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# Introduction

Quick disclaimer the guy who wrote this is an American from Southeast Wisconsin, as such the terms/jargon/units I use come from that context. Don’t think that will come up to much in this though

This was written to contain the lore for the world I plan to run starting in about 2016. I’m planning on doling out small pieces as they become relevant. If you are seeing the whole thing it is probably because I got lazy at some point.

I made good use of many things while formatting this document. Sometimes you can click on a term and be directed to it. If all else fails, there is a nice table of contents at the beginning. Crtl F is your friend.

# Demagus

There are a few defining traits to the world, but foremost amongst them all is the pervasiveness of magic. Simply put, magic is common, everyone knows prestidigitation.

# Religions

The gods physically walk the earth. You can meet them, they can show you their power. There are many of them and they don’t always get along.

## Dortokaren

### Description

There is a religion that believes the world is on the back of a giant turtle

Dortoka – World turtle and creator of all.

### Fun Facts

No one has ever seen the world turtle on which the earth rests, this could be a problem but no one has offered definitive proof the earth is not on the back of a giant turtle either.

Some modern heresies state that the world being on the back of the world turtle is allegory rather than literal.

### Scripture

Once there was only the void.

The turtle created the world on himself to protect it from the other gods.

## Uffern

### Description

The religion of the gnomes is unique in the world. It does not seek to garner followers or encourage worship of anything. Yet most gnomes in the world follow it and refuse to deviate from its tenants. It can be best described as fuck the gods. They are pricks who make us suffer. This world is hell. When our term is served we will die and return to the paradise of the living.

#### Pantheon

Tywydd Lady of Weather – That bitch who makes it hail

Cigysydd Lord of Animals– The bastard who made food run away from us

Ffrwythau Lord of Plants– The fucker who makes us wait for food

Ddaear Lord of Earth – The right bastard who put us here.

Dwr Lady of Water – The daft bitch who wants to drown everyone

### Fun facts

The religion manages to attract new converts from those who feel particularly slighted by the gods. Their disregard of the traditional pantheon irritates some, but more are willing to blaspheme new gods as well as old.

Seeing as how they believe this universe is hell, necromancy and resurrection are a grave sin. After all, some bastard is dragging innocent people from the paradise of the living to back to hell after they served their sentence.

Followers of this religion are often uncomfortable around willing undead. Those sick fucks came to hell willingly. More liberal members assert that we cannot judge people for wanting to stay in hell, they will figure it out eventually.

Other gods tent to not take kindly to the Uffern beliefs in blasphemy. Leading to some more religious places banning the religion, and all of its followers outright.

### Scripture

Everyone is already dead. This is hell. If we are noteworthy we will be pardoned and allowed to go back to life in the perfect world we left behind.

## Sciismo

### Description

A cultish mystery religion that is widely known. People meet together and enjoy each other’s company. There are secret rituals and lore that are meant to create a sense of brotherhood. You get promoted in the religion by the acclaim of others in it. The higher you are in the religion the more of its secrets you know. They worship no god, but the good of mankind, and of course nobody trusts them. Members of this religion refer to each other as sciano.

### Fun Facts

They have their own special language. Members say it is much more logical than natural language and if everyone learned it, it would probably lead to world peace.

Members of other religions are sometimes also members of this religion.

A commonly held belief amongst unbelievers is that the religion is actually a shadow government that controls the world

### Scriptures

#### Dosiero

##### Chapter 1 - Apliko

1 There are always meaningless patterns.

2 If you look hard enough, you can find anything.

3 Because it happened before, doesn’t mean it will happen again.

4 To assume is to blunder.

5 Keep it simple stupid.

6 The simplest solution is often the correct one

7 One cannot prove impossibility

8 What cannot be settled by experiment is not worth debating

9 The burden of proof lies with the one making the claim.

10 The more trivial the issue, the more it will be debated

##### Chapter 2 - Sago

1 Never attribute to malice that which is adequately explained by stupidity.

2 The most incompetent are the most confident.

3 Work expands to fill the time available for its completion.

4 There is always one more flaw.

5 Garbage in, Garbage out.

6 Sufficiently advanced technology is indistinguishable from magic.

7 The perversity of the Universe tends towards a maximum

8 Don't hesitate to ask questions, even if they seem obvious

#### Anekdoto

##### Chapter 1 - Ekvilibro

1 There was a craftsman renowned throughout the lands. 2 And many came from across the lands seeking him. And many sought to be his apprentice. 3 And the craftsman asked those who sought to work under him a question. And he asked them what was most important when crafting. 4 And he found the answer of all those who came to him wanting. 5 One day a man came to him and answered that no one thing is most important. And the craftsman sent him away. 6 But the student refused to leave. “What then is most important” the man asked the craftsman. 7 And the craftsmen told him that it was simplicity. For the more complex a thing is, the more likely it is to fail. 8 And the man spake to the craftsmen, saying “A two horse coach has twice as many horse problems as a single horse coach. 9 From this is plain, we have your rule that simplicity increases robustness as simplicity reduces failures. 10 Therefore we can argue that the right way to do things is to put all your eggs in one basket, 11 one must just make sure that they've built a really good basket.” 12 And the craftsman saw the wisdom in this. And the craftsman took the man on as his apprentice.

##### Chapter 2 - Vero

1 There was a knowledgeable man, and in his old age the man sought to pass on his knowledge. 2 And the man let it be known that he was seeking to teach and the students flocked to learn from him.3 But the students did not learn from the man. And the students did grow frustrated.4 And the students spoke to the man, saying “Master you know many things but we do not understand. Surely your knowledge will die with you.” 5 And their master spake unto them a parable.

6 In the beginning was a problem of poo. And the problem was without understanding, and the solution was void.7 And darkness was on the faces of the villagers thereof; And they spake unto their yeoman, saying: "It is a crock of crap, and smells as of a sewer."8 And the yeoman took pity on them, and spoke to the knight: “It is a crock of excrement, and none may abide the odor thereof."9 And the knight spake unto his baron, saying: “It is a container of excrement, and it is very strong, such that none may abide it."10 The baron then hurried to his earl, and informed him thus: “It is a vessel of fertilizer, and none may abide its strength."11 The earl carried these words to his duke, and spoke unto him saying: “It containeth that which aideth the growth of plants, and it is very strong."12 And so it was that the duke rejoiced and delivered the good news unto the Viceroy: "It promoteth growth, and it is very powerful."13 The Viceroy rushed to the Emperors side, and joyously exclaimed: "This powerful new poo is ours and will promote the growth of the empire!"14 And the Emperor looked upon the poo, and saw that it was very good.

15 And the students did not understand the parable, saying “Master we do not understand”16 And the man spake unto his students, saying “True communication is possible only between equals. 17 Inferiors are more consistently rewarded for telling their superiors pleasant lies than for telling the truth.18 You have ceased lying to me and know I can truly teach you.”19 And the students understood and were amazed.

## Church of Bob

### Description

The Church of Bob acknowledges the deity of all gods but reveres bob above all others as the most worthy deity. bob Is the God of portals, randomness, luck, and hidden places. When things go well it is because of bob‘s grace. When things go badly it is because of bob‘s ire. bob is appeased by conflict and destruction. The quickest way to gain his favor is to fight ones enemies or destroy fine luxuries. bob can also be appeased by singing, but this is less effective.

The church is also prone to schism. With many sects that disagree with each other. They are however, all steadfast in their belief in bob, that bob can be appeased by acts of holy destruction or singing, and that contentedness is the greatest sin in the galaxy. One notable thing is that all sects will declare truce and unite the moment any sect is threatened by outsiders to drive off the unbelievers.

### Fun Facts

The Church of Bob is based around avoiding Bob’s ire rather than worshiping Bob. A key misunderstanding many unbelievers hold.

Bob is not big into worship. He much prefers sacrifice. The only worship Bob accepts is singing. Any song will do, but it is better if it is from an unwilling participant.

Detractors believe Bob is the god of murderhobos, which is only slightly true. Bob does not endorse murder, or hoboism, but the destruction and a rejection of excess.

Bob is a popular deity for those seeking immortality as it is said he once gave a whole race immortality, particularly liches.

Bob is the eldest of three brothers, Rob, known as the blood god, is really into creation and destruction, Stan is the youngest brother.

Bob’s arch enemy is Jove, Jove has many manifestations, but they all share the trait of discouraging holy destruction. Everything from sloth to bureaucracy to conquerors fits in this category.

### Scriptures

bob is the God of hidden things, and as such he hides his true nature and scriptures from his followers to discover. As such the actual holy scriptures of the Church of Bob are much debated. For the most part people agree that the following are cannon.

#### Gospel of Hrodberht

##### Chapter 1

1 And it came to pass, in the days after time was lost, and in the days before time was found, the frontier was beyond the firmament.2 An age when the peoples of the land had lost their way to seek beyond the lands which they lived.3 Many spoke of the age of travel beyond the firmament toward the lights above, the shimmering void beyond reach.4 For many of this age, the idea was lost, but a prophecy spoke of one who would restore the way beyond and into the void.5 For behold, a man named Jehoram, begotten of Rodas, sought to discover a way beyond the reach of his people.6 Jehoram worked for many years, but no way was found.7 Through the years, Jehoram tired of this journey and met a woman named Alenia, to which they were become one together.8 And it came to pass that Alenia bore Jehoram three sons, their names, Hrodberht, Hrodgar, and Stan.9 In these days, Jehoram renewed his quest to fulfill his journey and travel into the void.10 One ev'n, whilst Jehoram was working near his home, he was visited by a bright personage.11 The personage was unlike any Jehoram had ever seen, calling himself Jove.12 Jove was a weak being, but the brightness around him caused stillness in Jehoram's soul.13 A message delivered to Jehoram of a way to go beyond the firmament and journey into the void.14 Jove declared to Jehoram that it was not the will for Jehoram to bare this task, but his Hrodberht, who must take on the journey upon his age.15 Before leaving, Jove gave Jehoram a gift, a gift of lost knowledge of things Jehoram's people had long forgotten.16 And it came to pass upon the age of Hrodberht, that his father told him of the personage of Jove and the journey Hrodberht must undertake.17 And after many years of labor, Jehoram and Hrodberht built a fantastical object, a ship that would carry Hrodberht through into the void.18 As the night approached, one day before Hrodberht was to depart, a personage appeared to Hrodberht, his name, Jove.19 Jove told Hrodberht of his task, that he would bear the keys to the abyss, the void would become his domain, if he were but to listen to the guidance of Jove.20 Hrodberht swore his loyalty, as his father had done many years before, and Jove bestowed upon Hrodberht the lost knowledge of ages, and gave him direction to fly toward the star second brightest.21 And behold, the day of prophecy came, and Hrodberht prepared to leave his home.22 Jehoram, aged beyond his own to walk, was met by Hrodberht.23 Hrodberht told Jehoram and Alenia that he would leave on this journey, and Jove had revealed that he would never return.24 Alenia wept.25 Jehoram spake unto his son that this was the prophecy of Jove and that through the will of the personage, he would restore the lost knowledge to the people throughout the void.26 After departing, Hrodberht set to begin his journey, and within his ship, began.27 A rumbling throughout the lands erupted as Hrodberht set beyond the firmament.28 People from around the land witnessed as the ship of Hrodberht flew through the heavens and beyond the firmament.29 And Hrodberht entered the heavens and into the void.

##### Chapter 2

1 As his journey had begun, Hrodberht had great anxiety of the task he was to undertake.2 He wondered and worried of the dangers before him.3 And it came to pass, just three days after leaving his home that Hrodberht was met by lights within the void.4 As before a voice was revealed to Hrodberht, the voice of Jove.5 He spake unto Hrodberht of his journey to find a Polaris, home of Jove, and the journey would cost a great price.6 Hrodberht begged Jove to spare him the journey, as fear had overcome him, yet Jove denied him.7 As prophecy before was, Jove spake that Hrodberht was to fulfill and find Polaris.  
8 Jove bestowed a new knowledge to Hrodberht of a way to find Polaris, but warned him that he must follow the path of the star second brightest.9 Hrodberht swore to travel the path, and the voice of Jove faded, as the lights surrounding Hrodberht's ship faded into the void.10 And it came to pass, that Hrodberht tired of traveling the path of the star second brightest and begun to travel toward the star brightest.  
11 As he continued the path untold, the knowledge bestowed by Jove began to fade, and the formations of the stars around Hrodberht were no longer known to him.12 Lost in this new wilderness, Hrodberht begged for Jove to return and guide him back unto the path of the star to Polaris, for the star was no longer known.13 Hrodberht had become lost in the wilderness of the void.14 And it came to pass, as Hrodberht was nearing closer to the star brightest, he was before a hole in the void.15 This hole had no beginning and no end, and was without understanding.16 Hrodberht feared this abyss, as he had no way to avoid this direction before him.17 As he neared, Hrodberht was consumed by the void and the star brightest was no more.18 Within the abyss, Hrodberht found two stars, one bright and red like blood, and one blue and narrow.19 And beyond to the left a broken world set before him.20 The world, broken by the past, was soon to be the resting place of the ship of Hrodberht.21 Within the grasp of the world, Hrodberht begged for Jove to save and spare him, yet Jove did not answer.22 As his ship neared the world, it became awake, and floated toward the surface within the firmament of the world.23 His ship finding the surface, Hrodberht saw many ruins and a temple of golden light, dim light in the center near his ship.24 And it came to pass that Hrodberht lived and was safe upon the broken world within the abyss.25 Leaving his ship, approaching the temple, Hrodberht was overcome with a new feeling, one of serenity.26 Deep within the temple, Hrodberht saw many writings upon the walls and floor before him, and near the center a steep stairs.27 Once atop the stairs, he saw a set of keys, ancient keys, to which he knew not the object of unlocking.28 As he reached forth and touched the keys, Hrodberht was transfigured.29 Hrodberht had become all and nothing, saw all and knew the lost knowledge of the ages and from whence Jove had come.30 And to the future, Hrodberht knew.

##### Chapter 3

1 In his form, Hrodberht was no more, but become bob, the name of the abyssal keys bestowed.2 And Bob saw the star second brightest and brightest, and all the stars throughout the void.3 bob collected the heavens of the void, the domain to which he would keep, and smiled over his domain.4 As he ruled throughout, bob was displeased with the thought that those who would seek to enter his void would not obey his rule.5 bob sought to protect the ancient places within his domain and set before them guardians and keepers to sleep and awaken when those who would come into his realm.6 And it came to pass that the domain of bob would fade until those who followed the direction of Jehoram who would reach the path of Hrodberht may find the abyss.7 As he ruled, bob remembered Jove and his absence when the need was dire, and his heart was hardened.8 For bob would destroy Jove.9 As he neared the edge of his abyss, he could see the void unto Polaris, yet he could not enter.10 The limit of bob seemed to protect Jove.11 bob beset many guardians along the border and the day to which Polaris' gates would open, bob would take his revenge.12 And it came to pass, that a time fell upon bob that the serenity of his reign allowed him rest.13 In the day of future, the guardians would awaken and bob would fill the void with those who would seek to trespass into his kingdom, a celestial kingdom, within the abyss.

#### Book of Bob

##### Chapter 1 - The Creation of All Things

1 In the beginning, the universe was dark and formless and devoid. 2 The universe was a vast oneness and all places were connected to all places. 3 And the gods of the universe walked freely according to their will. 4 This was the Time of the Unknowable.5 And it came to pass after many ages that the gods became dissatisfied. 6 They had seen all. They had been in all places and the universe was stagnant and not pleasing to them.7 The gods said to one another, “Let us put an end to this stagnation. Let us create a Divine Spark to burst forth and fill the universe the energy of Creation so that we may reforge all according to our satisfaction.”8 And the gods worked together to create the Divine Spark and place it into the void. 9 The Divine Spark burst forth in all directions and filled the universe with light in all its forms. 10 And the gods saw that it was good and proclaimed a New Birth of the universe.11 And the gods set about with the work of Creation each according to his design. 12 This was the beginning of the Time of Joy.13 After most of the things had been created some of the gods desired to create other beings to inhabit the universe with them. 14 “We have created many things and we are well pleased. We have seen what each has created.15 The stagnation is broken but the universe still is not to our satisfaction. Our creation should be a living creation that is possessed of its own creativity and its own desires. Let us create living beings possessing of desire and creativity to live amongst that which we have made.”16 And some of the gods went about the work of creating life. 17 The gods created beings both self-aware and not. The gods created beings of all kinds. The gods created all the creatures that live in the ground, the water and the skies of the planes. 18 The gods saw all the beings that were created and said “We are well pleased with the variety of beings we have created but our universe is too simple. We shall create Mystery and sew it into the Fabric of Life.” 19 So the gods created Mystery and wove it into Life. 20 The gods made complex relationships between the beings according to the planes they inhabited.21 After sewing Mystery into the Fabric of Life the gods found that much Mystery remained unused. 22 And the gods said “Let us sew the remaining Mystery into the greater Fabric of the Universe.” 23 The gods intertwined Mystery into the Fabric of the Universe.24 And the gods looked out over all they had made and were well pleased.

##### Chapter 2 - The Corruption of the Fabric of the Divine

1 As the gods were sewing Mystery into the Fabric of the Universe, one of the gods was possessed of inspiration and his name was Chaos.2 And Chaos thought “Why should only the universe be made with Mystery? 3 Would it not be more pleasing if the gods themselves were possessed of Mystery? 4 It would be better for the gods themselves to be imbued with a Mystery5 Through this Mystery we might grow along with this universe we have wrought.”6 And while the other gods were attending to the work of sewing Mystery into the Fabric of the Universe, 7 Chaos took a measure of Mystery for himself and slipped away. 8 The other gods, engrossed in the work of weaving Mystery into the Fabric of the Universe, did not pay any heed to the absence of Chaos.9 And Chaos worked in secret, sewing Mystery into the Fabric of the Divine. 10 As the first thread of Mystery touched the Fabric of the Divine, its power began its work. 11 Chaos was most skilled in his way and he wove the threads of Mystery into the Fabric of the Divine such that none would be able to remove them without destroying the Fabric itself. 12 Chaos observed the result of his work and was well pleased. 13 Before the last thread had been added to the Fabric of the Divine, Mystery had already robbed the gods of the power of omniscience. 14 Having lost the powers of all-seeing and all-knowing, Chaos was none the wiser, nor were any of the other gods.15 Little time passed before one of the gods sensed a change in the Fabric of the Divine.16 Her name was Eva. 17 Discovering that she was unable to know the change in the Fabric, Eva went to the Fabric of the Divine to examine it.18 And Eva discovered the threads of Mystery woven into the Fabric of the Divine.19 “These threads must be removed, the Fabric of the Divine must remain pure as it was” she said. 20 As Eva began to remove the first of many threads a violent ripple was sent through the Fabric and the Divine power of omnipotence ceased to be.21 All the gods felt the all-powerful leave them and being quite alarmed they all descended upon Eva and the Fabric of the Divine. 22 “Eva! What have you done?” they demanded. 23 “I have done nothing but try to remove these threads of Mystery that have polluted the very Fabric of the Divine”, Eva replied, 24 “I touched but a single thread and it resisted with great consequence.”25 Inspecting the Fabric, the gods came to know that the Mystery could not be unwoven from the Fabric of the Divine without destroying them all.26 Turning to Chaos, they demanded “Chaos! Why have you done this? It is apparent that this is your work. None other than you possess skill enough to have committed this crime.”27 “I have committed no crime.” said Chaos. 28 “What satisfaction would there be in an existence with no Mystery? 29 We judged Mystery to be necessary for our creations. I judged Mystery to be necessary for the gods. 30 We shall partake of the richness of limits and challenges. 31 We shall experience the satisfaction of growth. 32 I have bestowed upon us a gift. Be not angry.”33 The words of Chaos did not convince the other gods and he became hated by most of the Divine Ones.

##### Chapter 3 - The Fall of the Gods

1 And as the Ages passed, the Mystery continued its influence upon the Fabric of the Divine. 2 Mystery caused the egos of the gods to grow and match those of the beings they had created. 3 Conflicts became commonplace among the gods of the universe.4 And the gods lost the power to create new Life. No longer could the gods make new kinds of creatures to inhabit the planes. 5 Mystery had shifted all the power of Life Creation to the Fabric of the Universe. 6 Having lost the Divine power of omnipotence the gods could not undo the work of Mystery.7 And Mystery had hardened the Fabric of the Universe. 8 No longer could the gods change the nature of what was, or what was to be. 9 The power that remained in the gods could manipulate only what was and could work only within the Fabric. 10 The Fabric of the Universe and Mystery became the true masters of the universe the gods had created.11 And having become egotistical, the gods demanded worship from the beings they had created. 12 The gods demanded obedience and praise to soothe their egos.13 Some gods when displeased by their subjects wrought terrible revenge upon them. 14 Some gods with no Life to preside over became jealous of the other gods.15 And Mystery gave the sentient beings the power of god-creation. 16 Many beings failed to recognize the old gods as their masters and in the vacuum created new gods of their own. 17 For Mystery had imbued many of the sentient creatures with a desire to know their creators and a need to serve the gods.18 And many of the old gods became jealous of the new gods and Divine warfare blighted the universe.19 The Time of Joy had ended with the weaving of Mystery into the Fabric of the Divine. 20 The gods gave a name to the new Era, the Time of Chaos.

##### Chapter 4 - The New Eden

1 Among the new gods was one known as The Nameless God of the Hidden Places. 2 Chaos was pleased by The Nameless God of the Hidden Places and the two gods were frequent companions.3 The beings and gods of M’aell had created The Nameless God of the Hidden Places to rule over the hidden dark spaces.4 And they had created their god with a thirst for destruction and blood and strife. 5 And they had imbued their god with great understanding of the workings and necessity of the destruction he craved. 6 They had created their god to have powers to create of that which is hidden.  
7 And The Nameless God of the Hidden Places was attacked by the old jealous gods of the near planes, as his people loved him dearly and paid great homage to Him. 8 The sacrifices and praise paid to The Nameless God of the Hidden Places exceeded by many measures that which was paid to the old gods of the near planes by their people.9 And the old gods of the near planes waged war against The Nameless God of the Hidden Places and His followers in order that they might destroy The Nameless God of the Hidden Places and rule over His followers.10 And the old gods could not defeat The Nameless God of the Hidden Places and they could not sway His followers to worship them. The destruction the old gods wrought upon M’aell would not break the faith of his followers.11 And in a rage the old gods of the near planes caused one of the near planes to change its course through the heavens, this plane was called Sab. 12 And Sab smashed into M’aell with a devastating force. And both M’aell and Sab were destroyed and His followers ceased to be. 13 To this day the fragments of the two smashed planes can be seen in the vacuum.14 And the only remaining plane that harbored life was called Chap’le by the gods. And the sentient beings of Chap’le called the planet by a different name, Earth.15 And The Nameless God of the Hidden Places mourned the destruction of His people. The Nameless God of the Hidden Places mourned for many Ages.16 And Chaos was unable to console The Nameless God of the Hidden Places.17 And after many Ages, Chaos did come to The Nameless God of the Hidden Places. And Chaos spoke18 “My friend, tell me what I might do to console you. You have mourned for many Ages and this must pass.” 19 And The Nameless God of the Hidden Places responded to Chaos saying “I want revenge upon the old gods of the near planes. 20 We are equal in strength and I have been not able to defeat them and I have not been able to be defeated by them. 21 My revenge is denied and they rejoice in my misery.”22 Chaos said to The Nameless God of the Hidden Places “And the old gods of the near planes were not able to break the faith of your people. 23 You are more worthy than they. And this is proved by the homage and faith of your people. And this is proved by the lack of faith and the forgetfulness of the people of the gods of the near planes.24 If you would but steal away the faith of the people of the gods of the near planes and cause them to sacrifice unto you and cause them to pay you homage you would have your revenge.” 25 And The Nameless God of the Hidden Places saw that Chaos spoke Truth.26 And The Nameless God of the Hidden Places spoke “I shall create a new world within the universe and it shall be a hidden world. 27 I shall bring people of Chap’le to this new world. 28 And the people will praise me and pay homage to me and they will know they serve a god more worthy. And our world shall be hidden that the old gods of the near planes will never find their way to the new world. And I shall have my revenge.” 29 And Chaos swore to aid The Nameless God of the Hidden Places in His revenge. 30 And Chaos said “I will trick the old gods of the near planes and lure them to the other end of the universe that you might bring people of Chap’le to the new and hidden world in secret. And you shall have your revenge.” 31 And The Nameless God of the Hidden Places created a hidden place in the universe to build his new world. 32 And The Nameless God of the Hidden Places called upon Chaos and Chaos called upon Robb the Starsmith. 33 And Chaos and Robb the Starsmith helped The Nameless God of Hidden Places create the new world in the hidden place. 34 And Stan was there. 35 The stars were created in the new world and the planets near the stars and all the things and The Nameless God of the Hidden Places made hidden places within the hidden place that held the new world. 36 And He connected the hidden places within the world to each other and the places which were not hidden. 37 And Chaos went out and took Life from other places in the universe and seeded the new world with Life.38 The three gods looked over that which they had made and it was good.39 And Chaos tricked the gods of the near planes. And the gods of the near planes followed Chaos to the other end of the universe.40 The Nameless God of the Hidden Places opened a portal like a bubble between the new world and the universe.41 And while the gods had created the new world the beings of the plane Chap’le grew and colonized the places.42 And the beings discovered the portal. Vessels did they send into the portal to discover the new world The Nameless God of the Hidden Places had made. And they called the world New Eden. And more of them came and made homes in New Eden.43 And people were coming to the new world in multitudes.44 And Chaos appeared and said to The Nameless God of the Hidden Places “The old gods of the near planes have found my trick. They are returning from the other end of the universe.”45 And The Nameless God of the Hidden Places was irritated saying “I have not all the people of all the places. My desire was to take them all and I must close the portal.” 46 And He closed the portal and hid the new world from the gods of the near planes. 47Chaos looked and said “It is good. You need not all. I see the condition of those left behind. They will surely die.”

##### Chapter 5 - The Jove

1 And The Nameless God of the Hidden Places looked at the new world and saw the Jove among them and was pleased.2 And The Nameless God of the Hidden Places said to the Jove “Make sacrifices to me and pay me homage in your ways and remember me always and I shall favor you. 3 Be my hand of flesh among the beings to do my will and I shall give you advantage in capability and I shall give you dominion over the other races and you will become immortal.” 4 And the Jove asked “What shall we call you? Our god is owed a name.”5 And The Nameless God of the Hidden Places spoke the name he wished to be called. 6 And the name was not a sound heard by the ears but in the being. 7 And the Jove made a name that sounded as near the sound as their tongues would make. 8 And the Jove said to The Nameless God of the Hidden Places “You are bob.” 10 And the Jove made sacrifices to bob and paid homage in their ways and they paid homage in death and blood and the Jove waged war and the Jove destroyed material things. 11 And bob saw that it was good.12 And bob led the Jove to discover the keys to immortality saying “Give this to no others.”13 And a time passed and the Jove became obsessed by their advantage and thought of technology and sacred Destruction and sacrifices faded from their minds and bob faded from their thoughts and the Jove stopped paying homage to bob.14 And the Jove looked to the ancient Gods of the near planes.15 And the Jove took their practices and the Jove took the name of the greatest of them.16 And bob was angry and he said to the Jove “You have forsaken me and stopped paying homage to me in your ways. 17 You have forgotten the sacred Destruction and put me from your minds. You have forsaken me and are not worthy of my favor. 18 I shall find others and they shall be my Chosen and they will receive my favor.”19 And bob commanded the Jove to give the keys of immortality to the other races. 20 And the Jove disobeyed saying “We shall not give the keys of immortality. We shall keep the keys for ourselves. We are strong and we are immortal and we are your hand of flesh and we shall not give the keys as we control your hand.”21 And bob became furious by the arrogance of the Jove and bob said “You shall give the keys or I shall smite you down.”22 And the Jove refused to give away the keys to immortality and bob did smite them saying “You shall suffer great misery and sorrow until your death and you shall suffer until you cease to be entirely.” 23 And bob smote them with a sickness they could not remedy. 24 And the Jove suffered. And the children of the Jove suffered and the whole of the Jove was cursed.

##### Chapter 6 - The Prophets

1 And bob went to the hidden places of New Eden and left the Jove to die. 2 And bob stayed in the hidden places and said “I shall be here in the hidden places and for a time rule 3 only over the hidden places. 4 And the new ones who find the hidden places and make of them a home will gain my favor. 5 And the ones who pay me sacrifice and homage in their ways and pay me homage in death and blood and pain and loss and carry on the work of sacred Destruction and keep me in their minds shall be my new Chosen. 6 And they alone will be worthy of my favor.”

#### Precepts

1 Suffer not the idle, those who ignore the gifts given. 2 They revel in little things and swim in stagnant waters. They turn from the greater good and accept the lesser good. They are evil.3 Suffer not the glutton, those whose excess blinds them. 4 They care only of themselves and grope unfeelingly for the next good. They are lemmings.5 Suffer not the peacemaker, those who seeks an end to all conflict. 6 Their honeyed words bring subjugation and seek the end of all things. They are stupid.7 Suffer not the conqueror, those who seek to subjugate. 8 They believe only themselves worthy of the gifts given and seek the end of all things. They are malice incarnate.9 Suffer not the dreamer, those who demand bob realize their ideals. 10 They believe their dream binds bob’s followers together and they themselves know bob’s will. They are the first accuser of brethren.

## Small Gods

There are many other religions in Demagus that haven’t yet gained widespread appeal. Being only worshiped in a village or two.

# Languages

## Common

### Common

#### Description

The human language is barely human anymore. It has borrowed and stolen to the point that documents from a mere 250 years ago seem awkward and stilted. It has borrowed and stolen to the point that speakers of other languages know a little of it by default. It has borrowed and stolen to the point that there are more exceptions to the rules, than rules themselves. It is a mess, and it is universal.

#### Dialects

Standard, Under,

#### Fun Facts

Human’s propensity to trade got their language called common. But some insist it is because humans are too stupid to learn other languages so people learned theirs instead, leading to it becoming a sort of universal language. Telling a human this in a tavern is a sure way to get assaulted.

A suspiciously high amount of the loanwords in common are swear words from other languages. This has leading some to theorize that swearing started in common, and moved to other languages. Telling a dwarf this in a tavern is a sure way to get in a swear off.

Elders of long lived races are often extremely formal and a bit hard to understand in common. Some think it is because they are trying to be polite. Others think it is because they are mocking the language. Most often they are just speaking the version of common they learned a couple hundred years ago.

### Halfling

#### Description

There was once a time where humans and halflings spoke mostly the same language. That time is long past. The Halfling language is more true to the common of old, their relative isolation has kept it that way, though halflings more prone to wanderlust have been known to adopt and introduce bits and pieces of standard common into their language.

#### Dialects

True, Common, Mental

#### Fun Facts

Scholars are unsure if the shared language family means humans and halflings shared a common ancestor, or arose near each other. This is a favorite topic of debate in some human schools.

The Lekistografer Halfling Dictionary has 383 words for different types of meals compared to 36 words for meals in the Lekistografer Common Dictionary.

Restaurants and Taverns often have menus written in Halfling. People assume it is because this ensures everyone knows what they are ordering, but it is really because people assume places with Halfling menus have Halfling cooks. People are more likely to go to restaurants with Halfling cooks.

Halfling is the only language to have a dialect that is completely nonverbal.

## Dwarvish

### Dwarvish

#### Description

Dwarves

#### Dialects

#### Fun Facts

The dwarves were the first to invent a script for these force based languages. That’s why the family has their name.

### Gnomish

#### Description

Gnomes

#### Dialects

#### Fun Facts

Gnomish is widely considered the language of science, the majority of scientific treatises and papers are written in it. It is believed that if you stacked all the papers written in gnomish on top of each other that you would reach the moon. The gnomes are just confused as to why others don’t write more.

Legal contracts are often written in gnomish as it is the language most suited to fine print.

### Giant

#### Description

Giants

#### Dialects

#### Fun Facts

### Goblin

#### Description

Goblinoids

#### Dialects

#### Fun Facts

### Primordial

#### Description

The language of the forces that make up the universe. It is brutally simple, it goes straight to the point, it thinks having two words for something is a waste. It is spoken in the howling of wind, the sizzling of magma, the rumblings of the earth, and the whooshing of water.

#### Dialects

Auran, Aquan, Ignan, Terran

#### Fun Facts

Aquan is spoken by water based creatures, Auran by air based creatures, Ignan by fire based creatures, and Terran by earth based creatures. They are all mutually intelligible however. Other speakers say Aquan sounds a bit soft, Auran a bit fast, Ignan a bit loud, and Terran a bit slow.

The dwarves claim that their language is a direct descendant of the Ignan and Terran dialects of this language. Taught to them by the world itself.

Native speakers of primordial claim that all language is beautiful. That all language is poetry. That every story is a play. That the flowering up of meaning that other languages engage in to create poetry is superfluous and ruins it. All in all this means that primordial poetry and plays are tremendously unpopular.

## Elvish

The fey languages started as an innate language. Those of the fey were born with the ability to understand and communicate in it, and those not of the fey could not make sense of it. But the fey are willing to trade anything for a price.

### Elvish

#### Description

The elves know that theirs is the most elegant of the spoken languages. Concepts and ideas flow from one to the other with no break or pause. It is quick, simple, and beautiful.

#### Dialects

High, Natural

#### Fun Facts

Elves didn’t invent the script today known as elvish, yet they are given credit as they were patient enough to teach others the innate language of the fey.

Elves are born with a working knowledge of elvish. There is little they have to learn growing up.

It is widely believed that elvish differs from sylvan because they adopted loan words the languages of other creatures around them. Elves tend to insist that they created the shared words and all the other languages adopted the words from elvish instead.

The language is considered by many to be musical and pleasing to the ears. Plays and performances are often given in elvish.

### Sylvan

#### Description

The language of the fey, although native speakers wouldn’t exactly call it a language. Sure it is something they speak, and sometimes write, but they don’t have to learn it, they are born with it. There are many exceptions in the language. So many that some believe that it lacks syntax and sense.

#### Dialects

True, Pseudo, Pig

#### Fun Facts

This is the root language for everything in the elvish language family.

They fey are usually willing to teach any mortal a word or two of their language, but only if you teach them a particularly nice word in return.

The Lekistografer Company has completely given up on the Sylvan dictionary due to the tendency of written Sylvan words to sometimes change to a form they find more pleasing. When asked why this is happening the fey simply state that the words wouldn’t change if they were happy.

## Draconic

### Draconic

#### Description

The dragons claim that theirs was the first language of sentients. That when the rest of the races were mere twinkles in the god’s eyes they were speaking it, and that to this day it remains unchanged. Most scholars believe that the language has not changed since time immemorial. It lacks punctuation, the writing symbols are pictorial, and so on.

#### Dialects

High, Low, Scholastic

#### Fun Facts

It has never been shown that draconic is the language of magic, or that spells cast in draconic are any more powerful, less tiring, or convey any benefits at all. Nevertheless, many a mage swears that spells cast in draconic are just better.

There is no word in the draconic language for the color blue. There are words for the five primary colors however black, white, red, yellow, and green.

## Innate

### Druidic

#### Description

The language of the druids is special amongst the world. It has no grammar, it has no syntax, and it is not spoken as much as it is experiences. The druids can never explain it well enough to outsiders. The call of a bird, the rustling of the leaves, the patter of rain, the smell of a glen, the texture of a mushroom. All of these convey meaning. Nature is a language in and of itself. If need be we can influence nature to leave our own method. It is perplexing to them that we do not understand.

#### Dialects

Universal, Polar, Temperate, Tropical, Dry, Wet, Aquatic, Subterranean

#### Fun Facts

Many believe that the druids use this language to talk to plants. The druids insist that it is much more complicated than that, but so far no one has gotten a druid to say why.

Many believe that the druids purposely keep this language secret from non-druids. Druids insist that the only way to properly learn the language is an intensive period of isolation and reflection that just happens to be the same process one goes through to become a druid.

### Deep Speech

#### Description

At the heart of all is the deep speech. If the academics can be believed all other languages are mere reflections and corruptions of it. Deep speech is the true names of things. To know the word for something is deep speech is to grok that thing, to understand all of it at a fundamental level. Some believe that spells themselves are reflections of deep speech, for as the fairy tales say, when you know the true name of something you hold power over that thing. All we know for sure is that the language is dangerous. Often causing havoc in those who hear more than a word.

#### Dialects

Beholder, Academic

#### Fun Facts

When deep speech is truly spoken a sanity check is required from all who can hear it.

Some believe that the universe was spoken into existence with a single spell that can still be heard today. They believe that the Deep Speech is the language of that spell. That our knowledge of the Deep Speech is limited to the words in that spell, and that if you listen close enough, you can still hear the echoes of the first spell.

There have been many documented attempts to study deep speech, but so far everyone who’s tried has gone insane. For some reason that doesn’t stop people.

There are copies of the Lekistografer Deep Speech Dictionary. No one knows how as the company has never printed a Deep Speech Dictionary. Academics studying Deep Speech desperately want to get their hands on one, but haven’t yet managed to. Possession of one is considered a crime against sentience in most settlements.

# Races

The following races exists in Demagus. They all came about around the same time.

## Aasimar

### Description

When a celestial really loves someone they can seek a greater union with them, one that is in reflection of the persons union with their God. From this union children are always born. Those children are Half celestial, Half whatever else known as Aasimar.

|  |  |
| --- | --- |
| Ability Score | +2 Charisma |
| Age | Physically mature in late teens, Adulthood in late teens, Lives less than 160 years |
| Alignment | Normally good, Outcast normally neutral or evil |
| Size | 5 to 7 feet tall, About 150 lbs., Size medium |
| Speed | 30 ft. per round |
| Darkvision | Can see in dim light as if it were bright light within 60 ft., Can see in darkness as if it were dim light within 60 ft., Cannot determine color in darkness |
| Celestial Resistance | Resistance to necrotic damage, Resistance to radiant damage |
| Healing Hands | As an action, you can touch a creature it regains hit points equal to your level, Once used, can’t be used again until a long rest is finished. |
| Light Bearer | Light Cantrip, Charisma as spellcasting ability |
| Languages | Common, Celestial |

Also choose ONE of the following subsets

#### Protector

Representing the mercy of the gods, the protector seeks to guide the people of the universe. They seek the best for all people. That best, however, is dependent on their deity. All in all it is not their place to judge, but to better. They are well meaning, but not always welcome.

|  |  |  |  |
| --- | --- | --- | --- |
| Ability Score | +1 Wisdom |  |  |
| Radiant Soul | As an action you release divine energy within yourself for 1 minute or until you end it with a bonus action, While active, flying speed of 30 ft., While active, once per turn you may deal extra damage to one you’ve damaged target equal to your level, Once used, cannot use again until you have a long rest, While active you sprout luminous incorporeal wings, and your eyes glimmer. | | |

#### Scourge

Representing the justice of the gods, the Scourge seeks out and destroy their gods enemies in the universe. What this entails can change with the deity, but it normally involves rooting out and destroying evil with extreme prejudice. It can also involve doing the same to unbelievers. All in all it is not their place to better, but to judge. They are well meaning, but not always welcome.

|  |  |  |  |
| --- | --- | --- | --- |
| Ability Score | +1 Constitution |  |  |
| Radiant Consumption | As an action you release divine energy within yourself for 1 minute or until you end it with a bonus action, Shed bright light in a 10 ft. radius, dim for an additional 10 ft., You and each creature within 10 ft. of you take radiant damage equal to half your level rounded up, While active, once per turn you may deal extra damage to one you’ve damaged target equal to your level, Once used, cannot use again until you have a long rest, While active, light pours from your eyes, and mouth. | | |

#### Fallen

Some blessed with celestial blood forsake the deity to which it belongs. Their blood loses its light. Their blessed powers pervert into something else.

|  |  |  |  |
| --- | --- | --- | --- |
| Ability Score | +1 Strength |  |  |
| Necrotic Shroud | As an action you release divine energy within yourself for 1 minute or until you end it with a bonus action, When you transform other creatures within 10 feet of you must succeed on a charisma saving throw or become frightened of you until your next turn, While active, once per turn you may deal extra damage to one you’ve damaged target equal to your level, Once used, cannot use again until you have a long rest, While active, your eyes are pools of darkness and two skeletal wings sprout from your back. | | |

### Fun Facts

There is wide debate whether the powers of a fallen Aasimar are due to a perversion of the natural goodness in their veins, or the loss of some sort of godly veneer that masks the true nature of celestial power. In other words, all agree that turning away has caused this, but not all agree what was turned away from.

Aasimar tended to be treated with a sort of tentative reverence. A famous Aasimar scholar has tried to characterize the levels of tentativeness and came up with 103 factors that determine the level. The main two being the piousness of the people and popularity of the deity the person is related too. He has however admitted that the model is unsatisfactory and is currently seeking to discover a form of math that can better characterize his observations.

## Changeling

### Description

Changelings can assume the appearance of other beings. A gift, or a curse that causes them to be distrusted by all.

|  |  |
| --- | --- |
| Ability Score | +2 Charisma, +1 Dexterity OR Intelligence |
| Age | Physically matures around 15, Live less than 100 years |
| Alignment | Tend Neutral, Rarely evil |
| Size | 5 to 6 feet tall, About 150 lbs., Size medium |
| Speed | 30 ft. per round |
| Change Appearance | As an action transform appearance or revert to natural form, You can decide what you look like in regards to height, weight, facial features, sound of voice, coloration, hair length, sex, and other distinguishing characteristics, You cannot change your size or amount of limbs. Your clothing does not change with you, Advantage on Deception checks to avoid detection |
| Changeling Instincts | Proficiency with two of the following, Deception, Intimidation, Insight, Persuasion |
| Unsettling Visage | You can use your reaction to impose disadvantage on an attack roll against you, Using this trait reveals your shapeshifting nature to any creature within 30 ft. that can see you, Once you use this trait, you can’t use it again until you finish a short rest. |
| Divergent Persona | Proficiency with one tool of your choice, Define a unique identity associated with that proficiency. While you are this persona, proficiency bonus is doubled for any ability check that uses that proficiency |
| Languages | Common, Two of your choice |

### Fun Facts

Contrary to popular belief, changeling parent do not replace infants with their children. Baby changelings aren’t exactly stable, it would never work.

## Dwarf

### Description

The dwarven homeland is long gone, lost in time immemorial. They are a race known for their avarice. This desire for more makes dwarves great craftsman, they are lax to settle for simply good. This desire for more leads to acts of great bravery in the pursuit of it. This desire causes pride in what they have. This desire makes them terrified of abandoning what is theirs, causing their legendary stubbornness. Put simply, they are this desire. And desire is them.

|  |  |
| --- | --- |
| Ability Score | +2 Constitution |
| Age | Mature at same rate as humans, Considered young until 50, Live 350 Years |
| Alignment | Most Lawful, Tend towards good |
| Size | 4 to 5 ½ feet tall, About 150 pounds, Medium Size |
| Speed | 25 ft. per round, Not reduced from wearing heavy armor |
| Darkvision | Can see in dim light as if it were bright light within 60 ft., Can see in darkness as if it were dim light within 60 ft., Cannot determine color in darkness |
| Dwarven Resilience | Advantage on saving throws against poison, Resistance against poison damage |
| Dwarven Combat Training | Proficient with battleaxe AND handaxe AND light hammer AND warhammer |
| Tool Proficiency | Proficient with Smith’s tools OR brewers supplies OR masons tools |
| Stonecunning | Double proficient in History checks relating to the origin of stonework |
| Languages | Common, Dwarvish |

Also choose ONE of the following subsets

#### Hill

Some dwarves believe that more is not always something material. That eating well is as rewarding as those few extra coins would have been. That a good friend can have worth innumerable. These are the hill dwarves. The have shaped their desire to their needs. Giving them uncanny intuition, and remarkable resilience.

|  |  |
| --- | --- |
| Ability Score | +1 Wisdom |
| Dwarven Toughness | His point maximum increases by 1, Gain 1 extra hit point when you level up |

#### Mountain

Some dwarves take a more literal approach to satisfying their desires. There is gold in dem hills and these dwarves are going to find it. Some call them misers but they call themselves rich.

|  |  |
| --- | --- |
| Ability Score | +2 Strength |
| Dwarven Armor Training | Proficiency with light AND medium armor |

### Fun Facts

## Elf

### Description

Young elves are often boisterous and proud. They look on the skills, wisdom, and insight of their elders that comes from centuries of living. They age they see people of other races their age peak and then wither. They are thankful to be elves, they are proud to be elves. They see the world and they see potential. Older elves tend to be more somber, meticulous and friendly. They see that action has consequences. They have mastered and forgotten many skills. They have seen many elven friends die, and more non-elven friends. They are tired of being elves. They see the world and they see loss.

|  |  |
| --- | --- |
| Ability Score | +2 Dexterity |
| Age | Mature physically in teens, Reach adulthood at 100, Lives less than 750 years. |
| Alignment | Gentle Chaotic, Often Good |
| Size | 5 ½ to 7 ft. tall, Size Medium |
| Speed | 30 ft. per round |
| Darkvision | Can see in dim light as if it were bright light within 60 ft., Can see in darkness as if it were dim light within 60 ft., Cannot determine color in darkness |
| Keen Senses | Proficiency in Perception |
| Fey Ancestry | Advantage against being charmed, Magic cannot put you to sleep |
| Trance | 4 hours of semiconscious meditating a day rather than sleep. |
| Languages | Common, Elvish |

Also choose ONE of the following subsets

#### High

High elves see the magic in all things. They delight in bending the rules of the natural world. Discovering ways they can cheat the natural system we seem to be bound to.

|  |  |
| --- | --- |
| Ability Score | +1 Intelligence |
| Elf Weapon Training | Proficiency with longsword AND shortbow AND longbow |
| Cantrip | One cantrip of your choice from wizard spell list. Intelligence is spellcasting ability |
| Language | One of your choice |

#### Wood

Wood elves focus on the natural world. They delight in the amazingness that is the universe and seek to be close to it. They seek to understand the natural system and experience it to the fullest.

|  |  |
| --- | --- |
| Ability Score | +1 Wisdom |
| Elf Weapon Training | Proficiency with longsword AND shortbow AND longbow |
| Fleet Foot | Your speed is 35 ft. per round |
| Mask of the Wild | You can take the hide action when lightly obscured by foliage or natural phenomena such as rain or snow. |

### Fun Facts

Most non elves don’t see the difference between old and young elves, considering them all pompous assholes convinced of their own superiority.

There is a hypothesis floating around that an elf is what happens when another race and a fey mate. Everyone agrees, however, that this is a silly hypothesis made up by academics who want an excuse to try to mate with fey.

Let’s say that an elf has a pet dog. If that elf were a human the dog would seem to live for about two and a half years. Elves aren’t big on pets or familiars that live under 50 years, they die too often. The most common elf pets are turtles and parrots.

## Gnome

### Description

Curious and studious. Helpful and mischievous. Serious and playful. Unforgiving and forgetful. Walking contradictions bundled in a tiny package of chaos.

|  |  |
| --- | --- |
| Ability Score | +2 Intelligence |
| Age | Physically mature in late teens, Adulthood around 40, Live less than 500 years |
| Alignment | Often good, Tend lawful OR chaotic playful |
| Size | 3 to 4 ft. tall, Average 40 lbs., Size small |
| Speed | 25 ft. per round |
| Darkvision | Can see in dim light as if it were bright light within 60 ft., Can see in darkness as if it were dim light within 60 ft., Cannot determine color in darkness |
| Gnome Cunning | Advantage on Intelligence, Wisdom, Charisma saving throws against magic |
| Languages | Common, Gnomish |

Also choose ONE of the following subsets

#### Forest

Timid folk. The tiniest of all the gnomes. They choose isolation, preferring not to interact with others when they can. They often live near entrances to the fey. They often live with more than a few small animals.

|  |  |  |  |
| --- | --- | --- | --- |
| Ability Score | +1 Dexterity |  |  |
| Natural Illusionist | You know the minor illusion cantrip, Intelligence is your spellcasting ability for it. | | |
| Speak with Small Beasts | You can communicate simple ideas with small or smaller beasts | | |

#### Rock

A curious folk. These gnomes define the gnome of popular imagination. Boisterous tinkerers always looking for a challenge. They are responsible for the old proverb, curiosity killed the gnome.

|  |  |  |  |
| --- | --- | --- | --- |
| Ability Score | +1 Constitution |  |  |
| Artificers Lore | Double proficiency on history checks relating to magic items, alchemical objects, or technological devices | | |
| Tinker | Proficiency with tinkers tools, You can spend 1 hour and 10gp of materials to construct a tiny clockwork device, The device stops functioning after 24 hours unless you spend 1 hour repairing it, You can have up to three devices at a time | | |
|  | Clockwork Toy | Fire Starter | Music Box |
|  | Clockwork animal, monster, or person. When placed on the ground it moves 5 feet a turn in a random direction. It makes noises of the creature it represents | Produces a miniature flame, which you can use to light a fire with an action | When opened, plays a single song at a moderate volume |

### Fun Facts

Gnomes are about a third the size of dwarves. Some say they are really just dwarves without the greed, or dwarves with less hair. Telling a dwarf that is a sure way to start a fight.

Gnomish craftsmanship is second to none as unlike dwarves they bother to innovate. Gnomish craftsmanship is also notoriously unreliable, requiring constant maintenance. Contrary to popular belief the dwarves are fine with this, they’d rather have the second best machine if the first best will attempt to explode if looked at funny.

## Half Elf

### Description

Half Elf, Half Human. A part of both worlds, but belongs to neither. It is arguable whether they are even a race, but they are different enough from their parent races that most people categorize them as one. It helps that they tend to get on well with most.

|  |  |
| --- | --- |
| Ability Score | +2 Charisma, +1 to two other scores of your choice |
| Age | Physically mature in late teens, Adulthood around 20, Less than 200 Years |
| Alignment | Tend Chaotic |
| Size | 5 to 6 ½ ft. tall, Around 150 lbs., Size Medium |
| Speed | 30 ft. per round |
| Darkvision | Can see in dim light as if it were bright light within 60 ft., Can see in darkness as if it were dim light within 60 ft., Cannot determine color in darkness |
| Fey Ancestry | Advantage against being charmed, Magic cannot put you to sleep |
| Skill Versatility | Proficiency in two skills of your choice |
| Languages | Common, Elvish, 1 Language of your choice. |

### Fun Facts

Elves think they look like humans and humans think they look like elves.

## Halfling

### Description

Practical and simple folk. A Halfling will find and take the simplest solution to any problem. Amongst the world they are most known for their hospitality. Above all a Halfling seeks a comfortable life. What comfort is and what type of comfort are up for debate. But they widely falls into the four F’s, friends, family, food, and the other one. All in all, they look to enjoy life to the fullest.

|  |  |
| --- | --- |
| Ability Score | + 2 dexterity |
| Age | Physically mature at 20, Lives around 250 years. |
| Alignment | Tend lawful good |
| Size | About 3 ft. tall, About 40 lbs., Size Small |
| Speed | 25 ft. per round |
| Lucky | When a 1 is rolled on a d20 for an attack roll OR ability check OR saving throw you can reroll and must use the new role |
| Brave | Advantage on saving throws against being frightened |
| Halfling Nimbleness | You can move through the space of any creature that is larger than you |
| Languages | Common, Halfling |

Also choose ONE of the following subsets

#### Lightfoot

Halflings who’ve decided that the nomadic life is the most pleasing. They move around in great Halfling caravans to see all the world has. Sometimes settling down for a time, but rarely for more than a couple years.

|  |  |  |  |
| --- | --- | --- | --- |
| Ability Score | +1 Charisma |  |  |
| Naturally Stealthy | You can attempt to hide when obscured by a creature at least one side larger than you. | | |

#### Stout

Halflings that keep to small, peaceful communities near other races. They believe continued enjoyment relies on having a nice spot to return too, along with a continuous and stable source of pleasant things.

|  |  |  |  |
| --- | --- | --- | --- |
| Ability Score | +1 Constitution |  |  |
| Stout Resilience | Advantage on saving throws versus poison, resistance to poison damage. | | |

#### Ghostwise

Shiest of the Halflings. Live in remote agricultural communities rarely making contact with the outside world.

|  |  |  |  |
| --- | --- | --- | --- |
| Ability Score | +1 Wisdom |  |  |
| Silent Speech | You can speak telepathically to any creature within 30 feet of you, You can only speak to one creature at a time. | | |

### Fun Facts

Many dwarves believe Halflings look oddly similar to babies and a popular dwarven slang term for Halfling translates to baby men. They don’t tell the Halflings this and will deny it vehemently if asked because Halflings are great company.

The Halflings are renowned world over as excellent cooks and makers of luxuries. Halflings readily accept the praise but don’t quite understand it.

There is a theory that Halflings are half dwarves. It’s more of a hypothesis than a theory really. Dwarves find the idea insulting.

The average Halfling is half the height of the average human. This has nothing to do with them being called Halflings.

Halflings are called Halflings because they believe that they themselves are only half of their life, with everything and everyone else being the other half. In other words, they believe they are half themselves, half their communities, friends, and possessions. This means the average Halfling is more involved in their community than the average non-Halfling.

## Human

### Description

What can be said about humans? They are the most numerous race, and they are versatile. You can’t really pin down something that all humans are good at or agree upon. Humans quickly form groups based on shared characteristics. This is a good and bad thing. It means humans are easy to get along with. It means humans are easy to piss off. Humans are adaptable, they can live just about everywhere.

|  |  |
| --- | --- |
| Age | Physically mature in late teens, Adulthood in late teens, Live less than 100 years. |
| Alignment | None favored |
| Size | 5 to 6 ½ ft. tall, About 150 lbs., Size medium |
| Speed | 30 ft. per round |
| Languages | Common, 1 Language of your choice |

Also choose ONE of the following subsets

#### Normal

Jack of all trades and master of none. A good all-rounder and the most common form of human.

|  |  |
| --- | --- |
| Ability Score | EACH ability score increases by 1 |

#### Variant

Some humans focus their lives on one thing. Some humans are prodigies. These are those humans.

|  |  |
| --- | --- |
| Ability Score | +1 in two DIFFERENT ability scores |
| Skilled | Proficiency in one skill of your choice |
| Feat | Gain one feat of your choice |

### Fun Facts

## Tiefling

### Description

There are many ways to make a Tiefling. Sometimes a deal is stuck. Sometimes it is the old fashioned way. Whatever is done the signs are immediate and obvious. Physically a person changes, their deeds or the deeds of their ancestors become obvious to all.

|  |  |  |  |
| --- | --- | --- | --- |
| Ability Score | +1 Intelligence |  |  |
| Age | Physically mature in late teens, Adulthood in late teens, Live less than 120 years. | | |
| Size | 5 to 6 ½ ft. tall, About 150 lbs., Size medium | | |
| Speed | 30 ft. per round | | |
| Darkvision | Can see in dim light as if it were bright light within 60 ft., Can see in darkness as if it were dim light within 60 ft., Cannot determine color in darkness | | |
| Hellish Resistance | You have resistance to fire damage | | |
| Language | Common | Infernal |  |

Choose ONE of the next two subsets

#### Infernal

Those who tend to live in cities. Who readily take part in the world and all it offers.

|  |  |  |  |
| --- | --- | --- | --- |
| Ability Score | +2 Charisma |  |  |

#### Feral

Those who forsake the sentient races. Choosing to live on their own or with others of their kind.

|  |  |  |  |
| --- | --- | --- | --- |
| Ability Score | +2 Dexterity |  |  |

Also choose ONE of the following subsets

#### Infernal Legacy

Those who fully embrace the deal they have made, who are proud of who they are.

|  |  |
| --- | --- |
| Infernal Legacy | You know the Thaumaturgy cantrip. At 3rd level you can cast Hellish Rebuke as a 2nd level spell once per long rest. Charisma is your spellcasting ability. At 5th level you can cast Darkness OR Hellish Rebuke. |

#### Devil’s Tongue

Those who thrive on deals, who keep their word in the way they interpret.

|  |  |
| --- | --- |
| Devil’s Tongue | You know the Vicious Mockery cantrip. At 3rd level you can cast Charm Person as a 2nd level spell once per long rest. Charisma is your spellcasting ability. At 5th level you can cast Charm Person OR Enthrall. |

#### Hellfire

Those consumed by fury, who seek to right wrongs.

|  |  |
| --- | --- |
| Hellfire | At 3rd level you can cast Burning Hands as a 2nd level spell once per day. Charisma is your spellcasting ability. |

#### Winged

Those who seek freedom above all else.

|  |  |
| --- | --- |
| Winged | You have bat like wings sprouting from your shoulder blades. You have a flying speed of 30 ft. per round while not wearing heavy armor. |

### Fun Facts

Despite popular belief you cannot be turned into a Tiefling against your will. Nor can a tiefling be conceived unless both partners agree. It is a choice to make a tiefling. A sacrifice or a blessing.

# Culture

# A Day in the Life of

This section contains stories of a day in the life of some people in our universe. Enjoy.

## James

James is a wealthy human merchant in one of the few major cities of Demagus. Today he wakes up a dawn. He has a large shipment scheduled to arrive around midday, and is a bit nervous. Approaching cities is one of the most dangerous parts of a running a caravan. Bandits tend to hide just outside the area cities patrol, looking to catch caravans unaware. That’s why James woke up early, he has several different gods whose temple he needs to sacrifice at for luck today. He goes to a few local temples and sacrifices to several gods in the way each god commands, mainly by donating a little money. After this he has a lunch meeting with an associate. James makes his way to the nearest pedestrian portal that leads to the city he will have lunch in, pays the toll, and goes through. He meets his associate at a tavern, the meeting wasn’t that great, but the food was amazing. He makes a mental note to come back sometime with more profitable company. He makes his way to another pedestrian portal, pays the toll, and travels to the city his goods are arriving at. James makes his way to the warehouse he owns and is pleased to see the caravan their and unloading. The caravan looks mostly in tack too. Jim enters the warehouse to inspect the cargo, there is a little less than he hopped, but most of it is there. That’s the problem with shipping alcohol, bottles tend to *break*. Luckily no one broke the special bottles, that would have ended badly. James grabs one of the special bottles and makes his way to the pedestrian portal that leads to his home city. Sadly you’re only allowed to carry a bottle through a pedestrian portal, but it should be enough for now. By tomorrow the shipment will have been distributed to various warehouses in several cities through the cargo portals.

## Samantha

Samantha is an aspiring human wizard. That is why she’s come to the place. She’s heard of it from the local townspeople. A place that is practically bursting with magic. Reality feels crackly hear, it is overflowing with magic. Cautiously she casts a spell, a simple illusion of a dancing dwarf. The tiny man appears, and she turns into a potted plant. A few seconds later she turns back. Sam is ecstatic, she has found a place where magic lives, she has found a place where new spells are born. Excitedly Sam casts another spell and is struck by lightning and goes unconscious. An hour later she wakes up and decides that she should be more careful. Sam makes her way back to the town to recruit some assistants. There is work to be done.

## Brian

Brian is a half elf adventurer

bob

# Settlements

## Starting

### Adventurers Guild

May hire Entertainers or Cooks for 2 gp a day.

##### Shop

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Item Name | Low | Median | High | Notes |
| *Armor* |  |  |  |  |
| Padded | 3 gp | 5 gp | 8 gp |  |
| Leather | 7 gp | 10gp | 15gp |  |
| Studded | 33 gp | 45 gp | 68 gp |  |
| Hide | 7 gp | 10 gp | 15 gp |  |
| *Weapons* |  |  |  |  |
| Club | 7 cp | 1 sp | 2 sp |  |
| Dagger | 1 gp | 2 gp | 3 gp |  |
| Greatclub | 1 sp | 2 sp | 3 sp |  |
| Handaxe | 3 gp | 5 gp | 8 gp |  |
| Light Hammer | 1 gp | 2 gp | 3 gp |  |
| Quarterstaff | 1 sp | 2 sp | 3 sp |  |
| Spear | 7 sp | 1 gp | 2 gp |  |
| Light Crossbow | 18 gp | 25 gp | 38 gp |  |
| Dart | 3 cp | 5 cp | 8 cp |  |
| Shortbow | 18 gp | 25 gp | 38 gp |  |
| Sling | 7 cp | 1 sp | 2 sp |  |
| Whip | 1 gp | 2 gp | 3 gp |  |
| Blowgun | 7 gp | 10 gp | 15 gp |  |
| Hand Crossbow | 56 gp | 75 gp | 113 gp |  |
| Heavy Crossbow | 38 gp | 50 gp | 75 gp |  |
| Longbow | 38 gp | 50 gp | 75 gp |  |
| *Gear* |  |  |  |  |
| Arrows (20) | 7 sp | 1 gp | 2 gp |  |
| Blowgun Needles (50) | 7 sp | 1 gp | 2 gp |  |
| Crossbow Bolts (20) | 7 sp | 1 gp | 2 gp |  |
| Sling Bullets (20) | 3 cp | 4 cp | 6 cp |  |
| Backpack | 1 gp | 2 gp | 3 gp |  |
| Bedroll | 7 sp | 1 gp | 2 gp |  |
| Blanket | 3 sp | 5 sp | 8 sp |  |
| Glass Bottle | 1 gp | 2 gp | 3 gp |  |
| Candle | 1 cp | 1 cp | 3 cp |  |
| Crossbow Bolt Case | 7 sp | 1 gp | 2 gp |  |
| Scroll Case | 7 sp | 1 gp | 2 gp |  |
| Chain (10 ft.) | 3 gp | 5 gp | 8 gp |  |
| Chest | 3 gp | 5 gp | 8 gp |  |
| Climber’s Kit | 18 gp | 25 gp | 38 gp |  |
| Travelers Clothes | 1 gp | 2 gp | 3 gp |  |
| Crowbar | 1 gp | 2 gp | 3 gp |  |
| Flask | 1 cp | 2 cp | 4 cp |  |
| Grappling Hook | 1 gp | 2 gp | 3 gp |  |
| Hammer | 7 sp | 1 gp | 2 gp |  |
| Healer’s Kit | 3 gp | 5 gp | 8 gp |  |
| Hourglass | 18 gp | 25 gp | 38 gp |  |
| Hunting Trap | 3 gp | 5 gp | 8 gp |  |
| Ink (1 fl. oz.) | 7 gp | 10 gp | 15 gp |  |
| Jug | 1 cp | 2 cp | 3 cp |  |
| Ladder (10 ft.) | 7 cp | 1 sp | 2 sp |  |
| Lantern (hooded) | 3 gp | 5 gp | 8 gp |  |
| Lock | 7 gp | 10 gp | 15 gp |  |
| Mess kit | 1 sp | 2 sp | 3 sp |  |
| Paper | 1 sp | 2 sp | 3 sp |  |
| Parchment | 7 cp | 1 sp | 2 sp |  |
| Pick (mining) | 1 gp | 2 gp | 3 gp |  |
| Piton | 3 cp | 5 cp | 8 cp |  |
| Pole (10 ft.) | 3 cp | 5 cp | 10 cp |  |
| Pot | 1 gp | 2 gp | 3 gp |  |
| Pouch | 3 sp | 5 sp | 8 sp |  |
| Pulley | 7 sp | 1 gp | 2 gp |  |
| Quill | 1 cp | 2 cp | 3 cp |  |
| Quiver | 7 sp | 1 gp | 2 gp |  |
| Ration (1 day) | 3 sp | 5 sp | 8 sp |  |
| Hemp Rope (50 ft.) | 7 sp | 1 gp | 2 gp |  |
| Silk Rope (50 ft.) | 7 gp | 10 gp | 15 gp |  |
| Sack | 1 cp | 1 cp | 2 cp |  |
| Shovel | 1 gp | 2 gp | 3 gp |  |
| Signal Whistle | 3 cp | 5 cp | 8 cp |  |
| Signet Ring | 3 gp | 5 gp | 8 gp |  |
| Spyglass | 75 pp | 100 pp | 150 pp |  |
| Tent | 1 gp | 2 gp | 3 gp |  |
| Tinderbox | 3 sp | 5 sp | 8 sp |  |
| Torch | 1 cp | 1 cp | 2 cp |  |
| Vial | 7 sp | 1 gp | 2 gp |  |
| Waterskin | 1 sp | 2 sp | 3 sp |  |
| *Tools* |  |  |  |  |
| Cartographer’s Tools | 11 gp | 15 gp | 23 gp |  |
| Herbalism Kit | 3 gp | 5 gp | 8 gp |  |
| Jeweler’s Tools | 18 gp | 25 gp | 38 gp |  |
| Navigator’s Tools | 18 gp | 25 gp | 38 gp |  |
| *Foodstuffs* |  |  |  |  |
| Apple (1 lb.) | 1 cp | 2 cp | 1 sp |  |
| Brandy, Common (1 qt.) | 2 sp | 3 sp | 5 sp |  |
| Brandy, Good (1 qt.) | 1 gp | 15 sp | 3 gp | The only proper alcohol |
| Bread (1 lb.) | 5 cp | 8 cp | 1 sp |  |
| Cheese, Common (1 lb.) | 1 sp | 15 cp | 2 sp | All that’s needed on the road along with summer sausage. |
| Cider (1 qt.) | 2 sp | 3 sp | 5 sp |  |
| Corn (1 lb.) | 4 cp | 6 cp | 8 cp |  |
| Corn, feed (1 lb.) | ½ cp | 1 cp | 2 cp |  |
| Cornmeal (1 lb.) | 6 cp | 8 cp | 1 sp |  |
| Flour (1 lb.) | 4 cp | 5 cp | 7 cp |  |
| Garlic (1 lb.) | 2 cp | 3 cp | 5 cp |  |
| Honey (1 qt.) | 6 cp | 7 cp | 8 sp |  |
| Mead (1 qt.) | 3 sp | 5 sp | 8 sp |  |
| Nuts (1 lb.) | 3 cp | 5 cp | 8 cp |  |
| Onions (1 lb.) | 1 cp | 2 cp | 5 sp | A raw onion a day keeps disease away. |
| Popcorn, kernel (1 lb.) | 1 sp | 12 cp | 14 cp |  |
| Potatoes (1 lb.) | 1 cp | 2 cp | 3 cp |  |
| Rice (1 lb. | ½ cp | 1 cp | 2 cp |  |
| Salt (1 lb.) | 3 cp | 5 cp | 8 cp |  |
| Spirit, Common (1 qt.) | 2 sp | 3 sp | 5 sp |  |
| Spirit, Good (1 qt.) | 5 sp | 7 sp | 1 gp |  |
| Tallow (1 lb.) | 4 sp | 6 sp | 8 sp |  |
| Wheat (1 lb.) | 1 cp | 2 cp | 3 cp |  |
| Wine, Common (1 qt.) | 1 sp | 2 sp | 3 sp |  |
| Wine, Good (1 qt.) | 7 sp | 1 gp | 15 sp |  |
| *Dishes* |  |  |  |  |
| Biscuits | 7 cp | 1 sp | 2 sp |  |
| Hardtack | 6 cp | 8 cp | 1 sp |  |
| Jerky, Beef | 16 sp | 2 gp | 3 gp |  |
| Pemmican | 16 sp | 2 gp | 3 gp |  |
| Salted Pork | 9 sp | 12 sp | 2 gp |  |
| Sauerkraut | 1 cp | 2 cp | 4 cp |  |
| Sausage, Chorizo | 20 cp | 22 cp | 26 cp |  |
| Summer Sausage, Beef | 32 cp | 34 cp | 38 cp | All that’s needed on the road along with cheese. |
| Summer Sausage, Pork | 18 cp | 20 cp | 24 cp |  |

##### Tavern

|  |  |  |
| --- | --- | --- |
| Rooms | | |
| Quality | **Price** | **Notes** |
| Squalid | free | Let’s people stay in the stable for free |
| Poor | 1 sp | Some cots and blankets in the storeroom. |
| Modest | 5 sp | Room with 2 beds, blankets, a rough pillow, and a chest. |
| Comfortable | 8 sp | Clean room with 1 bed, comfy pillow, warm blanket, and a chest. |
| Wealthy | 2 gp | Silk blanket, feather pillow, cupboard, mirror and desk. Chest with a lock for your personal belongings. |

|  |  |  |
| --- | --- | --- |
| Meals | | |
| Quality | **Price** | **Notes** |
| Squalid | 3 cp | Bowl of pottage  Half order of potato dumplings. |
| Poor | 6 cp | Bowl of pottage,  Order of potato dumplings  Choice of ale or lager |
| Modest | 3 sp | Choice of meat dumplings, cheese dumplings, vegetable dumpling, fried chicken, fired pork, bratwurst, polish, or pork sausage  Fried cheese and fried onion if vegan  Choice of beans, boiled vegetables or sauerkraut  Choice of ale or lager. |
| Comfortable | 5 sp | Choice of Shepard’s pie, fried steak or any entre above  Fried cheese and fried onion  Choice of any other side  Choice of wine or any drink above |
| Wealthy | 8 sp | Any entre  Fried cheese and fried onion  Choice of any other side  Choice of brandy or any drink above. |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Full Menu | | | | |
| *Entre* | Low | Medium | High | Notes |
| Cheese (Common), Slice | 6 cp | 8 cp | 12 cp |  |
| Cheese (Exotic), Slice | 12 cp | 16 cp | 24 cp | Not for the weak |
| Chicken, Fried | 17 cp | 22 cp | 27 cp |  |
| Dumpling, Cheese | 12 cp | 15 cp | 18 cp | Pierogi. Served with sour cream. |
| Dumpling, Meat | 12 cp | 15 cp | 18 cp | Pierogi. Served with sour cream. |
| Dumpling, Potato | 2 cp | 3 cp | 4 cp | Pierogi. Served with sour cream. |
| Dumpling, Vegetable | 7 cp | 1 sp | 12 cp | Vegetarian Pierogi, but alright. Stuffed with sauerkraut. Served with sour cream. |
| Dumplings | 3 cp | 4 cp | 5 cp |  |
| Fish, Fried | 24 cp | 1 gp | 2 gp |  |
| Pie, shepherds | 25 cp | 28 cp | 32 cp |  |
| Pork, Fried | 14 cp | 18 cp | 24 cp |  |
| Potatoes, Baked | ½ cp | 1 cp | 2 cp |  |
| Potatoes, Fried | ½ cp | 1 cp | 2 cp |  |
| Pottage, bowl | ½ cp | 1 cp | 2 cp |  |
| Sausage, Beef | 24 cp | 26 cp | 30 cp |  |
| Sausage, Bratwurst | 16 cp | 18 cp | 20 cp | Will suggest sauerkraut or potatoes. |
| Sausage, Polish | 18 cp | 20 cp | 24 cp | Will suggest sauerkraut or fried onions. |
| Sausage, Pork | 11 cp | 13 cp | 15 cp |  |
| Steak, Fried | 3 sp | 5 sp | 7 sp |  |
| *Side* |  |  |  |  |
| Beans, baked | 1 cp | 2 cp | 3 cp | With meat, as is proper |
| Fried Cheese | 5 cp | 7 cp | 1 sp | Served with cream dipping sauce. |
| Fried Onion | ½ cp | 1 cp | 2 cp |  |
| Hushpuppy | 4 cp | 6 cp | 10 cp |  |
| Sauerkraut | 1 cp | 2 cp | 4 cp |  |
| Vegetables, boiled | 1 cp | 2 cp | 3 cp | Vegan and lazily prepared |
| *Drinks* |  |  |  |  |
| Ale (1 pt.) | 3 cp | 5 cp | 2 cp | Barely suitable for drinking |
| Brandy, Good (1 pt.) | 5 sp | 7 sp | 1 gp | Brewed onsite |
| Lager (1 pt.) | 3 cp | 5 sp | 1 sp | Decent enough for drinking, great for frying. |
| Mead (1 pt.) | 1 sp | 2 sp | 4 sp | Brewed onsite, has arrangement with local bees, splits the mead with them. |
| Mulled Wine | 32 cp | 37 cp | 42 cp |  |
| Old Fashioned | 3 sp | 5 sp | 7 sp | Only proper cocktail |
| Wine, Good (1 pt.) | 3 sp | 5 sp | 7 sp | Brewed onsite, baby brandy |

### Wizard Tower

Buys potions, potion ingredients for their low to median value.

Buys arcane items, magical items, and scrolls for their low to median value.

Willing to deal in goods of questionable origin

May hire those skilled at alchemy, brewing, or herbalism for 2 gp a day.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Full Menu | | | | |
| *Weapons* | Low | Medium | High | Notes |
| Quarterstaff | 1 sp | 2 sp | 3 sp |  |
| *Gear* |  |  |  |  |
| Abacus | 1 gp | 2 gp | 3 gp |  |
| Acid (vial) | 18 gp | 25 gp | 38 gp |  |
| Antitoxin(vial) | 38 gp | 50 gp | 75 gp |  |
| Caltrops (20) | 7 sp | 1 gp | 2 gp |  |
| Candle | 1 cp | 1 cp | 2 cp |  |
| Case (scroll) | 7 sp | 1 gp | 2 gp |  |
| Component Pouch | 18 gp | 25 gp | 38 gp |  |
| Crystal | 7 gp | 10 gp | 15 gp |  |
| Flask | 1 cp | 2 cp | 3 cp |  |
| Glass Bottle | 1 gp | 2 gp | 3 gp |  |
| Healer’s Kit | 3 gp | 5 gp | 8 gp |  |
| Ink (1 oz.) | 7 gp | 10 gp | 15 gp |  |
| Ink Pen | 1 cp | 2 cp | 3 cp |  |
| Jug | 1 cp | 2 cp | 3 cp |  |
| Oil(flask) | 7 cp | 1 sp | 2 sp |  |
| Orb | 15 gp | 20 gp | 30 gp |  |
| Paper (one) | 1 sp | 2 sp | 3 sp |  |
| Parchment (one) | 7 cp | 1 sp | 2 sp |  |
| Pouch | 3 sp | 5 sp | 8 sp |  |
| Robes | 7 sp | 1 gp | 2 gp |  |
| Rod | 7 gp | 10 gp | 15 gp |  |
| Spellbook | 38 gp | 50 gp | 75 gp |  |
| Sprig of Mistletoe | 7 sp | 1 gp | 2 gp |  |
| Staff | 3 gp | 5 gp | 8 gp |  |
| Totem | 7 sp | 1 gp | 2 gp |  |
| Vial | 7 sp | 1 gp | 2 gp |  |
| Wand | 7 gp | 10 gp | 15 gp |  |
| Wooden Staff | 3 gp | 5 gp | 8 gp |  |
| Yew wand | 7 gp | 10 gp | 15 gp |  |
| *Tools* |  |  |  |  |
| Alchemist’s Supplies | 38 gp | 50 gp | 75 gp |  |
| Brewer’s Supplies | 15 gp | 20 gp | 30 gp |  |
| Calligrapher’s Supplies | 7 gp | 10 gp | 15 gp |  |
| Dice Set | 7 cp | 1 sp | 2 sp |  |
| Poisoner’s Kit | 38 gp | 50 gp | 75 gp |  |
| Thieves’ Tools | 18 gp | 25 gp | 38 gp |  |
| *Magic Items* |  |  |  |  |
| Cantrip | 38 gp | 50 gp | 75 gp |  |
| Level 1 | 75 gp | 100 gp | 150 gp |  |
| Level 2 | 187 gp | 250 gp | 375 gp |  |
| Potion of Climbing | 30 gp | 50 gp | 75 gp |  |
| Potion of Gaseous Form | 175 pp | 250 pp | 375 pp |  |
| Potion of Healing | 30 gp | 50 gp | 75 gp |  |
| Potion of Water Breathing | 175 gp | 250 gp | 375 gp |  |
| *Services* |  |  |  |  |
| Identify | 75 gp | 100 gp | 150 gp |  |
| *Miscellaneous* |  |  |  |  |
| Spell components | 75% | 100% | 150% |  |

## Eroded mountain valley city

# Notes

Several hundred years post bronze age collapse in a world with magic. Few powerful civilizations have survived, and the ones that still cling to life exist only in their immediate area. New civilizations are being founded. Traditions are being formed. Ruins dot the land. World is beginning to claw itself out of a dark age.

Magic is relatively common in Demagus with everyone being able to do some and many taking it farther.

When everyone is able to bust down your walls and claim what is yours there is much less of an incentive to build big. Few if any nation states exist.

Magic is belief based. If you truly believe in something it is willed by the universe to happen. This has created an interesting world in which most can do a little magic.

Harder things require more convincing and many a mage has spent years trying to find the right way to create a spell, convincing themselves that they can do something.

A science of magic has cropped up based upon the observations. They mages have convinced themselves that these things work.

Warlocks do their magic because they believe their contracting power has granted it to them. If they break their contract or lose faith in the being they made it with their magic can begin to falter.

Sorcerers on the other hand are just all insane or egotistical, some more than others.

Gods are created by their followers to the believer’s expectations, many of them know why they exist. Gods tend to know that belief in them makes them more powerful, and perception of what they are is what they are. In a sense their churches are PR departments. Some war publicly for believers, others heal and provide, sometimes pantheons are formed, but all vie for that valuable resource that is believers.

# External Repo

This reference and some code related to it is stored [on GitHub](https://github.com/falderol/RPG). This repo is irregularly updated, check back infrequently and there might be a new version of this document, or something in it!

https://github.com/falderol/RPG.

# Document Maintenance

## Format

Headings are freaking important, use the ones above under home -> styles. These have been customized. Otherwise just make it look good.

## Macros

Ctrl + A highlights everything.

F9 on highlighted text updates it. Combine this with Ctrl + A to update everything.

Alt + F9 toggles fields throughout the document. If all the links are broken use this, don’t panic.

Ctrl + Shift + H will hide something if you print it., this whole section has had this command applied to it, because once printed a section on macros is pretty much useless.

## Font

Don’t like the font for some reason. On the home bar there is a section called styles. Right click on the normal style and then click on modify. You can now change the standard font to whatever you wish. Just remember this will most likely mess up formatting, so take a scan through the document and fix it.