

Liania: The Player's Guide

David Starner

May 20, 2020

A thousand years ago, at the end of a world-shaking war, the artifacts of Chaos were buried in an ancient dungeon. Above this dungeon, a city was built, and in its walls magic was bound to prevent any from leaving the city or the dungeon below. For all the disturbances of the last millennium, the forces of Chaos have been relatively quiet; will your explorations keep them from erupting or accidentally unchain them?

Chapter 1

Setting

Chapter 2

Ancestries

There are many ancestries open to players: dwarves, elves, gnomes, goblins, halflings, orcs and humans (from *Core Rulebook*); leshy and lizardfolk (from *Lost Omens Character Guide*); catfolk, kobolds, orcs, ratfolk and tengu (from *Pathfinder Advanced Player's Guide*; shoony (from AP #153); steelheart (from *Ponyfinder: Second Edition Conversion Guide*); various forms of beastfolk (from *Ponyfinder: Untamed Lands*); neddies (from *Ponyfinder: Depths of Everglow*, as nedjes sphinxes); felsines (from *Felsine*); yroometjis (from *Files for Everybody: Yroometjis*); mogogols (from *Amazing Ancestries: The Mogogol*); oyapoks (from *Cultures of Celmae: Oyapok 2e*); and entobians (from *Amazing Ancestries: The Entobian*). (High fey are works in progress.)

Humans, halflings, kobolds, goblins and ratfolk are common in Liania. Dwarves, elves, felsines, leshy, lizardfolk, neddies, shoony, and steelheart are uncommon; everyone has seen them, but few know one personally. The rest are rare to the point of being unheard of; if no player plays one, it's possible they will be non-existent in town.

The elves, dwarves, kobolds and orcs were around before the young races, or so they claim. It is true that they do not have gods and cannot gain power from the gods; there are no clerics or champions of these races. In contrast, the young races cannot cast primal or divine spells without connection to a god. Many of the old races blame the bringing of the gods for bringing Chaos and the destruction that came with.

High fey come directly from the fey lands. They cannot gain power from the gods, but like the young races, they need to worship to cast primal or divine spells, in their case the Eldest (from *Lost Omens: Gods and Magic*).

All races can interact with the Chaos lords, and this is an exception to the rule that old races can't become clerics or champions. This is not a PC option.

Aasimars, tieflings, duskwalkers and dhampirs are not available as heritages. Hobgoblins and gnomes are not available as ancestries.

All races in the city speak Common, even if not otherwise noted.

2.1 Common races

2.1.1 Humans

Humans come in a wide variety of forms, in a wide variety of cultures. The groups that came to Liania a thousand years ago have formed a genetically and culturally homogenous group, but newer additions are constantly arriving. They speak Common, though a dozen historical languages are still taught. They both have the majority of the lordships and make up the largest part of the slums.

For half-elves, see elves, and likewise for half-orcs. There is no crossbreeding of ancestries in the world of Liania.

2.1.2 Halflings

Halflings were nearly wiped out in the wars against Chaos, and it is not known if there are any living outside the city. They are a small, very tight community with their own walled subcity. They are somewhat notorious; those that live outside the halfling city and thus interact with others more often tend to be exiles and troublemakers. The city did compel the halfling subcity to report murderers and other unsavory characters, after an incident with a serial killer one hundred and fifty years ago, but it is still true that many who commit crimes are quietly exiled instead of the information being passed to the larger city.

Halflings speak Halfling and Pretorius, a religious language. They usually worship Decimus, a LN ascended halfling from long before Liania, though there is a heresy of Julia, a NG ascended halfling alleged to be his daughter, and the separate religion of Terious, a TN ascended halfling that claims to represent the world itself.

2.1.3 Kobolds

Kobolds make up a lot of the slums and poverty level labor, as well as much of the organized crime and revolutionary groups. They tend to make much of their being an old race, and claim to be older than the other old races. Elves and dwarves tend to ignore this, but it riles up certain orcs to the point of violence ... which possibly explains why many kobolds only bring this up in the presence of orcs.

Kobolds speak Kobold. They assert this to be Draconic; given that there are no full dragons in the city, and Draconic is not historically written, this is doubted but undisprovable.

2.1.4 Goblins

Many people ask themselves why the city still has to deal with goblins? There have been constant attempts at dealing with them, which twice have extended to open genocide. Currently the city makes sure that some goblin gets punished for any acts of arson, even if good people keep bleating about how inappropriate it is to just round up goblins without any real evidence of their personal guilt.

Goblins yet live. Some of them take good jobs, many of them live on the grain dole and amuse themselves in relatively undestructive ways and some of them go on wild rampages. They also tend to hide below ground, and frequently a group of goblins that have lived in the dungeons a few generations will return to the city. A few goblins are deep servitors of Chaos lords, a fact fortunately hidden by their less disciplined kin.

In addition to the Chaos lords, goblins worship a plethora of goblin gods. About a dozen actually correspond to ascended goblins, but all of these gods have enough alchemists, non-divine sorcerers, bards and/or stage magicians attributing power to them to make it unclear to anyone which 12 are actual gods.

Goblins speak a host of ever-mutating languages, which ratfolk scholars have labeled current dialects Goblin-1 through Goblin-6. If two goblins speaking different tongues meet, they will depend on the principle of speaking louder and slower, and hopefully cognates will get enough of the message through. Goblins also know Common and will fall back on it in emergencies, but are convinced they all speak the same language, the others just speaking it poorly.

2.1.5 Ratfolk

The ratfolk are newcomers to the city, having only been here about 250 years. They notably lack in political power due to this, but have a great deal of social power. They trade everything, and they are entrenched in the magical and academic hierarchies. Despite this, they get a lot of distrust, and are considered outsiders. Ratfolk are often the employers of goblins, given that they feel commonality for being outsiders, though the generally low wages goblins get paid are a cause for backlash in certain sectors of the goblin community.

Ratfolk speak Ratfolk. They worship a quadumvarite of gods, Tskhovreba (NG god of life and growing things), Tsodna (LN god of education and knowledge), Misnoba (N god of power and magic), and Tavisupleba (CN god of anarchy and freedom).

2.2 Uncommon races

2.2.1 Elves

Half-elves are not descended from humans. Upon the coming of the young races, elves of the original lifespan and powers started becoming rarer; elvish children started more similar to humans and dying younger. Elves do throw around the phrase “half elf”, in Elvish, as an insult; there are technical terms in Elvish for it, but for most polite purposes, they are just elves. This is not discussed in mixed company, so while other races can tell the difference visually, they don’t have a clear understand of what’s going on.

Elves speak Common Elvish (or just Elvish), as well as either Quenya or Sindarin. While closely related to each other and more distantly to Common

Elvish, the language signifies a deep split in the Elvish community, and relationships across the barrier are rare. Newcomers to Liania, particularly those of rare heritages like Arctic Elves, may speak a different Elvish tongue in addition to Common Elvish; they will be pressured to pick a side.

2.2.2 Orcs

Half-orcs, like half-elves, are not descended from humans. The Orcish term for them would more literally be translated “adult cub”; as orcs do, it is less precisely used than Elvish “half-elf”, being applied to full orcs that are less powerful, and not to any “half-orc” who could pound the speaker into the ground for such an insult.

2.2.3 Shoony

<https://2e.aonprd.com/Ancestries.aspx?ID=16>

2.2.4 Dwarves

2.2.5 Steelheart

From Ponyfinder: Second Edition Conversion Guide; see the GM for more details.

The steelheart are a race of mechanical intelligent ponies, numbering about 450. They were created in town 300 years ago, and the entire race lives here. They do not reproduce, instead continuously repairing older individuals. Out of the original 600, 100 have gone missing, and 50 are non-functional and awaiting repairs. Steelheart with sufficient damage often lack their original memories after being repaired, but are still considered the same person. (In theory, this functions as a free raise dead for steelheart; in practice, it will cost as much as a normal Raise Dead to move a PC to the top of the queue. Some of the non-functional steelheart have been waiting repairs for decades.)

Their creator ascended shortly after their creation, and Fekoro is now a god worshipped virtually exclusively by the steelheart. Nobody has managed to create more living constructs like the steelheart, and the steelheart have not been willing to share any information they have with anyone else.

2.3 Leshy

Cf. Chili Leshy (from *Chili Leshy*)