Demagus Quests

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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 a world starting around 2016. I’m planning on doling out small pieces as they become relevant.

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.

# Combat Encounters

A good thing to do for combat is to choose a primary and a secondary enemy as the meat of the encounter. One tends to make the encounter a bit linear. Two spices it up a bit, three is extra spicy, four is probably a bit much in most situations, and for five or more you have to sign a waiver.

In the following table multiply the number of players by the value located at enemy C.R. and Player Level to get a rough estimate of how many enemies at a certain C.R. should be a fair fight with no tactics or special considerations for a certain number and level of players. E.G. if I had 5 level 7 players and wanted to use C.R. 4 enemies I would see that on the table that gives me 1/3, multiply that by 5 and I get that 5/3rds or 1 2/3rds C.R. 4 enemies should be about equivalent to the party.

Table 1 Combat Encounter Calculation

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | | **CR** | | | | | | | | | | | | | | | | | | | | | | | |
| **0** | **1/8** | **1/4** | **1/2** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** | **13** | **14** | **15** | **16** | **17** | **18** | **19** | **20** |
| **PC Level** | **1** | 2 | 1 | 1/3 | 1/5 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| **2** | 3 | 2 | 1 | 1/3 | 1/6 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| **3** | 5 | 2 | 1 | 1/2 | 1/4 | 1/6 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| **4** | 8 | 4 | 2 | 1 | 1/2 | 1/4 | 1/6 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| **5** | 12 | 8 | 4 | 2 | 1 | 1/2 | 1/3 | 1/5 | 1/6 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| **6** | 12 | 9 | 5 | 2 | 1 | 1/2 | 1/2 | 1/4 | 1/5 | 1/6 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| **7** | 12 | 12 | 6 | 3 | 1 | 1 | 1/2 | 1/3 | 1/4 | 1/5 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| **8** | 12 | 12 | 7 | 4 | 2 | 1 | 1/2 | 1/3 | 1/3 | 1/4 | 1/6 |  |  |  |  |  |  |  |  |  |  |  |  |  |
| **9** | 12 | 12 | 8 | 4 | 2 | 1 | 1 | 1/2 | 1/3 | 1/4 | 1/5 | 1/6 |  |  |  |  |  |  |  |  |  |  |  |  |
| **10** | 12 | 12 | 10 | 5 | 2 | 1 | 1 | 1/2 | 1/2 | 1/3 | 1/4 | 1/5 | 1/6 |  |  |  |  |  |  |  |  |  |  |  |
| **11** |  |  |  |  | 6 | 3 | 2 | 1 | 1/2 | 1/2 | 1/2 | 1/3 | 1/4 | 1/5 | 1/6 |  |  |  |  |  |  |  |  |  |
| **12** |  |  |  |  | 8 | 3 | 2 | 1 | 1 | 1/2 | 1/2 | 1/3 | 1/3 | 1/4 | 1/5 | 1/6 |  |  |  |  |  |  |  |  |
| **13** |  |  |  |  | 9 | 4 | 2 | 2 | 1 | 1 | 1/2 | 1/2 | 1/3 | 1/3 | 1/4 | 1/5 | 1/6 |  |  |  |  |  |  |  |
| **14** |  |  |  |  | 10 | 4 | 3 | 2 | 1 | 1 | 1/2 | 1/2 | 1/3 | 1/3 | 1/4 | 1/4 | 1/5 | 1/6 |  |  |  |  |  |  |
| **15** |  |  |  |  | 12 | 5 | 3 | 2 | 1 | 1 | 1 | 1/2 | 1/2 | 1/3 | 1/3 | 1/4 | 1/5 | 1/5 | 1/6 |  |  |  |  |  |
| **16** |  |  |  |  |  | 5 | 3 | 2 | 1 | 1 | 1 | 1/2 | 1/2 | 1/3 | 1/3 | 1/4 | 1/4 | 1/5 | 1/5 | 1/6 |  |  |  |  |
| **17** |  |  |  |  |  | 7 | 4 | 3 | 1 | 1 | 1 | 1 | 1/2 | 1/2 | 1/2 | 1/3 | 1/3 | 1/4 | 1/4 | 1/5 | 1/6 |  |  |  |
| **18** |  |  |  |  |  | 7 | 5 | 3 | 1 | 1 | 1 | 1 | 1/2 | 1/2 | 1/2 | 1/3 | 1/3 | 1/4 | 1/4 | 1/5 | 1/6 | 1/6 |  |  |
| **19** |  |  |  |  |  | 8 | 5 | 3 | 2 | 1 | 1 | 1 | 1 | 1/2 | 1/2 | 1/2 | 1/3 | 1/3 | 1/4 | 1/4 | 1/5 | 1/6 | 1/6 |  |
| **20** |  |  |  |  |  | 9 | 6 | 4 | 2 | 1 | 1 | 1 | 1 | 1 | 1/2 | 1/2 | 1/2 | 1/3 | 1/3 | 1/4 | 1/4 | 1/5 | 1/5 | 1/6 |

# Traveling

Stuff you run into while travelling

## 

Run into a group of religious pilgrims

## 

Local militia is detaining travelers for questioning

## 

A farmer’s wagon has overturned and his draft animal(s) have escaped. Offers food to find them.

## 

Runaway wagon with no passengers is coming down the road towards the party spilling cargo as it goes

## 

Heavily armored man on horseback is looking around with a spyglass

## 

A drunken merchant’s wagon is on fire. He is loudly cursing someone.

## 

Travelers that will share a rumor with the party if talked too.

## 

Local militia is watching the road and taking notes. One of them points at the party, smiles, and beckons.

## 

The party spots a dog running down the road. It has a little wagon attached to it with some cargo. (Fey)

## 

An unconscious unarmed woman is lying in the road with some traveling gear.

## 

A group of farmers is having a drunken brawl in the idle of the road

## 

Two wagons have collided with each other. The passengers are not happy. It looks like there may be violence.

## 

A traveling food vendor. The food tastes decent. Anyone who consumes the food gets food poisoning in 8 hours.

## 

A traveling food vendor. The food is quite good. Anyone who consumes it regains 1d4 health.

## 

Two bards are having a bard of. Fey are watching

## 

A traveler is calling for help, claiming his companion was hurt a small distance off the road. It is an ambush.

## 

It starts storming hard.

## 

It starts raining cats and dogs, darn magic.

## 

Bandits ambush the party and demand a toll.

## 

Bandits ambush the party and try to steal their stuff.

## 

A group of druids stand around a bloodstained altar surrounded by standing stones. A child is sitting on the altar.

## 

A group of fey ambush the party. They are apologetic for doing so, claiming they thought they were something else.

## 

A monster warband ambushes the party.

## 

A monster warband ambushes the party.

## 

Some kobolds have strewn traps over the road. There are half hidden in an obvious bunker of the road. Sniggering can be heard inside the bunker.

## 

A golem has been told to let no one pass upon the road. It will fight until it can’t stand. If someone goes off the road and around it, it will ignore them.

## 

There is a large pile of gold coins in a patch of decaying vegetation near the road. The gold is obviously cursed

## 

A roc descends on the party and caries one of the members off to its nest to feed its young.

## 

A shambling mound is consuming an abandoned wagon

## 

A cabin near the road is on fire. A panicked man near the road says his children are inside. The cabin is empty and the man tries to rob them while they are distracted.

## 

A cabin near the road is on fire. A panicked man near the road says his children are inside. There are 1d4 children inside

## 

A group of travelers has been ambushed and is gravely injured.

## 

A running battle between fey and monsters overtakes the party

## 

The party comes across a traveler heading in their direction. The traveler is a vampire.

## 

A group of fey riding mastiffs overtake the party. They look upset.

## 

A dryad falls in love with the most charismatic party member and tries to lure them off the road to charm them.

## 

The party encounters a fey merchant riding a mastiff with a little wagon shop attached.

## 

The party encounters a traveling merchant going in their direction.

## 

The party encounters a traveling merchant

## 

The party encounters a traveling merchant

## 

The party encounters a traveling merchant

## 

The party encounters a traveling merchant

## 

The party encounters a traveling merchant

## 

The party encounters a traveling merchant

## 

The party encounters a traveling merchant

## 

The party encounters a traveling merchant

## 

The party comes to a rickety bridge on the verge of collapse. A group of kobolds are trying to charge a toll to cross it.

## 

The party comes across a man who asks for their help crossing a small stream. The man is a vampire.

## 

A fey stows away in the parties supplies. It is being pursued by other fey

## 

The party encounters a small child traveling alone

## 

The party encounters travelers

## 

The party encounters travelers

## 

The party encounters travelers

## 

The party encounters travelers

## 

The party encounters travelers

## 

# Minor

Stuff that should take up to a session

## Bandits

### Type

Quest board. Random encounter.

### Notification Text

Lawless men are plaguing our village like locust. (insert reward) to any person(s) who can cull their activities, and brings proof of their actions to the sheriff.

### Summary

Bandits are raiding the local village. The villagers are looking for someone to deal with them. There is a small bandit camp in the woods about 2 miles out of the village. There are a couple guard dogs and several bandits.

6-8 Main Enemies, 2-4 Secondary Enemies.

### Main Enemy

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Bandit** | | | | | |
| Medium Humanoid, Non-Lawful | | | | | |
| **Armor Class** 12 | | **Hit Points** 22 (2d8+2) | | **Speed** 30 ft. | |
| **STR** 11 (+0) | **DEX** 12 (+1) | **CON** 12 (+1) | **INT** 10 (+0) | **WIS** 10 (+0) | **CHA** 10 (+0) |
| **Saving Throws** | | | **Skills** Athletics | | |
| **Senses** passive perception 10 | | | **Languages** any one | | |
| **Challenge** 1/8 (25 XP) | | | | | |
| **Actions** | | | | | |
| **Multiattack**. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers. | | | | | |
| **Scimitar:** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* (1d6 + 3) slashing damage. | | | | | |
| **Dagger:** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* (1d4 + 3) piercing damage. | | | | | |
| **Light Crossbow:** *Ranged Weapon Attack:* +3 to hit, reach 80/320 ft., one target. *Hit:* (1d8 + 1) piercing damage. | | | | | |

### Secondary Enemy

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Mastiff** | | | | | |
| Medium Beast, Unaligned | | | | | |
| **Armor Class** 12 | | **Hit Points** 5 (1d8+1) | | **Speed** 30 ft. | |
| **STR** 13 (+1) | **DEX** 14 (+2) | **CON** 12 (+1) | **INT** 3 (-4) | **WIS** 12 (+1) | **CHA** 7 (-2) |
| **Saving Throws** | | | **Skills** Perception +3 | | |
| **Senses** Passive Perception 13 | | | **Languages** | | |
| **Challenge** 1/8 (25 XP) | | | | | |
| **Keen Hearing and Smell.**  The mastiff has advantage on Wisdom (Perception) checks that rely on hearing or smell | | | | | |
| **Actions** | | | | | |
| **Bite:** *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. Hit: 4 (ld6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone. | | | | | |

### Combat Difficulty

2-3

## Heirloom Retrieval

### Type

Random encounter.

### Summary

Some item recently looted by the party belonged to a local hero’s dead father. This hero confronts the party. If they give the item, he will accompany them or do a favor if asked.

### Main Enemy

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Veteran** | | | | | |
| Medium Humanoid, Any Alignment | | | | | |
| **Armor Class** 17 | | **Hit Points** 58 (9d8+18) | | **Speed** 30 ft. | |
| **STR** 16 (+3) | **DEX** 13 (+1) | **CON** 14 (+2) | **INT** 10 (+0) | **WIS** 11 (+0) | **CHA** 10 (+0) |
| **Saving Throws** | | | **Skills** Athletics +5, Perception +2 | | |
| **Senses** Passive Perception 12 | | | **Languages** Any One | | |
| **Challenge** 3 (700 XP) | | | | | |
| **Actions** | | | | | |
| **Multiattack:** The veteran makes two Longsword attacks. If it has a Shortsword drawn, it can also make a Shortsword Attack. | | | | | |
| **Longsword (Two Handed):** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* (1d10 + 3) slashing damage. | | | | | |
| **Longsword (One Handed):** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* (1d8 + 3) slashing damage. | | | | | |
| **Shortsword:** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* (1d6 + 3) piercing damage. | | | | | |
| **Heavy Crossbow:** *Ranged Weapon Attack:* +3 to hit, reach 100/400 ft., one target. *Hit:* (1d10 + 1) piercing damage. | | | | | |

### Secondary Enemy

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Warhorse** | | | | | |
| Large Beast, Unaligned | | | | | |
| **Armor Class** 11 | | **Hit Points** 19 (3d10+3) | | **Speed** 60 ft. | |
| **STR** 18 (+4) | **DEX** 12 (+1) | **CON** 13 (+1) | **INT** 2 (-4) | **WIS** 12 (+1) | **CHA** 7 (-2) |
| **Saving Throws** | | | **Skills** | | |
| **Senses** Passive Perception 11 | | | **Languages** | | |
| **Challenge** 1/2 (100 XP) | | | | | |
| **Trampling Charge.** If the horse moves at least 20 ft. straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action. | | | | | |
| **Actions** | | | | | |
| **Hooves:** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* (2d6 + 4) bludgeoning damage. | | | | | |

### Combat Difficulty

4-5

## Pixie Party

### Type

Quest Board.

### Summary

The fey are kidnapping local children to attend their parties.

### Main Enemy

Pixie

### Secondary Enemy

Sprite

## 

Locals are hearing weird noises

## 

The local village is being attacked by a wraith nightly

## 

A griffin is nesting nearby and has started preying on the local villagers

## 

A monster pack has started attacking the local village

## 

A wyvern has started killing the villager’s cattle. They are worried.

## 

The local village is paying heavy tribute to a newly risen bandit lord

## 

A group of bandits has forced the villagers out of their village.

## 

Bandits have fled the local village with hostages

## 

A ghost possesses a set of the party’s armor and insists it is alive.

## 

A paladin is after a party member due to a case of mistaken identity

## 

Another task, but the party is offered a slave for its completion

## 

Another task, but upon completion the questgiver refuses to pay.

## 

A mage has summoned a demon, and is unable to control it

## 

The local village has offended a group of orcs

## 

A thick fog that makes it impossible to see has engulfed the village.

## 

One of the characters is mistaken for a bandit and arrested by the villagers

## 

Some of the villagers believe that they are slowly being replace by imposters

## 

A local man is suspected of making a pact with a demon

## 

Children are disappearing and an old woman has been accused of the disappearances

## 

Someone’s daughter has eloped with a disreputable man.

## 

A bandit lord has escaped from captivity and is planning his revenge on those who captured him

## 

The local cleric is suspected of worshiping evil forces

## 

The party is sent to deliver a ransom for a group of villagers being held hostage

## 

A merchant is accused of selling medicine that killed a villager, the merchant has fled

## 

The local village is plagued with nightmares

## 

The local village has been abandoned. All that remains is a circle of mushrooms in the middle.

## 

The local village is abandoned. All that remains is a wraith.

## 

A unicorn has escaped the fey and is terrorizing the countryside

## 

Fey have been kidnapping local villagers

## 

A village has come into conflict with the local dryads.

## 

The party is being stalked by owlbears

## 

Fey are trying to coerce the party to attend their tiny feast.

## 

Fey are pranking the party

## 

The party has unknowingly upset the fey.

## 

The local village unknowingly cut down a tree containing a fey village

## 

A succubus has set itself up in a nearby village and some of the villagers want it gone. It insists that it is doing no harm

## 

A fey has lost its god and is desperately searching for someone to help find it.

## 

A local child has lost its pet. (faerie dragon) The childs parents insist it never had a pet.

## 

A local woman swears her husband has been replaced with a doppelganger

## 

A man asks for help. It’s an ambush.

## 

A ghost needs the parties help finishing some business before it can move on to the next life.

## 

A cult has successfully summoned a demon and are waring with the nearby bandit lord. A village between them is concerned.

## 

Dead bodies are strewn around a village. In the middle is a single golem.

## 

A group of darklings want the party to convince the fey to treat with them. The fey wants nothing to do with them.

## 

The village is plagued with boggles

## 

Harpies are attacking the local village, particularly the men.

## 

A man claims to have completed a job and that his employer is refusing to pay him. The employer claims never to have seen the man

## 

Hydra

## 

The villagers claim a local person is a werewolf and must be killed.

## 

A group of kobolds have opened a shop and the villagers are scared.

## 

A local woman has been turned into a medusa and fled. The village is hiring people to kill her.

## 

A village is plagued by mimics.

## 

Something went wrong and the local wizards tower is spewing sentient ooze.

## 

A man approaches the party who is being pursued by a revenant.

## 

The local village has enraged a treant.

## 

A copper dragon has kidnapped a local bard. His friends want the party to get him back.

## 

A wraith and its specters start pursuing the party.

## 

A vampire has enthralled the inhabitants of the loval villages

## 

A vampire has barricaded itself in the church with the local cleric

## 

The local cleric is secretly a vampire

## 

A group of shadows haunt the party

## 

Upon entering the village, a mob drives the party out.

## 

Religious fanatics are attacking the village.

## 

People have stopped believing in a local small God. He needs aid getting the people to believe again.

## 

Someone is convinced that they are going to be robbed, and is looking to hire people to protect them.

## 

Someone needs help gathering supplies for a larger than normal party

## 

A small god is abusing its power over the village that worships it.

## 

A tinkerer is erecting an airship and needs help gathering parts

## 

Two rivals are trying to outdo each other with displays of lavishness. It has gotten out of hand

## 

The village has a thriving slave market that is capturing and selling people from nearby villages and less armed travelers

## 

The party is offered a job assisting in a conflict between villages. They are not told it is a slave raid.

## 

A merchant is looking for someone to rescue his guards. They were captured while escorting him through the forest. The merchant is a fey in disguise. The guards are fey in disguise. They do this for entertainment

## 

Vampires are feeding on local villagers.

## 

A local village has seen lights around it at night. They are will=o’-wisps

## 

A local village is hearing screams in the night. It is a banshee.

## 

Two inventors are trying to outdo each other. It has gotten out of hand.

## 

A group of fey steal some things from the party

## 

A man’s wife is deathly ill. He is looking to hire someone to go get a cure from the witches.

## 

Harpies have infested the nearby ruins

# Major

Stuff that takes multiple sessions

## Shrine Consecration

Sacrifices for Bob in the town for new shrine

## Bandits!

They’ve taken several villages. Clear them out.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Bandit Captain** | | | | | |
| Medium Humanoid, Non-Lawful | | | | | |
| **Armor Class** 15 | | **Hit Points** 65 (10d8+20) | | **Speed** 30 ft. | |
| **STR** 15 (+2) | **DEX** 16 (+3) | **CON** 14 (+2) | **INT** 14 (+2) | **WIS** 11 (+0) | **CHA** 14 (+2) |
| **Saving Throws** Str +4, Dex +5, Wis +2 | | | **Skills** Athletics +4, Deception +4 | | |
| **Senses** Passive Perception 10 | | | **Languages** Any Two | | |
| **Challenge** 2 (460 XP) | | | | | |
| **Actions** | | | | | |
| **Multiattack:** The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers. | | | | | |
| **Scimitar:** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* (1d6 + 3) slashing damage. | | | | | |
| **Dagger:** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* (1d4 + 3) piercing damage. | | | | | |
| **Dagger:** *Ranged Weapon Attack:* +5 to hit, reach 20/60 ft., one target. *Hit:* (1d4 + 3) piercing damage. | | | | | |
| **Reactions** | | | | | |
| **Parry:** The captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon. | | | | | |

## Manor Cleansing

A businessman has hired the party to clear a female ghost out of an abandoned manner. The manor appears to have been ransacked in anger. When they arrive the ghost starts following the party and subtly interacting with them, they find her body brutally murdered in the master bedroom. She confronts the party and offers to leave if they can reunite her with her husband, who is now a revenant. The husband is seeking revenge against his son, who murdered him and his wife for his inheritance. The father can’t bring himself to kill his son for the sake of his wife. The son is the businessman who hired the party in the first place

## Dragon Chasing

An enterprising person has realized that dragons just sit around on large piles of gold all day and is looking to hire people to go take some.

## Party!

Contract to help acquire items to throw the largest, most luxurious part of all time. Monster eggs for omelets, magical items for party favors, kobold jousters, dragons and gods getting invitations. The works

## Vampire Village

A vampire lord has set themselves up in charge of a town and is successfully encouraging people to convert to vampires. Neighboring villages are getting worried, but the vampires insist they are doing nothing illegal.

## Valuable Stake

A dwarf has uncovered a particularly rich seam of adamantium and mithral, but has been forced off his claim by bandits. The bandits have heavily fortified the area and a stunningly successful bandit king rules it and the surrounding area.

## Cartography

A cartographer is looking to hire people to find the legendary misty island.

A university desires a map of the world and is looking to hire someone to make it.

Contract to make contact with the world turtle

False Hydra

# 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.