

A Player's Guide to Exender



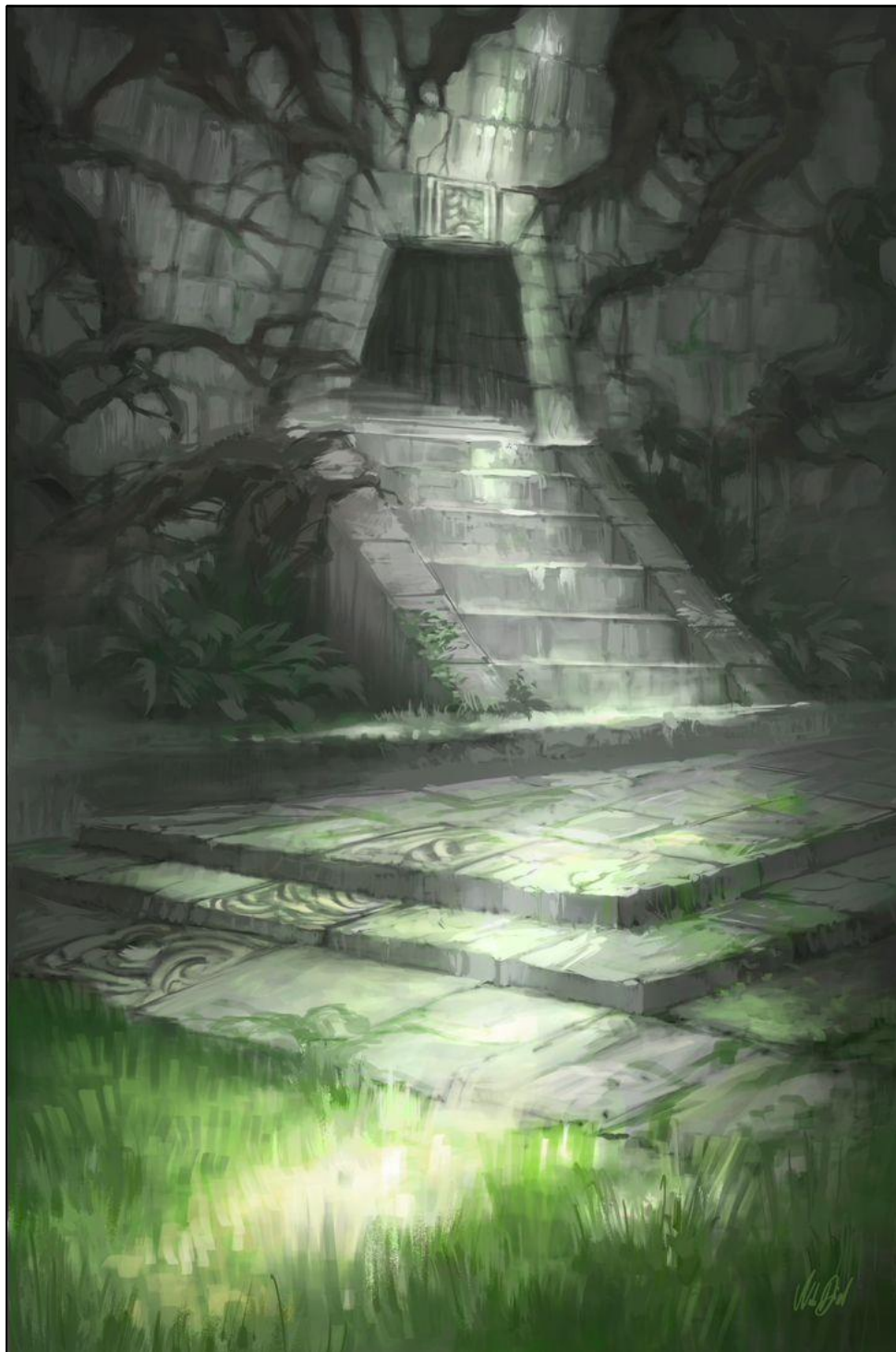
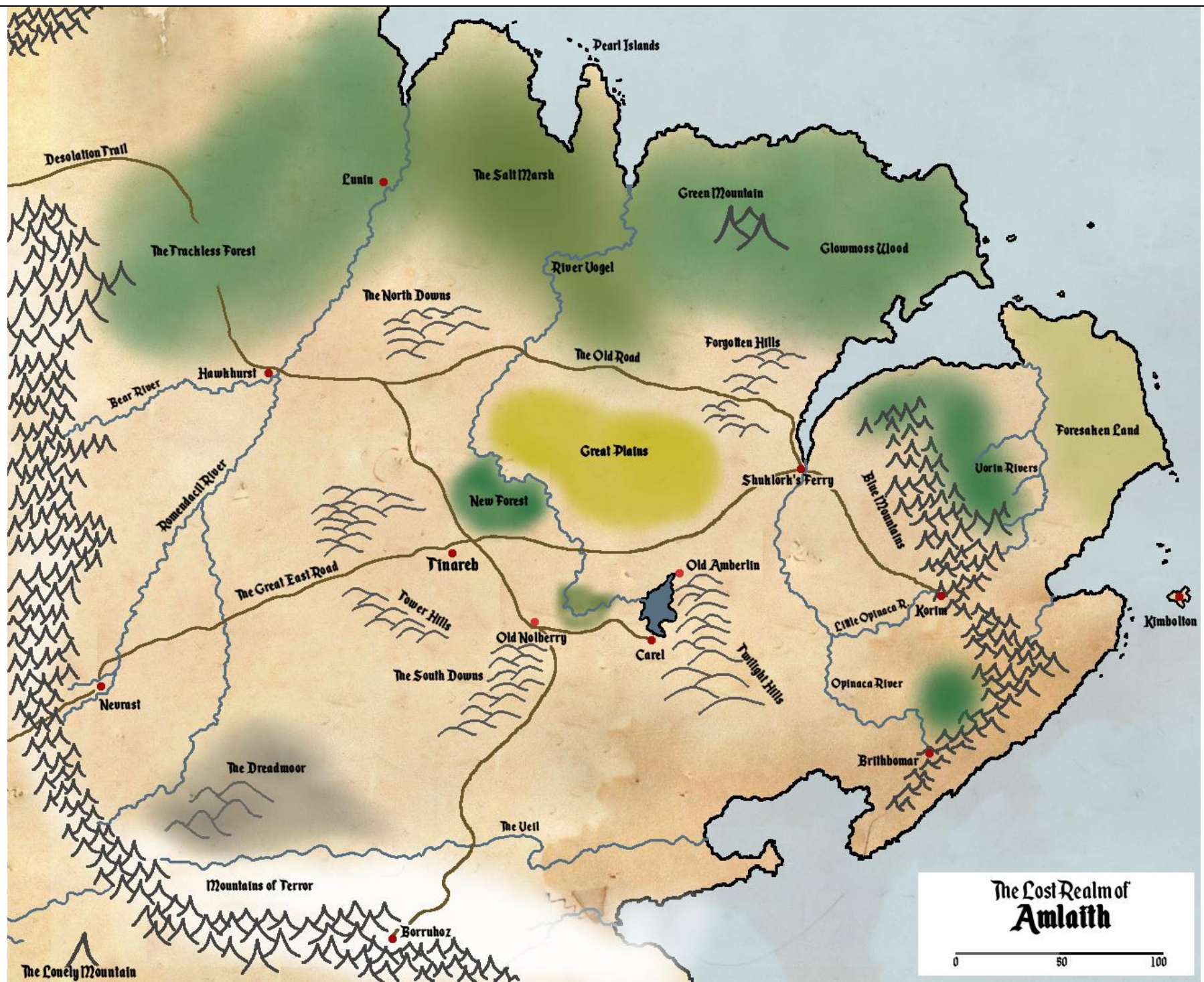


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Wild Places

Beyond the towns and cities, Exender is a lawless and dangerous place, and much that once was known has been lost through the ages.

The Mountains of Terror

Tall, sheer, and rugged, these mountains have kept far civilisations from encroaching on the desolate peace Exender has enjoyed for centuries. But it isn't merely the mountains themselves that are dangerous – they are infested with monsters, brigands and wildlings. Aside from one narrow pass, the mountains are effectively impassable.

The Trackless Forest

A large, dense, impenetrable forest which technically has two tracks in it. However, neither of them get within fifty miles of the other, and that fifty miles of trackless, impenetrable woodland is the region's other major bulwark against intrusion from outsiders.

The Great Plains

A wide grassland that grows two stories high. Farms try to encroach on the edges of the plain in an effort to grow bigger crops, however the native megafauna generally put a stop to their efforts quite quickly.

The Dreadmoor

This southern upland rises high above the plains, covered by fogs throughout the year. It has long been crawling with the undead.

As best anyone knows, the Archlich Zyll is still lord of the Dreadmoor. None may contest the rule of Death in his grey land, but Zyll seems content to keep his marauders close to home.

Glowmoss Wood

This large forest dominates the headland north of the Forgotten Hills. It gets its name from the bioluminescent plants. Stories tell of the horrifying ways of bloodthirsty tribes dwelling deep within the wood.

Foresaken Land

This desolate region is sparsely inhabited by nomadic tribes of Gold Dragonborn. It is famous for the powerful sandstorms that occasionally rage across the deserts. According to legend, they can be controlled by a great temple at the long-lost Azure Oasis.

Old Amberlin & Old Nolberry

Struck by war and disease, two of the three Great Cities of Amlaith lie in ruin. In these later times, only Tinareb still remains a vibrant city.

Lunin

The old tales tell that deep in the Trackless Forest is the great city of the Wood Elves – Lunin. Supposed to be somewhere on the banks of the Romendacil River it is said to be made entirely of gold!

The Salt Marsh

Splitting up the two great forests, the fetid swamps of the Salt Marshes separate the North Downs from the sea. Technically.

Pearl Islands

Far from anywhere, the Pearl Islands are famously rich with pearls.

Major Settlements

Borruhoz

Deep in the south, Borruhoz is inhabited chiefly by Silver Dragonborn, and other hardy mountain races. It was once a part of Amlaith, but threw off the human oppressors centuries before the kingdom fell and was intermittently at war with the remnant kingdom.

Carel

Before the fall of Amberlin, Carel was very important, a gateway to the capital on the far side of the lake. Now, it is an unimportant backwater.

Hawkhurst

The chief settlement in the north, is hundreds of miles away. Little news makes it to the other major settlements.

Kimbolton

Amongst those who know that both the island and its main city share the name, Kimbolton is believed to spiral up into the sky.

Korim & Brithbombar

The Dwarves of the two city-states delved beneath the Blue Mountains – Korim and Brithbombar, fight as only siblings can. Both are Ironfists, the third of the Seven Houses of the Dwarves – a proud, honourable, and warlike clan.

The greater of the two cities is Korim, and its influence spreads far out onto the plain. Brithbombar may be overshadowed politically, but has the better artisans.

Nevrast

An outpost of the High Elves, Neverast is responsible for keeping open the only pass through the Mountains of Terror. It also has a wide range of adventurers from other races resident, or at least enrolled in its armies.

Shuklork's Ferry

A hustling port city, Shuklork's Ferry is a hub of commerce and industry for the eastern part of the region. It is very cosmopolitan and is by far the easiest part of the continent for outsiders to reach. As such, there are more different races to be found here than in any other city.

Tinareb

The third great city of Amlaith is the only one to have outlasted the kingdom, and it is now by far the largest and richest settlement in the region.

There may no longer be an empire, but Tinareb is still the great cesspool into which all loungers and idlers are irresistibly drained.

Although these days, with the roads so dangerous... let's just say that more people are drawn there than actually arrive.

The Civilised Folk

The civilised folk of Exender were united through war, diplomacy and marriage by Good King Ommin.

In the three thousand years since, Ommin's heirs did their best to preserve, and even increase, his legacy. But over the centuries, his subjects slipped away.

This culminated nine hundred years ago, when a Dragonborn army rode north, destroyed the university city of Nolberry.

Humans

Humans are the most common of the civilised races in Exender, and the most varied. The major tribes are the Songa, the Waorani in the eastern forests, and the wild, untamed Macusa of the northern mountains. The largest, and most advanced ethnicity is the Alemese, and it is from this people that most human lords come from.

Elves

Elves are a reasonably common sight, but they are still viewed with scepticism by the other races. Their Fey ancestry sets them apart from the others, but the elves are renowned as beautiful singers, talented artisans, wise counsellors, and fierce warriors.

Dwarves

The Ironfist Dwarves have lived in Exender for so long, that even the elves believe that they were placed here when the gods forged the world. According to their own legends, the longfathers of the Dwarves

helped the Gods to fashion the material plane, and were rewarded with a place inside it.

Dragonborn

There are two major populations of Dragonborn, the Gold Dragonborn who roam the Forsaken Lands and the Silver Dragonborn who hold the southern fastness of Borruhoz. Outside of these areas, Dragonborn are likely to attract attention.

Halfings

Halfings are a small people. They largely keep to themselves in the Forgotten Hills, and try to avoid visitors where possible.

Tieflings

The Isle of Kimbolton is home to a colony of Tieflings. Being so far out to sea, it is not widely known. From time to time, Tieflings do arise on the mainland, so they're not unknown – but as the spawn of demons, they are widely distrusted.

Goliaths

Towering tribes of Goliaths can be found in many of the mountains, but they also run the city of Shorlock's Ferry – a town that grew up over the years from one single Goliath operating a river crossing.

Half-Elves, Hobgoblins, and Half-Orcs

Half-breeds of all kinds are exceedingly rare, as it almost always requires a complicated ritual for members of the different species to procreate.

A naturally occurring half-breed is often taken as an omen.

Religion

The civilised races worship a polytheistic system of gods, originally worshipped by the Alemese and spread across Exender through their conquest of the region.

These gods appear in dreams and visions to their followers wearing countless different faces. Corellon is often depicted as an elf, but is no more an elf than a panther – for he is a god, transcending the physical laws that bind even Angels to their true forms.

But while the old tales tell of times when the Gods were active upon the material plane, that time is not now. Lesser creatures – Angels, Demons, Saints, and even powerful Clerics now represent the divine.

The Gods of the Pantheon

Avandra is god of freedom, trade, travel, adventure, and the frontier

Bahamut is god of justice, protection, nobility, and honour

Corellon is god of the thaw, beauty, and the arts, as well as patron of arcane magic and the fey

Erathis, is god of civilization, founder of cities, and author of laws.

Ioun is the god of knowledge, skill, and prophecy.

Kord is the storm god and lord of battle.

Melora is the god of the wilderness and the sea.

Moradin is god of creation and protector of the hearth and the family; Patron of dwarves.

Pelor, the chief of the gods, is god of the sun and keeper of time, the lord of agriculture, bountiful harvests.

Sehanine God of mysteries, love and the major moon, the patron of trickery and illusions.

Eilistraee god of song & dance, swordwork, charity, and the lesser moon. Patron of the Drow who live on the surface

Nusemnee the god of redemption, heroism; and hope.

Kelemvor is also known as the Lord of the Dead or Judge of the Damned. They are the god of death, ensuring that each soul reaches its destination at the end of life.

The Black Gods

It is dangerous to worship the Black Gods in public, but those who have, through their worship, gained power, often parade their faith gladly and teach their hatred as virtue.

Asmodeus is the Lord of the Nine Hells, god of tyranny and domination, and the commander of devils.

Loviatar is the god of war and conquest. Tribes of evil creatures conquer in her name.

Gruumsh is the god of destruction and overlord of marauding barbarian hordes.

Lolth, god of shadow, lies, and spiders. Mistress of the Drow.

Tiamat god of wealth, greed, and envy is patron of chromatic dragons.

Torog is the god of the Underdark, patron of jailers and torturers.

Common superstition holds that if his name is spoken, the King that Crawls will burrow up from below and drag the hapless speaker underground to an eternity of imprisonment and torture.

Vecna is the god of undead, necromancy, and secrets.

Zehir is the god of darkness, poison, and assassins.

Well Known Organisations

The Shadowcloaks

These devoted followers of Kelemvor have two important duties: their first duty is to lay the dead to rest and to comfort the living, yet they also are unrelenting and merciless enemies to all undead creatures. an abomination unto their lord.

They are not attached to any one place; their ministry encompasses entire world. A Shadowcloak is expected to travel far and spread the teachings of the Lord of the Dead.

Cohort of Skiptracers

When a criminal flees the scene of the crime in these dark days, there is little that can be done. If their identity is known, the township or local lord can call upon the Skiptracers to try and capture them – or, for the right price... perhaps a more permeant solution?

To have a ranger on their trail would be unfortunate, but the members of the Cohort of Skiptracers are feared by criminals, who know that a Skiptracer who takes a commission *will* get their man, though it may take years.

The Silver Stake

A lycanthrope-hunting organisation. Many of the members are those who have lost loved ones to lycanthropy, or want to make a difference.

Other members of the Silver Stake are motivated by religious fervour, seeing lycanthropy as an affront to Sehanine and Eilistraee.

Companions of the Noble Heart

A knightly order devoted to the faith of Saint Ilmater, the One Who Endures.

The Companions of the Noble Heart are bound to seek out and destroy the cruel, those people who tortured and enjoyed the suffering of others.

The Gold Seal

A merchant's guild, and, since the razing of University at Nolberry, the sponsor of the finest college this side of the Mountains of Terror.

Pelagic Mercenary Company

Led by the mysterious Lady Bloodsword, the Pelagic Mercenary Company is set apart from the other mercenary companies of the region by its roster: The Company's membership is largely made up of "monstrous" humanoids and other creatures, with humanoids only serving in support roles.

Unlike the Companions of the Noble Heart, or the Silver Stake, the Pelagic Mercenary Company is motivated by profit, and a sense of adventure.

The Royal Mint

One of the last remnants of the Kingdom of Amlaith, the Royal Mint still stands in Tinareb. Inside their walled enclave, the Royal Mint still produces all coinage used between the Mountains and the Great Sea. Who knows what relics of the past are kept safe deep in the Mint's cavernous vault?