

# Campaign Guide

## Foreword

First and foremost, it needs to be noted that, in an effort to provide the players with information as quickly as possible, that this document is provided in an intentionally incomplete format. Information will be appended to this file as it becomes available. Within, you should find enough information to begin character development, and prepare a character history.

The information contained in the Campaign Guide is a mixture of knowledge: both in-play and out-of-play. You may freely assume that all Player Characters are familiar with this information based upon their life experiences, and use this knowledge in-play. Sometimes a player may be given more thorough information, such as through a clan packet. In all cases, the information contained within such a clan packet is considered to be more accurate than the information presented here. Furthermore, not all clans will have a clan packet available, due to a variety of reasons. In those cases, a player will be given the information, but it will be nearly identical to what is presented here.

## Geography

The known world (which we will call the Western Wildlands) has been in its present state of geography for longer than anyone can recall. This period of time is at least several hundred years. The residents of the Western Wildlands are unaware of the geography of any of the previous campaigns, unless or until such information is provided in-play by the Campaign Committee. The residents of this region do not refer to their home as the Western Wildlands, but instead use the generic term Wildlands. Sometimes they use the more specific names of their regions, as provided below.

The entire Western Wildlands is divided into 5 main regions: Shonar, the Gaolin Plains, the Mygar mountainous region, the Great Desert, and the shoreline including small islands and shallow coast waters. It is generally assumed that most people never leave their homelands and those that do are considered great and brave heroes and adventurers. The overall Wildlands is a large, isolated main island roughly half the size of modern Australia. The overall climate and lands are that of a large and arid desert.

Shonar is a land of relative darkness and mystery. Located in the southern and eastern portion, it is a range of lowlands. Despite the overall desert climate, large trees and forests do exist here. These woods are fed by the gentle rains from clouds hitting the mountains and steppes along the northern border. The land actually tends to be somewhat swampy, and contains one region of swamp-lake. Towards the southern shoreline the land fades to a delta, which is known to be hazardous and often lost and regained in daily tides. The Great Desert borders it along the western edge, where the forests rather suddenly die off.

The Gaolin Plains are north of Shonar, and comprises most of the north and eastern sections. A range of mountains and steppes along the southern border make

travel to Shonar very difficult. The land here is unusually fertile, and crops grow with the hard work of farmers. The Great Desert borders them mostly along the western edge, where the land gradually gets rougher. Being high in elevation, the land is close to the sun, hot, and windy. Looking out over the northeastern corner provides an occasional view of many small islands; when the clouds and seas are calm.

The Mygar Mountains are in the western lands. Extending nearly all the way from north to south, it is the largest area in size, but also is very rough. Several mountainous regions make the land hostile and hardy. There is one widely known active volcanic range, commonly known as the Sour Plumes. A few rivers cross the land here and there, and their waters are known to sometimes be poisonous and run afoul with both riverboats and pirates alike. There are actually some forested regions, although they are not nearly as dense as those in Shonar. The Great Desert borders these lands along almost the entire eastern edge. Some people are convinced that a famous forge used to exist here, and many people spend their lifetime searching for it. Usually, they get distracted by the many mines and caverns that litter the ranges.

The Great Desert is the central feature in the Western Wildlands. Spanning fully a third of the continent, the vast wasteland serves as a natural barrier to trade and travel. Stifling, deadly hot days are followed by chilly, frigid nights. Wild animals roam these badlands, both day and night, and all search relentlessly for a fresh meal and watering hole. The Great Desert is known to be too difficult to travel, with its dangerous inhabitants, deadly environment, and vast piles of constantly shifting sand. Few dare to enter, and those who do are lost forever. It is rumored that deep in the desert is a large oasis, surrounded by black mountains, commonly called Onyx Hollow.

Around the mainland there do exist some small islands. The high winds and strong currents deter most from even attempting a boat ride to explore. Visibility is poor, and most traders are in the habit of hugging the coastline between safe spots along the shore. The two largest islands are Silver Mist Islands in the east, and Falcon's Grove along the west. Delta Island in the north is the only other of significant size. The Scarred Isles in the northwest and the Asunder Isles in the northeast are the main groups of small island chains. The daily tides make the shoreline constantly change, and at low tide you can see the remains of ships that failed to make the journey.

Maps in the Western Wildlands are rare, and must be found in play if at all. Few have need of them, and most maps are of local townships and the like. Trade is usually done with local merchants, with the occasional expedition traveling along the edge of the Wildlands. A few people make their living traveling, sharing news, bringing rare supplies, and working off their dinners. These people are usually not trusted, as most of the land's people are paranoid of spies and war.

## History of the Western Wildlands

Not a great deal is known about the history of the Western Wildlands. Most people talk of stories within their lifetime. It is known that war has often plagued these lands, with rival groups plotting to take the resources of the others. Always meeting with death and failure, there has not been a major war in almost fifty years, when a great famine took its toll on all people. Rumors abound that the Great Desert was not always there, and that someday it will devour the land completely. Those who work the land are revered by the people, and are seen as heroes in their own right.

## Junctures

Places of power; magical junctures are areas from which spellcasters draw their power. Most junctures occur naturally, and players can search for these junctures to recharge standard and adept spell slots. Almost all such junctures are temporary, lasting no more than a few days and some lasting only a few minutes. Very rare junctures are permanent. These are always available, and they allow casters to recharge standard spell slots at a particular time each day.

Crafting junctures are where craftsmen, such as armorsmiths, alchemists, and so on, go to make their goods and crafts. Creation is the result of magic, and craftsmen draw magic from craft junctures. These junctures can occur naturally and are sometimes brought about when a great deal of raw elemental power is concentrated in one place. The easiest way to do this is the intense fires of a forge. Some craft junctures are permanent.

There are other kinds of junctures, and each type has a specific function. These functions are varied according to their purpose. Not all things are possible at all junctures. Sample things you can do are inspire, learn new skills, conjure spirits, or resurrect the dead (which is very rare).

Each magical juncture has a spirit or elemental that acts as its guardian. Usually, this guardian somehow dwells within or near the juncture and can temporarily invest any creature who touches its dwelling with the power to use the juncture. Many guardians demand tribute before they will grant access to a juncture's power. A guardian can choose to interrupt and ruin any magic or power (such as resurrecting) going on in their juncture at any time.

At the present time, there are no commonly known permanent junctures.

## Resurrection

Characters in Wildlands can resurrect only if they have visited a magical juncture with a spirit capable of resurrection magic. They have to have seen the juncture, and physically touched it or stood within it. Spirits cannot wander looking for resurrection junctures, and if no one resurrects a character at a juncture he knows about, his spirit weakens. A character has until the end of the game day following his death to resurrect. Each game day that passes thereafter adds one black stone to the bag for the character's next resurrection attempt.

## Time

The trading houses of the Wildlands employ a calendar of uncertain origin, though stories hint that it is based upon the calendar of the old world. These merchants have a great interest in recording the passage of time so that they may accurately record the trading that they do with the many clans of the Wildlands. As such, they teach the calendar wherever they trade, and it has become well known and commonly used. This calendar, called the trade calendar, divides the year into 12 months, three for each season. Each month is roughly 30 days, although there are variations. The reasons for these

variations are long forgotten, but storytellers claim that the ancient scholars based these variations on magical cycles they saw in the stars. The numbering of the year began 1005 years ago, and the significance of that event has been forgotten. (The real world of 2005 has the in play date of 1005).

The four seasons are the Awakening, the Greening, the Harvest, and the Sleeping. Each new year begins on the first day of the Awakening.

The Awakening includes the months of Firstmarch, Rainwash, and Warmgrowth. The Wildlands come alive during the Awakening, as the Sun gains strength, plants blossom and animals awake from their slumber. The first day of Firstmarch is the first day of the new year, prompting many clans to celebrate both the new year and the coming of the Awakening.

The Greening has the months of Flametide, Firebreath, and Stormsong. These months are hot and the Sun is strongest. Trading and traveling are common in these months, as food is more plentiful and shelter not as critical. Highsun, the longest day of the year, falls in the middle of Flametide.

The Harvest passes during the months of Spiderhaunt, Bloodleaf, and Frostweave. Many trees release the fire they stole from the sun in a display that turns their leaves red and yellow and orange. The world takes its last breaths of life for the year, and people finish their harvests and hunts to ready for the coming cold. During the Harvest, the Wild Hunt sometimes roams the forests and hills of the Wildlands. Oathbreaker's Night comes at the end of Bloodleaf, lasting a score and ten hours, from midnight through until the second morning. On this day, Chaos walks unchecked through the lands. It is said that no oath holds sacred on this Night, not even those with Death and Time.

The Sleeping falls on the months of Snowcloak, Graybreath, and Icemelt. The cold and dark of these months are testament to the strength of the Moon, which is greatest during this season. The land sleeps, and the folk of the Wildlands must live off work finished during the Harvest. Highmoon, the longest night of the year, falls in the middle of Snowcloak.

Each date is given with the day first, the month second, and the year third. 1 Firstmarch, 1005, was the first day of the present year. The Wildlands year is the same length as the year in the real world. Each month corresponds to a month in the real world and has the same number of days as its real world counterpart. The seasons also match those of the real world. The Awakening, the Greening, the Harvest, and the Sleeping correspond to Spring, Summer, Autumn, and Winter respectively. The Wildlands year starts at the beginning of Firstmarch, so the Wildlands year changes on the first day of March.

## Wildlands Calendar

Real Month	Wildlands Month	Wildlands Season
March	Firstmarch	Awakening
April	Rainwash	Awakening
May	Warmgrowth	Awakening
June	Flametide	Greening
July	Firebreath	Greening
August	Stormsong	Greening
September	Spiderhaunt	Harvest
October	Bloodleaf	Harvest
November	Frostweave	Harvest
December	Snowcloak	Sleeping
January	Graybreath	Sleeping
February	Icemelt	Sleeping

## Money

The Western Wildlands has long depended upon coins and gems for use in trading as money. It often is the case that hard goods are traded and bartered for survival, yet cool, hard, precious metals have always had value in the eyes of the clans. The merchant houses are responsible for creating currency and stabilizing its value in the Wildlands. For coins, they use the same process as dwarven smiths of old, and their coins are stable in value. Gemstones are more difficult to work, as an error destroys the substance. As such, these gems are smaller and lighter than the coins to which they are equivalent. The merchants currently make coins from three substances: silver, ivory, and gold. Silver coins are the cheapest and most common. The coinsmiths introduce impurities into the silver to reduce its value, a technique used by smiths of old to ensure the value of smaller coins stayed low. Pieces of ivory, taken from graveyards of magical beasts, are used in the larger coins. 10 silver coins can be traded for 1 ivory coin. Gold, a substance with a strong magical aura, is used for the most valuable coins. Each gold coin can be traded for 10 ivory coins. Actual coins of gold are very rare, and it is more often encountered in jewelry.

## Wildlands Money Conversion

100 silver = 10 ivory = 1 gold = 1 ruby

50 silver = 5 ivory = 1 opal

Other gems are interchanged from time to time. Most often, they are worth about the same as an opal. Certain gems are more valuable than rubies. As such, these gems are more influenced by market variances.

All characters begin play with 4 ivory pieces, plus any additional money they earn for Profession skills. The cost of a starting character's equipment typically comes from this money, and a starting character may purchase this equipment before entering the game for the first time. After entering the game, characters must craft their own equipment or purchase it from an in-game source, be it another player character or an NPC merchant visiting and trading in the area. The merchant houses typically pay and charge what the market will bear, so prices may fluctuate.

## Clans

The clans are the most significant groups in the Wildlands, defining many boundaries of culture and knowledge. The lands are too dangerous for any but the most skilled to live or travel alone, and the clans gather together for protection in addition to companionship. Comprised of people of many races, the clans are very independent and often war amongst themselves. Some clans tend to be nomadic and are defined more by their activities and the terrain they prefer than the territories they frequent. Other clans have settled into a specific area and fight to defend the places they have claimed as their homes. Spread throughout the Wildlands, many clans are subdivided into smaller groups. Clans typically number from 75 to several hundred (or more) members, and most are spread out across large areas, sometimes intermingling with other clans. The nomadic families tend to have high numbers of members because of their custom of taking in refugees. Each clan has a number of teachers that pass on their core knowledge and skills to members of that clan.

# Arbella

*“Well, that’s Arbella on the horizon. It’s been a long trek along the outskirts of the desert to get here from Spangorge but it’ll be the last rest we have before entering the badlands and then moving on into the deep desert.*

*You see how those buildings have old stone sections? Arbella was built on an ancient set of ruins. What they were before no one really seems to know anymore but it gives the scholars here in Arbella something else to research. Arbella is one of the most scholarly of the clans, dedicating themselves to the study of magic.*

*Not everyone here is a scholar; there are shepherds and farmers who live on this last patch of green before the desert. Even so, almost everyone in the clan can read, and they have some of the best celestial casters in all the Wildlands. Some folks, especially their neighbors the Awenasa, feel like they dig a little too deeply and occasionally some strange things have been known to show up around here.*

*One odd thing: people have been known to have strange nightmares in their sleep while in this area. If you have any dreams while we stay here, they expect you to report them to the clan elders right away.*

*Arbella is a strong supporter of this expedition and we’d best rest and stock up while we’re here. The easy part of the trip is over.”*

*Milton the Magnificent  
Master Bard*

**Common Races:** Humans, Ogre-Mage-kin, Desert Elf, Sun Drake-kin

**Disallowed Races:** Barbarians

<b>Fighting Skills</b>	<b>General Skills</b>	<b>Celestial Spells</b>	<b>Seer Skills</b>
Florentine	First Aid	Spell Level 9	Astrology
One-Handed Blunt	Healing Arts	Adept Level 5	Ethereal Perception
One-Handed Edged	Read Write		
Polearm	Lore	<b>Earth Spells</b>	<b>Magical Skills</b>
Prof +1	Herbal Lore	Spell Level 4	Magical Control
Small Weapon	Profession	Adept Level 2	
Staff	Read Magic		<b>Crafting</b>
Thrown Weapon	Scavenge	<b>Stealth Skills</b>	Alchemy 2
Two-Handed Blunt		Pick Locks	Armorsmithing 2
Two-Handed Sword		Disarm Traps	Create Potion 4
			Create Scroll 10
			Weaponsmithing 2

## Awenasa

*“Sit now and listen. It is not common that we of Awenasa choose to share our stories and knowledge with outsiders, or even take interest in the world of cities and armies. It is only because to the great visions of our elders that I am charged to share our wisdom in this effort.*

*We do not trust most of you. For many years your societies and families have worked against us, trying to deny us of our ancient homelands, and fouling the every earth with your construction and rough handling of our precious lands. It seems that every year during our travels between the Greening and the Harvest that we of the Awenasa must fight back to retake our homes and farms.*

*Only we are brave enough to face the truth of things. Spirits and ghost often talk to us, and we alone respect their wisdom and traditions. They tell us many tales and stories, sometimes from the past, and sometimes of events yet to pass. We respect our dead, and disturbing the rest or peace or happiness of a spirit is a most grave crime.*

*We have the warrior’s spirit within us all, and even the very young are expected to be able to defend themselves. All of Awenasa are taught to wage war at a very young age. Never underestimate us and never make of us an enemy. We live among ourselves in peace, and only fight for practicing the arts of war or developing the strength of mind and body. We must be always ready to fight and destroy all of the evil magic we find, wherever that may be. Our visions have foretold of the day when our people stand alone against the evil magic that tempts the cowards and ruins us all.”*

*Jalor Hawkwing*

*Speaker of the people of Awenasa*

**Common Races:** Barbarians, Minotaur, Children of the Hunt

**Disallowed Races:** Ogre-Mage-kin, Gnimari, Gremlins, Cursed Ones

<b>Fighting Skills</b>	<b>General Skills</b>	<b>Seer Skills</b>
Archery	First Aid	Astrology
Blunt Mastery	Healing Arts	Dreamer
Florentine	Read Write	Ethereal Perception
Haft Mastery	Lore	Precognition
Master Prof +1	Herbal Lore	
One-Handed Blunt	Profession	<b>Crafting</b>
One-Handed Edged	Scavenge	Armorsmithing 4
Polearm		Create Potion 4
Prof +3 / 1 Slay	<b>Earth Spells</b>	Weaponsmithing 4
Shield	Spell Level 4	
Small Weapon	Adept Level 2	
Staff		
Style Master	<b>Stealth Skills</b>	
Sword Mastery	Disarm Traps	

Thrown Weapon		
Two Weapons		
Two-Handed Blunt		
Two-Handed Sword		
Wear Extra Armor		

# Clanless

*“Those who do not follow the bonds of community find themselves clanless. Though this is a state of both neutrality and independence, it is also a hard road to travel. For most people, the strength of numbers or the comfort of friends is too compelling an advantage to pass up. Certainly, there is a clear superiority in having a clan: family to write to, scholars and sages to research long forgotten topics, traders and smiths, and of course, instructors for useful and life-saving skills. Those who choose the clanless life walk the hardest road, and often die lonely.”*

*Carlisle De Berlio, Knight in the service of House Roarke*

**Common Races:** All  
**Disallowed Races:** None

<b>Fighting Skills</b>	<b>General Skills</b>	<b>Celestial Spells</b>	<b>Crafting</b>
Florentine	First Aid	Spell Level 2	Alchemy 2
One-Handed Blunt	Healing Arts		Armorsmithing 2
One-Handed Edged	Read Write	<b>Earth Spells</b>	Tinkering 2
Polearm	Lore	Spell Level 2	Weaponsmithing 2
Prof +1	Herbal Lore		
Small Weapon	Profession	<b>Stealth Skills</b>	
Staff	Read Magic	Backstab +2	
Thrown Weapon	Scavenge	Disarm Traps	
Two-Handed Blunt		Pick Locks	
Two-Handed Sword			

## Gallowbranch

*“The Hangman’s Forest. Just the name alone conjures up some pretty spooky ideas. I’m sure some of you have heard a story or two about those woods but only those of you from Clan Gallowbranch know if any of it is true.*

*The forest itself sits in the lowlands of Shonar. It’s a long, dark wood and not a place for outsiders. I’ve never gone deep into those woods, but stories speak of long dead bodies still hanging from their nooses in the trees: a morbid reminder of Gallowbranch’s punishment for the uninvited violating their borders.*

*Gallowbranch are good folks so long as you stick to the borders and respect their privacy. They trade a little with the other clans of the Shonar region and have helped out when danger has threatened their neighbors. More than anything they value their independence and their forest.*

*No one that I’ve spoken to knows why the clan refuses to allow any race other than those who “bear the spirit of the beast” to live there. The only races in the clan are Children of the Hunt, Minotaur, Slytha, Gila, and Wyvern-Kin. Gallowbranch will only allow visitors to enter the interior of the woods who are of those races.*

*Some wonder what secret they are guarding in those woods, and many a dark rumor has circled around speaking of great betrayal of the past. Whether the betrayal was by the beast-men or against them, no one is sure. Gallowbranch insists they are nothing more than simple folk with their own ways who want to be left to live as they are without outsiders’ influence. This is a stance they are willing to defend with sword, spell, claw, and fang.”*

*Kel Boris*

*Alchemy merchant from Hadari*

**Common Races:** Children of the Hunt, Minotaur, Slytha, Gila, Renders, Sun Drake-kin

**Disallowed Races:** All other races

<b>Fighting Skills</b>	<b>General Skills</b>	<b>Stealth Skills</b>	<b>Crafting</b>
Blunt Mastery	First Aid	Backstab +4	Alchemy 3
Florentine	Healing Arts	Disarm Traps	Armorsmithing 3
Haft Mastery	Read Write	Pick Locks	Create Potion 4
Master Prof +1	Lore	Waylay	Weaponsmithing 3
One-Handed Blunt	Herbal Lore		
One-Handed Edged	Profession	<b>Seer Skills</b>	
Polearm	Read Magic	Dreamer	
Prof +3 / 1slay	Scavenge	Ethereal Perception	
Small Weapon		Precognition	
Staff	<b>Celestial Spells</b>		
Style Master	Spell Level 2	<b>Magical Skills</b>	
Sword Mastery		Earth’s Armor	
Thrown Weapon	<b>Earth Spells</b>		

Two Weapons	Spell Level 6		
Two-Handed Blunt	Adept Level 3		
Two-Handed Sword			
Wear Extra Armor			

# Hadari

*“We’ll be traveling through the desert for the next month. That is going to be very difficult for us all, except for the Hadari among us. The Hadari are out here every day and night of their lives; the only clan that actually chooses to live inside the Great Desert of the interior.*

*The Hadari have no cities or towns; just roving groups of families that move from one place to another, finding whatever scraps they can to get by out in the wastes. They’ve stayed out of most of the politics and wars between the other clans to act as guides and couriers for anyone who wanted to travel across the desert. Nobody knows the desert like the Hadari, who still manage to harvest the rare alchemical substances they need to make their salves, acids and poisons that they are famous for.*

*The Hadari aren’t the only ones living out here though. In addition to the desert predators, there are gangs of bandits that retreat into the wastes to get away and hide. If we’re not careful, we could wind up with our heads bashed in or our throats cut out here. Some folks even go so far as to say the bandits are nothing more than the Hadari themselves. After all, there have been groups to start out across the desert with a Hadari scout who have never been heard from again.*

*I don’t know whether there is any truth to those rumors, but the Hadari have promised us safe passage as far as they can provide it. Even they don’t go near Onyx Hollow on a regular basis. The closer we get to it, the further we get from help of any kind.*

*Which reminds me, I need one healer and one good warrior to stay near me at all times. Actually, I’d better make it two good warriors instead.”*

*Milton the Magnificent*

*Master Bard*

**Common Races:** Desert Elf, Human, Gila, Sun Drake-kin, Children of the Hunt, Renders

**Disallowed Races:** Gnimari, Slytha

<b>Fighting Skills</b>	<b>General Skills</b>	<b>Stealth Skills</b>	<b>Crafting</b>
Archery	First Aid	Backstab +6 / 1 Assassinate/Dodge	Alchemy 10
Florentine	Healing Arts	Disarm Traps	Armorsmithing 6
One-Handed Blunt	Read Write	Pick Locks	Create Scroll 5
One-Handed Edged	Lore	Waylay	Tinkering 4
Polearm	Herbal Lore		Weaponsmithing 6
Prof +2	Profession	<b>Seer Skills</b>	
Shield	Read Magic	Astrology	
Small Weapon	Scavenge		
Staff			
Style Master	<b>Celestial Spells</b>		

Thrown Weapon	Spell Level 4		
Two Weapons	Adept Level 2		
Two-Handed Blunt			
Two-Handed Sword	<b>Earth Spells</b>		
	Spell Level 2		

# House Roarke

*“Tradition and Honor: While these words might mean something to you, they are a way of life for the children of House Roarke. House Roarke claims to be the oldest clan of the Wildlands and I see no reason to dispute them. They have lived in the plains of the east, building homes and farming the lands for as long as any scribe has recorded. Their stone halls have held feasts for the ancestors of the ancestors of the families that live there now.*

*They are one of the few clans that call themselves a house, which is probably a holdover from some ancient time. They are also the only clan which holds any value to titles of nobility; the other clans having long since abandoned the old titles. It is at least a place where nobility is earned, and not given by birth. The most common way of achieving nobility is service in the military, especially in the elite Paladins of the Rose.*

*Most clans find House Roarke to be a bit officious and to be honest, bossy. They feel they should lead the Wildlands by right of heritage and have fought over this point many times in the past. On other occasions, however, the forces of Roarke have ridden out against mobs of bandits, pirates and monstrous beasts that others feared to face and driven them from the lands of other clans. No one can dispute their skill at war and their healers have saved many lives. Many clans are also jealous of Roarke’s unrelenting control over the best farmlands of the Wildlands and their apparent wealth.*

*House Roarke values honor, and a clan member’s word is his bond. They expect the same from others. The clan frowns on the use of necromancy as a weapon of warfare, seeing it as a weapon of little honor. House Roarke has always had a bad relationship with Irondale and Lochfell, with open battle occurring several times in the past with both clans. I expect any members of House Roarke on this expedition to put aside their old grudges with these clans while we travel. We need to work as a team, and old feuds have no place in a team.*

*Let’s lighten the mood, how about a song? I know a good one about a drunken Paladin and the ugly barmaid...”*

*Milton the Magnificent  
Master Bard*

**Common Races:** Human, Elves, Dwarves

**Disallowed Races:** None, but Orc-kin, Renders, and Korred are discouraged

<b>Fighting Skills</b>	<b>General Skills</b>	<b>Crafting</b>
1-Handed Weapon Master	First Aid	Armorsmithing 7
Archery	Healing Arts	Create Potion 5
Blunt Mastery	Read Write	Create Scroll 5
Florentine	Lore	Weaponsmithing 7
Haft Mastery	Herbal Lore	
Master Prof +2 / 1 Slay	Profession	
One-Handed Blunt	Read Magic	

One-Handed Edged		
Polearm	<b>Celestial Spells</b>	
Prof +4 / 2 Slays	Spell Level 6	
Shield	Adept Level 3	
Small Weapon		
Staff	<b>Earth Spells</b>	
Style Master	Spell Level 6	
Sword Mastery	Adept Level 3	
Thrown Weapon		
Two Weapons	<b>Magical Skills</b>	
Two-Handed Blunt	Earth's Armor	
Two-Handed Sword		
Two-Handed Weapon Master		
Weapon Master		
Wear Extra Armor		

## Irondale

*“Now, I’ll hear no grumbling about having to travel with mercenaries. The men and women of Irondale are every much a part of the clans as anyone else. I don’t care whether or not they fought against your clan, or for them, in whatever battle that your kin had some time in the past. Their swords may be for hire, but they make it a point of pride to not switch sides once they’ve accepted a contract. Mind how you word your contract however; they do pay attention to the details.*

*Irondale is a tough land and it breeds tough people. Its rugged hills don’t offer a lot of the necessities of life and without much to trade other than their own rugged abilities; they get what they need by offering their sword arms to whoever needs them: war, expedition, getting rid of bandits, wyverns, or any other strange creatures that plague their nights.*

*Don’t let the image of the sell-sword fool you, Irondale has more to offer than that. They also have combat healers and skilled celestial mages. Irondale has something to offer for trade other than their mercenary services. Many claim that the forges of Irondale produce the best weapons known to the Wildlands and I wouldn’t disagree; my sword came from an Irondale smith.*

*Irondale sits near Spangorge and those two clans have a better relationship than many of the others. Irondale even came to the defense of Spangorge when the Awenasa tried to destroy the bridge many years ago.*

*I welcome our friends from Irondale on this expedition. Let me be the first to raise my glass and toast to the statue of The General in your homeland. May he be returned to glory soon!”*

*Milton the Magnificent  
Master Bard*

**Common Races:** Human, Dwarves, Orc-kin, Ogre-kin, Renders

**Disallowed Races:** None

Fighting Skills	General Skills	Crafting
1-Handed Weapon Master	First Aid	Armorsmithing 10
Archery	Healing Arts	Create Potion
Blunt Mastery	Read Write	Create Scroll 8
Florentine	Lore	Weaponsmithing 10
Haft Mastery	Herbal Lore	
Master Prof +2 / 1 slay	Profession	
One-Handed Blunt	Read Magic	
One-Handed Edged	Scavenge	
Polearm		
Prof +4 / 2slays	<b>Celestial Spells</b>	
Shield	Spell Level 6	
Small Weapon	Adept Level 3	

Staff		
Style Master	<b>Earth Spells</b>	
Sword Mastery	Spell Level 3	
Thrown Weapon		
Two Weapons	<b>Stealth Skills</b>	
Two-Handed Blunt	Pick Locks	
Two-Handed Sword	Disarm Traps	
Two-Handed Weapon Master		
Weapon Master		
Wear Extra Armor		

# Kelendes

*Gregori Kelendes' written advice to his unborn daughter*

1. *The Road is the journey.*
2. *Wanderers are all your cousins, even the Malevai. The blood of the Wanderer runs through us all.*
3. *If someone disrespects you or your cousins, curse them. And know that anytime someone comes to you with a curse on them, they got the curse by insulting one of us. Leave the curse and be wary of this person.*
4. *If someone thinks you are going to steal their chickens, do it. Then curse them. We wouldn't want them to be wrong, would we?*
5. *There is no such thing as a shy Wanderer. You are Kelendes which means you are bigger than life.*
6. *When telling a fortune, you want the person to feel fortunate. No one wants to hear about death and doom. They all want money and fortune.*
7. *Your life should be as bright as the colors we wear. If it isn't, you're in the wrong place. Travel on.*
8. *Never mourn the death of another Wanderer, celebrate it. They are traveling a new road that is more glorious than the one we're on now.*
9. *If people don't want you around, then don't stay around. You can't force people to accept our kind. Curse one of them though so that they will learn respect.*
10. *If you find love outside of the family, follow it. You don't need to force your spouse to follow our ways. If you have a child, bring them into the family. They must be taught the ways of the Wanderer.*

**Common Races:** Wanderer

**Disallowed Races:** None

<b>Fighting Skills</b>	<b>General Skills</b>	<b>Stealth Skills</b>
Florentine	First Aid	Backstab +6 / 1 Assassinate/Dodge
One-Handed Blunt	Healing Arts	Disarm Traps
One-Handed Edged	Read Write	Pick Locks
Polearm	Lore	Waylay
Prof +2	Herbal Lore	
Shield	Profession	<b>Seer Skills</b>
Small Weapon	Read Magic	Ethereal Perception
Staff	Scavenge	Precognition
Style Master		
Thrown Weapon	<b>Celestial Spells</b>	<b>Crafting</b>
Twin Daggers	Spell Level 6	Alchemy 5
Two Weapons	Adept Level 3	Armorsmithing 4

Two-Handed Blunt		Create Potion 4
Two-Handed Sword	<b>Earth Spells</b>	Create Scroll 4
Wear Extra Armor	Spell Level 4	Tinkering 5
	Adept Level 2	Weaponsmithing 4

# Lochfell

*An excerpt from a conference of the leaders of the clans of the Wildlands in Sentinel Bay, circa 855*

*Protector Marduk Voyle of Lochfell speaking:*

*”Let my presence here speak for the dedication of Lochfell to the betterment of the Wildlands. Despite the wild accusations and constant slander of some of the clans, we have participated in this council with the best of intentions. But our patience wears thin.*

*Long have the Dead Falls emptied into the waters of Lochfell at their base. For nearly as long have we dwelled there, living our lives and fending off the aggression of those who have tried to claim the lands for themselves. We have used every weapon we have had at our disposal to do so. Let the so-called earth scholars among you scoff at our command of necromancy; you are merely cowards who fear to tread the path to the true power of what earth magic offers us.*

*And for this: for guarding our homes, our livelihoods, and our children; we are to be held up as a danger to our neighbors? There are necromancers among many of the clans who are represented here today. Perhaps what you fear more is our mastery of the art you cannot seem to master yourselves.*

*Nevertheless, Lochfell will continue to guard itself against all aggressors and if this means striking first to keep the battle from raging in our own homes, then so be it. There is more than magic in our hands; our blades stand strong in battle and our enemies have learned to fear our daggers in the dark of night. Remember this in the years to come: you can have us with you or against you. Where would you rather have us?”*

**Common Races:** Human, Cursed One, Dark Elf, Hobgoblin, Slytha, Spitter

**Disallowed Races:** Earth Dwarf

<b>Fighting Skills</b>	<b>General Skills</b>	<b>Stealth Skills</b>
Florentine	First Aid	Backstab +6 / 1 Assassinate/Dodge
One-Handed Blunt	Healing Arts	Disarm Traps
One-Handed Edged	Read Write	Pick Locks
Prof +1	Lore	Waylay
Shield	Herbal Lore	
Small Weapon	Profession	<b>Magical Skills</b>
Staff	Read Magic	Earth's Armor
Thrown Weapon	Scavenge	
Two-Handed Blunt		<b>Crafting</b>
Two-Handed Sword	<b>Celestial Spells</b>	Alchemy 6
	Spell Level 2	Armorsmithing 2
		Create Potion 6

	<b>Earth Spells</b>	Tinkering 4
	Spell Level 9	Weaponsmithing 2
	Adept Level 5	

## Malevai

*My parents always threatened to sell me to the Wanderers when I was little. I didn't think that was so bad because I had met quite a few Kelendes. I had seen them do card tricks, another told stories, and one of them even cursed my friend's father. I thought that might be useful.*

*Then one day I met a Malevai. The name even sounds creepy. They don't talk a lot, but when they do you better listen up. Normally it's a warning of something bad that's going to happen. I hear that if you really want to get an accurate fortune telling, you need to go to a Malevai.*

*They make my skin crawl. It seems like a lot of people are as confused by the Malevai as I am. When I was in Arbella, I heard that they are ruled by undead and steal children in the night. A trader from Piedmont told me that they can shape-change at will. Someone in Spangorge said the Malevai weren't even real, but are walking nightmares. Do I believe any or these rumors? Not really. I wouldn't be surprised if the Malevai were the ones who started them.*

*In all of my travels, I have never seen a large group of Malevai in any one place. They travel around a lot, but not in large groups like the Kelendes. I see that mark they have as a warning, kind of like the poisonous animals that have bright markings. I also can't get over the feeling that anytime one is looking at you, it's like they're sizing you up.*

*Corporal Aletra Jafri  
Irondale*

**Common Races:** Unknown

**Disallowed Races:** Unknown

**Skills taught:** Unknown

## Najib

*“Deep inside Shonar around the Sinai Swamp, you’ll see one of the most odd groups of people; the Najib. I doubt there is a narcissist among them, because all they ever want to talk about is you. “What have you done, where have you been, how did that ceremony go?” You know they’re interested because they’ll normally have quill in hand recording every word. If you tell them what they want to know, they’ll answer questions that you might have. With all the history they know, you would think that history itself started right there in Shonar.*

*Be careful if you go near the swamps without one of the Najib. If you start snooping in the wrong area, you’re liable to find yourself on the wrong side of a poisoned dagger.*

*They’ll take people from any clan to bolster their numbers, but you have to be committed to their ideals. I’m not really sure what those ideals are, but they must be pretty strict since nobody talks about them.*

*It’s a great place to go if you’re a trader because they buy a little bit of everything. Sometimes they pay with ivory; sometimes it’s with information. If you ever want to keep an eye on someone, go to them. They’re not as violent as the Gorki Mob, and they do the job right. “*

*Sebastian Robbins*

*Ship captain for hire*

**Common Races:** Human, Slytha, Dark Elf, Sun Drake-kin, Goblins

**Disallowed Races:** None

<b>Fighting Skills</b>	<b>General Skills</b>	<b>Stealth Skills</b>	<b>Crafting</b>
Florentine	First Aid	Backstab +8 / 2 Assassinate / Dodge	Alchemy 5
One-Handed Blunt	Healing Arts	Disarm Traps	Create Potion 2
One-Handed Edged	Read Write	Pick Locks	Create Scroll 2
Polearm	Lore	Waylay	Tinkering 5
Small Weapon	Herbal Lore		
Staff	Profession	<b>Seer Skills</b>	
Thrown Weapon	Read Magic	Astrology	
Twin Daggers	Scavenge	Dreamer	
Two-Handed Blunt		Ethereal Perception	
Two-Handed Sword	<b>Celestial Spells</b>	Precognition	
	Spell Level 4		
	Adept Level 2	<b>Magical Skills</b>	
		Magical Control	
	<b>Earth Spells</b>		
	Spell Level 4		
	Adept Level 2		



## Piedmont

*“Piedmont? Sure, I know Piedmont. I mean, who doesn’t? They’re only the oldest and most prominent merchant house around. Quite honestly, you can’t sneeze without one of them popping up and offering to sell you a handkerchief. Don’t get me wrong; I appreciate what they do and how available they usually are. I mean, they do offer just about anything a person could want. They sure do find a way of knowing what you need, sometimes before you know you need it, then charging you more than you ever would have dreamt you’d ever pay for it. Sure, there are those rumors of Piedmont crushing their competition, competitors’ family members disappearing, and warehouses burning down, but that is probably why they are the most prominent merchant house around. They don’t seem to have the same bad luck as other merchants do. All in all, they’re not bad, but I wouldn’t get on their wrong side. If you do, you’ll be lucky to ever buy anything again.”*

*Overheard in a tavern conversation in the Weeping Maiden Inn*

**Common Races:** Humans, Hobblings, Goblins

**Disallowed Races:** None

<b>Fighting Skills</b>	<b>General Skills</b>	<b>Stealth Skills</b>
Florentine	First Aid	Backstab +8 / 2 Assassinate/Dodge
One-Handed Blunt	Healing Arts	Disarm Traps
One-Handed Edged	Read Write	Pick Locks
Polearm	Lore	Waylay
Prof +1	Herbal Lore	
Small Weapon	Profession	<b>Seer Skills</b>
Staff	Read Magic	Precognition
Thrown Weapon	Scavenge	
Twin Daggers		<b>Crafting</b>
Two-Handed Blunt	<b>Celestial Spells</b>	Alchemy 8
Two-Handed Sword	Spell Level 3	Armorsmithing 8
		Tinkering 8
	<b>Earth Spells</b>	Weaponsmithing 8
	Spell Level 3	

# Ridgehaven

*“All of the clans have their strengths, whether they are battle, magic, or knowledge. It’s hard to pin down Ridgehaven though. They’ll take in anyone as long as they can lend a useful hand to the clan and put aside their past. A lot of misfits and unsavory types have been rumored to have made their new homes in Murtog Ridge over the years, enough that there are enough folks there to call themselves a clan.*

*Thirty years ago, a band of heavily armed mercenaries were chasing down the folks that would become the founders of the clan when they ran straight into Zensho Redcap. He took out the mercenaries single-handedly and took the stragglers under his protection. Before long other folks looking for a safe place to hide came trickling in. Zensho helped teach the stragglers and before long they decided to settle somewhere and make themselves a home.*

*Far in the hills north of the plains of the Awenasa they settled in Murtog Ridge and have lived there ever since. The clan has become solid survivors but have no real specialties. They get along well with the Awenasa, lending them aid when they feel their neighbors are being picked on.*

*Many people see Ridgehaven as a place to make a new start. Many others feel the clan is nothing more than a haven for vagrants and criminals. Either way, Zensho still gives them all his protection, and is said to be one of the most fearsome men alive in a fight.”*

*Milton the Magnificent  
Master Bard*

**Common Races:** All  
**Disallowed Races:** None

<b>Fighting Skills</b>	<b>General Skills</b>	<b>Stealth Skills</b>
Archery	First Aid	Backstab +6 / 1 Assassinate/Dodge
Blunt Mastery	Healing Arts	Disarm Traps
Florentine	Read Write	Pick Locks
Haft Mastery	Lore	Waylay
Master Prof +1	Herbal Lore	
One-Handed Blunt	Profession	<b>Seer Skills</b>
One-Handed Edged	Read Magic	Precognition
Polearm	Scavenge	
Prof +3 / 1Slay		<b>Crafting</b>
Shield	<b>Celestial Spells</b>	Alchemy 5
Small Weapon	Spell Level 4	Armorsmithing 5
Staff	Adept Level 2	Create Potion 4
Style Master		Create Scroll 4
Sword Mastery	<b>Earth Spells</b>	Tinkering 5
Thrown Weapon	Spell Level 4	Weaponsmithing 5
Twin Daggers	Adept Level 2	
Two Weapons		

Two-Handed Blunt		
Two-Handed Sword		
Wear Extra Armor		

## Spangorge

*“Ok everyone: don’t let yourselves get too attached to this place before we leave. I know Spangorge is a wondrous sight for folks that have never been here before, but we’ve got supplies to load up and from here it’s up the Red Gorge and into the desert itself. Well, I guess it’s not fair to keep you from the sights here. After all, this is the last real civilization you’ll see other than quick stop at the oasis at Arbella for a long time. But don’t wander off; it’s easier to get lost on this bridge than you think.*

*There is over a mile of bridge to wander around on, and almost every foot of it is has a shop, forge, guardhouse or home built onto, into, or under it. The families have built this place over the last 200 years and they take its well being very seriously. This makes sense as this bridge is the only real link between the east and west without traveling through the desert or taking to sea.*

*This bridge is the engineering marvel of the Wildlands and it never would have happened if not for the genius of the bridge’s two architects-a bridge builder and the first great tinkerer of these lands. You might recognize these ladies as the statues we walked under to get onto the bridge.*

*You’ll never see more gears and cogs in any other part of the Wildlands. The folks who built this bridge took in the Gnimari as brothers along with their crazy new Tinkering when they arrived in these lands and you see it in the cablevators, mechanical symphonies, clocks, and drawbridges that are all around you. Don’t think those ballistae and catapults mounted on the guardhouses aren’t enhanced by the Tinkerers as well; they’ll shoot further than you’d ever guess and when they hit, their ammunition is better than rocks and arrows. The ends of the bridge can even be raised in an emergency to keep attackers from getting in.*

*You can buy just about anything you need here, but don’t be surprised if the price is higher than you would expect. Spangorge knows that they control this passage and their prices reflect it. If we weren’t working for the expedition to Onyx Hollow, we would have had to pay 5 silver a head just to cross. Of course the Spangorge members among you would argue that it costs a lot of money to keep this bridge maintained.*

*Get anything you need, although you might want to hold off on scrolls until we reach Arbella, the College Arcane is housed nearby in an old tower there and houses the finest scroll-makers in the lands, despite what any of the local merchants might tell you.*

*Oh, and don’t steal anything; the people here have been known to throw outsiders who steal from them off the bridge! Those boulders down there look like pebbles from this height...”*

*Milton the Magnificent  
Master Bard*

**Common Races:** Human, Gnimari, Gremlin, Dwarves

**Disallowed Races:** None

<b>Fighting Skills</b>	<b>General Skills</b>	<b>Stealth Skills</b>
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Archery	First Aid	Backstab +6 / 1 Assassinate/Dodge
Florentine	Healing Arts	Disarm Traps
One-Handed Blunt	Read Write	Pick Locks
One-Handed Edged	Lore	Waylay
Polearm	Herbal Lore	
Prof +2	Profession	<b>Crafting</b>
Shield	Read Magic	Alchemy 7
Small Weapon	Scavenge	Armorsmithing 7
Staff		Tinkering 10
Style Master	<b>Celestial Spells</b>	Weaponsmithing 7
Thrown Weapon	Spell Level 2	
Two Weapons		
Two-Handed Blunt	<b>Earth Spells</b>	
Two-Handed Sword	Spell Level 3	
Wear Extra Armor		

## Teratian Principle

*“We call ourselves the Teratian Principle for two reasons. Of course, the first and most obvious reason is that we live in the valley of Teratia, which is in the wake of the volcanic range commonly known as the Sour Plumes.*

*The second reason is by far the most important one, and really, the only one that matters. We are based upon the firm and unyielding belief, or Principle, that necromancy in all its forms is foul, corrupt, intolerable, and unjustifiable. We fight against chaos anywhere it is found. That is why we live in Teratia after all. The foul walking dead and twisted creatures that crawl out of their caverns and holes here every night must be destroyed! They would overrun the world if we did not contain them, and so here we are. Our great learned scholars and seers work tirelessly to gain more knowledge about why this happens, but we still do not yet know why it does. For now, it enough to know that it does, and must be stopped.*

*Those of you who are known as Cursed Ones need not fear us. Yes, we see you as both tainted and impure, but it is by curse, and not by choice. So long as you do not further chaos yourself, or allow chaos to be used on you, then you need not fear or distrust us. In fact, we plead to you to consider joining our cause. Most of all people, you know this terrible, horrible power that necromancy has over a person’s body and spirit. You know that it should be stopped at any price or cost!*

*We are always looking for help with our cause. Yes, we do require a bit of serious oath-taking before we accept you finally within our fold. How else could we be sure that chaos was not infiltrating our ranks? Come, all who will. Fight against impurity and evil, aid our warriors and scholars, war against the burning undead, or help us to bury the dead properly; that they may forever know peace and rest.”*

*Apastio De’Luneil*

*Recruiter of the Righteous Cause of the Teratian Principle*

**Common Races:** Barbarian, Human, Earth Dwarf, Gila, Orc-kin, Oni

**Disallowed Races:** None

<b>Fighting Skills</b>	<b>General Skills</b>	<b>Earth Spells</b>	<b>Crafting</b>
Florentine	First Aid	Spell Level 9	Armorsmithing 2
One-Handed Blunt	Healing Arts	Adept Level 5	Create Potion 10
One-Handed Edged	Read Write		Weaponsmithing 2
Polearm	Lore	<b>Seer Skills</b>	
Prof +1	Herbal Lore	Ethereal Perception	
Small Weapon	Profession	Precognition	
Staff	Read Magic		
Thrown Weapon	Scavenge	<b>Magical Skills</b>	
Two-Handed Blunt		Earth’s Armor	
	<b>Celestial Spells</b>	Magical Control	
	Spell Level 2	Resist Necromancy	

		Spirit Bind	
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## Groups and Cults

### Bandits

Travel outside of the clans can be dangerous. Although the lands have their share of honest farmers and ranchers living outside the clans, danger lurks along the roads and trails. Criminals who choose to earn their coin at the end of a sword often waylay travelers. The desert of the interior is notorious for housing these bandits as few constables are willing to chase them into the wastelands.

### Banshees

Banshees are spirit-like creatures with blood-curdling screams that are feared wherever they are heard, and they roam everywhere in the Wildlands. It is said that these spirits were so torn by their grief that they roam the land forever. The banshees become enraged when they encounter large groups of people, hurling themselves into them to cause havoc and death. Banshees seldom enter inhabited buildings, temporary structures, or go near active junctures, but have been known to do so to attack those foolish enough to taunt them. While they rarely venture forth into the sunlight, they have been seen in the day in deep woods and crypts.

### Feygold Archers

Living primarily within the dense Feygold Forest, the Feygold Archers spend their time honing their skills with the arts of archery. Precision longbows, sharp arrows, and an aura of magic are marks of pride among this group, and they are often seen traveling the lands demonstrating their keen skills, especially among gladiatorial events. Sometimes the archers can be seen meditating in preparation of an event, and their marksmanship is unrivaled.

### Ghost Wolf Clan

An honorable group of undead barbarians rumored to inhabit Onyx Hollow. They appear only at night and always give a warning before attacking. They seem to be protecting something but what it is and where no one knows.

### Gorki Mob

Scattered throughout the towns of the Wildlands are small gangs that all give their allegiance to Boss Gorki. The Gorki Mob engages in almost every aspect of criminal activity, from simple theft to extortion, kidnapping and murder. Boss Gorki himself is said to be a goblin, and goblinoids make up the majority of the leaders of the gang. No score is too big or too small, so long as the Boss gets his cut of the action.

## Imchie Trading Company

Once a thriving merchant house in the Wildlands, the Imchie Trading company came out on the losing end of a trade war that they allegedly started. Due to a recent change in leadership, they have refocused and became more of a building company. Their goal is to institute a network of trading roads thought-out the Wildlands for all to use, for a nominal fee of course.

## Order of the Eye

A dedicated order of historians who travel the lands recording what they see. Easily recognized by the golden eye they wear, the Order of the Eye keeps a meticulous history of the lands and takes its work very seriously. Many a popular hero has been created by the Order recording their courage.

## Paladins of the Rose

“Glory in battle, Honor in Deed, Heroism in Death” is the motto emblazoned across the banners of many a Paladin of the Rose. The elite striking arm of House Roarke, the Paladins are a dangerous opponent for the foes of the clan, and for any creature or force that the clan feels threatens the Wildlands as a whole. Members of the Paladins are expected to be the ideal of the Roarke tradition. Honor, Loyalty, and Courage are foremost in the mind of a Paladin.

Despite their tendency to expect others to follow their lead, they are welcome on most battlefields, as long as they are on your side.

## The Proven

A band of gladiators who travel the Wildlands testing themselves against all who would take their challenge. The Proven’s nickname for themselves is the “Bears who eat bears” referring to their ability to defeat even the strongest of warriors. It is said that some of the greatest warriors in the lands are members of this troupe and the only way to learn their secrets is to defeat them in fair combat in the arena.

## The Scourge

Slavery is not unknown in the Wildlands. Those who practice slavery often purchase their “products” from the Scourge, a dangerous band of slave traders who have been known capture the unsuspecting and mark them for servitude. The Scourge trades in slaves of almost every trade and race, except Humans. Often the slaves are not captured but merely branded, awaiting their future “masters” to arrive and give them their orders. Humans have never been known to be branded by the Scourge.

## Servants of Sunrise

A group unknown to the Wildlands until recently, these individuals fight against all who would raise arms against the Free Races. They refuse to use Chaos and are known to hate undead. They refer to all recent history as the Long Night; the period

before that is known as Nightfall. They take their name from their purpose, which is to lift the darkness of the past centuries and return the people of the Wildlands to the daylight they once knew.

### The Sheyna

A highly secretive organization, the Sheyna will step on anyone that impedes their goals whatever they may be. While no one knows who they are, they know the Sheyna have been involved when they find a symbolic frog at the scene of an incident. They have been known to interfere with rituals, politics, and even trade discussions.

### Unseelie Court

Once nothing more than rumor and speculation, the Unseelie Court has made its presence known more than once in recent years. A collection of powerful and elite Unseelie, the local court is lead by a mysterious masked figure, though ultimately all loyalty is due to the elusive Queen of Air and Darkness. Most are wary of dealings with the Unseelie, for they are unpredictable at their best and malicious at their worst. Little is understood about them, except that they are always looking for something they will not mention.

### Yellowscar Pirates

Known to harass vessels up and down the Yellowscar River. This ruthless band of pirates is rumored to not be affected by the poison found in the Yellowscar River. They are known to do some trading and always seal their deals with a drink.

### Legendary Figures

#### The Chief Engineer

A tinkerer of unmatched skill, the Chief Engineer is said to have flown in on a ship with wings like a dragon. He is rarely, if ever, seen, for he is often in his workshop at the Junkyard, creating the most unique and complicated items imaginable. Some even whisper that he isn't even mortal any longer, having made himself mostly machine over the years. Maybe he did this to continue his life's work.

#### The Green Woman

Legends speak of a woman who wanders the Wildlands, tending to the trees and shrubs that struggle for life, and fighting against the corruption brought on by the use of Chaos. It is said that new growth springs from the ground at her every step, and that she can heal a suffering plant with the lightest touch. Few have actually seen her, though some claim to have heard her speaking to them from concealment among thick branches or thickets. Some say that she is not a woman, but rather the spirit of the tormented land itself. Others claim that she is actually a plant in human form, but still wilder tales exist. One thing is certain; no one knows the truth about her.

## The Hangman

Wandering the Wildlands, the Hangman is a feared agent of his own brand of justice. This hooded figure stalks criminals and acts as their judge and executioner. While it is known of his proclivity for hangings, other times he is known to abduct the “guilty” and take them elsewhere to some unknown fate. The Hangman seldom is known to speak and many wonder on whose authority he determines guilt.

## Lord Magnus Roarke

A great warrior, the leader and founder of House Roarke vanished on a sea journey in ages past. Legends say that he is still alive somewhere in the Wildlands and secretly watches over the well being of his clan.

## The Master of the T

Most who have encountered this legendary teacher and philosopher are unaware of it, for he is said to be a master of disguises. He wanders the Wildlands, testing his students without their knowledge and looking for new people worthy of his lessons. His students do their best to stay alert at all times, for any person they encounter might secretly be their master. Since all of his students address him simply as “Master,” no one knows his name.

## The Seelie Queen

Rumors of her presence are just that - rumors. No one has ever seen the Seelie Queen, and it is likely that she is just a myth. Stories paint the Seelie Queen as the epitome of graciousness and goodness, while still other stories speak of her devotion and self-sacrifice for her people. Where her people are is yet another mystery, for Seelie visits to the Western Wildlands have been very few and far between.

## The Siren

In the dark of night a distant melody will sometimes drift over the night air, drawing away people to follow it, sometimes never to return. Other times, they return with stories of a strange woman with a haunting song and eyes pained with some ancient loss.

## The Queen of Air and Darkness

The ruler of all the Unseelie forces, the Queen of Air and Darkness is said to live in the stars. Said to be passionate and mysterious, few can claim to have seen her. The Unseelie who search the lands speak of her in high regard.

## Tremare

Son of a beloved leader from the lands of Shonar, Tremane is the self proclaimed Duke of Shonar. The reclusive Duke is never seen but he speaks through a person known as “The Mouth of Tremane”. The mouth has been several different races throughout his reign. Tremane’s power is feared which keeps any from challenging his rule, for any that have challenged him were never seen again.

## Web Queen

The Web Queen sponsors many efforts within the Western Wildlands. It is well known that her servants assist and tend the wounded, and defend the dying in their last moments. The Queen herself has never been seen, but instead she works through her servants, who are usually recognized by their distinct markings. It is considered good form to pay a few silvers, or trade a meal, for the Web who help you.

## Zensho Redcap

Zensho Redcap is said to be one of the most skilled warriors in the Wildlands. A masked defender of the weak, he has often been known to come to the aid of those who are being assaulted by others. He never lingers after providing his aid and although he is known as the protector of Clan Ridgehaven, stories of his exploits appear throughout the Wildlands.

## Legendary Places

### College Arcane

Housed in a tower near Arbella is a group of spellcasters dedicated to learning as much about their craft as possible. Few know what rituals are conducted within those walls, and many whisper of dark acts of sorcery and dangerous “accidents”. Doubts notwithstanding, the College Arcane is home to some of the most talented spellcasters in the Wildlands and has stood for longer than most memories recall.

### The Dead Falls

The River Roarke ends in a dramatically high waterfall. When members of House Roarke are laid to rest they are given a river burial in honor to their fathers. Cool white waters disappear over a frothy rainbow, carrying their dead to the next life.

The stench of the swamp at the bottom near the falls can be overwhelming to even the hardiest souls. The water looks clean but is filled with filth and disease. There are always two sides to every coin. The Dead Falls is the dark side.

### The Hangman’s Forest

From the outside you can see the husk of men swinging from the high limbs of the Juseag trees. Sometimes you can hear the faint screams followed by an uncomfortable

silence. Carrion birds circle around the forest, marking their territory from the sky. Mankind beware, for it is common knowledge that the beasts rule these woods and decorate their home with the trespasser's corpse.

## Midex Prison

Throughout history, there have been claims of a prison materializing out of nowhere at various places throughout the Wildlands. It is rumored that there are great riches hidden away in its dungeons. Many groups have sought them out, but few have ever returned. There are some people who claim to have been prisoners there, telling stories of powerful guards and a maniacal warden.

## Sand's Edge

This is the last trading post found in the east before you enter the desert. These are Arbella controlled lands with a pricey tax for those who linger. Once a beautiful city alive with trade and commerce; it is now a shadow of what it once was with the desert always looming over its borders.

## The Web

This maze of underground caverns is the home of the Web Queen and her servants. It is rumored that the secret tunnels are expansive, and that no one but the Queen herself knows every passage. Large spiders infest the tunnels, and those who do not bear the mark of the Queen are quickly webbed and eaten.