

The Five Namers (often referred to as The Five) are in many ways, gods. Legend has it that before the world came into existence, there was a formless chaos and that many incomprehensible beings ruled over it. At some point, one of these beings discovered his True Name, and saw the possibility of creation. He found four others like him, who also had True Names, and he sought each out and gave them their Names. These five, then, in concert, created the World, it's peoples and all else that exists upon it. For a time, they walked the world, and were pleased with it. When they discovered the threat of the nine Nameless, who had devoted themselves to returning all to primordial chaos that came before, they gathered leaders of those races that would follow them, and waged war upon The Nine. Eventually, victory (of sorts) was had, and the Nine were each imprisoned in nine iron towers at the boundaries of the world. But the cost was high. The Namers suffered grievous injuries and could no longer walk on the world itself. Some say that some day, they will return, when all is darkest and The Nine threaten to walk the world again. Many hope that day never comes.

The Maker (also known as The First):

- The Maker is reputed to be the first of The Five to discover his Name, and widely believed to be the one who Named the world itself . Dwarves often revere him over the other Five, and he is also a patron of crafters.

The Traveler (also known as The Second):

- The Traveler was the first to be given his Name by The Maker, and is widely believed to be the one who Named the Sun and the Moon. The Canids revere him before the other Five, and he is a patron to all who travel the world. The Walkers are a monastic order who devote themselves to him.

The Scribe (also known as The Third):

- The Scribe is widely believed to be the creator of language and writing. Elves revere her above the other Five. She is a patron of scholars and Wizards. The Quietus Order is a monastic order devoted to her.

The Hearthmaker (Also known as The Fourth):

- No one is sure exactly what the Hearthmaker Named, but she is reputed to be the one who brought the concept of family and homes to the civilized races of the world. She is also seen as the patron of cities, clans and villages. She is often revered above the other Five by humans, and amongst many races, her priests are favored for performing marriage ceremonies.

The Whisperer (also known as The Fifth):

- The Whisperer was the last of The Five to be given his Name. He is often seen as something of a troublemaker, and is often revered by tricksters, thieves and their like. But he is also the one who brought to light the dangers of wide use of one's True Name, and is believed to be the one who started the practice of use-names. He is also reputed to be the one who discovered the plans of The Nameless, and was the first to begin

mobilizing the world to defend itself against them. Goblins revere The Whisperer above the other Five.

Little is known about the Nine Nameless (also known as The Nine) these days. They are reputed to each be imprisoned in a separate iron tower that ring the boundaries of the world. They reputedly still have influence on the world, and many believe that they still work towards the world's unmaking, albeit, indirectly. Not even the titles of all them are remembered these days, and none are sure how they were ever able to walk the world, as nothing without a Name can exist upon the world. The only Nameless whose titles are remembered are the following: Lord Despair, Lady Discord, Lord Darkness and Lady Destruction. The other five have been lost to time.

There are five “civilized” races (which are the base races I am using in this campaign, I will consider other possibilities, but these should form a framework. You will note that there are multiple races listed under each race. Those are the D&D race stats and abilities that are options for each race. After the race options, there is a brief bit on how the five races get along with each other.

Canids (also known as Wolf-Folk)

Race options: Shifters, Half-Orcs, Gnolls

Starting Languages: Packspeak, Westron

Dwarves:

Race Option: Dwarves

Starting Languages: Dwarven, Westron

Elves:

Race Options: Elves, Eladrin

Starting Languages: Elvish, Westron

Goblins:

Race Options: Goblins, Halflings, Gnome

Starting Languages: Kathak, Westron

Humans:

Race Options: Humans, Half-Elves

Starting Languages: Westron and either Kathak or Dwarven

Note: no matter what D&D race you choose, you are part of the campaign's race you chose. So, if you choose Half-Orc, you are a Canid. Thus, you are an anthropomorphic wolf. Adjust your starting languages accordingly. If there is a race you *really* want to play, let me know and I'll see if I can work it into one of the above categories. I will not allow Revenants for balance reasons. There may be others I won't allow for players, because I have other plans for them.

Humans and Goblins are the two most populous races, followed by the Canids, Dwarves and then the Elves. What follows are generalized racial relationships.

Of the non-human races, humans get along best with Canids and Dwarves, but there are enough civilized Goblins, that humans tolerate them pretty well. In nearly every major city, there is usually at least one "ghetto" which is predominately populated by Goblins. Humans are usually simultaneously fascinated and terrified by Elves.

Dwarves have a gruff respect for humans, are puzzled by (and yet like) the Canids, respect (but are not fond of) Elves, and generally distrust Goblins.

Canids tend to operate in tribes (or packs), but tend to be surprisingly gregarious when interacting with outsiders. The primary exception are elves, whom they tend to dislike. They get along surprisingly well with Dwarves, primarily because they see the Dwarven clan structure to be akin to their packs and tribes, and thus operate on similar social cues. Canids find Goblins to be amusing, if irritating at times. Humans are everywhere, so the Canids have been forced to interact with them on a pretty regular basis, and have ended up getting along with them pretty well.

Elves tend to look down on most of the other races, though they have grudging respect for Dwarves. They actually like humans, despite their obvious inferiority, think the Canids are decent enough, for savages, and feel nothing but contempt for goblins, though they will tolerate individual goblins, if they behave themselves.

Goblins have a long history of territorial disputes with the Dwarves, which is why they don't tend to get along with Dwarves. They would like Canids, if they would take the Goblins seriously. They find the Elves to be stuck up prissy sticks in the mud and delight in irritating them. Humans they generally tolerate, but they have found many of the larger merchant houses to be good trading partners and have a fair bit of respect for them.

True Names:

As I have mentioned, knowing something's True Name gives you some power over it. Thus, it is important (as a general rule of thumb) to keep your True Name a secret. All people have use-names that they use on a day-to-day basis. There are some beneficial effects one can elicit from speaking someone's True Name, but as a general rule of thumb, telling someone your True Name is a sign of extreme trust (beyond even trusting someone with your life) and is never done lightly.

Here are two examples of things one can do if you know someone's True Name.

Grant Succor

Daily, Minor Action

Target: 1 adjacent creature whose true name you know

Effect: Speak the target's True Name (this need not be spoken above a whisper) to do one of the following: Target makes a saving throw with a +4 bonus, the target may spend 1 Healing Surge, or if the target is dying and is out of healing surges, stabilize them and they regain HP equal to their Healing Surge Value.

Invoke True Name

Daily, Minor Action

Range: Close Burst 20. Target: 1 Creature in Burst whose True Name you know.

Effect: You speak the target's true name so that they can hear it, until the end of the encounter, you and all allies in the burst gain a +2 Power Bonus to attack and damage rolls against the target until the end of the encounter.

Additionally, some things will have vulnerabilities or susceptibilities against opponents who speak their True Name. (this is especially true of some very powerful beings, and can be used as a negotiating ploy.)

Magic:

There are three known styles of magic out there; Druidic (may rename this), Hedge Magic, and True Wizardry.

Druids focus primarily on Druidic spells, but also know some Elemental and Thaumaturgic spells.

True Wizards favor staffs as their implements. They tend to draw from the following types of spells: Conjuratiom, Divination, elemental, Sorcery, Thaumaturgy and Wizardy.

Hedge Wizards tend to focus on Witchcraft spells, but some do use other types of spells (primarily Druidic, Divination and Sorcery).

Quick definition of the various categories of magic:

Conjuration should be self-explanatory.

Divination should also be clear.

Druidic refers to "nature" spells.

Elemental again self-explanatory.

Sorcery refers to mind-affecting spells in general.

Thaumaturgy covers the spells that change the forms of things.

Witchcraft tends to combine lesser aspects of the other schools of magics.

Wizardry is something of a catch-all, and also involves manipulating raw magic.

All magic is based on knowing the True Names of things. Everything has a name. Rocks have names. Fire has a name. And so on. Nothing without a name can exist in this world... with the possible exception of what have been dubbed the Unnamed.

The Unnamed are either beings who have sold their True Names to one of the nameless things that exist out in the chaotic void that surrounds creation, or are possibly one of those nameless things that have taken someone's name and now have form. Or maybe they are something else. Most scholars who know about them (and there aren't *that* many who do) believe that in some way the Unnamed must have a name, since they exist within creation. But none know their names.

Important places:

Kalthos is the continent the campaign will take place on. We will be starting on the western side of the continent. There are a multitude of small to large islands off the western coast. Most humans in this part of the world speak Westron as their native tongue. Goblins usually speak Kathak as their native tongue, Canids use something called Packspeak, Elves speak Elvish and Dwarves speak Dwarven. (I'll come up with names for the last two later)

The largest city in the area is called Westhaven. It's a huge, sprawling metropolis and is one of the most prosperous city-states in the known world. The largest Dwarf "city" (known as a Clanhold, which usually contain many Dwarven clans, but is usually ruled over by the Clanhold's founding clan) is Ironhame.

The enormous Blackwood Forrest is home to several large tribes of Canids, and at least one large (for Elves at least) Elven city, Silverwood.

The largest Goblin city is Deepmountain, which many Dwarves claim the Goblins stole from them. Most Goblins claim that Deepmountain was an abandoned mine when they found it, and it's hardly their fault that some of the played out veins weren't actually played out. Either way, eventually the Dwarves of Ironhame came to terms with the Deepmountain Goblins and there has been an uneasy truce ever since.

The campaign will be starting out in Easthold, a largish village to the northeast of Westhaven,

near to both the mountains that contain Ironhame and to the Blackwoods.

Important Groups:

The Walkers are a “monastic” order who worship The Traveler (one of The Five) as their favored god. Walkers generally do not stay in one place very long... they walk the world to see what The Five brought into being with their own eyes, thus paying homage to those who made their existence possible. Occasionally, a Walker will take a young person under their wing, and teach them their ways as the two walk together, eventually, the disciple will know it is time to follow their own path, and thus become a true Walker. Walkers tend to congregate in small groups once a year to discuss what they have seen and to pay tribute to The Traveler. Most Walkers are well-liked and respected... they're usually willing to help out as they can when they come to a village to stay a few days, and many have a surprising breadth of useful skills. Though there are one or two who seem to have a knack of showing up just as trouble starts brewing... as usual, they're usually willing to help as they can, but some see their arrival as something of a harbinger of dark times ahead.

The Quietus Order are a cloistered order of monks who devote themselves to The Scribe. They spend most of their time collecting, copying and studying texts of all kinds. Their libraries are famous around the world, even the Silverstar Wizards acknowledge that the Quietus Order are the preeminent scholarly order in the world.

The Silverstar College of Wizardry is the largest school of Wizards in the world. Located on an island off the western coast of Kalthos, it is nearly impossible to find the Silverstar College, unless one has magical talent of one's own. Their best wizards are reputed to be the most powerful weavers of magic in the world. They practice what they call True Wizardry, though many other schools of Wizardry try to follow their tenets and try to copy their techniques. The library at the college is reputed to be the largest collection of texts on Names ever assembled. Many worry that this collection is potentially very dangerous, but none have been able to convince the College of this.

Character Building:

All characters will start at level 3. (I want y'all to be somewhat seasoned adventurers) We will not be using Themes. You may use backgrounds from the General section of the Character Builder. (but please make sure your background makes sense for both the world and the character) You will also get a free feat which must be used to purchase an Expertise feat.

We won't be using any of the Psionic classes, other than the Monk. There are several classes with something of a dark edge to them (mostly the the ones with the Shadow Power Source, but most Warlock pacts fit in here too) which I would recommend against. Fluff-wise they'd involve making deals with the Nameless or their agents. But hey, if that floats your boat, cool.

I'm starting y'all off with 1 magic item of level 3 or lower (common or uncommon) and 520 gold you can spend on equipment. (if you want to spend any of this money on magic items, they must be ones listed as common items)