestock occasionally fall to invaders of varying stripes. These communities are fiercely supportive and slightly more shy around outsiders due to their history with pirate threats. These slight hesitations offer minimal deterrence from warmly welcoming guests once invited and it's not abnormal for any Species to live in a given farm community, if the individuals share an ideal to support their community and comfort. These farming communities are often named for some historical feat they feel they can attribute to the area or ancestors. Halflings often incorporate an element of the associated story into their family name, which can be a dynamic one, especially when people come together into a new family.

In Wakerush, the trades are more common, and prized careers and crafting competitions are common. This carries over into their homes, which, while still country-styled, are carefully manicured to display a careful balance of modesty, skill, and opulent touches. Neighborhoods are all designed to highlight and maximize access to greenspaces, community halls, and the tavern. Their cobblestone streets are well-trod as Wakerush is exceptionally welcoming to visitors, and it is common practice for each household to have an extra plate prepared for an unexpected party (which Wakerush Halflings almost always have their doors open for). If they cannot take visitors, each house has a special lantern to light acknowledging the fact, and these homes are often beset with gifts of food and useful items tucked carefully onto the stoop. Family names are more carefully guarded in Wakerush, as the nature of city life means that families may spread out more; these names are often more the expected sort, like Underbough, Bilberry, or Mildraft. While Wakerush Halflings work hard, it is often for shorter hours and extended lunches are the norm, to better share stories and camaraderie. It is impractical to list the number of celebrations in Wakerush, because there is almost certainly one going on at any one time, be it a local tradition, a spur-of-the-moment event, or something imported by someone from another part of Terranox.

## **Marsh Halflings**

Referred to as "Mudfeet" by Wakerush Halflings, the Halflings of Vilmarch have adapted to life along the waterways of Vilmarch. They typically live in wooden, stilted domiciles along the water's edge and travel by small dugout canoes. A Vilmarch Halfling's hearth is always lit, both as a means to deter flies from entering their home and to ensure that tea is always ready for guests. The damp herbs and aromatics they burn in these hearths also act as a botanical repellent on their clothing when they travel the swamplands.

They cultivate small gardens by raising muck and soil into mounds that sit above the waterline, but Vilmarch Hafplings primarily subsist off of fishing and trapping crawfish. They also forage for edibles both in and out of the water. The Vilmarch Hafplings have a tradition of gift-giving so that all are able to thrive in their connected communities; any halfpling that paddles through the waterways shares what they have gathered by depositing gifts in the “gift-nets” that hang from every family’s porch—if not also stopping in for tea and a story!

While food is plentiful in the lush swamplands, metal is extremely scarce and the land is poorly suited for forging. The Hafplings opt for bone, antler, and shell alternatives; they highly value the iron tools, armor, and weapons from other regions. Vilmarch Hafplings will travel far from home to attend seasonal markets where they can trade rare alchemical ingredients harvested from the swamps for crucial metal items.

The Marsh Hafplings use a familial naming convention which combines a Fish from the father and a plant from the mother (*such as Willow Pike, Swamplilly Perch, or Papyrus Bluegill*). These names form a signified crest, which is painted on the side of their home to be seen from the water as a symbol of the family unit residing within. Most Hafplings will simply build upon and extend their domiciles to accommodate growing families, and, when young couples marry, they may adopt the name of the home they choose to join. The porches will begin to connect as bridges to the next single room building. If a couple has the means (and notably, the tools) to build an independent home, they will combine their childhood names to create a new Fish and Flower combination—honoring both of their family units. This is cause for great celebration, and the new couple typically receives their first gift-net from the community. A Halfpling on their own may choose to join a home as well, or may strike out on their own and create an entirely new name for themselves.

# Humans

As with all Realms, the Humans of Terranox are a varied and colorful species that can be found everywhere from Cae'Jis to Pinnarc. There is no one defining trait for all of them, but both time and Terranox itself have shaped many Human cultures.

There are three nations in Terranox known for being predominantly influenced by Human culture. These are Verilia, Savlinor, and Galbris. The Humans of Verilia are known for their tenacity and stubbornness, having embraced the harsh climate and dangerous wildlife that marks their lands. The Humans of Galbris are community-focused and tight-knit, with a strong belief in serving the greater part of society. Duke Felix is a well-known Human in Galbris, son of the late King Titus of Savlinor and nephew of the necromancer king, Kyrix. The island of Savlinor is second only to Verilia for the number of Humans that call the nation home. They live under the iron rule of King Kyrix, who has brought unprecedented wealth and prosperity to the nation through condoning the state-sanctioned practice of necromancy. Not all are in support of this practice, with many living in secret rebellion with hopes of restoring Felix to his rightful place on the throne.

Humans, like the other species, have a few select members of Ancient blood who tend to form powerful dynasties given their long lives and connection with the first protectors of Terranox. Otherwise their lifespans are similar to humans in other Realms.

# Kyn

As in other realms, groups of Kyn of Terranox are notably distinct from one another. They live in a variety of domiciles, excel in a variety of skill sets, and even live a variable life span depending on the individual Kyn. This Species can be found almost everywhere; they live alongside other Species of Terranox in small towns or in bustling cities.

## Notable Kyn Groupings in Terranox

**Korchum Kyn:** Korchum is a city-state in Hoffmor which was originally founded by a crew of Kyn. After years of piracy, they decided to retire their ship and establish the land-based community of Korchum. Korchum continues to have a large Kyn population, but is welcoming to all. The Kyn here still wear nautical influenced clothing and refer to their leader as “Captain,” and they could likely be mistaken for an active pirate outside of Korchum.

**Order of the Stag:** Within Terranox exists a small but honorable, knightly order of mostly ungulate-Kyn, who have sworn an oath of steadfast loyalty and devotion to the order itself. The Order of the Stag may aid various armies whose ideals align with theirs, but they do not blindly serve any leader. Their main tenets include protecting civilians in times of unrest and protecting messengers and free-speakers.

**Vilmarch Amphibious Kyn:** Vilmarch consists largely of warm, swampy rainforests which are home to exotic and toxic flora and fauna. Amphibious Kyn live wildly here, undisturbed by the neighboring cities. They hunt and forage for survival. These Kyn live a semi-aquatic lifestyle and can be found wearing various swamp artifacts which seem to function as both camouflage and decoration.

**Stone Masonry Guild:** A notable Stone Masonry guild was established by a pair of Beaverkyn in Ridgeline (Savlinor) and is widely regarded for being highly dependable builders. Generations of Kyn are taught masonry by their parents and continue to strengthen their skills and the trade. Large, strong Kyn help to maneuver the heavy stones while others take on more delicate carving and detailed work.

**Scavenger Kyn:** some Kyn have resorted to criminal affairs, in the underbelly of Olanda (Glavern) . Here, Ratkyn thrive as pickpockets, Coyotekyn swindle, and Magpiekyn deliver messages... for a cost. When they gather in taverns and alleys, they can be raucous and tease one another viciously.

**Arthropod Alchemists:** In Bittertide, there is a thriving black market that sells alchemical and magic components retrieved from the swampland. The access to rare alchemical supplies and a port has allowed an odd community of Insectkyn alchemists to thrive. They work and sell their wares under the cover of darkness, and guests who are brave enough to enter their shops rarely haggle or disagree on prices when met with the reflection of countless eyes and the sounds of skittering feet.

# Ogres

After the War Against the Outsiders ended, the majority of the Ogres banded together and settled in what is now known as Plasaras in Ariaste. They fought fiercely and valiantly and were well-respected, particularly by the Elves who later settled in the area. Many Ogres, looking for new adventures, set out from the relative stability and safety of Plasaras and made their home in Prarien (in Ariaste) and Dagen (in Hoffmor). This brought them closer to the front line with Therraz, and for Ogres who enjoy battle, they found a foe that could match their energy. The main community in Prarien have focused on the breeding of war horses which are used by the Realmswon cavalry in their defense against the threats from Therraz.

In Degan, the number of Ogres is concentrated within the mountain valley. Much like the Realmsworn that live there, they are a warrior society. Similar to their kin to the north in Ariaste, they protect the border of Hoffmor against the near-constant threats from Therraz.

Their society is much like other Ogres in other Realms, and their culture has not appreciably changed since coming to Terranox all those millenia ago. This includes their intense hatred of necromancy. Needless to say, this does not make them fans of the current king of Savlinor, and they are often found in the groups of warriors throughout the Realm that aim to stop his tyrannical reign.

One particular feature of Terranox Ogres is their love of bright colors. As their lives are shorter than many other species, they tend to live loudly and burn brightly, which certainly extends to their choice in decor and clothing. They do not seem to care terribly for how the colors go together, only that they are as bright and vibrant as possible.



# Orcs

It is said that the first Orcs to come to Terranox were all members from the same tribe fleeing the death of their Realm. They earned a reputation for being tenacious opportunists who ensured the survival of their people at any cost. Their focus on the here-and-now left them with few allies. This did not bother the Orcs. They endured and carved out their own places in Terranox. Though Orcs can be found nearly everywhere, the majority eventually settled in two major areas: northeastern Hoffmor and Vilmarch in Savlinor.

Northeastern Hoffmor is nearly exclusively inhabited by Orcs that belong to five different Orc tribes. They are the Plains Tribe, Foothills Tribe, Mountain Tribe, Swamp Tribe, and Marsh Tribe. While the tribes frequently squabble and occasionally go to war when there is nothing to unite them, they immediately set aside their differences if there is any threat to the tribes as a whole.

The largest presence of Orcs in Vilmarch can be found in Bittertide where they make a substantial portion of the dockhands, sailors, alchemists, and mercenaries found in the area. There is also rumor of an ancient sect of Orc necromancers that operate as powerbrokers in the less savory parts of town and have been passing down necromantic teachings for millenia (well before King Kyrix began issuing licenses for state-sanctioned necromancy). Upriver from Bittertide are a number of smaller Orc settlements within the swamps and forests that lead towards Duskpool. Many Orcs in this region make their living by harvesting the dangerous flora and fauna of the area or act as guides to travelers.

The tribes gather to make important decisions in Trudgebend: the Seat of the Five. It is an ancient city that has been rebuilt many times over the millennia after incursions from Therraz have razed it, but most of the ancient stones are reused when the Orcs eventually retake their lands and rebuild their homes. It is unclear where the original site of the first Trudgebend was as it seems to have shifted with each reconstruction. But, no matter where Trudgebend currently stands, it is considered common tribal ground where no Orc blood may be shed. As such, conflicts within the city must be settled outside or through other means (usually some sort of wrestling).

The Orc Tribes share five common tenets:

- Survive by any Means Necessary
- Always Unite Against Therraz
- Take Action and Own It
- Speak Plainly
- Resolve Conflicts Before They Fester

The Orcs of the Five Tribes tend to trade mostly amongst themselves, but they also have contact with Degan and Haseno. They tend to get on well with the people of Degan due to the many battles they've fought against Therraz over the years. Relations with Haseno are currently friendly but there have been wars over territory in the past.

History has proven many times that immortality is not always kind to the mind of an Orc. There have been many erratic leaders of Ancient blood in the past that led the Orcs to disastrous outcomes. As such, the Five Tribes agreed that no Ancient may ever lead a Tribe. That said, Orc Ancients still hold enormous influence in Trudgebend and their counsel is greatly valued by the Tribes.

The Orcs of the Five Tribes train from an early age in the ways of combat. Being able to defend oneself with a weapon is a valued part of Orc society given the constant threat Therraz poses. This is particularly true among the members of the Mountain Tribe and Swamp Tribe who are closest to the border with Therraz.

There are long standing rumors in Glavern and Cerebonne of a tribe of nomadic Orcs that call Kralizan home. To survive in such a hostile land is a remarkable feat. Details are scarce but occasionally a small number of Orcs appear in settlements of these two countries to trade for goods.

# Realmsworn

After the War Against the Outsiders ended, the Realmsworn of Terranox seemed drawn to Ariaste to help the Elves and Syladrin battle large incursions of Elementals. This was particularly welcomed by the Syladrin of Murkain who were desperate for reinforcements. This much-needed relief and morale boost helped the Syladrin turn the tide of battle and the threat of the Elementals was vanquished.

A number of Realmsworn forged strong bonds with the Syladrin and remained behind in Murkain to assist in training the Syladrin in fighting Extraplanar creatures. Many Realmsworn moved on. Some went to the plains around Northpointe and Prarien where they formed an elite cavalry unit using the exceptional war horses bred by the Ogres. Some reside in the mountain cities of Efgard and Degan where they remain on guard against the threats from Therraz. Another large community can be found in Guermont (in Savlinor), where they train an elite group of warriors known for their discipline, loyalty, and ferocity.

The Realmsworn in Ariaste are so focused on the threats from Therraz that they do not have any real interest in the Elven politics of the land. They tend to keep their gaze more narrow, often keeping vows to their local people or region, rather to the country as a whole.

When Kyrix came into power, he saw how formidable the Realmsworn in Guermont were and took advantage of the prior Realmsworn vow to the Savlinor monarch. He threatened to name them all vowbreakers unless they swore a new vow directly to him, making them among the first of his army who were loyal solely to him and not the nation of Savlinor. They entered under protest and those that refused on moral grounds were killed in front of their brethren and turned into undead soldiers. Now, after four centuries with the lich on the throne, much of the protest has faded. Necromancy has become mundane. Most Realmsworn work hard and know that drawing Kyrix's ire is a recipe for a short life. Guermont prospers and most Realmsworn readily overlook Kyrix's totalitarian rule and are fiercely loyal to the monarch.

# Stellarean

After the War Against the Outsiders ended, the Stellarean roamed the lands, searching for places where they felt most at home. While most still roam, there are two settlements where large Stellarean communities have formed, one in the city of Marrod (in Ariaste) and the other in Starfall Camp (in Myrazod).

Those settling in Marrod are drawn here by the many trade caravans that come through the city. They are commonly merchants and excellent negotiators. The large number of travelers that come through this city are varied and frequent enough to keep those that live in Marrod entertained and their wanderlust sated. Marrod is also where those Stellarean who chose to roam rather than settle down will stop frequently to catch up on news of the realm, resupply, and rest.

In Starfall Camp, Celestial lore and scholarly pursuits are primary vocations among the Stellarean who live here. Each year, meteorites fall from the sky into the desert around Starfall Camp. To the Stellarean, they consider these like small stars that fall to grace the land and many flock to the area to see them for themselves. Small chunks are often kept as good luck talismans, though the majority are collected to be forged as meteoric iron. At the height of the meteorite showers, the city hosts the Starfall Festival, a time where the citizens of the city stop working and celebrate the meteorites falling with song, dance, games, and good food.

In Savlinor's political climate, many Stellarean intentional stay on the move to avoid drawing Kyrix's ire. Most just keep their heads down, live their lives, and travel the country as they can. Those living in Savlinor often are engaged in work doing deliveries or as messengers or carrying messages for the common folk to their loved ones. As such, many Steallareans can be found with paper and ink on them, just in case someone has a letter to send.

# Stone Elves

After the War Against the Outsiders ended, the Stone Elves who had answered Terranox's Call spread throughout Terranox. They had no specific sense of community initially and many came from different cultures with very different traditions. Over time, some common themes emerged in Terranox, heavily influenced by the writings of Tae'Lin, the founder of Albador.

Stone Elves in Terranox can be found almost anywhere in small numbers. Even in large and busy cities, the services of a Stone Elf are sought after. Those Stone Elves who call urban areas their home tend to be more comfortable composing themselves among the various Species of the Realm. Their natural inclination for scribing Celestial magics is a well-earned reputation and their ability to help others manage emotions allows interested Stone Elves to find good connections within their communities. Many Stone Elves harbor no desire for the busy urban life and prefer remote or isolated areas where the high emotions of city life can be avoided. It is rare to find a large settlement of Stone Elves, but there is a district of Stone Elves in Ridgeport in Glavern and also among the monasteries of Cae'Jis.

Stone Elven culture accepts that all emotion brings intense pain and that learning to navigate the balance of pain and emotion is the lens through which all Stone Elves see the world. Most Stone Elves hold rational thought in high regard and are willing to follow the accepted teachings of those who are felt to have immense wisdom. This means that those who have come before them, those who have experienced the pain the world can deliver, are well-suited to provide insight on how to navigate life. Learning to control one's emotions is an enormous part of early Stone Elven life, lest one remain constantly wracked with the pain of feeling.

The monastic orders of Cae'Jis are heavily populated by Stone Elves seeking structured and ordered ways to live life, master emotion, and find their place in the world. Many young Stone Elves leave their communities and homes to seek monastic life for a few decades or more.

Not all Stone Elves accept the common wisdom that has been passed down through the millenia. Some small number feel they must navigate the pain of their existence on their own. There is an unofficial path of study offered in Cae'Jis to those who feel this way. Stone Elven Skeptics tread a path known to be very alluring but also very dangerous. It is said that about half of those who fall to Skepticism do not return. They believe the following:

- To live with emotion is to have one's judgment constantly clouded by pain.
- The only way to exist genuinely is to exist without emotion.
- One must embrace the void and become nothing.
- When one becomes nothing, one can see the world as it truly is.
- It is only those who have stepped through the void and found a true reason to live (one not tainted by the influence of emotion or pain) that have any real purpose in life.
- To live any other way is to have your life merely imitating the truth of another.

Those who pursue this path will undertake extreme means to seek what they consider to be their true reason to live. They will begin by having another Stone Elf start them on their journey by performing a Destroy Emotions and a Destroy Moral Code on them. This is not something Stone Elves perform lightly. Then they will make use of multiple forms of Endure Elements to remove their physical needs. They will then enter a deep meditative state until the ritual expires. During this time, many lose the will to live and wither away, despite having no physical needs. Others return reinvigorated with purpose. Many influential Stone Elves have taken this journey and returned confident that the pain of existence is a burden worth bearing to fulfill their purpose on Terranox.

# Syladrin

## The History of the Syladrin

The Syladrin of Terranox are unique in that they are the only Species of Shadow Walker not brought to Terranox by Weaver. The ancestors of the Syladrin were Fey who came to Terranox from the Fey plane to answer Terranox's lonely call. They lived in harmony with Terranox, but Terranox's call was also answered by Extraplanar beings who viewed Terranox as a resource to be exploited. Thus began the War Against the Outsiders.

While the Fey, dragons, and titans allied together against the Outsiders, it was not enough. Terranox issued one more call for help, this one answered by Weaver who brought the first Shadow Walkers to Terranox. Their aid was enough to save Terranox, but not the Fey plane.

One Outsider in particular, the Contaminator, sought to corrupt the Fey plane and bend all Fey to their will. They reveled in the distraction other Outsiders were creating while they slowly corrupted the Fey plane, polluting and subverting its land and people. At first, small bands of Fey were turned. In secret, these bands captured other Fey and corrupted them. The infection spread surreptitiously until the Contaminator had secret armies of mindlessly loyal Fey soldiers at their beck and call. When the Contaminator finally attacked with its full might, the Fey plane was devastated. It was an unwinnable war, despite the pride and valor of the Fey who defended their home. It was not until the Contaminator's influence had consumed more than half of the Fey plane that the Fey agreed on what must be done.

Every soldier who fell against the Contaminator was turned, so the Fey took drastic action. The only way they could ensure the safety of what remained of the uncorrupted portion of the Fey Realm was to fracture the Realm in two, ritually seal off the entire plane, and banish every Fey who fought in defense of the Fey to Terranox permanently. The soldiers could never return home, lest they become sleeper agents for the Contaminator. The Fey made their final stand against the Contaminator in Terranox. Every brave soldier who took the field knew it was a fight they could never return from, even in victory.

The dire plan succeeded. The Fey plane was fractured, with just under half of the plane remaining uncorrupted. The Fey still had a home and the Contaminator was successfully sealed away within the corrupted half.

The Fey soldiers who volunteered to fight for Terranox and protect the Fey plane felt their connection to their home plane ripped from them and their Fey nature vanish. Their victory was bittersweet. They gave up everything to defend the home they could never return to. They became the Syladrin and endeavored to make the best of their situation. As a community, they resolved to build happy lives in Terranox. Though they acknowledge their Fey ancestry, the Syladrin of Terranox fully accept that they have no connection to the Fey. They are their own Species and will deny being Fey, some even taking offense to being called Fey as it diminishes the immense sacrifices their people made in defense of Terranox and the Fey plane.

## Syladrin Culture

The center of Syladrin culture in Terranox is located in Murkain. It is here that the sealing of the Fey plane is rumored to have taken place. Syladrin have a great disdain or even hatred for Command magics, as it is a painful reminder of when their people's will was taken by the Contaminator.

Being descended from brave warriors, the Syladrin of Terranox are well known for their combat prowess. They place heavy emphasis on training and the trades that support important military efforts. Syladrin Destined in Ariaste are usually sent to the Grove of War in Ariaste for training. Those who find themselves adept at fighting may seek to join the Ariastan military. A small number of elite warriors may seek to join the Order of Valor. Those who complete their training and feel that the military life is not for them (or that have no interest in such training) often passionately pursue various trades or distant shores in Terranox to explore.

Further to the south, in Hoffmor, lies Armante. This large clearing, surrounded by a number of Syladrin glades, is a bit of an enigma. "Just because you can't see it, doesn't mean it's not there," is what most Syladrin will offer to those who inquire about Armante. A small number of Elders from these glades maintain membership in the Timeless Order. Rumors tell of these Elders carefully select very small and dedicated groups of people (almost exclusively Syladrin) to train at Armante. It's unclear exactly what or where Armante truly is, but those who are rumored to have trained there possess incredible prowess in the stealth arts and have been said to single-handedly topple pirate and raider organizations.



# Other Topics

## Legal Systems

Laws throughout Terranox vary nation to nation. Savlinor is the only country where necromancy is not illegal, and even there it is illegal unless one possesses an appropriate license. Most nations group their laws into crimes against a person, crimes against property, and crimes against the state. Some nations define these crimes more specifically while others allow judicial delegates broad interpretation.

Punishment for crimes may vary from nation to nation and may include community service, fees (including for restitution), imprisonment, banishment, indentured servitude, or death.

In most nations, the nobility receive greater protection than commoners and the punishments for crimes against nobles or the property of nobles are more severe. In Leyvan and Galbris, this is not the case.

### A few specific notes on Leyvan:

Leyvan has a very loosely defined legal system at the beginning of the campaign. The small community that was isolated behind the barrier of the Maelstrom had to find ways to coexist harmoniously. The three major categories of crime (against a person, against property, against the state) are recognized. Most legal issues are dealt with by Finnean Calhoun (a member of the Vanguard) or escalated to Lady Moirette Baloren. It has been rare that Finn has delegated any judicial duties due to the small size of the community. Finn's style of justice centers around a personal touch that makes the punishment be suited for the crime, with a focus on restitution and rehabilitation over death or imprisonment wherever possible. However, there are no prisons in Leyvan and there have been times where Finn's has had no options aside from carrying out a death sentence.

### A few specific notes on Savlinor:

Kyrix's laws are strict and brutal. Punishments are extreme and harsh. Sentencing is carried out by judges loyal directly to Kyrix. The laws are well publicized and ignorance of the law provides no defense. Despite the nature of these laws, it is common to hear the phrase that, "law abiding citizens have nothing to fear."

Kyrix's brand of justice frequently gives guilty parties a choice between a few outcomes. For example, a thief may be given the option to pay a fee of 20 gold pieces, work as an indentured servant until they have paid off the fee, or have their debt to society forgiven in exchange for going on Sacrifice Call. Sacrifice Call is where a criminal will be relocated to Taloncourt (or a location assigned near a Greater Circle of Power) and allowed to live out a normal life in exchange for being ready to immediately participate in a Sacrifice ritual for a valued member of society (typically nobles and high ranking military officers/state officials) when the time comes.

In Savlinor, debts are heritable. For example, someone who commits a murder may be sentenced to death and a fee of 25 gold pieces (as restitution to the family of the murder victim). If the murderer cannot pay the fee, they will often elect to pay off their debt to their victim by becoming an undead laborer after their death sentence is carried out in order to prevent their family from having to pay this debt.

## Nobility

Each nation in Terranox has a slightly different take on the role of nobility and how it is defined. Some nations make use of the traditional titles while others use ones more suited to local culture such as Jarl or Warlord (this is particularly common in Hoffmor). Most titles are heritable.

Knights, and members of knightly orders, are not considered nobility. They are still addressed by their honorifics (typically Sir/Dame), even by high-ranking nobles, as a show of respect to Terranox. Legends hold that one cannot become a knight without being recognized as such by Terranox itself and that they serve Terranox through the causes they champion.

It is also understood that there is a difference between True Nobility and being noble. Terranox recognizes five ranks of True Nobility: King/Queen, Duke/Duchess, Count/Countess, Baron/Baroness, and Lord/Lady. The positions of True Nobility are special in that those who are recognized to hold them possess the power of Terramancy (with higher rank yielding more power).

As the campaign starts, Leyvan has only one noble: Lady Moirette Baloren.

((Note that no new PC may begin the game as a knight or noble and no PC may ever become a True Noble.))

## Terramancy

The mysteries of Terramancy are a closely guarded secret. What is commonly known is that Terramancy is a gift given by Terranox to those who hold legitimate claims to power over a region. Those who wield it can invoke its power to perform supernatural feats. The defining trait of True Nobility is their ability to use Terramancy (and the implication that Terranox itself recognizes their claim to power).

It is rumored that those who gain the power of Terramancy bind themselves to Terranox, sacrificing the ability to traverse the Shadow Ways.

((Terramancy is a form of Unfettered Magic. Note that no PC may ever wield Terramancy.))

## Dragons

Legend is that the first dragons were created by Terranox to serve as messengers of the titans. Dragons helped defend Terranox from the Elemental planes and helped in the War Against the Outsiders. Dragons

are known to be present throughout Terranox and stories of dragons seem particularly common in Cerebonne. Most people have never seen a dragon in person but know the stories of huge, scaled, winged, reptilian creatures (usually brown in color) with dangerous breath weapons. Other legends speak of dragons as if they were normal people, providing wise counsel to heroes or trying to take over cities as villains.

How new dragons come into being is a mystery, but the idea of them hatching from an egg is as viable as them simply coming into existence when Terranox or a titan deems it suitable.

## Weaver

At the beginning of the War Against the Outsiders, Weaver heard Terranox's desperate plea for help and recruited Shadow Walkers from many Realms to answer the call. Some Shadow Walkers came from Realms that were dying or being closed to the Shadow Ways; other Shadow Walkers simply sought new adventures. Regardless, Weaver connected them all to Terranox and gave them a new home to fight for. After the war, Weaver formed the Council of Ancients and then left Terranox.

Many cultures have tales of Weaver being instrumental in them establishing their roots in Terranox. The exception to this is the Syladrin whose roots stem from the sealing off the fractured Fey plane.

With the recent fall of the Maelstrom, stories of Weaver began circulating once more. It is said that the Vanguard dreamt of Weaver sending aid to them through the Shadow Ways. There are also rumors stemming from Leyvan that many of the newly arrived Shadow Walkers have met Weaver.

## Ancients

At the end of the War Against the Outsiders, one volunteer from each species was selected by Weaver to form the Council of Ancients. They accepted a life of immortality in exchange for the duty of guarding secrets given to them by Weaver that will help guard Terranox from Extraplanar threats in the future. The children of Ancients also bear this burden. They mature normally as children but never become frail with age.

Some view this as a blessing, others a curse. Not all are suited to being immortal, and many Ancients withdraw from normal life in Terranox to go to the Jeweled Garden or become Caretakers.

((Note that PCs may not be Ancients))

## Shadow Walkers/Resurrection

Even though Weaver brought thousands of Shadow Walkers to Terranox, the ability to Shadow Walk is not hereditary. In present-day Terranox, Shadow Walkers are very rare, comprising less than one person in one thousand.

The only people known in Terranox to be capable of resurrection are Shadow Walkers, Terramancers, and Kyrix's chosen few able to benefit from the Sacrifice Call system. There are rumors of other forms of resurrection, but they are unsubstantiated.

This means that for almost everyone in Terranox, death is final. As such, the bravado that Shadow Walker adventurers tend to show regarding life-and-death situations is hard for many to understand.