

# Liania: The Player's Guide

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*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

Liania was founded a thousand years ago after a tremendous war against the forces of Chaos. In the middle of nowhere, artifacts and bound entities of chaos were put into a dungeon, and a city built above it with the city and its inhabitants part of a magical binding to keep the chaos below controlled.

Liania is thousands of miles from the coasts, and the world has seven hundred day years, leading to vicious weather changes; summers have weeks with the highs over a hundred degrees Fahrenheit, with winters staying below twenty below for weeks on end. Spring and fall bring monsoon rains while winter and summer are bone-dry. The planet has three moons; the stoney Tero, with a sixty-hour orbit, the firey Vlamo with a thirteen day orbit, and the large blue Akvo with a hundred and fourteen day orbit. There are 14 50-day months.

To the northwest lies the opening in the walls where the supplies are brought in and magical items and technology are exported. Behind that gate lies many warehouses, merchantile housing and magical and industrial factories. Ratfolk mostly live in this area, as do many kobolds and some golbins. To the northeast, lies the rich area, with most of the humans living there. In the center of the town is a large park and lake, with the homes of the leshy, lizardfolk and elves there. To the southwest are the segregated halfling living areas, the dwarven mountain (more of a hill), and many of the middle to lower-class of any race. To the south is the slums, run by various gangs that control the grain distribution in the area. Some escape to the west, but many are born and die there.

Technology is roughly 1910s. <https://www.gutenberg.org/ebooks/61985> is *Herrods for Everything*; that's a huge file, but most of the items in that catalog will be available, with the styles generally accurate. There are no guns, because there is no gunpowder; there's also no fossil fuels, with engines being run off wood alcohol. There are no airplanes; there are primitive cars, but few places where they're practical. There is a train that travels in a great figure-eight, travelling around from the north edge, from west to east, across the center, around the south edge from east to west, and back across the center to restart its journey, taking about an hour. It costs five silver to ride the train, though that's rarely collected unless to hassle someone from the lower classes who isn't

perceived to be appropriate to be riding the train.

There are cameras, and photographs of stuff in the dungeons are quite popular. Good original photographs can bring in 5 gp a piece. Color photograph is primitive; it takes four photographs with different filters to produce photographic color suitable for human and ratfolk eyes, with any movement potentially ruining the photographs. Thus usable color photographs can bring in 100 gp or more. A light spell is usually necessary for these photographs.

## 1.1 Government

All people living inside Liania are technically citizens of the city with full rights. There are far fewer goblins on the rolls than are actually present in the city, but in general the state and the various communities do a good job of making sure that all people are recorded.

There is a human-dominated House of Lords and a proportional House of Commons, with a increasingly large and powerful bureaucracy. A unified House of Lords can dominate the House of Commons, but frequently the politics demand the Lords curry Commons support. There is a fully written constitution, of such size, complexity and internal contradiction that it is of little help in judicial decisions.

There are 12 high lords, 256 hereditary lords, and 100 non-hereditary lords promoted for their service. When a non-hereditary lord dies, the House of Commons proposes a replacement and the non-hereditary lords accept or reject. In the few cases where the line of a hereditary lord has died out completely, a bastard child of the line has always been found; while they have often been assertions that the bastard child was in fact the bastard child of another lord, those assertions have always been found to be libelous.

## 1.2 Dungeon

Beneath the city is the ever-evolving dungeon. It will sometimes grow up into the city, and all entrances are sealed by order of the city government. As there are valuable magical items found within, this is often ignored by people looking for wealth. Thus dungeon explorer can be a profitable but disreputable and legally-questionable occupation. They will sometimes try to rescue people who are captured by the dungeon, but will also sometimes just seal up the dungeon, so bounties can be found for people looking for their lost family members having accidentally or ill-advisedly made their way into the dungeons.

## 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*); neddies (as nedjes sphinxes, from *Ponyfinder: Depths of Everglow*); felsines (from *Eldritch Ancestries: Felsine*);

Humans, halflings, kobolds, goblins and ratfolk are most common in Liania. Dwarves, elves, felsines, leshy, lizardfolk, neddies, shoony, and steelheart are uncommon; everyone has seen them, but few know one personally. (The list of rare races have been removed, but they are still available upon discussion.)

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.

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 100 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 quadrumvirate 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 Dwarves**

Dwarves are distinctly a different type of being than the other humanoids. They are creatures of stone-infused flesh. They will sometimes let themselves be categorized as male or female, but aren't really either. A dozen dwarves will engage in a group ritual to animate a large lump of stone into a large-sized baby dwarf, which will wear down to a normal sized dwarf over time. While growing up, the young dwarf will be the responsibility of a single "parent", who may or may not be one of the original animators, for five to ten years before being passed to another "parent".

Dwarves have skin the color of the stone used to make them; granite is common in Liania, but the dwarves will frequently import stone for forming children. As they grow up, they become more dwarven in form and start to develop humanoid hair, teeth, eyes and nails. Hair in particular grows in the color, style and length chosen by the dwarf, though they may have to shed to start growing a new style.

Dwarves speak Dwarvish. They have a very distinct religion that offers minor offerings of plant material to water, air and fire, with prayers being centered around proper balance.

### 2.2.2 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.

### 2.2.3 Felsines

*From Eldritch Ancestries: Felsine; see the GM for more details*

Felsines are a small, cute relative of catfolk. While not part of the original races of Liania, the first batch showed up less than a hundred years after the founding, with more groups following at regular intervals. They are frequently underestimated, and felsines sometimes lean into this, but people who get to know them know of their determination, patience and occasional viciousness.

Felsines speak Felsine and a language of their particular tribe, in addition to Common. They worship a plethora of gods, both from the seven ascended Felsines and those of other races.

### 2.2.4 Leshy

Leshy are one of the original races that founded Liania, and still hold notable political power. They occupy the park in the center of the city, along with the lizardfolk, and tend to be especially inactive in the depths of winter. Without their mediation, Liania politics can get especially dirty during the winter.

There are almost two dozen leshy gods. The leshy are the only race to willfully deify individuals in an organized way; their skills in this matter are not well known among non-leshy. There are currently two beatified leshy undergoing the process to be deified. Leshy speak Leshy.

(Unlike the core rulebooks, leshy do reproduce like other races. They are hermaphroditic and pair-bond usually for just the one season.)



### 2.2.5 Lizardfolk

The lizardfolk are a new arrival to Liania, arriving about 100 years ago, 5 years after the ratfolk. Lizardfolk don't talk much, but the rumor is that they were chasing after the ratfolk. This might have some relation to the fact that the lizardfolk almost universally shun the ratfolk, and probably wouldn't give one the time of day. The lizardfolk have quietly nestled into the park area with the leshy.

Lizardfolk speak Lizardfolk. As a society, they are monotheists; they worship Grathnor (that is, God in Lizardfolk). Many lizardfolk seem driven to evangelize at some point, but their general taciturn nature and the general lack of success blunt that pretty quickly.

### 2.2.6 Neddies

*(As nedjes sphinxes, from Ponyfinder: Depths of Everglow; see the GM for more details.)*

The neddies are a medium-sized race of sphinxes. They appeared in Liania hundreds of years ago, from parts unknown. (Some neddies know that they came from below, and most on the street would not be surprised to hear that.) While they have no hands, many have used their brilliant minds or sharp claws and teeth to make their way in the world quite successfully. They frequently pair with a felsine (or exiled halfling or a ratfolk) to make up for their lack of hands, with other races either being too tall or too untrustworthy. The presence of a neddie worries many, as they are unpredictable and undisciplined, and unlike a goblin, large enough to be hard to run off physically.

Neddies speak Neddie. There is a neddie god, the All-Mother, but like as not, a religious neddie will find any god that amuses them.

(Mechanically, they can get flight and grow to large size by taking level 5 ancestry feats.)

### 2.2.7 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.

Half-orcs and orcs are subject to quite a bit of suspicion in Liania, but their status as an old race does provide them a bit of protection from the extremes of the treatment of the goblins. When they do have jobs, they tend to be ones where they can crack heads; the general reputation of orcs as unintelligent make few, even other orcs, willing to follow them.

Orcs speak Common; there was an Orcish language, but if there number any speakers of it remaining among the orcs, they number quite few.

### 2.2.8 Shoony

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

Shoony are pugfolk, and followed the humans to the founding of the city. Shoony are not technically inclined; they do much of the farming that's done inside the city. They sometimes get treated as the non-violent version of orcs, just big, dumb muscle. This has sometimes backfired on the assumer.

Shoony that don't stay at home with other shoony often go as protectors. They will adopt some creature they feel needs their protection, be it another shoony, a felsine, orc, or other ancestry. (It is interesting how often the shoony will consider some being larger and more dangerous than them their charge.) Felsine and shoony frequently get along quite well, though neddies and shoony don't tend to.

Shoony speak Shoony. They have a small array of their gods to worship, but tend to keep their religion pretty private.

### 2.2.9 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.

## Chapter 3

# Religion

The ancestry chapter covers most of the religion. Since gods are ascended people, only the foolish believe that any of them created the world. Many people don't worry about religion, and many others worry about the gods only when they need help.

Evil gods, especially chaotic evil gods, in Liania are pretty rare; few jerks manage to get deified. (The Human god Blutarski, dedicated to the overindulgence of alcohol and drugs and to the torment of the weak and "unfun", is the most major exception.)