

Tab 1



DESCENT
EDEN RISING
BESTIARY & LEGENARY ITEMS

Tab 2

Bestiary

Dragon

Dragons are the name given by Bestiarists to those Fae that assume forms like colossal serpents. They lair deep underground, beneath ancient roots, or in drowned caverns where the air tastes of minerals and old magic. Like all Fae, Dragons possess the innate ability to channel the ambient magic of Gehenna, shaping it into wings of force that allow them to fly or into elemental auras that scorch, freeze, or poison the land around them.

Their gaze is said to unravel courage, and their breath carries a pyretic venom that rots flesh and corrodes armor. Their scales are prized for armorcraft, and their hides—when properly treated—can resist even the strongest spells. Most fearsome of all is the Dragon's tail, capable of shattering stone, toppling fortifications, or crushing beasts larger than horses.

Dragons are most commonly green, brown, or ochre, though tales speak of rare jewel-scaled elders capable of assuming illusory humanoid forms. Like all powerful Fae, Dragons of great age are capable of creating Tilted—regions where reality bends to their will.

Weaknesses: Cold iron, radiant magic, disrupting flight, severing the tail

Mirewolf

Mirewolves are predatory canids that haunt the bogs and marshlands of Gehenna. Their bodies are coated in moss, algae, and slick mud, giving them a half-rotted appearance even when healthy. They move silently through the fog, using the natural mists of their territory to confuse prey. Their eyes glow faintly in the dark, and their howls mimic the voices of lost travelers, luring the unwary deeper into the mire.

A Mirewolf pack hunts with eerie coordination, circling prey and striking from multiple angles. Their fangs deliver a mild paralytic venom that slows the limbs and clouds the mind.

Weaknesses: Fire, loud noise, silver, fighting from elevated ground

Hollowkin

Hollowkin appear as gaunt humanoids with cavernous hollows in their chests where their hearts should be. These hollows echo with whispers—sometimes the voices of the Hollowkin themselves, sometimes the voices of those they have consumed. They feed not on flesh but on fear, confusion, and despair, often manifesting in places where grief lingers.

Their presence distorts memory, causing travelers to forget paths, companions, or even their own names. A Hollowkin's touch chills the soul, draining vitality and willpower.

Weaknesses: Light magic, emotional clarity, iron weapons

Embermaw

Embermaws are quadrupedal beasts with furnace-like throats that glow with internal fire. They feed on coal, ash, and charred remains, and their breath can ignite entire clearings. When enraged, an Embermaw's hide radiates intense heat, making close combat dangerous. They are territorial creatures, often found near volcanic vents, burned forests, or abandoned forges. Their roar sounds like a bellows being forced open.

Weaknesses: Water, frost, suffocation, silence spells that disrupt their internal flame

Gristlefiend

Gristlefiends are grotesque, flesh-warped brutes that regenerate rapidly. Their bodies bulge with mismatched muscle and bone, and their limbs twist unpredictably as if reshaping mid-battle. They are drawn to battlefields, charnel pits, and places where death lingers. Their blood burns like acid, and their claws tear through armor with ease. A Gristlefiend never retreats; it simply reforms and continues its assault until destroyed.

Weaknesses: Acid, radiant magic, severing limbs to halt regeneration

Veilspider

Veilspiders are large, intelligent arachnids that weave illusions into their webs. Their silk refracts light and sound, creating visions of loved ones, safe paths, or phantom threats. Travelers ensnared in these illusions often wander willingly into the spider's waiting fangs. Their venom induces hallucinations, making victims question reality even after escape. Veilspiders prefer to toy with prey rather than kill immediately.

Weaknesses: Fire, truth magic, cutting the anchor threads of their webs

Thornmare

Thornmares resemble horses made of brambles, bark, and thorny vines. Their hooves make no sound, and their manes whip like living whips capable of impaling prey. They are drawn to sorrow and funerary rites, appearing as omens or as predators depending on the mourner's intentions.

A Thornmare's body constantly regrows its thorns, making them difficult to grapple or restrain.

Weaknesses: Salt, iron, calming or pacifying magic

Dreadmoth

Dreadmoths are enormous moths whose wings shimmer with hypnotic patterns. When disturbed, they release a powder that induces vivid hallucinations, sleepwalking, or emotional breakdowns.

They are nocturnal and drawn to firelight, often circling camps before descending silently. Their wings make no sound, and their presence is often felt before seen.

Weaknesses: Wind, water, closed eyes, protective masks or veils

Pale Warden

Pale Wardens are spectral knights bound to ancient oaths long forgotten by mortals. They drift silently across old battlegrounds or ruined keeps, enforcing laws no one remembers. Their blades pass through armor as though it were mist, striking directly at the spirit.

They cannot speak, but their gestures convey judgment. Those who violate their unseen rules are pursued relentlessly.

Weaknesses: Breaking or fulfilling their oath, radiant magic, truth-binding spells

Glimmerfiend

Glimmerfiends are small, jewel-scaled creatures that emit dazzling light from their bodies. They use this radiance to charm, confuse, or lure prey, often posing as treasure or helpful spirits.

Their illusions are subtle and beautiful, making them popular subjects of folklore. However, a Glimmerfiend's bite drains vitality, and its claws can cut through magical wards.

Weaknesses: Blindfolds, dispel magic, shadow magic that disrupts their light

Skinshifter

Skinshifters are parasitic predators that wear the flesh of their victims like clothing. Their true form is a pale, sinewy creature with too-long limbs and a face devoid of features except for a lipless maw. Once a Skinshifter kills, it peels away the victim's skin and dons it, animating the stolen visage with uncanny accuracy. Their mimicry extends to voice, posture, and even small habits, making them nearly impossible to detect once embedded within a group.

Skinshifters prefer to isolate individuals, replacing them quietly before infiltrating larger communities. Their stolen skins rot over time, forcing them to hunt again. When cornered, they shed their disguise and attack with blinding speed, their claws coated in a paralytic secretion.

Weaknesses: Silver, fire, true naming, disrupting their disguise

Frostwight

Frostwights are spectral beings wrapped in layers of hoarfrost and drifting snow. They haunt frozen ruins, abandoned watchtowers, and mountain passes where the cold itself seems alive. Their presence drains warmth from the air, causing frost to form on armor and breath to crystallize mid-exhale.

A Frostwight's touch numbs flesh instantly, slowing movement and clouding the mind. Their voices echo like wind through broken stone, and their forms flicker between solid and ethereal. They are drawn to sources of heat and life, seeking to extinguish both.

Weaknesses: Fire, radiant magic, warmth, breaking their anchor to the cold

Gravehowler

Gravehowlers burrow beneath cemeteries and ancient battlegrounds, feeding on marrow and bone dust. Their bodies are gaunt and elongated, with pale skin stretched tight over powerful digging limbs. Though blind, they navigate by sound, and their keening howl disorients prey, causing nausea and vertigo.

When hunting, Gravehowlers erupt from the earth in a shower of dirt and shattered stone, dragging victims underground. Their dens are labyrinths of tunnels lined with bones arranged in ritualistic patterns.

Weaknesses: Silence, bright light, vibration disruption, collapsing their tunnels

Ashborn

Ashborn are drifting remnants of places consumed by fire—villages, forests, or battlefields where the flames burned too hot and too long. Their bodies resemble humanoid silhouettes made of smoke and ember, with eyes like smoldering coals. They move with the wind, leaving trails of ash in their wake.

Ashborn lash out with ember claws that ignite flesh and cloth. They remember the pain of their creation and often reenact the final moments of the fires that birthed them, screaming in voices that are not their own.

Weaknesses: Water, wind, grounding rituals, emotional anchoring

Wyrmlinkin

Wyrmlinkin are small, serpentine fae with razor fins and acidic breath. They swarm in packs, burrowing through soft earth or sand with surprising speed. Their scales shimmer with iridescent colors, and their eyes gleam with mischievous intelligence.

Though individually weak, Wyrmlinkin overwhelm prey through sheer numbers, biting and spitting acid that corrodes armor and flesh. They often serve as scouts or pests around the lairs of larger serpentine fae.

Weaknesses: Cold iron, sonic disruption, bright light

Lanternshade

Lanternshades appear as floating orbs of pale light with a shadowy core. They drift silently through forests, ruins, and graveyards, luring travelers with their gentle glow. Those who follow too closely find their vitality drained as the Lanternshade feeds on life essence.

Their light flickers in patterns that mimic lanterns, campfires, or even distant torches, making them especially dangerous at night. When threatened, they burst into a blinding flash before fleeing.

Weaknesses: Dispel magic, closed eyes, radiant bursts, shadow-binding

Mawroot

Mawroots are carnivorous plants that resemble large flowers with tooth-lined maws hidden beneath their petals. They emit a sweet, intoxicating scent that draws prey close before snapping shut with terrifying speed.

Their roots extend deep underground, allowing them to sense vibrations and track movement. Mawroots often grow in clusters, creating deadly groves where the ground itself seems hungry.

Weaknesses: Fire, salt, severing the heartvine, uprooting the central bulb

Ironhowl

Ironhowls are wolf-like constructs forged from cursed metal and animated by lingering battle magic. Their bodies clank and grind as they move, and their eyes glow with cold blue light. They feel no pain, no fear, and no fatigue.

Their bite rusts armor and weapons, and their howls reverberate like clashing steel. Ironhowls often guard ancient armories or ruined fortresses, attacking anything that trespasses.

Weaknesses: Lightning, magnetism, shattering force, disrupting the animating sigil

Dreamstain

Dreamstains slip between the waking world and the realm of dreams. They appear as shifting silhouettes that mimic loved ones, fears, or memories. Their touch leaves psychic scars, causing nightmares, confusion, and emotional instability.

Dreamstains feed on unresolved trauma, often haunting individuals rather than places. They whisper half-remembered secrets and twist memories until victims can no longer distinguish dream from reality.

Weaknesses: Dream wards, lucid awareness, protective charms, breaking emotional ties

Bloodthorn

Bloodthorns are sentient brambles that grow in cursed soil. Their vines are lined with barbed thorns that pierce armor and drain blood directly into the plant's core. When sated, the vines pulse with a dark crimson glow.

Bloodthorns grow rapidly, forming dense thickets that entangle and immobilize prey. Their roots spread underground, allowing them to sense movement and coordinate attacks across large areas.

Weaknesses: Fire, radiant magic, severing the heartvine, cleansing the soil

Nightgaunt

Nightgaunts are tall, faceless creatures with smooth, leathery skin and wings that glide without a single beat. They drift silently through the air, descending upon sleeping camps or isolated travelers. Their touch induces a numbing paralysis, and their long, spined tails coil around victims with serpentine precision. Nightgaunts do not speak, nor do they kill outright; instead, they carry their prey to unknown caverns deep beneath Gehenna, where the air tastes of minerals and old nightmares.

Though emotionless, Nightgaunts are drawn to fear like moths to flame. Their presence is often heralded by sudden stillness in the wind and the extinguishing of lanterns.

Weaknesses: Bright light, loud sound, mental fortitude, severing the tail

Moroi

Morois are shadow-dwelling entities that feed on dreams, memories, and emotional resonance. Their bodies appear as silhouettes with faintly glowing eyes, and their movements ripple like smoke. They slip through cracks, keyholes, and even the spaces between thoughts, haunting individuals rather than locations.

A Moroi's touch drains vitality and leaves victims exhausted, forgetful, or emotionally hollow. They whisper fragments of stolen memories, weaving illusions that blur the line between waking and dreaming.

Weaknesses: Dreamcatchers, fire, emotional clarity, radiant bursts

Yuki-Onna

Yuki-Onna are spirits of winter who manifest as pale, ethereal figures with flowing white hair and eyes like frozen lakes. They drift across snowfields without leaving footprints, and their presence chills the air to biting cold.

Though beautiful, Yuki-Onna are merciless. Their breath freezes flesh, and their touch drains warmth from the body. They are often seen during blizzards, appearing to lost travelers with an eerie calm. Some tales claim they spare those who show kindness or courage, but such stories are rare.

Weaknesses: Fire, warmth, emotional connection, breaking their focus

Revenant

Revenants are the restless dead who rise not from magic, but from purpose. Bound by a singular obsession—vengeance, justice, or unfinished duty—they return with bodies strengthened by sheer will. Their eyes burn with cold fire, and their movements are deliberate and unstoppable.

A Revenant cannot be reasoned with, and wounds that would fell any mortal barely slow it. Only by fulfilling or breaking the vow that binds it can the Revenant be laid to rest.

Weaknesses: Completing its purpose, radiant magic, binding rituals, severing the anchor object

Tatzelwurm

Tatzelwurms are serpentine beasts with feline forelimbs and venomous fangs. They slither through rocky terrain with surprising speed, using their claws to cling to cliffsides or ambush prey from above. Their hiss carries a paralytic toxin that weakens the limbs.

Tatzelwurms are territorial and fiercely protective of their nests, which they line with bones and shed scales. Their venom is prized by alchemists, though harvesting it is perilous.

Weaknesses: Cold iron, loud noise, smoke, disrupting their footing

Huldra

Huldra are forest-dwelling fae who appear as strikingly beautiful humanoids with bark-lined skin and hollow backs filled with twisting roots. They lure wanderers with charm, song, or gentle conversation, only revealing their true nature when their prey is isolated.

A Huldra's strength is immense, and their claws can tear through armor. However, they are bound by ancient rules of hospitality and truth, and breaking their illusions weakens them greatly.

Weaknesses: Mirrors, truth-speaking, breaking enchantments, cold iron

27. Drekvac

Drekavacs are shrieking spirits that manifest as twisted childlike forms with elongated limbs and glowing eyes. Their cries echo across valleys and graveyards, causing illness, nightmares, and disorientation in those who hear them.

They are drawn to sites of tragedy and often appear before storms or calamities. A Drekvac's body flickers between physical and spectral, making them difficult to strike.

Weaknesses: Light, lullabies, protective charms, grounding rituals

Kelpie

Kelpies are water-bound shapeshifters that take the form of sleek, dark horses with dripping manes. Their hides are cold and slick, and their eyes gleam with predatory intelligence. They lure riders onto their backs before galloping into deep water, dragging victims beneath the surface.

In their true form, Kelpies are monstrous, with elongated jaws and limbs that stretch like kelp strands. They are bound to waterways and cannot stray far from their chosen lake or river.

Weaknesses: Salt, iron, removing their bridle, drying magic

Rakshasa

Rakshasas are cunning, illusion-weaving predators with backward hands and tiger-like features. They delight in manipulation, often posing as nobles, priests, or scholars to sow discord. Their illusions are nearly flawless, and their claws carry a curse that weakens the spirit.

A Rakshasa's true form is revealed only in reflections, where its eyes burn with malevolent fire. They are notoriously difficult to kill, reforming over time unless destroyed by specific means.

Weaknesses: Holy weapons, truth magic, silver, disrupting illusions

Grendelkin

Grendelkin are hulking, brutish creatures born from cursed waters or corrupted bloodlines. Their bodies are covered in thick, matted fur and hardened plates of bone. They possess immense strength and a near-animal cunning, capable of tearing apart doors, walls, and armored foes.

Grendelkin are drawn to places of isolation—lonely halls, abandoned feasting grounds, or ruined keeps. Their roars shake the earth, and their hunger is insatiable.

Weaknesses: Fire, radiant magic, severing limbs, disrupting their lair's source of corruption

Major Fae

While there are many Fae that exist in Gehenna, there have only ever been seven named Fae. At the beginning of the world, these Fae were called forth to help the gods create the lesser known qualities of life. Sometimes known as the named beasts, no one alive today knows how these beings came into existence, but most cultures have interacted with one or more of them at some point, since these Fae were given control over one power or another.

In the beginning, the three-headed god created the planet and the lesser gods and saw that his work was good. Then, these seven beings ascended out of the void, taking the forms of seven great beasts. The three-headed god named these beasts Acteon, Freki, Ono, Vritra, Sekhmet, Artio, and Aurelius.

Acteon

The first beast to appear took the form of a large stag with a coat as white as snow and eyes which shone a deep violet. The god Rikaten left the task of creating the herbivores of the planet to this beast. Acteon roamed the wilds, digging their horns into the ground and the trees, and everywhere the horns touched, animals appeared and spread. Wild horses, deer, cows, sheep, and the other herbivores that exist today were created by this act. Acteon roamed the wilds and plains of Gehenna until Sekhmet, consumed by hunger, devoured him.

Freki

The second beast to come forth was named Freki. Described as a large wolf with eight legs, Freki has eight eyes that shine with a golden hue. The god Delxun asked Freki to help create the first predators of the world, so Freki unhinged her jaw and unleashed the insects and arachnids of Gehenna. She clawed at the barren ground and created the first wolf packs, which Delxun then improved upon. She was harkened as the wolf mother of what would become known as the northmen, for she taught them how to survive before, after seven years, she left them to their own devices.

Ono

The next beast to be named was Ono. Ono created the animals that the mortal races would later domesticate — cats, dogs, foxes, and rabbits — then sent them out into the world. Ono is described as a fiery red fox with eyes that resemble the sea at midday: a deep, dark blue. Ono was special among the Fae, as he was the only one who could change shape and become other beings, even impersonating other individuals. In the beginning, this was how he

interacted with the mortal race, who he saw as children he rejoiced and sorrowed with. He was held in high esteem by most races until he suddenly disappeared towards the end of the first epoch.

Vritra

Vritra, also known as the Bottomless Sea or the Great Deserter, is described as a long, serpent-like dragon with glowing green eyes. He is often depicted as a typical green dragon, a representation based off of his descendants. He was originally seen as a pox upon the mortal races, destroying towns and villages until he attacked the orcs. Afterwards, Mal was furious with the dragon and threw him into the sea, creating a crater big enough to build a city in. But instead of drowning, Vritra drank the sea until it became a barren desert that would later become the country of Bezra. It is known that Vritra survived, but not where he went or what he has done since.

Sekhmet

Originally depicted as an emaciated lion that stalked any prey it could find, Sekhmet was given the name The Starved One. Sekhmet prowled the plains and forests, consuming dead animals created by Acteon but never growing full. The beast began to go insane until Acteon offered himself to Sekhmet to appease his hunger, which would have wiped out all life on Gehenna. In a state of desperation, Sekhmet devoured Acteon whole, after which he grew in size and developed stag horns on the top of his head. The lion once again wandered the plains, eventually coming upon the founders of the Guild. He taught them the secrets of Might, Magic, and Malice, along with other god-kept secrets. But when the god Rikaten found out, he was furious. He humiliated Sekhmet by ripping out his horns, shaving his mane, and forcing him to walk before the lesser Fae to be executed by the Axe of Fate. This was meant to be an example to the Fae to never tell secrets that are not theirs to tell.

Artio

Artio is described as a large brown bear with burning red eyes. She gave birth to three sons: Artamis, Artious, and Artolus. They lived happily for a period, until the three cubs were killed by hunters who mistook them for normal bears. Learning of this, Artio slaughtered the village the hunters came from. The god Cadence, who normally had sympathy for the Fae, was not able to ignore this crime and put Artio under a curse that forced her into an eternal slumber.

Aurelius

The last Fae to emerge took the form of a large owl. Aurelius had nothing to do with the mortal world until the end of the epochs when he flew before the mortal races to warn them of a coming war. This war turned out to be the War of the Fair and the Proud. Not much else is known of this Fae other than it having two distinguishing features that separate it from other

owls: one is its size, and the second is that its right pupil holds the sun and its left holds the moon.

Legendary Items

Mal's Gauntlet

The standard of the Empire and its Iron Legion is an open hand gauntlet and has become a common symbol of power across the Empire. The story goes that the fifth incarnation of Mal was challenged by one of his generals for The Empire. Each Emperor, or reincarnation of Mal, is never seen without the plate armor that is passed from one Emperor to the next. The General challenged the Emperor Mal for his seat, saying that the Emperor's armor was the only thing setting the Emperor apart from any other mortal. The Emperor removed his gauntlet and beat the challenging general to death with his bare fist, then casted his gauntlet into the sea. While this relic is still lost today, The Empire is proud of this tale and holds it as proof to the Emperor Mal's divinity.

Aurelius Cloak

Most of the great Fae have either been slain or have been lost to time. Aurelius, the Great Owl, would almost be considered a myth if it was not for the cloak found towards the end of the Fae War. The cloak, taken from the corpse of a Skov leader, was identified by priests as a relic and was determined to be Fae in its magic nature. Fae Magic, which is closely akin to those who used by the Green Walkers, is said to predate most Consortium used magic and is closer to the magic wielded by the Gods, or so it's surmised. Regardless, the cloak empowers the wearer with the knowledge and memories of the Great Owl itself. This item was taken by the Crown and then lost during the Revolution, its current location is unknown.

Triune, The God Held

This great sword was said to be forged in creation by the One God. The Church teaches that the sword was held by a named Angel but who, as well as its actual origins, is a subject of debate in the Church and among most scholars. The sword was used for many godly deeds through history until before the Fae war where it was found broken into three pieces. These three pieces were recovered by the Consortium and have been held by the colleges for many years. The Church has long contested that the Consortium holds such a powerful and historic item but it remains that these pieces have survived history and are accounted for.

The Crux

While both being legend and lesson, The Crux is a very real blade. In the creation of the blade lies the lesson. It was made to be a weapon capable of great evil. The metal used was pulled from the blood of countless innocents, the fixtures carved from the bones taken from a Fae

tortured into madness. Once forged, and to seal its power and purpose, it was to be permanently poisoned to deal out death at its touch. In the moments before the vile magic was sealed and the Crux's purpose made, the poison was replaced with a toxin causing deep sleep instead of death. The lesson is that even one small act of goodness in the face of great evil can change the outcome for the better. It has been quietly used and passed hands throughout history, its current whereabouts are believed to be held by the Viridian Conclave.

The Moss Falcon Shield

Also called the Green Shield of the Queen, this kite shield belonged to the 9th Queen of Farrell. She is considered to be one of the greatest Queens in history. She was fierce and talented, one of the chief champions of the era. Her words are carved in the shield, "In service to the people". This creed is often found on most crown filigree, though many would say the words would be lost on later generations.

Mokuzai

Carved from the Heart Tree, a monstrous tree said to be at the center of Saat, this large curved blade is made of iron wood and said to destroy magic by its presence alone. It has been wielded by the top warrior of Saat and is bequeathed by the royal family of Saat each year.

Polymurry's Hat

Polymurry has been cited as one of the most powerful magicians in history. His chief talent was enchanting, creating items without equal in power. The college of magic owes its floating university to the brilliance of this magician. Most of the magic studies and knowledge is based on the research, and disasters, of this goblin magician. However, his chiefest mystical triumph was a pointy hat that has become the common fashion of magicians. The hat, though not completely or safely tested, enhances the wear's power and knowledge. While this has aided a number of jumpstart wizards, it often leads to disaster.

The Gold Glass Cataphract

The glassed ruins of the once Bezran capital are forbidden by The Empire as it is said that more than angry ghosts roam the Glass City. There was once a brave, or foolish, band of thieves who dared enter. What happened to the thieves within the city specifically is unknown but their adventure resulted in the deaths of the majority band save for a few of the most skilled among them. These thieves escaped separately but each with a piece of a golden glass armor. The armor is said to be unbreakable, empowering the wearer with even a single piece of the set. The set is highly sought and searched for to this day, with only the most wealthy of collectors boasting of only one piece of the Gold Glass Cataphract.

The Forbidden Index

While this tome is highly forbidden by both the Empire and Alliance, the knowledge collected within represents not only the studies of the Gnomish people, whose society's secrets were safe guarded while the gnomes still survived, but the collective information of many prominent scholars during the ages when the Index was a legal and studied document. The Forbidden

Index contains studies of dangerous and banned magics and histories that have been struck from records held by the Church. For this reason what copies or remnants that remain are highly sought after by both collectors and those interested in the forbidden knowledge. While a number of copies were made of the Index, it is rumored that the original tome was highly enchanted, with the properties surrounding the book unknown. What is believed about the original has a consciousness of its own, gathering knowledge still to this day.

The Sea Spear

The coastal Trolls of the Westerlies are known to fiercely defend the seas against the corsairs that regularly raid along the coast of their territories. The Sea Spear was said to be a gift from the God Cadence to aid the trolls in defending the seas against any threats. The spear has passed into legend, said to have been stolen by pirates long ago. Regardless, the Spear now symbolizes naval prowess and can be found emblazoned on many ships in the Westerlies.

The Accords

This magical document is said to hold much of the power of the Fae within the territories described in the document. This signed agreement between Fae and the Farrel crown, written on the back of book pages and nailed to a section of bark taken from a great tree within the Fae realm. History says that the king of Farrel and his son met with a major Fae lord just after the Gnomish Extinction. The exact wording of the Accords is unknown, nor has the document ever been studied or viewed by the public. In fact, the only evidence of the Accords is that the Fae war ended and that the Fae honor the territories described by the Farrel crown. The Accords were not accounted for after the Farreli revolution and their location is unknown.

Rare Items

The Skov's Living Armor

This bark-like armor was dreaded by mortal forces during the Fae war. Accounts tell that the armor would repair itself after attacks and was incredibly strong against most attacks. The Skov elves hide the secret of how the armor is made or used but it is known that the armor derives from trees deep in Fae territory.

Essence Tallow

Following the Fae war, a race of wax made homunculi known as the Tallowed became a fashionable answer to mercenaries, servants, and entertainment to the affluent of the time. This wax was also found to have magic properties beyond the creation of creatures that resulted in many unique magic items. However, eventually the popularity would come to an end when the exact process of the creation of the tallow was discovered. The tallow is made from a living creature with just one being able to be split into many Tallowed creatures. The more sentient,

the more intelligent and capable the Tallowed. This process is now forbidden and the specifics of the magical science are lost.

Iron Wood

Iron wood has long been the chief export of Saat, the secret of its craft and growth remains a closely guarded secret. The trade of this lumber has purchased Saat's seclusion from the rest of the world and has made Saat a major power regardless of the Island nation's size. The wood has been used as both a building material and weapon. It is theorized that this strategic use of the wood has kept Saat's land void of magic.

Siog Powder

This powder is the highest and most precious commodity of the Westerlies. This substance is mined from the fossilized remains of Fae. Once ground to a fine powder, the substance is used for many applications in medicine and alchemy but its primary use comes with powering the Laygates use for teleportation across the Westerlies. Travel and trade that would take many months can be done in an instant, with the shipping guild known as the Provincial Forward facilitating this travel. There are precious few mines left in the Westerlies and all notably border the Fae territories.

Femoral Spores

Found deep underground, these spores are an export of the Hillfolk and a precious ingredient found in magical brews. While its application is used chiefly in medicine used by necromancers, it has been found to have other unique properties when experimented with alchemy. For this reason, its use is restricted only to the college of magic for magical purposes in medicine. This fungus glows red and is known to cause madness if inhaled in its raw form. The spores can lose their magic properties if not harvested carefully, these spores are also desired by ratmen and commonly attract the fowl creatures.

Glassglow

This famed substance is derived from the resin of trees grown along Fae territories. The resin has a number of uses in magic and medicine, but it's main use is as an inhalant used by some alchemists. When gaseous, the fumes can be inhaled, causing a number of symptoms. Mainly, it keeps the user awake and highly focused. Once taken, this drug must be constantly used less the user suffer extreme withdrawals usually resulting in death. The creation, usage, and regulation of the drug is controlled by the alchemist guild known as the Glassglow Initiative.

Weaved Items

While enchanting is magically measurable, the business of enchanting being highly lucrative for those with the talent to wield these items, weaved items are seen as dangerous. Unique and powerful, these items are not derived from talented enchanters. Rather, they are created by weavers who, it is said, borrow power from unknown sources to create an item that, while useful, may have dangerous conditions and consequences. As a result, within the by-laws of the

Consortium, these items are illegal. While regulated by law, the Church also makes it a holy duty to destroy these items upon identifying them.

Mountain Heart Crystals

Found deep underground or within mountains, these crystals are used as a magical power source. The crystals can be found in magical forges, powerful enchanting tables, and were once used by the gnomes to power their magical sciences.

Eternal Solution

This substance, created in similar fashion to essence tallow, was one of the catalysts to the Farrelli revolution. Consortium alchemists were responsible for the creation, and experimentation leading to the discovery, of his powerful potion. However, when the potion and creation of essence based alchemy was declared illegal, the Consortium placed soul blame on one alchemist Cadack Blackglass. Cadack refused to end his experimentation and is still at large. The solution grants one hundred years unto the user, this can be used again and again. Additionally, the solution has great restorative powers and has been known to heal many weaving curses and magical ailments. The substance is highly illegal, with both the Alliance and the Empire in agreement that its use, let alone its creation, is a great crime against the mortal races.

Gnomish Science

Remnants of the Gnomish people, while highly sought after by collectors and by magical researchers, are considered highly dangerous with their use forbidden within the by-laws of the Consortium. However, the research of these relics is sanctionable by the consortium in accordance with the local government. These items, ranging from mundane mechanics to magical wonders, were mostly destroyed during the War of the Fae and Proud. This specific strike and destruction of the Gnomes during the Fae war was the result of the magical science being separate from known magics and extremely effective against Fae attacks. While most Gnome technology was lost within their mountain dwelling and subsequently destroyed at the same time, remnants have been pulled from the mountain to be studied by the Consortium. Notably within the Empire this technology is utilized by the Iron Legion in accordance with government to by-laws agreements. While the Gnomes had only one major settlement, where in nearly the entirety of their race lived, a recent discovery of a possible Gnomish compound has been found near the city of Edgeland.