

WHAT IS THE DAEDLANDS

IN THE BEGINNING, SEVERAL GODS MANAGED THE creation of the world of Raul in cycles, called Epochs. Every Epoch would last three thousand years before a being known as The Huntmaster would be awoken by two fighting gods, and he would cleanse Raul, with each god picking and choosing what pieces of the land they would like to move on to the next generation. This cycle was ended when The Huntmaster was killed by a small group of mortals carrying a powerful artifact, leading to the 601st Epoch being the last. The heroes fell to the newly formed world, and fate assumes that they survived.

However, the cycle of rebirth had a secondary purpose, as The Gods also used the magics of their realms to restore and control The Weave, a magical aether that allowed magic to be used and controlled. This power descended from the gods to their children, the 18 species of dragon, and down to the land. With the renewal, this would reinforce the power descending and reform the weave.

This was fine for eight thousand years, until the founding of the Ara-tsat Empire. These highly xenophobic elves drove the dragons to extinction over the next three thousand years, until the final two dragons fought and were killed over the Capital of the Ara-tsat empire. This caused a rift to be created in the weave, letting unrestricted and unencumbered magic flow through, causing a time known as The Sea of Embers. For a decade, the lush grasslands burned with the fervor of untempered magic. This was the beginning of the glass sea, a ridge of melted sand, soil and rock that surrounds a ring around the ruined city. As the sea cools, the rampant magic caused an ever expanding ring of sand to expand over thousands of years, to the point where Raul is now, where the desert is only held at bay by the Irontrench mountains and the Wood Elf Forest to the South.

(A sample "Adventurer Map" of the Daedlands)



THE WARD OF THE THREE, ENTERING THE DAEDLANDS, AND LEAVING TO THE PRIME MATERIAL PLANE.

"A infinite grey plane extends before you; the only feature is a massive rift, bathed in multicolored light. You can feel yourself being dragged into it, pressed, pushed. Then suddenly you are falling. Your face hits hot sand, and you scramble to your feet. Desert in every direction. Wherever you've landed, you're stuck here now."

There are several ways to get into the Daedlands, but unfortunately, only one guaranteed way to get out. Most travelers arrive via the magic of the breach - stolen from oceans, forest, seas and towns of the planes. It's hard to trace when and how the scar will strike, but it will always be quick and without warning.

The Planar Explorers The scar has become visible across the entirety of the astral plane, and this has become a point of concern for the races of the Prime Material Plane. You were part of a expedition deep into the astral plane, when you and your party were swept up and stranded into the desert.

POTENTIAL HOOKS

THE PLANAR EXPLORERS

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PARTY OF THE GODS

You served your life well, and on the way to your afterlife, your god intervened. You weren't given a quest or geas, but your body was reformed and you were sent to the near endless wastes of the Daedlands. You can feel your patron watching from the aether.

THE PORTAL ACCIDENT

You had heard the stories, but you assumed it was all fairy tales to scare young adventurers. But when the church fell into the nine hells, the portal your parties mage made was the only way out. Unfortunately, the demons ripped him apart, and now you're stranded in the sand.

THE SEAFARERS

You were on your way to a provincial city to reinforce a adventuring garrison when a whirlpool swallowed both you and your ship. You still have the ship, but you are stranded with miles of desert in every direction.

LEAVING THE DAEDLANDS

Leaving the Daedlands is a much more difficult task. One could try a portal out, but because of the density of planes around the Huntmasters realm, they are incredibly unreliable, with a 80% chance to end up in one of the huntmasters realms instead of where you intended. That being said, there are some ways out. Paying off the Pirate king with several thousand gold will allow a route out, including the Pirate Kings help in dealing with the Pact of the Three.

If you want to try to portal out, you will need to find a way to circumvent the Pact of the Three. The first layer of the Three is the Layer of Combat. The players will be thrown into combat against 6 opponents who they fared the worst against. The second layer is the layer of knowledge, which they will be pitted against their deepest, darkest secrets. The third layer is the layer of will, where the player will be forced to match wits with the mind of a god. Failure will send the characters careening back to the desert, however success will send the players and their boat to whatever sea is their goal.

SHARDS OF PREVIOUS EPOCS

THE PLANE RAUL EXISTS ON IS STRETCHED LIKE A onion skin over the debris of previous incarnations, with the realm of the huntmaster at its core. As the new Epos would be created by the Great Hunt, the celestial frame would shatter, crushed by the new world. However, invariably, bits of these previous world would survive, through magic, science, or pure luck. The following is a catalogue of all known epoch with remaining survivable land.

EPOCH 600: THE GRAND GOBLIN EMPIRE OF STEAM

The remaining site is protected by a large piece of the Celestial Dome, creating a bubble around part of The Capitol and the surrounding farmlands. Discovered by the Ara-tsat in 320 BDL, the entry point is a fractured piece of celestial dome buried deep under a ruined Gythankian Temple, sealed by the elves after the ruling goblins fought back and killed several Inquizitors. The empire runs on steam based technology, using several stable portals to both the elemental planes of fire and water to power massive steam networks. This empire was advanced enough to push back the Wild Hunt for a time before the Domebreak. they have been isolated for so long that many residents no longer know of the larger cosmology of yhe multiverse, even though this epoch has connections to several previous Epos.

THE PACTLANDS AND THE ASTRAL PLANE

If the players do not want to attempt their hand at the Pact of the Three, there is one more option. The Demiplanes that the Epos of Raul and the Realm of the Huntmaster inhabit are nestled into a corner of the astral plane. In fact, the Pact of the three is a physical and astral barrier created at the edges of these lands. Everything inside this barrier is known as the Pactlands. The Pactlands are hostile, and filled with bits and pieces that the Huntmaster discarded over his millenia of rule.

Scattered are the remenants of thousands of civilizations, the monsters they created, and the monsters that refused to die. If one could journey to the edge, it would take 3 months from any of the established portals. There have been many groups who have breached the walls from the outside in the past, including the Ilithid Empire, The Remanents of Zur, and more than one demonic army. These holes can be found, but often are still held by their creators. Even then, making it out would still leave you stuck in the Astral Plane.

EPOC 599: THE DARK PLACE

Not much is known about the plane during the time of this epos. The land seems flat and barren, and other then the light of the Celestial Dome shard that one enters through, there is complete and total darkness. all light sources are extinguished after a distance of 10 feet, and the silence is suffocating. those who stray off of known paths tend to never return, even though no known creatures have ever been found. Strangely, the only constructions that have been found date after the fall of this Epos, and surviving stores come from Expeditions to The Huntmasters Realm. Stories say that the Capitol fell to Ky at some point, and the God blasted the surface of Raul clean. There are some rail tracks and stone buildings placed here by The Goblin Kingdom, but not much to find.

EPOC 578: THE PURIFICATION WARS

In contrast, the sections of this Epos that survive are from a world where Gythanka won, and became determined to remove the existence of Ky and his worshippers from Raul. Still patrolled by the metal Automata of the Church of Purity, these sections of battlefield are filled with disintegrated fortifications and machines of war that are completely gutted. The Lord of Purity, a massive mechanical wolf made in the image of Gythanka, commands the forces from the top of yhe hill in the center of this realm, and still hunts adventurers with zeal.

EPOC 523: THE LAND OF DECAY

A congealed ocean filled with filth and corpses, with undead fish still swimming through it, and decaying islands of dead trees and roving monsters. In the center of this waterlogged waste is the drowned capitol city, the broken church of gythanka dominating the otherwisely destroyed city. This is a land fallen to Ky, and none of the faithful of other religions remain. All encountered monsters will either have contract or undead templates applied to them.

EPOIC 498: THE LAND OF SPIRITS

Arrival to this epoc would land one in a tall, misty forest. The trees above seem to stretch to impossible lengths, and the thick vegetation makes it hard to move off of established paths. This forest is one where Oglier is the only lord who remained, and the mists signify his domain. Wandering packs of Macellium pigmen are the only remaining sentient race. This epoc is dangerous to travel, as wandering into the mists may cause a traveler to either become lost forever, or appear in another realm entirely (often ending up in the Huntmasters realm).

EPOC 480: TRIBAL STATES

There are only a few, claustrophobic traces of this age. The Skyglass has hidden a few domes of mostly abandoned and burned wooden forts. The Great Goblin Empire of steam has stories of grand wooden palaces, but no traces have ever been found.

EPOC 376: THE LONG DEATH

The long death was the longest running epoc, running for twelve thousand years. The initial conditions of the huntmasters awakening were delayed, and Ky was imprisoned with the Worldrender, so the epoc continued. Not much survives in the records, save for accounts of the slaves that fled during the final days.

THE ORGANIZATIONS THAT THREATEN REALITY

WHILE THE HUNTMASTER AND THE RIFT ARE existential threats, they are slow, and managed by those living in the desert. They cannot be stopped, but they can be slowed, and that is enough for most. However, there are some who seek a quicker end to everything.

THE ETHERFERRITE SMITHS

Using forbidden technology and horrifying rituals, the Etherferrite Smiths seek to remake Raul in the image of their patron. Melding flesh, disease, and magic, sects of Etherferrite smiths are hidden in almost every town and village. The patron they claim to serve is Gal-var, the "lord of meat". Strangly, divination magics and even

they speak of metal corridors and the great clensing, although sources do not elaborate on who was in power or what the cleansing was. Some bits survive from this realm - The main civilization was master enchanters, wielding both permanence and trigger runes to startling effect. Using variations on the light spell, discovered archeological sites have contained ceiling tiles that can change color and emit light due to stimulus, and speak of horseless carriages powered by golems and the weave.

EPOC 183: THE GRAND GARDEN

One could mistake the grand garden for Epoc 498: The land of spirits, but the comparison is only skin deep. It appears like the forest in the land of spirits with the deep mist, with the exception that there is no intelligent life within this forest. Long term exposure has negative effects on inhabitants intelligence, at a rate of 1 point per week. As long as the character is not reduced to less than five intelligence, this will be restored at a rate of 1 point per week.

EPOC 44: THE FIRST MOON OF RAUL

The story behind the first moon of Raul have been lost to time, but what is certain is that this is the only Epoc that survives in full, visible for all the denizens of Raul to see. Stories tell of the attack of a god from the Prime Material plane during the Great Hunt of this era, causing the Huntmaster to remove the entire realm, instead of selecting what he wanted from the surface. This moon is dead and gray, but many scollars have suggested that the ruins on the surface, visible with an advanced enough telescope or sight glass, have had a memetic effect on every epoc that came after. This explains why every epoc, no matter the ruling species, would always build the same Capitol City. Deep in the Daedlands Desert, adventurers can find the ruins of the Elven Lunar Explorers Guild, as well as a magical portal leading to the moon itself. Beware though - The moon has no atmosphere, and explorers without a secondary plan will suffocate in 1d20+CON minutes.

spells as powerful as wish will neither confirm or deny Gal-var's existence. What can be felt is the power of the rituals his followers cast.

The initial stage of an infection starts with a boil of infected meat being grown by the cultists in some hidden corner, forgotten cellar, or sewer of the city that they are inhabiting. This boil has 20 hp, plus 5 hp per citizen or creature killed by the resulting plague (see below). The boil has resistance to damage and immunity to non-silver weapons. It is immune to fire, lightning, cold, and acid. As the boil grows, it will begin to reshape the world. The illness the boil brings is a contact sickness. The cultists are immune to this disease, but what starts as a wet cough quickly develops into pustules and sores, eventually leading to death.

This disease is resistant to magical remedies, often seeming to be cured and then resurging after several weeks have passed. Only finding and destroying the boil will cure this disease. Affected people and creatures will have their constitution and strength drained by 1 point per week, until they hit 0 and die. After a certain threshold has been met, the boil will begin replacing dirt and rock around it with flesh and bone. The flesh and bone is non-living and does not rot, but for all purposes looks and smells like meat. Eating this meat will incur a more advanced version of the disease the boil spreads. Characters and creatures who are immune to disease can eat this with impunity. After three months, the boil will pop, dragging the entire town and all remaining inhabitants into the realm of Gal-var. None have returned from this fate.

THE NEW HUNTERS

The New Hunters believe that the stagnant state of Raul is entirely due to the fact that the Huntmaster lies imprisoned, and seek a way to release him from the control of Worldender. Made of outcasts from all the races of Raul, this group tends to find themselves constantly in direct conflict with the forces of Gythanka and Oglier. While they may be aligned in many aspects, the Hunters still often have a love/hate relationship with Ky and his Warlords, mostly due to how unpredictable the Lord of Corruption is.

The New Hunters have agents in most academic circles, and will often clandestinely fund adventures deeper and deeper into the desert, with the goal of eventually penetrating the Great Storm that surrounds the Elven Capitol, and climbing down to free their patron. The Dwarves push to cleanse their lands of the New Hunters, going so far as to individually vet adventurers for the deeper treks. However, as the pressures of the desert increase, more and more dwarves are starting to wonder if these rogues may have a point.

THE TORMEAN NECROMANCERS

Big, organized, and unscrupulous. The Tormean Necromancers are a startlingly large group of wizards and sorcerers who have banded together to make a profit off of the constant death of the Daedlands. Using the techniques perfected by the Ankaran Machine, these merchants repurpose Ankaran Guard and Coffin Wights alike to create walking amalgams. The most well known is the Striker Skeleton.

A basic skeleton with sacks of highly flammable oil stored in its torso and a clockwork flint and steel connected to its legs. The skeleton has been treated to be resistant to fire, and as soon as it is brought to half health the sacks of oil will burst, surrounding a 3 tile radius in oil. Next turn, the striker will hit, lighting the pool on fire, including any enemies trapped inside. Other Striker Skeletons that have not been popped will explode into a 4 tile radius fireball with piercing

shrapnel, dealing 4d6 fire and piercing damage, with a save for half damage.

Tormean Servants are another creation of the Necromancers, advancing on the clockwork vocal mechanisms of the Ankaran Guard. These creatures are able to store 25 messages of up to 10 minutes each, and can selectively play portions of a "track" to make more complex speech. It also can record 3 additional "tracks" based on things that it hears from its environment, and is able to replay these recordings as normal speech. The base of these creatures is a similar process to animating a ghoul, though they do not suffer from the awful smell of the former undead. They are always dressed in finery or suits, and have the ability to change outfits without help from a owner. They have the intelligence of a older child, and are able to independently determine when to take actions or command minions.

Minions controlled this way do not need to be tuned to an amulet. Each servant can control up to twelve other creations, and have the ability to adapt to complex orders - however, they also have the reputation of being maliciously compliant to a cruel or inpolite master. Other creations are inscribed with runes for spells or given hidden weapons. Each of these creations can be controlled by a specialty tuned amulet, and given up to 3 simple instructions to follow. These are popular in illicit supply chains, where having all the grunts be disposable is a benefit.

The Tormeans believe that the world has ended for a final time, and this is a unique hell made by a capricious god. They seek to find and strip the corpse of the huntmaster, to twist the powers of the realm to their own ends. The only thing stopping them from achieving their ends is the intense magical storms surrounding the tear, meaning none of their minions can ever descend, and none of the necromancers are yet willing to risk their own flesh.

"ON THE ORIGINS OF RAUL" BY ORDO AMNI

There are many different origin stories of Raul, but only two are of import: The Scorching and The WorldForge.

The Scorching is an origin story held by several different Elven societies over several Epochs. The story, strangely, is always the same. It is my personal belief that this is the work of Lord Oglier and not some form of insite we have, but then again, I have been accused of being too suspicious of heresay.

THE SCORCHING

In the beginning, there was the sea of fire and an island. The island was home to the goddess Inndo, and the sea was the domain of Kythan, the day. Each morning Inndo would tend to her plants, and each afternoon Kythan would burn any who had grown too close to his sea. Inndo would cry each night for her lost children, and begin again the next day anew.

Inndo had created many things in her garden. She had created the dwarves to tend to the earth, and the humans to tend to her animals. But yet all was not right, as each night Kythan would continue his assault on the garden, and her tears would continue to flow.

One night, while Inndo wept at the destruction of her children, one of her tears fell on a single flower. This flower was transformed by the magic of the goddess, into Rogar, first of the elves. Inndo took him in, as he was the only creature not created to serve the garden, and she decided to teach him the ways of the druid.

Many years passed, and Inndo no longer wept every night. With the help of Rogar, the garden stopped approaching the sea, and it flourished. This angered Kythan, as he believed it was his right to destroy what he pleased. Furious, Kythan flung fire from the sea, and burnt much of the garden. This angered Rogar, who plotted revenge. Taking burnt wood from trees that Kythan had felled, gut from an animal Kythan had slaughtered, and metal from the world of the dwarves, Rogar fashioned a bow and arrow and confronted Kythan.

"Lord of the Day, your terror is over!" Rogar bellowed at the open ocean of fire.

Kythan approached the shore, standing many times as tall as Rogar. "Tiny bug, what are you going to do? This land is mine to do as I please! Without me, you are nothing!"

With that, Rogar pulled, for he was part god. He used all the pain of the burning garden, all the anguish of his mother, and fired an arrow straight through the god. This lifted him up, far far away, into the night sky.

Taking this opportunity, Inndo banished Kythan from the surface of the earth. This lakes of fire were quenched with seas of water, and should he ever land his fires would be destroyed. Satisfied, Inndo granted all the gardens of the earth to the elves, to keep safe and nourish life.

THE WORLDFORGE

In the beginning there was the Grand Forge. From this forge, everything came. The first thing created from the forge was Kargin, The Forgemaster, imbued with the ability to work any material. Kargin took it upon himself to create the other gods from the forge: Marcse, the Battlemaster, Kored the Merchant, Gassat the Apprentice, and Osil the Slow. Kargin was proud of his work, and set the other gods on their tasks: Marcse was to develop honor and war, Kored was to develop writing and math, Gassat was to learn all there was to learn, and Osil was to create the dwarves out of clay.

However, Osil did not want to use clay. He believed himself to be a better smith than his creator, and dreamed of creating gleaming collosus out of metal. However, the only place he could do that was the Grand Forge, and he was forbidden from touching it. So in secret, Osil made a forge out of clay, and stole a ember from the Grand Forge in his cloak, and got to work building his colossus. For ninety days and ninety nights the gods toiled, until Osil completed his construction. The colossus was bigger than any of them, and as a final piece, Osil added the ember he had stolen and gave the colossus life.

If Osil had asked Gassat, he would have found his flaw. If Osil had asked Kored, he would have noticed his mistake. If he had asked Kargin, he would have stopped him. But Osil had pride, and it was his undoing. The colossus ate Osil, and used him to stoke it's fire, but it was never enough. The only place to quench it's hunger was the Grand Forge.

So the colossus stole away to the grand forge, and took all of the embers, save one. The heat from the embers caused him to glow and the other gods took notice, rushing to save the Froge. It was to late, and the colossus rushed off to the unfinished universe.

There was only one ember left, not enough for a weapon, but Kargin came up with an idea. He quickly made the dwarves that Osil had forgotten. Kroed and Gassat gave them knowledge, and Kargin grabbed a piece of unrefined ore from the nothing. On one side he placed the last ember and on the other side a drop of water to quench the metal. On this ore he placed the dwarves, and instructed them to turn this ore into the mightiest of weapons, then threw it after the colossus.

To this day, the dwarves continue to forge the ultimate weapon, for the day when it will finally strike the fatal blow to the beast.

BURIAL RIGHTS AND RITUALS

DEATH IS A COMMON THING IN THE LANDS OF THE Daedlands, and although there is no way to guarantee a corpse will not come back to life (aside from cremation, which is frowned upon unless desperate), there are ways to ensure the dead stay put. One of which is to inture the body in the Necropolis of Stones.

Origins The origins of the ritual date back to before the Cataclysm, to the Order of Gythanka the Purifier. A knightly order, these knights believed that their lord would only accept them into the golden dawn if their bodies were lain to rest in as close a state to how they died.

Dead knights would be wrapped in a waxed linen cloth, bound with ropes, and carried to the valley of Sepulgura. Once there, the corpse would be lain on the ground and covered with a layer of stones, so that nature could take back the body, and as the Gythankists believed, the soul could be ushered into the dawn pure of worldly burden. It was by chance that the monestary on the far side of the valley survived The Time of Fires, being protected on three sides by hills. Many of the fleeing and dying Ara-tsat elves took shelter there, and the order took it upon itself to bury the dead as per their custom. The order has long since changed missions, going from an order meant to stomp corruption in any of its forms, to a order about death and the preservation of life.

THE VALLEY

If one were not aware of its history, one would not even realize that the valley was there. Over the six thousand years since the catastrophe, the layers of corpses have created an arch of crystal and stone over the river and monestary that once stood on this land. The water still flows under the sand, but now it flows below a cathedral made of crystalized magic, being one of the few wonders of the desert itself. As the monks have long since learned, the crystalization process cannot be stopped, but it can be put to use. As the layers built up, the forward thinking monks carved hidden spaces and stairways leading down to the center, and some rumors say that the tunnels beneath the monestary hold evils that need to be preserved there for all time.

THE PREPARATION

As it was done in the old days, preparing a body is much the same. The corpse is wrapped tightly in cheap linnen and then bound, and it is the duty of the family to arrange transport of the body to Sepulgura. This is often a several day trek over open desert, however the road is clear and well traveled, so there is not much danger. If the journey will take more than six days, incissions are made in the joints of the cadaver so that it will not be able to become ambulatory. These are usually done by an appointed constable, and at no charge to the family.

Once the family arrives at the valley, monks will guide them to a plot and assist them with unloading the body. From there, it is up to the family itself to cover the body in stones provided by the monks and buckets of sand from the desert.

The monks will weave nullcharms into the linnen to ensure the body does not get up before the process is complete. The process usually takes a couple of hours to complete, and within a month the crystal has grown out of the body enough to make the plot "firm". From there, it will be rough-hewn by the monks to create a flat surface for the next layer, marked, and then blessed. From this point, the family is free to go. If family cannot be found, or the body is incomplete, it will be stored in a sand pit. The bones are broken at the joints and the arms, legs, and head are folded into the center and wrapped tightly with burlap. These will be buried in an unmarked sand pit, as this saves expenses on stones for someone who may not have the means to pay for them. And pay for them greiving families do.

The stones for an average burial cost five silver, including labor. A cheaper option is red brick, but the family will need to source their own and bring it. Some noble families see it as a badge of honor that thier bricks and stones are procured from a specific place, and will ship in marble from far off ports. The prevading style is to make a heavy stone cover with "vents" that the crystal can grow through, but preserve the face of the deceased in the stone.

If the person has already turned, they need to be deanimated first. Then nullstones and nullcharms are surgically implanted into the body, before troublesome crystal growths are cut off and the body is wrapped. From there, burial proceeds as normal. The Order The present day order is wildly different than the Gythankists whom originally manned the monestary. The order now takes in priests of all faiths, as long as they agree to practice burial according to the methods taught by a church.

Famously, Rector Arnet Senatra stated "You don't need faith to lift a rock or hold a shovel. You need faith to work towards a common goal, regardless of the feelings of others". While many monks are volunteers, there are some with exceptional ability to magically alter stone that are sought out by the order. The Order will also from time to time hire mercenaries to retrieve notable corpses and deanimated subjects of necromancy for restoration and inturnment.

THE HUMANS OF THE DEAD COAST

"I will admit to share my races problematic views on humanity, but as the millenia have passed I have found myself softening in a way I could only wish to for my bretheren in Ver'addur. Humans cover all of Raul, the restrictive presures of the desert doing almost nothing to stop their prolific spread. If there is spare space, water, and the hope of a food source, you will almost certainly find a human encampment. While not as long lived as us elves or durable as the dwarves, they are the most versatile species on all of Raul... and also one of the most numerous groups haunting the wastes as Wights." –Ordo Amni

Humanity in Raul is everywhere. While human tribes have existed since well before the fall of the Capitol, the bulk of humans arrived from across the Sea of Kirat about a hundred years after the cooling of the Sea of Fires, taking residence in many of the abandoned and destroyed port side towns of the Dead Coast. A mostly nomadic culture, many groups forged inland, creating temporary towns near oases in the fledgling desert, and colonizing the land along both the Irontrench mountains and the forest of Ver'addur. These colonies have long since fell to ruin due to the expansion of the desert, with only a small habitable strip of land remaining along the Dead Cost. Still, many nomads drift through the desert, using Null Fields and null stones to create zones of safty for limited life.

THE KATASKO SALTWORKS

History has lost what the ruins of Katasko originally were, but seeking an oportunity the humans of the Dead Cost constructed one of the Great Wonders of the Daedlands - The Katasko Saltworks. Great baths of salt water moves through various ponds hewed out of the obsidian shelf Katasko sits upon, with great windows made of polished obsidian trapping light and heating up the contained pools, causing the water to steam and the salt to be easily extracted from dried pools when the sun has fallen. The Saltworks provides most of the salt traded in the Daedlands and surrounding regions, and the port town of Valletez nearby is the hub for preserved goods traded over land and over sea across the continent. This, unfortunately, has made this contested territory with the elves of Ver'addur, who consider this to be an unspecified ancestral site, leading to fairly common diplomatic squables between the races.

WHITESOCKET

Whitesocket is the offical capitol of the Human Tribes, and the seat of the Roving Judges. This port town is the primary stepping stone to the Eastern expanses of the Daedlands, and the simplest place to get guides through the Dwarven tunnels to Irontrench. The city is one of the few permanent structures of the Human Tribes, and boasts a population of five hundred thousand souls. If it can be bought or sold, it can be found at Whitesocket. Whitesocket is also the primary home of the Vatejo and

Skeejma tribes, with each holding a strong independent fort in the outer limits of the city.

The Skeejma Tribe Roughly translated to "the seafarers", the Skeejma are faithful servants of the Pirate King and provide goods and services via sea all up and down the Dead Coast. Tall and pale, they are often referred to as the ghosts of the sea, and are the defacto way to make it anywhere. Travelling aboard a Skeejma clipper is somewhat more expensive than regular nautical travel, but in contrast there are very few tales of bad trips taken aboard a Skeejma boat. The Skeejma are also one of the few groups who can navigate The Pirate Kings Mists, enabling them to shave days and weeks off of long trips.

The Vatejo Tribe Roughly translated to "the wayfarers", the Vatejo tribe are experts at navigating the Daedlands, and are one of the few groups recommended by the Roving Judges for travellers to hire. Somewhat more expensive than other local guides, they are also well known for being well stocked with things needed when navigating the desert, such as Null Crystals and Coffincurse Cream. They often hire adventurers to retrieve deceased lost to the desert, and are considered one of the few safe ways to make money from human settlements.

THE ROVING JUDGES

Human life is brutal and messy compared to that of the other races of Raul. Human law differs from tribe to tribe and city to city, but all need to abide by a group of lawmen called The Roving Judges. Formed to stop some of the more violent and self preferential treatment of some tribe leaders, the judges have near unlimited power for enforcing peace, including the imprisonment and execution of the leaders of rebelling tribes. This, fortunately, does not happen often, and the judges are in place to provide balanced law separated from status and birthright. Any case can be placed before a roving judge, often leading to issues where corrupt tribe leaders will ensure executions take place in the days before a judge arrives, and just try to weather the fallout after. Each judge travells with an enterogue of soldiers of different races and nationalities and several clerks, dispensing law according to a personally held log of decisions and a core Book of Laws created by their governing body. Any trial a judge conducts may be held up to scrutiny, so it is up to them to prove how their decision satisfies both their trial history and the Book of Laws. Judges often will apprentice with a judge that follows a similar code of ethics to what they hold early in their career, and inherit a copy of their trial history to use on the death or retirement of a senior judge. Citizens are told to expect a cold but fair judgement, and despite their personal leeway, they are considered a good part of the Human Tribes.

THE DWARVES OF THE IRONTRENCH MOUNTAINS

"A labyrinth of stone walls and impenetrable beauracracy. Iron Trench was my home for centuries, but if not for the help of the Katan family I would have long ago left. A beautiful place to call home, as long as you don't mind all the paperwork." ~Ordo Amni

Running along the northern edge of the Daedlands is a mountain range named Irontrench, named after the famed Dwarven expeditionary and leader Daelic Irontrench. The biggest city of the nation is the aforementioned Irontrench, a spanning city build out of stone lining either side of a great chasm at the foot of the Irontrench Mountains, and climbing up the mountains in behind.

IRONTRENCH

The oldest continuous city on Raul, it was initially founded in 6750 BD, however much of the surface city was destroyed in the events that claimed the Elven Emipre. Ever industrious, the dwarves dug to the roots of the mountains itself, and created miles and miles of fortified tunnels and fall backs. The city has long since been rebuilt, gleaming towers of glistening metal and stone rising over one of the strongest magical fortifications in Raul.

Designed to keep the energies of the chaotic desert at bay, a permanent line of Nullfield defences line the stone walls and barricades, ensuring that any Crystal Wights who attack are rendered inert as they scale. Massive metal ballista line the top, tipped with Nullstone heads designed to penetrate even the carpace of the Shambling Inquizitor. The chasam itself is also a barricade against the Crystal Wights, as the bottom has long since been turned into a permanent Nullfield, allowing teams of craft dwarves to make an easy living extracting crystals from the now deanimated corpses.

As the name suggests, the Irontrench region is the most southerly expanse of the Dwarven empire, riding the mountains across the northern stretch of the wastes across to the Sea of Kirat. While many of these cities were built with the exclusive function of defending dwarven lands, the region has picked up influences from both the Old Elven Empire and the Humans who moved in after. Steel clad masonry is the primary building material of much of both the above ground cities and the inhabited tunnels and work spaces below. Large pieces of metal are smelt, pressed and then hammered into place, being bolted to the stone itself by skilled dwarven hands.

The parapets and roves of many a building are covered in rare metals and fantastical statues, which acts both as decoration and tactical strategy in times of war, allowing archers and crossbowmen to move about the outer wards of the city by the rooftops, safe from detection. While the display of a gleaming city is effective for intimidation sake, during times of rough

weather it has proven to be problematic, requiring the development of specialized lightning rods to direct strikes away from buildings and to a safe location.

These metal monstrosities soar far higher then all the surrounding buildings, and are a curiosity to merchants and travelers alike. Being the closest civilized city to the Capital, this is often the jumping off point of foolhardy adventurers.

AURUQ

Auruq is the heart of the dwarven empire, stretching through the Irontrench mountains north of the Wastes all the way to the Frostlands of the north. Much of the architecture of Auruqian cities is very bizarre in contrast to normal dwarven art, hewn from obsidian with sharp angles, spines and cubic arches. The cities themselves predate both the fall and founding of the Old Elven Empire, and the migration of the elves from the southern forestland itself.

Unlike Irontrench, the dwarves of Auruq pride themselves in digging down, with massive labyrinths of forgotten halls, chambers and entire cities. It has become a right of passage for each generation to participate in the building of a new chambers and hall for their generation, marking their signatures on the walls themselves. Unfortunately, This has also lead to an even more complex sewer system below many of the older cities in this region, meaning that it is possible to get lost for weeks on end in old disused tunnels before finally finding a exit to the sea.

Also in contrast to Irontrench, the wealth of the area is much more of a secretive thing. Buildings are kept very nondescript, and it is frowned upon to show wealth without some financial gain. Even Palace Jzilks exterior is very muted, belaying the lavish halls inside. While the stonework is unadorned, it is certainly well made. The roadwork is tight enough that not a single block can be removed, and many of the buildings have stood without modification for centuries.

LAW AND ORDER

Like any civilized nation, legal disputes are not a rare occurrence to Dwarves. Unlike the other nations of Raul, the Dwarves have mandatory conscripted service and require all citizens to serve. The law is clear and there are no gray areas - every crime has an appropriate punishment and service. Death is a last resort, the courts and society preferring to use forced labor to enforce the rules, and strict anti consolidation laws are in place to prevent syndicates from growing too big or powerful. This makes the labranthine system of buracracy often inpenetrable to non dwarves, who often don't know who to talk to to make what thing official.

This has led to trading races to set up delegations entirely designed to help other races navigate the complex and often unforgiving maze of Dwarven Law. Service and craft, however, are at the core of Dwarven philosophy, so one would be seen as morally bankrupt if they did at least not attempt to help some poor elf through the shifting mazes of doors, counters and stamps, so often Dwarves will attempt to help without explaining the full instruction, leading the recipient to be much more doomed than when they started. This often leads to disheveled humans and elves wandering mislabeled and disused halls for days or weeks trying to find the one person to approve a simple trade, who moved their office a generation ago to the other side of the city.

The plus side of this is this has led to an approved “runner” class of poor, who under the watchful eye of the military will procure items and goods, and ensure that all the paperwork is completed and approvals held for a nominal fee of ten copper. As this can sometimes take days, most adventurers are suggested to complete the order for their “next” adventure before going on their present one. Even better though is to be in the good graces of a Dwarven Matriarch, who can often make the delivery same day with their skill and knowledge.

THE POOR

There is a saying in the dwarven lands, “All can serve and will be served, just some may serve better than others.”. This quote is a direct representation of how the poor are treated. It is a tennant that no one will go hungry, even if they cannot pay. It is not a tennant that they will like the food. It is a tennant that all will have a place to sleep. It is not a tennant that that place will be comfortable. At the core of this is the idea that one can have housing and food, and then all efforts can be used towards providing a better level for themselves.

Dwarven Gruel tastes like smoke, but it is nutritious and energy dense, making sure none of the eaters starve. Gruel is brewed in giant vats and distributed by the military to the citizens on a daily rotation, ensuring that all are fed. It is then up to the reciever if they would like to add any ingrediants such as pickled fruit, vegetables, or seaweed. A room with a water tank and a pressure valve to recieve hot water for heating are provided, but it is up to the individual to provide the necessities such as a straw mattress or utensils.

This allows the poor in the dwarven lands to have a higher standard of living than anywhere else on Raul, but it is not without drawbacks. Positions and work is often hereditary, meaning to become a smith or tanner one would need to be in the family, and Dwarven families are all about heritige. This leads to the paradox of poor people having the best possible “bottom of the barrel” life, but no oportunity for advancement, as that would require them to pass the scrutiny and marry into a very cautious dwarven lineage. Even established craftsmen find it hard moving to dwarven cities, as often

both sides of the family share the work of running the business and navigating the beauracracy. The only guranteed way up is to learn the system and become an expert in Beauracracy, and hope to catch the eye of some dwarf man or woman.

THE CREST KNIGHTHOOD

The Crest Knighthood is a organization formed by the Dwarves after the destruction of the Old Elven Empire to capture or destroy any of the remaining troublesome artifacts from that time. Phobic of magic to the extreme, these knights travel wherever there is rumor of trouble and go to almost insurmountable lengths to try and recover and secure any artifact back in the Quartz Halls.

This group, however the intentions may be now, have a spotty and black history when it comes to other races. When the knighthood first formed, many of its members tracked down and tourtured Ara-Tsat survivors in ill-informed attempts to gain information. Many elves died to the blades of overzealous dwarves, and for the first 100 years not much was accomplished, until the guildmaster was replaced by Atesta Kaatan in 121 DL. This caused an expansion of recruiting and the claimant of old fortified mine halls the Quarts Halls. For the most part in the present, The Crest hire contractors to retrieve anything powerful that catches their attention, no longer being afraid of minor baubles. They are also the ones who keep an eye on the various monsters of the Daedlands, such as the Shambling Inquizitor.

IMPORTANT PEOPLE OF THE DWARVEN LANDS

THE KAAATAN FAMILY

The Kaatan Family are one of the 10 Elder Families of Irontrench, and can trace their lineage back to the first days of the mines. The Kaatan compound surrounds one if the three largest forgestacks in the city, sharing a similar name. While the family itself is rather reclusive, the vast majority of enchanted items flowing from the great forges have passed through their hands. The Matriarch of the family is Gronia Kaatan, an ancient dwarf with near indeterminate age.

She controls the extended family like a chess board, ensuring that all are meeting their quotas. Often a force for good, Gronia has a preference for Dwarven people above all else, and has no problem delaying or denying supplies if it gives the Dwarven Empire an advantage. Sarret and Atesta Kaatan control the Crest Knighthood, the decendants of the Crest Inquizitors. They leverage the organization’s resources to control exactly what remenants are allowed to emerge from the sands, and often send groups of adventurers after particularly nasty pieces.

Kavan Kaatan is the master of the forge for the family, and the head enchanter for the Enchantry Guild. A skilled artisan and smith, it is his responsibility to repair or destroy troublesome items that come back from the

families many expeditions. Rarely, he will take on new contracts from mercenaries or adventurers the family favors.

THE DAELICAN FAMILY

The sons of Daelic Irontrench, the Daelican family is the present royal family of Irontrench. While many others such as the Kaatan and the Ulitors have noble titles and lands, the Daelican family controls the entire output of the mountainrange, and everything under the mountains are considered to be their domain. The present ruler of the Daelican family is Northok Daelican, an elderly dwarf with a deep appreciation for games and puzzles.

His palace is a maze of intricately carved secret tunnels, hidden rooms, and traps. Designed to be enabled in the case of a emergency, a pull of a lever behind the throne locks all the doors in the fortress and enables all the traps. The next in line for the throne is Gregor Daelican, the master of arms for Irontrench and devout follower of Gythanka. Gregor has gained fame for his many crusades into the Daedlands to vanquish various horrors of the sands, and has a strong following by the people of Irontrench. However, Gregor is extremely xenophobic, and considers all other races to be harboring the Taint of Ky, leading to difficulties with the various groups who reside in the Nameless Blocks.

The only way to gain Gregors respect is to be adopted by a good noble family of Irontrench. Second in line is the Princess, Lutricia Daelican. An outspoken volunteer and healer, she has pushed for improved conditions for the Nameless blocks for years, and it is by her work that the Minor Families have been given their estates. While she knows her brother is immovable, in recent years Northok has proved more and more receptive to her work. The final son of Northok is Talber Daelican, a quiet and reclusive prince. He is deeply absorbed by the idea that he can create a way for Irontrench to escape the desolation of the Daedlands by constructing a permanent portal to one of the many planes, circumventing both the Pirate Kings magical embargo and the troubles of traveling magic on Raul.

A delver of secrets, he has a personal dispatch of knights at his service and a fondness for exploring gateways to previous Elocs. Of all the royalty, Talber is the only one who really understands the true danger of The Huntmaster and The Wild Hunt.

GRANNY PLAGUE (ALDA STORMWIND)

No one is quite sure where the old healer on Picknen and Profit came from, only that she has never, ever been wrong. Her little shop has existed for as long as Irontrench has been a kingdom, though she claims to have originally been from a little town called Stoneyeen, no such town exists in the annals of the histories of Raul.

Kings and scholars have consulted the old witch, and every single time, while they aren't given the exact cure, she's given them just enough to figure it out themselves. As she says, "The curing's half the battle. If you don't

know why it worked, you won't know how to do it again." Alda is a diligent traveler though, despite her advanced age. If there is ever tales of a new sickness or pestilence, she will be there collecting samples and giving advice.

Her hut is filled with jars with various specimens of illness, and all kinds of ingredients and potions. She will often trade for bits and pieces sliced off of various monsters, as well as any intact and preserved organs.

TAHISH SONGHAND

One of the few accepted and naturalized Ara-tsats survivors, Tahish has run the Songhands in Irontrench for well over 6000 years. A scholar like Ordo Amni, Tahish records and teaches all the suppressed oral histories of both the Ara-Tsat Empire and the various human and orcish tribes they enslaved. A stout abolitionist, she was considered an enemy of the Ara-Tsat state before the fall, and as such had been both harbored and encouraged by the dwarven empire.

Tahish is one of the best sources for histories of the events of the beginning of the Eloc, as well as various stories passed down from the various survivors of the great hunt. She is also one of the few who knows the location of the Last Steam Airship, as well as the true fates of the survivors of The Final Hunt.

KORBIN

Korbin is a wisper of the Nameless blocks. While the Military claims there are no serial killers active in Irontrench, rumors swirl in taverns and bars of this assassin of Ky. Occasionally young and underprivileged dwarves will be found in dark corners, missing organs, arms, legs, and occasionally heads. Even wierder still, in the darkest, deepest, oldest sections of the city, stories from scavengers speak of macabre totems made from rotting meat, covered in symbols dedicated to the Lord of Corruption.

Either the Military doesn't have the resources or are being politically blocked from investigating these reports, but adventurers are more than likely to find one such crime scene if they choose to plumb the Irontrench depths.

ORDO AMNI

The master of the scriptorium, and Head Librarian of the Eternal Library. Ordo has been the faithful chronicler of the histories of Raul since 527 BDL. The first of the Eternal, he has used his age and years to delve into the deepest mysteries of The Three Wolf Lords and The Huntmaster. While physically frail, Ordo is an accomplished magician, and is anything but defenceless. He is assisted by his silent manservant, a massive orc with no known name. No one has ever heard this orc talk, but often Ordo will seem to have conversations with him, occasionally eliciting random grunts.

A lightpost for the Ara-Tsat survivors, through his help and the assistance of the Kaanan family he has

found permanent placement for the displaced refugees of his people, and dreams of one day destroying the Mad

General and releasing all the survivors he has trapped all this time.

THE WOOD ELVES OF VER'ADDUR

"I have never thought much of the Wood Elves, despite their claim to fame of having the longest uninterrupted royal lineage on Raul. They have always been a brutal people, and the way that the Ver'addur Order and the Ver'addur rangers deal justice has never failed to leave a sour taste in my mouth. Still - the forests are safe. As safe as can be when watched over by mushroom addled cannibals." ~Ordo Amni

To the south of the Daedlands is a lush and dense forest only known to outsiders as Ver'addur, or translated from Elven, Snakevine Forest. Kept in growth by Druids of the Ver'addur order, this is the living wall pushing back on the power of the desert. This impregnable forest runs from the Balkal Swamps in the south to the Hermatius Mountains to the West.

KAALOR

The crown jewel of Ver'addur, Kaalors first trees were shaped into the majestic Ashen Palace in the Prehistory of Raul, so much so that even the order has no idea when it came to be. The story is that it fell fully formed from the sky after a great scorching of Raul, and that the survivors took shelter inside and were granted the first gifts of the Elves. The living trees though are old and tight lipped, and many a druid has asked and gotten no reply.

With the exception of the Ashen Palace, the bulk of Kaalor is built into the canopy of the forest, high above any hostile monsters or wildlife. Trees molded into beautiful houses, with branches entwining to form giant bridges between them. Water is channeled up through a great cleft in the Eldentree from a deep spring below, allowing clean water to flow for all the inhabitants. This city would be a paradise, were it not for the grotesque trophies hanging below it.

Hanging below on ropes and in wooden cages are incalculable bones and mostly picked clean corpses, remnants of outsiders who would dare violate the laws of Ver'addur. These cages are seen to by the Rangers, a group of roving guards, scouts, and judges, who establish law across the forest. They hang the deceased condemned as a reminder to the citizens of the price of violating the laws of the land and the laws of strength.

THE RANGERS GUILD

The Elves of the coast carry out the old traditions of law and order being upheld by the Rangers Guild. This includes monitoring poaching and game stocks and scouting the borders, they are given deputized status to bring in any wrongdoer, no matter how slight the crime. The order is trained to primarily use non-lethal combat - this provides the Ranger an opportunity to interrogate the perpetrator, and also ensures that any downed foe does not spoil too quickly.

The office is symbolized by a enchanted banded tattoo around both the right and left arms that seems to move on it's own accord. Rangers are often the awe of elven lands, and it is considered a honor to have one choose your home to bed for the night. It is compulsory for citizens to share food and drink with them, as well as compulsory for the guest to share any kills or confiscations with their hosts. As the situation on the Dead Coast has gotten more extreme, more and more humans end up running afoul of them, and rumor has it that many border settlements are getting a taste for human meat.

FOOD IN THE ELVEN LANDS

Foreigners stuck in the Elven Lands will often be stuck with two choices of meal from any lodgings: Sphag or Sphig, depending on what they have to trade. Sphag is an elven bread containing the blood, brain and fat of a creature, often used for long journeys. It has a sweet and savory taste, and often is filled with nuts and dried fruit to make the experience more palatable. It keeps for a long time, and is the backbone of most elven meals. Sphig on the other hand is a beggars meal, using scraps of meat, offal, and leftover bits of semi-inedible vegetable. It has a consistency of porridge, and while it is healthy enough, most who are not used to it will have trouble holding it down.

Then, there is the elephant in the room. The policies of the Elven Empire are to have no waste, and that goes all the way to corpses of humanlike creatures. Either product may be filled with bits of those sentenced to death, or monsters and creatures most other races would deem either unclean or inedible. Human poachers often grace the dinner table, as well as orcs, goblins, kobolds, and even more rare beasts. Because of this, no two meals are alike... for better or for worse.

THE DRUIDS

The Druids of Ver'addur are one of the most secretive groups on Raul. Pushed into hiding by the Inquization of the Ara-tsat, the group had been warning and predicting the final conflict over the capitol for generations, and were ignored and decimated due to pride. When the predictions came true, they did everything they could to stop the fires and destruction from getting worse, but found a war at home with the Pesantry. It took actions of the Elder Council to finally bring everything under control, but the damage had been done. Many of the Elders who had sought peace had been slain by their compatriots, leading to a organization that began to believe that balance was no longer the answer, only strength. Over the last six thousand years, the Druids have slowly taken over every aspect of Elven life, even having their Elders lead the Rangers. They play though

the shadows, and have no problem forcing an outcome. While they believe in strength, they are not directly evil, and will not plot against their people, but will perform evil acts “for the greater good”. The Druids select members from magic wielding families at a young age, and it is considered one of the biggest sacrifices a family can make for the state. From there, the child disappears, and the Adult that emerges later often seems fundamentally different in some basic way.

IMPORTANT PEOPLE OF VER’ADDUR

THE SALLE FAMILY

The Salle Family are the de-facto royal family of Ver’addur, but are very obviously puppets to the Druids. The head of the family is Pollar Salle, the King of Ver’addur. A man of disgusting excess, Pollar is extremely obese and permanently bedridden. Served on by enslaved poachers, captured refugees, and non-elven lawbreakers, every need and want is seen to. As bad as the disgusting and lechorus Pollar is, his children are worse.

The eldest child and next for the throne is Patak the Cannibal. Patak is notorious for leading a band of deranged nobles and raiding various small settlements along the border to Ver’addur. Since neither the Druids or Pollar care about these rough settlements, The Rangers will not interfere with Patak and his monsters.

Sator is a sadist and Necromancer, and second to the crown. He spends the majority of his time in the Grand Tree building slaves out of the rotten bones from the hanging cages, ever striving to be able to create automata like existed in the Ara-Tsat empire. If the players ever learn this secret, be sure that Sator will be hot onto their heels, and will make sure no one else will learn it.

The third child is Tanna, somewhat of a mystery by Ver’addur standards. While not as outwardly sinister as either of their siblings, there is a clear aura of unease whenever Tanna is in the room. Clearly the favorite child of Pollar, neither sibling feels brave enough to ever make a move against Tanna. They have never been heard to speak publicly, and even their gender is unknown. What is known is that Tanna is often seen observing in the darkest parts of Ver’addur, and most Rangers consider their appearance a bad sign.

KNIFEL

The Ekithra are as alien as the Daedlands get, and Knifel of Ver’addur is probably the strangest of a race that is strange by default. Knifel runs “The Treeroot”, a general store that sits at the base of the Grand Tree. The shop is small and incredibly cluttered, often mere inches between shelves and crates, but Knifel has every square inch of the shop memorized. The Proprietor lies on a pillow sitting on a raised platform behind the counter, and inspects and retrieves any exchanged item

using only magic. Knifel does not talk, instead using several thousand wooden blocks inscribed with elven glyphs to construct sentences on a board across the room from it.

Even still, Knifel seems to have a deeper grasp of language than most Ekithra, even though it still only “talks” in Elven - the sentence structure tends to be close to perfect. Knifel likes to direct barter - if the players state what they are looking for, they will examine the inventories of players and make a proposal for several items they are carrying. While they do understand the use and purpose of gold, they will often refuse barter for coinage, stating that it’s not “interesting”. Knifel will however put extreme interest in fresh or dried mushrooms, stating that they are a “delicacy rare in my world”. The rarer the mushroom, the more likely Knifel will want it.

Knifel’s Caste is Margot, and if forced into combat will act as a unmodified Ekithra of this type. However, unlike other Ekithra, Knifel is one of the few ways to open up diplomacy with local hives, as they still share the connection to the source shared by other Ekithra, and can communicate through it. They don’t value this at the same level as other trades though, and often adventurers can get away with good leads for next to nothing.

Strangly, Knifel is one of the few Ekithra who does not respond to the question “Who are you?” with “We are Ekithra.”. What this individuality means for its place in the larger hive is but an exercise for scholars.

TORMIS SEDMUND, THE FREELANCE PIRATE

The Scourge of the high seas. Viceroy of the Rum Bottle. The most wanted man of the Dead Sea. The man who never saw a bribe he didn’t like. Tormis is possibly the most cursed and most lucky man of the Dead Sea. A Elf who captins his own living wood boat, Torvis has made noteriety for not only being one of the few seafarers who have survived not paying the Pirate Kings tax, but also one who can straight up never be trusted to pick a side. If you hire Torvis, know he will betray you, but if you have the extra coin, you can always just buy him back. He’s known for his raunchy humor, love of the lute, and complete lack of knowledge of anything historical. This, of course, dosen’t stop him from talking. If you see him on the high seas, know that you’re either a coin away from victory... or defeat.

THE VARIETIES OF CAMINAX

The Caminax come in many different colors, shapes, and varieties. Each Caminax gains features from its parent, as well as the poor soul that was used to gestate them. This creature can be almost anything that has a vaguely human shape, including demons, fey, and most humanoids.

The highest tier of Caminax society is the puppetmasters, strange partially machine hybrids that form an exclusive echelon of Caminax society. To be a puppetmaster is an honored position, and there are only ever a select few. These creatures are spared the constant combat of the other castes, and none dare challenge them. These Caminax replace most portions of their exoskeleton with a formed metal-like chitin, often formed to look like upper society masks and busts from other lands.

Underneath the mask is a nightmarish concoction of clockwork and magical runes, allowing the puppetmaster to still eat and function normally if they ever choose to take the mask off. Few ever do. The eyes of the puppetmaster are enchanted facets that will still function after the death of the owner for several days - they grant the wearer a limited version of detect magic and detect alignment, though of course they are far more useful in the hands of a puppetmaster.

These items can be recharged by the application of a specialty made liquid the dwarves call "Coffin Oil" - its production is a highly guarded secret, however the dwarves will sell it for a steep price. The upper crust of Caminax society is run by Caminax Nobles. These creatures are decades old and have a storied history of combat and defence. Most Caminax will not ignore the orders of a Noble, and they run Caminax society with an Iron fist.

They work to keep Caminax society stable, orchestrate slaver runs, and otherwise keep goods flowing. It's these Caminax that orchestrate trades with the few nomad groups who will trade with them, and larger trades with both the Dwarves to the north and the Elves to the south, though these events are much rarer.

The true masters of Caminax society are rarely seen. Called the Godbugs, these Caminax are the nexus of incredible magical energy, and reside in a pocket of Epoc 376 accessible only through a shard of the Celestial Dome hidden deep within the Barron Sax. It is said that these 12 creatures are the true puppetmasters of the Caminax, able to magically access the thoughts and body of any Caminax, anywhere, at any time. There is some form of bad blood between these 12 Caminax and the Ekithra, with the only surviving stories of these creatures being from witnessed battles between the two monsters. No one knows how a Caminax can ascend to the status of Godbug, or why there are so limited numbers.

All Caminax seem to be completely immune to the Coffin Curse, being able to journey to the deepest areas of the desert with little care or worry. They are

omnivores, and will consume almost anything, including other dead Caminax. Their advanced and hell-altered digestive system grants all castes immunity from toxins or poisons, and will often allow them to consume even rotting meat with no visible ill effects. One might encounter several Caminax feasting on the ripped apart corpse of a Coffin Wight or an Ankaran guard, and should be wary as they may be next on the menu. Caminax breed through embryo implantation, using a specialized stinger hidden in the creatures hindquarters.

Even though Caminax may show female or male humanoid traits, there is only one biological sex for them. Each Caminax will implant several eggs into the selected host, who must remain alive for the duration of the incubation. These eggs are not without benefit though, granting the "carrier" Regeneration 1 for the duration of the incubation. Caminax usually choose strong or skilled combatants as hosts, and will try to keep the host alive for several cycles of implantation. If the host is captured, the young will be surgically removed around the fourth week, then the host healed and prepared for the next batch. If the host has escaped, between 4-6 larval Caminax will chew their way out of the hosts abdomen, reducing the host to 0 HP but not directly killing them.

A character who survives three death saves will be considered to have survived the procedure, and can be brought back to 1 HP through any normal means. The Regenerative effects of the larva will leave with the larva. A practiced user of poisons could keep the larva in their body dormant indefinitely, with proper application of poisons and healing spells, granting them the perk without the chest-bursting drawback. Unfortunately, this is a narrow margin to walk, and a misapplication may lead the user to suffering from larval eruption anyway. Larval Caminax are defenceless for 3 weeks before their first molt, where they will grow legs and arms.

A captured larval Caminax can be brought up successfully in other societies and are able to speak most languages learned fluently, however they will always have a violent and slightly chaotic streak to them. Larva brought up in this faction interestingly seem to be severed from the connection of the Godbugs, able to operate without alerting them or Caminax society as a whole. These Caminax however will always struggle with the knowledge that their reproduction can kill the host, and are often ridden with guilt for what they are when brought up away from their kind. Larval Caminax do not inherently know how to fight, through they are much easier to pick up the skills of combat than other races.

The lifespan of the Caminax is around 200 years, through most Caminax don't make it past the age of 50. Infighting is common amongst Caminax, and it is considered a rite of passage to have killed several of their kind by the age of 5. Caminax who show little aptitude for combat, however, may still contribute as smiths or workers. These Caminax are removed from

the politics of Caminax society in general, as it is considered dishonorable to kill a skilled craftsman of their kind. Still, it does happen, and there is little to no punishment for such an act other than the shame other Caminax may look at the slayer with. The bulk of Caminax construction and society lays on the other side of the Celestial Shard hidden in the bowels of the

THE COFFIN WIGHTS

"The Coffin Wight is a horror only the Daedlands could produce. Infection starts while the victim is still alive, and rapidly grows until the person expires, reanimating them into this crystal and bone monstrosity. The crystal growth can start in any chunk of flesh, but expands until the whole organism is consumed. This malady can affect both man and beast, with equally horrifying results." ~Ordo Amni

(Crystal manifestations in wights)



Coffin Wights are the inevitable end result of any corpse left unattended in the Daedlands. As excess magic crystallizes in the deceased corpse, it will eventually become mobile, seeking to absorb the magic of any entity and consume the life force of anything attached to the weave. The crystals will often form intricate webs and plating around the skin, making it look like embossments, while most of the crystals will grow in chunks in the center of these areas.

Any items left on the corpse will still be on the raised Coffin Wight, but it will leave any held weapons or items behind.

EVOLUTION

Every three weeks the stage of evolution of the creature will have a 15% chance of advancing on a rolled percentile, adding features or changing the creature as per the rules below.

Stage 1: Creature follows the rules as above.

Stage 2: The creature gains a slashing attack as crystals emerge from its appendages.

Barron Sax - few have ever seen the other side, and of them, fewer have returned. Tales of metal castles and embattlements covered with Caminax and adorned with bits of Ekithra chitin have been told around the campfires of the wastes, but in all likelihood this is embellishment at best.

Stage 3: The crystals emerging from the creatures appendages begin to serrate through wear and tear, allowing the creature the chance of damaging non magical armor on a successful attack. Due to nodules of crystal growing out of its ears and skull, the creature can no longer hear and will no longer react to sound.

Stage 4: Due to encrustment of crystals the creature is essentially blind, and will now only navigate using its magic site. It will only take the most direct route towards the target in question, tripping over any object that lies in between on a failed reflex save, and directly triggering any traps with no save. Critical hits will cause the creature to shed crystalized magic.

Stage 5: The creature has become almost fully encased in crystal. At this phase the creature is immune to most magical attacks, but can only move 10 feet per round.

Stage 6: This is the final stage, any progression past this point deanimates the creature due to structural damage. The creature is now immobile, but can still attack anything that comes within melee range. Dealing sufficient damage(1/2 total hit points) will free the creature and reduce the evolution to stage 5.

HARVESTING COFFIN WIGHTS

As dangerous a foe as coffin wights are, they are a potentially lucrative harvest for interested adventurers. Learning to harvest crystalized magic requires some training, however the average corpse gives 3-5 lbs of crystal per stage, and crystal markets for 1 to 7 coppers per pound, depending on grade. A good harvest can net a group forty to fifty pounds of crystal per encounter, which can help struggling groups gear up at the more expensive desert edge towns. The crystals also have their own uses as well for magic users, and several magical items use them as fuel to assist in delaying the onset of desert maladies, and other magical effects. Bringing the skull of a Coffin Wight to most border towns will also net adventurers with bounties varying between 1 and 3 coppers a piece, more if the wight was from a notable person.

THE ANKARAN GUARD

“Metal plates riveted onto mummified flesh - this is all a member of the Ankaran Guard is. The process is as simple as it is horrible - Ankaran guard round up any slain creatures caught in violation of the old elven laws or found in the dunes, haul them back to the outskirts, and put them into that accursed machine. Don't engage, and don't fight them. Where there's one Ankaran Guard, there are sure to be more.” ~Ordo Amni

(Ankaran guard, and necropsy of some of the components beneath the metal)



The Ankaran Guard are a remnant of the Old Elven Empire. In 560 BDL the ruling faction declared corpses of criminals and vagrants to be property of the state, as there were several industries that had begun using animated laborers for high danger jobs. With several advances made by the guild of Earhart, Lockle and Void, this process was streamlined until the first automatic animator was developed in Nighel in 535 BDL. This machine would bring a corpse in, apply some fairly basic preservative measures, and then perform the basic preparations for reanimation, allowing the necromancer to skip a lot of the mundane and repetitive steps.

With the discovery of Glyph Projection using agate sheet glass, premade scrolls could then also be applied and “cast” with severely limited scope. A long, draining ritual could instead be broken into simpler parts casted from scrolls and disposable glyphs. These proto-factories were in use for general labor zombies until The Mages College in the capitol commissioned The Ankaran Machine in 483 BDL. The Ankaran Machine took the same speedup techniques as the Erhart Machine, but instead cast them as permanent glyphs with a tuned trigger.

As mechanical motion would drag the corpse from one section to the next, each would trigger the spells in the proper sequence and with the proper timing. Sacrificial components were replaced with relics that

“channeled” the same general energies, meaning that normally none of these spells or runes would properly trigger and fire, but the series of spells firing in sequence was just enough to make it work.

(An Ankaran Voicebox)



This entire assembly would also include a complex clockwork device known as a Ankaran Voicebox. Magically enchanted by the Ankaran Machine, this woodwind style instrument is able to hold up to ten three minute messages, as well as record on a clay cylinder up to three minutes of audio for playback. While the device itself is not sentient, it is able to correctly respond with any preloaded message, or record a message under pre-set conditions. While there are various versions deployed by the machine, some can generate entirely new messages using clips of recordings and things that it has previously recorded. These tend to be in affluent (or previously affluent) neighborhoods.

Ankaran Guard seem to be completely immune to Coffin Curse, although if a corpse that previously had Coffin Curse is transformed, some of the non-structural damage will be repaired in the process. While Ankaran Guard are usually docile, some things will cause them to become angry and attacking, including: Squatting in a ruined or abandoned building, easily visible from the outside. Assaulting an Elf or clear member of the Old Elven Empire. Stealing from mostly intact buildings. Strangly, if the building is partially collapsed, they do not care about theft, only squatting.

Damaging art, buildings, or infrastructure. Building near a ruined or abandoned building. Insulting language in Old Elven Empire dialect of Elven. Since most of the work when speaking is done through the diaphragm of the creature, Ankaran Guards have a particular eerie and halting cadence to speaking. It tends to be three or four words, halt for a breath, three or four words. Eg. “Citizen. You are in... (gasp) violation of the loitering...

(gasp) and trespassing act...(gasp) of 246 GEL... (gasp) Please vacate the premises... (gasp) immediatly." As this system acts independant of the actions of the Ankaran Guard, it is common for one to be attacking and still rattling off the crimes of the purpotrator for the entire fight.

Even eerier, a Ankaran Guard can be killed and the diaphragm will continue talking and making noise, even though the host is deanimated. Once the voicebox is removed, the spells that keep the voicebox working no longer have any understanding of the zombie it was inside or what it is doing, so the voicebox will often start

THE EKITHRA

"Being invaders from beyond the tear, the Ekithra are hard to study and even harder to combat. From what I've been able to put together they come from some extra-planar realm, however much of the material they are made from dissolves on death. This is not like the standard elemental dissolution - there is no elemental matter left to interact with, and other then their hard crystalline carpace, whatever else they are made of vanishes. I have felt this matter with my own hands while handling live Ekithra, and it feels very much like flesh. Unfortunately, the Ekithra seem either unwilling or unable to communicate with me, so understanding will need to wait." ~Ordo Amni

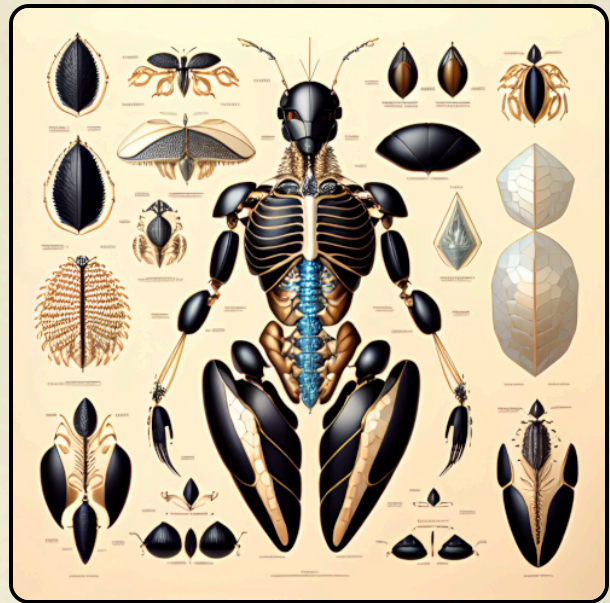
The Ekithra are a group of extra planar ant-like beings who have built several colonies around the Daedlands, forming towering structures made of hardened sand and some mucousal glue. While intelligent, they are wholly unconcerned with the actions of denziens around or even inside their tower, only pushing to repel a threat when one of their number are injured. This leads to a paradox of the Ekithra being incredibly easy to study, but impossible to communicate with.

Movement plays a big part in communication between members, but often Ekithra will not observe outsiders long enough for an extended attempt. Perplexing the problem even farther, these creatures are immune to telepathy. Some seem to respond to certain words in Angelic or Infernal, but often after a moment of sizing up the speaker for a threat, they will go back to what they were doing. While the bulk of their bodies are covered in crystalline carpace, the 'body' itself of the Ekithra is made of clear segmented gel, almost the consistency of skin. Fluids pump back and forth through capillaries in this material, and the clear thorax and abdomen of the Ekithra are covered in various pieces of additional carpace. On death, this material disappates, leaving the clean exoskeleton behind.

working randomly and quietly playing what noise it can without the diaphragm to move lots of air.

Ankaran guard want nothing more than the combatant to retreat or die. They throw themselves into combat if the offender has not corrected actions after multiple warnings, and have no self preservation instinct. They will often not prioritize, simply going after the closest lawbreaker, which can be used against them. Ankaran Guard will always take the shortest path to thier target, irregardless of dangers that lie in the way. However, if they decide the combatant is no longer violating the law, they will disengage all hostilities immediatly.

(Ekithra Jotun)



EKITHRA JOTUN

The most common Ekithra worker, the Jotun works as a manual labor force, often hauling supplies of all kind around the hive and back from Ekithra work teams. Jotun do not make decisions for themselves, often standing idly by or resting on the sand near other Ekithra, waiting for orders. The heavy black chitinous plates allow the Jotun to perform a ram attack if attempting to flee, and most Jotun will not stick around to finish combat.

Jotun do not want to engage with any combatants, leaving that to other castes of Ekithra. The Jotun will try to charge through the party, trying to bowl over anyone standing in its path. Once past the party, it will charge using its full movement speed towards the nearest group of Ekithra it knows about for safty. Immunity to Sleep: Ekithra are immune to sleep and mind influencing effects. Charge: The Jotun is built for the charge. A Jotun can perform a charge attack and move it's full dash length, attacking anyone in between with its charge attack. Affected characters must make a

reflex save(DC 15) or an acrobatics check(DC 15) to avoid falling prone. A successful save offers an attack of opportunity at the charging Jotun. If the attack succeeds and is a critical hit, this will stagger the Jotun and it will fall prone.

(Ekithra Forager)



EKITHRA FORAGER

As to its name, the Ekithra Forager is the seeker of the hive, following instructions from Matriarchs where to search for goods and items that the hive needs. More intelligent than the Jotun, it can perform simple barter transactions and communicate with hand signs if it needs to, but often will just take anything without a second thought. The idea of ownership is something all of the Ekithra are still struggling with.

Much like the Jotun, the Forager is not built for combat and tries to avoid it if ever possible. If cornered, it will attempt to offer whatever it has gathered to the party to calm tensions, sometimes attempting to act as a mediator between the party and other hostile Ekithra. This inevitably breaks down quickly, but if the party stops hostility and gathers what the Forager presented them with, it will attempt to resume what it was doing before being confronted.

Of the Ekithra, the Forager seems to be the only one aware that they may be stealing from others.

Immunity to Sleep: Ekithra are immune to sleep and mind influencing effects.

Multi-attack: The Forager is able to independently attack with each of its arms and engage up to two opponents each round.

(Ekithra Daigon)



EKITHRA DIAGON

The Daigon is the soldier class of the Ekithra, equipped with two powerful venomous stingers and thick chitinous armor. The various plates cover almost all of the exposed flesh of the Daigon, and it uses its bulk and strength to its advantage.

The Daigon will initially attempt to place itself between attackers and any other Ekithra, trying to sting the strongest member of the party with their poison and start whittling them down. If an opponent is too well armored, the Daigon will attempt to trip or otherwise disable that opponent. Due to its unique physiology, the Daigon can either attempt to sting two adjacent party members, or attack with two claws and a kick.

Immunity to Sleep: Ekithra are immune to sleep and mind influencing effects. **Multi-attack:** The Forager is able to independently attack with each of its arms and engage up to two opponents each round. **Sting:** Every three rounds the Daigon can attempt to sting two targets with its stingers, delivering Daigon Venom into their bloodstreams.

The affected must make a fortitude save(DC 15) or take 2 points of Dexterity Damage. After four rounds the affected player must make another fortitude save(DC 10) or take another point of Dexterity Damage, fall to their knees and vomit. If the player's dexterity falls to zero they become incapacitated. A presently poisoned character cannot be poisoned again until the second check has been made. Dexterity damage heals at a rate of one point per long rest.

Immunity to Sleep: Ekithra are immune to sleep and mind influencing effects.

Multi-attack: The Daigon is able to independently attack with each of its arms and engage up to two opponents each round.

(Ekithra Lightspreader)



Ekithra Lightspreader

If the Foragers are the hands of the Ekithra, the Lightspreaders are the eyes. Abandoning the ant like body plan of normal Ekithra, the Lightspreader has an almost humanoid shape. Patches of bioluminescent flesh glow on the arms and legs of the exoskeleton, providing a eerie glowing light to whatever room the lightspreader is scouting. Several organic beetles with black carapace cling to the back of the lightspreader, and they allow the Ekithra to guide them and use them like magical eyes to scout areas it could not otherwise get to. Finally, the lightspreader has sacks of fungus it carries with it to mark locations it has been. The fungus will grow onto any wall or surface its placed on and begin to glow, but die off after several weeks.

The lightspreader is another non-combat caste, preferring to use its superior speed to flee attackers. If it feels cornered it will use its Haste ability(as per the spell), and spend both turns attempting to dash past attackers and flee the area. If cornered and its ability is already spent, it will attack with claws and a kick to defend itself.

Immunity to Sleep: Ekithra are immune to sleep and mind influencing effects.

Immunity to Flanking: Due to the organisms the lightspreader is connected to, it is considered to have full 360 vision and cannot be flanked.

(Ekithra Margot)



Ekithra Margot

The Ekithra Margot are the administrators of the hive, the cleaners, and the organizers. Often keeping neat lists with white chalk on shards of exoskeleton, these hive members ensure that everything is ticking along as it is supposed to. Margot will not willingly leave the hive, and are often in possession of one or two larval Ekithra.

The Margot will immediately alert any nearby Jotun and begin attempting to whittle away the strongest party members with thier spell like abilites. If the Margot has used all of its present spell like abilities or is being directly attacked, it will flee deeper into the hive and attempt to recruit other Ekithra.

Immunity to Sleep: Ekithra are immune to sleep and mind influencing effects.

(Ekithra Soulburner)



EKITHRA SOULBURNER

The Soulburner is the scholar class of the Ekithra, often studying things that interest them directly through the eyes of whatever lightspreader it sent on a mission. White organoids that grows in its carpace allow it to directly connect to the consciousness of any Ekithra it has tasked (As well as any party member it has given one to). Soulburners will tend to use these organoid as an easy way to keep tabs on various happenings around the hive. Crucially, however, these organoids only facilitate communication - the Soulburner cannot cast spells through them. This is most fortunate, because the Soulburner is a powerful spellcaster in it's own right.

The soulburner will first take stock of the adventurers, and then expend a use of Geas to force them to stop attacking Ekithera. If the adventurers persist, the soulburner will raise the alarm with all connected Ekithra and attempt to get them to converge on the players location. If that is unsuccessful or impossible for some reason, it will then begin volleying spells at the players and counterspelling any spells cast. See special qualities for more information. Immunity to Sleep: Ekithra are immune to sleep and mind influencing effects.

Immunity to Sleep: Ekithra are immune to sleep and mind influencing effects.

Multispell: The Soulburner can concentrate on one spell and cast a second spell that does not need concentration or cast a counterspell at the same time.

Active Counterspell: Due to it's affinity with the weave, the Soulburner can suck the power straight out of a spell a limited number of times per day. The counterspelled character may choose to expend another spell slot on a successful concentration check to finish the cast. This can only be done once a round, and five times per day total.

(Ekithra Matriarch)



EKITHRA MATRIARCH

The leader of the Ekithra hive, the Matriarch is the nexus of activity in any nest. She sends orders down the chain to whomever they need to go to, and psionically commands all of her hivemates in the field. Every string pulled in the hive goes through her, and even realitvly independent Ekithra such as soulburners do not resist her summons. However, for all her power, the Matriarch is weak - strength relative to that of a Forager. If the Matriarch dies, all Ekithra from that hive will attempt to flee back to the safty of the tear in the weave in the Capitol City.

The Matriarch is the main egg layer of the hive, and as such, is not very mobile. What she does excel at though is orchestrating her forces. From the moment combat begins and every turn thereafter, there is a 1/4 chance that two Ekithra of a random cast will enter the throne room and join the combat. A skilled telepath, she will then use her abilites to make it seem like either the room is falling down, another entity is attacking, or something else is coming. These are all just auditory illusions however, and if the player is skilled in psionics they will see through the ruse.

Immunity to Sleep: Ekithra are immune to sleep and mind influencing effects.

Puppetmaster: All Ekithra fighting in the same room as the Matriarch recieve a +2 morale bonus to all rolls and recieve advantage on all saving throws for the duration of the fight.

REFITTING CHITIN ARMOR FOR PLAYER USE

The chitin armor of the Ekithra can easily be hollowed out and worn as Plate armor, allowing classes who would not normally be allowed to wear plate armor to wear it. Additionally, if the armor is made from the Royal Chitin of a dead matriarch, the wearing character

will receive a +10 bonus to any intimidate checks made against Ekithra.

THE KASTORIAL

THE KASTORIAL ARE HUMANOID DEER AND THE only survivors of the 183rd Epoch. Tales say that the Kastorial seiged through The Huntmasters portals, killing all his riders and creatures and claiming a chunk of their own. Amused by their actions, they were allowed to live, but kept as scappers,

feeding off the chunks of civilization that fall into the Huntmasters Realm. Since the fall of the Huntmaster, the Kastorial have become a somewhat peaceful people, no longer pressured by the wolves of the great hunt.

Staging raids through wherever the fabric between Raul and the Realm of the Huntmaster is weakest, Kastorial often steal goods that they need and flee from conflict. That's not to say that they cannot defend themselves - Kastorial stand over seven feet tall and their horns end in wicked sharp points. To be gored by a Kastorial is often a death sentence. Kastorial, however, have icy relations with the other creatures of the Huntmasters realm, seeing themselves as refugees rather than invaders, and the hatred for the dead god and his children burns on.

If a Kastorial finds out that any party member is assisting Ky, Gythanka or attempting to resurrect the Huntmaster himself, they will immediatly turn hostile and attempt to eliminate them.



KASTORIAL SAGE

The Sages are faithful of Oglier and constantly looking for information, recipes, history or secrets that might be of his interest. As such, they are mostly non-combatants. Kastorial Sages do not want to engage with any combatants, instead trying to get all raiders in range to perform a Weave Traversal and jump back to the realm

of the Huntmaster. They have two single level spells and a cantrip cast as a sorcerer.

Weave Traversal: The Sage is tuned to find the weak areas in the weave, and as a full round action and jump themselves and six other creatures within 30 feet to the realm of the Huntmaster. This can be performed a maximum of 4 times per day.



KASTORIAL RAIDER

Kastorial Raiders attempt to steal without detection, but will kick and gore if they feel threatened. All Raiders will flee towards their Sage instead of engaging in combat, unless trapped.

Weave Vision: The Raider is tuned to the weave and able to locate items or materials easily within a mile of their location. They cannot use this ability to locate specific items that they have never before seen. This can be used up to 6 times per day.



RAINDANCERS

Raindancers are devices that Kastorial sages use to find weak areas in the weave. A raindancer is a foot-long two part rod with several different heads, switched when the Sage wants to access different close dimensions to the Huntmasters realm. Crystallized magic shards are placed inside with a metal and brass rod, and then the top is screwed on. The colors and emanations allow the user to locate the tear, and the tear is widened by the user channeling a cantrip level spell through the rod.

This requires substantial training to open tears into the Huntmasters realm, but an average magic user will be able to open a portal back to the prime material plane. Every use has a chance of fracturing the crystal inside, but a player passing an arcana check(DC 10) will

THE MACELLIUN



The Macelliun are a nomadic group of animal people who travel between Raul and the Huntmasters realm

be able to replace it with crystals harvested by Coffin Wights. Raindancers are very rarely found outside the ownership of Kastorial sages - they should not appear in shops or other loot.

This is a method for the player to get back to the prime material plane, and a more advanced player to plumb the depths of the Huntmasters realm without invitation.

THE WATCHERS OF OGLIER

The watchers are a strange sect of Kastorial sages. While their number are not only limited to Kastorial, they have a policy of non-intervention and tend to show up to observe important events around Raul. They are so much of a nuisance that stories now say that if one sees a Kastorial watching from a rooftop you should run, as they are the watchers of death.

The truth, as with most things, is rather more mundane. While the watchers do ally themselves with Oglie and his brood, they are independent historians, engineers and wizards, entirely devoted to ensure knowledge survives from one Epc to another. Survivors of the Kastorial that called The Great Garden home, they have continued separate from other tribes in a more merchantile role. They see their job as not the "sellers of secrets", but more as the "builders of paths".

Each society that they trade with is given knowledge piece by piece, often by being traded inventions that skew the curious towards the way the watchers would like them to start developing. They also have the two remaining functional Steam Airships from the Goblin Empire of Steam, that they use to ferry thier tools and workers through the abstract maze that is the huntmasters realm.

and trade goods, foods, and supplies. They all speak multiple languages, and often set up on the outskirts of towns and villages to hawk their wares. Wise and well spoken, Macelliun will often trade stories and lore with locals, and are often able to tell deeper stories about items than what can be found in lorebooks alone. Macelliun are interested in items and stories from previous epocs, and will pay greatly for examples of creatures, items, and stories.

Each group of nomads is run by a Sire, a position of power and influence with each group. This position is passed down by age, with the eldest surviving Macelliun of either sex taking the position. Decisions and laws are passed down from the Sire to a small council of elders, who sit on any issue between members. Macelliun have short but thick hair, and have a variety of coats. Most coats are single color, but rarely multi-color coated Macelliun are born.

This is considered to be a lucky omen for a clan. Macellium often cover themselves with ritual tatoos and decorative markings. These don't have a magical purpose, but practically often contain clan and family names to show their affiliation. The other races of the Daedlands view the Macellium with suspicion and distrust. Many view them as the chess pieces of Oglier,

and the symbols that make up their private language are impenetrable to those unfamiliar.

The Macellium speak a language that is a mix of modern dwarven, several dialects of elven, common, undercommon, and draconic. While store runners will often be fluent in all these, most Macellium speak a pidgen tongue of common, which can be hard to decipher for those unaware.

TAKOTI TEKUM, THE DESERT WINDS



"The Takoti Tekum are a species that did not exist from before the Daedlands, but years of research has lead me to believe these are the children of water nymphs who once lived on Lake Assora, deep in the central plains. The similarities are slight, but some of the symbols carved into the skull like mask they wear and the hard chitin that now covers their once delicate bodies are similar to the Sylvan script these once peaceful creatures used. The Takoti, however, have inheritted none of that peace." ~Ordo Amni

The Takoti Tekum are a hostile monster one might encounter near the Glass Sea surrounding the Capitol Ruins. Takoti are ambush predators, burying themselves in sand dunes and trying to look like a half submerged statue, only jumping to attack with thier two long chitonus daggers when curious adventurers get to close. Takoti hunt in groups of thee or four, often an elder and several younger Takoti. They often will travel at night and for the most part are ignored by the various Wights of the desert. Takoti are omnivores, preferring fresh meat but able to subsist on plants, vegetation, and even rotting carcasses if required.

They have natural immunity to the affects of the desert, but are somewhat weak to magic despite their other gifts. The legs of the Takoti taper off into sharp points that can be used for devistating piercing kicks, however the lack of feet mean that a grounded Takoti have a hard time remaining upright. To counter this, Takoti have limited ability to use levitation, often

gliding across the desert at night time while stalking their prey. Their vaguely female humanoid appearance often means that travelers unaware of the Takoti will stray into their striking range without forethought.



Not much is known about Takoti Civilization or Reproduction. All retrieved Takoti have appeared female, and dissection has shown a similar reproductive system to a lizard(meaning they most likely lay eggs), but as of yet no breeding grounds have been found. Curiously enough though, often Takoti hunting grounds will have artistic sculptures made of sand, but no meaning has been determined if these are simply markers for territory, written history, or signposts for other Takoti. The temporary nature of the medium suggests more of an artistic bent, however the Takoti will neither confirm nor deny.

Takoti always start combat hidden partially submerged in sand, unless encountered while moving at night. They speak Sylvan and the leader will bark orders at younger Takoti, as well as hurl insults at potential victims. A DC 20 Intimidate or DC 25 Diplomacy check can cause the Takoti to emerge or stop combat, but most ineractions after that are somewhat bristly and unhelpful. Takoti consider all non-takoti to be hostile and repugnant, however a persistant druid or ranger may be able to talk some information out of them once placated. Takoti will not cooperate with another race in combat unless a clearly bigger threat is present, and injured Takoti will often try to flee rather than fight to

the death. If a Takoti Elder is killed and the other members flee, they will often continue to harass the party by trying to set up ambushes for several days after. The daggers the Takoti wield are carved from their own chitin and heavily customized by the wielder. A retrieved dagger will sometimes have local stories that can be translated from sylvan, often though with questionable words, leading to some confusion for non native speakers.

These can be great ways to find ancient caches in the desert, as the stories are not of the oral histories of the Takoti but more centered around the events of the individual Takoti.

Immunity to Sleep: Takoti are immune to sleep and mind influencing affects due to thier connection with the desert.

Autolevitation: Takoti are able to levitate a foot or so off the desert floor, but can ground themselves at will. This ability pulls magic from the desert itself, so the easiest way to ground a Takoti is to lure them into a Null Zone. Their ability allows them to lift three

quarters of their body weight in additional items. A successful counterspell(levetation) will ground a Takoti for 2d6 turns, requiring a DC 20 Arcana check to identify the spell.

Charge and Attack: Due to the Takotis ability to levitate, it may charge a full distance(80 feet) and take an attack as a bonus action, although this means the next turn all attacks by the Takoti will be at a -2.

Takoti often keep stashes of gems, potions, scrolls and jewelry hidden in the cavities of their chitin, for use when needed. A Takoti will start an encounter with 1d4 useful items(potion, scroll, etc), 1d4 tools(mostly made of chitin or rock), and 1d6 items of value(individual coins, gems, or jewelry). Rarely a Takoti will carry a piece of bark with sylvan words carved into it, although it appears that it's only a piece of a larger tract.

Takoti venerate these items, and returning one to a hostile group of Takoti will immediatly end hostilities and trigger the presentation of gifts. Takoti will never explain what these items are for, or who they represent.

THE KANDEROUS HORDES



KANDERUS ARCHITECT

The Kanderus Architects are the commanders of the Kanderous Horde. They oversee every level of Kanderus society, and act as the politicians and generals of the society, from where settlements and raids are done, to the evolution of different Kanderus to various positions. There are only ever twelve architects - each one is "promoted" by the avatar of ky, though the process is less of a reward and more of an erasure. The being that emerges from the secretive ritual is nothing like the original. Architects are skilled at combat, but their danger lies not in their abilities, but their resistances. The crystalline skin they now wear provides resistance to both elements and magic, as well as to cutting or piercing damage.



The Decimator is the field commander of the horde. Each decimator takes control of a specific segment of Kanderus society, ensuring the will of the architects are enacted to the finest details. However, the Decimator is also a position that is the most vulnerable, as every single Kanderus below them is hoping for their death and their own ascension. Promotion of this role, and all the roles under it, are through trial by combat. This is always 1 vs 1, however there is nothing restricting a group of young Kanderus from ambushing a superior so that some of them get the promotions they want. Picking a Decimator, however, may be a critical mistake. Firstly, as part of office, all Decimators are granted a enchanted mask with both a boon and a terrible curse. The curse is set to trigger only on the event of a different person or creature wearing it. The

effect is designed to not only punish the user, but nullify any possible positive effects the mask would have.

For example, if the mask provides regeneration, the curse will poison the user and cause painful blisters on their arms and legs, slowing them. They will still regenerate, but slowly and painfully. Secondly, unlike the Architects, Decimators have several spell-like abilities. They can use sending and bestow curse as a spell-like ability. This is cast as a 4th level caster. They are proficient with most weapons, and fully immune to the effects of Coffin Curse, most poisons and diseases.

Any death save will always be made with advantage. Thirdly, once per hour a Decimator may pull up to five creatures from anywhere in the huntmasters realm to a specified location on Raul, or send five creatures within 40 feet to a specified location in the huntmasters realm. This ability takes five turns to use, and can be stopped by disrupting concentration. They are also able to perform a ritual to create a gate that lasts for one hour, and can let any number of creatures through. This takes 8 hours to cast and exhausts the primary caster.



KANDERUS ELIMINATOR

The Eliminator acts as the special forces for the horde. Trained in both the dagger and bow, they rely on hit-and-run tactics and whittling down opponents. The crystalline skin they wear provide magic and elemental protection, and have advantage to both survival and stealth checks. They can also cast pass without trace at will.



KANDERUS ELITE

The Kanderus elite is the unit sergeant for each Kanderus squad. The leather and gold armor that they wear provides damage resistance versus elemental attacks, and each has a mask that allows them to see auras of good aligned creatures within 50 meters. The elite are the core of each squad, and killing an elite may cause a squad to disband and flee.



KANDERUS LOREMASTER

The Loremasters are the spy service of the Kanderus. The crystalline armor that they wear allows them to camouflage in almost any environment (providing a +10 bonus to stealth). This effect fails if the Loremaster has been injured, and anything that would stick to the armor (such as flour) would have the same effect. Loremasters tend to sneak into secure areas and place crystalline listening devices, as well as try to steal or copy important documents. The devices are made of clear crystal and about the size of an apple, and

designed to hide in dark corners near roof corners. Loremasters will then monitor from afar, and send any information they receive to their master. While these will show up with a cast of detect magic, the signature is hidden well and will require a successful spot check.



KANDERUS RETRIEVER

Unlike the Eliminator, the Kanderus Retriever is built to capture and retrieve high value targets for Ky. Each carries a number of cursed bracelets that apply a -5 to both dexterity and strength checks - however, the Retriever (And Eliminator) are immune to this curse. The crystalline skin they wear provide magic and elemental protection, and have advantage to both survival and stealth checks. As well, as a daily power they can cause their armor to cause a bright flash, causing all opponents within 50 feet to take a -2 on attacks and -5 for spot checks for 3 rounds.



KANDERUS SOLDIER

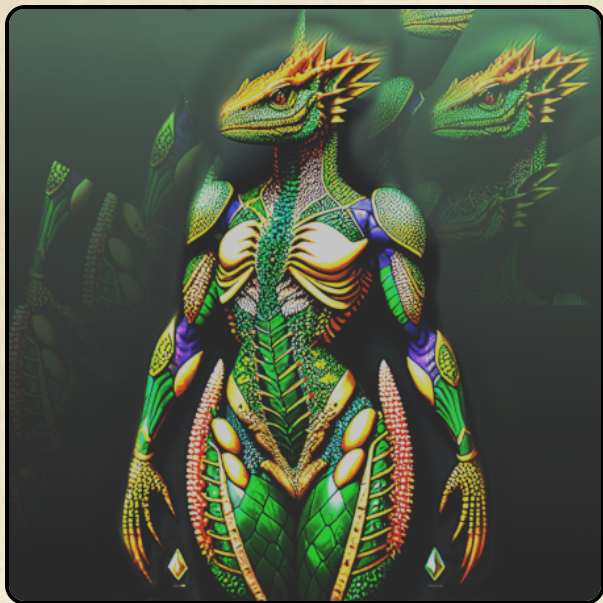
The Kanderus Soldier is the base unit for the horde. Their armor and helm are unenchanted, and while most have a short sword and buckler, they prefer to attack with claws against surprised or unarmored opponents. Squads move in packs of six, with a single elite directing them.



KANDERUS SEEKER GOLEM

Seeker golems are the hunters of the horde, able to track opponents through the vast miles of the Daedlands. As a construct they do not require sleep or food, so are able to track unerringly for days. Once the prey has been sighted, the golem can create a portal to the Huntmasters realm to bring whatever parts of the horde are needed to complete their objective. Seeker golems are not sentient and will not defend themselves if attacked unless ordered to by one of the Horde. These golems can be ordered by any member of the horde, regardless of their true affiliations.

KEK-ALADEEP, HEATWAVE LIZARDS



"Kek-aladeep are not a new problem on Raul, as roving bands of these lizards are documented as far back as the Founding of the Capitol, though the powers of those pale in comparison with the present monster. Preferring dry climate, they get their translated name of Heatwave Lizard due to the limited psionic control they have over the air around them, much like some of the beasts that travel the cavernous dark. In the end though, they fall victim to the same things most lizards do - the cold of winter and the bite of a larger predator." ~Ordo Amni

Kek-aladeep are a primitive lizard folk who hunt the deserts of the Daedlands. Wary of ruins and technology, most of the weapons and armor they use are based on neolithic era materials such as bone and wood. They shun and fear metal arms and armor, and will never take or use it, but they still have all primitive races fascination with shiny stones and gems.

The skin of Kek-aladeep is covered in iridescent scales colored purple and green, often inset with gems that have been pried off of statues and out of the pockets of dead adventurers. Sometimes they will wield simple spears and bone shields, but for the most part use their claws and bite to attack. Many of the caves and basements of the deep desert contain small colonies of Kek-aladeep, who farm fungus where they can and hunt in the deep desert using traps. Their society is deeply tribal, with a cheftan who leads each small colony and decides on the actions of a group.

While they will not intentionally hunt healthy adventurers, they are oportunist and have no problem stalking and killing wounded or fleeing humanoids. Kek-aladeep have a limited psionic powers, and cause reality to shift, shimmer, and slightly displace around them.

Kek-aladeep like to close in fast and attempt to grapple weapons away from opponents or close in at melee range and attempt to trip opponents. They will use Displacement each round to try and make it harder

for their opponents to figure out where to stand or pick up weapons.

For the most part they will not engage unless attacked or the party looks rough. Kek-aladeep speak Draconic and can be reasoned with - if encountered without hostilities they may trade information for gems and food.

Displacement: At will, a Kek-aladeep can make a 5 foot by five foot area shimmer and displace, requiring a DC 10 reflex save to pick up any item contained in the square. Moving into or out of a displaced square counts as moving through rough terrain, and ambushing Kek-aladeep will often use this to trap fleeing victims or stop charges. This skill is at will but may only affect one square at a time.

SHE WHO SINGS ON THE OBSIDIAN PLANE



The northern reaches of the Daedlands are controlled by an entity who tales call “She Who Sings”. If the Aratsat accounts are to be believed, She Who Sings was a minor nature deity whose worship was centered around Lake Ateka, to the north of the Capitol City. The locals prayed to her for good catches, for good hunts, and for good weather. Her worship was banned by the grand inquisition, but locally she was still worshipped until the day of the cataclysm.

While She Who Sings had powers over the lakes and rivers, she did not have enough to protect what she loved. The time of fires boiled Lake Ateka away, burnt the trees, and scorched the land. She tried valiantly to save her worshippers, but all were turned into ash by the wave of unrelenting magic that destroyed the Ancient Elven Empire. Bound to the remain on the blasted plane of the old lake, She Who Sings slept for several hundred years, until accidentally awoken by an adventurer seeking artifacts of the old empire.

While She Who Sings has physical form, her power has grown over the years as she has consumed magic from the desert and souls of those killed in her domain, allowing her to psychically attack anyone within her domain. While she can follow and stalk anyone on her

domain, it takes several days for her to pull her prey into her domain. The first day, the victim will hear music on the wind, with no discernable direction to it. Any attempts to locate it will fail, however it will get louder if the character enters combat. All other characters will not be able to hear it.

That night, the character will have their first encounter with her. She will enter combat while singing, which will last three rounds before the character wakes up in their bed. Any wounds they gained will still be there when they wake up. The second and third day characters will see a woman clad in robes stalking them out of the corners of their eyes, from the tops of dunes and shadows. The singing will continue, and the nights will be the same.

The final night, characters and everyone within several meters of the target character will be pulled into She Who Sings realm. Combat will begin immediately, and last until the chosen target is dead. Once they are, the character will be transformed into salt and killed, and a new character will be chosen. Then the cycle will begin anew. If the players best She Who Sings, she will go dormant for a month, after which the attacks will begin again. However, this can bring some relief for characters to explore her realm.

GYTHANKA, THE LORD OF PURITY



The eldest of the three and by far the most dangerous, Gythanka, God of Purity has always taken a leading role in every Epoc. Gythanka is a lawful good deity, who believes the only cure to the endless epocs of his father was for mortals to band together and defeat him. To this end, Epoc after Epoc the deity would train armies to rid the influence of his brothers, and squirrel away any notable magic items, to present as boons to his next champion. It was his influence that got the shadow killer blade in the hands of the party that killed his father.

Gythanka on his throne Gythanka appears as one of two forms: a towering man in gleaming white armor or a white wolfman. Attuned characters may see both at the same time, while it is a closed secret within the Church of Gythanka. While the old God was once a being of faith in mortals and foresight, since the final epoc he has become more fickle.

Powerful priests must contend with the fact that Gythanka will often take back their powers if he feels they aren't doing enough, leaving a lot of high level priests desperately searching for how to make the most positive change, without betraying their oaths. Gythanka still sits on a powerful hoard of enchanted weapons and artifacts from the 600 Epocs, and will bless heroes occasionally with a boon - but in this, he is just as fickle as in magic, expecting to reclaim the item if the group falls out of favor.

Palidins of purity will find the players and request the items back, starting a fight if the players refuse. Killing a Paladin of Purity with a weapon given as part of a boon will curse the player, reducing dexterity by one until the curse is removed. These stack. This curse can be removed by normal means, submitting a favored offering and the item to a shrine of purity, or committing a heroic action that tips the scales to good.



KORDIS, THE AVATAR OF GYTHANKA

Kordis is the Avatar of Gythanka, and his eldest child. The son of Gythanka has inherited many of his father's powers, as well as the ability to purge disease or corruption from living beings. A touch from Kordis can purge all stages of Coffin Curse, Nullcurse, or any other magical or non-magical disease or curse. Kordis has an unerring belief in his father's goals and purpose, but clearly has disagreements with how his father enacts his changes.

Kordis believes that the races of Raul will not come around to his father's way of thinking without being forced, and as such comes into conflict with many other otherwise peaceful gods of the Prime Material Plane. He will work to undermine the work of any churches that attempt to establish themselves via arrivals from the Tear. Kordis leads a highly structured group of Kanderus and Kastorial warriors, often filled with the ranks of mortals who have led clean lives in service of the Lord of Purity. Such warriors are reborn, and when killed will reform in Gythanka's realm after several months. This unfortunately means that although the Lord of Purity's numbers are vast, they tend to grow slowly, unlike the never-ending spread of Ky.

While Kordis is a skilled leader and smart, he falls to some of the same issues as his father. He tends to think in black and white ways, and as such will often miss the forest for the trees when fighting Ky. Unlike his father, Kordis will not kill failed projects, instead try to change their actions or their minds. While Gythanka does absolutes when it comes to the soul, Kordis is much more progressive.



KAEL, DAUGHTER OF DAWN

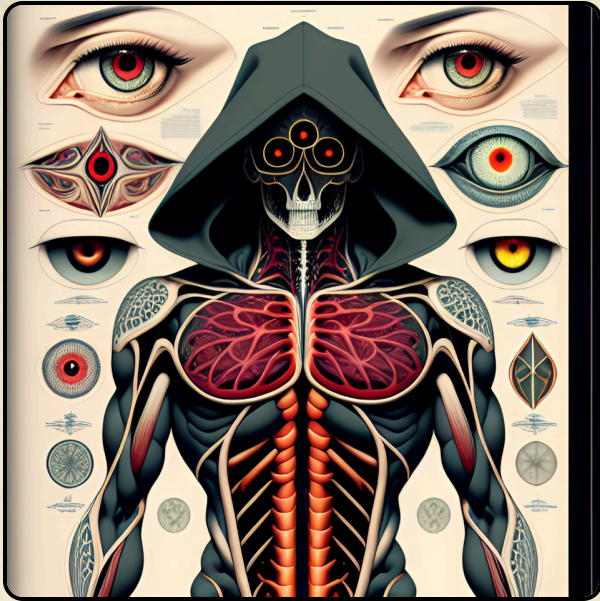
Kael is the eldest Daughter of Gythanka, and leader of the New Dawn, a militia of Kanderus that were saved from Kys corruption. She is defiant to her father's hands-off approach since the last epoch, and readily mettles in mortal affairs, against the advice of her father. A demigod of considerable power, she has repeatedly helped civilization against the horrors of the previous epochs, and has many small and hidden churches in various cities.



CERTA, DAUGHTER OF DUSK

Certa also disagrees with her father, but chooses to go about it the opposite way. To her, this is the last Epoch of Raul and it is her job to ease its people into oblivion as easily as possible. It is said that she appears to the starving, the sick, and the dying in their final moments to comfort them, and allow them to pass on in peace. Strangely, though, Certa is not the first God of death in Raul, inheriting the title and powers after the death of one of the Children of Oglier. It had been theorized that the deathless are her doing, and that there will one day be a price to be paid for her foolishness.

OGLIER, LORD OF SECRETS



"Merchant of Secrets. Trader of tales. Oglier is the patron of bards, scholars, and mages. They are in every library, listening to every whispered conversation in every bar, and always meddling in mortal affairs for their own entertainment. Don't expect a straight deal though - that's not fun." ~Ordo Amni

Oglier is the god of secrets, known as a meddler and the oldest of the Hounds of the Huntmaster. They think of themselves as above the wars of their brothers, and instead entertain themselves with the boundless games of humanity. While not truly omnipotent, Oglier is a master tactician and often has enough gathered knowledge to clearly predict most events. They predicted the Cataclysm, and it was through the Druids heeding their warnings, they were able to prevent the worst for a time.



However, as magic has overrun Raul, as with the other wolves, their power has waned. Oglier rarely

appears on the material plane any more, instead giving dreams filled with secrets to his worshippers and creatives around Raul. The plane of Oglier is... impenetrable. Planeswalkers have never left the building, the place all who jump to their plane land. This building is filled with faithful to Oglier, who write and file different information from their god. While they will not restrict travellers from exploring, if one attempts to steal any of the books or scrolls, they will be swarmed by low level clerics, and eventually get "pushed" out of the realm by Oglier itself.



MARTOOK, AVATAR OF OGLIER

Martook is the right hand man and avatar of Oglier. Often sent to the prime material plane to move the chess pieces of his master, he is the puppeteer and broker of his lord. He worms his way into the deepest places for bits and pieces for his master, and is always willing to barter with adventurers to cause a distraction or retrieve a bit he doesn't have access to. Martook is not one of the Kanderus, and it is rumored that he may be the final surviving son of Oglier.

Puppeteer: Martook pulls a bit of information from his lord and knows exactly what to say to cause a target to flee in terror or force the target into a rage and to attack a given target for two rounds. This can be resisted with a will save, however even if successful the target will be shaken for one round.

Your Other Best Friend: Martook can shapeshift to become a rather ordinary human. While in this form, he will be indescribable, and often will slip out of people's memories as soon as he leaves a room. While no one will remember who he is, everyone will usually assume that he belongs there. Unless the player is specifically looking for him, this requires a successful search check to determine he is out of place.

KY, LORD OF CHANGE



"The one below all. The infinite rot. Chaos personified. Ky is every bad deal, every eerie back alleyway and every crook. He revels in watching the universe burn, and has been the instigator of more mortal torment than any of the other gods on Raul. Him and his masks watch from every ruined house and every dark swamp." ~Ordo Amni

Ky is the god of change, and the middle child. He detests Oglier and Gythanka, and believes that his father's crusade is ultimately a failure. For the countless epochs he was the instigator, laying the groundwork for his father's return and always trying to crush whatever resistance Gythanka provided. He believes that the races of Raul should finally die, so the realm of Raul can be released into the ether and he can finally escape to haunt the Prime Material plane. However, he is still bound to Raul like his brothers, and struggles every day to escape.

Ky is hard to fight because often there is no long term plan. His actions are quick, often without ration or recourse. Many of the things he does seem chaotic and unlinked, however they usually will one way or another coalesce into a long term effect. The Kanderus are his children, a race of humanoid wolves from the Realm of the Huntmaster. Unlike his brothers, Ky has no realm of his own, choosing to maraud through the remains of the Realm of the Huntmaster and take what he pleases. As such, he has a much easier time accessing Raul than his brothers, and meddles often.

Ky has a fondness for enchanted masks, and most of his high ranking Kanderus elites have been granted enchanted masks and helms. While the majority of the masks the player may retrieve are safe, one should be careful stealing the mask from the corpse of a Kanderus that has displeased Ky, as they will sometimes be laced with debilitating curses, requiring a task to be completed before the curse is removed.



THONIS, AVATAR OF KY

Thonis is the strategist and field commander for Kys' Kanderus troops. He has been blessed with a multitude of powers from his god, which he will often use indiscriminantly. He will often poison and corrupt soldiers on the battlefield, ensuring that even if they are victorious, none will survive. Sadistic and manipulative, Thonis enjoys the slaughter and will often keep opponents agonizingly alive to prolong their suffering for his enjoyment. He carries on himself a multitude of cursed masks, that when applied to a dying opponent, will hold them in a state of undeath for him to torture later.

Divine Corruption: Thonis has unique abilities granted by its deity.

Corrupt Touch. As a bonus action, the Avatar can make a melee spell attack. This attack deals necrotic damage. If the target is a creature, it must make a Constitution saving throw or become poisoned until the end of its next turn.

Eyes of Corruption. The Avatar can see through magical darkness and has advantage on saving throws against spells and effects related to corruption and decay.

Aura of Decay. In a 30-foot radius around the Avatar, plants wither, and creatures not immune to poison damage take poison damage at the start of their turn.

Corrupting Presence. The Avatar's presence is unsettling to others. It has advantage on Charisma (Intimidation) checks.

Assassinate. Thonis makes one Corrupt Touch attack against a surprised creature. If the attack hits, it is a critical hit.

Frightful Presence. Each creature of the Avatar's choice within 120 feet of it and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute.

HELMETS OF THE KANDERUS HORDE

WHEN FIGHTING THE KANDERUS OUT IN THE desert, there are a variety of themed helms that one can find. Most only give a small boost to a skill, or if one is lucky, bonus to armor. These helms also enhances the smell of the wearer as if they were Kanderus. If cursed, will transform the wearer into Kanderus, as well as all the standard cursed afflictions of a Kanderus helm. However, there are three that adventurers should watch out for in particular.



GREAT WOLF'S BITE

Great wolf's bite is a steel full helm is gold inlay and runes. Even though the helmet itself looks uncomfortable, it is big enough for even a large humanoid to wear it comfortably, and it contains a number of fine adjustment points inside. Wearing Great Wolf's Bite provides an additional +1 magical AC. However, the power of this helm shines whenever the player wearing it gets into a grapple situation. If the helm has been attuned and the player is grappling, they may perform one bite attack as a free action each round. The bite attack will use the players base attack bonus. On hit, the player will deal 1d6+1 piercing damage to the target, however this attack will never critically hit. If the player hits on a 19 or 20, the player may perform two more bite attacks that round instead of taking critical damage. These additional attacks cannot cause another occurrence of additional bites. The teeth of this weapon can be poisoned, following rules for applying poisons to weapons.



THE GOLDEN VISE

The Golden Vise is a leather helm inlaid with a gold mask, black fur, decorative leaves and feathers. These hang down the back and are designed to keep the wearers neck in shade. This helmet belongs to the Kanderus Sages, and is designed to assist them searching for secrets. The helmet has two powers, and they can collectively be used three times a day. Firstly, the wearer can cast detect magic on themself, as per the spell. The duration of this spell is one hour. Secondly, the wearer can choose to sniff out a particular class of item, granting them a +5 circumstance bonus to finding that item on a search check. This lasts for one hour or until dismissed, and can detect several items within the same class. However, this can not be tuned to detect specific items.



WEB OF SECRETS

Web of Secrets is a steel full helmet is gold inlay and runes. Even though the helmet itself looks

uncomfortable, it is big enough for even a large humanoid to wear it comfortably, and it contains a number of fine adjustment points inside. Web of Secrets has two powers, that can be used a total of five times per day. Firstly, the player can detect a single surface level secret from one creature they share a language with within 120 feet. This cannot be a secret that they are actively trying to hide. The creature will be unaware that their mind has been read, however psionically gifted creatures can make a DC 20 will save to detect it.

Secondly, the wearer can cast Suggestion and target up to three people per cast. This has a maximum duration of eight hours, but otherwise acts exactly as the spell. Players will not be able to make another character perform an action that would put them in danger in an obvious way, just like the spell. On a successful save, afflicted targets may make a DC 20 Wisdom save to attempt to determine who tried to cast it on them. Of interesting note - the secrets often plumbed by this helm are of interest to the Agents of Oglier. While the enchantment and design follow similar helms from Ky's horde, this suggests it may have at one time been for the elder deity.

ENCHANTED ITEMS OF THE ARA-TSAT EMPIRE

"There are more than just sand and monsters in that endless desert - the Ara-tsat were powerful magic wielders, leaving behind unimaginable magical riches. Every aspect of our society - from birth to death - was imbued with that artifice. There are near endless riches for anyone brave (or foolish) enough to find them." -Ordo Amn

FORK OF GLUTTONY

The fork of glutton. it appears as a finely crafted silver dinner fork, embossed with the insignia of the Ara-tsat house of Coulette. It is 7 inches long with five tines extending from a trunk 1 inch before the head. The tines are very delicate looking, but sturdy to the touch. This items glows slightly under normal light. Powers: The fork of gluttony gains two charges per day, and by expending one charge a user can eat a cubic foot of any consumable, non-sentient material in one round.

The enchantment on the fork protects the user from any poisons within the material itself and from the possibility of a stomach rupture, but the "eater" will only gain nutrition if the item is something a person could actually eat. For example, because wood can be chewed and broken up with little ill effect, the fork would allow the user to eat a 1 foot by 1 food square of an oak door, but will still need to eat food as normal to stay healthy.

Any food eaten this way is processed immediatly, and waste materials are destroyed by the magic.

History: This fork was created by the black sheep of the Coulette family, Armond Coulette, as a way to escape awkward family dinners and continue his studies. A powerful, if antisocial mage, Armond viewed eating and social conversations as wastes of both his

time and energy. While the matriarch of the family was not amused, it allowed Armond to ensure his dietary needs were met without burdening the family with his more extreme antics, so it was allowed.

BOWL OF REFRESHMENT

This two foot wide silver bowl is covered with a intricate pattern of leaves and vines, with a large silver ring hanging off the right side. Several broken pieces of metal emerge from the bottom of the bowl, and look as if they were once used to affix the bowl to a surface. The bowl itself is extremely heavy, and hard to manuver without a hoist or travious.

The bowl of refreshment, once mounted on a table or platform, will immediatly purify any water poured into it. Anything dipped into this water will also have the same effect, removing any dirt and dissolving it. This bowl is always safe to drink from, however the water always has a bit of an odd taste. It's not bad, just... hard to place. As long as the liquid is mostly water, the bowl will cleanse it.

For example, wine would be turned to water, but a high proof liquor would not and would sully the bowl until emptied.

History: Another invention of Armond Coulette, the wizard was always annoyed by slaves causing noise cleaning the basin across from his room, and bringing water up to draw their master a bath. The idea was that this device would make sure that they would never have to trouble him again. According to the histories there was also a self heating bath with similar properties, but it has never been found.

ROD OF BRACING

The rod of bracing is a 20 inch copper rod with a garnet set into a button at the center of it. The shaft is unadorned, and appears quite plain.

Upon pushing the button in the center of the rod, two lengths will shoot out of each side up to 20 feet and embed themselves into the first surface they hit. This will not damage the surface, as well as will give the wall or door an additional 4 points of damage resistance. If the rod cannot embed on one side, the button is pushed or the anchor point is broken, the rod will retract to its normal length. The rod can be removed with a DC 20 strength check.

In its extended position it is immune to antimagic or antispell properties. Furthermore, any damage done to one anchor point is split between both. The rod will not fail until both anchor points have broken.

History: The rod of bracing can be traced back to the expansion period of the Ara-tsath empire, as a way of erecting temporary fortifications. Shield walls would deploy this, as this allowed the shield to share fortification with anything it could be attached to. Once very common, only a few surviving examples still exist, often fortifying broken structures deep in the desert.

LOCKHART NECKLACE

This four ounce silver necklace is emblazoned with a wolf on the front and a large hammer on the back. Both reliefs relate to Gythanka, The Lord of Purity. Powers: The Lockhart necklace has a powerful but specific enchantment attached to it. When two living characters have worn paired necklaces for 24 hours, it synchronizes their heartbeats and vital systems. The powers of this necklace do not engage until the wearer must make a death save.

If the other wearer is not making death saves, the downed player makes all saves with advantage. However, on a failed save the healthy user takes 1d6 necrotic damage. If the user is immune to necrotic damage or undead, the powers do not work at all.

History: The Lockhart necklaces were a stopgap method of the Ara-tsath senate to prevent assassination. Often the other necklace would be granted to a spouse or trusted servant. Many of the pairs have been lost to time, but some still turn up in the hands of nobles.

LAMP OF INFLAMIBILITY

This is a copper and silver bullseye lantern is about a foot tall, with several glass windows and a wooden handle on the back end. Each window has a cork and copper plug that can be affixed to it to block the light. Along the top are engravings of windmills and wheat stalks.

The lamp provides a minor resistance to fire while lit, as well as as a feature, the contained flame will not light any flammable material contained within, any flammable gas or liquid (except for the oil contained in the well of the lamp), or any material it is exposed to.

the light is of standard for a bullseye lamp of its size, but the fuel will last twice as long.

History: as the Ara-tsath empire grew, food became more of a problem. Many towns and cities had graineries of their own, but soon large processing became the norm, with thousands of tones of grain flowing through the largest to all corners of the empire. Fire had always been a problem, but these high throughput magical-mechanical processors caused more flour dust to be put into the air, making explosions and fires a common thing. The lamp of inflammability was the solution to this problem. Many different versions of this lamp exist, but this is the most common. Rarely, these can be found in the abandoned mines of the empire.

TALISMAN OF TRAVEL

This odd cross shaped coin is emblazoned with three elves holding sheaves of wheat on the front and the name of a town on the back. Powers: when dropped into the appropriate magical receptacle, this will create a temporary one way portal for up to six people and animals, and a single cart with horses to a destination.

If any rubble, sand, or creatures are occupying the space at the end of the portal, they will be violently flung in a random direction and take 1d6 points of damage.

Any creature spellcasting in that space will need to make a concentration check to maintain a cast spell. History: these tokens are all that remains of an empire wide transportation network that was mostly destroyed by the cataclysm. The token is not consumed on deposit, however most of the magic is.

These can be recharged, but the process will require at least a week of research and two knowledge or arcana checks of appropriate type. Even though the coins can be recharged, the destination cannot be changed. One of these portals remain in Irontrench, although its original use has long since been forgotten.

SPADE OF WATER FINDING

The spade is made of iron and approximately a foot long, tapering to a soft point. A wooden handle is engraved with the images of several water elementals.

The spade of water finding allows a user to detect any bodies of still or flowing water within 100 meters, giving a general declination and distance 3 times per day. This pulse has two side effects, however. Water Elementals within the range must make a DC 15 save or become confused, and Earth elementals must make a DC 15 save or become enraged.

A successful remove curse can remove these side effects once attuned, or the item can be completely repaired using a 2 day ritual and 5 gp worth of materials, and allows the spade to be used an extra 2 times. History: The spade of water finding was once a symbol of office for the Lead Architects of the Masons College.

There were only ever 200 in service at one time, although several were lost or kept by retiring masons.

The issue with tuning was a well known problem in the empire, often leading to Architects getting the moniker Elemental Dousers.

BLOODLETTING SPOOL

The Bloodletter Spool appears to be a circular iron Spool with two metal cross pieces in the center. one of the metal cross pieces has a empty glass phial built into it and a dagger with two blood troughs cut into it leading to the phial. The Spool can be turned right or left, independent of the cross piece in the center.

A creature stabbed by the knife end of the Spool will take 1d6 damage, as well as become linked to the Spool. as a round action, the holder can enter turn the Spool right or left to either age the creature affected by one year, or de-age a creature by one year. The years trapped in this device are retained independent of target, and a new target can be chosen by stabbing them with the blade. if the creature would have additional years added to thier life, this will begin slowly adjusting their alignment to chaotic evil, full transformation happening at 25 additional years.

Almost all NPCs will see this as a villainous act, and a cleric or paladin will fall from grace until the balance is restored. This is true even if the transformation was unwilling. Those changed unwillingly wcan make will saving throws to be able to overcome evil inclinations. Every day, the afflicted character must make a chaotic evil act or face a forced compulsion. This can be as simple as attacking a random stranger, or something more complicated. a complicated plan that does a great deal of harm can remove the compulsion for up to a week. If the player refuses to take any action, a second identity takes over while they sleep. This personality will enact several cruel acts, but will feel the compulsion for up to a week.

History: The Spool was a tool of the Grand Inquization as a method of forcing confessions. for even long lived species like elves, yhe threat of loosing years was enough to motivate conversation. This item, however, is a little different.

Altered by Moegan Blackstaff, this is one of the few examples that allowed the user to absorb removed life. A elderly mage on his way to lichdom, Moegan feared death, and so tailored this to give himself more time. unfortunately, this did little to curb his cruelest tendencies, and he was discovered by the inquisition. Histories end there however.

KEILBASA'S DANCING BAND

Keilbasa's dancing band is a set of 10 marble statues standing 10 inches tall, depicting a variety of characters playing musical instruments. Each has a word engraved on the bottom, though many are missing.

As a standard action, a character can place one of these figures down and speak the command word. The figure will then dance and mime playing the instrument they are carrying for 10 turns. While it is active, a song will play and a +1 bonus to the skill the dancer is tuned

to will be granted to anyone in 50 feet. As part of the activation, the activator may place another member of the band for free, conferring both it's bonus and extending the active time of the item by 2 rounds.

History: The dancing band is the most popular of a whole class of items created by elven nobility with the stated intention of assisting craftsmen and schollars, but instead ending up as talking pieces for the rich. While most examples have been destroyed over the millenia, the Dancing Bands popularity ensured that several items made it clear of the capitol before the fall.

LEAFSCALE GAUNTLETS

These two leather gauntlets are dyed a deep forest green, with the images of leaves carved into both of them. Each has soft padding on the inside, and several straps to attach to the forearms of the user. Several pieces of leather dangle from the underside, appearing as vines.

Three times a day, the wearer can point at a target a maximum of 30 feet away and several vines will shoot out of the gauntlets and attempt to wrap around the target. If the target is a creature, it must make a grapple check against the wearers strength to break free. This power can be used to cross ravines or scale a wall, and will only release if the attacking creature succeeds in a opposing strength check. While the wearer can climb these vines with ease, other creatures cannot, and the vines retreat into the gauntlet as they are reeled in. If the connection with the target is broken, the vines simply disappear. The wearer can deactivate at will.

History: Originally a bit of a joke developed by a duo elven mage and druid, these gauntlets have traveled the surface of raul. While the limited range makes things tatically difficult in combat, the usefulness of being able to point at something and drag it to you(as long as you are strong enough), has seen a variety of uses over the years. There are many reproductions circling the waste, as this is the perfect item for nieche escapes.

ECHOING EMBERS

This metal box contains a chunk of coal that glows in a blue-green light. While only warm to the touch, the box itself is embossed with brass reliefs of groups of people enjoying a campfire. Powers: Once per day, if empty, the box will spawn a new magical piece of coal. If this is added to a camp fire, resting heros will gain an additional 1d4 hit points on rest, as well as grant performance, deception and persuasion checks a temporary +2 situational bonus. Any stories told around the fire are more likely to enrapture listeners, and atendees may be more likely to open up to one another. Consequently, Intimidate checks will recieve a -2 for the same duration due to people being more likely to believe the check-ee is playing it up.

History: The Embers are one of the items left behind by The Merciful Three, a traveling group of wizards, merchants, and performers from the time of the Aaratsat. Believing that permanent piece could be brokered

between the elves and the dwarves, the merciful three traveled along the edge of elven lands in an effort to spread peace and harmony. The end, however, cut those dealings short.

ETERNAL ECHO EARRINGS

These intricate gold earrings look like a vine and leaves wrapped around finely cut sapphire.

When the wearer rubs the back of the earring in a clockwise fashion, the next 60 seconds of all sounds are captured and stored. The user can stop this process by rubbing them again. If they are instead rubbed counterclockwise, all sounds that were audible to the character will be played in minute detail for anyone within 20 feet. This enchantment can only store one recording at a time.

THE DARKSPIRE TINCTURE

One of the horrors of the Ara-Tsat inquisition and the many years of darkness they spread, the Darkspire Tincture was used as a final revenge on enemy of the state spellcasters, clerics, and activists. It is an insult to injury, and can only be identified by the languid shadows the container that holds it casts. The only surviving description is from "Treaties and weapons of the Forgotten Empire"

*...a weapon so vile even we would not use it - The issue is not what the poison imparts to the body, but what it removes. The Darkspire Tincture is in essence condensed negative energy, so powerful that it strips the very life force out of the host body but leaves the soul intact. In effect, application of this vile liquid transforms the victim into an unwitting undead. The effects are immediate but somewhat subtle. Often what can seem like a simple bending of morale quickly transforms into acts of violence and petty revenge. The creature needs to feed on the life force of others to survive, so cannibalism often occurs in as little as a week. By month's end the creature is a full-on horror of the night, and nothing of the original victim remains. The last successful documented application of the Darkspire Tincture was against King Oleg Gardon of the Orcish Tribes in 274 BDL"



V3 VS LEGACY

The Homebrewery has two renderers: Legacy and V3. The V3 renderer is recommended for all users because it is more powerful, more customizable, and continues to receive new feature updates while Legacy does not. However Legacy mode will remain available for older brews and veteran users. At any time, any individual brew can be changed to your renderer of choice via the **i Properties** tab on your brew. However, converting between Legacy and V3 may require heavily tweaking the document; while both renderers can use raw HTML, V3 prefers a streamlined curly bracket syntax that avoids the complex HTML structures required by Legacy.

Scroll down to the next page for a brief summary of the changes and features available in V3!

NEW THINGS ALL THE TIME!

Check out the latest updates in the full changelog [here](#).

HELPING OUT

Like this tool? Head over to our [Patreon](#) to help us keep the servers running.

This tool will **always** be free, never have ads, and we will never offer any “premium” features or whatever.

BUGS, ISSUES, SUGGESTIONS?

- Check the [Frequently Asked Questions](#) page first for quick answers.
- Get help or the right look for your brew by posting on [r/Homebrewery](#) or joining the [Discord Of Many Things](#).
- Report technical issues or provide feedback on the [GitHub Repo](#).

LEGAL JUNK

The Homebrewery is licensed using the [MIT License](#). Which means you are free to use The Homebrewery codebase any way that you want, except for claiming that you made it yourself.

If you wish to sell or in some way gain profit for what's created on this site, it's your responsibility to ensure you have the proper licenses/rights for any images or resources used.

CREDITING US

If you'd like to credit us in your brew, we'd be flattered! Just reference that you made it with The Homebrewery.

MORE HOMEBREW RESOURCES

If you are looking for more 5e Homebrew resources check out [r/UnearthedArcana](#) and their list of useful resources [here](#). The [Discord Of Many Things](#) is another great resource to connect with fellow homebrewers for help and feedback.



MARKDOWN+

The Homebrewery aims to make homebrewing as simple as possible, providing a live editor with Markdown syntax that is more human-readable and faster to write with than raw HTML.

From version 3.0.0, with a goal of adding maximum flexibility without users resorting to complex HTML to accomplish simple tasks, Homebrewery provides an extended version of Markdown with additional syntax.

CURLY BRACKETS

Standard Markdown lacks several equivalences to HTML. Hence, we have introduced `{{ }}` as a replacement for `` and `<div></div>` for a cleaner custom formatting. Inline spans and block elements can be created and given ID's and Classes, as well as CSS properties, each of which are comma separated with no spaces. Use double quotes if a value requires spaces. Spans and Blocks start the same:

SPAN

My favorite author is **Brandon Sanderson**. The orange text has a class of `pen`, an id of `author`, is colored orange, and given a new font. The first space outside of quotes marks the beginning of the content.

BLOCK

My favorite book is Wheel of Time. This block has a class of `purple`, an id of `book`, and centered text with a colored background. The opening and closing brackets are on lines separate from the block contents.

INJECTION

For any element not inside a span or block, you can *inject* attributes using the same syntax but with single brackets in a single line immediately after the element.

Inline elements like *italics* or images require the injection on the same line.

Block elements like headers require the injection to start on the line immediately following.

A PURPLE HEADER

** this does not currently work for tables yet*

VERTICAL SPACING

A blank line can be achieved with a run of one or more `:` alone on a line. More `:` 's will create more space.

Much nicer than `

`

DEFINITION LISTS

Example V3 uses HTML *definition lists* to create "lists" with hanging indents.

COLUMN BREAKS

Column and page breaks with `\column` and `\page`.

TABLES

Tables now allow column & row spanning between cells. This is included in some updated snippets, but a simplified example is given below.

A cell can be spanned across columns by grouping multiple pipe `|` characters at the end of a cell.

Row spanning is achieved by adding a `^` at the end of a cell just before the `|`.

These can be combined to span a cell across both columns and rows. Cells must have the same colspan if they are to be rowspan'd.

EXAMPLE

Head A	Spanned Header		
Head B	Head C	Head D	
1A 2A 3A	1B	1C	
	2B	2C	
4A 5A	3B 3C 4B 4C		
	5B 6B	5C	
6A		6C	

IMAGES

Images must be hosted online somewhere, like [Imgur](#). You use the address to that image to reference it in your brew*.

Using *Curly Injection* you can assign an id, classes, or inline CSS properties to the Markdown image syntax.



** When using Imgur-hosted images, use the "direct link", which can be found when you click into your image in the Imgur interface.*

SNIPPETS

Homebrewery comes with a series of *code snippets* found at the top of the editor pane that make it easy to create brews as quickly as possible. Just set your cursor where you want the code to appear in the editor pane, choose a snippet, and make the adjustments you need.

STYLE EDITOR PANEL

Usually overlooked or unused by some users, the **Style Editor** tab is located on the right side of the Snippet bar. This editor accepts CSS for styling without requiring `<style>` tags— anything that would have gone inside style tags before can now be placed here, and snippets that insert CSS styles are now located on that tab.