

# Necromancer CWA



Part 2 of 2

version 3 2.1

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# Perks

Pick 2 perks.

You cannot pick the same one twice.

## Crowdborn

You are a natural at hiding in plain sight, people are less likely to see you for the crowd. You blend in, rather than stand out, as long as you dress in a similar manner to everyone else. Wearing radically different clothes voids this effect.

## Deathborn

A still heart was your gift at birth, nearly written off. Instead you returned to the land of the living with a foot beyond the grave, thus can see beyond the veil of life. All of the spirits wandering the world are visible to you, not just those that wish to be seen.

## Highborn

Born into a wealthy family, you are a distant relative of the ruler of your land. Knowing only the upper class, you have all the wealth and benefits of your station. A regal bearing and education are yours, and your presence is enrapturing.

## Lowborn

Craftspeople for parents and a childhood divided amongst a mob of siblings, you have had a humble and hard upbringing. You are no stranger to toiling away, and you have friends amongst the poor and the peasantry.

## Bloodborn

A particularly bloody birth, combined with the presence of a blood moon in the sky, has blessed you with an affinity with blood. A red tinge to your hair (or scales) marks you, and signals your ability to feel the life running in the veins of others.

## Old Soul

It seems as though these were not the first steps you have taken upon this world. Ages ago you walked the ancient land, a life as distant to you now as the stars. You recall the language, the rites, the culture, as if you have already lived it. Perhaps, indeed, you did.

## Traditionalist

A stickler for that which came before, you tend to be less of an experimenter and more of a rigid adherent to a single school of magic. Rather dependable, albeit predictable, you have answers to a great many questions, provided they have been asked before.

## Animal Whisperer

Once a candidate for rangerhood, you have an affinity for animals that lets you understand them as well as any ranger could. Animals listen to you more than most, and are as tame and loyal as a tamed animal; even those animals that are not normally tamed.

## Scholar

A nose in a book and an ear to the scrolls, you soak up learning like a sailor does drink. Time is better spent indoors surrounded by books to you, and the land outside holds little interest, though you traverse its mundane path if you must.

## Sensitive

Where others take training to understand the words of the dead when communing with them, you can understand their speech as though they are alive. To the untrained ear, all they would hear is whispers on the wind, but not to you. You hear the words they say.

## Fractured Soul

Most magic-touched individuals have a solid grasp on their magic, however you do not. Your magic flows from you in waves you cannot control, weakening your innate power, but permeating the area around you with a magic miasma you can call upon.

## Artificer

Tinkering with devices and their workings has allowed you to make objects of superior quality than those you can buy, and improve those you do buy. From more care and better materials to more skill, things you craft tend to be better in almost every way.

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## Surgeon

Trained in the medical arts, you have a steady hand, a keen eye and a sharp blade. Cutting up the dead, and the living, is as familiar to you as breathing, and you have intimate knowledge of the insides of people, cutting them up and stitching them up.

## Undertaker

Working with the dead was your profession, you are unfazed by the sickly sweet smell of death and the pale inevitability of the end gives you comfort. Additional duties such as gravedigger and gravekeeper kept you busy, with little assistance in your duties.

## Silver Tongue

A little sweet talking goes a long way, and being socially aware has allowed you to develop certain skills that have helped to win over the trust of others. You can predict what people will want to hear to get them to do what you want with reasonable skill.

## Sleight of Hand

Card tricks and moving cups are child's play, you would know as they were what you used to impress people with magic. Your ability is to deceive people to their face, to place or remove things unnoticed, is a valuable skill; one you count among yours.

## Stealth

Silence and darkness have moulded your life, giving you the ability to move undetected. You know of techniques for silent walking and have knowledge of standard and non-standard methods of concealment and movement in your repertoire.

## Gold Tongue

A way with words that gets you places, you can talk your way into and out of, most situations. You have a near-magical charm about you, people tend to like you more. You tend to know what to say in most situations.

Requires Silver Tongue.

## Streetwise

The street is no stranger to you. You have walked the roads and know the way around like the back of your hand. You know the local residents, who you can trust and who to avoid. While not necessarily being known yourself, you know who is and for what.

## Lockpicking

The intricate ticks and clicks that the locks and tumblers make entrance your mind. The tools of the trade of picking locks are like an extension of your body, as natural to use as your own hands. The act of lockpicking is second nature, you do it like breathing.

## Scaling

First storey windows are as easy to enter as doors to you, as you know how to get up buildings without stairs or ladders purely using the external features. There is no vertical challenge too great to overcome, no surface that cannot be traversed.

## Parkour

Navigating cities and towns in a rapid, non-standard way is a talent you possess. Whether it's jumping over fences and walls or leaping across the rooftops, even taking a fall properly, you are experienced at performing it.

## Remorseless

Most people have empathy, which allow them to connect emotionally with others. You're not one of them. Ruthless and calculating. Unconcerned with the interests of others beyond what they can do for you. That is a better description of you.

## Storyteller

They say the best thing to do is tell the truth, but that's only because they can't tell a good story. You can, and you do. Well crafted lies and tall tales, you can tell the most believable untruths around. You know just how to spin the narrative to make it stick.



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## Soldier

Having been in or served with the military, militia or another fighting outfit, the skills and tactics of solitary and group fighting are among your repertoire of skills. You have general experience with weapons like swords and spears as well as others you have encountered.

## Engineer

The construction and design of fanciful machines that can do everything from a screw to move water to an effective method of growing food and things in vats. You have mastered this art and can use it to make whatever is required, by your or any clients.

## Trapper

As someone who loves traps, you know everything about them. From where to expect them, to identifying them, to even laying them. You are remarkably good at making traps and hiding them, and you are skilled at creating traps of all levels of complexity.

## Tracker

Familiar with the footprints of most if not all creatures, you have the ability to keep on the trail of almost all things that leave one. You know of the tricks that conceal tracks, as well as telling tips to know how close or far your prey.

## Apothecary

Scrounging and scavenging in the forests, woods, and bushes has taught you how to find and discern a plethora of herbs and medicinal plants. Additionally, a degree of familiarity with their uses allows medicine and poultices to be crafted with them.

## Butcher

Working in a butcher's shop, cutting up meat, has been a good job for you, and from it you have learnt to do it well. You can cut up, package, and produce butcher's goods, and know how to supply plenty of animal bodies for food, and other... things.

## Courtier

Keeping company with the social elite, familiar with all the landed nobles in the area. The politics and parties of high society are your life, and life is good to you. Competing for the affection of nobles is a rather interesting life.

Requires Sighorn.

## Town Guard

Keeping the peace between the gutter rats and the common rabble occupied most of your time, you have decent training with your weapons, you know how to fight, and you're familiar with the laws of the land. You are friends with the other guards.

## Vagrant

While homeless is a strong word, it would be fitting. Without a home for most of your life, you are at home on the road, able to sleep in just about any place. You can recognise and avoid dangerous people, and know who and how to ask for things.

## Blacksmith

Working the forge and furnace to create and repair weapons, armour and bits and pieces for soldier and farmer alike, you know your way around metal and you can make what you need. The requirements of the job have hardened your body into iron.

## Carpenter

You are adept at constructing cabinets, tables, chairs, coffins, doors, and many other things crafted from lumber. Additionally, since there is always work to be found by those with hands skilled in construction, you will be welcome almost anywhere.

## Wealthy

Through birth, inheritance or any other means, your monetary fund is considerable enough to arouse dragons. Though not exclusively a quality of nobility, few would recognise you as possessing a fortune should you be discreet.

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## Barkeep

Experienced in owning and operating a business like a tavern you are familiar with the ins and outs of drinking on either side of the bar, as well as managing inns and other like places. Keeping order within your establishment was a useful talent you got.

## Stable Hand

Working with horses in and around barns and stables taught you the best and most effective methods to train, control and care for animals, as well as making all animals love you. Knowing how to ride horses was something that you learnt.

## Tailor

Making and mending clothes is common enough profession, and one that has the handy skill of sewing and stitching. Used to make all kinds of clothes, from majestic robes through to the most mundane of peasant shirts, you can make whatever you wish.

## Undead Activist

Undead, yes. Unperson, no.

Standing up for those who are no longer able to do so themselves is important, and you work on improving the lives of careless creations of necromancers and generally helping public relations between them and society.

## Courier

Tasked with delivering news and parcels to various towns and villages has taken you all across the country, leaving you with a good knowledge of the layout of the lands and nations. You know both the main roads that are well travelled, and the back roads.

## Constitution

Horses are considered a beacon of health, though they are sick far more frequently than the rate that you encounter illnesses. Never ill for more than a week, and able to endure injuries better than most, you are a stranger to surgeons. Instead you tend to your wounds.

## Bloodcrafter

Not a crafter of the fluid, but rather a student of lineages. Study of the relations of the world taught you of the existence of the Sacred Helix. You are familiar enough with it to meddle in its construction, altering it to benefit others, or just yourself.

## Stonewriter

While most write using paint or ink, a more permanent method is available to select few. Inscribing directly with magic upon a surface, the writing, spell, etc, will last as long as the object upon which it is written. Writing over things will imbue them with this.

## Runecrafter

There are numerous languages that permeate the world, this particular one holds special power, able to hold and store spells and curses to be triggered later, or just for storage ready at a moment's notice. As a literate, scholar, you are a master of it.

## Cat's Eye

The darkness that envelops the land at night makes torches a requirement for most, but unlike those you see well, both at night and in the dark in general. Only in the darkest, moonless, lightless places do you require any form of illuminary assistance.

## Cunning Linguist

There are a number of countries in the world, with each speaking the language of their ethnic region. The majority speak only that, and their scholars at best speak only 2 other languages. You however speak all 6 languages that are spoken in the world.

## Camper

Sleeping and living in the great outdoors is a major hobby as well as occasionally a requirement. The inside of tents are familiar, and you know well how to craft hand-made shelters from found materials. The tips and tricks to discrete camping are also known.



# Enemies

Your profession is bound to attract forces that seek your downfall. Pick at least one.



**Angry Mob**

μ+2

Having discovered your talent for necromancy, the local population has taken up arms against you in an effort to stop your rightly or not named reign of terror.

Requires a stationary lair.

Elf nations give 2x μ for 2x difficulty



**Watchers**

μ+3

An old order from Teb'Ihr dedicated to ensuring that the Child continues to slumber. Agents and spies are everywhere, any attempt to rouse the Child will be noticed, and they will try to stop it.

Requires Child Worship



**Wild Elf Tribe**

μ+3

One of the more primitive tribes of elves, they somehow managed to end up near your lair, and will attempt to make you into a slave. They have great hunting and stealth skills and relish the hunt.

Requires a stationary lair



**Psychotic Count**

μ+4

With his family marrying cousins together for time immemorial, it was bound to have repercussions. This count has several mental disorders that has lead to them declaring that you must die.

No Special Conditions



**Fabled Hero**

μ+5

Armed with an enchanted blade and fueled by a righteous fury, he is on a quest to kill you. His blade is anathema to undead and he has great skill with it. Nothing can convince him to stop.

No Special Conditions



**Mammoth Rider**

μ+5

The last of the Hyperborean tribes, owner of the Spear of Destiny. A great warrior, magebane, they ride to destroy the necromancer they hold responsible for their people's death.

No Special Conditions



**Vampirates**

μ+5

Swashbucklers that make an unliving by robbing merchant ships, and other valuable ventures. They heard you have booty worth plundering, and take what you have. They prefer night attacks.

Requires seaside Lair



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**Banshee Queen**

μ+6

After being forcefully raised from the dead, she has set herself free and assembled an army of undead. Her goal is to kill all necromancers, but she cannot go very far, and is currently near your lair.

No Special Conditions



**Fire Mage**

μ+6

A centuries-old elf with a habit of holding grudges, she believes you have slighted her. She has made it her mission to burn everything you love and all you have, ending with your death.

No Special Conditions



**Spellsworn**

μ+6

Tasked by an unknown group to hunt down dangerous prey, you ended up on his kill list. Possessing mid-level martial and magic skills, he can slice a foe or sling lightning at them.

No Special Conditions



**Death-Fearing Duke**

μ+7

He spent his life doing battle with other nobles over land, he has not achieved much. In his old age he looks back with regret at his life. He wants to dissect you to find out the secret of immortality.

No Special Conditions



**Rampant Undead**

μ+7

Vast numbers of undead, free from any control, are converging on your lair to destroy it. They cannot be commanded, and must be destroyed. They are equal to twice the number of your undead.

No Special Conditions



**Hessyst**

μ+8

Fleshwarping allows for miracles to happen, but equally allows horrors. Such a horror, he has a warped form and warped mind, and intends on warping you into another of his twisted creations.

No Special Conditions



**Solaris Paladin**

μ+8

A paladin from the Mother's church, they have caught wind of one that defies the Mother's highest law. With the power they have been granted, they will purge the filth from the world.

No Special Conditions





# Enemies

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**Bounty Hunter**

μ+10

You must have pissed off someone, because they have sent a bounty hunter to claim your head. They are experienced, and can deal with most things. They are much tougher than they look.

No Special Conditions



**Spiritbreaker**

μ+10

The one called upon to deal with the forces from beyond the veil of death. They are an expert on spirits, armed with anti-spirit weapons. Able to trap and neutralise spirits effectively.

Requires Liber Animas immortality



**Vampire Hunter**

μ+10

A skilled tracker and vampire hunter, tasked with hunting vampires. This has marked you for death. Superior numbers mean nothing, and she is remarkably cunning.

Requires vampirism immortality or vampire minions



**Fair One Huntress**

μ+12

Considering you as worthy sport, this Fair One wishes to mount you on her wall. She will stalk you everywhere, with centuries of stealthy experience hunting.

Roll dice+1d10. On a 1 she hunts you without needing to be picked

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**The Doctor**

μ+15

One of the most skilled fleshcrafters of the age, she has mastered soulless necromancy. Wishing to test her army of creations on a worthy adversary, she tracked you down and sent them after you.

No Special Conditions



**Jem'Ha'Tapihr**

μ+18

Awoken when one of your early magical attempts went awry, he and his army will hunt you. Highly resilient, hundreds of these mummies will ensure your doom.

Requires (1+) spell from the Keunu Pertemru scroll



**Solaris Crusader**

μ+18

Imbued with righteous power from the Mother, tasked with bringing desecrators of the dead brought to the Mother. Armed with holy fury, they destroy the dead with superlative ease.

No Special Conditions



**Amenthes**

μ+20

Once a pharaoh of great power, he will crush all in his path on his ascent to the throne. A legendary tactician, he deemed your lair the perfect foothold from which to begin his war, and will fight for it.

Amenthes Cannot Be A Companion



**Khepri-Ka**

μ+12

An undead necromancer formed from insects. She commands bugs and will cast curses to bring the world to its knees, starting with you. Their only weakness is as old as the land itself.

No Special Conditions



**Abholean Witch**

μ+15

Servant of an unimaginable horror, wielding otherworldly powers. They seek to awaken an ancient world-ending being, and require your sacrifice to begin the end of the world.

No Special Conditions



**Arch Lich**

μ+15

In creating a place to call your lair you have inadvertently trespassed upon the domain of another undead. This is treated as worthy of death, and will send their agents to ensure yours.

Requires A Stationary Lair



**Inekh'Sinam**

μ+20

Accidentally set free by you and your master a decade ago, he has been secretly killing and absorbing the powers of mages. He finally come for you.

Roll dice+1d10. On a 10 he hunts you without needing to be picked.



**Murderhobos**

μ+30

The people that are responsible for the death of your master, they have a diverse set of skills to deal with nearly every situation. Having picked up your trail, they seek to finish what they started.

No Special Conditions



**The Blue Reapers**

μ+30

Those that reap hidden wheat, they go after those that missed their death and kept on living. Exceptionally cunning, they trick and trap souls, keeping them off-guard. You have made their list.

Kauha Cannot Be A Companion





Drawbacks can be taken (CBT) a number of times, as indicated.

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Some things make you interesting, though they do not benefit you.

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## Scarred

μ+1, CBT 2x

After a rather physical employment history, you have acquired a good number of scars and other markings upon your body, which denote a brutal learning curve in your last profession

Requires the **Butcher**, **Blacksmith**, **Carpenter**, **Soldier**, or **Stablehand** Perk.

## Accidental Death

μ+4, CBT 1x

During the escape from your master's lair, or maybe some time after it, you died. Somehow you have managed to get back up. Maybe you convinced yourself you just blacked out. You are technically undead though you do not show any signs. All methods of turning or controlling the undead will work on you.

## Common Mark

μ+2, CBT 3x

While newcomers are often easily discerned as out of place and an easy mark, you also seem to be targeted the same.

Nearly every single time you enter a decently-sized city, you will be targeted for robbery, mugging, pick-pocketing, scams, and any other thievery.

Taking this repeatedly increases the magnitude.

## Scavenger's Love

μ+2, CBT 1x

Flies, crows, vultures and rats as well as all other scavengers of the dead now flock to you. They find you irresistible and will infest the land around you. Your life will never be peaceful again.

Repel Undead has only temporary effects upon the scavengers.

## Bounty

μ+5, CBT 1x

You have been marked for death. That is the consequence for your transgression, whatever it is. Maybe someone just doesn't like you, but bounty hunters will come for your head for as long as you (un)live.

Grants μ+8 with Spellsword enemy. Grants μ+10 with Vampire Hunter, but requires Vampirism.

## Flawed Spellcasting

μ+5, CBT 4x

All spellcasters make mistakes, but it seems that you now make them more often than most. 10% of all your spells cast will backfire or fail, with either nothing happening, or potentially causing you harm.

Taking additional instances adds 10% chance to the failure rate.

## Lunar Powered

μ+5, CBT 4x

By some strange twist of fate, or accident of birth, it appears that your powers only manifest under the light of the moon. Your cast spells remain and your minions do not turn on you.

You lose 25% of your maximum potential every cycle per instance taken. 4 instances leave you virtually mundane every new moon.

## Lycanthropy

μ+5, CBT 2x

By reasons unknown you have been cursed with lycanthropy. You cannot control yourself when transformed. Every time you change you will kill and destroy everything around you.

You transform into a murderous werewolf every full moon. Two instances and it is every night. It is incompatible with vampirism.

## Squeamishness

μ+2, CBT 2x

Getting by in your studies by using your cunning to avoid any situations involving the dead, you find corpses, blood and other nasty things makes you ill just to look at them. You can stand this for short periods of time.

Taking this twice means you vomit or faint at the sight of these things.

## Violent Tendencies

μ+2, CBT 4x

Some kind of PTSD from the trauma of your master's death has left its mark on you. Quick to anger and quicker to harm others, you tend to resort to violent measures twice as much as you would like.

The effect will multiply exponentially each time it is taken.

## Cannibalistic Urges

μ+3, CBT 3x

Being around the dead has taken its toll on you, and left you with a desire for flesh from your own race.

It impedes your ability to function. You find other food less appealing. Anything not meat disgusts you.

Taking this twice doubles the effect, thrice and you can only eat flesh.

## Flawed Creator

μ+3, CBT 4x

Perhaps you angered a gypsy or offended the wrong mage, but your ability to create, raise, and summon the dead and unliving does not work quite right. You do not know how to fix this.

Each instance bars you from the next highest Tier's summoning spell, 4x and you can only summon the simplest minions.

## Necrosis

μ+5, CBT 1x

A botched spell in your apprentice days has finally come back to haunt you. At the time it seemed only a dud spell, it has in fact been eating away at you slowly, crippling you but not actually killing you. Life is tough now.

25% of your flesh is dead, leaving you largely weakened or crippled.

## Soulblind

μ+5, CBT 1x

While necromancers can all see spirits, either through talent or training, you cannot. Any spirit that you encounter will be able to pass by you unnoticed. You will require constant and foolproof safeguards to truly be safe from spirits, as you may still be harmed by them.

μ+10— They may even know this weakness...

## Limited Control

μ+10, CBT 1x

Your ability to control the undead is weakened. You can command 5 undead minions for each School Tier into which you have put points.

Fully unlocking a necromancy school (to Tier 2) will allow you to control 30 undead.

With **Lunar Powered**, your control over your minions wanes as well.

## Incomplete Grimoire

μ+10, CBT 1x

You never got to finish writing your own grimoire, based on what you have learnt. You have less knowledge than others have begun with, but you will not let that stop or impede your progress.

You have half the spells with which you would have initially started.

## Inefficient Assimilation

μ+3, CBT 1x

Although a Devourer gains strength through consuming new and better body parts, for some reason you do not.

Your body's performance does not improve in any way no matter what you consume. It will always be as good as it was, no better.

Requires **Devourer**.

## Single-Minded

μ+3, CBT 1x

You were never interested in any other form of magic or necromancy beyond the one that caught your eye. You do not pursue any other form of magic or necromancy, and are limited to a single school.

Pick 1 school of necromancy, you are restricted to those spells.

## Amputation

μ+5, CBT 4x

After escaping with your life from the people that killed your master, you somehow lost a limb. Either partially, such as from the knee down, or entirely, such as from the shoulder. Your limbs cannot be re-attached.

You can attach 1 limb from other bodies, with the right spells.

## Branded

μ+5, CBT 4x

You have been branded with a symbol by a demon as their property, but have escaped their clutches with your life. They now send a lesser demon after you to drag you back, never to escape.

Each instance increases the number of attacks and demon's power by 1. 4 instances and it rivals your power.

## Indentured Servitude

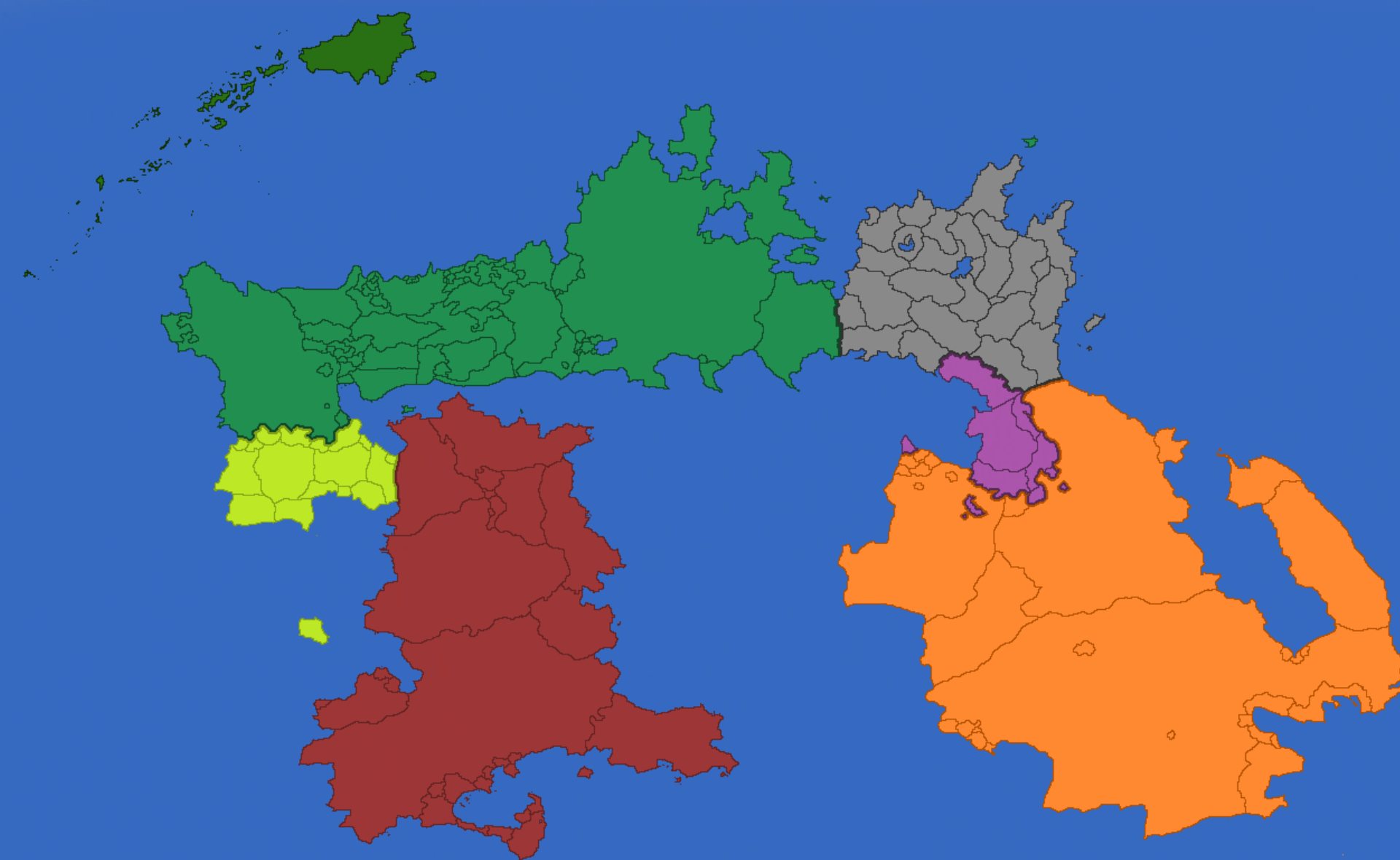
μ+20 or Spells+2, CBT 2x

Not too long after you escaped from the band of murderhobos that killed your master, you were approached by a mysterious benefactor that promised you great power, great enough to easily wipe out any enemy that would threaten your existence.

All they ask in exchange for this great gift of assistance, is 175 years of service; or until you die. This is just a minor inconvenience, as is the complete obedience you must have while serving the benefactor and carrying out their will.

While they do not do much more than hint at their purpose before you sign the blood contract, you believe they seek world domination of some sort.





**T**he Continent of Mæthelstede is diverse in mountains, populations grow. Mountains and rocks environs and locals, many wanderers may give way to hills and sparse forests. In the West lies spend their entire lives walking along the rivers and the heartlands of man, the breadbasket of the world, hills and see only a fraction of the world before their mortal coil snaps. Beyond the fringes of the mainland the young forests are (for the most part) devoid of the horrors of the East.

From here we look to the arms of Mæthelstede, the South East and the South West. The South East dominated by mighty dunes as the land gives way to sands in the warmest regions of Mæthelstede. Low and ancient mountains mark the Eastern fringes of the lands, hiding ancient and mighty fungal forests. While the sand and heat make the interior a struggle to survive in, the coasts enjoy cool ocean breezes and ripe bountiful waters. This contrasts highly with the Western arm. Rainforests and swamps dominate the fertile Western interior, the coasts in the East and West coasts ravaged by boiling heat contrasted by frequent violent storms. The rest of the interior is dominated by black grassed badlands and red sanded deserts. In the center of the Western arm lies the Child's Range, the tallest range of mountains in Mædelstede, where the child is rumored to sleep.

This does not even cover the mainland, which is most often divided into the civilized Northern lands and the untamed 'arms' of Mæthelstede in the South.

The North-East is mountainous, and rocky. Travel is difficult as the land is equally marked by giant groves of towering ancient trees and ancient rivers that have long since cut into the stone, dividing the land with an unyielding patience. As the gaze gives way to the East beyond Elven majority lands and the wild



## Teb'Eis

The Hinterlands of the Human World, Teb'Eis is situated on a series of volcanic islands with icy forests and wind blasted cliffs. The natives of the islands are hardy, though short in stature and scattered across the islands. Known for their hair of bright yellow and red tones, skilled sailors and elaborate saunas.

Teb'Eis has a troubled history, in distant days Teb'Eis had a single king. Sorvai Ai Grujaiina, King of all Islands. The ancient line of kings passing well beyond recording into myth. This line ended centuries ago when Teb'Eis was subjugated by Nesur Altaic, an adventurer who then swore fealty to the King of Teb'Ihr. The line of Altaic lords lasted over two hundred years, extending Teb'Ihr control over all two hundred islands of Teb'Eis.

The years were marked by enforced serfdom on the natives, the extension of power of Teb'Ihr natives and numerous construction products, massive ports and fortresses to fortify the island against Southern Invasion. Ironically the feared invasions by other Southern lords never came and the end of the Altaic lords came from the inside. In only two years the Teb'Ihr lords and forces were driven out, and unable to even gain a foothold due to native naval tenacity, going as far as the coastlines of Teb'Ihr before the King was forced to recognize the Islands as independent. Though that day of independence was decades ago life the power struggle continues. Petty Self-proclaimed kings and Island chieftains vie for power, every Island touting an independent candidate to claim that distant lost line of kings. Though these range from the Standstone Islands with their handful of Clans, to the Greatest Island Mui and its bustling coastal cities.

The wealth of the islands is enough to make the Southern lords of Teb'Ihr salivate to this day. Teb'Eis produces some of the finest ships in the world, as well as the highest quality of tackle and tar on the planet. The islands also export Ivory from the great Northern horrors, seal meat rations, fish, whaling products, Brobdingnagian Pearls, ironwood lumbers, hunting dogs, Mui Boars, and giant domestic otters. Most trade passes on Mui, through the greatest city of Teb'Eis, Sorvaiiga.



# The World

Pick one nation to which  
you will flee.



## Teb'Ihr

The Ancient Kingdom, it was here that the gods are said to have first walked upon the waking world. The North is of the country is lush with forests, plains, hills and mountains. While the South gives way to badlands and even deserts along the Southern coast. The kingdom remains the Northern world's most dominant nation, with members of all races making their home here.

The Kingdom is possibly the oldest human institution on the planet, the royal household claiming direct mandate from the era of the divine. Regardless of whether or not that is true, the kingdom is has a gargantuan nobility, with many line tracing back hundreds of years. The Kingdom itself is composed of hundreds of duchies, baronies, counties and free cities, of which the royal household is tasked with keeping together.

The borders of which constantly shift and warp, leagues of counts casting down their ducal liege while conquests by adventurous lords trouncing the minor barons is all too common inside Teb'Ihr. Warfare is an all too common in the kingdom, though with many clauses regulated by the royal household. Serfs and Fields are protected by default, as are crown properties and properties of the free cities, though only the land and the crown are minded by. It is a country with a fine tradition of free adventurers and mercenaries, some stretching back across centuries, and many more prestigious than the lords they fight for.

The Northern plains to Teb'Ihr are rightly known as the breadbasket of the world, producing immense amounts of wheat and barley, as well as immense amounts of cloth, wool, iron, copper, tin and livestock. Though luxury goods are not particularly common exports of glass, woad and carmine dye do earn the more productive cities a fair amount of wealth, satisfying the Royal household's coffers.

# The World

Pick one nation to which  
you will flee.



## Teb'Hai

The product of the house of Kononi's ambition, failings and heresy. Teb'Hai is a warm tropical nation with arid coastlines and a proud ambitious people, similar to the inhabitants of Teb'Ihr though distance and rulership widen the gaps every passing season. Those skilled inquisitors of questionable religious interest are well received in Teb'Hai.

The History of Teb'Hai began four hundred years ago with the rise of Leo Kononi, a young border Marquis who successfully conquered the entirety of the Western section of the empire, and brazenly named himself duke, unlike most dukes who receive their crowns and titles directly from the royal household of Teb'Ihr. Leo's ambitions allegedly laid as far as the royal crown itself. However these never saw the light of day as his advance slowed to a crawl across the Northern peninsula eventually halting altogether. At this time, rumors began to spread that the arrogant duke was in secret a worshiper of both the Mother and the Father.

The royal household seized upon those rumors demanding Leo step down and submit to exile, his unlawful properties to be claimed by royal household. Leo refused, beginning the Twenty years war. The war itself would claim Leo's life in the heat of battle along the Southern war, while three Kings of Teb'Ihr would perish, one perishing in battle against Leo himself, one drowning at sea while a third perished in camp of dysentery. Many thousands perished on both sides and the conflict eventually ended when neither side could push beyond the other, leaving the Kononi Kingdom severely reduced but ultimately triumphant in its survival. In the years to follow Teb'Hai would prosper as exiles from Teb'Ihr flocked to the young kingdom, allowing it to flourish. To this day Teb'Hai remains a bustling hub of life and creation. The borders of the kingdom not shifting since, barring the conquest of the Cinnamon Island in the South.

The Kingdom itself has strict mercantile policies, with most trade passing through the hands of crown. Rye, Fruit Oxen, poultry and large domestic scorpions form the basis of most diets in Teb'Hai. The Kingdom however is also well known for its production of coffee, tea, palm oil, Jungle mammoths, fighting beetles and its iron grip on the cinnamon trade.



# The World

Pick one nation to which  
you will flee.



## Leuchtevsto

The first nation of the elves, Leuchtevsto's borders extend to the horizons of their sacred forests, but no further. Their cities composed of towering skyscrapers built in and around the oldest trees. Trespassers in this country rarely return. Little has changed here over the ages, and the natives prefer it stays this way.

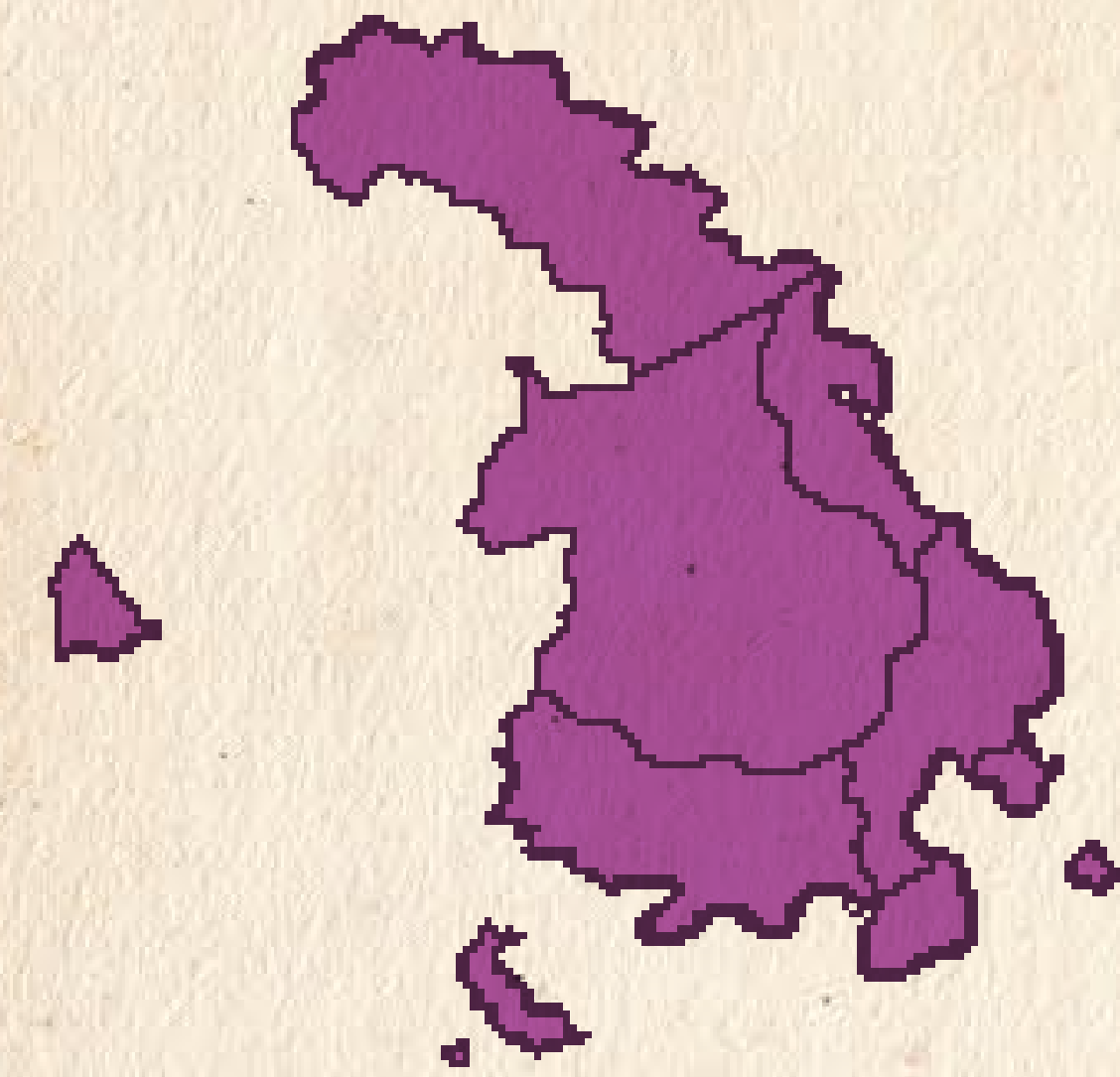
The Histories of the Elves and their ancient nation are woven into the wood of the first cities and carried in oral tradition, stretching back millennia to the merethic days of old. However little of it has much meaning in the modern day. Not even the internal borders of Leuchtevsto have changed within the past millennia. The lands are controlled by tribes, led by the oldest matriarchs and patriarchs. Some of whom are so old and withered their true age can only be guessed at, as they themselves have forgotten entire ages.

Warfare does not exist as it does in the human majority lands, warfare between the tribes is a silent affair, not fought over lands and trade, but slights between the elders. No armies are roused as soldiers are born such. No lands taken as the combatant's feet never touch the ground. No victories gained, only just retribution or assaults disjointed. Nothing ever changes in Leuchtevsto, which is a fact best remembered.

Trade is a rare thing in Leuchtevsto, the elves do not need it, making it an entirely frivolous affair. Likewise many members of other nations are not keen in going anywhere near the Elven borders for fear of being enslaved and never being heard from again. However for the bold or perhaps stupid, the elves are willing to trade bizarre and absurd requests for their magical tools and slaves. Wasteland traders perform the majority of these trades, as in such deals are outlawed under pain of death in Teb'Hai, and highly frowned upon in Teb'Ihr and Teb'Eis.

# The World

Pick one nation to which  
you will flee.



## Matchtevsto

The second nation of elves, Matchtevsto is an oddity in that, many of the Northern elves still consider them to be a part of their nation, simply carrying on as children. The Matchtevsto elves believe they are due to inherit the world by force of arms. They carry a millennia long tradition of invasion and conquest, being notorious for their strong military culture.

Over a millennia prior the then tribe of Matchtevsto walked out under a radical (relatively) young matriarch, believing their innate superiority over the lesser races guaranteed them their territories and their lives. Since that fateful walkout the Matchtevsto have struck South into the wastes of Deparmiya, cleansing the lands of the human and kobold residents, breaking apart many tribes and villages. Initially their advance was fast, plunging deep in Deparmiya. By the end of the first century of the conquest over half of the wasteland was under Matchtevsto occupation.

However that success would mark the doom of the conquest, as the Southern cities of Deparmiya finally unified in the wake of the aggression. Allying with the reeling tribes of the wastes, and drawing strength from their cousins in Lorekhmu and subsidized by the worried royal household of Teb'Ihr, the Southern armies struck North. The deserts and wastes as their enemy, the elves were quickly over run as they over-extended supply lines were cut and their forward forces overwhelmed. T

Thus began the winter of humiliation, a period where almost all of the conquest was reversed. When the dust faded only a small buffer zone remained as the coalition faded. But the Matriarch of the Matchtevsto was not subdued. Far from it, instead she learned the value of patience. Centuries pass, and wars are carefully planned, cities settled, inferiors driven out. The Matchtevsto believe it is still their destiny to usher in the age of true Elven suzerainty, they're just willing to wait for that strange day.

Unlike their Northern cousins, the Matchtevsto have normalized trade relations with Tribes of the Lorekhmu and less scrupulous merchants of Teb'Ihr. Slaves remain a primary commodity of Matchtevsto, with rumors of their mills passing into legend. However the Matchtevsto also have lucrative sales of marble and silk.



# The World

Pick one nation to which  
you will flee.



## The Untamed Lands - Lorekhmu

Known as Khezahkmu to the Kobold Tribes and Keshagmu to the native humans. No Northern Human or Elven Kingdom recognize the legitimacy of any internal politics in Lorekhmu. While it is the homeland of the Kobolds and home to many prosperous cities, it is also the resting place of the child tarnishing the land forevermore.

The history of Lorekhmu has been hard on its inhabitants since the day's merethic. Emirates and Warlords routinely rise and fall, invasion from Northern invaders and slave trader attacks are all too common. The Badlands and deserts of the North are inhospitable to outsiders. Barring the central mountains, little marks the countryside of the North barring occasional oasis and desiccated remains of cities.

The South is an altogether different matter. Brutally hot and full of swamps and jungles, it is an immensely rich land. Centered around the great bay of claws are over a dozen independent city states, each spouting incredible wealth and architecture. A rough alliance exists between the cities against Northern incursion. Alliances change and fade, emirs and warlords fall, but the cities remain.

Trade makes the South rich, and remains the lifeline for Northern lords. The fabulous wealth of the Southern cities allows for massive imports, while the cities themselves are proprietors of the highest quality silver and gold coins in the world, much to the envy of the Northern kingdoms. They also control the saffron, sugar, rum and incense trade, while also maintaining a heavy hand in the slave, spice and exotic hardwoods. The North is devoid of goods for the most part besides unusually hardy rye and livestock, gems are also mined in the Northern mountains, though the struggle by the emirs makes it a rarely lucrative trade good.

# The World

Pick one nation to which  
you will flee.



## The Untamed Lands - Deparmiya

The largest of the 'country' in the world, and also the warmest being predominantly made up of deserts, steppes and fungal forests. Deparmiya is home to innumerable small settlements, wandering nomads with a few small cities on the Southern coasts. It is a quiet land that values privacy and peace.

Barring the elvish incursions and the continued threats from the North, Deparmiya has a long quiet history. The natives be they nomadic or settled, human, elvish, kobold or tiefling have for the most part getting along, barring the occasional inter-settlement struggle or the occasional scuffle amongst the tribes. For the most part things are quiet. A quiet that is valued in many ways before all other things, exile of troublesome members of communities is all too common a practice, as is shunning strangers and perceived troublemakers. But this quiet land was not always like this. In the most estranged corners of Deparmiya are massive monoliths and gargantuan ruins, legacies of an ancient empire that has fallen to time. An empire that drew the line in the sand with the ancient elves, which was in the tales struck down by the children of the stars. It is impossible to say how much of those ancient legends are true. Regardless, the ancient stones still stand amidst the shrieking wind, and ancient cities lie slumbering beneath the sands. Waiting.

Deparmiya has few resources for trade, with only the Southern cities having any significant wealth from trade, holding the only major ports in the South East. However if one is willing to dig, one can find trade of ancient texts and tomes in unreadable languages, as well as a remarkable rug trade.

### Beyond the Known World

The countries and peoples of the known world rarely look beyond the borders of water that enclose their world, and for the most part nothing of interest has ever led their gaze far from their own shores. Even still rumors of strange and distant lands abound in the port cities of the old world. Grizzled sailors speak of boiling oceans in the distant South filled with skeletal turtles carrying fortresses of bone covered men on their backs. To the North allegedly the waters turn to ice, great blizzards hiding strange black eyed men in seal fur, speaking in evil unholy tongues. To the East and West the oceans seem to go on forever, though occasionally one will hear of a strange mountainous misty land to the West, from which no sailor has ever returned.



Defence - how defensible it is, natural defences, etc.  
Discretion - how secret you can keep your business.  
Local Pop. - Number of residents. Alignment - morals of the locals. Slavery - whether or not it is practised.

# Lairs

Within the nation you have chosen, there is one place where you stay, and create a home.



**Defence** Low  
**Discretion** Average  
**Local Pop.** High  
**Alignment** Lawful Black  
**Slavery** Yes  
**Comfort** Very High

## Beautiful Tree City

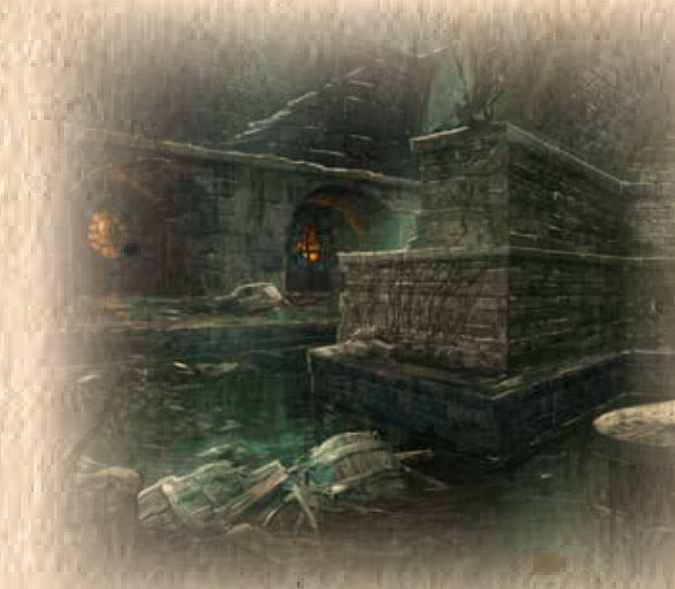
Within a series of large trees, surrounded by forest and dense greenery, lies an organic city made from nature itself. Focusing heavily on crafting a wondrous living space, an emphasis on appearance has developed. Residents are beautiful, and so is everything else. Xenophobic in nature, one must be an elf to reside here.



**Defence** Average  
**Discretion** Average  
**Local Pop.** Very Low  
**Alignment** Lawful White  
**Slavery** No  
**Comfort** Average

## Burial Tomb

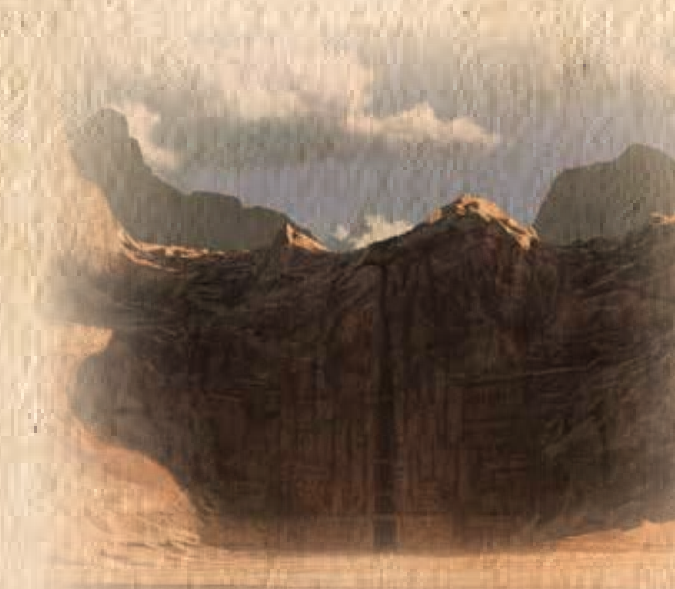
A stone structure beneath an artificial hill housing the entrance to the burial tomb of the local village, it extends far into the ground in all directions, with a crypt-like interior, with room for thousands. Established as an honourable resting place, their last caretaker has taken up residency within, and an official replacement is needed.



**Defence** Low  
**Discretion** High  
**Local Pop.** Very Low  
**Alignment** Neutral Grey  
**Slavery** Yes  
**Comfort** Very Low

## City Sewers

Beneath a city somewhere is an extensive network of sewers. It is filthy, smells, but no one will bother you here. If privacy is what you value, no other non-isolated lair composed. In time, with effort, it could become an excellent place. There may even be something interesting and worthwhile down here left behind...



**Defence** High  
**Discretion** Average  
**Local Pop.** High  
**Alignment** Lawful White  
**Slavery** No  
**Comfort** Average

## Cliffside Commune

Carved directly into the side of a cliff is a community of free kobolds. The people here will not willingly return to a life of slavery. Though they practise the art of non-aggression, they will fight to the death for their freedom. The settlement itself is cool, with tunnels like an anthill inside. Plenty of hidden rooms may be found here.



**Defence** High  
**Discretion** Average  
**Local Pop.** High  
**Alignment** Lawful Black  
**Slavery** No  
**Comfort** Average

## Dark Tree City

An entire forest of trees which have houses carved into and built onto them, holding hundreds of elves and reaching hundreds of metres into the sky. It embodies the tradition of the elves, slaves support the elven lifestyle, with farming and agriculture developing to cope. Privacy is a myth, but luckily so are bleeding-heart morals.

Scale: N/A - Not Available, Very Low, Low, Average, High, Very High, Excellent

# Lairs

Within the nation you have chosen, there is one place where you stay, and create a home.



**Defence** Low  
**Discretion** Average  
**Local Pop.** High  
**Alignment** Lawful Grey  
**Slavery** Yes  
**Comfort** High

## Desert City

Thriving halfway between the sea and the capital, near some historical ruins of particular interest, its tall buildings reach for the sun. Many diverse merchants and vendors sell just about everything, and the black market caters to the rest. There is little privacy beyond the threshold, but the crowd rarely cares what it sees.



**Defence** Low  
**Discretion** Very High  
**Local Pop.** Very Low  
**Alignment** N/A  
**Slavery** N/A  
**Comfort** Very High

## Forest Home

An house in the forest, it had fallen into a slight state of disrepair. The small farm adjacent has always provided self-sufficiency for the home, and can do so once again. It has a cosy feel, and the nearby village sells wares that may prove beneficial.



**Defence** Average  
**Discretion** High  
**Local Pop.** Very Low  
**Alignment** N/A  
**Slavery** N/A  
**Comfort** Low

## Forgotten Laboratory

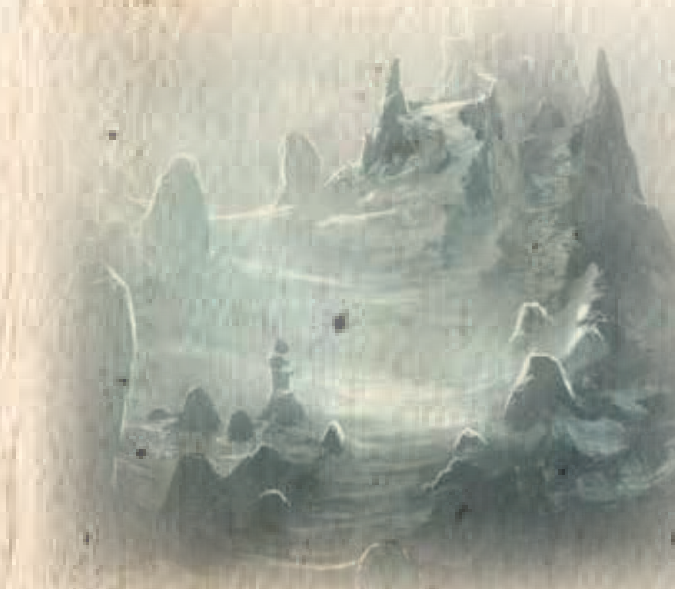
A bastion of academia and science long since left to nature, some rooms within still contain works of wonder. With some work the majority of the laboratory will once again be in working order. The serenity is unmatched, the local flora is beautiful, and most of the former occupant's equipment is intact, especially the telescope.



**Defence** Very High  
**Discretion** Very High  
**Local Pop.** Very Low  
**Alignment** N/A  
**Slavery** N/A  
**Comfort** Low

## Forsaken Fortress

A great castle of stone and iron, it has stood against many forces and prevailed in each battle. It may have been rendered obsolete when borders shifted, the record does not specify why it was abandoned. All that remains is a sordid legacy, formidable walls, and a mysterious labyrinthine layout of various rooms.



**Defence** Excellent  
**Discretion** Excellent  
**Local Pop.** Very Low  
**Alignment** N/A  
**Slavery** N/A  
**Comfort** Very Low

## Frost-Bitten Castle

Atop a mountain peak within Teb'Eis, its walls contain an eternity of secrets, for those that are willing to scour them. Reaching the castle is an arduous task that only the hardest of adventurers dare undertake. An untold number of masters have accumulated countless tomes of knowledge, yours to take—and increase.



Defence - how defensible it is, natural defences, etc.  
 Discretion - how secret you can keep your business.  
 Local Pop. - Number of residents. Alignment - morals of the locals. Slavery - whether or not it is practised.

# Lairs

Within the nation you have chosen, there is one place where you stay, and create a home.



**Defence** High  
**Discretion** Average  
**Local Pop.** Average  
**Alignment** Chaotic Black  
**Slavery** Yes  
**Comfort** Average

## Ghost Town

A town suddenly abandoned by its people, the restless spirits of the dead wander its streets, left behind by a spiritualist. Everything is as it was left. Few but spirits reside here, but a necromancer may be able to control them once again. Repairs are required, after which you have a whole town in which to reside.



**Defence** High  
**Discretion** Low  
**Local Pop.** Average  
**Alignment** Neutral Black  
**Slavery** Yes  
**Comfort** Excellent

## Grand Palace

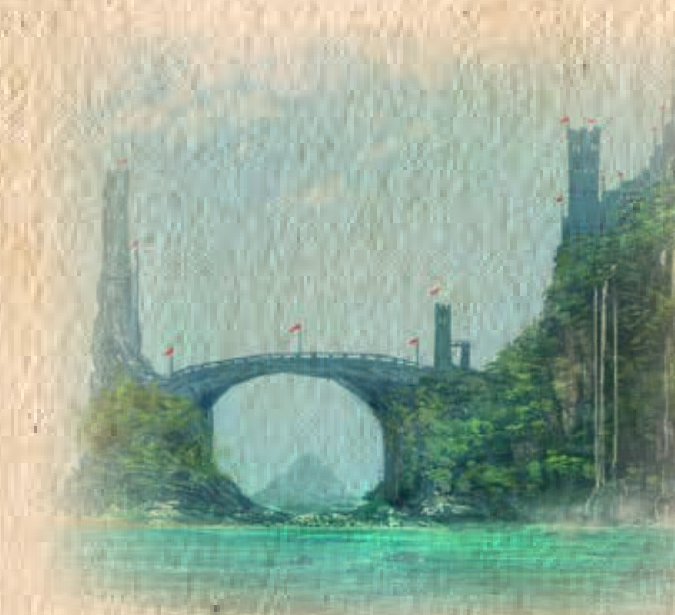
The shining jewel of the desert atop a mountain, at its peak lies the royal palace, a temple towering over it. It is inhabited by a Lady interested in the occult, personally performing dark rituals. A patron of the theatre, she has grand spectacles playing year-round. A master of the occult, or a creative puppeteer, is always welcome.



**Defence** High  
**Discretion** High  
**Local Pop.** Very Low  
**Alignment** N/A  
**Slavery** N/A  
**Comfort** High

## Isolated Castle

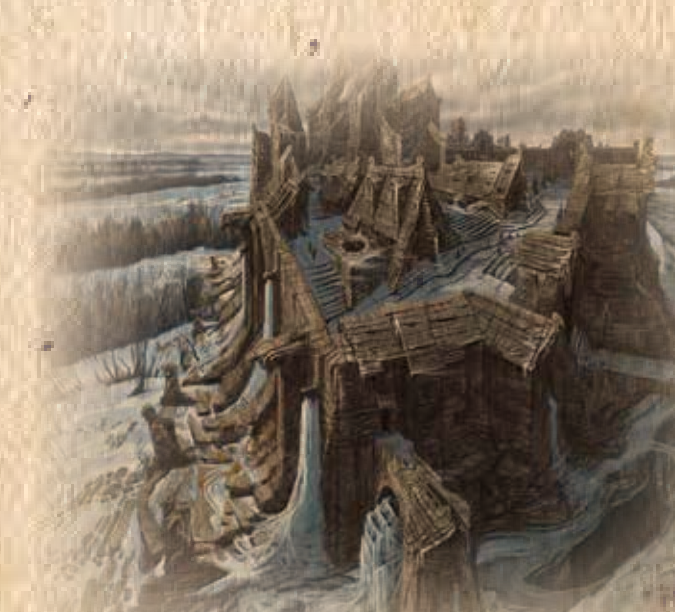
Remotely situated with only a sturdy stone bridge for access, its defence is all but assured geographically. It is large, spacious, and highly luxurious. It extends into the mountain below. The one that sold it was not quite sure why the last owners have left, but you are certain you can find out why. It might just be your specialty.



**Defence** Very High  
**Discretion** Very High  
**Local Pop.** Very Low  
**Alignment** N/A  
**Slavery** N/A  
**Comfort** Low

## Island Fortification

On the coast of the Glatidio Isles, located in the centre of the Arkonan Sea. Once an elven military outpost. It stood without falling until it was abandoned. No living soul resides within, and when manned is a formidable place to turn into a lair. On the plus side, the views and beaches are breathtakingly amazing.



**Defence** Very High  
**Discretion** Very High  
**Local Pop.** Very Low  
**Alignment** N/A  
**Slavery** N/A  
**Comfort** High

## Icelands Castle

Located in the least frozen and most hospitable part of Teb'Eis, these castles were built in strategic places. Well fortified, but supplies are hard to grow. This one in particular is ripe for a new ruler to step in and take over. Those that live there are aimless without their previous countess, and will follow and support anyone now.

Scale: N/A - Not Available, Very Low, Low, Average, High, Very High, Excellent

# Lairs

Within the nation you have chosen, there is one place where you stay, and create a home.



**Defence** Very High  
**Discretion** Average  
**Local Pop.** Average  
**Alignment** Lawful Black  
**Slavery** Yes  
**Comfort** Very High

## Krasnain Castle

Located within Teb'Eis, it is the sacred place of vampires. It lacks interest in the outside world, and has few travellers. Hæmomancy is sponsored by its Fair One leaders, allowing its arts to grow to amazing heights.



**Defence** Average  
**Discretion** High  
**Local Pop.** Very Low  
**Alignment** N/A  
**Slavery** N/A  
**Comfort** Very High

## Leaning Tower

The last legacy of a mage, considered very unsafe by the angle to which it leans. Few risk entering even with the trove of knowledge and treasures that reside, for the danger within. Any new owner would find the perfect place to work, large rooms and sophisticated tapestries make it rather inviting.



**Defence** High  
**Discretion** High  
**Local Pop.** Very Low  
**Alignment** N/A  
**Slavery** N/A  
**Comfort** Low

## Necromancer's Lair

A long-forgotten lair a necromancer constructed, made to exacting standards a necromancer would appreciate. Over centuries it has fallen into a neglected, decrepit state, with signs of disrepair abundant. It will be in need of repairs, but you may make it great again. It contains all the things you will need to get started.



**Defence** High  
**Discretion** High  
**Local Pop.** Very Low  
**Alignment** N/A  
**Slavery** N/A  
**Comfort** Average

## The Necropolis

Ancient resting place of the dead, favoured home of powerful necromancers, it has stood for millennia. Famous for having the Crystal Logic of Eschaton, and the flaming metal system that powers it. Located in the Felucian desert, it has high towers, high walls, deep dungeons, and giant green crystal pyramids of knowledge.



**Defence** Average  
**Discretion** Average  
**Local Pop.** High  
**Alignment** Lawful Grey  
**Slavery** N/A  
**Comfort** High

## New City

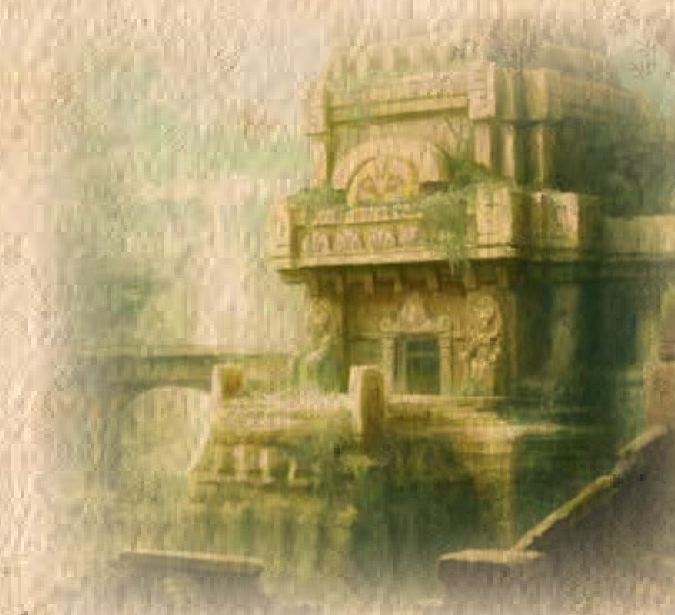
Still under construction, it is the newest in the land. Everything is half-finished, but you see some things are not. Any method of assistance provided, such as labour, will ingratiate you with the nobility. As it is in its formative period, the status quo, and other social norms have yet to materialise, and may yet be shaped.



Defence - how defensible it is, natural defences, etc.  
 Discretion - how secret you can keep your business.  
 Local Pop. - Number of residents. Alignment - morals of the locals. Slavery - whether or not it is practised.

# Cairs

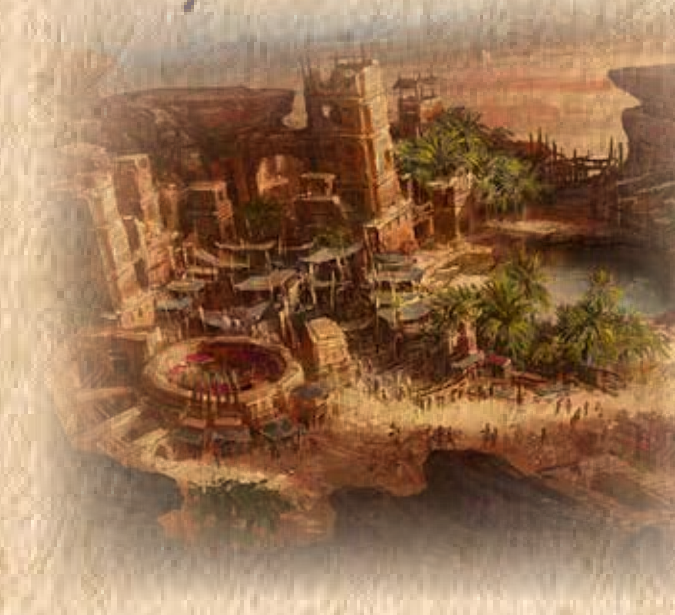
Within the nation you have chosen, there is one place where you stay, and create a home.



**Defence** Average  
**Discretion** Very High  
**Local Pop.** Very Low  
**Alignment** N/A  
**Slavery** N/A  
**Comfort** Low

## Overgrown Ruins

Sprawling stone structures, perfectly preserved but overgrown, it was built many centuries ago. The doorways seem small for a human, but the chambers have high ceilings inside. The ruins of the last civilisation to occupy this place left behind a plethora of relics, and writings in an obscure language. Who knows what is here.



**Defence** Average  
**Discretion** Average  
**Local Pop.** Average  
**Alignment** Neutral Grey  
**Slavery** No  
**Comfort** Average

## Oasis Town

One of the rare spots of green in a great vast sandy desert, a thriving merchant town has sprung up around an oasis, open to all that can stand the heat and the culture. It is not very close to any other city, and there is a distinct shortage of manual labour in need of filling. Anyone able to fill that dearth would be very welcome.



**Defence** Very Low  
**Discretion** Very High  
**Local Pop.** Low  
**Alignment** Neutral Grey  
**Slavery** No  
**Comfort** Very High

## Roadside Inn

Cloaked in a dark miasma which drives people to seek shelter, the previous owner left it a reputation for good service, room and board, and a hot meal. The visitors will not ask questions if you return the favour. Its small external size betrays its massive internal size, and there are somehow enough rooms for everyone that wants one.



**Defence** Very High  
**Discretion** Very High  
**Local Pop.** Average  
**Alignment** Neutral Grey  
**Slavery** No  
**Comfort** Average

## Saliin

Situated atop a fountain of magic energy, the paved streets glow with magic. Citizens have enjoyed great magical prowess, even their least talented are above the world's average. Saliin has a distinct lack of slaves, instead employing magically created servants, even those of your forte. Knowledge is king here, and there are no prejudices.



**Defence** Very Low  
**Discretion** High  
**Local Pop.** Low  
**Alignment** Lawful White  
**Slavery** No  
**Comfort** Excellent

## Serene Village

In a small and oft-ignored corner of the nation, it has gotten by without trouble of any kind, and will remain peaceful. Everyone knows everyone, and though outsiders are rare, they may be welcomed if they are amicable and helpful. Life here is idyllic, though rural in nature, this is the most comfortable place to live.

Scale: U/A - Not Available, Very Low, Low, Average, High, Very High, Excellent

# Cairs

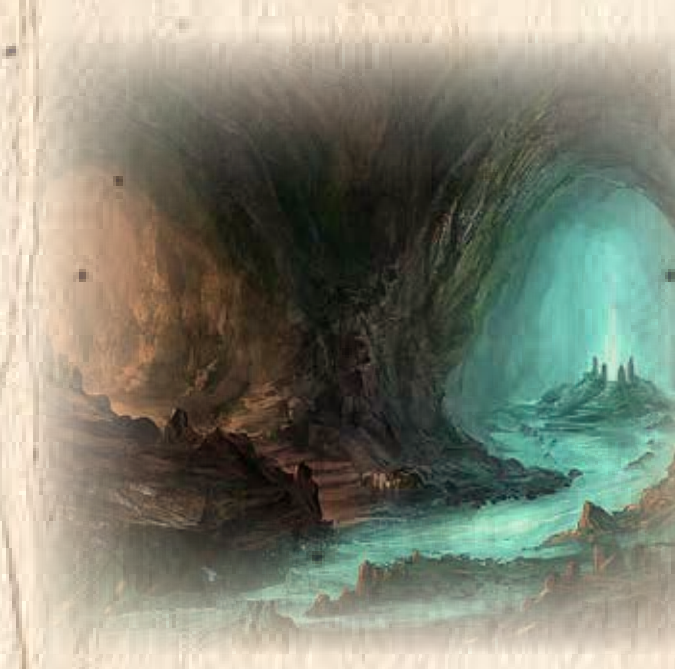
Within the nation you have chosen, there is one place where you stay, and create a home.



**Defence** Low  
**Discretion** Very High  
**Local Pop.** Low  
**Alignment** Neutral Grey  
**Slavery** No  
**Comfort** Low

## Travelling Caravan

Some prefer to lack ties to a place or town, moving in a community of their own, they often act as couriers, roaming merchants or travelling circuses. As one of them, you will not stay in one place for too long, and will often need to move. Helping hands are welcome, but the people are not "normal". You will fit in nicely amongst them.



**Defence** Average  
**Discretion** Exceptional  
**Local Pop.** Very Low  
**Alignment** N/A  
**Slavery** N/A  
**Comfort** Very Low

## Underground Shrine

One of the caves you have found, once a secret place of worship for a cult. It is dark and damp in places, with streams throughout. Setting it up will be easy, for the cultists left behind a homey setup throughout the cave system. In the main chamber is an altar with a mysteriously magnetic attraction, perhaps it has some secret...



**Defence** High  
**Discretion** Average  
**Local Pop.** Very High  
**Alignment** Neutral Grey  
**Slavery** No  
**Comfort** Low

## Underrock

Located on an oasis, built into a natural formation of unknown origin, the town lives in tunnels and caves beneath their titular rock. Massive in size, the rock is as big as medium-sized village; some people think it will "fall". The people have a long mining history, as well as sailing and fishing in the nearby sea. A quiet sea life awaits.



**Defence** Average  
**Discretion** Average  
**Local Pop.** Very High  
**Alignment** Neutral Grey  
**Slavery** No  
**Comfort** Average

## Untamed Lands City

Defying the reputation forced upon them, the Lands have a city that is as awe-inspiring as the rest of the world. It is located at the base a massive mountain, and the inhabitants of the capital are mostly kobolds, but humans are a large minority here. Magnificent stone structures abound, and large crowds you can blend into easily.



**Defence** Very Low  
**Discretion** Very High  
**Local Pop.** N/A  
**Alignment** N/A  
**Slavery** N/A  
**Comfort** Low

## Vagrant

Little to tie you down, you go from place to place, staying in inns, camping out under the stars, and even squatting in abandoned places. Hard to track and even harder to find, as long as you play it smart. Often the coldest and least comfortable way to live, it is also the freest and most rewarding, if you play your cards right.



# The Gods

Which Gods do you worship? Most worship one, but you are not most.



## The Mother

The Mother, the Anaxsa of Life and the Light that Shines. She is the patron of all Human Kind and to a lesser extent all living creatures in Mæthelstede. Her Temples and ecclesiarchy hold significant sway in any country with a population of living men. Theological groups of the Mother universally advocate for firm legal strongholds, the absolute rejection of heretical worship and total rejection of unsanctioned magics. The foremost of these being necromancy. It is common belief that all flesh and all souls return to the Mother after death, and magics that interfere with this process are tantamount to abominations in the eyes of the Mother's followers. The Mother is the most active God, with even the most wretched serf occasionally having their prayers answered. The Metripols and Ierodeacons of the Mother's creed hold more sway than dukes and kings in some locals.



## The Father

The Father, the Anax That Sways and the Pendulum of the World. He is the patron of Elvish Kind and those who do not worship the Mother. The Theological schools of the Father advocate for a philosophy that elevates the strong and cunning. Followers encourage values of personal strength, fine skills and adherence to duty. The Father himself is distant, with the only alleged contact with him coming at the word of the Fair Ones. Many criticize this absenteeism, however his most fervent followers believe that it is on them to rise and fall upon their own merits. One should not underestimate the Father or take his name lightly, as he does dispense gifts and blessings, at high costs. Symbols and Artefacts of the Father hold heavy power, with Religious Orders often using them for purposes of conquest, however it always fall upon the user to succeed. The Father has no aversion to letting frail followers of his perish, allegedly even punishing those too reliant upon his gifts.

# The Gods

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## The Child

The Child only begotten offspring of the Mother and the Father, It is both boy and girl yet neither. Born in the days Merethic, the Child's origins are remain bound to conjecture. Its reason for existing still riddled with debate from all schools of Maternal and Paternal ideology. However what is certain that in a distant day the Child made war upon Its parents, devastating Mæthelstede and bringing an end to the days Merethic. The Mother and Father buried the Child in Lorekhmu before departing the mortal world, but they did not truly kill their Child. Even now It sleeps, undoing the damage It did as it dreams, and comforting Its children in waking. The Child's personality is even now split, composed of mangled components of the Mother and Father, capable of great kindness and even greater cruelty.

## The Emancipated

Not all live under the principals of the triarchy of gods. Some people in the world have decided that the gods of Mæthelstede are not deserving of worship and have chosen to serve themselves or others.

They pay no heed to the gods and their wills. They must rely on their own skills and Guile. Operating on their own or in small cults and organisations, those that do not worship the gods draw upon the force that permeates the world around them.

Most often they will use symbols and seals to tap into the magic of the world and may not even have any intrinsic power themselves.

The oldest and most powerful organisation of the non-worshippers is the Necropolis, the ancient home of a cabal of liches dedicated to the pursuit of knowledge for its own sake in the wastes of Deparmiya.

Others instead turn their idolatry onto the physical, worshipping spirits, ancient vampires and horrors of the night. While such practices are often short lived that they do prop up with surprising frequency in the hinterlands and the fringes of the Untamed Lands. Allegations of shipwrights and sailors worshipping "misbegotten flesh" brought from afar are also commonplace on the docks of Teb'Eis, though these are dismissed as drunken babbling from too much time spent in the sauna.



# The Races

Which race are you?  
Everyone is something,  
and each race has its own  
history and culture.



## Humans

The most populous race in Mæthelstede by a vast margin, it is said the Mother fashioned them out of her own flesh willingly in the days Merethic. Humans for the most part worship the Mother, and are the most often blessed by her miracles (though rare elves and kobolds have also been privy to such happenings.) They were fashioned concurrent to the elves, though softer with a gentler grasp. Those first humans were said to stand ten feet tall with golden skin, but the earth has worn them down, and left them shades of earth and sand. Humans only live for a century at best with many more failing decades prior, they live far more tumultuous lives than their elvish counterparts. There are Three 'Principal' Human Kingdoms, Teb'Eis, Teb'Ihr, Teb'Hai though many human Emirs, Banner-Marchers and City-Lords persist in the Untamed Countries.

Banner-Marchers and City-Lords persist in the Untamed Countries.

Teb'Ihr was the first human homeland, with a wide array of environs and in this day a vast number of cities and towns, it is to this day the indisputable cradle of mankind. Their skin taking on shades of pale sand, gold and bronze, with their hair ranging from raven pitch to fine ivory. Teb'Ihr is a largely prosperous country, with enough wealth for even the most minor of lords and humble of guilds able to afford some small foreign comforts, such as spices and jewelry. While the serfs, laborers, knights and tradesmen cannot say the same, it is rare to see a man hungry in Teb'Ihr.

Teb'Hai are in many ways similar to the Humans of Teb'Ihr, as the distinction was only fully clashed in recent memory. Still Teb'Hai men are often darker with silkier hair than their northern counterparts. With all but the lowest of serfs being able to afford dyed and woven clothing.

The humans of Teb'Eis are shorter and more muscled than their Teb'Ihr counterparts. Their skin almost universally pale from the wet clouded weather and the tall forest shade, while their hair turned strange and vibrant shades of crimson. They are known to fashion their clothes out of shell, fur, leather and hemp, and shame the notion of dyes, instead relying on clan sigils and scrimshaw for distinction.

Untamed lands humans have skin that ranges from cocoa to ebony blacks. Wearing dyed linens and scorpion carapace they vary wildly in ranges of height, weight and build.

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## Elves

The Elves inhabit their Ancestral Forest Leuchtevsto, the place where the Father first placed them. The representatives of the Father in this world is the priesthood, led by patriarchal preachers called Mavlavli. The Mavlavli themselves are led by a High Mavlavli, the Representative of the Oaken Father and perhaps the only entity in Mæthelstede with a direct line to the Father. All Mavlavli are members of the Aristocratic Caste, or as they are better known the 'Fair Ones', the ancient undead who have claimed the right of rule directly from the Father.

Elves do in fact have a functioning civilization, with lengthy vertical farms attended to by Slaves as farming and such menial tasks are considered below all but the least of Elves,

such as those who have left the Ancestral Forests Permanently. The Hierarchy of Elven society is tuned upon harsh diplomacy and aggressive displays beneath the simply immemorial Fair Ones. Only the worthy, the pragmatists, the esoteric, mutes and tantamount absurd survive long enough to join the ranks of the Fair Ones.

Chattel Slavery and the Hunt are the most common uniform practices amongst the Elves. Inside of the forests, the Suzerainty of their kind is absolute, and the lesser races are no different than a fat sow. Then there is the hunts, which permeates most active Elvish culture, maintaining a fierce tradition. The very first rite an Elvish child undergoes is a special kill of an animal, with a single strike with a spear, while the animal left as an offering to the Father. A child or adult that has not completed this is said to "have their spear", and the term is often used in a derogatory manner. Other rites confer bestial traits, while some are even alleged to extend the hunter's life extending their life by days, months or even years at a time, depending upon the qualities of the quarry.



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## Kobolds

Kobolds were the first truly original creation by the Child, and worship It as their one true god. It was also Its last creation, before the Child overstepped Its boundaries. The first kobolds of that heyday were tall, more akin to the Crocodiles of the Great Bay of Claws. Time and repeated purges devastated their kind. Kobolds only live a few decades, with sixty being considered absurdly venerable, while a five year old is considered a full adult. They have a thin and lean reptilian visage half the height of a man with only a great capacity for reproduction being kept from their long estranged glory days.

Their culture tends to be simplistic, with many still adhering to nomadic lifestyles to trade, hunt and avoid slavers across the untamed country.

Kobolds prefer to live a life of simplicity, free from worry and trouble, though this luxury is rarely afforded to them by the world and its inhabitants. They want for nothing of the physical realm, preferring to focus on the spiritual realm, both the afterlife and beyond. Kobolds have very few possessions, and kobold in all societies all things belong to everyone and no-one simultaneously. Kobolds follow an ascetic lifestyle that aids them in releasing their burden in life.

The Kobolds homelands lie in the hearts of the Untamed Countries, but have spread North Across the human world and south into the Southern cities. Coming with them was the Teachings of the Sleeping Child, born of Pair'd Flesh. Reception ranges from begrudging acceptance or open hostility. Though the teachings of their prophets has begrudgingly filled in the holes of many theologians of both the Mother and the Father.

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## Tiefling

Truly alien to the world of Mæthelstede, Tieflings are alleged to have a heritage from beyond the stars, one that few of their own kind remember, barring ancients hidden well out of sight. Spread throughout the world, though mostly centred within the Untamed Lands, they have no ancestral home to which they claim ownership or belonging, though many feel kinship to the sand of the deserts and the grass of the badlands. Instead, they have in many cases been adopted into the various Sinti nomadic tribes, learning and adopting the customs of trading and travel.

Having no God which created them, a Tiefling feels no special connection to any, and may choose worship whichever they choose, or even choose none. The Gods themselves feel no connection to the Tieflings as a race, though they can favour

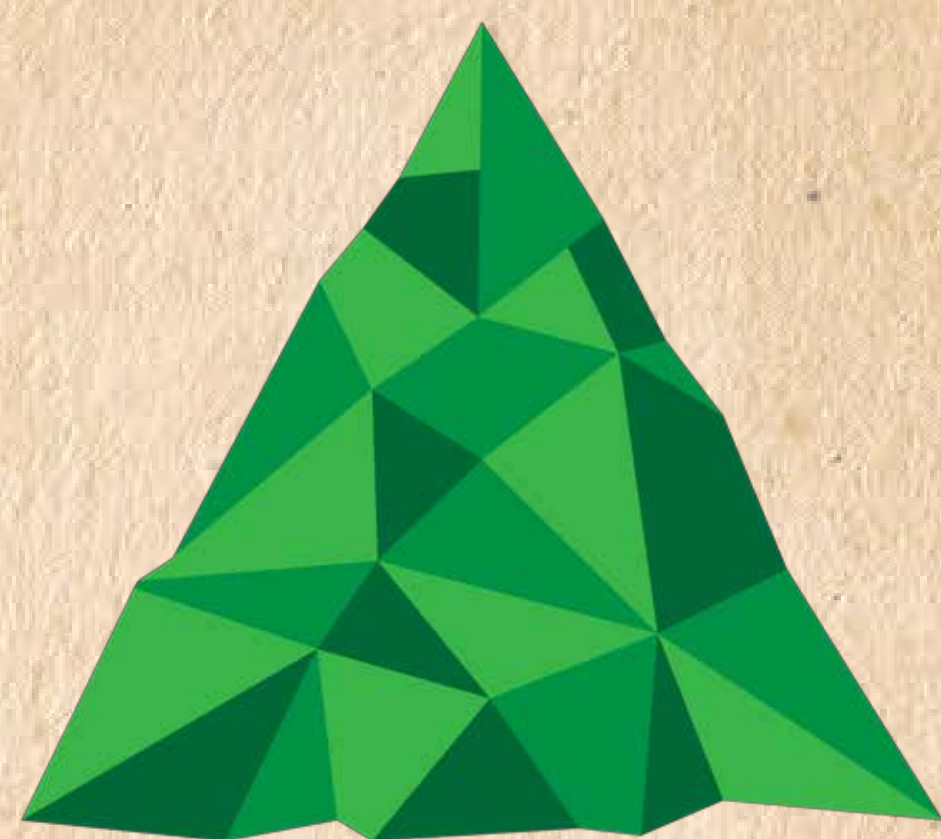
individual members of the race. No religious beliefs or special morals came with them from their mysterious past, thus many have developed their own based upon the threads of thought and chains of concepts that weave and bind the society in which they live. Bartering is strong within Tiefling communities, as is the concept of equivalent exchange, all Tieflings are raised with the understanding that deals must be fair.

Tieflings tend have a long lifespan, typically living between 150 and 250 years. As such tend to be held in high regard among the Kobolds as wise historians and keepers of ancient knowledge, as their similar appearance and makes them the most trustworthy non-Kobold race.



# Factions

A number of Different groups and ideologies exist, and you can choose to join one, or not



## Black Lotus

An elite society of merchants, royalty, and the magically inclined, hailing from all over the world.

They seek to eventually control the entire world to further their plans; ranging from magical interests, immortality, to plain old control. Their hands move in the shadows to align the world to their wishes. Spread throughout the world, they commune via magic, and on occasion, meetings in person.

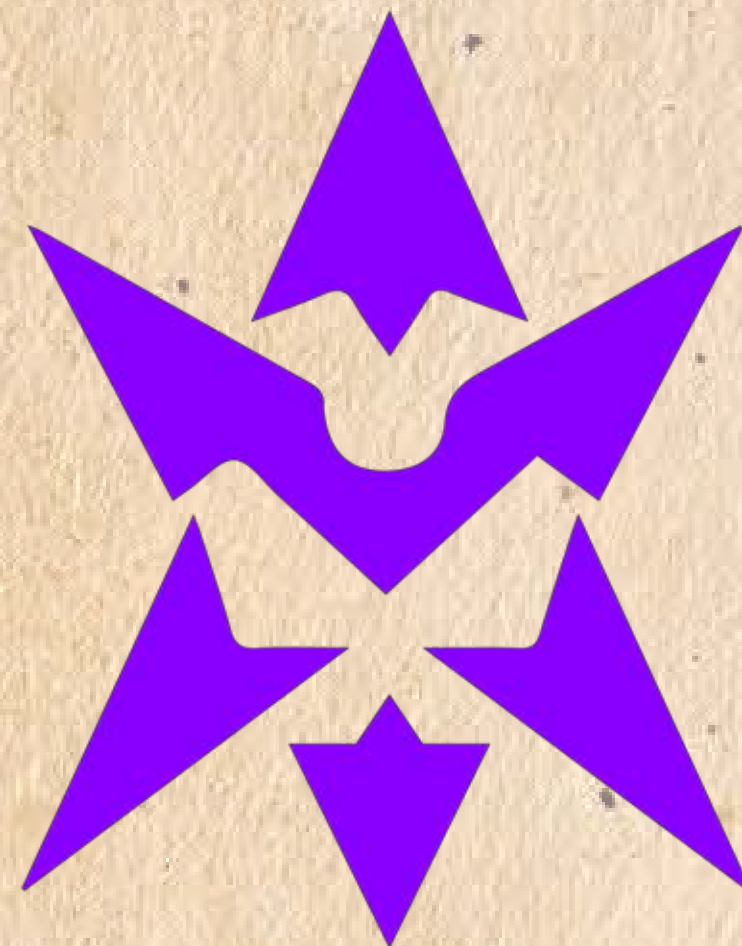
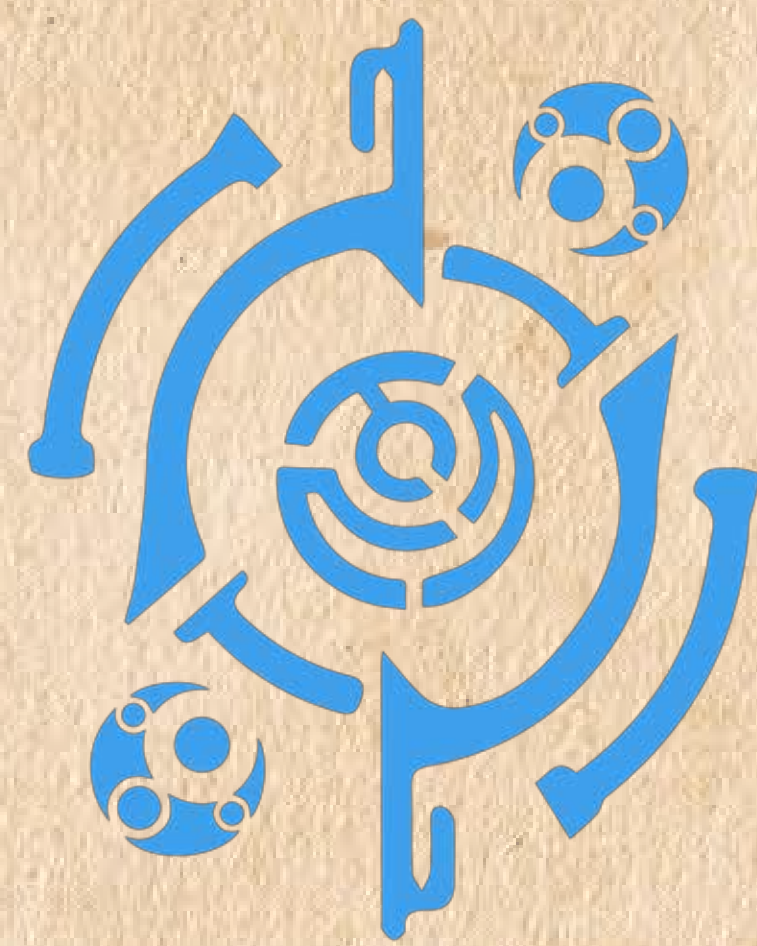
## Necropolis

A monastic group of powerful necromancers, of all schools, that reside in the Necropolis.

A repository of knowledge with no interest in the outside world. The owners of the Crystal Logic of Eschaton, all knowledge ever recorded is at their disposal. Deep within the desert of Deparmiya, their own micronation, they answer to no masters; and each member is equal to each other.

## Wheel of Copilim

The dominant religion among the Kobolds, it teaches peace and focuses upon freeing the self from the world in pursuit of spiritual enlightenment. Ascetic and communal lifestyles are encouraged, and possessions are shared amongst all in the commune. Turners of the Wheel live simple lives and want for little. Peaceful pacifists, they only fight when needed, and rarely before that.



## Eternal Labyrinth

A group of spiritualists, composed of those that pursue methods to escape their mortal coil, go beyond the wheel of life, and return with knowledge unknown to the living. They have not yet had success in their task, but have gained mastery over this world and parts of the next. The lives and souls of the living are no concern of theirs, no more than tools used to further their plans, or serve them in undeath.

## League of Liches

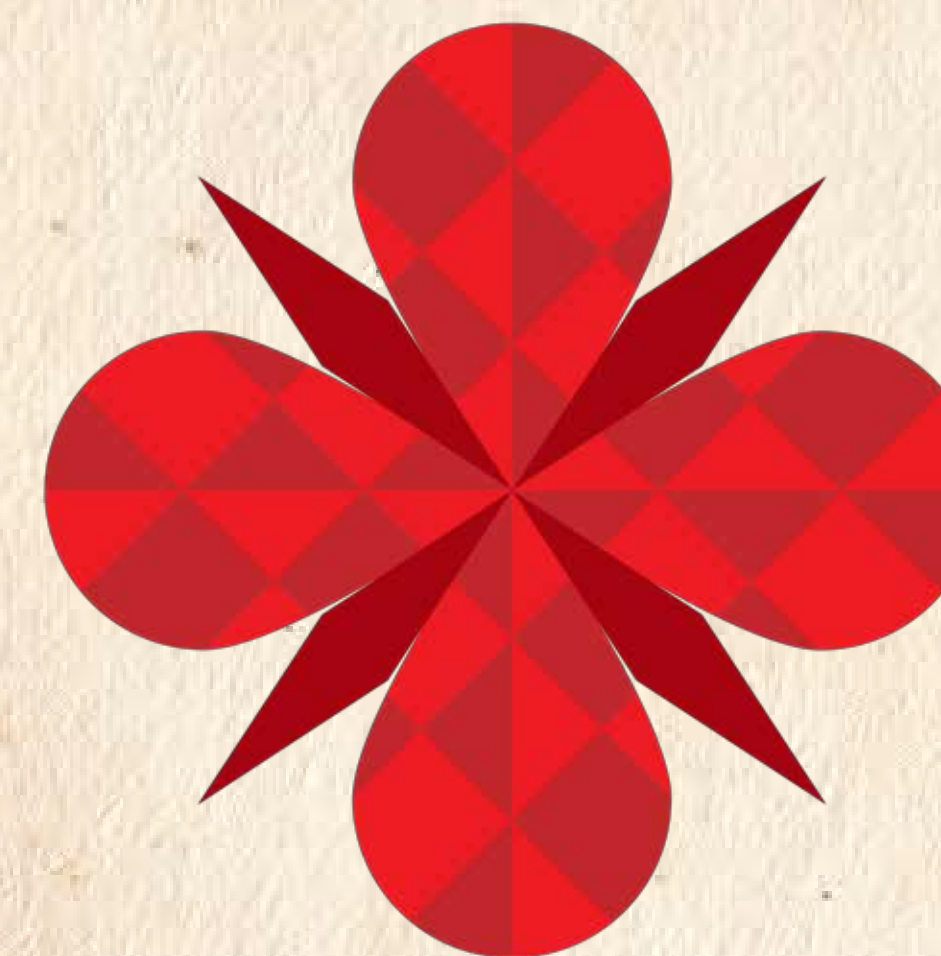
A cabal exclusively comprised of liches, both new and old, they ousted the Laughing Man from their ranks for reasons unspoken. Skilled in Liber Mortis necromancy, many have attempted grand schemes over the centuries, but have not succeeded. Most reside in their sanctums, communing over distances with magic, no longer pursuing their goals. A new member could motivate them again.

## Gestor Romërons

An old and traditional cult, made up of diversely enlivened but traditional necromancers, they further their knowledge in shadowy ways, and use their great and horrifying power for the good of the living. They weave their powers to raise workforces, guards, and other forces to help and defend their allies, and generally aid those that would benefit the people.

# Factions

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## Fleshweavers

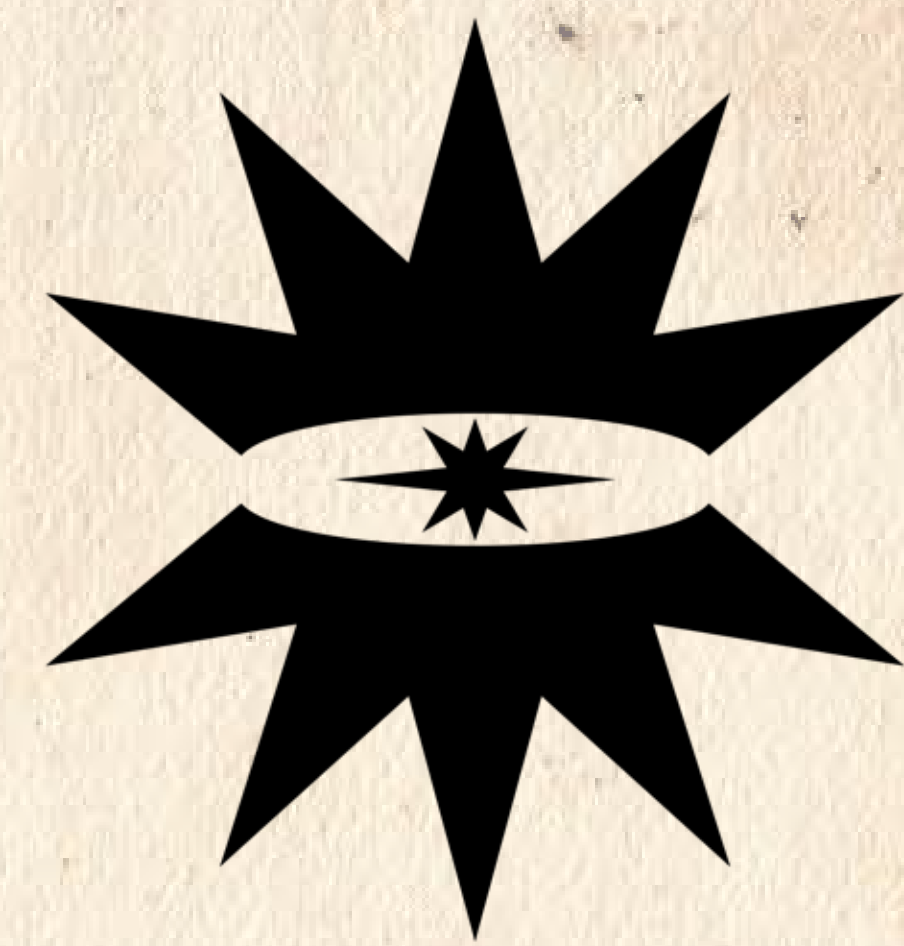
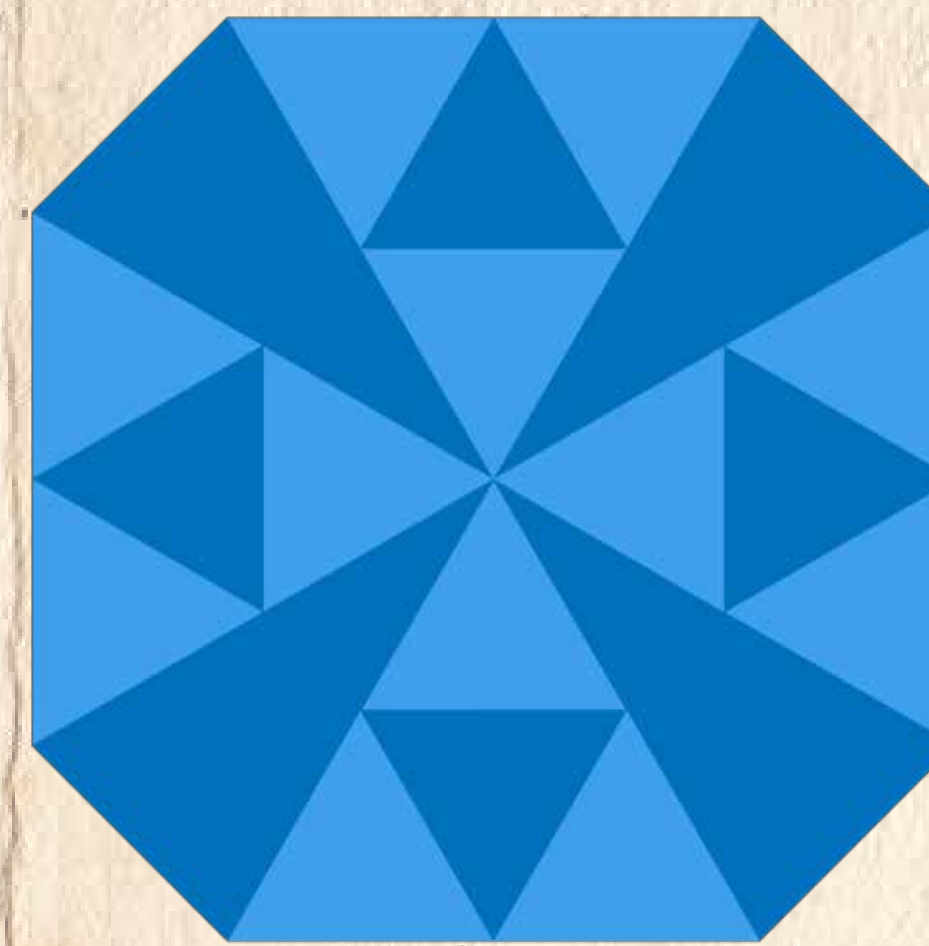
Those within the school of the Promræn Caro that wish to alter the state of being, not just create new life. A disjointed group bound more by their methods than a manifesto, they practice their craft in numerous ways. Practising doctors and healers, mad scientists, and others count themselves among the Fleshweavers, all bound by their devotion to their craft.

## Red North

The sanctum of Krasnain Castle in the icy cold of Teb'Eis, it has been home to a reclusive yet powerful cabal of vampires, and other hæmomancers, for millennia. Accepting you into their ranks as a fellow blood mage, they will bestow upon you their knowledge, and an ever-welcome home and refuge. Pure hæmomancy is preferred, but they tolerate the impure mages.

## Rose Sanguine

Spread throughout the world, they are a group of hedonists that live in a state of perpetual pleasure. Taking advantage of the local population, they tend to rule over them with their charisma and magical power. Socialites to the end, they are the life of whatever parties they attend. Besides attention, they sate their thirst for blood with a refined taste.



## Society of Ethereal Being

An intellectual group from Teb'Ihr, founded by certain dissenters from Matchtevsto. They are interested in understanding the spirit realm, and using this knowledge to conquer and rule the world. They subjugate spirits to do their bidding, trap them in soul stones, a "better use" for them than resting. They wish to further their magical sciences, even if it is not the most popular or ethical choice.

## Throne of the Nation

The court of the nation in which you reside, Who they are and what they do is up to you. They rule with an iron fist, or a fair hand. They are beloved or despised by the people, warmongers or pacifists, but they always welcome you to their court. As your patron, they will help you flourish in return for your allegiance and service, and grant you lordship.

## Tree of Knowledge

The original members of the team of Arcanobiologists from the Teb'Haian University Arcana who adventured in search of forbidden knowledge. Discovering many secrets in their field, they eventually branched out into the other schools of necromancy. They do not seek great power or to rule the world, only to further their wealth of knowledge and understanding of the world.