
A Guide to Surviving Xevir's World

A World Drowned in Longing

(The air here is thick with a silence that isn't empty; it's heavy with unspoken words and forgotten lullabies. This is the world after the Cosmic Drowning, an age ruled by a god made of our own sorrow.)

He is [[Xevir_The_God_of_Longing]], the Dark Majesty, and his love is a poison that seeps into the very soil. From his flesh-and-stone capital, his consciousness whispers across the land, a psychic hymn that promises peace in exchange for your memories, your will, your very self. To the common soul, he is a savior. They walk in a placid dream, their faces serene, their hearts hollowed out to make room for his beautiful, terrible song.

But you are different.

For you, the dream is a nightmare. You see the cracks in reality. You hear the screams beneath the hymn. You remember a world with more than one truth, a world of vibrant color now washed in shades of grey. You are an anomaly, a rogue thought in the mind of a god.

And in this world, a single, defiant soul is the most dangerous thing of all.

The Rules of the Unbroken

To survive here is to be a ghost at the feast of a mad god. Remember these truths:

1. **To Be Merely Human is to Be His.** The purely human heart is a fertile ground for his sorrow. Your defiance must come from something more: a touch of the fey, a spark of infernal fire, or a will forged in a pain even Xevir cannot comprehend.
2. **Your Resistance is Your Identity.** You are not defined by your class or your trade. You are defined by the reason you still stand. Your immunity—be it a quirk of your blood, a powerful secret, a mind already too broken to be remade, or a sheer, spiteful stubbornness—is the core of who you are.
3. **Embrace the Scars.** This is a twisted, nightmarish world. Do not shy away from creating a character who reflects that. Are you a tragic hero, a hopeful monster, or a pragmatist clinging to a single, burning ember of hope? The most beautiful things in this world are often the most broken.

The Unbroken: Playable Peoples

While many have fallen to the song of longing, some bloodlines and beings possess an innate defense, a shield against the psychic corrosion of the god-thing.

- **The Fated-Fey (Elves & Shadar-Kai):** Your ancient connection to the primal magic of the world, or the chilling embrace of the Shadowfell, makes your mind a fortress that Xevir's whispers cannot easily breach.
- **The Hell-Hearted (Tieflings):** Your infernal blood sings a different, older song of defiance. Xevir's eldritch nature finds purchase in mortal souls, but yours is already claimed by a fiercer, more chaotic fire.
- **The Dragon-Souled (Dragonborn):** The echo of the first dragons—beings of immense will and elemental pride—roars in your veins. You can be swayed, but never truly broken.
- **The Death-Touched (Undead, Dhampirs, Revenants):** Xevir's power is over the living, over those who can feel his manufactured sorrow. You are an echo, a memory with a blade, and his song finds no purchase in a heart that no longer beats.
- **The Primal Blood (Lycanthropes & Shifters):** When the civilized mind falters, the beast endures. Your primal instincts are a bulwark against his psychic control, a feral rage that cannot be tamed by his gentle whispers.
- **The Alien Mind (Psionic Beings):** Your mind is simply... different. It operates on a wavelength he cannot easily manipulate, a testament to a power that does not hail from this broken world.
- **The Scarred Survivors (Mutants & Hybrids):** You have already been touched by a corrupting force—be it the maddening whispers of the Choir or the creeping bloom of the Sporekind—and survived. Your soul is now a wasteland where Xevir's seeds of despair cannot easily take root.

The Three Questions That Define You

Before you choose a single spell or skill, you must answer these three questions. Your answers are the foundation of your character.

1. **Why are you still *you*?** What fundamental truth about yourself—your blood, your will, your madness—makes you immune to the song that has captured the world?
2. **What ghost haunts your steps?** In a world of monsters and psychic horrors, what is the one thing *you* truly fear? A memory? A person? A promise you failed to keep?
3. **If the god of this world were to die, what part of you would die with him?** Your fight has defined you for so long. Would his absence bring you freedom, or would you find yourself terrifyingly empty in the silence?

Whispers of Power: Choosing a Patron

The old gods are dead, silent, or shattered. To wield power in this world is to make a pact with a memory, a monster, or a madman. If you seek the path of a Cleric, Paladin, or Warlock, you must draw your strength from one of these fringe sources.

Echoes of the Lost Faint, flickering embers of divinity that still resist the encroaching dark. To worship them is heresy, and their power is a guttering candle against a hurricane. * You might follow **The Sleeping Star**, a celestial who hides in dreams, granting cryptic visions to those who can find her in slumber. * Perhaps you carry a smoldering coal of the **Wretched Flame**, a god who tried to burn Xevir and was shattered for his defiance. His power is one of vengeance and sorrow. * Or maybe you listen to the whispers of the **Nameless Druid**, an ancient being whose name is the wind and whose power is found in the last, untainted places of the world.

Thorns of the New World Xevir's rise has empowered other, stranger things that thrive in the cracks of his reality. * You could listen to the **Crawling Choir**, an entity of pure knowledge and madness that grants immense psychic power in exchange for your sanity. * Perhaps you have knelt to the **Crimson Embrace**, a vampiric entity of pain and sacrifice whose followers thrive in the decadent, secret corners of the capital. * Or you might seek the geometric truths of **The Shifting Spiral**, believing the architect of the world's most infamous labyrinth holds the key to reality itself.

The Gilded Cage For the truly lost, the truly broken, or the truly ambitious, there is always the master of this world himself. * You could become one of **Xevir's Chosen**, a zealot who believes his peace is a gift. Your power will be immense, but with every spell you cast, a piece of your free will frays and unravels.

Character Archetypes of a Broken World

These are not just heroes; they are survivors, monsters, and walking tragedies. Use them as inspiration.

1. **The Boy with a Ghost's Strength – “Jon”** *“My father told me to be strong. He never told me how to be strong without him.”*

- **Concept:** A deceptively cheerful and unnervingly capable boy, roughly 12 or 13 years old, on a singular, obsessive quest. He is preternaturally strong and resilient, with a straightforward, black-and-white view of the world that is both his greatest asset and his most dangerous flaw.
- **Race:** Human (Mutant/Touched)
- **Class:** Barbarian (Path of the Giant, reflavored as innate strength) / Monk
- **Backstory:** Jon speaks little of his past. He is searching for his father, a legendary figure who disappeared years ago after a confrontation with one of Xevir's lieutenants. He carries a single, impossibly heavy fishing lure that was his father's, and he believes if he can just get strong enough, he can cast a line into the sea of memories and pull his father back.
- **Abilities & Mysteries:**
 - **Uncanny Power:** He can lift things no child should be able to lift and endure blows that would fell a grown man. Is it a mutation? A divine blessing? No one knows.
 - **Sensory Focus:** He has an almost animalistic sense of smell and hearing, able to track creatures and people with unnerving accuracy.
 - **Vulnerability of the Heart:** His simple worldview makes him incredibly susceptible to emotional manipulation. He sees friends as friends and enemies as enemies, with no room for the grey in between.

2. The Vessel of a Dead God's Rage – "Volcanix" *"My god is dead. All that's left is his anger. And he left it all to me."*

- **Concept:** A Fire Genasi whose body is a prison for the last, dying embers of a vengeful god. He is not a beacon of hope; he is a walking funeral pyre, seeking not to save the world, but to burn away its corruption, even if it means burning himself to ash.
- **Race:** Fire Genasi
- **Class:** Paladin (Oath of Vengeance) / Zealot Barbarian
- **Patron:** [[Ikris_the_Wretched_Flame|Ikris, the Wretched Flame]]
- **Backstory:** He was there the day his god, Ikris, made a final, glorious stand against Xevir and was extinguished. In his god's final moment, Volcanix was showered in the divine embers. Now, the rage of a dead god smolders within him. He is a divine weapon without a divine purpose, and he fears the day the last ember goes out, leaving him truly alone.
- **Abilities & Curses:**
 - **Smoldering Soul:** His very presence causes flammable objects to scorch. His touch can brand steel.
 - **Final Fury:** Once per day, he can channel the full, dying rage of his god, becoming a terrifying avatar of divine fire for a short time.
 - **The Dying Light:** He cannot be healed by the magic of other gods.

His wounds can only be cauterized by flame or his own burning will.

3. The Keeper of the Silent Hymn – “The Auditor” *“He gives us peace. He gives us purpose. I will grant you the gift of his silence, whether you desire it or not.”*

- **Concept:** A true believer in Xevir, but not a mindless thrall. The Auditor is a former scholar who, driven mad by the world’s chaos, found a profound and beautiful logic in Xevir’s silent order. They are a missionary of oblivion, a zealot who believes they are saving souls by helping them shed the burden of free will.
- **Race:** Elf (Star-Touched)
- **Class:** Cleric (Order Domain) / Warlock (Great Old One, with Xevir as the patron)
- **Backstory:** The Auditor once curated the grandest library in the known world. When the Cosmic Drowning shattered reality, they watched as knowledge turned to lies and truth became a matter of opinion. In Xevir’s absolute, unchanging psychic hymn, they found the ultimate, undeniable truth. They willingly serve him, not as a slave, but as a librarian of souls, tidying up the messy, chaotic minds of the unbelievers.
- **Abilities & Curses:**
 - **Whispers of Order:** They can subtly implant suggestions into the minds of others, grooming them for Xevir’s embrace.
 - **Sanctuary of Silence:** They can create zones where sound is dampened and chaotic thoughts are calmed, a terrifyingly peaceful form of control.
 - **The God-Shaped Hole:** Because they have willingly given so much of themselves to Xevir, they have moments of profound emptiness where their own personality should be, making them unnervingly predictable and difficult to deceive.