

Stormcoast: Norheim

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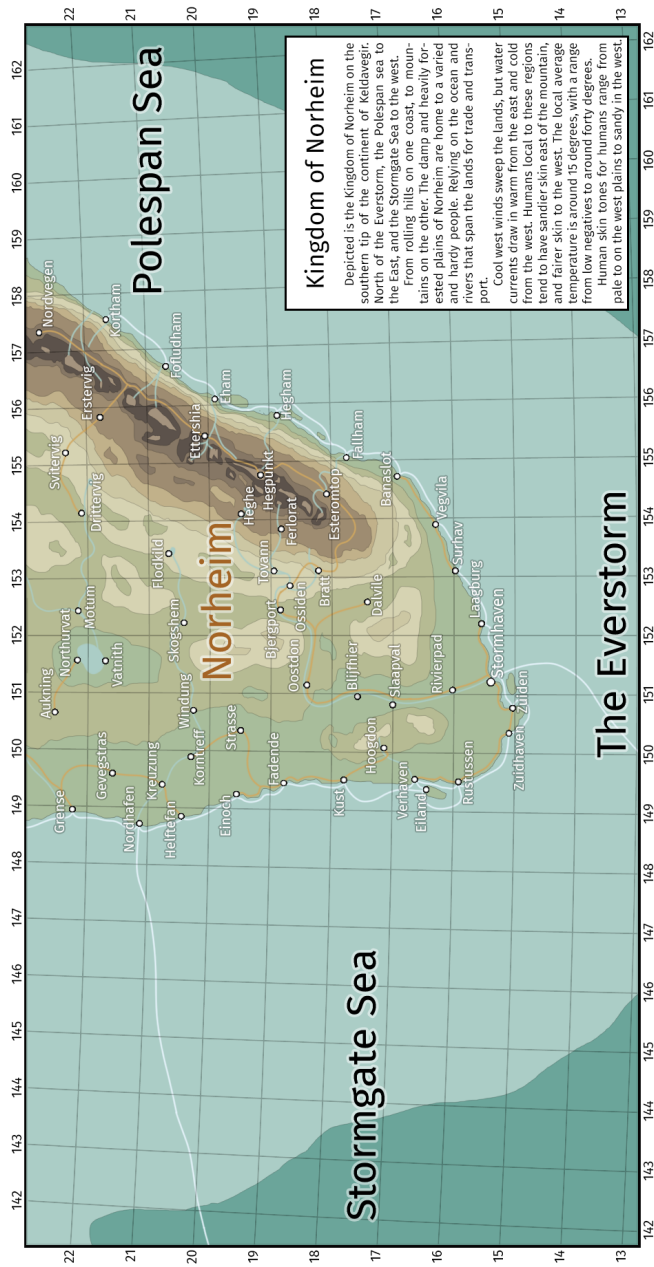
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1 Introduction to Norheim and the Stormcoast

The Stormcoast is a collection of land in the world of Metrissa. It defines the two areas of land directly connected and isolated to the world by the Everstorm: A powerful storm that has raged constantly over the waters between Norheim and The Iron Hold. Large Sea-Elf Vessels run the Everstorm a few times a year, but other than that both islands have little contact. Another trade route exists out of Norheim, but it runs against the prevailing currents as the currents and is perpendicular to the winds as following them would bring one into the Everstorm. This makes the journeys rare and often ending in failure. The Kingdom of Norheim also has a single road, and two river routes that run out across it's northern border. Both of these begin encroaching on dense monster-infested forests then further onto a largely uninhabited desert (except for a few sand elves). Many a person washes up in Norheim, but many fewer ever leave.

Fortunately, for it's size it's a rather comfortable place to live. The bureaucracy of the king sometimes proves troublesome, but it's people live in relative comfort. Protected by the Crownsguard and a number of private militias known to be recruited and held by the various princes who rule over the petty kingdoms of Norheim. Despite this, the natural environment is relatively hostile, due to Norheim's position close to the Everstorm, and with untamed forests to the north, causes a number of monstrous and spiritual incursions.

1 Introduction to Norheim and the Stormcoast



The nation itself is largely covered in forest across it's more highly elevated regions, up to snow-capped peaks at it's highest. The west and south coasts consist of arable farmland. The map provided shows towns populations greater than 50 households, with the capital city 'Stormhaven' consisting of over 100 households. There are other maps at the back of this documented designed for the GM. These outline the duration of travel along various routes, as well as the location of the many small, unnamed hamlets that span the continent (largely at day-on-foot intervals between towns along roads).

2 Races

There are many different sentient races in Metrissa, and almost all can be found in the Stormcoast. In addition to this, most of the races have specific sub-races that provide benefits. All of the personality descriptions given are of course stereotypes, and many people of each race stray from these paths: it should be noted however, stereotypes usually exist for a reason.

2.1 Dwarves

Dwarves are the stout defenders of their traditions and values. Taking to believe in history and legacy, that the old ways are tried and tested and worthwhile. They are nothing if not robust and consistent. They work without failure, and consider it worse than stagnation. Their sub-races reflect their natural environments.

Dwarves stand between 4' and 5' feet tall, and average 140 pounds. They are usually all bearded (even the women) and are stocky and hardy. They live to be 200 and mature physically by 20 and mentally by 50.

- *Reduced Pace*: Dwarves have short legs compared to most races. Decrease their Pace by 1 and their running die one type.
- *Tough*: Dwarves are stout tough. They start with a d6 in Vigor and their maximum Vigor is increased to d12+1.

2.1.1 Depths Dwarves

From the caverns that span beneath the world, Depths Dwarves find their homes in natural caverns, living off the subterranean flora and

fauna. They are largely reclusive and stick to their own kind.

- *Low Light Vision*: Depths Dwarves eyes are used to the low light of the subterranean world. They ignore penalties for Dim and Dark lighting (but not Pitch Darkness).

2.1.2 Hill Dwarves

Hill Dwarves come from the rolling hills that span the world. Often integrated into other cultures and societies, they are considered a social people of Dwarves.

- *Survivalist*: Hill Dwarves are used to foraging for their food, and start with a d4 in Survival..

2.1.3 Mountain Dwarves

Mountain Dwarves build large and impressive keeps, carved into the mountains of the world themselves. They hoard treasure, and provide a lot of the worlds mining economy. They are adept at spotting danger such as cave-ins, and finding treasures underground.

- *Keen Eyes*: Mountain Dwarves can see better than most, and get a +2 to notice rolls made using sight.

2.1.4 Valley Dwarves

Fully integrated into society, Valley Dwarves surpass even the Hill Dwarves for their sociability. Living in the towns and cities of the valleys of the worlds, alongside the other varied races and cultures. They are seen as a generally trustworthy people.

- *Trustworthy*: The trustworthy demeanour of Valley Dwarves grants them a +1 to persuasion rolls.

2.2 Elves

Elves pride themselves on their skill and perfectionism. Striving to be the most skilled in their varied trades: Art, poetry, bowmanship, swordplay, literacy, architecture, engineering, magic. Elves strive for perfection and prowess in all that they do. They pay homage to their culture and past, but constantly strive to improve. Their varied sub-races take on tinted skin and altered senses.

Elves physical attributes vary by race, but all share pointed ears and a slender form. They (with the exception of half Elves) live to be 700 years old, mature physically at 20, and mentally at around 100.

- *Agile*: Elves are graceful and agile. They start with a d6 in Agility instead of a d4.

2.2.1 Blood Elves

Blood Elves were once a proud warrior race that waged war upon the spirit world, seeking to assert control and dominance over it and to use it to alter their reality. They lost, and were forever marked and made frail.

Blood Elves are 5' to 6' tall, and have an average weight of 100 lbs. They have vibrant green eyes.

- *Very Frail*: Blood Elves are frail and have -2 toughness.
- *Blood of Warriors*: Blood Elves are keen and cunning fighters, and may choose to start with a d6 in one of Athletics, Fighting, Shooting, or an Arcane Skill (requires taking the Arcane Background). This increases the maximum of that skill to d12+1.

2.2.2 Depths Elves

Depths Elves live in the cavernous underbelly of the world, in large communal underground cities. Their society is violent and heavily hierarchical, with those at the bottom of the hierarchy living like pests in absolute squalor, and those at the top living in ornate carved palaces.

2 Races

Depths Elves are 4'5" to 5'5" tall, and have an average weight of 80 lbs. They have purple tinted skin.

- *Light Sensitivity*: Sunlight is painful and unnatural for Depths Elves, their world is usually lit by glowing crystals. They suffer -2 to shooting and sight based notice when trying to observe something in sunlight.
- *Dark-vision*: Depths Elves eyes are used to the low light of the subterranean world. They ignore penalties for Dim and Dark lighting, even if Pitch Black.

2.2.3 Half Elves

The children of Elves and Humans. Half Elves live to 120, and mature physically and mentally at around 20. They have more subtle forms of their Elven features, and their ears are pointed in a way that is easily not noticed.

Half Elves take the negative attribute of their Elven parentage, and then may take two positives, from either Agile, the sub-race positive from their Elven parentage excluding prerevenant, or the subculture positive from their human parentage.

They are between 5' and 6' tall and weigh on average 115 lbs.

2.2.4 High Elves

High Elves live in sprawling communal towns of white and blue stone. Their societies and culture are very magically attuned.

High Elves are between 5'5" and 6'5" tall and weigh on average 100 lbs. Their ears are tall and heavily pointed, and their skin colour is light and delicate.

- *Technological Aversion*: High Elves do not have a natural affinity with technology, suffering a -4 penalty to all Repair rolls.

- *Magical Heritage*: The magic attunement of High Elves causes them all to possess the Focus (Spirit) skill with a single starting power and 15 ‘Heritage’ Power Points to use with it.

2.2.5 Prerevenant Elves

In each Elven society, once every few generations to any community a seer might be born. Those highly magically attuned with the spirits and born prerevenant.

They gain the negative of their Elven sub-race, excluding half-elf. Their physical characteristics are in line with their sub-race, but they have solid coloured eyes (no white or black) depending on their race. Green for blood Elves, purple for depths Elves, grey for high Elves, blue for sea Elves, and brown for wood Elves..

- *Life of Hardship*: Prerevenant Elves must take one extra major hindrance.
- *Prerevenant*: Prerevenant Elves gain the arcane background Prerevenant.

2.2.6 Sand Elves

Sand Elves hail from the deserts, building their lives on sparse resources and in harsh conditions.

Sand Elves are between 5’ and 6’ tall, and weigh on average 80 lbs. Their skin is a light brown.

- *Very Frail*: Sand Elves are frail and have -2 toughness.
- *Weathered by the Elements*: Sand Elves survive warm days and cold nights, drought and famine, and thus have a +4 bonus to resist starvation, and thirst.

2.2.7 Sea Elves

Sea Elves sometimes spend their entire lives on the ocean, living on moving fishing barges or great ships. The masters of the seas and sailing.

Sea Elves are between 5' and 6' tall and weigh on average 90 lbs. Their skin is faintly blue tinted.

- *Clueless*: Sea Elves sometimes spend their entire life on the sea, suffering -2 to common knowledge rolls for their lack of land-sense.
- *Aquatic*: Sea Elves cannot drown in oxygenated liquid, and move at their full pace when swimming.

2.2.8 Wood Elves

Wood Elves live in forests and woodlands, often in houses built into the trees themselves, or on platforms built high up in the canopy.

Wood Elves are between 5' and 6' tall and weigh on average 100 lbs. Their skin is darker in tone, allowing them to blend in with the bark of trees.

- *Vow of Nature*: Wood Elves are sworn to protect nature, and must defend forests from those who would threaten to cut them down.
- *Expert Survivalist*: Wood Elves are naturally good survivors, and start with a d6 in survival and its maximum increases to d12+1.

2.3 Gnomes

The shortest of the races, natural born tinkerers and engineers. While Elves may push the boundaries of what is possible in their specific fields, Gnomes strive to invent new fields. Most prominently: Storing

magic within crystallised structures, and using them to power their machines.

The gnomish kingdoms are rife with innovation and technology, usually city states built to accommodate their small stature. No major gnomish settlement exists in Norheim however, and Gnomes tend to be from immigrant families who took the near one way trip to Norheim recently or long ago looking for new lands and new people to trade their inventions to.

Gnomes are between 3' and 4' tall and weigh on average 40lbs. They can live to 500, and mature at 40.

- *Short:* Gnomes are short, which gives them a size of -1 and makes their toughness -1.
- *Hesitant:* Gnomes consider their situations carefully, sometimes for too long. Draw two Action Cards in combat and act on the lowest, unless you draw a Joker. May not take the Hesitant Hindrance, or the Quick or Level Headed Edges.
- *Gnomish Engineering:* Gnomes are masters of invention, and thus each gnome gets a single invention at the start of the game. This may perform a fixed power effect. They have 15 'tinker' power points to spend using it. They may use their repair, shooting, fighting, or athletics to utilise the invention (as appropriate for the invention).

2.4 Halflings

Short in stature, but high in spirits. Halflings are a relaxed bunch who stereotypically hold a constant positive 'can-do' attitude. They typically don't have high ambitions though many adventurers stray from this path. Spirited and lucky, they bow to nobody but their own whimsy.

Halflings are between 4' and 4'5" tall and weigh on average 80 lbs. They can live to 150 and mature at 20.

- *Short*: Halflings are short, giving them a size of -1 and subtracting one from their toughness. They cannot take the small hindrance.
- *Fortunate*: Halflings draw one additional Benny per game session.
- *Lazy*: Halflings do not get Athletics as a core skill.
- *Spirited*: Halflings are generally optimistic beings. They start with a d6 Spirit instead of a d4, and their maximum Spirit is d12+1.

2.5 Humans

Humans are the generalists of the world. Able to do most of anything. Their defining variation is their skin colour: defined by altitude. For the natives of the Stormcoast, tan or sandy skin is common. Further north skin tones get lighter, and further south from the mountains of the Iron Hold they get darker and darker across the equator, turning lighter again further to the south. Though skin colour is a clear visual divide, humans are actually much more divided by culture.

Humans are 5' to 6' tall, and weigh on average 120 lbs. They mature in their late teens, and live to no older than 80.

Humans are also unique for their lack of a significant racial disadvantage, instead gaining only small benefits from their cultural heritage.

2.5.1 Caving Culture

Living near mines, humans of this culture are at home underground.

- *Athletic*: Caving Culture Humans start with a d6 in Athletics and it's maximum increases to d12+1.
- *Keen Sensed*: Caving Culture Humans start with a d6 in Notice and it's maximum increases to d12+1.

2.5.2 Grassland Culture

Living on flat plains and rolling hills, humans of this culture are at home in towns and villages where the land is fertile.

- *Survivalist*: Grassland Culture Humans start with a d4 in Survival.
- *Social*: Grassland Culture Humans start with a d4 in Streetwise.

2.5.3 Mountain Culture

Living in the high mountains, far from safety and under many threats, humans of this culture are well versed in staying alive.

- *Hardy*: Mountain Culture Humans start with a d6 in Vigor instead of a d4, it's maximum increases to d12+1.

2.5.4 Nomad Culture

Travellers with no permanent home, those of this culture might find themselves in caravans or with circuses, lonely individuals or those who pack up and move town to town regularly. Never staying in one place too long.

- *Equine Affinity*: Nomad Culture Humans start with a d4 in Riding.
- *Stealthy*: Nomad Culture Humans start with a d6 in Stealth and it's maximum value increases to d12+1.

2.5.5 Sailing Culture

Whether born at sea or in port, humans of this culture spend much of their life on the ocean or rivers. Whether transporting goods and people, fishing, or simply making their home amid the waves.

- *Boating Experience*: Sailing Culture Humans start with a d4 in Boating.
- *Semi-Aquatic*: Sailing Culture Humans are much better at holding their breath, and gain a fatigue level only every 15 minutes. On reaching incapacitated, they make a vigor roll every minute or drown. Fatigue from drowning recovers one level per 15 minutes back in air.

2.6 Men of the North

The Men of the North or ‘Northerners’ are powerful men with giant-blood in their ancestry. It is said they walked their ancestors walked the great northern-ice before it sank and developed to be the hardest apex predators around.

Men of the North are 7’ to 9’ tall, and weigh on average 120 lbs. They mature in their late teens, and live to no older than 80.

- *Giant Blood*: Men of the North add a +2 to their size and toughness.

2.7 Rakashan

Rakashan are endowed with cat-like reflexes and features, with forms ranging from powerful dominant predators to stealthy shadow skulkers. Their natural weapons and unpredictable temperaments lead them to be often viewed negatively by society.

Rakashan are 5’ to 6’ tall and weigh on average 90 lbs. They mature physically by 5 and emotionally by 10, and live to no older than 50.

- *Can’t Swim*: Rakashan are averse to water, and suffer a -4 to Athletics checks for swimming.
- *Impulsive*: Rakashan always leap before they look, rarely thinking things through before taking action. They cannot take the Impulsive hindrance.

- *Agile*: Rakashan are nimble on their paws, and start with a d6 in Agility and it's maximum increases to d12+1.
- *Low Light Vision*: Rakashan have good night vision and ignore penalties for Dim and Dark lighting (but not Pitch Darkness).
- *Claw & Bite*: Rakashan claws mean they never count as an Unarmed Defender and cause Str+d4 damage. They add +2 to Athletics rolls when climbing and increase climbing movement to their full Pace. Their bit causes Str+d4 damage and can be done to a target they have Bound or Entangled.

2.7.1 Black-Rakashan

Dark furred and more slender than other Rakashan, Black-Rakashan are masters of moving through the night.

- *Stealthy*: Black-Rakashan start with a d6 in stealth and gain a +2 to all stealth rolls.
- *Weak Immune System*: Black-Rakashan struggle to resist effects, and suffer a -2 to all Vigor rolls.

2.7.2 Maned-Rakashan

Maned-Rakashan have fierce manes about their necks, and are generally around 8' tall and much larger than the other Rakashan races.

- *Hulking*: Maned Rakashan add +2 to their size and toughness. But are unable to use equipment designed for smaller beings. Equipment, Armour, Food, and clothing cost double the listed price.

2.7.3 Spotted-Rakashan

Spotted-Rakashan have light dots or stripes across their skin, and generally are faster than the other Rakashan races. They are generally around 5' tall.

2 Races

- *Unnatural Speed*: Spotted-Rakashan have +4" pace and their running die increases by two die types. They have a doubled jumping distance, and gain +4 to damage when leaping as part of a Wild attack.
- *Small*: Spotted-Rakashan have their size and toughness reduced by 1.
- *Bad Luck*: Spotted-Rakashan are unlucky, and start with one less Benny per game session. They cannot take the Bad Luck hindrance, or the Luck edge.
- *Vibrant Fur*: Spotted-Rakashan do not start with stealth as a core skill.

2.8 Saurian

Saurian have lizard like features, from patches of scales to their eyes to their tails. Their unblinking threat and oft-savage nature causes Saurians to be widely distrusted, with a large number being in feral clans in the wilderness.

They are between 5' and 6' tall and weigh on average 90 lbs. They mature physically by 5 and emotionally by 10, and live no older than 50.

- *Environmental Weakness*: Saurian are not cold blooded, but they are poorly suited for cold environments. They suffer a -4 penalty to resist cold effects, and suffer +4 damage from cold-based attacks.
- *Keen Senses*: Saurian have keen eyes, acute skin, and sharp noses. They add +2 to all of their Notice rolls.
- *Outsider (Minor)*: Most races distrust Saurians for some reason. They suffer a -1 penalty to Persuasion with all but other Saurians.

2.8.1 Full-scale-Saurian

While most Saurians have patchy scales mixed with regular skin, Full-scale-Saurian's have scales across every patch of their body.

- *Naturally Armoured*: Full-scale-Saurian gain +2 Armour.

2.8.2 Huntclaw-Saurian

Huntclaw Saurian have fierce hands with sharp claws.

- *Claws*: Huntclaw-Saurian have claws that cause Str+d4 damage. They never count as an Unarmed Defender, add +2 to Athletics rolls to climb, and may climb at their full pace.

2.8.3 Tailarm-Saurian

While all Saurians have tails, few have the dexterity in their tails that the Tailarms have, allowing them to whip and fight and grip with them.

- *Dextrous Tail*: Tailarms tails can aide them in battle. Allowing them to ignore 2 points of multi-action penalties each turn, and to use the tail as an additional limb. For having an extra limb in battle, they suffer -1 to their parry.

2.8.4 Venomous-Saurian

With sharper fangs, Venomous Saurians are able to impart deadly venom where they bite.

- *Venomous Fangs*: Venomous-Saurian have sharp fangs and can bite to cause Str+d4 damage. This attack can be used on a foe the Saurian has bound or Entangled. When wounded, the foe must roll Vigor or suffer the effects of mild Poison: A fatigue, and exhaustion (double fatigue) on a critical fail.

2.9 Spawn

The Spawn, or Manifest Revenant Spawn, are the long descendents of a mortal and a Manifest Revenant. Their colourfully tinted skin, horns, and tails often see them revered or feared for their connection to the spirits. The specifics of the form depend on the nature of their ancestor.

Spawn are 5' to 6' tall, and average 120 lbs. They can live to 150.

- *Natural Charisma*: Spawn are naturally charismatic, having learnt to be not be feared as demons. They have a +2 modifier when using Persuasion.
- *Vibrant Skin*: Due to their larger horns, and coloured skin, Spawn are very noticeable. They do not start with stealth as a core skill.

2.9.1 Bluespawn

Descendent of spirits of water, order, and society. Their skin is blue.

- *Resistant to Cold*: Bluespawn have a +4 bonus to resist cold effects, and take -4 damage from cold based attacks.

2.9.2 Greenspawn

Descendents of nature spirits. Their skin is green.

- *Attuned with Nature*: Greenspawn are naturally attuned to nature, and gain a +2 to Survival rolls.
- *Harmed by Fire*: Greenspawn are naturally vulnerable to fire, and suffer a -4 penalty to resist the effects of heat and fire. They also take +4 damage from fire or heat based attacks.

2.9.3 Nightspawn

Descendents of spirits of the night, and darkness. They have no predilection for evil, but are often seen as such.

- *Low Light Vision*: Nightspawn ignore penalties for Dim or Dark lighting (but not Pitch Darkness).

2.9.4 Palespawn

Spawn of ambiguous or mixed heritage, with grey to white skin.

- *Skilled*: Start with a d4 in a skill of your choice, or if it already has a d4, start with a d6 and raise the limit to d12+1.

2.9.5 Redspawn

Descendents of spirits of fire, forge, and industry. They have red skin.

- *Resistant to Cold*: Bluespawn have a +4 bonus to resist fire and heat effects, and take -4 damage from fire and heat based attacks.

3 Hindrances

Characters are often better defined by their flaws than their expertise. Here specific Hindrances available in the Stormcoast.

Most Savage Worlds Adventure Edition hindrances are as in the book, and where they are not is noted beneath.

3.1 Arrogant (Minor)

Arrogant has been made Minor instead of Major.

3.2 Bloodthirsty (Minor)

Bloodthirsty has been made Minor instead

3.3 Spiritually Blind (Major)

Your character may not enter the spirit world through meditation, and cannot see spirits or demons.

4 Edges

Edges define what a character is good at, and a number of new edges are added for Stormcoast.

Most edges from Savage Worlds Adventure Edition are as written, any modifications will be noted beneath.

4.1 Arcane Background (Magic)

- *Mana Power Points*: 10

4.2 Arcane Background (Miracles)

Miracles it not permitted, and is conceptually replaced by Prever-enants attuned to abstract spirits.

4.3 Arcane Background (Monk)

- *Arcane Skill*: Technique (Agility)
- *Starting Powers*: 1
- *Ki Power Points*: 15

Those who channel the energies within themselves to perform superhuman feats. Attacks are made and inflicted on targets as touch attacks, and their effects are then manifested with a technique roll, this is done without multi action penalty, but can be done with multi action penalty if paired with a non touch attack.

4.4 Arcane Background (Psionics)

Psionics is not permitted.

4.5 Arcane Background (Prerevenant)

- *Arcane Skill*: Creation (Spirit)
- *Powers*: 1
- *Evocation Power Points*: 20

Those who evoke spirits on order to manifest effects. They may not take more than one power, but the power they have can be changed with 1 hour of meditation, by attuning to a new spirit. Some spirits may not take kindly to being left, though most are content to allow Prerevenants to move from spirit to spirit. They may recover 5 power points an hour while meditating, instead of the usual one.

They may attune to either a local natural spirit, or an abstract spirit.

4.6 Arcane Background (Sorcerer)

Replaces Arcane Background (Gifted). The innate abilities are drawn from your blood.

- *Heritage Power Points*: 15

4.7 Arcane Background (Weird Science)

Weird Science is not permitted.

5 Spirits

The spirit worlds merge and twist with the mortal world. Both influence and feed-back to each other.

There are two general spirit worlds, in which two different classes of spirit reside.

The first is known as ‘The Mirror’, and it is a distorted version of the mortal plane. Smaller, more symbolic and abstract. Entire mountain ranges turning into single mountains upon which the spirit of each mountain from the range, and of the range itself resides. The oceans becoming lakes, rivers and forests turn to trees and groves. The mirror is difficult to navigate, and despite it’s more compact seeming nature it doesn’t seem much faster to travel through. The natural spirits live here. All sapient beings leave a reflection in the mirror, which is a lesser spirit: often incorporeal, that represents them also.

The second is known as ‘The Dream’, and it is completely incomprehensible to mortals. Within it reside the abstract spirits.

5.1 The Natural Spirits

The natural spirits reside within the mirror. They are representations of phenomenon in the natural world. River spirits, mountain spirits, the spirit of the sun and the moon, of grasslands and of trees. Each spirit is a powerful entity, and follow a hierarchy or family tree of sorts.

A river spirit might be considered the child of a mountain spirit and an ocean spirit. The ocean spirit is the child of the spirit of the moon and the spirit of water. The spirit of fire is a child of the spirit of the sun, though sometimes their relationship is described as reversed.

It is not well documented, but it is in this way that spirits can be considered.

Reflections are the components of the spirits of mortals that reside within the mirror. They are usually incorporeal, though sometimes are powerful enough to exist, and often can be made stronger through the meditation of the mortal they are reflections of.

Revenants are the spirits of dead sapient creatures. Most do not become a Revenant when they die, however some with powerful enough spirits, or significant partnerships with spirits, will 'pass on' as it were.

Demons

Sometimes, a natural spirit, or revenant spirit, becomes corrupted or distorted by negative effects on their aspect in the mortal world, or by the circumstances of their death respectively.

This can often mean for natural spirits things such as pollution, deforestation, and disrespect for nature. For revenants it can mean murder, or betrayal.

Demons are much more powerful than their respective spirits, and so are much less likely to become manifest.

Manifest

A powerful spirit is sometimes able to become a manifest spirit, and to begin to exist within the mortal realm.

5.2 The Abstract Spirits

Abstract spirits reside within the dream. They are the spirits of mortal concepts and ideas, rather than of natural entities. These include things such as 'Death', 'Truth', 'Knowledge', 'Love', 'Anger', 'War', etc. etc.

These spirits are often worshipped and deified.

6 Animals

Animals and beasts in Metrissa take the form of combinations of animals from our world.

Appendix



