

Chronicles of Terre: Setting Documents

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1 Preface

Hi.

2 About

Terre is a continental land surrounded by an infinite oceanic expanse, a land of opportunities, wonders, magic, and unrest. From the start of time, the ruling power of Terre has changed multiple times, but none is as large of a threat to the entire world and its inhabitants as what is currently threatening the entire continent: the Corruption, the Enemy, the Iris Mist. For now, the frontier bastion of Bladefall, and its High Wall, forms a line of fortification against the Corruption to the east and the savagery of the Barrens to the north, defending the civilized world in the west from the march of the Enemy. Whether with blade, sulphur, or arcane mysts, the land channels all its might and potential into its inhabitants, to lend itself an edge against the Enemy, but is it enough to unite the people, fend off the Corruption, let alone eradicate this intruder? Only time can tell.



3 Geography

The continent of Terre is a huge landmass surrounded by a seemingly infinite oceanic expanse. The landmass is approximately 4000 km from west to east, and 2000 km from north to south. To the center of the land towards the east a bit, a piece of land connects three major peninsulas together, dividing Terre into three large parts.

To the north is a large desert known as the Barrens or the outlands. Resource is scarce, and survival is a challenge. Many outlander races resides in the Barrens, forming feral tribes and societies, sometimes assaulting each other and other parts of Terre, but under circumstances they can be reasoned with.

To the east, the Lost Lands span almost one third of Terre, its territory lost to the Corruption. Little is known about what the Lost Lands currently looks like, as few have even ventured over the High Wall, not to mention deep enough and survive and come back sane.

To the west is the currently civilized territories of Terre. A great wall, known as the High Wall of Bladefall, separates and defends civilized Terre from the Corruption in the Lost Lands and the tribal assaults in the Barrens. The namesake of this defense, Bladefall, is a great frontier bastion on the southern part of the High Wall, housing many adventurers, many realized and broken dreams.

Immediately to the west of the Highwall lies the lands of Maltross and Verza. Maltross is to the north, consisting of deserts, savannas, and grasslands. The Nomadic State of Maltross controls this region, its inhabitants roaming and grazing on the flora and fauna. Verza is to the south, a land of green and nature, filled with forests of all kind. A giant fairy oak, several hundred meters tall, known as the Viridian Grove, is located in the northern part of Verza, irrigated by the mountain springs of Hollunberg, and houses the druidic forces of the Verzae Legion.

Hollunberg is a mountain range directly west of Bladefall, between Maltross and Verza. Dwarves have resided inside the mountain since the beginning of history, forming their kingdom named Underdebirgsreich. They do not claim much territory and have largely remained neutral and friendly towards other regions.

To the west of Maltross, lies the massive lands of the Divine Glorian Empire. An theocratic empire of Gloria worshippers claims the largest piece of land on civilized Terre, spanning almost half of the horizontal length of the entire continent. Its territories houses various geographical features, from the grassy hills on the border with Maltross, home of many settled-down gnomes and halflings of Maltross, to the temperate forests in the middle, to the taigas in the westmost part, where the highest mountain peak, the Crest of Terre, sits just above Crestfall, the capitol

of the Divine Empire, and the Jewel of Terre, a large beautiful lake with frequent water travels.

Another river originating from Hollunberg flows west bordering the northern part of Verza from the Divine Glorian Empire, as well as the land of Astartia. Astartia is a fertile land full of agricultural activities, in the shape of a long west-east strip, bordered from the north by the Divine Glorian Empire, the south by the Clearwater Gulf.

On the westside of the Gulf, bordering Astartia, is a barren and exploited land named Peran. The Perani Trading Corporation tapped the land out of most of its natural resources, leaving dead trees and famished grasses, with machinaries abandoned everywhere. The capitol Barohaven sits on the other side of the Jewel of Terre, across from Crestwatch and the Divine Empire, establishing heavy trade and travel on the Jewel.

To the very southern west of Terre is a dense jungle known as Yharn. Tribes of skinwalkers resides within, with little contact to the outside world, living off their ancestral knowledges and experiences. Most of the few visitors end up in Mecatli, a city of stone and vine on the border of Yharn and the Divine Empire. The dense canopy covers the sky, nurturing unique flora and fauna, friendly and dangerous alike.

North of Astartia, over on the other side of the Divine Glorian Empire, is the treacherous peninsula of Labyrinthine, occupied and named by the Mages' Guild who built the Clock Tower of Labyrinthine on this land. Dark and bare mountains span most of its land, leaving little for common folks, but plentiful mysts for casters and adventurers alike.

To the north-west of the Divine Glorian Empire and Terre, a large series of snowy-peaked mountains isolates Okeanos from the rest of civilization. This provincial region of the old Forgotten Empire is all that the Empire left behind after its crumbling, due to its natural defenses and its demographical extremity. The land itself is filled with natural beauty, capable of capturing the heart of any that treads in.

4 Demography

Humans.

Humans are as usual one of the most prevalent species in Terre. They constitute the popular mass of Terre, presenting opportunities, potentials, and a capability at anything thrown at them. They are mostly populated in the Divine Glorian Empire and the Kingdom of Astartia; Perani Trading Corporation, Nomadic State of Maltross, and the Verzae Legion contains a reasonable amount of humans as well.

Dwarves.

Dwarves are tenacious creatures that prefers the comfort and dimness of the underground. They tend to form societies and communities, valueing order and strength. Dwarves have an affinity to Fire and Earth. Most dwarves on Terre resides in Untergebirsreich, their kingdom under Hollunberg. Dwarves are welcomed on most places, but especially in Astartia, with the crafting masteries they are usually known for.

Elves.

Elves on Terre are much less populous than they usually are. They are still wild and unpredictable, with an affinity to Earth and Wind.

Wood elves form the majority of the Verzae Legion, fighting against the corruption on the frontline, often taking druidic practices. High elves are unnaturally scarce, most of them in hermitian isolation or as nomadic scholars, while those more sociable or power-hungry resides in Labyrinthine as powerful arcane casters.

Wood and high elves are not very in accord - the conflicts between Netheric arcane energy and druidic leylines renders the twin species separated by ideology.

Half-elves as a result also extremely rare, and mostly of wood elf origins. High elves more or less look down on other species and very rarely accompany other species, accelerating their population problems.

Tieflings.

What used to be the ruler of eastern Terre has now fallen from grace. Tieflings have never been the most populous race, but they certainly held the most power, as the founding and aristocratic race of the Forgotten Empire, ruled over all the other inhabitants of Terre. In the current time, most aristocratic Tieflings retreated with the falling of the Empire into Okeanos, isolating themselves with the rest of Terre, rejecting outsiders and foreign technologic advances. Some of

the more open-minded remained outside, either living in seclusion around the land, or travelling between cities and settlements of Terre, attempting to mend the tear in their old territory.

Although tieflings are of Netheric heritages, they are not inherently evil - the Okeanosian tieflings' selfishness comes from their aristocratic background and their xenophobia. They are, however, historically (although not mechanically) outsiders of this land, and thus are not the most welcomed kind in certain places. They often attune themselves to Netheric arcane magic as opposed to druidic energies, and tend to have an affinity to Fire and Earth.

Gnomes and Halflings.

Gnomes and halflings in Terre are two closely intertwined race. From the beginning of history, the two races have formed communities together due to their mutual hospitability and good-minded nature. Everyone stepping into their territory is treated with a warm welcome, and thus their presence is welcomed in most parts of the civilized world.

Despite this, gnomes and halflings are not numerous in this world, and most of them find comfort in the savannas of Maltross, some of them roaming the land, and a small portion of them residing near the borders of Maltross and Divine Glorian Empire among small hills and valleys.

Plane-Touched: Aasimars, Genases.

The plane-touched are rare occurrences of Terre, carrying a lineage not of this world. Their existence and origin are mythical in nature, spawning tales and nightmares alike. Aasimars and genases bear marks of their patron, often taking the form of ghastly visages or tattoo-like elemental circuits, that are most visible when they use their powers. Plane-touched can take the physical characteristics of any race, depending on their lineage, so they are scattered around Terre, often times hiding themselves from the world. A lot of Aasimars have joined the Verzae Legion, fighting against the Enemy and the evils of Terre.

Skinwalkers: Aarakocra, Centaur, Lizardfolk, Minotaur, Tabaxi.

Skinwalkers, a collective name for races with beast-like features, do not often wander the civilizations of Terre. Most of them resides in the jungles of Yharn, using their survival instincts to their full advantage, and those with druidic interests and curiosity of the secrets of the world often end up near the Viridian Grove in Verza. Many would consider their features and mannerism feral and uncivilized, a stereotype they suffer together with the outlander races.

Dragonborns.

Dragonborns are rare and solitary. They tend to live in secluded regions like mountain tops or deep within the forest, as those who attempt to walk the roads are met with cautious respect and sometimes fear.

Outlanders: Orcs, Goblinoids, Kobolds.

The Barrens are not pleasant to live in, and those residing in those parts are forged by the harsh environments. After the erection of the High Walls, many of the more temperate and civilized outlanders settled down for the nomadic lives of Maltross, while others continue their lives in the Barrens, fending off the Corruption together with the unhospitability of the land. While outlanders seldomly wander far from their homelands, some orcs are met with relative respect, or at least non-hostility, for their valor in fighting the Corruption.

5 History

5.1 Calendar

The current calendar of Terre is based on the one used by the Forgotten Empire, starting on approximately the date of their ancestor's ascension to Terre through the Shattered Gate. The current year is about AC (Ascendant Calendar) 1411. The beginning of a year is in fact the summer solstice of Terre - the day when Helios is at its zenith and Fire dominates over the elements. There are eight months in a single year, in the following order:

- Yondar;
- Ertos;
- Santra;
- Silour;
- Vupen;
- Lylix;
- Quivea;
- Helind.

5.2 Pre-Ascension

In the beginning, Terre does not have a lot to offer. There are scattered civilizations and settlements around the continent, with primitive weapons and tools. Constant warfare between tribes, civilizations, and races taints the land with bloodshed and suffering.

5.3 The Forgotten Empire

For the first time in thousands of years, order is brought onto Terre - albeit from outside of this plane. The Forgotten Empire - then simply known as 'The Empire' - under the rule of Ascendants, divided western Terre into a dozen provinces, each with its own imperator, while the Ascendant rules over all of them in their palace in the Shattered Gate.

The Tieflings are not intrinsic evil creatures. In fact, they are much more civil than the inhabitants of Terre at that time. The Empire's settling down was met with resistances, numerous but futile, as stone and cold iron are no match against netheric arcana. The aboriginals soon found out that the rule of the Empire is more of a boon than a misfortune: the technology level of Terre grew rapidly with the Empire's help, as blades are forged and spells are cast.

The Empire's expansion left two points of interests intact: The dwarves of Hollunberg by then has already established Untergebirgsreich under the mountain, and the jungle of Yharn proved too unruly to conquer. In the land under the Empire's rule, Tieflings have largely established themselves as nobles and local aristocrats, and while racial hierarchy exists, for the most part Tieflings and aboriginal races get along rather well, and many Tieflings slowly adopted the local culture and merged with their own that they brought from the nether realms.

A few hundred years into the Empire's reign, a fairy oak sprouted under Hollunberg, which grew into the Viridian Grove. Wood elves before this are largely nomadic and hermitian, but they soon aligned themselves under the shades of the great fairy oak. The leylines of Terre are established against the invasion of netheric arcana, and focused itself under the Viridian Grove, and gave rise to druidic practice. The residents of Viridian Grove are not exactly in accord with the Empire's use of Netheric arcane energies, considering them unnatural and invasive, as opposed to the leylines' life forces, but to seek conflict with the Empire will not benefit anyone.

5.4 Tides of Steel

The collapse of the Forgotten Empire started in the coastal province of Okeanos. Sitting on the north-western most corner of the Empire and Terre, Okeanos is renowned throughout the aristocratic hierarchies of the Empire for its natural beauty and bountiful lands, and throughout the years attracted nobles around the Empire to tour, reside, and eventually settle down. In the last hundred years of the Empire's rule, the demographic concentration of Tieflings in Okeanos has risen to an alarming state, with little to no other races, and its original inhabitants almost completely ousted. Those within Okeanos slowly succumbed deeper and deeper into the euphoric abyss of this paradise land, while those without more than ever only care about their opportunities and possibilities to relocate to their promised utopia. As an obvious consequence, the Empire declined rapidly into staleness, with more and more unrest and more and more unjust that follows each other.

The introduction of firearms only exacerbated the Empire's downfall. The dwarven craftsmen of Untergebirgsreich fueled their forges and polished their anvils, and brought powder and steel to the people of Terre at a convenient time. The aristocrats of the Empire scoffs at the idea of cold

steel against their magic and arcane, and dismissed the technology without much thought - like they always do - as another trinket of minimal threat.

By the time the Empire realized the gravity of their mistakes, it is already too late. With firearms in hand, soldiers and adventurers, both martially and magically inclined, flooded Empire territories like a tide of sulphur and steel. Within a few years around AC 951, the Empire shrunk under martial and arcane assaults, as the partakers of its downfall sign treaties, set borders, and establish new orders upon western Terre.

The final remnants of the Empire fled to Okeanos, the only province untouched by warfare and conflict, thanks to its geographical and demographical defense and impracticality of annexation. Losing all prowess and morale and will to recover, the Empire sealed shut its gate and succumbed to the peace and safety of the coastlines of northwestern Terre. The collapse of the Forgotten Empire started in Okeanos, and finally ended in Okeanos.

5.5 The Awakening

The Awakening in AC 1273 brought the Enemy to the playing board, but the Enemy does not intend to cease its aggression and expanded westward, devouring and corrupting everything in its path. The first to respond is the Verzae Legion, mustering their strength into the eastern front, taking the Shattered Gate into their hands before the Enemy arrives. The Nomadic State of Maltross mobilized most of their forces and foundations and migrated west inland to fortify and slow down the corruption. Political entities further west sent what they can to help, but the Corrupted attacked with bodies and magic, like a tidal wall of flesh and horror, and hope seems to be lost.

The march continues west, until a figure wielding a blade, now known as the First Guardian appeared, and led the battle against the Enemy on the plains. In a miraculous and decisive fight, he punished the Enemy for their advances, with no casualty but his own vanishment. With the enemy weakened, the heroes of Terre constructed the bastion of Bladefall in memorial of the First Guardian, and extended its east walls into the High Wall of Bladefall, now the border between civilized Terre and the Lost Lands, where deep within the dark Iris shadows the Enemy slumbers, waiting for its chance to reenter the stage, patiently, inevitably.

6 Regions & Factions

6.1 Bladefall & the High Wall

- Controlling State: The Independent City of Bladefall
- Capitol: Bladefall
- Official Language: Infernal Common
- Inhabitant Races: Various
- Approximate Form of Government: Meritocratic Autocracy
- Head of State Title: The Guardian

On the eastern most side of civilized Terre, bordering Verza, Maltross, The Barrens, and the Lost Lands, is a high wall spanning the entire intersection of these regions, defending Terre from the invasions of outland raiders and Corrupted enemies alike. Along the wall, like a jewel crowning the tiara, is the frontier bastion of Bladefall, where the roads converge and adventures spawn.

The High Wall of Bladefall

The High Wall of Bladefall is a defensive structure spanning from north to south across the middle of Terre, to protect the civilized world from the Corruption in the Lost Lands, and sometimes the feral dangers of the Barrens.

Constructed with Corruption-resistant materials like obsidian and blessed steel, the Wall stands at a height of about 120 ft, and a varying width of about 20 to 75 ft. Soldiers of Bladefall patrol the wall day and night on watch for invading or wandering forces of the Corruption, destroying and eliminating weaker ones on sight, and keeping the stronger enemies at bay until reinforcements arrive. The northern part of the Wall may sometimes see more amiable but no less savage folks from the Barrens, raiding along the wall for supplies or treasure or simply glory. When diplomacy fails, conflicts are also present, albeit with less stakes at hand.

Although a central hub for the world, Bladefall's architecture is not the design's main focus, leaning towards pragmatism instead of aestheticism. After all, it has been only a relatively short time since the founding of the city, which lacks the culture and history to form a unique architectural style.

The City of Bladefall

Bladefall is an independent city-state with the sheer purpose of serving as the bastion against the Corruption. It is located at the eastmost point of the High Wall. Terre's most elite soldiers and magicians are summoned to fight off the corruption, and adventurers from all over the continent converges here to seek glory and fortune. Fighting the Corruption is no stroll in the park however, and many perish without return.

The city walls of Bladefall forms an arc to the west of the eastmost section of bladefall, together with that section of the High Wall encompasses the city of Bladefall. The city itself is divided into four quarters by two main streets spanning Bladefall diagonally, connecting to two gates that lead out to Maltross in the northwest and Verza in the southwest respectively. The northern and southern quarters are for general use, including residences, workshops, markets, and entertainment. The eastern military quarter is smaller but heavily fortified, with the High Wall as the first line of defense, followed by barracks and other fortifications. The western quarter is an inner hold reinforced with additional city walls, and houses political and administrative functions for not only Bladefall, but various other organizations across Terre. Among the structures of the inner hold is the Guardian's Spire, towering above most buildings in Bladefall, but still only marginally higher than the city walls, being the residence and office of the Guardian of Bladefall, watching over the Iris Mist in the east.

The Guardian of Bladefall

While Bladefall is largely independent from the interference of mundane politics, there are some administrative mechanisms at play, mostly logistical personnels to coordinate between the different forces of different political entities, as well as to coordinate between the military and the adventurers seeking fortune and glory in the frontline.

This is with the exception of the Guardian of Bladefall, a position assigned to the greatest individual of a time. To hold this position one must excel at martial as well as arcane arts, and to hold this position is to dedicate oneself to the most noble purpose of all, to defend against the corruption and to preserve the civilizations of Terre at any cost. In the events of a guardian's death, a new guardian will be appointed according to either the old guardian's will or a conveying of the political leaders of Terre.

The Awakening & The Old Guardian

Any literature on Terre history would surely put a large emphasis on the Awakening in AC 1273 and the subsequent construction of Bladefall. As the Enemy awakens and marches west, those fortunate enough to be buffered from the epicenter mustered what strength they can to build up enough defense to stop the invasion, but it was only a matter of days before civilization would be lost entirely, there was not enough time.

Then came the Old Guardian, a mysterious figure then unknown to the rest of the world, who joined the line of defense of Maltross and the Verzae Legion, and against all odds miraculously eliminated most of the Corrupted forces, at the mere cost of sacrificing himself. The Enemy would recover soon, but the precious time earned by the Old Guardian is enough for Terre to fortify the frontline and construct a bastion and a high wall, built on the ground of the fabled battle, and named in his memory. Now a memorial to the Old Guardian stands in the central field of Bladefall, receiving the prayers and homages of all travelling to and from the bastion.

6.2 Divine Glorian Empire

- Controlling State: Divine Glorian Empire
- Capitol: Crestwatch
- Official Language: Infernal Common
- Inhabitant Races: Various
- Approximate Form of Government: Theocratic Monarchy
- Head of State Title: Holy Emperor / Empress
- Current Head of State: Holy Emperor Ulrico Valeri

Religion and faith are forces to be reckoned with on their own, even more so when combined with military and politics. The Divine Glorian Empire is the geographically largest, and perhaps the largest in many other aspects, political and religious entity. DGE spans the western half of the continent, from the shoreline and the boreal forests to the west, to the more temperate forests north of Astartia, to the eastern mires and the mounds bordering Maltross, housing a variety of different biomes and terrains. The empire is dedicated entirely to the goddess Gloria, with the Church of Gloria and the Inquisition division enforcing theocratic laws and smiting evil heretics in her name.

Imperial Lands

The Divine Glorian Empire built itself upon the Forgotten Empire's downfall, inheriting a variety of geological and historical features. The Empire borders most, if not all, of the political and cultural regions of Terre, establishing diplomatic relationships, whether friendly, neutral, or hostile.

The western third of the Empire is more dry and subarctic-like, featuring coniferous boreal forests of pines and spruces. The northern borders the mountain range that isolates Okeanos, the remnant of the Forgotten Empire, from the rest of Terre, featuring frequent blizzards and high winds, making large-scale movements almost impossible without major casualties, and fortunately devolving the border and historical tension between the two empires into a more passive hostility towards each other.

The middle third, directly north of Astartian lands, is more temperate in nature, featuring grasslands and occasional patches of forests. Many villages and towns dot the lands, and infrastructures are relatively well-developed. A small peninsula to the north is separated by gargantuan rock spires, and on the other side lies the Mage's Guild of Labyrinthine.

The eastern third of the empire is much more inhospitable, mostly occupied by a steamy and humid marsh known as the Mire, where even the land beneath one's feet betrays them. The only major settlement in this region, Quagmire City, is built on planks and docks above the soft earth of the Mire, attracting those with the necessary expertise or foolishness to extract the resources from this place.

Finally, in the middle of the boreal forests of the western third, mountains surround a singular snowy peak like the crest of a crown, and beneath it a large crystal lake like a jewel in the land. Between the Crest and the Jewel of Terre lies the Ivory City of Crestwatch, the capitol of the Empire and the Church alike.

The Ivory City of Crestwatch

The Empire's heart, Crestwatch, is a glorious city of ivory and gold, sitting on the shore of the Jewel of Terre, and backed by the slopes that leads to the Crest of Terre. The city is divided into districts, including two sections of city walls and gates to the southwest and the northeast. The northwestern side hugs the Crest and is occupied by the White Palace, in which spires and cathedrals decorate the mountain peaks like a necklace of ivory and faith. The southeast side is open to the Jewel, with a large dock district, unusual for a fresh water lake, but necessary to conduct frequent trading with the Perani Trading Corporation in Barohaven to the other side of the Jewel.

Religion in the Empire

Religion in DGE is, on the surface, quite straightforward. Most empire residents worship Gloria, the goddess of Light, Justice, and Courage, and the namesake of the Empire. While being a monotheistic theocracy, the church does not outlaw the worshipping of most other deities, and shrines to them can be seen across the Empire in different locations, although not as prominent, as expected. Even the evil-inclined deities are tolerated within imperial borders, as long as such related actions are not done in public, and the reason to such worship is justifiable: For example, Tiefling worship of Goetia is within reason and only frowned upon, but truthfully the history this continent had with Tieflings are perhaps a more major reason than their religious beliefs.

The Monarchy & The Theocracy

While the Divine Glorian Empire and the Church of Gloria are not the same entity administratively, their relationship is intertwined and complicated. The monarchy of DGE is traditionally associated with the goddess, acting as the representative of her divinity on Terre. The theocracy thus serves the monarchy - at least superficially - with all archbishops of the Church appointed by the Emperor, but whether this appointment is out of their own will or the Church's command is not immediately clear.

The Church of Gloria itself houses bureaucratic rankings and systems, including a religious army of its own - the Inquisition. Inquisitors are ranked similarly to priests to Gloria, and are sent out on missions across Terre according to the interests of the Empire and the Church, most commonly to investigate and resolve acts of evil and heresy.

Although most of the Empire and the Church tries their best to be accommodating and understanding towards foreigners in religion, there have always been pushes for more extreme views and religious laws. These more fanatical priests and inquisitors form their own sect within the Church hierarchies, and enforces the ideals of Gloria to extremes, with methods to extremes, even in the eyes of the evil and the lawless. Although the Church and the Inquisition make administrative effort to keep them in check, these fanatics still snatch every chance they can to enact their vision of a religious utopia.

6.3 Verza

- Controlling Body: The Verzae Legion
- Capitol: Viridian Grove

- Official Language: Elven (Wood Dialect)
- Inhabitant Races: Wood-Elf
- Approximate Form of Government: Stratocratic Oligarchy / Military Junta
- Head of State Title: Generals of the Emerald Council

The Land of Verza, rich in history and nature, played a vital role in almost all important events of Terre. Being the old capitol region of the Forgotten Empire, Verza and the Shattered Gate now lies in the hands of the Verza Legion, ruling and controlling the Gate from Viridian Grove. Druidic leylines and Netheric arcane torrents intersect and intertwine, bringing fortune and conflict to this land.

The Land of Nature

The region of Verza is one of the most hospitable places in Terre. The land is blooming with verdant life, as the northern part consists of sparse forests and grasslands, while the southern part has more dense vegetation, giving shelter for animals to thrive and prosper.

Old ruins from the Forgotten Empire era scatters the grasslands and the forests, the most prominent of them being perhaps the Shattered Gate itself, serving as the throne of the Forgotten Empire before its downfall.

Despite its previous prosperity, Verza currently has very few permanent major settlements, as the nature of the Verzae Legion implies the legionnaires' preference of temporary military encampments, preferring mobility and availability over the confort of settling down. Apart from the Shattered Gate, Viridian Grove serves as the major permanent settlement as well as the capitol city for the Legion.

The Verzae Legion

The Verzae Legion, current controllers of the region of Verza, is a legion of military soldiers that align with the land of Terre, nature, and the druidic leylines of Terre. A majority of Terre's wood elves belong to or are associated to the Legion, and so do many individuals of druidic nature.

The Legion's alignments establish themselves as a force of the land, favoring druidic practices and opposing use and utilization of Netheric arcanes. Their diplomatic relationship with the Mages' Guild and the Provincial Empire of Okeanos, by extension the old Forgotten Empire, is

thus rather tense at times, but both of these entities rarely interfere with the Legion and each other. For now, most of the Legion's forces are focused on the eastern front on Bladefall and the High Wall to fight and hold back the corruption from invading further, which in turn attracted many soldiers, mercenaries, and adventurers to associate with them and follow their commands.

The Verzae Legion is led by the Emerald Council, a collection of highest-ranked legion generals, who convene in the chambers of the Viridian Grove to govern Verza and the Legion. Although generals are selected by special protocols and are usually appointed by life, most of them retire at the coming of old age, or perish in the frontlines before a natural cause.

Rise of the Legion

The Verzae Legion used to be a military clique of independent soldiers, adventurers, and mercenaries of druidic or wood elven origins, before the fall of the Forgotten Empire. The group operates around the Viridian Grove, where the druidic leylines converge, which despite its proximity have avoided interference from the throne of the Forgotten Empire in the Shattered Gate.

During the Tides of Steel, many legionnaires rebelled against the Forgotten Empire with druidic spells and weapons, and together claimed the land surrounding Viridian Grove. Throughout the following centuries the Legion expanded slowly and acquired new territory. During the events following the Awakening, the Legion is together with the Nomadic State of Maltross the first responders to the cataclysm, delaying the Enemy effectively, earning them sizable political power in the current day Bladefall and the world in general.

Viridian Grove

The Viridian Grove is a giant fairy oak thousands of feet in height, visible over the canopy in most parts of Verza. Together with the city surrounding and named after it, the Viridian Grove acts as the current capitol of the region of Verza and the Verzae Legion. Legends say that the wood elven deity Faevan himself planted the seed of this giant fairy oak besides the spring water of Hollunberg, and no matter myth or history, the Viridian Grove acts as the foci of the druidic leylines, and has been home to generations of druidic practitioners, of wood elven and other origins alike.

The city of Viridian Grove is built surrounding the Grove itself and along the river Laviange. Many resides in treetop structures or hollow trunks, while the majority of the rest of Viridian Grove's architecture consists of planks, logs, and leaves, decorated with intricate wood elven patterns and infused with natural energies.

The giant fairy oak itself is hollowed out and constructed as a multipurpose complex housing the administrative mass of the Legion. The complex extends deep underground, even rumored to reach the leylines themselves.

The Shattered Gate

The Shattered Gate is the old throne of the Forgotten Empire, now under the control of the Verza Legion, as one of the two only major cities in Verza. While Viridian Grove is a wood elf majority city, the demography of the Shattered Gate is rather diverse.

The passage of time is evident in the architecture and planning of the most ancient surface city in Terre. Surrounding the Gate in the center, multiple rings of structures, each representing an era with its corresponding architectural style, expand outward like waves in the ocean or rings of a tree.

The Gate itself lies shattered and broken in the middle of the city, guarded by the Gate Keepers of the Legion. For centuries after the Ascending, the tieflings of the Forgotten Empire and countless other casters and scholars of Netheric arcana tapped into the power beyond the gate, tramping the borders of danger and insanity. Now the Legion keeps it under firm watch, to stop whatever may be trying to ascend yet again, and to stop the curious from looking into the abyss.

6.4 Maltross

- Controlling Body: The Nomadic State of Maltross
- Capitol: Crestwatch
- Official Language: Infernal Common
- Inhabitant Races: Outlander Races, Gnomes, Halflings
- Approximate Form of Government: Representative Democracy
- Head of State Title: Farseer of the Nomad's Committee
- Current Head of State: Farseer Lokostrich

In the old times, the savannic fields of Maltross used to be viewed as an extension of the barren deserts of the Outland. The High Wall however separates the two sister lands from each other, as well as the more savage from the more civilized. Now immigrants from the outlands roam

the land of Maltross with their caravans in a nomadic faction, more civilized than their outlander counterparts, but equally fearsome in their martial nature.

Caravans and Nomads

Current day Maltross, covered by savannic grasslands, is home to a society of nomadic warriors of mixed races, mostly of outlander origins. Maltrossians form different groups of travelling caravans, whether by family, by race, by status, or simply by friendship, and roam the grasslands and savannas of Maltrossian territory to graze and travel and interact with each other. Their geographical proximity to the High Wall, and thus both the Lost Lands and the Barrens, marks their travel in eastern Maltross quite tumultuous due to conflicts with the Corruption or occasional outland raiders.

The construction of the High Wall separated Maltross from the Barrens, which unfortunately further divided the outlander society. The more civil individuals gave up their old warring ways in the Barrens and moved inland into the fields of Maltross, while the more savage dismissed the idea as weak. Conflicts arise from the division of society and resource, and outland raiding activities of various severity spawned as a result, that burdened the workload of watchers of the High Wall, which many Maltrossians in return volunteered to patrol.

Fleethall

Fleethall is a floating megastructure, suspended in air with engineering, alchemy, and magic, which serves as the mobile capitol city for Maltross. It travels in a fixed pattern in the southwestern regions of Maltross, away from the active dangers near the High Wall, and along the northern road from the inland regions to Bladefall.

The city is constructed with compactness and efficiency in mind, utilizing spaces horizontally or vertically, with buildings and houses stacked on top of each other. The 'undergrounds' of Fleethall is a giant forge-engine room, housing the engine which propels downwards, with enough force to support the weight of a city, and if needs be, eliminate an invading ground army in a matter of seconds. These characteristics of Fleethall implies a high demand for talents in engineering and alchemy, thus attracting many talents to the city, and earning it a reputation in said fields rivalling that of Unterbergstadt and Barohaven.

The Nomad's Committee, the major Maltrossian legislation, is located in Fleethall. Each race with significant presence within Maltross elects a representative to serve within the committee, and one of them each year serve as the Farseer of Maltross, cycling between the races each term.

The Mounds

Aside from the savanna, Maltross also houses hilly grasslands near its western border with the Divine Glorian Empire, known as 'The Mounds' to the people living there. Halffolks: gnomes and halflings, have made these mounds their home, by emptying the insides of the small hills and repurposing them into hearty residences, chilly in the summer and warm in the winter. These halffolks are known for their hospitality, and takes pride in their cooking skills to make their guests feel completely at home around the Mounds.

6.5 Hollunberg Mountains

- Controlling Body: Untergebirsreich
- Capitol: Unterbergstadt
- Official Language: Dwarvish
- Inhabitant Races: Dwarves
- Approximate Form of Government: Meritocratic Elective Monarchy
- Head of State Title: King / Queen
- Current Head of State: King Laurin Guttenberg

The Hollunberg mountains occupies the geographical center of Terre, between the borders of Verza and Maltross. While unassuming on the surface, giant metallic gates on the cliffsides lead into underground buildings and structures, housing an entire underground kingdom of dwarves, the oldest major settlement on Terre. Further beneath, unexplored tunnels and caverns house mysteries and unknown, waiting for explorers to light the darkness.

Undermountain Kingdom

Like the primitive tribes on the surface, during ancient times way prior to the Ascending and the Forgotten Empire, numerous dwarven clans underground beneath the Hollunberg mountains experienced a time of conflict and disagreement. However, the dwarven tendency for order and unity soon gathered them together under the name of Untergebirsreich, Undermountain Kingdom in dwarven oldtongue. Throughout time the Kingdom has witnessed much, from the forging of the Shattered Gate, to the rebellion in the Tides of Steel, to the recent Awakening, and

luckily they have mostly maintained their neutrality, lending a helping hand to those in need. The Corruption however is an enemy to all, and the master smiths spare no effort to forge equipments to help the frontline in any means available.

In current times, the Kingdom take pride in their excellence in smithing and forging. Ever since the Tides of Steel, dwarven smiths of the Kingdom have supplied firearms and ammunitions to all of Terre, barring perhaps the Provincial Empire of Okeanos, given that these are exactly the reason of their downfall.

The ancient clans persisted through time, inherited by blood and family, but the King of Untergebirgsreich is currently elected by merit and virtue, and the monarchy is more often than not respected by its subjects, as well as dwarves residing across Terre.

Unterbergstadt

Behind the giant metallic gates, well-lit and decorated tunnels lead into a giant cavern, layered and structured, as the throne city of the dwarves, Unterbergstadt. The city is shaped like a funnel, each layer decreasing in size as the buildings descend into the earth. The upper layers are used for residential purposes, while the lower layers, more accessible to the minerals and the volcanic residues below, are used for more industrial purposes. Throughout history, the city has slowly expanded, with new layers being dug, and existing layers expanded outwards into the mountain depths.

Suspended in the middle of the top of the city is a floating castle, the Gleaming Throne of Untergebirgsreich and dwarven kind. Chained onto the ceiling and anchored on the upper layers of the city, the Throne houses the king and the administrative chambers of the Kingdom. A clear crystalline prism is embedded below the floating structure, forming a mechanism that reflects and amplifies the dim light coming from the forge of the Throne, earning it its name.

The Tunnels Below

The constant expansion of Unterbergstadt and the excavation of resources buried deep underground will often lead to planned or unexpected incursions into the underground caverns. Some leads to buried ruins, some leads to ancient dangers, but all such incidents come with the excitement of the unknown.

The cavern systems are complex and intertwined, and the unprepared will easily be lost to the unknown darkness. Some of the tunnels lead deep into the earth, unexplored due to the depth, its secrets hidden from mortal kind. Ancient dwarven folklore tells of the deepest cavern, reaching

the depth of the Nether realms, where slumbers the dwarven patron deity, Dolnar the Atlas Smith, waiting for the time when his services are required again.

6.6 Yharn

- Controlling Body: Various
- Largest City: Mecatl
- Official Language: Various dialects of Oldtongue
- Inhabitant Races: Skinwalkers
- Approximate Form of Government: Distributed Tribalistic Autocracy
- Head of State Title: Chieftain
- Current Head of State of Mecatl: Highchief Xiuhpilcoatli

While the outside world of Terre is a continent of constant change and conflict, nothing much changed throughout centuries in the dense and suffocating jungles of Yharn. Inhabited by numerous skinwalker tribes of varying size, the region was left alone first by the expansion of the Forgotten Empire, then by the rebels in the Tides of Steel. The geographical separation gave rise to a culture unique to the rest of Terre, but rarely experienced by outsiders due to the equally unique dangers present under the canopy.

The Primal Jungle

The region of Yharn is covered by dense tropical forestation, covering the sky with foliage, shadowing and dampening the ground to the pleasure of local faunas. The northeastern parts are mostly covered by high jungle woods with bushes and ferns occupying the ground, while the southwestern parts feature water-soaked soil and sprawling mangrove forests.

Settlements scatter the tropical jungles, utilizing whatever space society can grasp from the claws of nature. More inland villages tend to find flat clearings and build houses and structures with dirt, logs, and stone, while villages in the mangrove regions use supported wharfs above the water level to build with more lightweight materials like leaves and planks. Many avian skinwalkers prefer the canopy layer for their settlement, building houses and walkways atop the trunks and branches.

While the jungles may connect Yharn closer to nature than most other regions, this land acts more on its own will, presenting more peril and hostility than balance. Mention not the diverse range of bestial predators and aggressive floras, insect swarms and the diseases they bring also plague the jungle. While deadly threats to foreigners, the natural resistances of the skinwalkers together with generations of vernacular experiences helps the tribals survive in relative prosperity.

The Nocturne Parade

Despite the dangers the day proposes, the real terror of the jungle only roam the land after nightfall. In the darkness under the canopy where no moonlight may shine into, howlings of a thousand voices can be heard, forming a symphony of tooth and claw. The jungle comes alive, as shadowy beasts move swiftly and silently beyond the walls of the villages, sweeping clean and consuming those that are unfortunate or foolish enough to be caught in their path.

Within the darkness and the eyes shining with murderous intent, a watching presence can be seen: Three diamond-shaped bright red spark, from the eye sockets of the war mask of Xbeltz'aloc. The entity that the skinwalkers worship as their progenitor is also the entity that hunts them in the darkness under the canopy, a subject of fear. Perhaps such is the rule of this land, and there is nothing the mortals can do but to obey.

Mecatli

The largest tribal settlement of the region, and located conveniently in the outskirts of the jungle, Mecatli acts as the representative capitol city for the jungle tribes of Yharn, handling diplomatic relationships and trading affairs with the rest of Terre.

The city itself is surrounded by dense jungle woods, constantly being logged and cleared out for expansion purposes, which leads to increased repercussions from the land. Huts and houses surround a central temple-pyramid structure, used for non-civilian affairs, for example storages, ceremonies, religious affairs, and so on.

Magic and Technology

The isolation between Yharn and the rest of Terre gave rise to a unique set of martial and magical techniques within Yharn. Shamanism is prevalent and utilization of Netheric arcane is scarce, and warriors prefer war masks and blunt, primitive, but effective weaponry like warclub and machetes, most notably the macuahuitl.

While Yharnic tribals lack knowledge of technological advancements like alchemy and firearms and prefer traditional means of warfare, the difference between them and the Okeanosian aristocrats is that they will not reject the such gift, should they prove powerful and valuable enough. It is just that the training required to be proficient with these new martial tools usually outweighs their effectiveness, as through centuries and generations of experience, these warriors can simply outperform a musketeer or an alchemist with their own primal steel and magic.

6.7 Astartia

- Controlling Body: The Kingdom of Astartia
- Capitol: Urakyo
- Official Language: Infernal Common
- Inhabitant Races: Various
- Approximate Form of Government: Feudal Monarchy
- Head of State Title: Emperor / Empress
- Current Head of State: Emperor Horoku

Just north of Clearwater Gulf and beneath the mountains on the border of the Divine Glorian Empire is a long strip of fertile land. Under the name of the goddess Astarte of love, harvest, and fertility, the land of Astartia feeds itself with the bounty of the ocean and the soil. Its inhabitants take pride in their martial prowess, loyalty, and honor, and seeks for chances to prove themselves constantly.

A Land of Bounty

The land of Astartia is gifted with fertile soil, due to the waves of the Clearwater Gulf bringing nutrients into the earth, and the minerals washed by wind and rain down the mountains to the north. Grassy fields and temperate forests span the region, giving rise to a nation that focuses on agriculture and horticulture.

The Astartian economy relies heavily on agricultural exports to other regions, either through inland trade routes or naval transport via Clearwater Gulf. Rice fields surrounding cities and settlements thus become a vital form of wealth, which the nobles controlling the area assigns to peasants, forming the base of a feudal society.

Centered around Urakyo, 'Gulf Capitol' in Astartian, the Kingdom of Astartia along with its emperor rules over the population. Urakyo is a seaside city sitting on the tip of a small peninsula into Clearwater Gulf, with beautiful oriental architecture, surrounded by cherry blossom forests and patches of rice fields, with a large dock to handle the high frequency of naval trading.

Honor and Glory

A natural consequence of the Astartian society is its emphasis on loyalty and honesty. Astartians are renowned across Terre for their honor-abiding nature and martial prowess, serving one lord only until the end of their career, following their promises no matter how major or trivial they are. This makes Astartian warriors excellent mercenaries across the continent, as warriors and samurais travel Terre in search of fortune and glory.

Astartian culture also put a lot of importance into the art of the martial techniques: The art of the blade. Throughout history, Astartian sword smiths and blade masters have forged weapons and practiced styles, pouring their hearts and spirits into the steel, giving rise to legends, tales, and treasures unseen in other regions.

Warring Times

With honor and glory also come conflict and vain pride. The need to prove oneself, amplified by opposite interests and promises, breeds fights, duels, and in the worst case, wars. Different lords occupying different regions of Astartian land envy the wealth of each other and the throne of the Emperor, who in his old age is slowly succumbing to illness, and musters forces of their own in publicity or secrecy, but all waiting patiently for the day when their plans and schemes come into fruition.

6.8 Peran

- Controlling Body: The Perani Trading Corporation
- Capitol: Barohaven
- Official Language: Infernal Common
- Inhabitant Races: Various
- Approximate Form of Government: Plutocratic Oligarchy

- Head of State Title: The Board of Directors
- Current Head of States:
 - Director Drigar Brock
 - Director Claq Pocket
 - Director Duhmehilde Longbrand
 - Director Giuliana Vito
 - Director Prakius Letchford

A once bountiful land, now squeezed dry by the greed of humanity, Peran is now under the golden rule of a large corporation with power comparable to that of any other political entity. The Perani Trading Corporation focuses and utilizes the monetary prowess over the minds of men, establishing routes with most, if not all, other regions for trading, and perhaps a more peaceful and civilized form of conquering.

The Dying Land

To the west of Clearwater Gulf there used to be a forest not unlike that of southern Verza. Then the Tides of Steel came and with it the Perani Trading Corporation, tapping the land out of its potential, its resources, and its life altogether. This excessive exploitation turns Peran into the wasteland it is today, and with that a unique society built on coin and greed.

Current day Peran is wasted and intoxicated by said resource mining. Nature has long died, leaving behind only the petrified remains of trees and calcified bones bleached by the radiating sun. Brass machineries lay abandoned on the ground, overtaken by decay and sinking into the soil, as if a part of the wasted nature here. Small animals, sometimes mutated and crazed by the toxins, inhabit underground tunnels and brass pipes, being the major source of food for those rejecting or rejected by the Corporate greed.

The Trading Corporation

There are those that believes in the power of magic, those that trust the loyalty of steel, and those that put faith in the deities that watches over mortal kind. And then there are those that believes in nothing but gold. Many of these likeminded individuals gathered themselves together under the same flag of first a union, then a organization, and now a interregional trading corporation operating based in the region of Peran.

While originally under the rule of the Forgotten Empire like most other lands in western Terre, Peran was bought out by the Trading Corporation with the wealth they accrued during the Tides of Steel. The Corporation's influence since then only grows, extending economic and diplomatic relationships to as far as Bladefall and Mecatl, perhaps even Okeanos - if not for the Okeanosian's renowned hatred for foreigners and technology. Both imports and exports are needed for the Corporation to operate, especially agricultural imports from the neighboring Kingdom of Astartia, given that the wastelands are uninhabitable to most, let alone suitable for planting and grazing.

A unique society with vastly different values spawned from the monetary focus of the Corporation. The citizens of Peran are almost without exception shrewd and cunning businessmen, acting only in accordance to their own interests. Although this accordance may render someone kind and amiable to you on the surface, mistake not that what they value is not you, but the value that you can bring to them, for whenever you run out of such utility to them, only the stereotypical ruthlessness and apathy is left. While hard work and honesty can go a long way in the other parts of Terre, such naivety will quickly help your enemies to use you as their stepping stone.

Technological Giant

While Okeanosians tend to be technophobic and perhaps paranoid, Perans value technological advancements above martial and magical prowess. In the years following the Tides of Steel, The Corporation and its craftsmen mastered and refined the art of gunsmithing, reinventing many systems within dwarven firearm designs, making these weapons not only easier to use, but also more deadly in the hands of the right killer, appealing to even trained individuals who would normally prefer archery.

The natural course of discovery will then lead to the best of two, perhaps many worlds. Experimenters added magics and arcana to the formula, resulting in magnificent magecrafts, using mana instead of traditional material components in the crafting of weapons, armors, and firearms, enabling a brand new archetype of mages wielding unconventional gunstaves and similar mana-driven weaponeries.

Brass Heaven

The capitol, the base of operation of the Perani Trading Corporation, Barohaven is a city of brass built on the shore of the Jewel of Terre, across from the Ivory Capitol of the Divine Glorian Empire, Crestwatch. Between the two cities, naval and airborne ships sail with high frequency, transporting goods to and from each other.

Barohaven itself is, as the name 'Brass Heaven' suggests, a tight and suffocating city built with skyscraping structures made of brass, blocking out the sun with their enormous size. The few fortunate enough to be held with high respect within Perani society can catch a glimpse of the sun on the top floors of these skyscrapers, but the lower classes are often times better off living and dying in the wasted, toxic wilds, than crawling and brawling in the lowest streets of Barohaven for their sliver of chance of living a better life than what wage-slavery would be an understatement.

6.9 Okeanos

- Controlling Body: The Provincial Empire of Okeanos
- Capitol: Monosios
- Official Language: Abyssal
- Inhabitant Races: Tieflings
- Approximate Form of Government: Aristocratic Autocracy
- Head of State Title: Emperor
- Current Head of State: Emperor Vagos Pateridis

On the far northwestern side of Terre, along the coast of the Oceanic Expanse, across the impassable mountain range of Mount Taignos, is the isolated land of Okeanos. While the beauty of the land is luring, the inhabitants are not welcoming, as here lies the remnants of the Forgotten Empires of the Tieflings, locking themselves behind the geographical barrier from the rest of the world.

The Far Reaches of Terre

Ever since the formation of this continent, the Mount Taignos Ranges, although slightly dwarfed by the Crest of Terre to the south, has separated the land of Okeanos from the rest of the civilized world, with intense blizzard storms and disorienting winds. This gives rise to a unique environment full of exotic fauna and flora: colorful leaves, fairy-like creatures, pearl-like stones, and so on. As the first Tieflings of the Empire ascended upon this land they immediately recognized and claimed as their own, as the Province of Okeanos.

Then, the rest of the story is what we like to call history. The Empire's rapid decline during the Tides of Steel, caused by the allure of Okeanos, and ended in the embraces of Okeanos.

Old Empire Aristocrats now drown themselves in the sunsets shining on the far oceanic horizon, reminiscing a time when the Helios and everything under its light once belonged to them.

Remnants of an Empire

Mount Taignos Ranges, the impassable physical barrier to Okeanos, is only the first, and perhaps the lesser concern for those that wish to tread upon Okeanosian land. Beyond the mountain winds and blizzards is a hostile land, dangerous and unwelcoming, greeting every outsider, legal entries or not, with cold apathy and flaming cruelty.

After the Empire's retreat in the Tides of Steel, the province of Okeanos became the only territory for the once ruler of Terre. The distrust of other races and technology is already rampant in the later years of the Empire, and the rebellions and the subsequent defeat only worsened their paranoia. Foreign visitors to Okeanos must go through layers upon layers of bureaucratic applications and screenings before a few of them each year may be approved for entry, and then are still subject to intensive searching and questioning at every corner and every turn of the road within Okeanosian territory. Technological advances, in particular firearms, are explicitly outlawed, and attempts to hide any such devices and smuggle them into Okeanos - apart from the fact that there are very few individuals who do not detest these items, let alone have a need for them - are met with harsh repercussions.

The one fortune to the entire continent is perhaps that Okeanos have no intentions - at least for now - to take back their territories lost to the others. Apart from the stark difference in military prowess, the deeply rooted xenophobia and technophobia portray the world beyond the Mount Taignos Ranges as one even more hellish than the Nether planes they came from, thus the aristocrats of the Provincial Empire would rather lay in their current homeland, enjoying the beauty of the land and indulging themselves in research of the netheric arcane arts, within the remnants of a crumbled empire.

Outsiders in Okeanos

While once upon a time Okeanos is inhabited by primitive settlements of various races just like the rest of Terre, starting from the later years of the Forgotten Empire, the influx of aristocratic tieflings directly or indirectly evicted all these aboriginal out of this untainted paradise.

Current day Okeanos hosts a overwhelmingly tiefling-only demography. None-tiefling races are albeit on paper not second-grade citizens, but the way they are received would indicate otherwise. As said, non-tieflings in Okeanos, whether visiting or residing, are subject to searches and

questioning at all times, and are shunned if not publicly despised by tiefling citizens. Legislation will undoubtedly favor tieflings over foreigners in any dispute, to the point that accidental or even intentional murdering can still leave the tiefling killer unscathed if the victim happens to be a foreigner. There are very few foreigner individuals influential enough in the old Empire days to last them with a seat of decent power in Okeanos in the current days: These individuals often only differ with tieflings physically, thinking in the same mindset and posing the same mannerism, and are often seen with elaborately and masterfully crafted fiendish horn-wigs to make themselves more in place with the aristocracy.

City of Solitude

Monosios is the coastal capitol of first the Province of Okeanos, and now the Provincial Empire of Okeanos. The city is built on the Akropolis, a isolated cliff facing towards the Oceanic Expanse, supported by extensional districts along the beaches surrounding the Akropolis. On top the Akropolis is the elaborate and decorated palace housing the aristocratic elites of the Provincial Empire, and the lower sections of the cliff backside ramp, extending into the surrounding beaches, is the Agora of Monosios, where less noble, but equally arrogant and archaic citizens reside.

6.10 Labyrinthine

- Controlling Body: The Mages' Guild
- Capitol: Clock Tower
- Official Language: Infernal Common
- Inhabitant Races: Various
- Approximate Form of Government: Aristocratic Oligarchy
- Head of State Title: Lords of the Clock Tower
- Current Head of States:
 - Lord Benedict **Kellerhals** Faroin
 - Lord Elliott **Strahdholme**
 - Lord **Wollovique** Jasae-Ri
 - Lord Camille **D'Alessandro**
 - Lord Matthijs **Van Der Borre**

- Lord Karsten-Frederik **Westergaard**
- Lord Felix **Aslingarde** De Meyer
- Lord Sjolwick **Mannerheim**

Along the upper-middle section of the coastline of Terre is a small and unassuming peninsula, if not for the constant shroud of storm clouds, striking lightning bolts of arcane energy towards the tip of the rock spires rising up from the ground. This trecherous, maze-like peninsula is known as Labyrinthine, the 'divine land' for all netheric arcane practitioners of Terre, in which Lords and associates of the Mages' Guild govern over the arcane society within the chambers of the Clock Tower at Labyrinthine.

The Folly of Storm

Labyrinthine is a fitting name for the peninsula. Protruding rocks, whether naturally forming or maliciously manipulated, form walls, spires, and pillars, a giant labyrinth of stone and storm. The land is void of life of any form, a misfortune brought by the fortunes of the Mages' Guild - the Folly of Storm.

While the arcane torrents originated from the Shattered Gate, that source has long dried out since the destruction of the Gate in the hands of the Verzae Legion. As the torrents shift and shy away from Verzae territory, they twist and refocus in the sky above Labyrinthine, one of the three foci on Terre, deep within the lightning in the eye of the storm.

The Folly of Storm itself is a tempest of crackling and swirling arcane energy, rendering casual entries to Labyrinthine neigh impossible. Mages trained enough in the arcane arts can form protective spells around them and their companions to shield them from such harms, but such feat is still one that requires masterful manipulation of the arcane torrents, and can lead to disasters with one single slip of the mind.

The Mages' Guild

The Mages' Guild is formed under the skys of Labyrinthine quite naturally - despite the unnatural nature of the netheric arcane - as mages converge and frequent this land to study the Folly of Storm, netheric arcane energy with such concentration that are unseen in other places on Terre.

Throughout the centuries the Mages' Guild have largely remained neutral to political affairs, devoting themselves into the study and preservation of the arcane arts. The Guild is currently

devoted to three major objectives: Preservative, the regulation of netheric arcane and the containment of dangerous magic; Merchantile, the commercialization and development of spells, alchemy, and mage-crafting; Academic, the theoretical research of the inner mechanisms of mana, elements, spellcasting, and magic. While for many reasons the Mages' Guild and the Verzae Legion have conflicting ideals, the regulation of magic is indeed a shared interest between the two factions, up to a difference in magnitudes, which allowed a stance of non-interference, a brittle truce.

Although many mages associate themselves with the Guild, not all are in accord with their ideals, and even more are unfavorable of being under the constant regulation and supervision of some organization. Many voices in the Clock Tower are pushing for the establishment of magic laws to enforce some degree of regulation upon the arcane society of Terre, adding complexity to the already sophisticated and on edge political landscape within the Clock Tower.

Clock Tower at Labyrinthine

Deep within Labyrinthine, at the center of the eye of the storm, the Clock Tower of Labyrinthine stands at heights rivalling that of the Viridian Grove, a result of centuries upon centuries of arcane construction. The internals of the Tower comprise of hallways, chambers, mechanisms and such, that often defies common sense in the eyes of outsiders.

The residents of the Clock Tower are mostly associates or researchers of the Guild. This includes aspiring mages and researchers, studying the ebbs and flows of the arcane torrents and how to effectively master them. The Arcanists' College at Labyrinthine is undoubtedly the only form of high education in netheric spellcasting in Terre, and entries to the College are pursued and envied by all aspiring practitioners.

The powers and influences of the Guild also extend deep into the internal affairs of the Clock Tower. While externally, the Eight Lords of the Clock Tower and the eight aristocratic families under their name agree for the shared interests, internally power struggles and bureaucratic conflicts infest their affairs and agendas. The Preservationists and the Merchantilists each aim to drive the political aim of the Guild in their direction, away from that of the other, and the Academicians would like nothing more than the silencing of the other two factions, as well as that of the Verzae Legion to some extent. This constant fight for the control of Tower politics significantly slowed down the bureaucratic effectiveness of the Guild, but few of those in power is willing to recognize it, and fewer is willing to change the status quo.

The Hidden Lord

Labyrinthine has an Archmage - a less commonly known fact. The Eight Lords holds immense power over the arcane society of Terre, but even they reserve some respect, or even fear, to the Archmage of Labyrinthine, as even all eight of them combining their power (an unlikely event itself) would only allow them an edge against the Archmage. Perhaps fortunate for them, the Archmage has little interest in the political matters and internal affairs of Labyrinthine, and pretty much little interest in mortal affairs at all. They indulge themselves in arcane researches and masteries over the mystic energies layers of complexities above the Academicians, a maddening pursuit of knowledge, and only interferes with events they deem worthy of this interruption. The aristocrats of Labyrinthine refer to the shadow above as 'The Hidden Lord' - a fitting name.

7 Religion & Spirituality

Available domains (To-Be-Homebrewed ones in bold): Arcana, **Balance**, **Chaos**, Death, Forge, **Freedom**, Grave, Knowledge, Life, Light, **Luck**, Nature, Order, Peace, **Redemption**, Tempest, Trickery, Twilight, **Tyranny**, War.

The residents of Terre look up to the Astral Sky to seek help on those matters beyond mortal grasp. Their faith connects and intertwines with each other in the hands of entities of immense power known as gods or deities, who expend this given power at their will to aid their followers or their own purposes.

The deities of Terre are loosely partitioned into three categories: *Divinus Maioris*, *Divinus Patronus*, *Divinus Pars*.

7.1 Divinus Maioris: Major Deities

Divinus Maioris is a pantheon of major deities, representing a variety of moral alignments. The major deities are widely worshipped and recognized throughout Terre, some due to being antediluvian entities, and others due to the significance of historical events.

7.1.1 Orobos

- Adjective: Orobic
- Alignment: Lawful Good
- Domains: Knowledge, Peace, **Redemption**
- Titles: The Redeemer; Merit Seeker; The Scaled Sage.
- Holy Symbol: A tome embedding a broken sword.

From the beginning of time, the curiosity of humanity has created the zeniths and nadirs of history, and Orobos the ancient wyrm witnessed all of them. Knowledge is a dangerous force, the pursuit of it even more so, and Orobos aims to regulate it, lead humanity to the right future, a future of peace and prosperity. Even for those who have fallen and followed the dark paths, Orobos will find the good remaining in them, and guide them on the discovery of themselves, and ultimately their redemption. With his infinite wisdom comes the ultimate understanding, of not only the reason of others, the merit that remains, but also the nature of oneself.

Orobos watches over knowledge seekers, scholars, and those seeking redemption from the dark path. Followers of Orobos are curious and inquisitive, kind to friends and strangers alike, believes in the good of humanity, and only resorts to violence when necessary.

7.1.2 Strife

- Adjective: Strife
- Alignment: Lawful Neutral
- Domains: Death, Forge, War
- Titles: Arbiter of War; Smith of Conflict; The Metallic Giant.
- Holy Symbol: A pair of clashing weapon.

Some actions speak louder than words, and some violences are more efficient than diplomacies. Conflict is the tendency of humanity, brewing countless wars and clashes spanning different cultures and ages. While many abhor and denounce violence and the waging of war, those devoted to Lord Strife view them as simply one of the natural laws of the world, just like the cycle of life and death. The strong shall rule, and the weak shall obey, as after all, what is merit without the strength to enact them?

Strife is the guardian of soldiers, enforcers, and weaponsmiths. Followers of Strife believes that strength is the greatest virtue, and that conflict is a necessity for advancement. They do not blindly engage in violence however, but those that they deem beneficial and progressive.

7.1.3 Apocryph

- Adjective: Apocryphan
- Alignment: Lawful Evil
- Domains: Grave, Knowledge, **Redemption**.
- Titles: The Hidden One; One of a Thousand Faces; The Misty Veil.
- Holy Symbol: A hand making a shushing gesture.

From aristocrats in Monosios to street urchins in the Perani wastes, everyone keeps secrets, whether a benevolent one to comfort others, or a sinister one to cover past sins. But no secret

escapes the veil of the Hidden One, who frequents the dreams of those guilty of hiding the truth. People have described them in many forms, as strangers from the streets, or childhood friends, or creatures that only exist in the wildest imaginations, but while no one can decipher the secrets of the secret keeper, the whispers assure one thing: what is hidden shall be hidden, and what belongs to the grave shall be brought to the grave.

Apocryph keeps the secrets of sinners and saints alike, watches over the safekeeping of such secrets until the day it shall be revealed, if it comes at all. Followers of Apocryph view secrets as the most powerful kind of knowledge, and the keeping of secrets a sacred act. They help those who suffers the inconvenience or misfortune of secrets, to resolve their problems discretely and gracefully.

7.1.4 Gloria

- Adjective: Glorian
- Alignment: Neutral Good
- Domains: Light, Order, War
- Titles: First of the Light; The Torchbearer; The Radiant Justicar.
- Holy Symbol: A radiant burning torch.

Order, justice, valor, such are the foundations of society. The Goddess of the Light, Gloria, safeguards over these values atop the Crest of Terre, bearing the radiant torch against the darkness within humanity. Her unshaking and unfaltering will inspires all that believes in and serves the light, for as long as there is justice, there is hope, and as long as there is hope, there is a future.

Gloria leads and inspires those that seek to bring order and justice to the world. Followers of Gloria, often times in service to the Church of Gloria in the Divine Glorian Empire, stand against evildoers and those in service to the dark gods, spreading the light of justice in her name.

7.1.5 Arcanum

- Adjective: Arcanis
- Alignment: True Neutral
- Domains: Arcana, Knowledge, Tempest

- Titles: The Torrential Tide; The Keymaster; The Bringer of Arcane.
- Holy Symbol: A whirlpool with an eye in the middle.

Every practitioner of netheric arcane owes a part, if not all of their magic to Arcanum, the deity that brought this power upon Terre. It is said that in a time before time, when humanity is still blinded by their ignorance, the old lords bargained with Arcanum to bring forth the opening of the Shattered Gate, flooding the arcane torrents in the skies of Terre with mana, fueling the advancing of a new age. The Gate have since then fallen into disrepair, but its Keymaster still yet linger in the land, revered for his vast knowledge and the fables he have achieved, as the father of all arcane.

Arcanum's power and legacy is passed down by all netheric arcane casters and practitioners. Followers of Arcanum studies the arcane arts, the theories of magic casting, and pursue the secrets and knowledges that he holds.

7.1.6 Astarte

- Adjective: Astartite
- Alignment: Neutral Evil
- Domains: **Freedom**, Twilight, War
- Titles: The Dawning Star; The Primordial Lust; Mistress of Oath.
- Holy Symbol: Rings encompassing celestial nebulae.

Wealth, power, fame, the desires of humanity knows no bound, but the most primordial of them is the desire to love, to be loved. There are many who seeks love, and many more who will not know love, it is indeed such a fickle thing. The goddess Astarte is one who witnesses the concept, which by that alone gives her dominion over many things: The war waged under the name of love, the eternal oaths made under the witness of the starlit night sky, and perhaps most important of all, the freedom to love and to be loved, to follow one's heart at self will, the greatest freedom of all.

Astarte watches over all lovers and love-seekers under the Astral Sky, as well as all things done in the name of love. By extension, the sacred oaths made, whether for love or for other means, is administered by her authority. Followers of Astarte are romantics, guides of lovers, supervisors of the making and breaking of oaths.

7.1.7 Furion

- Adjective: Furian
- Alignment: Chaotic Good
- Domains: **Balance**, Life, Nature
- Titles: Will of the Land; The World Gardener; The Druidfather.
- Holy Symbol: A great tree surrounded by vines.

In the beginning, Terre is a barren land, void of life and meaning. Then the land awakened, acquired a will of its own, and enacted it upon the world. Thus walks Furion, Will of the Land itself, who roams Terre, spreading the seed of life. His waving hand caressed the land as the wind, his footsteps left behind forests and jungles, his staff drew the leylines of Terre and irrigated it with his power, the land's power. All druids of Terre inherit their power from the legacy of Furion, the World Gardener, the Druidfather.

Furion is the god of nature, of the land of Terre itself, and gifts all druidic practitioners a fragment of his power. Followers of Furion seek balance upon the land, and are responsible of mending the leylines of the tears and incursions by either the arcane torrents or the enemies of nature.

7.1.8 Mizu'Karas

- Adjective: Mizu'Karan
- Alignment: Chaotic Neutral
- Domains: **Chaos**, Trickery, Tempest
- Titles: Lady of Tempest; The Siren Mother; Matron of Discord.
- Holy Symbol: A sapphire charged with lightning energies.

When the sea was still calm, ships would frequent the open seas surrounding Terre, on one hand greatly expediting trade and travel, on the other putting countless lives at the mercy of goddess Mizu'Karas, the Lady of Tempest, Matron of Discord. Her blessing and wrath come haphazardly, and those brave enough to challenge her domain are met with her ruthless trials, and often times fated to the cold, dark abyss below.

Mizu'Karas is chaotic and unpredictable, but sometimes sailors, merchants, or brave, thrill-seeking seafarers might just be fortunate enough to receive her blessings. Followers of Mizu'Karas tend to enact the protection granted by their goddess on these travellers, or call upon the surging storm and the crashing wave to punish those that dare disrespect the Lady.

7.1.9 Goetia

- Adjective: Goetian
- Alignment: Chaotic Evil
- Domains: Arcana, Forge, **Tyranny**
- Titles: The Demon Lord; World Ender; The Enslaver.
- Holy Symbol: A demon skull engraved with a Pentagram on the forehead.

The fiends of the Nether plane is a rare sight upon the waking realm of Terre, and a single one of them can wreck havoc unseen in a life time. But all fiends shall dwarf and bow before the Lord of Demons, the World Ender, the father of all fiends, Goetia. Exorcists and mystics travel the land in attempts to patch the tears between planes, in fear of the great demon escaping into the world, but to him, perhaps the apocalypse is only a matter of time.

Tieflings have roamed Terre for centuries since the Ascending, having risen from ruin and fallen from grace, but deep within each of them is the boiling fiendish blood, branding them as the miscreations and slaves of Goetia, who ironically watches over them with a malevolent smile, mocking the cruel fate that eventually shall fall upon the race.

Being the patron deity of Tieflings, Goetia indeed granted them the chance to be, a bitter origin met with more often resentment than acceptance. Followers of Goetia seek their master's overwhelming power for their own goals, and will often disregard that of others as irrelevant.

7.2 Divinus Patronus: *Patron Deities*

Divinus Patronus is a pantheon of deities that watches over specific races of inhabitants of Terre, whether as their creator, their progenitor, their emancipator, or their guardian.

7.2.1 Pandeus

- Alignment: Chaotic Good

- Domains: **Freedom**, Peace, War.
- Titles: The Chain-Breaker; The Rebel.
- Holy Symbol: A pair of broken shackles.

Some say that time is a cycle, that history eventually repeats itself. Indeed, for many years the Tieflings are ruled under the infernal iron fist of the Demon Lord Goetia, only breaking free with the help of those above, and in turn, they became the tyrant after centuries, for which the humans and the others rebelled against them.

Pandeus embodies the spirits of the oppressed, and fought along the humans in the Tides of Steel, leading the armies in the battlefield in body and spirit. He is a kind and generous soul, but he understands that freedom and peace are nothing if one does not have the power to maintain them and fight for them.

As the patron god of humans, Pandeus embodies the freedom and potential of humans, earned from the grasps of the Forgotten Empire only after their rebellion during the Tides of Steel. Moreover, he watches over all that rebels against tyranny anywhere, and by designs of fate, including the Tieflings that rebelled against the fiends, the very enemy that he fought against. Followers of Pandeus denounces tyranny and those that rules without mercy, and will aid anyone that is under oppression, even if that implies resorting to violence.

7.2.2 Dolnar

- Alignment: Lawful Neutral
- Domains: Forge, Grave, Order.
- Titles: King in the Mountain (Bergentrückung); The Atlas Smith.
- Holy Symbol: An anvil and a smithing hammer.

The dwarves of Hollunberg have long established their own kingdom under the mountain, witnessing the rise and fall of empires throughout time. But there is something more ancient than their massive city-complex under the mountain: a cavern as old as Terre itself, its depth extending down to the upper reaches of the Nether, and within it resides an entity that precedes the mountains above.

This entity, Dolnar, is said to be the master smith, with all the fabled steels in Terre under his name, forged within the lava beneath his throne. His most prized creation now roams the land

above to spread his ideals of a perfect society: one of strength, order, and tenacity, and those of his children that walks the opposite path live in fear of the day, when the mountain will rapture and Dolnar will rise from the Underthrone to punish his faltered creations.

As the patron god of dwarves, Dolnar watches over his children and all that shares his talent: smiths of weapons and armors. Followers of Dolnar are unrelenting and determined in the pursuit of their goal, and considers showing weakness the biggest weakness of all.

7.2.3 Sylph & Faevan

Sylph

- Alignment: Chaotic Neutral
- Domains: **Freedom**, Light, Trickery.
- Titles: Fairy of the Wind; The Mischievous; The Astral Travellers.
- Holy Symbol: A flute made of golden strings.

Faevan

- Alignment: Chaotic Neutral
- Domains: **Freedom**, Life, Tempest.
- Titles: Hermit of the Woods; The Tenacious; The Astral Travellers.
- Holy Symbol: A leaf whistle.

When Terre is still a young and untainted land, a twin of stars fell from the Astral Sky and blessed the land with their grace. These stars, one trickful and mischievous, one kind and tenacious, circles each other like siblings yet distinct like the sky and the land, and from their intertwined trails of stardust the first elves are born.

As time passes, the twins distant from each other, and eventually abandoned their children in the mortal realm, ascending to the Astral Sky once more, journeying to other worlds unknown. But every now and then, when the mortal elves seeks guidance from their ancestors, they look up to the Astral Sky and pray that their prayers can be heard from somewhere in perhaps another world.

The Astral Travellers, Sylph and Faevan, are twin patron gods of the elves. Sylph, the Mischievous One, watches over the high-elves, while Faevan the Tenacious One guards the wood-elves. It is rumored that the capitol city of Verza and of the wood-elves, Viridian Grove, is a fairy oak planted by the hands of Faevan himself, while most tales of Sylph has been lost to history and the scarcity of high elves. Followers of Sylph embraces the crafty nature of the elven goddess and takes delight in the ignorance of others, while followers of Faevan are more honest and frank to their god, others, and themselves. Regardless of which one of the twins they lean to, their followers hold the same religious respect to their origins, be it the land they walk, or the Astral Sky they are from.

7.2.4 Shakari

- Alignment: Lawful Evil
- Domains: Death, **Tyranny**, War.
- Titles: The Dunestrider; The Exiled Mistress.
- Holy Symbol: The tail of a scorpion.

The deserts to the northeast of the High Wall is a savage and hostile place, to visitors and to residents alike. Outland tribes fight each other over food, water, and any other resource day and night, and together resorts to raiding and stealing from the other side of the Wall. But even such savagery falls short compared to the great sandstorms of the Barrens, roaming, devouring, and conquering everything caught in its path, feared by even the most fearsome warriors.

Tales are that those who dare venture into the sandstorm will return with treasure and glory, but none have survived to tell such story. The only anecdotes speak of loss, confusion, and the sightings of a shadow towering over the horizon, a mirage of a great horned warrior commanding the storm, and the whispering of her name: Shakari. To this warrior the outlanders pay their fair share of fear and respect, in hope that her relentless savagery can aid them in their journey.

Shakari is the patron god of the outlander tribes, sharing the savage ideals with her outlander tribal subjects. Followers of Shakari are mostly of outlander origins, who are savage and cruel, but also surprisingly honorable. While they believe in virtue in strength and will disregard the weak in their pursuit of power, to those stronger they show respect, and to those weaker they show a mercy of some form, though often only due to disinterest and disregard. Some followers of Shakari of Maltross origins share similar beliefs, but often more civil and less extreme.

7.2.5 Xbeltz'aloc

- Alignment: True Neutral
- Domains: Death, Grave, Nature.
- Titles: The Three-Eyed; The Nightcrawler.
- Holy Symbol: A war mask with three diamond-shaped eye sockets.

Hunters of the Yharnic tribes stalk the jungle for games and resources and invaders during the day, but as night falls, all of them retreats into the shelters in their tribal settlements, cowering in fear of those that stalks the jungles in the night. Skittering noises, whispering voices, glowing eyes in the dark, all forming a pattern, a sigil, a name, a crawler in the night.

The name Xbeltz'aloc, passed down in ancient stories and murals, depicts the animalistic pack leader and ancestor of the skinwalkers and the jungle predators alike. He has been depicted as various animals, but all wearing a war mask bearing his symbol, three diamond-shaped eye sockets, glowing from within. The tribesmen fear the Three-Eyed silent watcher of the night, as to be under his mercy is to be under the mercy of the jungle, perhaps the cruelest mercy of all.

As the Yharnic patron god of skinwalkers, Xbeltz'aloc watches the primal jungles of Yharn, and enforces the natural orders, that the jungle shall be fed and those that came from the land shall return to the land. Up to different designations he is also worshipped across Terre as the god of animals. Majority of followers of Xbeltz'aloc are skinwalkers, and enacts his wills, that mortals shall return to the soil and rest peacefully so.

7.2.6 Caspor

- Alignment: Lawful Good
- Domains: Knowledge, **Luck**, Peace.
- Titles: The Welcoming Host.
- Holy Symbol: A burning bonfire.

Many of the halffolks travel Terre in search of treasure, power, or often times just a good laugh, but for them there is truly no where like home, no matter where it may be. Having built their homes in and between the mounds between Maltross and the Divine Glorian Empire, the halffolks very soon earned their reputation for being welcoming and hospitable. Visitors to the mounds

can find any openly lit bonfire to sit around, and the host will greet and treat you like family, sharing foods, drinks, and stories around the fire, as everyone mutters a prayer to Caspor, god of the halffolks, one with a kind spirit and a open heart.

Caspor as the patron god of halffolks: gnomes and halflings, are worshipped for his hospitality and that of his people. He watches over the homes of not only those living in the mounds, but also families all around Terre as a kind act of sharing and caring. Followers of Caspor loves to share their happiness with others around them, be it lodging, cuisines, or just nice old stories.

7.3 Divinus Pars: *Minor Deities*

Divinus Pars is a pantheon of deities of lesser power, influence, or importance.

7.3.1 Strange

- Alignment: True Neutral
- Domains: **Balance**, **Luck**, Order
- Titles: The Grand Weaver, Fate's Shadow, The Clairvoyant.
- Holy Symbol: An hourglass half-finished.

Leaves falling, water flowing, people living and passing, all guided and directed by the mysterious force known as fate, propelled by the passage of time. But what do mortals have control over the prowess of time and fate? So they turn to the sky, beseeching the boon and protection of Strange. Sitting on his throne in the endless void, Strange watches silently over the mortal realm, its every single tick of the clock, every single action and their consequences, threading and weaving the fabrics with the tip of his fingers. What fate shall come from the shadows of this mysterious deity? Only time will tell.

Strange is indeed a strange figure, even among the deities. Many devote a part of their faith to him, but rarely will one worship him and receive his blessings, as time and fate is a part of everything but never the entirety of anything. He watches over everyone with disinterest and detachment, for reasons and matters beyond mortal comprehension.

7.3.2 The Elder Wym

- Alignment: Neutral Good

- Domains: Arcana, **Balance**, Grave.
- Titles: The Dragon Martyr; The Undeparted.
- Holy Symbol: A draconic claw clenching a star.

The dragons have long departed this world, together with them many ancient secrets that may never be uncovered again. The spirit of their last remaining vestige however still yet guards this land, known to its people as the last Elder Wyrms. His body feeble and old, but his mind strong as ever, as his duties are not yet finished, and there are still misguided souls abusing the gift of magic in malevolent ways. Perhaps there always will be, and that his sacrifice is an eternal one after all.

The Elder Wyrms are the last of the dragon kind. He watches over those with draconic lineages and those that made sacrifices for the better good. Followers of the Elder Wyrms adhere to the draconic dogma and ensures that magic is utilized in reasonable ways, and respects the sacrifices of others and will often be more inclined to sacrifice themselves.

7.3.3 Fass & Vome

Fass

- Alignment: Chaotic Neutral
- Domains: **Chaos**, Forge, Light.
- Titles: Helio's Rage; The Celestial Twins.
- Holy Symbol: A solar eclipse.

Vome

- Alignment: Lawful Neutral
- Domains: Death, Order, Twilight.
- Titles: Lune's Pride; The Celestial Twins.
- Holy Symbol: A lunar eclipse.

Among the stars, two have accompanied Terre and its people for eternity: the Sun and the Moon. Although the arcane languages refer them as Helios and Lune, to most commonfolk they are better recognized as Fass and Vome: Two celestial siblings stuck in an endless cycle of battle for the Astral Sky. Dawn and dusk are painted with the blood of the victim and the victor alike, and day and night are claimed by the one that yet survive. But then the cycle is disturbed and the stars align, the twins shall eclipse each other, sending those under their light spiraling into madness. Some say that there must be a beginning, as one sibling must be born from the shadow of another, but who is the shadow and who is the light?

Fass and Vome, the Celestial Twins, are twin gods of the astral bodies: The Sun, Helios; and the Moon, Lune. They are in eternal combat over the Astral Sky of Terre, giving rise to dawn and dusk, day and night. Many pay respects to the twins for all the boons they have gifted the land, yet Fass and Vome are too deep in their own strife to pay much attention. Followers fortunate enough to receive a part of their power are also gifted with the responsibility to spread the ideals and wills of their deity.

7.3.4 Wondox

- Alignment: True Neutral
- Domains: **Freedom**, Trickery, Twilight.
- Titles: The Lone Traveller; The Wanderer.
- Holy Symbol: A map scroll.

Those that frequent the roads of Terre for various reasons all tell a similar story: A lone fellow traveller approaching them at the campfire, bringing stories, gifts, and blessings to the journey ahead. They leave no trace or no name behind, except their holy symbol, signifying them as a priest of Wondox, the Lone Traveller. Such is the blessings of Wondox, a god of travellers, who sees to safe travels and pleasant journeys. The next time you are approached at the campfire, be sure to welcome them kindly, as perhaps you are graced with a Wondoxi priest, or even the Lone Traveller himself.

Wondox is the god of travellers, and watches over all that walks the roads of Terre. It is rumored that Wondox remains anonymous by taking the guise of his followers, which may be the reason that he is worshipped but seldomly described, as none have been visited in the name of Wondox himself, only in that of his followers.

7.3.5 Paimon

- Alignment: Neutral Evil
- Domains: Death, Knowledge, Trickery.
- Titles: The Forbidden King; The Guide of Sins.
- Holy Symbol: A serpent restraining an apple.

Some may say that knowledge is power, and some may then say that power is everything. And to hold everything in one's hand, one must be willing to do everything, even those that will send them delving into the deep abyss of madness. Under the guidance and temptation presented by Paimon, such is often the price that seekers and scholars pay for taking the shortcut by accessing the forbidden knowledge of the world, but with such great risk also come great fortune, as after all time is the most precious currency to mortals. But even the god of forbidden knowledge himself understands fondly that somethings are forbidden even to gods, a truth perhaps darker than the dark truths that Paimon guards.

Paimon is the god of forbidden knowledge, tricking, tempting, and guiding mortals into learning and accessing the knowledges that should not be known to mortal kinds, the dark truths. Followers of Paimon holds similar beliefs, that denying the acquisition of knowledge is the most ignorant act of all.

7.3.6 Flauros

- Alignment: Chaotic Evil
- Domains: **Chaos, Luck, Tyranny.**
- Titles: The Mad Prince.
- Holy Symbol: A dark metallic crown of thorns.

Many of the heroes of Terre are made by chance, whether by their luck of finding power, or of finding opportunities. But many have also lost so much to misfortune, be it dire circumstances or untimely malfunctions. People attribute the cruelty of chance to the god Flauros, a maddening avatar of chaos and entropy, toying the mortals seeking to bargain with chance with grim mockery and crushing reality. But no matter the outcome of such bargain, such mortals have already fallen into the grasp of Flauros, as they must be insane enough to play with chance in the first place.

Flauros is the god of chance and madness. He embodies the chaos that weaves the very fabric of reality, which sends gamblers, whether by choice or by chance, into the deepest layer of the mind that they can never escape from. Followers of Flauros are perhaps the greatest gamblers themselves, tricking and toying others with the temptations of chance, with the power of the maddest god of all.

7.3.7 Oune

- Alignment: Neutral Good
- Domains: **Freedom**, Life, Peace.
- Titles: The All Muse.
- Holy Symbol: A chipped halo of enlightenment.

Creatures of the land of Terre speaks different languages and values all things differently. But one thing speaks the same to all: the melodic and rhythmic notes of Oune, soothing the painful, comforting the stressful, and enticing the willful, and encouraging the mournful. Music is a language beyond language, and Oune is the muse of all muses, bringing freedom and joy to the mind of all.

Oune is the goddess of music and watches over bards and performers across the world. Followers of Oune are believers in the power of music and words, and will prefer to diplomatically resolve matters peacefully over with force.

7.3.8 Prospero

- Alignment: Lawful Evil
- Domains: **Luck**, Order, Trickery.
- Titles: The Collector; The Capricious Charity.
- Holy Symbol: A weighing scale.

Each piece of history teaches a different lesson to the world, and the rise of the Perani Trading Corporation under the guidance of Prosperos will surely tell a story of the power of wealth and fortune. It may be true that money is not everything, but is there anything that wealth cannot bring you? For whichever side the coin lands on, it is still in your hand. Altruism and charity,

egoism and greed, the two sides stems from the same purpose and will achieve the same result, that the individual may be benefited from their actions after all.

Prospero is the god of coins and greed, watching over merchants and gamblers. He is held with high respect in the region of Peran. Followers of Prospero believes in the power of wealth and would prefer material resourcefulness over other forms of prowesses. Quite interestingly this makes them lean towards diplomacy and pacifism, unless the road to wealth and fortune is blocked by brute force.

8 Magic & Technology

8.1 Arcane Trichotomy

The arcane energies in Terre can be classified into three major categories: Netheric, Druidic, or Faith. The three forces flow independently in Terre, but can intertwine and interfere with the medium of arcane casters.

Netheric arcane. Netheric arcane represent the mystical and supernatural energies not of this world. These energies are more destructive, focusing on raw power over intricacy.

Netheric arcane energies flow above Terre in mana canals known as Arcane Torrents. The current Arcane Torrents are filled with manae from the Nether Plane, flowing out of the Shattered Gate, emanating across Terre and dissipating into the void over the Infinite Expanse. This is the legacy of the Ascending, when the Tieflings of the Forgotten Empire forged the Shattered Gate and ascended into Terre, also freeing the netheric arcanes into the arcane torrents.

Wizards and warlocks utilize these energies to their bidding, drawing from the torrents to refill the mana canals within themselves. Sorcerers generate energies within themselves, but their genesis is due to the interference of netheric energies from without.

Druidic. Druidic energies presents nature, innate power, and the will of the land. Druidic energies invoke powers natural to Terre, often more restorative and balancing.

Druidic energies cycle below Terre in the Leylines. Most leylines flow out from the Viridian Grove, traversing Terre and reconvening back into the Viridian Grove. Viridian Grove is according to legend and myth planted by Faevan themselves, and whether fictional or not, the giant fairy oak is a feat of nature, empowering and amplifying druidic leyline energies to mend the lands.

Druids and rangers draw from the leylines beneath to power their acts, and these energies once expended seeps back through the land into the leylines, available for use to others.

Faith. Faith is a collective category of energies that originates from the mind. Strong beliefs, whether of faith or of fear, can hold power and shape minor reality into their will.

Faith in Terre originates from each sentient individual to each other, with divinities such as gods or patrons as medians.

Clerics and Paladins use their religious faith to empower their spells and abilities. Bards power themselves off the faith in their own words, and others' belief that words do hold power.

9 Homebrew Mechanics

9.1 Stat Arrays

In character creation, you may choose one of the following stat arrays to use:

- 17 / 12 / 11 / 10 / 10 / 8
- 15 / 15 / 13 / 11 / 10 / 10
- 14 / 13 / 13 / 13 / 13 / 11

9.2 Origins

In Chronicles of Terre, the 5e PHB ‘background’ character creation feature is replaced with the origin system, which indicates the geological and occupational background of a character prior to their adventures, and allows more customization and a bit of increase in power level.

Any combination of class and race can take any origin, but certain origins may only be reasonably taken by certain combinations. For example, a Grove Keeper or Gate Warden of Verza are seldomly Netheric Arcane casters, and non-Tieflings in Okeanos are almost always Foreign Subjects. If you would like to make such a character that defies common classifications, discuss it with your DM!

To choose an origin, select a region from the list below, and within that region select a sub-origin of that region. You receive the bonuses of both the region and the sub-origin.

Verza

The forests of Verza connects its inhabitants to the Land itself. You gain +1 to **Wisdom** and proficiency in **Nature**.

- Legionnaire: You gain proficiency in **Martial** and one martial weapon of your choice. If you are already proficient with all martial weapons, you may instead choose a weapon and gain +1 to attack rolls with them.
- Grove Keeper: You gain proficiency in **History** and **Woodcarver’s Tools**. You may cast Speak with Plants once per long rest, and you have advantage on persuasion checks versus plants.

- **Druid-in-Training:** You gain proficiency in **Animal Handling** and **Herbalism Kit**. You learn a Druid cantrip, with Wisdom as your casting ability.
- **Gate Warden:** You gain proficiency in **Arcana**. You may cast Detect Magic at will.
- **Ruin Scholar:** You gain proficiency in **Mason's Tool** and one of **Arcana**, **History**, and **Investigation**. You may cast Identify at will without material components.
- **Nether-Influenced:** You gain proficiency in **Deception**. You learn a Wizard, Sorcerer, or Warlock cantrip, with Charisma as your casting ability.
- **Forest Hermit:** You gain proficiency in **Survival** and **Carpenter's Tools**. Spells you cast that target only yourself and lasts longer than 1 round have twice the normal duration.

Untergebirsreich

The mountain peaks of hollunberg gave rise to hardy folks. You gain +1 to **Constitution** and +5 to **Max HP**.

- **Peak Resident:** You gain proficiency in **Acrobatics**. You gain resistance to fall damage and does not take damage from falls of 30 ft or less.
- **Valley Tribal:** You gain proficiency in **Survival**. You gain a +2 bonus to all saving throws.
- **Cavern Delver:** You gain proficiency in **Perception**. You gain darkvision of 30 ft. If you already have darkvision, its range is extended by 30 ft.
- **Lava-Forged:** You gain proficiency in **Intimidation**. Any instance of Fire damage you take is reduced by 2 before resistance. Any instance of Fire damage you deal is increased by 1.
- **Crafter Apprentice:** You gain proficiency in **Investigation** and one **Artisan's Tool** of your choice. You have knowledge on how to craft items from raw materials. *Maybe this will be better once I have a solid crafting system...*
- **Tunneller:** You gain proficiency in **Athletics**. You gain a burrow speed of 10 ft.

Maltross

The nomadic traditions of Maltross requires strong arms and sturdy muscles. You gain +1 to **Strength** and proficiency in **Athletics**.

- Caravan Driver: You gain proficiency in **Animal Handling** and **Land Vehicles**. You can easily communicate with equine animals and have advantage on checks against them.
- Fleethall Engineer: You gain proficiency in **Investigation**. Your critical range against Constructs and Objects is 19-20.
- Watchwall Guard: You gain proficiency in **Perception** and *Mason's Tools*. You have advantage on opportunity attacks.
- Nomadic Patrol: You gain proficiency in **Survival**. Instead of sleeping, you can meditate similar to an elf for 4 hours to gain the benefits of an 8 hour rest. If you are already an elf, you reduce the time to 2 hours.
- Moundfolk: You gain proficiency in **Insight**. Whenever you use the help action, your ally receives an additional +2 to their total roll.

Divine Glorian Empire

Widespread worshipping of Gloria and religious practices puts you one step closer to the gods. You gain +1 to **Charisma** and proficiency in **Religion**.

- Paladin-in-Training: You gain proficiency in **Martial**. Whenever you deal damage to an evil creature, you deal 1 additional radiant damage.
- Churchworker: You gain proficiency in **History**. You learn a Cleric cantrip, with Wisdom as your casting ability.
- Empire Courier: You gain proficiency in **Sleight of Hand** and **Cartographer's Tools**. Your walking speed is increased by 10 ft.
- Mire Dweller: You gain proficiency in **Survival**. The first 20 ft of difficult terrain you traverse each turn count as normal.
- Noble Lineage: You gain proficiency in **Persuasion** and **Calligrapher's Supplies**. You start your career with 750 gp extra.
- Dark Servant: You gain proficiency in **Deception**. You learn a Warlock cantrip, with Charisma as your casting ability.
- Healer of Faith: You gain proficiency in **Medicine**. You may cast Healing Word at 1st level once per long rest, with Wisdom as your casting ability.

Astartia

The martial and honor-bound cultures of the Kingdom give rise to powerful warriors. You gain +1 to your choice of **Strength** or **Dexterity**, and proficiency in **Martial**.

- Gulf Sailor: You gain proficiency in **Survival**. You always know north and you have advantage on Survival checks to navigate.
- Born to the Fields: You gain proficiency in **Athletics** and **Cook's Utensils**. Whenever you take a short rest, all companions may heal themselves for an amount equal to their Constitution modifier.
- Honorbound: You gain proficiency in **Intimidation**. You have advantage on saving throws against Enchantment spells.
- Merciful Heart: You gain proficiency in **Persuasion**. All damage you deal can be non-lethal. Whenever you spare an enemy this way, you gain temporary hitpoints equal to your level.
- Shadow Warrior: You gain proficiency in **Stealth** and **Disguise Kit**. You have advantage on stealth checks while in darkness.
- Legacy of Steel: You gain proficiency in **History**. You carry a martial melee weapon of your choice. It is magical, and you are proficient with it.
- Spiritual Visions: You gain proficiency in **Religion**. You may cast Speak with Dead once per long rest, and you have advantage on persuasion checks versus spirits and undeads.

Labyrinthine

Those born in the Clock Tower often dabble in the Netheric arcana at a young age. You gain +1 to **Intelligence** and proficiency in **Arcana**. You can also cast **Prestidigitation** at will.

- Academy Student: You gain proficiency in **two skills of your choice**. You learn a Wizard cantrip, with Intelligence as your casting ability.
- Guild Associate: You gain proficiency in **History** and one **Artisan's Tool** of your choice. Whenever a spell effect is cast, you may use your reaction to identify it.
- Tower Bureaucrat: You gain proficiency in **a Charisma skill of your choice**. You can cast Unseen Servant at will.

- Clock Keeper: You gain proficiency in **Perception** and **Tinker's Tools**. You may move up to half your movement speed as part of a readied action.
- Rogue Exile: You gain proficiency in **Sleight of Hand**. You have a +2 Bonus to saving throws against spells.
- Cloistered Child: You gain expertise in **Arcana**. If you are capable of casting, you know or can prepare one additional spell.

Peran

Peran is a place where coin speaks true power and shrewdness is survival. You gain +1 to **Wisdom** and proficiency in **Insight**.

- Merchantile: You gain proficiency in **Persuasion**. You have advantage on Persuasion and Deception checks used for bartering.
- Vagabond: You gain proficiency in **Sleight of Hand** and **Thieves' Tools**. You gain a +1 to attack rolls and damage rolls with improvised weapons.
- Brass Tinker: You gain proficiency in **Investigation**. You learn the Mending cantrip, except you can cast it as an action.
- Wasteland Hunter: You gain proficiency in **Survival**. You gain resistance against poison damage.
- Road Agents: You gain proficiency in **Stealth**. You gain advantage on initiative checks.

Yharn

The jungles of Yharn hides more dangers than outsiders can imagine. You gain +1 to **Dexterity** and proficiency in **Survival**.

- Witch Doctor: You gain proficiency in **Medicine** and **Herbalism Kit**. When you use a Healing Kit to stabilize a creature, you restore 1 hit points to that creature. If you use the action granted by the Healer feat, you restore an additional 1d6 hitpoints.
- Tribal Ambassador: You gain proficiency in **Insight**. You learn 2 additional languages. Whenever a creature you can hear speaks, you can identify which language it is speaking.

- **Beast Tracker:** You gain proficiency in **Investigation**. You gain a +3 bonus to passive perception and passive investigation. This bonus does not stack with the **Observant** feat.
- **Arboreal:** You gain proficiency in **Acrobatics**. You gain advantage on any skill checks and saving throws to avoid falling off an ledge.
- **Ritual Priest:** You gain proficiency in **Nature**. You learn one 1st level ritual spell of your choice, and you may only cast it as a ritual, with **Wisdom** as your casting ability.
- **Night Guard:** You gain proficiency in **Perception**. You have advantage on saving throws against being frightened.

Okeanos

Okeanos is an unique, beautiful, but stagnant and unwelcoming land isolated with the rest of the world. You gain +1 to **Intelligence** and proficiency in **History**.

- **Empire Aristocrats:** You gain proficiency in **Insight**. You have advantage on Intimidation checks against non-hostile targets.
- **Foreign Subjects:** You gain proficiency in **Deception** and **Forgery Kit**. You have advantage on Deception checks against inquiries to your identity and status.
- **Time-Lost Arcanist:** You gain proficiency in **Arcana**. Your spell DC is increased by 1.
- **Enforcer of Tradition:** You gain proficiency in **Martial**. Any instance of damage you take from Firearms and exotic sources are reduced by 3 before resistance.
- **Reconciliationist:** You gain proficiency in **Persuasion**. Whenever you are healed, you may choose to share half of the healing you receive with another creature within 30 ft.

The Barrens

Inhabitants of the desert of the Barrens despise the civility of the inlanders and take pride in their strength and ferocity. You gain +1 to your choice of **Strength** or **Constitution**, and proficiency in **Survival**.

- **Warring Clans:** You gain proficiency in **Martial**. Whenever you kill an enemy, you gain temporary hitpoints equal to your Constitution modifier.

- **Wall Raider:** You gain proficiency in **Acrobatics**. You gain a climbing speed equal to your walking speed.
- **Spawn of the Sea:** You gain proficiency in **Perception**. You gain a swimming speed of 30 ft. You can hold your breath for 1 hour.
- **Sand Strider:** You gain proficiency in **Nature**. You have advantage on saving throws against exhaustion, and your speed cannot be reduced to below half. This does not allow movement when under effects that disable moving.
- **Brutal Showing:** You gain proficiency in **Intimidation**. Your weapon attacks deal 1 extra damage to creatures below their hitpoint maximum.

9.3 Firearm Rules

By the AC 1411, firearms have been introduced to Terre for more than 450 years. Despite this, most firearms within the hands of peasants or everyday adventurers are still rather primitive. More intricate firearms, whether due to mechanism or magic, are expensive and hard to come by.

Proficiency

Firearms are more common in Terre than in the augmented Forgotten Realms. Simple firearms are considered ranged martial weapons, which any character with such proficiency can use effectively. Exotic firearms however requires more advanced training to handle, and only character with firearm proficiency can effectively wield them.

Additionally, Bards and Rogues are proficient with flintlock pistols. Certain magical firearms can be proficiently wielded by mages attuned to them.

Properties

Ammunition. Firearms use bullets for ammunition unless specified, and typically have less range than bows. Most firearm ammunitions are destroyed upon use. Some firearms can use specific resources as ammunition.

Two-Handed. This weapon requires two hands to use. This property is relevant only when you attack with the weapon, not when you simply hold it.

Light. A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

Heavy. Creatures that are Small or Tiny have disadvantage on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a Small or Tiny creature to use effectively.

Point-Blank. Firearms with the Point-Blank property can ignore disadvantage when attacking a target in melee range.

Additionally, firearms tend to have multiple small damage dice, making their damage more reliable but also less likely to high roll. The damage of firearms also **do not benefit from attribute bonuses** inherently, unless specified otherwise.

Examples

Below is a list of standard issue simple firearms, available from most sources.

Item	Cost	Weight	Damage	Properties
Flintlock pistol	75 gp	2 lb	2d4 piercing	Ammo (20/60), light
Musket	125 gp	8 lb	2d6 piercing	Ammo (80/240), heavy, 2H
Shotgun	150 gp	5 lb	4d4 bludgeoning	Ammo (10/20), 2H, PB

9.4 Custom Subclasses

9.4.1 Barbarian - Scarseeker

Dangerous Bravado

Starting at 3rd level, while you're raging and not wearing heavy armor, you lose any resistance to slashing, piercing, or bludgeoning damage taken, and instead take 50% more damage from those damage types.

Power from Pain

Starting at 3rd level, you gain a bonus to the damage rolls of melee weapon attacks equal to half of the largest amount of damage you have taken in your current rage if you aren't wearing heavy armor.

Now or Never

Starting at 6th level, you can choose one of your attacks in an attack action, and that attack

has a critical range of 15-20. Using this feature provokes an opportunity attack from your target, and their attack also has a critical range of 15-20. The target can make this attack even if they do not have a reaction to use but does use their reaction if they haven't used it already. You cannot use this feature again until you finish a short rest.

On Death's Door

Starting at 10th level, whenever you are defeated, you can instead be reduced to 1 hit point. If you use this feature, all creatures within 30 feet of you gain advantage on attack rolls for 1 round. You cannot use this feature again until you finish a long rest.

Scarring Witness

Starting at 14th level, you can use your action to make the Now or Never attack against all enemies within your reach. Doing so provokes an opportunity attack from each creature as a single target would. If you survive this action, you are healed for half of your maximum hit points.

9.4.2 Bard - Jester

Scarring Mockery

Starting at 3rd level, the Jester knows the true power of one's sense of self-worth. As such their mockery is deep cutting and destructive.

The Vicious Mockery cantrip is empowered for you. The base damage die of the Vicious Mockery cantrip is now 1d8 and all scaling uses this die as well. This mockery can be empowered further by expending one use of your Bardic Inspiration to roll the die and add the number rolled as extra damage to the cantrip.

Gallows Humor

Starting at 3rd level, whenever you take damage from an attack, you can choose to mock yourself, adding 1d8 psychic damage to the damage roll. If you do, you can heal an ally within 30 feet for the total damage you take from the attack. This can be used a number of times equal to your Charisma modifier (minimum of once) and replenishes on a short or long rest.

Taunting Mockery

Starting at 6th level, whenever an enemy fails a saving throw against your Vicious Mockery cantrip, if that enemy's next attack before the end of its next turn is against an ally instead of you, it must make a saving throw against the Vicious Mockery cantrip again. If it fails, the target's attack deals half damage.

Last Laugh

Starting at 14th level, whenever you are reduced to 0 hit points by an enemy, you can laugh as loud as you are able and expend all of your remaining uses of Bardic Inspiration. Roll the dice and add them together. If you have no Bardic Inspiration uses remaining, you can roll a number of d8s equal to your Charisma modifier instead. Whatever the total number is, it is added to the next damage roll for all of your allies that can see and hear you. If the enemy that defeated you is themselves defeated within 1 round of you using this ability, you are healed for an amount of hit points equal to the total rolled. Once you use this feature, you cannot use it again until you finish a long rest.

9.4.3 Cleric - Balance

To every action there is an opposite and equal reaction, to light there is dark, to hot there is cold, these are the natural forces that hold the world in balance. This balance is the source of your faith and belief.

Domain Spells

At each indicated cleric level, you add the listed spells to your spells prepared.

- 1st: Bane, Bless;
- 3rd: Blindness/Deafness, Lesser Restoration;
- 5th: Fireball, Sleet Storm;
- 7th: Watery Sphere, Wall of Fire;
- 9th: Negative Energy Flood, Mass Cure Wounds.

Balanced Scales

You are immune to the effects of advantage and disadvantage. Additionally, creatures cannot have advantage or disadvantage on attack rolls that target you.

Balancing Surge

Whenever you would normally have advantage or disadvantage on an attack roll or ability check that you make, you may grant that advantage or disadvantage to another creature within 30 feet of you as a bonus action. That creature has advantage or disadvantage on the next appropriate

roll they make within one minute. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Channel Divinity: Wrath

Starting at 2nd level, you can use your channel divinity class feature to unleash the wrath of natural forces against those that would seek to control them. As an action, You can unleash a wave of either fire, cold, lightning, or acid damage that affects all creatures of your choice within 30 feet. These creatures cannot gain the benefits of advantage from any source until the start of your next turn. Additionally, all creatures affected by this ability must make a Wisdom saving throw, taking 2d4 damage on a failed save, plus an additional 1d4 per every second level after 2. Affected creatures take half as much damage on a successful save.

Balance Restored

Starting at 6th level, whenever a creature within 30 feet would fail an attack roll or saving throw with advantage or succeed on such checks with disadvantage, you are healed for a number of hit points equal to 2d10 plus your Wisdom modifier. You may instead use your reaction to grant this healing to an ally within 30 feet.

Potent Spellcasting

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage of the same type dealt by the weapon to the target. When you reach 14th level, the extra damage increases to 2d8.

9.4.4 Cleric - Chaos

The swirling random events may seem happenstance to some, luck to others, but you know the truth, it is a force, a deadly, invigorating force behind these occurrences. The power of Chaos does not reveal itself to many, but those with the will to see it, can harness its great power.

Domain Spells

At each indicated cleric level, you add the listed spells to your spells prepared.

- 1st: Chaos Bolt, Tasha's Hideous Laughter;

- 3rd: Phantasmal Force, Crown of Madness;
- 5th: Enemies Abound, Summon Lesser Demons;
- 7th: Confusion, Compulsion;
- 9th: Insect Plague, Synaptic Static.

Eldritch Cantrip

You gain Eldritch Blast as a bonus cantrip. For you, this counts as a Cleric cantrip.

Improved Chaos Bolt

Whenever you trigger the leap effect from Chaos Bolt, it leaps twice and each bolt does an additional 1d6 points of damage.

Channel Divinity: Chaos Pulse

Starting at 2nd level, you can use your Channel Divinity class feature to blast a wave of chaotic energy. When an enemy within 30ft attacks you, you may as a reaction, impose disadvantage on their attack rolls until the start of your next turn. In addition, the next Chaos Bolt you cast within one minute that targets this creature automatically triggers it's leaping effect.

Gift of Misfortune

Starting at 6th level, whenever you have disadvantage on a spell attack roll, your damage is maximized for the associated spell.

Potent Spellcasting

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

9.4.5 Cleric - Freedom

Freedom is more than an ideal it is a force, a living breathing soul that beats in the heart of every creature. You can feel this pulse, it calls to you and you answer.

Domain Spells

At each indicated cleric level, you add the listed spells to your spells prepared.

- 1st: Heroism, Bless;

- 3rd: Shatter, Pass Without Trace;
- 5th: Dispel Magic, Crusader's Mantle;
- 7th: Freedom of Movement, Aura of Purity;
- 9th: Passwall, Dawn.

Bonus Proficiency

At 1st level, you gain proficiency with martial weapons.

Free Spirit

Whenever you or an ally within 30ft would provoke an attack of opportunity, you may use your reaction to grant +5 AC to that ally until the end of their next turn. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Channel Divinity: Bound No More

Starting at 2nd level, you may use your action to Channel Divinity to free the imprisoned. You and all allies within 30ft are immune to the effects of difficult terrain, have advantage on dexterity saving throws, and have +1 to AC for 1 minute.

Unchainable

At 6th level, you gain immunity to the effects of difficult terrain, paralysis, and being restrained. You also gain advantage on skill checks used to break a grapple.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage of the same type dealt by the weapon to the target. When you reach 14th level, the extra damage increases to 2d8.

9.4.6 Cleric - Luck

Some seem to live a charmed life. This could be the outlook of the jealous and spiteful or a literal translation of divine providence, none can really be sure, but things seem to go the desired way.

Domain Spells

At each indicated cleric level, you add the listed spells to your spells prepared.

- 1st: Bane, Guiding Bolt;
- 3rd: Blur, Find Traps;
- 5th: Bestow Curse, Nondetection;
- 7th: Death Ward, Mordenkainen's Faithful Hound;
- 9th: Skill Empowerment, Circle of Power.

Bonus Proficiency

At 1st level, you gain proficiency with martial weapons.

Divine Luck

When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll. If you possess the Lucky Halving Trait, you may instead use this power to reroll twice upon rolling a 1 and take either result. You may only benefit from this ability a number of times equal to your Wisdom modifier. You regain these uses when you finish a long rest.

Channel Divinity: Lucky Save

Starting at 2nd level, you can use your Channel Divinity to infuse an ally with luck against an effect. As a reaction you can cause an ally that has just rolled a saving throw, but of which the results have not been revealed to gain a +5 to that roll.

Improved Critical

Starting at 6th level, your weapon attacks critically hit on a 19-20.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage of the same type dealt by the weapon to the target. When you reach 14th level, the extra damage increases to 2d8.

9.4.7 Cleric - Redemption

To err is mortal, to redeem is divine. These words hold sway over the world. You may have committed a great crime or seek to show others another way. In whichever case, you summon up this power to control your own fate and the power of amends is potent.

Domain Spells

At each indicated cleric level, you add the listed spells to your spells prepared.

- 1st: Healing Word, Heroism;
- 3rd: Enhance Ability, Lesser Restoration;
- 5th: Revivify, Elemental Weapon;
- 7th: Banishment, Charm Monster;
- 9th: Wall of Light, Commune.

Well of Giving

You have +1 hit points per cleric level.

Martyr of Faith

Whenever you would heal another ally with a spell, you may choose to take damage equal to the spell's level, if you do so you may heal the ally an additional amount of hit points equal to three times the damage taken.

Channel Divinity: Suffer For All

Starting at 2nd level, as an action you can use your Channel Divinity to endure the pain others feel. Until the start of your next turn, all allies within 30ft are resistant to all damage, but you are vulnerable to all damage.

Selfless Gift

Starting at 6th level, whenever you suffer damage from your Martyr of Faith feature, you may grant all other allies within 20ft a number of temporary hitpoints equal to your Wisdom modifier. These temporary hitpoints do not stack with themselves and expire after one minute.

Potent Spellcasting

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

9.4.8 Cleric - Tyranny

Domination arises in every form imaginable, not just in hearts full of destruction and chaos. These are the masters who arrange things to ensure that whatever happens, they always win. Know

that there is no cost too great for glory.

Domain Spells

At each indicated cleric level, you add the listed spells to your spells prepared.

- 1st: Command, Bane;
- 3rd: Enthrall, Ray of Enfeeblement;
- 5th: Hunger of Hadar, Conjure Barrage;
- 7th: Blight, Shadow of Moil;
- 9th: Dance Macabre, Dominate Person.

With an Iron Fist

You gain proficiency with heavy armor and deal an extra +1 point of damage with unarmed strikes while wearing heavy armor.

Taskmaster

Starting at 1st level, as an action you can coerce allies to comply with your orders, and for enemies to think twice about attacking you. Choose a number of enemies up to half your proficiency bonus within 60 ft. that you can see. Your allies have advantage on attack rolls against the chosen enemies, but disadvantage on attack rolls against all other creatures until the end of their next turn. The chosen enemies have disadvantage on attack rolls against you until the end of their next turn. Constructs and undead are immune to this effect. You may use this ability a number of times equal to your Wisdom modifier, and regain these uses after a long rest.

Channel Divinity: Demand Tribute

Starting at 2nd level, you can use your Channel Divinity to rightfully take what is yours from the unworthy. As an action, you present your holy symbol, affecting all other creatures within 30 ft. of you with this ability. For the rest of the encounter, you can potentially take benefits from the affected creatures in one of three ways:

- The next time an affected creature would gain advantage on an attack roll, saving throw, or ability check, they lose that advantage, and you gain advantage of the same type the next time you would roll it.
- The next time an affected creature would receive healing, they instead only receive half of it, and you heal for the same amount that they lost.

- The next time an affected creature would cast a spell targeting only you, you regain a spell slot of the same level as the spell cast on you.

You can receive a benefit from Demand Tribute in this way only once. At 6th level, you can receive two benefits, and three at 18th level.

Oppressing Faith

Starting at 6th level, you have advantage on Charisma (Intimidation) checks. Furthermore, creatures affected by Taskmaster have disadvantage on their saves against your spells and other domain abilities.

Dominating Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with an unarmed strike, you can cause the attack to inflict a Command on the target, as the spell.

9.4.9 Druid - Circle of Storms

Master of the Storm

At 2nd level, add the following cantrips and spells to your druid spell list, and you learn one cantrip from this list.

- Booming Blades;
- Lightning Lure;
- Shocking Grasp;
- Thunderous Smite;
- Shatter;
- Lightning Arrow;
- Lightning Bolt;
- Thunder Step;
- Storm Sphere;
- Chain Lightning,

Tempest's Jealousy

Starting at 2nd level, you deal 1 less damage with spells that do not deal thunder or lightning damage. You deal additional damage with spells that deal thunder or lightning damage equal to the spell's level. This is added once.

Storm's Reach

Starting at 6th level, whenever you cast a spell that deals thunder or lightning damage, you can choose another enemy within 30 feet of you that was not the damaged by the spell. That enemy is struck by a minor bolt of storm, dealing 1d6 lightning and 1d6 thunder damage to them.

Ocean's Grace

Starting at 10th level, you gain the following benefits:

- You can walk on water as if it is solid ground.
- You can breathe underwater.
- You gain a swim speed equal to your walking speed.
- You can calm a naturally occurring storm to a lower intensity or cause it to dissipate.
- If you hard cast the Call Lightning spell and you are in the open sea or on the coast (not shallow water, at the DM's discretion), the damage it deals is increased by 50%.

9.4.10 Fighter - Battle Herald

Rallying Cry

At 3rd level, you learn how to inspire your allies to fight on past their injuries. When you use your Second Wind class feature, all allies that can see or hear you within 60 feet heal an equal amount of hit points that you healed.

Expanded Tactics

When you choose this archetype at 3rd level, you learn other methods to deal with conflict. You gain proficiency with Persuasion and Performance.

Vigorous Warrior

At 7th level, you gain an additional use of your Second Wind class feature. You gain additional uses at 10th and 15th level as well.

Inspiring Surge

Starting at 10th level, when you use your Action Surge class feature, you can choose a number of allies equal to your Intelligence modifier within 60 feet of you. They can make one melee or ranged weapon attack with their reaction, provided that they can see or hear you.

9.4.11 Fighter - Juggernaut

Hard as Steel

Starting at 3rd level, you reduce all damage you would take from any source by an amount equal to your proficiency bonus. This stacks with other damage reduction sources but is applied before resistances.

Defensive Surge

Starting at 7th level, whenever you take the attack action with Action Surge, you can sacrifice one of the attacks you'd make. If you do, you gain advantage on all saving throws for 1 minute. This effect ends early as soon as you fail a saving throw.

Iron Will

Starting at 10th level, whenever you use your Indomitable class feature and succeed on the save, you gain a bonus to your next weapon damage roll equal to your character level against the source that caused you to make the saving throw.

9.4.12 Fighter - Mage Slayer

Countering Magic

When you take this archetype at 3rd level, you learn spells that inherently detect and counter other magics. You learn additional spells when you reach certain levels in this class. Wisdom is your casting ability for such spells. You do not have to use material components to cast them, and once you cast a countering spell you may not cast it again until you complete a long rest.

- 3rd level: Detect Magic, Silence;
- 7th level: Counterspell, Dispel Magic;
- 10th level: Aura of Purity, Banishment.

Magical Education

At 3rd level, you gain proficiency in Arcana and Wisdom saving throws.

Resisting Will

Starting at 7th level, you have advantage on saving throws against spells and other magical effects.

Mana Spike

Starting at 10th level, whenever a creature within 15 ft of you casts a spell, they take 5 psychic damage from you.

9.4.13 Fighter - Sanguine Knight

Suffering Sword

Starting when you choose this archetype at 3rd level, you can only use weapons that deal slashing damage. If you use a weapon that deals Slashing or another damage type, you can only choose slashing. When you deal slashing damage with such weapons, you deal an additional 1 bleed damage to the target.

Sanguine Shield

Starting at 3rd level, whenever you are healed, if you would be healed to your maximum hit points, you can convert any leftover healing as temporary hit points. You cannot gain more than 3 times your character level of temporary hit points in this way. You cannot gain temporary hit points from this class feature if you already have any temporary hit points at all.

Blood Well

Starting at 7th level, whenever you score a critical hit against an enemy, or you hit a bleeding enemy with a total bleed stack of 5 or more, you can activate your Second Wind class feature as a free action even if it has already been used. If you do, your allies within 15 feet of you are also healed for the same amount. Using this ability, removes all bleed damage from the target.

Surging Thirst

Starting at 10th level, your speed increases by 5 feet for each bleeding enemy you can see. Movement augmented in this way does not provoke opportunity attacks.

9.4.14 Fighter - Sulphuric Militant

Power over Finesse

When you take this archetype at 3rd level, you learn to utilize your strength to stabilize yourself in close quarter combat. You may use your Strength modifier instead of Dexterity modifier for your attack and damage rolls with firearms with the Point-Blank property.

Cull the Weak

Starting at 3rd level, whenever you attack a creature within 5 ft of you with 10 or less hitpoints, you may instead subject it to a Dexterity saving throw (DC equals to 8 + Prof + StrMod). On fail, the creature is defeated, and you gain temporary hitpoints equal to half of the creature's hitpoint before being defeated.

The hitpoint threshold for execution increases to 15 at 10th level and 20 at 18th level.

Brutal Execution

Starting at 7th level, you have advantage on attacks with a point-blank firearm against prone enemies. Prone enemies have disadvantage on saving throws against your Cull the Weak feature.

Punish the Fear

Starting at 10th level, whenever you are wielding a point-blank firearm, enemies within your range moving away from you trigger attacks of opportunities from you.

9.4.15 Ranger - Sniper

I'll make this later...

9.4.16 Rogue - Gregorian

Utilitarian Faith

When you take this archetype at 3rd level, choose a Deity to serve and one of their domains to follow. You may change this Deity and domain once per level up. In addition, you can cast a 1st level spell provided by your chosen domain's spells. You use your Intelligence as the spell ability modifier, and spells you cast from this are hard cast. Once you use this feature, you can't use it again until you finish a long rest.

At 5th level, you can also cast a 2nd level spell provided by your chosen domain's spells. At 7th

level, you can also cast a 3rd level spell provided by your chosen domain's spells. At 9th level, you can also cast a 4th level spell provided by your chosen domain's spells.

Sectless Belief

Starting at 3rd level, you may use the channel divinity class feature of your chosen domain as a cleric of equal level to your levels in rogue. Once you use this feature, you can't use it again until you finish a long rest.

Service to Divinity

At 9th level, you gain an additional use of your channel divinity class feature. However, you can now use any channel divinity from any deity that your deity shares a pantheon with.

Dogmatic Dillitante

Starting at 13th level, you have advantage on Faith checks. In addition, you add an additional +3 to such checks.

9.4.17 Rogue - Gunslinger

Skirmish Trainings

When you take this archetype at 3rd level, you gain proficiency in firearms. Additionally, firearms you wield have the Point-Blank property, i.e. ranged attacking a target within 5 ft of you does not impose disadvantage.

Steel and Sulphur

Starting at 3rd level, when you use the attack action and attack with a finesse one-handed melee weapon, you can use a bonus action to attack with a light firearm you are holding.

Duelist's Riposte

Starting at 9th level, whenever you are attacked with a melee attack, you may use your reaction to attempt to parry, granting you +2 AC. If this causes the attack to miss, you can make an attack of opportunity against the attacker with a light firearm you are holding. Sneak attack is automatically applied to this attack.

Serrated Crescendo

Starting at 13rd level, whenever you attack a target with a melee weapon attack, you may move 10 ft towards the target as part of the attack. Whenever you hit a target within 5 ft of you with a ranged weapon attack, you may move 10 ft away from the target as part of the attack. Both

movements do not provoke attacks of opportunity.

9.4.18 Rogue - Ninja

I'll make this later...

9.4.19 Sorcerer - Astralborn

Your bloodline is derived from beings or energy from the Astral Sky. Celestials, Void Lords, or just raw exposure to aetheric energy is found in your ancestry. Starpower and void-arcana flows through your veins.

Astral Magic

You learn additional spells when you reach certain levels in this class. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

- 1st: Guiding Bolt, Magnify Gravity;
- 3rd: Blur, Moonbeam;
- 5th: Daylight, Pulse Wave;
- 7th: Arcane Eye, Gravity Sinkhole;
- 9th: Dawn, Planar Binding.

Startouched

At 1st level, you know the language Celestial. You learn the Eldritch Blast cantrip. It is a sorcerer spell for you, and does not count against your cantrips known.

Voidblood

Starting at 1st level, you have resistance to force damage.

Grasp of the Stars

Starting at 6th level, you can use a bonus action to choose an enemy you can see within 30 feet and pull on its existence from the Astral Sky. This causes them to have disadvantage on all attack rolls, saving throws and ability checks for 1d4 rounds. While the enemy is affected by this feature, you also have disadvantage on such rolls. If the enemy is defeated while under this effect,

you gain advantage to these rolls equal to the number of rounds you suffered the disadvantage in this way (minimum of 1 round).

9.4.20 Sorcerer - Earthen Blood

These sorcerers draw their power from the land itself. The power of Nature is untamed, meant to be harnessed by the true children of Terre.

Natural Prowess

Starting at 1st level, you gain access to the Druid spell list.

Child of the Land

Starting at 1st level, your armor class is increased to 15 if it would be lower otherwise. In addition, you learn the Shield and Shield of Faith spells. These spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Volcanic Might

The burning power of primordial lava flows through you. You become resistant to fire damage. In addition, whenever you cast a sorcerer or druid spell or cantrip that deals fire damage, you may expend 1 sorcery point to cause that spell to deal maximum damage.

9.4.21 Warlock - Lunar

Expanded Spell List

- 1st: Guiding Bolt, Sleep;
- 2nd: Darkvision, Moonbeam;
- 3rd: Catnap, Melf's Minute Meteors;
- 4th: Freedom of Movement, Phantasmal Killer;
- 5th: Commune with Nature, Wall of Force.

Blessing of the Moon

At first level, you gain the Light and Sacred Flame cantrips, they count as Warlock cantrips for you, but don't count against your number of Cantrips known. Additionally, when you cast

a warlock spell that deals radiant or necrotic damage, you add your Charisma modifier to one radiant or necrotic damage roll of that spell against one of its targets.

Lunar Armor

Starting at 6th level, you are able to conjure a spectral armor made of moonlight and stardust. This armor functions as the spell Mage Armor, setting your AC to $13 + \text{DexMod}$.

Additionally, while using this armor, you gain the ability to lash out at enemies with radiant damage. You have a pool of d6 dice that you spend to fuel this ability. The number of dice in the pool equals $1 + \text{your warlock level}$. As a reaction, whenever a creature that you can see successfully damages you with a melee, ranged, or spell attack that targets your armor class, you may cause them to suffer radiant damage, spending dice from the pool. The maximum number of dice you can spend at once equals half your warlock level. Roll the dice you spend and add them together to determine the total amount of damage.

Your pool regains all expended dice when you finish a long rest.

Grace of the Night

At 10th level, while your Lunar Armor ability is active, your armor class instead becomes $13 + \text{ChaMod}$. Additionally, you may activate your reaction to deal radiant damage from Lunar Armor even when a creature fails to hit you. However, when you choose to do this, the target receives a dexterity saving throw equal to your warlock spell DC to halve the damage.