

ESI'DARAP

A Risus supplement by Zach "Grimmy" Lazarus

This is a fantasy supplement for Risus, created by [our overlord S. John Ross](#). You probably know this, so let's cut to the chase. Also if fictional religions, gods and points of good and evil offend you don't even bother. Also, it takes itself seriously to a certain extent, but that doesn't mean you can't have comical adventures. And please don't get the notion this is "the way things are supposed to be"- freely chip off parts of this setting and blend it with others! The material provided besides the bare bones basis of what Esi'darap *is* (and it *is* a giant cave) was basically just provided there for "default information" in its category. You may use this any way you like; save for using parts of it online or copying it somewhere online without credit.

-BACKSTORY-

Esi'darap is the underworld of Terra- the opposite of the so called Promised Land.
However, until recently, it didn't even exist...

At one time there were two gods- Phoenix and Paragon. Phoenix was a colossal bird with a magnificent red and gold coat, which provided the equivalent of sunlight to the lands of Terra. This was the first quarter of the day, as Paragon rested. In the next quarter, Paragon would come to visit with Phoenix, tinting the sky with a relaxing deep orange. Paragon was equally as magnificent as Phoenix- but with a blue and white plumage. The third quarter of the day, Phoenix rested while Paragon lit up what would be a black canvas of sky- with a beautiful white ambience, blue reflecting off of his majestic feathers, the sky turning to a subtle dark navy color. In the final quarter of the day, Phoenix would awake and visit with Paragon, the sky becoming a tranquil purple. After the quarter was over, Paragon would go back into rest.

Terra was a paradise- people worshipping their god of choice, living in harmony. However, the gods one day got in a fight over whose coat shown more majestically. The argument went on for 3 whole days and drove Terra into sort of a mass hysteria; regardless of it being a somewhat trivial dispute, the Terrans didn't know exactly what was going on, the tongue of the gods being inaudible to their ears. The more brash worshipers of Phoenix eventually started an underground movement to decimate the worshipers of Paragon in swift attacks, banishing them to a giant, abandoned maze of caves known as the Abyss.

They succeeded and overthrew the church of Paragon, and eventually the god became weaker and weaker- until he finally fell onto the earth, where headstrong Phoenix worshipers restrained him and discarded him into the Abyss, with the rest of the Paragon worshipers.

However, the remaining Paragon worshipers managed to keep him alive with devout worship and meticulously handled care- all of them barely finding ways to survive in the deep abyss, living off of foliage which appreciated the dank atmosphere.

Those trapped beneath the earth eventually became accustomed to the new atmosphere- where Paragon would stay awake all day, every day, to care for his worshipers to his highest extent. The entire cave system was lit up with a somewhat melancholy yet powerful teal, more on the blue side than the green. The larger chambers of the caves would have cloud like mist delicately hanging from the ceiling, sort of negating the inhabitants of feeling like they were confined to a dark hell. They all began to make their own cultures, rivaling that of the world above. Not soon, but one day they will overthrow the order of the Phoenix- even if that meant destroying the god himself. One day, they will escape their new "home"- Esi'darap.

-RACES-

**The Imps**

A pet project of Paragon's back before he and Phoenix made the Terrans- the first experiment with sentient beings. The Terrans may actually have never been made if Phoenix didn't remark on his distaste for the Imps. Favoring dark places, Paragon crafted the Abyss for them and they lived happily in seclusion from the Phoenix's brilliant shine oft visible on the surface. When the Forlorn arrived, they happily accepted them as brethren.

**The Forlorn**

The humans banished to the Abyss now known as Esi'darap. All of them devoutly worship Paragon- striving to keep him full of power from their hopes. They wear long cloaks and thick clothes to help keep them warm, and practice using scythes often in hopes that, in the hands of skilled masters, they could trump the more commonly seen above-ground swords and spears.

**The Magi**

The most tender carers of Paragon in his darkest days were blessed with some of the restorative power of Paragon- their skin turned a gentle blue and their hair an impossibly light white, both colors imitating parts of his own palette.

-SAMPLE CLICHES-

As usual, don't feel obligated to stay within the reaches of the ones listed here...

Reaper: Lots of skill with scythes. Main combat class. Most likely to talk about how he and his friends can "never stop trying".

Healer: Somehow received restorative magic powers, either through mutation or blessing. Most likely to be yelling out the name of the male lead in tight situations.

Surger: Acquired offensive magic abilities in one way or another. Most likely to scratch chin while eyes are arrogantly closed.

Rogue: Slender and very fast on the feet. Most likely to giggle mischievously.

Mixer: Has some skill with miniature scythes and an odd sort of magic that backs up their scythe attacks. Most likely to have a smug sense of superiority.

-SAMPLE CHARACTERS-**Ara the Magi (f)**

A 27 year old high priestess of Paragon. Can communicate with monsters.

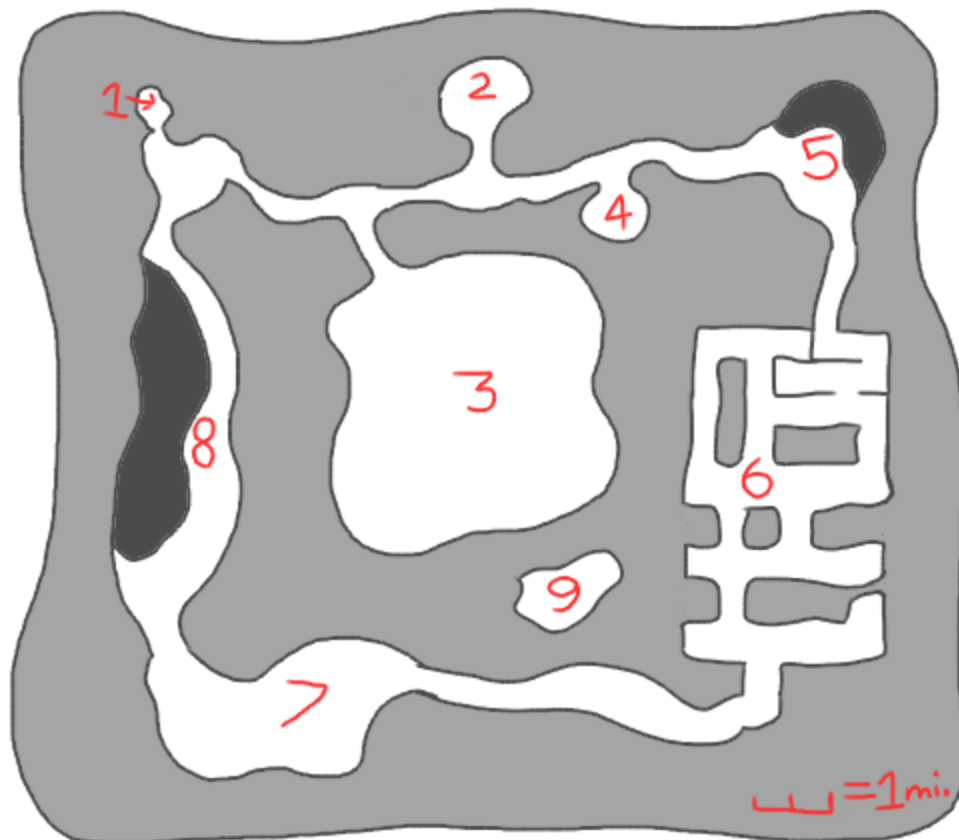
Clichés: Healer (4), Scholar (3), Cunning Linguist (3)

Vega the Forlorn (m)

21 year old treasure hunter. One of the few non-imps to brave the poisonous tunnel.

Clichés: Reaper (4), Swashbuckler (3), Master Debater (3)

-UNDERWORLD MAP-



-POINTS OF INTEREST-

- 1: The stairway to the upper world.
- 2: The resting place of Paragon.
- 3: The main Forlorn/Magi city.
- 4: The place which edible sub-subterranean plants are farmed.
- 5: Known as "The Abyss's Abyss". Absolutely nothing is known of what is down this pit.
- 6: An astounding labyrinth made from an obsidian-like stone. Giant halls with amazingly high ceilings.
- 7: The main Imp city.
- 8: A giant cave filled with noxious gas theimps don't have trouble breathing. About 40 feet into the pit is the top of a dark lake; incredibly huge, incomprehensibly frightening beings have been known to peer out of the water and up into the cave occasionally. It's speculated that these legendary things are the cause of the fumes.
- 9: The enigmatic temple where the high Imps, Forlorn and Magi discuss issues worthy of note. There are no obvious tunnels that lead here- they are all hidden.

-MONSTERS-

Esidarap holds, generally, the common sort of monsters you'd expect to find in a giant cave. It does have some unique oddities though, which I will link to once I create sheets of. Until then you can get some miscellaneous monster sheets at my [main page](#).

-SCENARIO IDEAS-

Starting a journey should be easy enough (if it's not, refer to S. John Ross's excellent [Big List of RPG Plots](#) for help on that). However, if you'd like help in advance for ending one, here are three basic endings:

Mended Fences: In the heat of the inevitable Paragon followers v.s. Phoenix followers war, all fighting is ceased after observing a selfless act of kindness from a Paragon follower to a wounded Phoenix follower.

Retribution: Paragon v.s. Phoenix war happens, Paragon side crushes Phoenix side by stroke of luck. From here on, either "the job is finished" or a peace treaty is compromised, perhaps leading to another "golden age".

Accustomed to the dark: In the final moments before starting to siege the upper world, the Forlorn and Magi begin to realize that they are living better below the earth than they were above it. They make

great leaps and bounds in technology, and sleep easy knowing they are superior to their cousins on the surface.

-SPECIAL THANKS-

S. John Ross, Joshua Moore and Will Douglas. (list subject to grow?)
I'm sure you guys know who you are. Thanks!

-IN CLOSING-

It was fun logging the few hours I did into this setting and I'm pretty proud of it. If you have any comments (or critiques) or make use of it, please let me know by dropping a line to zachlazarus -at- gmail -dot com. (with the at and dot obviously replaced with @ and .) That would be awesome.

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