

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 Gulf of Serene Waves.

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 Untergebirgsreich, 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

- 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

- 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 accomodating 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 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 Undermountain Kingdom of the dwarves, one of the oldest political entity on Terre. The ancient dwarven clans under Hollunberg has witnessed much, from the forging of the Shattered Gate, to the Tide of Sulphur and Steel, to the Awakening most recently, and they have mostly maintained their neutrality, helping the people in need to their best ability.

Capitol: Unterbergstadt. Through thousands of years of excavation and construction, this dwarven capitol city under Hollunberg was expanded multiple times to accommodate the growing population of the Kingdom. The city is divided vertically into multiple layers, shaping like a funnel, with the upper level focused on more economical and residential purposes, while the lower level focused on industrial development.

The King of Untergebirgsreich is not inherited through blood, but elected by merit.

6.4 Yharn

- Largest City: Mecatli
- 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 Mecatli: Highchief Xiuhpilcoatli

The region of Yharn is controlled by a collection of loosely connected tribes of Skinwalkers. From the beginning of Terre's civilizations, the tribes of Yharn have not externally communicated much, and focused on spiritual pursuits, and occasional internal conquering.

Yharn and nearby Divine Glorian Empire territories are covered by tropical jungles. Wildlife, aggressive flora, disease, all these run rampant in Yharn, making it rather hostile for unprepared

foreigners to explore. The tribesmen deal with them just fine however, given the experiences passed through generations of wisdom and trial-and-error.

Capitol: Mecatli. The oldest tribe in the jungles of Yharn, Mecatli is more or less respected by other Skinwalkers as the diplomatic capitol of Yharn. Any visitors to Yharn on any business will most likely end up in Mecatli, if not lost to the dangers of the jungle.

The technological level of Yharn has not changed throughout the centuries, due to an extreme lack of communication and trade with other civilizations. Mistake not primitiveness as weakness, however, as with bow and magic, stone and metal, their tribal warriors can be as fiercely effective as those with steel and sulphur. Contrasted to the Tieflings of Okeanos, if ever presented with firearms and advanced metals, most tribes will still gladly accept and attempt utilize them - it is just that training and experience passed through generations makes them more efficient at traditional methods of warfare.

6.5 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

An agricultural based society located along the coast of Clearwave Gulf, using the ocean's bounty and the fertile lands. Its inhabitants value honor, balance, and harmony, and are usually friendly and hospitable to visitors.

Astartian economy relies on exporting their agricultural products and their expert smithing proficiencies. Trading with neighboring countries is a major part of the kingdom's focus.

Astartian warriors makes great mercenaries, due to their honor-abiding culture, loyalty, and martial focus.

Worships of goddess Astarte, the namesake of this land, is prevalent.

Capitol: Urakyo. The 'Gulf Capitol' of Astartia is a beautiful city with oriental architecture and surrounding fields.

6.6 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

The lands of Peran are occupied by a group of merchants, traders, and craftsmen. They proclaim themselves as the Perani Trading Corporation, and rules over this land, utilizing the abundance of mineral resources and potential trading routes, both on land and naval.

On contrast with their neighbors in Astartia, the Perani Trading Corporation focuses more on industrial, technological, and economical efforts. Trading plays a large role in Perani's diplomatic and societal structures, and trade routes has been established to most corners of the civilized world, even some exotic good caravans to Mecatl.

The monetary focus of the Trading Corporation trains its citizens to be in general greedy, cunning, and egocentric businessmen. They can be ruthless, apathetic, or on rare circumstances, amiable, all depending on how much they value and how well they can utilize the other party. When hard work and honesty can often propel one's life to success elsewhere, in Perani, such efforts will only render yourself the stepping stone of the rise of more cunning and ruthless individuals.

Capitol: Barohaven. A major inland trading hub of Terre, Barohaven sits on the shore of the Jewel of Terre, across from Crestwatch. Caravans, airships, and vessels pour in and out of Barohaven each day, bringing the materials in and the goods out. The city itself is a monstrosity of metal and steel, efficient, indifferent, without unnecessary, just like its inhabitants.

6.7 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
- Current Head of States:
 - General Caralis Affielle
 - General Ailred Yllglor
 - General Haryk Sylhorn
 - General Wistari Farra

A legion of military soldiers with druidic powers. A majority of the legionnaires are Wood-Elves, but there are also a few Aasimar regiments.

The lands of Verza are scattered with hastily set up encampments and barracks, as well as ruins of an old civilization. The old Tiefling Forgotten Empire's citadel was located in the region, before their eventual downfall to the other powers hundreds of years ago. What remains of the old empire now isolated themselves on the far other end of Terre - the province-turned-empire of Okeanos.

The Verzae Legion used to be a military clique - a mixture of independent soldiers, druidic adventurers, and mercenaries centered around Viridian Grove and it's link to nature.

The legion aligns with nature and balance. The diplomatic relationship between it and the Provincial Empire of Okeanos, is thus rather tense due to their utilization of the Shattered Gate. In the moment, however, the Gate is under their control, Okeanos sealed itself from the world, the full extend of the Legion's ire is focused on the Enemy - the Corruption beyond the High Wall. It is one of the more - if not the most - active in the fight against the Corruption.

Capitol: Viridian Grove. The Viridian Grove - a great tree of natural power - along with the city that surrounds it, houses the center political mass of the Legion. The Grove is a great fairy oak tree reaching hundreds of meters in height, irrigated by the mountain springs of Hollunberg from above and the leylines of Terre from beneath. It is said that Faevan themselves planted the seed

of the grove millenias ago, and no matter myth or truth, the druidic abilities of Terre is thanks to this Grove.

The Emerald Council governs Verza and the Legion from within the hollow chambers of the Viridian Grove. Generals of different armies of the Legion are appointed via special protocols, and held central power over the Legionnaires. Generals are usually appointed for life, so one may hold the title until their retirement - although this seldom happens, as many Legion marshals fight themselves on the front line and succumbed to the Enemy's corruption.

Shattered Gate is the other major city in Verza under control of the Legion. Previously the capitol of the Forgotten Empire, most of its architecture is kept intact together with added districts and buildings, forming rings of different histories around the Shattered Gate in the center. The Gate is a broken-down rune-carved stone structure, used in the height of the Forgotten Empire to commence travel between Terre and the Nether Plane. Destroyed in the Empire's downfall, now the Legion keeps it under their hands, to stop netheric entities from leaking into Terre.

6.8 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

A society of nomadic warriors of mixed races. Most civilized outlander races on this side of the High Wall resides here.

Maltrosians are nomadic by nature. Different groups, by family, race, status, or friendship, roams the grasslands and savannas of maltrosian territories to graze and travel, or fight the Corruption if they ever wander close to the High Wall.

Capitol: Fleethall. Fleethall is a giant floating megastructure serving as the capitol city of Maltross. Fleethall roams the western region of Maltross, serving as more or less the final supply station on the Maltross side of the road to Bladefall and the High Wall.

The Nomad's Committee is the major legislation of Maltross. Each race with recognized presence within Maltross elects a representative to serve within the committee. One representative each year is elected Farseer of Maltross, cycling between races annually.

6.9 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

An isolated aristocratic empire located on the far north-western side of Terre, along the coast of the oceanic expanse. Society here has little to no contact with the outside, maintaining a xenophobic and technophobic attitude.

Remnants of the Forgotten Empire, a Tiefling monarchy that ruled over western Terre long ago. Okeanos is the only province unconquered by the empire's downfall due to its defensive capabilities.

The lands of Okeanos are known for their natural beauty. In the times of the Forgotten Empire, Okeanos is the vacation resort for aristocrats and nobles all around Terre, an unfortunate attraction that led to the downfall of the Forgotten Empire.

Almost all Okeanosians are conservative, xenophobic Tieflings. Their aristocratic pride and prejudice against the outside world, as well as their history with them, does not work well towards the favor of other races in here. Although foreigners and foreign technologies are not outright outlawed, they are held against extreme prejudice, and often endangered by hostility. Capitol: Monosios.

6.10 Mages' Guild at Labyrinthine

- Capitol: Clock Tower at Labyrinthine
- 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**

A Mages' Guild controlling the region of Labyrinthine.

Capitol: Clock Tower at Labyrinthine. The Clock Tower and its surroundings houses Terre's most prominent academy mages and their students.

Eight aristocratic families within Clock Tower each specializes in one school of magic. The leader of each family are crowned Lords of the clock tower, and their collective opinions control the Mages' Guild and often the entire arcane society of Terre. The Eight Lords and families however fights amongst themselves for political, historical, and ideological reasons, only acting with accordance for common interest.

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 of Labyrinthine, and pretty much little interest in mortal affairs at all. They often indulge themselves in arcane researches and masteries over the mystic energies, 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.

The Mages' Guild since its establishment has remained largely independent and neutral in political and diplomatic affairs. It is also the only political entity with non-trivial diplomatic relationships

with the Provincial Empire of Okeanos, which recognizes the aristocracy and magical prowess of the Guild.

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.

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.

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.

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.

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.

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.

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.

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 for mending the leylines of the tears and incursions by either the arcane torrents or the enemies of nature.

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.

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.

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.

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.

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.

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.

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.

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 half-folks: 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.

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.

The Elder Wyrn

- 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 is 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 adheres 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.

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 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.

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.

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 some things 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 hold similar beliefs, that denying the acquisition of knowledge is the most ignorant act of all.

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.

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.

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.

8.2 Firearms

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.

Most firearms are considered martial ranged weapons. Characters with martial weapon or firearm proficiency can wield firearms with reasonable success. Certain firearms are considered exotic weapons and requires firearm proficiency to properly wield.

Firearms may have the following traits: Ammunition + Range. Firearms use bullets for ammunition unless specified, and typically have less range than bows. Most firearm ammunition are destroyed upon use. Some firearms can use specific resources as ammunition. Two-Handed. Light. Heavy. Point-Blank. Firearms with the Point-Blank property can ignore disadvantage when attacking in melee range, if the only enemy within melee range is the target of your attack. Reload. Firearms must be reloaded after a specific number of uses. A character can use an action or a bonus action to reload a firearm. A character not proficient with a firearm must use both their action and bonus action to reload. Reloading firearms requires a free hand, but you can hold a finesse weapon you are proficient with while reloading.

Some standard-issue martial firearms are listed below: Flintlock Pistol, 50 gp, 2 lb. 2d4 piercing. Ammo (30/90), Light, Point-Blank, Reload (2). Musket, 100 gp, 8 lb. 2d6 piercing. Ammo (90/270), Two-Handed, Heavy, Reload (1). Double-Barrel Shotgun, 150 gp, 4 lb. 3d4 bludgeoning. Ammo (10/20), Two-Handed, Point-Blank, Reload (2).

A feat supporting firearm fighters is: Gunslinger. Dex +1, no prereqs. You gain proficiency with firearms. When you use the Attack action and attack with a one-handed weapon, you can use a bonus action to attack with a light firearm you are holding.

Plans exist to implement a firearm archetype for Fighters, Rogues, and Rangers.

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.