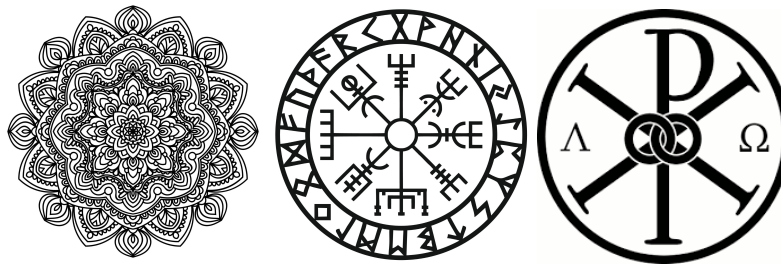




IMTHEUS

A World of Blood and Bronze
Created by Felix Twingrin



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Homebrew rules: **UNFINISHED**

Note: none of the art (apart from the map) within belongs to me.



Intro and Core World Concepts

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BadgerTales Ltd

felix@badgertales.co.uk

Warning!

The world of Imtheus is based on the real world mythologies and histories of various cultures throughout time. It was designed to be dark, gritty, grounded and most of all mature in its portrayal of a world deeply different, though similar to our own. Because of this you may encounter difficult subjects and themes such as death, murder, slavery, drug and alcohol abuse, the horrors of war, abuse, religious zealotry, colonisation, bigotry, and brutality. It is up to you to notify your DM if you are uncomfortable with any of these depictions.

This is not to make light of these subjects but rather to do them justice in their place in history and society. Sometimes it is only through the darkest parts of humanity and the most horrifying moments in our history that true heroism emerges. This is a setting for these kinds of stories and should be approached as such. It is important to also notice

that simply showing something does not glorify it, it is only by understanding these things and why they happen that we can truly face them and hopefully defeat them in our real world.

Imtheus is a world of gods and heroes. It is a world inspired by many of humanity's great mythologies and complex past. It is a world for people to engage in epic sprawling adventures that challenge you and your character morally and physically. Your actions have consequences here, you matter. It is up to you what you will do.

Inspiration was taken from the Iliad, the Odyssey, Hesiod, Beowulf, the Epic of Gilgamesh, The Peloponnesian War, The Greco Persian Wars, the work of historians such as Thucydides, Herodotus and Xenophon and countless other historical and mythological sources. I have a degree in Ancient History and a lifetime studying mythology. Great effort has been made to consult with people of different cultures and backgrounds to make Imtheus accurate and respectable to the communities and cultures it portrays.

For a rough idea of the level of mature content within see: Game of Thrones, The First Law series, Vampire the Masquerade, The Witcher, the Name of the Wind, and the Gentlemen Bastards series.

Monsters exist, but so do heroes.

Core world concepts

No alignments (really none!)

There is no such thing as evil in the world of Imtheus. There are evil acts yes, and beings that are capable of committing evil, but no living creature chooses to see itself as such. Even the worst serial killers justify their actions in their own eyes or even worse don't see their actions as wrong at all.

In my eyes this is more terrifying than some utterly evil demon. Because of this there are no simple good and evil, black and white, depictions in this world. Every enemy has a reason for their actions and sees themselves in their own light. There are no morally perfect deities, though there are those that believe themselves to be.

When you make your character then do not fill in the alignment box at all. What's more the spells detect good and evil etc will not function the same way but will work according to DM discretion.

Even the demons of the hells of the underworld are not considered evil but simply subjects of their nature.

The eternity of action

Everything in Imtheus is partly controlled by the power of belief and prayer, but also the actions we make in the world. Actions have consequences.

The common held belief in Imtheus is that the soul has two parts. The pure consciousness and the actions we enact. When you die your pure consciousness enters the Endless Sea to be retrieved by any god that values your soul. If not it will wander in the endless dark waters or be consumed by something terrible that prowls the waters of death.

Your actions in life remain however and seep into the very land itself. From this whole beings can be formed. From your greed may manifest a kobold or goblin. From your ferocity and rage a rampaging centaur. So too does the good you do seep into the world. Your care and appreciation for nature may be the catalyst for a Dryad to enter the world and so on.

By this your actions and the person you were in life matters.

Two kinds of monster

Not all monsters are created by the actions of souls of the fallen sentients, as described in the eternity of actions. In fact it simply remains a theory and widely held belief that only has marginal evidence to back it up.

Most monsters come around from normal means. There are some however that are created. These can be monsters of fear such as the Primal deities, or they can be envoys of the gods. Many of the city states of Mythria will make deals with the gods to create creatures to fight with them in their armies. This is much less common in the Age of Heroes but always comes with a price.

The nature of these constructed monsters is a mystery to the world but they seem to have independent personalities and identities though no memory of anything before their creation.

It is perfectly plausible to play as one of these devine constructs tasked with a godly purpose. Think of satyr paladins or centaur clerics as good examples of this.

The Endless Sea

The Endless sea is where all beings go when they die. It is a grand absence, an all consuming black ocean that is filled with creatures of death. Should you be a worthy

soul in life, a god might send a messenger to collect you from the Endless sea and offer you an afterlife.

Most however are not so lucky. If a soul is consumed in the afterlife there is no way resurrection will be possible.

The nature of gods

The gods have come about from unknown means. The current gods in fact aren't even natives to this land but sailed here thousands of years ago with the great Mythric Migration (this mirrors the Doric and Ionic migrations of real world Greece). It is generally agreed upon however that the gods need belief to survive.

The current pantheon is worshipped all over the world but is depicted differently in each culture. Each of these variations are true and valid and exist exactly at the same time. They represent the complexity that overcomes anything when it is divine. Pellena may be depicted as an orc hoplite in Mythria and an elvish woman in Culunoc. **Gods may even change gender and character completely depending on the worshipper.**

The gods are not omnipotent but do watch a great deal. They are also not wrathful but will intervene should their interests be questioned.

They are unable to intervene against the empire as they fear the return of Mephestus (see cultures) and the ultimate death that must come to all things... even gods.

Importance of language

Language is vital in the world of Imtheus. **Your character will automatically gain the language of their homeland upon creation.** If you are a Mythrian you gain one additional language as Mythric is common. If you are a Mythrian noble you may choose to take Old Mythrian.

Despite Mythrian being the Common of the land it is still not spoken by everyone. A simple Culunoci farmer has no need for the common tongue when he is dealing with only those who speak his own language. Anyone of higher education will speak New Mythrian. Therefore as you travel around the world magic that allows you to understand different languages will be very important.

Your characters can also start to learn new languages and this is encouraged. Operate this as to your DMs discretion.

New main languages

- Culunoci poetic language of the Culunoci natives. Seems to have no connection to other language groups begging the question where the Culunoci people's came from.
- Eldar- language of the Veturians overly complicated and delicate. It shares some similarities with elvish in the north but only in style and structure.
- Old Mythric/Mythrian- the root language of New Mythric, Vedenessi,
- New Mythric/Mythrian
- Pathric (root language of the southern desert and the first peoples. Shares some commonality with Gissian, Deyete)
- Gissian- a rougher version of Pathric filled with adaptations. It can be spoken very curtly and to the point with large words cut right down for speed of communication.
- Giori- a dead language that was spoken by the first people across Mythria and the main root language of Pathric, Gissian, Deyete and Thuan.
- Ichoran- modern flowing language that is like a smashing of new Mythric and Vadenessi
- Vadenessi- dialectic language of Midar region. Has variation between the different peoples of Midar (root language is Old Mythrian)
- Adveci- language of the north it shares some root with Vadenessi and dwarvish
- Deyete- speech of the desert nomad tribes, has no written component
- Bessiar- language of the beast tribes
- Thuan- language of Thuan people. Has roots in Pathric which is very odd considering the Thuan people migrated from the south. It also shares some Old Mythric words
- Ivannian- mostly a dead language now believed to be spoken in Mythria before the Mythric migration.
- Dunn- language of the Dunn islanders has roots in common dwarvish but more lyrical
- Vulcran- language of the dragonborn the the far north.
- Barbari- a word that describes any language of the far south that is not currently recognised or understood. The people of Talroc have many languages (to expand upon soon)

A different direction

Much of the decisions that Wizards of The Coast have made when creating their monsters and lore **is based on popular interpretation of mythology and does not reflect the original characteristics of the creature.** An effort has been made in this world to try and reach a best of both worlds scenario. There are all the familiar races but there are

variations that are closer to the original mythology as well as some completely homebrew races.

Best example of this is the changeling. In the original mythology a changeling could not change its appearance at all, but rather was a replacement for a child swapped out by the fey. The variant versions of Grey, Gold and Glimmer changelings allow players to play both the original and more popular versions as well.

Climate, Calendar and History



*note: the islands of Gissian and Culunoc are not correctly positioned on this map. They are in fact much further away to the west and north east respectively. The map itself is entirely in the northern hemisphere of this world.

The map above displays the land collectively referred to as Imtheus. Originally founded by the great Mythrian migration. Much of the land at this point was occupied by beast races and primal deities. The exceptions to this being Gissium, Pathria and Culunoc whose beginnings are shrouded in mystery. Much of this history around the migration is unknown but it is believed the gods came with the Mythrians and arrived here to find the land ruled by the original Primal deities. It is because of their early arrival and adoption of written word that Mythrian is now the common language of this world.

There were several great ages since then where mortals have established great cities and accomplished mighty deeds. We are now entering 1836PM (post migration) otherwise known as the Age of Heroes

Climate

Most of the continent is based in a mediterranean climate similar to Greece or Italy in our world. Strangely things start to get significantly hotter as you pass into Pathria and begin to head further south. Pathria is not situated on the equator but some other effect is taking place on it to make it as hot as it is. The equator itself is located many leagues south of the continent. No one has sailed past it so far. There is a theory that the Pathric Confederacy is the closest place to the realm of fire and this warps the climate to create the desert environment.

As you enter into the North the climate swiftly becomes cooler, changing into something closer to Scandinavia or Germany. The islands of Culunoc are similar to Britain and Ireland in their wet and foggy weather. Gissian is similar to New Zealand with vastly different climates though predominantly hot.

Calendar days= 420 to a year

weeks= 60

Month	Amount of days	Month	Amount of days
Aquillus	30	Vietella (new year)	30

Candelune	31	Thedras	30
Portera	29	Oranune	31
Mephetlune	31	Hapricia	30
Trestus	30	Kianar	30
Xellian	29	Pyrrus	29
Verendella	30	Borean	30

Red- Summer, Orange- Autumn, Blue- Winter, Yellow- Spring

They celebrate the new year in Vietella the month of forge and field. This comes from the Pathrians who created the first calendar and is the month when the ice melts and the magical waters of the Amunen river flow much stronger providing the whole city with the power it will use for the following year.

weekdays=

Beginning day	Day of Tepian	Mid day	Day of Tys	Calendar correction day	Day of Septimus	Ending Day
Landus	Tepidus	Mareti	Tysander	Crondus	Separii	Nulltus

Important dates

Each culture has their own special days and important festivals and there is no way I can include them all here but here are the most important ones across cultures.

- 1st Vietella- the New year. Festival of the floodwaters. This is celebrated all over but originated in Pathria and has special importance there. Other cultures have their own new years throughout the year but this is the one for measuring the date from.
- The night of burning dreams (summer)- this is the night where all beings praise the power of dreams and the dreaming. Each person will either write down or

carve 13 dreams they have for the future, one for each of the 13 gods of dreaming. These are then burned, buried or put to sea depending on the culture and local area. Some cities attach them to magical tethers and release them into the sky, filling the night with thousands of glimmering lights.

- 14th Pyrrus The Thedellian (summer)- the Thedellian is the festival of the king of all gods and the festival of the gods triumph over the Primal deities. This looks different in each culture but the Mythrians have renowned heroes or famous people dress themselves up as one of the main pantheon each and parade about the city acting as their deity would. This is all fun and games but some take it too seriously and there have been more than one deaths over a would be Thedius reenacting his ancient duel with an actor of Kai.
- Festival of fallen memories (Winter)- the festival of broken memories is a time for remembering the dead and mending the wounds of their passing. People who lost someone will spend the day apart from everyone else, usually wearing or holding something that belonged to them. They will do everything they can to remember the moments they had alone with them. By evening you gather and have a feast where you tell stories of the past and rejoice in their life. This duality of sorrow and joy encapsulates the person's life.
- Night of rippling sky (autumn)- this night changes its day but usually falls between the months of Candelune and Portera. It is a time where the night sky breaks and ripples with swimming lights of blue, green, silver and gold. These lights are somewhere between a comet and the northern lights, racing across the sky in ribbons of light that leave a trail before they fade. No one knows why it happens but families rejoice all the same and believe it is a sign from the gods.
- Festival of the lake of mirrors (winter)- The winter festival is given over to storytellers, magic performers and more.
- Festival of the lake of mirrors (summer)- The Oceic games take place here. The winners of great events being allowed to take the high plunge from the floating temple of the high priests.
- The night of siblings- this night changes depending but it is the night where the major constellations of the four main original sibling gods fill the sky at the same time in conjunction with a blood moon. It is a deeply spiritual night where magic flows freely and strange things are likely to happen.
- The festival of the mighty dead
- The tournament of masks. (winter) Upon arriving the Veturians quickly subjugated the local Culunoci natives. They could not however manage to hold back the fey. This culminated in a tournament over the Barrow that would become the city of Dobhar. The Veturians won this bout and built their city upon the sacred fey barrow. Every twelve years however a great tournament takes

place in Culunoc where everyone, not just knights and nobles may enter. If you are not of noble birth you need only wear a mask and for just this once it does not matter the manner of your birth but rather the content of your character.

The Ages of Imtheus

Imtheus is a world still in its early years. It is a place of vastly different cultures and attitudes with a strong pantheon that rules from a distance. It is a land of war and uncertainty, heroes and monarchs. It is a place where stories are waiting to happen for all the possibilities await.

The Age of Darkness

unknown

The beginning time. So little is known about it that there is little to be said here. All is known is that the thinking races and the monstrous creatures emerged at once.

The Pathrian Nomads believe they came about when the Primal god of thirst Ennulli wept upon the sand for the first and only time. From his tears he formed the first people and the first sword. The Northern tribes believe the first thinking beings sprang from stone when a great surge of magic hit the land. Each race came from a different stone.

The Mythrians had not arrived in the land at this point but they came overseas from a land that was no longer livable, led by their gods. Their myths have them made from pieces of the gods sent to earth.

The Pathrian Myths have all races starting as fish in the river of Amunen, when one fish sprang onto the shore and the first god Gillian the Veiled God gave him human form. Gissian myth is similar but they attribute it to a dolphin that asked Gillan to live ashore.

The Age of Dawn

Roughly 2193PC (Primal Calendar- the calendar devised by the Mythrians post Migration to try to make sense of the years that came before)- 541PC. Also beginning of the River Calendar 0RC- 1651RC

The land is mostly empty but for roaming tribes and clans that pray to the primal deities that in turn prey on them. The only civilisations are the great Pathric cities and the distant kingdom of Gissium. Both worship a deity they call Gallain the Veiled. Who they

believe created the world then left it to its own devices. Despite living vast distances apart these two people both speak a shared language called Ivannian. By the time the campaign takes place this language is dead but Gissian and Pathric bear resemblances to it, Gissian being a more direct version.

There are gods that walk the world but without the fall of death they are unable to cross the endless sea and gain true immortality.

The nomadic peoples are a combination of races but are often at war with one another. The Pathrians and Gissians refuse to share technology and leave them to the mercy of the Primal Gods.

The Age of the Primal

542PC-0PM 1651RC-2193RC (ending of use of River Calendar)

The vast nomadic peoples of the world are beginning to learn to smelt bronze and some even dare challenge the Primal gods. This however goes poorly and often results in entire tribes being wiped out.

At the same time the Primal gods have begun to choose mortals as mates and as champions. Bringing forth many brutal and deadly warlords who continue the clan wars against one another to no end.

This Age begins with the hero known only as the Lion of Jekzu leaving the Pathric empire and uniting several tribes. Together they fight and kill Sahanar'Arus the Primal god of the desert. The lion of Jekzu is then targeted by three great Primal gods who sought revenge. He is eventually killed but their arms and armour are taken by the desert nomads and hidden. The nomads believed in their god Ennulli (god of thirst) above all others but Ennulli has not been seen in generations and only supports the strong.

Cullen blue eyes faces his adversaries and carves his epic into the world. The rest of the Culunoc main heroic cycle happens around here.

At some point during the later part of this age the original Pathrians left, sailing up the River Amunen into the mountains of the Beckoning Sun (Tunalsham mountains) and disappearing. They left their cities under the safekeeping of the stone custodes who still to this day are powered by the magic of the river. Perhaps they feared the growing power of the Primal deities or maybe their long lost god called out to them. We will never know. The Gissian peoples however refused to leave and with the establishment of the University of Athentar they began the first waves of educated magic (wizards) above innate ability (sorcerers) to fight against the Primal gods.

At roughly the same time the Pathrians left the world that the Veturians arrived in Culunoc. They found the islands ruled by natives armed with clubs and bronze weapons. They easily subjugated the islands through the force of their magic and steel and took over as ruling class. They also slew what Primal deities existed in that realm having great experience from their own world. With their arrival came the shattering of the fey realm and the coming of the original Mist.

Up in the North the Dwarves create secluded clans but are at constant odds with each other, the orcs and goliaths of the mountains and the terrible creatures of the underdark below. A great deal of Dwarves leave or are exiled by their own people and take to the sea. They will roam for many years before finally settling in what will become the Dunn isles.

The Coming of the Great Migration

0PM (post Migration)-120PM

The Mythrian people arrive having been led here by their gods. They land in the area that they at once name Mythria and build the first city Ocea. They integrated with the local tribes and clans and mixed together as they spread across the land

Balorus the Scrivener also creates the first complex written language. Language had been written before but not this well. It quickly replaces the complex symbols of Old Mythrian and lays the groundwork of what will be the New Mythric tongue. Due to the vast expanse of the Mythric peoples and their trade this language will spread with the Age of the Primalarchy. Its ease of learning and vast application with profit will set it to become the most common language of this world and the closest it has to Common.

The Age of Primalarchy

120PM- 1445PM

The Age of the Primalarchy is also known as the as the Age of The Hunt or the War of The Primal Gods. It is the time when the heroes of man began to hunt and kill the ancient primal deities that dominated the land. This formed into several great wars between the Primals and the Gods resulting in the destruction of the Primals but not without great loss to each side. What was left of the Primals disappeared into myth and darkness

It is some time early during the age of the Hunt that the Pathrians returned, their ships sailing back through the gap in the mountains and into their long abandoned cities to join the fight against the Primal deities all too late. They returned different however.

Their language having changed in their time away and now accompanied by a vast variety of other bestial races. One of these races being the Aarocokra, who using great magics pulled from the ancient river Amunen managed to create the floating Oasis city of Sabareh. The majority of these other bestial creatures were given the heardlands as their home. None of them had any memory of their generations away.

The Age of the Shattering

1445PM-1720PM

The Mythric Pathrian wars begin and continue for many years. Ends with the treaty of Sath.

The black powder guild is formed in Gissium with the intention of safeguarding over and ensuring the proper use of this new and deadly substance.

Mephestus is killed by the other gods and sent crashing down to earth.

A small tribe called the Ichorians begins to gain strength in the land of Miditar (the land that will become Ichoria). Building their city in the skeleton of the fallen god they quickly access powers far beyond their neighbours. They expand rapidly and it is not long before the great Mythric and Midian kingdoms of Midiar have fallen to them. Dunmorren is the last to fall their king Tyros Moontide is executed in view of his subjects as a warning to any other who dare disobey.

The Thua arrive and wage war with Pathria Pathria finally gives them control of the lands that become known as Thua under a vassalship.

The last Mythic- Pathrian war is started by Pharaoh Duhannet Kadres. It goes into a stalemate that is never officially ended.

The isles of Culunoc undergo two great wars the war of Hundred Horses against an invading force of Formori and the War of Three Kings when the island separated into three distinct kingdoms.

The Age of Heroes.

1720PM- 1836PM and onwards

With the rise of the Ichoran Empire the world has reached a new and uncertain age. The Gods remain watchful but do not yet intervene and more and more it seems that the fate of the people in this world lies in their own hands. This is an age where anything is possible, both good and bad. An age for people of bravery and ambition to forge their

fates. An age of monsters, rulers, gods and Magic of blood, bronze, hope and death.
This is an Age of Heroes.

Cultures

The Ichorian Empire



The Ichoran Empire: *"The city sits in the ribcage, great white bone-like towers reach into the sky making it seem like a hand has reached up to clasp and pull down the city. if you look north of there you can see it, the skull, the temple of the dead god. those black and empty sockets, wider than any giants height.... by all heaven, I wish I could unsee it" - Leon the cripple*

This empire seems to have risen out of a small tribe. It is believed that this tribe, composed of a mixture of nomadic elves and humans, settled here many years ago. They found the skeleton of Mephestus the fallen god and saw it as the perfect place to set up a settlement. The land seemed to be rich with wealth, seemingly a side effect of the decomposing immortal. The ribcage of Mephestus provided a perfect shelter from the creatures of the wild and they flourished. However Mephestus was a dark god, he

had been cast from the heavens due to his ambitions on the throne of the gods, and this darkness is something that cannot be undone. It spread like a sickness. Filling the peoples of the settlement with haughty arrogance and a vicious appetite for conquest. They turned their eyes to their neighbours and began to dominate the continent. Their army being a mixture of elvish spellcasters and human warriors they were far more adaptable than other cultures. Now at the peak of their power they turn their attention to the strongest of their neighbours.

Cities of the empire;

Ichoria: The Centre of the empire and the spot where Mephestus' skeleton fell. The Ichorans built their city in the skeleton and since then it has become one of the most prosperous cities in the world.

Dunmorren: The last city of Miditar to fall and the bastion of Typhon Moonbearer. They were deeply subjugated but are fierce and patient people. Perhaps a time will come for them to rise and retake their great city.

Roran: The grand city of the south Roran is probably the largest of the Ichoran cities and much of the legions are recruited and trained here. It is also home to the second largest military academy in the empire.

Nicophotis: Grand port of the empire. Nicophotis is a trading and merchant hub that has grown in recent years with the diminishing of Dunmorren's sea power at the hands of the Dunn raiders.

Canatha: city of the fallen clans. Here is where the clans gathered to face the empire and here is where they fell. The city of Canatha was built rapidly and was flocked to by Northerners wishing to embrace the trade and offered citizenship.

Valentia: the direct opposite to Ravena, Valentia had become the city of luxuries to the upper classes of Ichoria. The rich retreat here to their villas during the summer to escape the city and enjoy the cool sea breezes.

Ravena: Often called the city of prisoners and for good reason. Ravena is home to the majority of the empire's work camps and high security prisons. The city itself thrives but sits under dark clouds that emanate from the great black funnels where the imperial mages work on unknown experiments.

Sivillum: the Northern City of Sivillum is famed for its great devotion to art and literature. It regularly has to fight inclusions from The North but always manages well. Its many luxuries, paintings, sculptures, and more drive commerce to the city.

Entega: located in the heartland of the empire Entega is an agricultural powerhouse and also a hotspot for breeding Ichoran warhorses and battle hounds.

History

The Mythrion City States



Mythrion city states: *"you see that line over there? that line is made up of minotaurs and Scorpion demons and all sorts of fucked up beasties that ever popped out a gods arsehole. They are going to hit us like a wave against the rock, and you will hold! You will stand and keep the phalanx, you will let them smash against your shields and you will hold. You will hold because I am far worse than the ugliest fucker they can throw at you. you will hold because I damn well say you will!"*- Emandros the ineloquent, Battle of Sadris

Often known as the birthplace of the heroic age the Mythrion city states is a home to adventurers from across the world. They share a close connection with their gods who often provide them with monstrous beasts to fill the ranks of their armies. Because of this when you face a Mythrion army you could be fighting anything from minotaur's to

merfolk and many in between. The Mythrian peoples have one flaw, they are divided between many city states or Polis that are constantly at war with one another. Because of this their legendary hoplites have never stood united against the lances of the Ichoran empire. They also remain at constant war with the kingdom of their old enemy to the east; the Pathiric Confederacy.

Nerva- state founded by the twins Boros and Bores this state is heavily reliant on slavery. all citizens are either blue tattooed scholars or red tattooed warriors. They follow the dragonborn god of war Oran and are led by a council of nine kings and queens.

They have built their slave populace from raiding their neighbours and beyond. They believe each person is born with a purpose and that everyone is bound to achieving perfection in their one purpose. Deviating from your chosen area is considered weakness of character.

Elphos- the state of Elphos are naval masters they are led by a senate of all noble families who are led by four kings. one for each season. The king whose season it currently has the deciding vote on ties for decision making. They have brilliant archers and a powerful navy. They pay homage to the Satyr goddess Fernina who blesses them with abundant crops and the finest wine in the world.

Ocea- the religious centre of the Mythric world Ocea is located over the lake of the endless tide where the Mythrians believe the gods were born. Oceic hoplites carry blessed weaponry and have the largest amount of heroes they are ruled by the head priest and a senate voted it by the people

Kellphis- the black city or undercity. This city was built in strange caverns hidden inside a solitary mountain. The Kellphisians built on top the mountain and beneath it. They are constantly at war with the creatures of the underdark and have created the finest phalanx formations known. They also have incredible swordsmen used to fighting in the cramped underground tunnels they have a long standing royal family that dates back centuries. Blood matters more than anything to the Kellphisians.

Sath- the trading centre of Mythria and the closest boundary with the Pathric confederacy. They have spent too long fighting with the desert kingdoms that their army is a mixmash of different mercenaries from across the globe. A Sathian army may not have the finest hoplites but they will field barbarians from the north and marksmen from the east. it is ruled by a republic with an elected admiral and general as well as trademaster

Kethra- Grand city of the seven gates. Kethra has fought a war with almost every other major Mythric city. It is ruled by the noble family of the Hatiganids that are descended

from the first arrivals on the shores of Mythria. They are fine warriors and host some of Mythria's best heavy cavalry

Pandea- The old and ancient enemy of Nerva, Pandea holds its heart in culture and the arts, the pursuit of philosophy and understanding. It hosts many fine mages and expert craftsmen. Their democracy stands for the rights of all but stumbles in its execution with the city easily manipulated by outside powers.

Calace- birthplace of Candella Calace has a much more relaxed attitude to life than the other city states. They are ruled by two queens who are chosen by the priests of the goddess. Although their army is small they have the finest horsemen and horse archers in all of Mythria. What's more their exports of wine and silk are some of the best. The wine matched only by the famous Elphisan red.

Ederia- the north city, the city of Ferric the wolf god. their king was once selfish and greedy and was cursed becoming the first werewolf. The Ederians have since devoted their lives to redemption. They have the finest warriors matched only by the Nervans and their warriors travel the world seeking to redeem their souls and the soul of their beast god. They are also home to great rangers and barbarians, fighting with unmatched ferocity and rage. Many of their nobility come from long lines of werecreatures. Queen Sadamere Wraith rules now but is growing old, uncertainty clouds who will take her throne.

Vellina- the city of eternity. Vellina sits on the gap between Mythria and Ichoria, its name literally translates as mountain heart. Said to have been built by the gods Oran, Pellina and Tarquin (minor god of stone carvers) Vellina is run by noble families and one elected Castillian whose role is to see to the eternal walls and the defences. The city has survived a hundred invasions and it is well thought that it will never fall.

History

The Pathric Confederacy



The Pathric Confederacy: *"here in the land of flowing sand we know things that all philosophers in the cities of the Mythric will never know. There is great honour in the sword and power too, but the man who pays the sword wields more weight than he who wields the sword alone"* - Istal liplicker desert envoy to king Xander of Elphos

The deserts of Pathiria are the homes to monstrous beings such as giants, Roc's and centaur herds. It is also home however, to the largest wealth of any state in the known world. The great floating oasis of the Aarakocra and the expansive wealth of the human Pharaoh make this alliance one to be feared. The Pharaohs however have reputations as great leaders in peace but poor war commanders, and the history of the Pathric Confederacy seems filled with embarrassing defeats and poor military choices. Despite

this the Pathiric peoples are hardy and brave with some of the best traders and finest made equipment.

The Pharaoh: the humans of the pharoship left thousands of years ago during the age of the primal but returned to this world with no memory of the time they passed. They believe their line of royalty goes right back to the very beginning of time and that they are descended from the first god Gillian the Veiled. They worship the other gods but as faces of Gillian.

Jekzu:

Aski:

Khasame:

Amsohenet:

Nade:

Nasa:

Sheburu:

Nomads of the Araka desert:

Huarain and the Kabris worship of Ennulli (primal god of thirst). In the forming of the world he wept two tears. One made the first man and woman the second made the Blade of the restless, the first ever sword. Down the years humanity looked after this sword but soon a rift drew and they formed into the two clans.

Both pairs began to fight for the sword and the ancestor of the Haurain gained the upper hand. He cut two fingers from the Kabris sword hand so he could never use a blade then fled into the sand to start his tribe. The Kabris lay in pain staring at his bloody, sliced off fingers. Luckily for him his pain acted as an offering to Ennulli who sent a fine bloodwood tree to grow from the sand. From its supple wood the Kabris made the world's first ever bow. Which he added to a string woven from his wife's hair. With his missing fingers he could still draw his bow and from that moment forward every clan leader of the Kabris cuts off the pinky and ring finger of their string drawing hand as a testament to their devotion to the bow.

Since then the two tribes have always hated one another though are broken up into much smaller warring tribes now the tribes are bound to the confederacy at the moment but they are hardly unified. Their treaty forces them to send warriors to fight in the Pathric armies but they also spend a great deal of time killing one another. The Blade of

Restless is lost to time though there are a hundred tribe leaders that each claim to have it.

The nomads also have long grudges with the centaurs and other beastlings. Druids are a part of their culture with Ennulli. They call them moulders, or sand men (Ramil'Eyen, in their tongue). They believe druids are the envoys of Ennulli who control the tear sand he used to make man which they then use to make their forms, they are quite common with the nomads more common than any other spellcaster. They either integrate with a tribe or become true wanderers, and stake out on their own to find the sands of Ennulli's wisdom. The nomads believe in the flowing of change and destiny. All things are meant to happen, we merely flow through them.

The Herdlands:the beast races came through the river with the rest of the Pathrians at the time of returning. They are completely unlike the summoned or created monsters that are sent by the gods but are their own thing entirely. The Pharoship gave them the fertile lands of the Herdlands on the other side of the mountains of the Beckoning Sun in return for serving as auxiliaries in the Pathrian army. However that truce has been broken and now the Herds roam free, often raiding and striking out at their former masters.

The Aaracockra floating oasis Sabaresh: no one ever truly knows where Sabaresh might be at any one time. The floating Oasis of the Aaracockra is a strange and mysterious place, visited by a lucky few. It pays homage to the Pharaoh with wing warriors, mighty casters and cautious advisors. Indeed the Pharaoh must keep a seat at his advisor table always free for a dignitary of Sabaresh.

Adveccia/ The North



Adveccia/The North: *"the North is beautiful, serene almost, it beckons to you with its unmatched wildness and promise of the unknown. We will no sooner tame the north than we will harness the skies or the fury of the sea"* - Ichoran Archon Titus Mundus after his second campaign into Adveccia

The North belongs to no one. Though the orcs, werewolves, human and goliaths tribes roam its peaks and frozen plains, and though the great dwarf kingdoms rest beneath the study mountains there are none who truly hold The North. If you enter the forests you will face the wood elves and the beasts of the dark. If you brave the peaks you face dragons and other monstrosities. The order of the lycans trains bloodhunters deep in the mountains and there are tales of monastery's hidden in the snow. In short it is a place of mystery and monsters and a place not wisely tread alone.

After the defeat of the great clans at Scarrow rock the peoples of the North are significantly divided and broken, their people taken as slaves by the empire or worse. There is talk that not all those taken make it to the grand cities of the south, that something strange is happening to those that are taken and that monstrous new

warriors are joining the legions in droves, unspeaking mutes that follow orders without question.

The Dwarf Cities

Albour- furthest south city and the city of the famous mountain gate. They were betrayed and the gate was somehow opened during the war and the empire got in. They were the first to sign the treaty after their king was executed by the empire and replaced with a puppet monarch. They now give troops and gold to the empire to keep independence. They are famed for their warrior clerics.

Moldir- the deepest of the dwarven cities and the richest. Moldir have fine miners, craftsmen, and traders, they use their wealth to pay for the recruitment of mercenary groups and adventuring parties who keep back the creatures of the Underdark. They signed the treaty with the empire straight after Albour did and the deal they got was a fine one that enabled strong trade between the two.

Lorndrom- the largest and finest of the cities Lorndrom has a reputation as the home of great dwarven heroes. They take great pride in the fact that their warriors roam the snowy peaks of the upper mountains, hunting beasts and gathering resources. They fought the goliaths in many wars and have an uneasy truce with the werewolf tribes. They have a strong belief in the importance of magic and though it works on more of a craftsman's relationship rather than university. mages join mage guilds and are made apprentices to masters who guide them. This can be bad for growing mages as the masters tend to be stubborn and loath to innovate

Glenvar- the final city of the dwarves is the closest to the northern Isle of Vulcran. They are more secretive than the other cities and it is well known that they long to crack open the great enigma of the Dragonborn island. They are fine warriors and trackers and have the best Dwarvern rangers and druids in the mountains. They had to give up very little in the truce with the empire and use this to fuel their ambitions both over the other cities and eventually overseas

The Great Clans (The Vaskir)

The clans recently united under a single elven leader called Versenorix. He brought together orcs, northern humans, goliaths, elves and even some were creatures under one banner to try to take on the empire, but was decisively beaten by General Titus Mundus of the empire at Scarrow Rock. They are now little more than vassals, sending payments to the empire and living under its yolk. However there are those that are still free and those too that long for freedom still. It would only take a spark to ignite the flames of Northern pride once more.

The Werewolves (Yorgen): the werewolf tribes are not known for art or philosophy but nor are they mindless beasts. They prowl the mountains in hunting family packs and share a great deal of their culture with the Mythrians to the far south. This continues the theory that they are an offshoot of the curse of Ederia that is long removed from their southern cousins.

The Elves of the North: Insular and xenophobic the cities of the northern wood elves and drow are a dangerous enigma indeed. They are master stalkers, rangers and rogues, and rumours circulate they have slipped into dark paths. It is well true that many go missing who enter their forests. The empire has fought them many times but never managed to pin down the true locations of their cities. They seem content though to keep to themselves for the time being so the empire is content to leave them be... for now.

Gissium



*best location for gunslinger class

Gissium: *"ssshhhh you knew this was coming when you stole from us. at least die with some dignity"*- red kestrel Thiala to unknown

Across the sea are the three mighty cities of Gissium. Masters of the sea and science. This culture of gnomes and humans are said to have mastered the components of the earth and created devices capable of propelling projectiles at great speeds, though they protect these devices viciously. The king of Gissium has recently died leaving the island in a state of flux. The three cities each support their own claimant to the throne and this has dissolved the great state into civil war. It is said that The Black Powder Guild (servants to the flame god Jannic) are using this uncertainty to gain profit by selling their firearms and other inventions to all three sides. Their terrifying enforcers; The Red Kestrels, disperse their justice from above, killing or capturing all those who dare question the guild.

Athentar- the home of the great university of the Dragonturtle Stone, Athentar is a place of diplomats, alchemists and the wide study of the arcane arts. In all the world there is no greater gathering of minds and knowledge. Any first son or daughter of the Gissium

sand would be honoured to study in the depths of the parchment city. Any dropouts from the university are drafted quickly into the city's famous spellriders who pay off their university debts with years on the field of battle. The city supports Armand Hssuiq for the throne, a Tabaxi nobleman whose family goes back to the first rulers. many questions if Armand is simply a puppet to his university tutors who have been linked to the Black Powder guild in many ways.

Tashalla- deep in the mountains atop the black waterfall of the north the Tashallan monks study the ancient texts and try to uncover the passage to true spiritual enlightenment. However, there is great friction in the city and the many guilds of the Sky Waterfall push for conflict against the other cities. Their queen Mellima the blind has strangely turned from her once pacifist nature and leads her armies of guildsmen and monks against the other cities. There can only be peace through bloodshed and she will paint the sands red.

Samandra- there was only ever one attempted invasion of Gissium by the Ichoran Empire. 2000 ships pushed towards the beaches of Samandra intent to take it in a single day. Not one reached the shore, for no city in the world has the devices that the red port does. Black cannons and fire-spitting monstrosities cut through Ichoran magics and sent the ships to the depths. For this technology, the Samandrans have paid a heavy price. The city almost certainly belongs to the black powder guild. Its merchant based democracy is a sham and general Lila Firqat is the main force of power here. She has become obsessed with war and will do everything to raise the strength of her people.

The Dunn Isles



Dunn Isles: *"...Then one of them, the leader I think, for he was the hairiest and most scarred of the bunch got up and announced to the party- 'right lads you know how it goes. steel bows to the back and axemen to the front. Wait till the boat hits theirs and give em a glimpse of Oran's eye eh! oh, and try to have some fun out there!'"*- Yuma the travellers account of Dunn Isle tactics

The coast Dwarves of the Dunn isles are so far removed from their mountain bound cousins it is hard to see the resemblance. These dwarves take to the seas pillaging the other island settlements and dividing the wealth between the victors. They are great warriors and sailors, praying to the god Bahillian of the sea. Their rules are simple, bravery and overcoming great adversity are the most admirable thing one can do with their life. They all pay homage to the sea queen Nashara who commands all clans in regards to the traditions of their people. Should she raise up the Seafoam Hammer and start the ancient drums of war then who knows who could stand against the Dunn Isle Dwarves.

The Dwarves live by the bond of Marag Kai, an ancient fighting ritual that is tied to the flowing tattoos they decorate their bodies with.

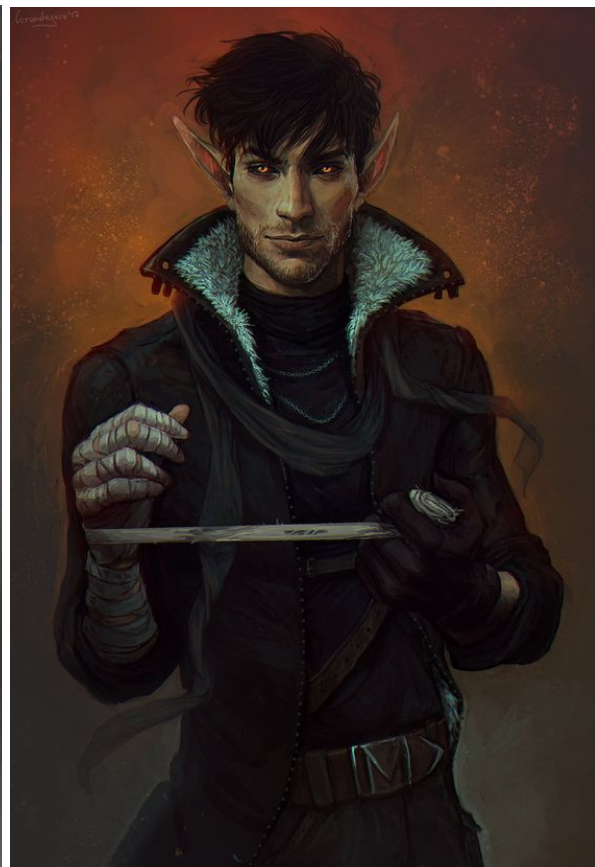
Dinmar:

Tyrn:

Throam:

Kiltak:

Culunoc/ The Mist Lands



The Mist lands (Culunoc): *"Come sit child and I will tell you of the mists and the walkers in the mists. I will tell you of the Bogman with his winter hatchet, Fallian Flickwikkan the fisher of souls who, over the last hundred years saved near 10,000 from the grips of the mist, and of course Cullen blue eyes, Aye you know him well enough I'm sure. So sit and listen and you will hear of strange things and old things. things that go bump when you sleep and the ones who hunt em. Sit child and I will tell you about heroes and monsters, madmen and ghosts. Sit and hear about the end of the world and the beginning of time. If you listen well it may one day be your story they sing."* - Grandmother to wide eyed child

Out to the west rests three islands, dark and foreboding on the horizon. It is here that the gap between our world and the other plains is thinnest. It is also here where the orders of the bloodhunters were born before they scattered about the lands. Here

humans, elves, and halflings survive in separate kingdoms under the rule of Fey overlords that push back against the creatures that come from the mists. These Veturians (as they are called) rule with an iron fist, having come through and taken the islands nearly 2000 years ago.

The winds of wild magic are strong here and the isles are home to more sorcerers than other places. The warriors here are wild and deadly sometimes going into battle wearing no armour, decorating their bodies in coloured paints to inspire fear. They are led by Veturain noblemen on horseback who match the infantry's ferocity with their deadly charges.

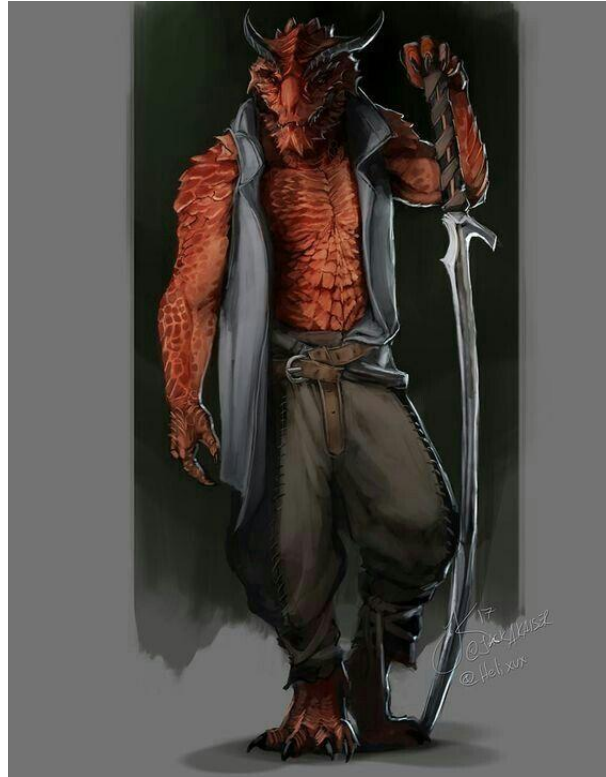
Not all is well in these strange isles however, for something dwells in the darkness that has not emerged since the time of Sasha the unyielding and Cullen Blue Eyes. Three sisters who haven't met in thirty years are about to meet for the final time and in a small hut far removed, someone is making masks.

Isle of the Otter: King Cassandra

Isle of the Hound: King Taliesin

Isle of the Buzzard: King Corveth

Vulcran



Vulcran: *"Vulcran... never heard of it. It's a myth. now if you please leave me be I have work to process and no I am not avoiding the question."*- Professor Ogrim Fisk (most certainly avoiding the question)

The volcano built this island with its hot ash. It is the home to the original dragonborn who have not been seen in many years. Though dragonborn leave the island, another race hasn't seen Vulcran in over a thousand years and the government has remained silent to the rest of the world. The Vulcran Dragonborn make the greatest swords in the world and raid the coasts, looking to die in battle and join the endless war against the darkness of the night.. Because of all of this the island remains a mystery and rumours vary. Some believe it is ruled by a conclave of ancient dragons. Others say it is just one enormous dragon that will swallow the world when it awakes.

We know their society is divided between the Thrull and the Ska'llavan. The Thrull being grunts wielding bone axes and the Ska'llavan being the noble maker class who wield great long blades of dark Vulcran Steel.

The Thuan Theocracy



Thua: *"all things belong to Thuan he is the binder and the creator. The god who lives in all things and must be protected from the liar gods of the sky. Let it be know that Thuan is the light, Thuan is all there is."* - High priest Atamala response to the pharaohs demand to bow to Thedius

The Thua are an odd peoples who were once great. They are a mix of humans, dwarves and hobgoblinoids that came from across the seas with a great tomb that they believe holds the physical incarnation of god on earth. They waged many wars against Pathria in the beginning but finally joined in an uneasy defensive truce with the confederacy. They now keep mostly to themselves protecting their god at all costs. They have some of the best chariots and riders on earth and Thua horses are held in high regard. They tend however to be a stoic and quiet people believing that emotion leads to distance from their beloved Thuan.

Talrach



Talrach *“where you go is of green and brown. A burning land, a growing land. I saw death there... I saw majesty beyond measure, and monsters beyond thinking. Turn back...turn back I beg of you.” - dying sailor pulled aboard.*

Far to the south and verging on the burning equator are the shifting and ancient lands of Talrach. Very little is known of this continent as so little have ever managed to sail there let alone survive the visit. It is a place of jungles and vast endless deserts. A place still dominated by Primal deities that roam the lands and even rule some of the civilizations there. They also worship their own Pantheon. A selection of celestial beings they believe exist above the gods that visit our world.

Gods

Religion

The way that worship happens in the world of Imtheus is a bit different from other fantasy worlds. Rarely do people devote themselves to one god unless they are a priest of a specific deity. Instead all gods are worshipped to some degree with you turning to specific ones in times of need. The gods are fluid and changeable depending on the culture you are from. They can change race, gender and iconography from one place to the next.

Main Gods



Mephestius= the fallen god, once ruler of the gods and god of life, Mephestus was killed and sent tumbling from the heavens. He was a dark god and his rule was terrible, now in undeath he haunts through his followers and threatens his return.



Thedius= king of gods and god of choices. He is often referred to as the god of moments or glory. This is because he is usually evoked when making a difficult choice that may lead to death or fame. This also makes him the god of rulers and leaders as he is the ruler of the gods himself. Depicted as a humanoid with a lion's head and hoplite armour. Symbol is a lion or a crowned sword.



Xellia= sister to Thedius and joint ruler of the gods, she is the goddess of darkness and silence. Hers is the careful patience of the cunning and the thoughtful. Loved by scholars, shrewd politicians and thieves alike, Xellia is heavily worshipped by those both seeking protection in the darkness and disguising their actions. Depicted as a human, drow, tiefling or Lepoard her symbol is black dog, cup, bracken torch, watching eye, and ring of Onyx. She hates those that fear to be alone



Bahillan= the storm god. Bahallan is most worshipped by sailors and the Dunn Isle dwarves (basically dwarf pirate Vikings). He is most often depicted as a Dwarf aboard a shattered trireme that is barely holding together, his driftwood spear calling the wind and storm. He is also the god most conflicted in his many depictions as he can also be shown as a bearded fisherman, a elf woman with a trident and a young human astride a dolphin wielding a scythe. He hates those who become too comfortable in their own security.



Lucian= god of life and birth Lucian is often known as the loving god or the kindly one. He is heavily worshipped by the common folk and is depicted as a kindly human or halfling. He admires kindness and humbleness and hates bloodshed and death. Lucian has reportedly been spending less and less time at his seat of power and is often found wandering Imtheus. Some say he is looking for the kindness in humanity. But there are others that speak of him searching for something he should not.



Kai= the god of light and bringer of the sun. Kai is most often depicted as an elf in golden armour with a burnished bronze sword. He can be loving but also harsh and arrogant. He believes in honour. He is the brother of Thedius and hates him for allowing mortals to choose darkness. His followers hunt oathbreakers in his name.



Ves= sister of Pellena, daughter to Xellia and goddess of the moon, wilderness and abnormality. Ves is patron of the supernatural and of the darker schools of magic. She is depicted as a beautiful woman wearing velvet though one side of her body is covered in black scales and one eye is white and unseeing.



Pellina= goddess of strength and unity Pellina is most often depicted as a half orc woman in hoplite armour. Pellina is the patron of hoplites, guards and paladins. She holds with all those who hold the line.



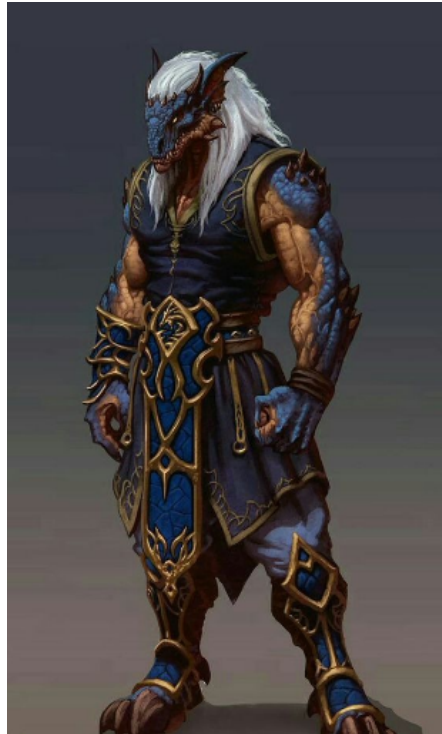
Rendel= god of wisdom, thought and secrets Rendel is the patron to most of those who look into the realms of magic. His power is fickle and uncertain and he is the most feared of the gods for his uncertain nature. He is depicted as a shadowy cloaked figure with a raven beak protruding from beneath the hood. He has thirteen children known as the Omniroi who are the gods of dreams



Jannic= god of flame, innovation and suffering. Son of Rendel and the first ever flame. Driven mad by the whispers of his mother, fire, Jannic has used it to fuel all sorts of insane inventions. He alone has furthered and hindered humanity the most. The gods have harsh controls on him to keep him in line. He is depicted as a gnome with flaming hair.



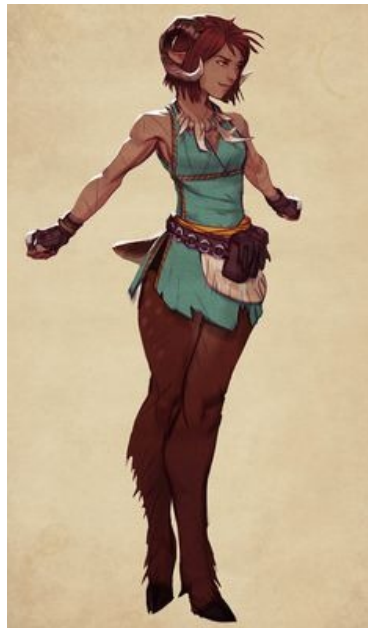
Canella= deity of lust, lies and sabotage. Candella is the patron of those who take what they want no matter the consequences. This does not mean all their followers are evil but they are certainly prepared to do what others won't. They are depicted as whoever the worshipper most desires but most often as a young woman or man in silks with a pendant around their neck depicting a spider. She is the one time lover of both Porthos and Fernina.



Oran= depicted as a blue dragonborn with spear and shield Oran is the god of war and tactics. He is the patron of generals and leaders but also champions and those who fight for a cause. He is married to Pellina. He also is the god of craftsmanship and slow delicate work.



Porthos= god of monsters, bloodshed and pleasure. Porthos is the son of Pellina and Oran though you would not see it in him. Portrayed as an enormous half orc Porthos delights in causing bloodshed and death where he goes. He is a being of rage and impulse alone.



Ferenina= goddess of food, harvest and nature, Ferenia is depicted as a Satyr and is generally regarded as the space between nature and civilization. She is kind to farmers and hunters as long as they do not abuse the wild. She also is the provider of great feasts and bounties. Many rangers have her as their guardian. At one time she was betrothed to Ves but has since turned her back on the other gods and sought to pursue her duties alone.

Other Gods

Ferric- god of redemption and werewolves

The old Familiar- god of the last moment of life

Dullcet- Genderless God of harvests and farmers

Fedrian- God of travellers and those who chose to walk the less travelled path

Uthman- god of bronze smiths

Loras- minor god of lockpicks

Tarquin- god of stonecarvers

Delos- god of perfumes and scents

Primal gods

Skadrim- primal god of frost

Vanne- primal god of inferno

Levinris- primal god of the depths

Polliox- primal god of the wide sky

Nestros- the primal god of age and weakness

Camdian hunter of men- primal god of the wild

The Myrra woman- primal god of undisturbed lakes and silence

Ennulli- Primal god of thirst and creator god of the desert nomads

Earthbound and wandering gods

The lilly and the magpie- twin gods of the wanderers and storytellers

Thuan the living god- dead and living god of the Thuan people

The Exillarch- the ancient dragon god of Vulcran.

DeVera- Fey goddess of glorious death

The Celestial gods of Talrach

Uru -absence

Skaith -energy

Eta -form

Note: the gods of Talrach never enter the mortal realm and are unknowable and unseen.

There are hundreds of gods but all societies worship some version of these gods. Whatever god you envision it probably has its place in the age of heroes.

Myths and stories

Famous people and famous works of time

Monsters

This section is currently under work

The monsters of Pathria

- fire deer
- bone bird of prey- enormous hawk the size of a t-rex with all its feathers made of razor sharp bone. In the place of tail feathers is an enormous swinging bone club tail. It cannot fly.
- herd turtles
- sand creatures
- oasis dragon and frog
- night lure shrimp

Monsters of Mythria

- Satyr warriors (multiple stats needed)
- centaur warriors (multiple types)
- gorgon
- siren (original)
- brazen bull
- Mythric warriors
- Vathris (bat wolf silence)
-

Monsters of Culunoc

- the Formori (multiple types)

- knight of oak and ash
- fear gorta
- puca
- banshee
- Culunoc natives
- Veturian warriors

Monsters of Gissian

- the red kestrels
- royal Manticore
-

Monsters of Ichoria

Monsters of the North

Monsters of Thua

- stone lion

Monsters of the Dunn Isles

- victris eel

Magical Items and More

This section is currently under work

Mythria

Divine bronze blade

Claw shield
Bracer of spears
Sword of the slaying
Mirror shield
Kanaeri's Steel wings
Kanaeri's wax wings
Kanaeri's switching stones
Armour of the immortal
The wanderer's bow
The loyal companion
Athletes Circlet
Wand of gluttony
Sandals of the traveller
Unbreakable tower shield
Wildness wine
The singers lyre
Carried fire of the storyteller
Helm of the mighty defender

Ichoria

Virtus blade
Bands of unity
Elemental focus rings
Bone wand
Black centurion armour
Cadir's Hammer
Ring of ancient ram
Bladed cape

Culunoc

Thieves Honour

The essence daggers

Glass dagger

Masks of the grand masquerade

The Guiavold Spear

Waystone spirit

Fashionable cloak

Empaths eyepiece

Whalebone charm of charm

Elarria's Hammer

Dancer rapier

Horn of the warcry

Sickle of the maker

Staff of the shifter

Drukei Shielligh

Veturian steel weapons and armour

Alos silver hand

Pathria

The First Sword

Staff of the skies.

River stone sword, spear, etc

Armour of the Shamshir guard

Scorned Kopesh

Armour and weapons of the Lion of Jekzu

The North

The Dunn Isles

Dunn isle compound bow

Dunn fishhook harpoon

Thua

Living weapons and armour

Gissian

Red Kestrel enchanted Bolos

Armcatcher

Steam bracer

Burning glider

Kestrel grenade bandolier

Glaive of the black waterfall

Golden knuckles

Spellrider wand

Vulcran

Vulcran steel and obsidian

Other

Gemmell's swords of Kai and Ves

Gemmell's Axe of reaping

Chain of Cesare

Bronze duelling scimitar

The eye of Magpie

Progress (pistol)

Pretty and Crunch (pair of pistols)

Tumult (rifle)
Huxley's Bow
Waldo's hat of tricks
Tristangs' ring of duality
The Bloody Lute
Knife of bounties
Zero key
Badger fox coin
Toy Major
Counter shield
Parrus' Axe
Battle wheelchair
Obsidian blade
Changling's poison
Fisherman's pot and rod
The Travellers Anvil
Gauntlet of the Orator
The calling card
The observant painters kit
Moonlit scimitar
Pillow case corpse
The trickster bow
Buccan Punchblade
Magpie's spear
The Blades of Ferric
Violent violin of the broken bard
Kadmus' spellcaster component jacket
Petran's mark of the old companion
Spork of collecting

Sins reminder

Handaxe of wolf and hound

Travok's Badger bow

The other Planes

This section is currently under work

The Feywild (Tir na Scáil, Tir na Scáthán)

Shattered, 12 courts and the roaming city of Tuath. Changeling varieties, Banshee race, Edine race

The Elemental planes

The Endless Sea

The Elemental Planes

The Afterlives

The riverways

Food drinks drugs and more

This section is currently under work

Culunoc food

mushrooms, berries, nettles, wild garlic and apples they would also eat spinach, onions, leeks, carrots and parsnips, blackberries, gooseberries and blueberries. Hazelnuts and walnuts as well as grains for bread and porridge would also feature in their diet.

As for meat, they hunt deer, foxes, beavers, wild boars and bears as well as farm domesticated animals such as chickens, goats, sheep, pigs and cattle. They also fish for Salmon, Trout or Mackerel. They also eat eggs from hens and wild birds, along with insects and honey from bees.

Mythic food

Food

Scorthi Lizard flesh

Drinks

Kest ale

Holdir ale

Honeyed mead

Calesian pink (rose)

Elphisan red (famously good)

blue wine

Salt wine (mainly made in Ocea)

Potcheen (Culunoci)

Pandea black wine

Gessenas- golden swirling spirit that is sweet to the taste. Made by Ges tree (type of orange)

Drugs

Yellowgrass

Evrra mist

Diseases

White Sickle

Black Anar

Steam curse

Songs, Poems and Stories

Songs

Mortimer's Song

Bm - G - D - A or i - bVI - III - bVII

Bm - F – G – D

Over the hill

Straight to my heart
Like an ocean lapping in the dark
She calls me
From the highest mountain top
And I follow
And I always will

Bm- D – A – G
I never told you long ago
That I've had a tale to tell you
And this is how it goes
My ancient fingers can barely pick this tune
But I give it now all that I have
These horrors of my past
I was a young I chased a calling voice
It wrapped me up in oaken arms
In yew and ash and thorn
I was born away in my delight
The worst of it I can admit
Is that I don't regret

Bm - G - D - A
And she was beautiful in the wildest way
Bm – F (bar cord second fret) – G – D
Red leaf that's falling but never turning grey
The trees were calling to me calling me away
The trees were calling me and I couldn't stay

Bm – F (bar cord second fret) – G – D
Oh lover of the rapid steam
Oh runner in the wind
The mystery was maddening
For blood to bear me in
Oh dancer in the dappled sun
I chase your shining ghost
I cherish all the lies I told
That still remain our own
I burned up everything we had
I buried it in blood
But still when I am dreaming
It's your ocean that I drown

My daughters and my sons
I'm sorry
This never was the plan
My lover and my pain
I'm sorry
I never meant to hurt you as I did
I loved you all I truly did
Though I never let you in to see that fact
I wished that you could learn from this

But we will never ever had that chance
I had your futures in my hand
And I ground them down to dust and ash and less

Oh lover of the rapid steam
Oh runner in the wind
The mystery confounds me
For my heart to just give in
My children I have let us down
I sing this to our bones
I wish I been a better man
but I never had the stones
The sins of autumn call to me
I hear them in the wind
In gold and red I make my bed
Till winter lets me in
To all of you and more I send
This warning from the grave
So Listen well and time will tell

I never told you long ago
That Ive had a tale to tell you
And this is how it went
leaves fall and pass us by
with often not a notion before they've given in
give love and time to what have
don't chase what's out of reach
and burn the love you have
I go back now to my cold and earthy gave
My lover lies beside me and this is where I stay

Over the hill
Straight to my heart
Like an ocean lapping in the dark
She calls me
From the highest mountain top
And I follow
And I always willl

The boxers game

the boxers boy had all the pieces
all tied up in a well worn bag
he walked from here to seaglair city
and there he played a game of twos

the fighters girl was not his daughter

she'd been found lost as a babe
her life she carried on her shield
and from the wood a board they made

the wizards orphan was a madman
he had all the world to blame
he took his fears and gave them purpose
and with their lies a game they played

the three of them were so uneven
like the willows on the grave
I sing of all the players there
of the place they meet and learn
Of love and fear, rage and fever
and for the heart of that great game they played

The traveller sails

*My whispers ache
For your sake
And I just can't deny
That I am lonely*

*My whispers ache
Its my mistake
I never told you then
That I was lonely*

*I think I said it quite enough
The road I walk I cannot trust
To the sea I stake my claim
I know you would do the same
And I admit
You were the sane one
But I still choose
To take the blame on
If you asked I'd sail away
Our kissing stars each night I'd pray*

*Bear me up on polished shield
Fill my tankard
I wont yield
Talk of danger*

*And sharpen steel
I surrender to the feel
Of all the love I couldn't steal
It bites hard but I know its real
My night time watch is almost up*

*My whispers ache
For your sake
And I just can't deny
That I am lonely*

*My whispers ache
Its my mistake
I never told you then
That I was lonely*

*I build my ship
Sew my sail
I watch you fade from the rail
As I slide away
I know my heart is in your arms
A darkened tavern far inland
I cannot stay though wish I may
For each and every night I pray
You'll be lonely
And you'll hold me*

The Wolfhound Brigade

howl all you beggars
bay your soul to the moon
for the beasts come a knocking
dark slithers in the gloom
come howl out together
and make the call for aid
I promise they will answer
the wolfhound brigade

Call to the sky call out for aid
empty you pockets
your hide they'll save
if only you call to the wolfhound brigade.

one was rage summoned in pain
two was a watcher with a mighty fine aim
three was holy and bathed in light
four stood in armour ready for the fight
fifth was a whisper, a speaker in the night
but all were a wonder, a mighty fine sight
so howl and they'll answer
the wolfhound brigade

Call to the sky call out for aid
empty you pockets
your hide they'll save
if only you call to the wolfhound brigade.

I was a witness
I saw the brigade
they always follow after
wherever I play
so empty your pockets
buy this poor bard a drink
and he'll tell you stories
of the wolfhound brigade

Wild Glenn Jorlos Rose

The whispering oaks of the lover's road
Watch the passers walk by
hear the tales they told
Cull a Wayyyy heyyyy
Oh the tales they told
Of the wild Glenn Jorlos rose

The summer gave her hair like sunlight
The winter gave her smile like frostbite
All who saw her froze in her starlight
And she was not my rose

She was pretty as summer wine is sweet
Danced like a darling
many men she'd meet
Cull a wayyyy heyyy
Oh they fell in the step
Of the wild Glenn Jorlos Rose

The summer gave her hair like sunlight
The winter gave her smile like frostbite
All who saw her froze in her starlight
And she was not my rose

Where the sea rose she would follow
Wolf to the water
Like a ghost of sorrow
Cull a wayyy heyyyy
Oh my very breath I swallowed
When I saw Glenn Jorlos rose

Poems

Stories

Culunoc

The tales of Flickwickan fisherman of souls
Cullen Blue eyes
Callous Jane Goadling

Sports and Pastimes

The Oceic Games

The grand games that happen once every three years at the lake of Ocea are the most important games in the Mythric calendar. They are so large in fact that groups travel from across the known world to compete for glory before the gods. There have even been a few years where one or more of the gods have attended to observe and bestow their favour on their favourite athletes.

The games cover all sports imaginable, from wrestling, running and marksmanship to horse riding, charioting and duelling and this barely scratches the surface. There are also magical events though they are usually tied to a physical component.

Drukeri

the game of Druid mastery.

“You should’ve seen it. Match of the century, the Ellarian Satyrs vs the Tattered Thorns. It all came down to the last play. Lampren Oldways thought he could catch Voli Toothbearer out by turning into a mouse and sneaking his way by. Only Voli say that coming and became a hawk and picked up Lamprenm intending to toss him off the pitch. Well, that would’ve worked but for Sasha Slipten’s thorn whip, which pulled that bird out of the sky. Course Sasha just turned into a Labrador and caught her falling mouse teammate and carried him across the opponent’s line. It was wicked!!” – wide eyed Druid youngster regaling Drukeri match to disinterested mother.



Drukeri is the Druid sport of wildshape and spellcasting. Originally a game played by young trainee druids in Culunoc to test their morphing ability and spellcasting against their peers, it quickly became a popular sport for spectators and has spread across the world.

The game involves several plays of attack and defence where the attacking team have to sneak a sprig of mistletoe behind the other team's half. The sprig of mistletoe has since been replaced by a golden magical mistletoe torc that one of the team wears in secret. There are variations of the game where this is changed for a magical morphing ball that changes size depending on the creature holding it.

In most games there are three to a side but six to a side is also possible. Any number between 3-6 is permitted as long as both sides have the same amount. All druids are permitted to carry a shillelagh. They cannot wear armour but can wear whatever team kit they decide (as long as its matching)

Each player gets two uses of wildshape per drive and has to choose four animals they are allowed to morph between for the whole game. Flying creatures are permitted but a low forcefield covers the top of the pitch ensuring that none can fly out of reach of a leaping opponent. This makes birds good for speed, rodents for stealth, and predators for fighting. The dash action is not allowed in the first turn.

Druids can cast spells but initially start with all spell slots used. They must stand over waystone marks that will activate a random spell slot level between 1-4 that they can use as normal. Druids can cast when in human form but cannot take the mistletoe torc beyond the line in human form. There are four waystone marks hidden on the pitch.

You get five points for getting the torc across the line. Additionally, anyone who manages to knock someone out of a wild shape form gets a point. If anyone is completely knocked unconscious that wins the aggressor 2 points. If every player loses both their wildshapes then the drive ends with no points.

The team is allowed to try to hide which of them has the torc on them to spread confusion for the other side. The defending team ends the attacking team drive if they manage to take the torc from the player who has it or somehow forcing the torc player either behind their own line or off the side of the pitch. You can take the torc from a player by either knocking them unconscious or somehow pulling it from their wrist.

The pitch is 300 ft long and 100 feet wide. It has wide curved edges to it and is filled with random patches of rough terrain, trees, pools of water and other hazards. These are placed by the DM and changed after two drives.

There have been some attempts to make a version of Drukeri that works for all classes, but this has not yet come with anything functional. Any thoughts on this are very welcome.

Chréosí

The Mythrian game of tactic and brawn. In this game two teams of 9 each try to get a flag across the opponents line. The team is made up of six phalanx (armed with shield and armour) and three light foots (no armour except a helmet.)

The game consists of rounds to try and get the flag to the opponents side without letting it touch the ground. Full contact is permitted.

Board Games

Crossings

Complex Mythric game of ships and crossings. The game involves two sides of green and blue ships where each players goal is to get as many of their ships across the other side of the opponent's board as possible whilst conceding as few as possible at the same time. The ships

come in transport, basher, blocker, racer and admiral variants with each one being able to do different things and having different point scores.

The art of the game runs from either outmanoeuvring an opponent and slipping some points free when they aren't noticing or hoping to defeat them in outright battle and leave no ships left to cross. The game has a set amount of turns and is heavily influenced by a wind token that moves around the board dictating certain things ships can do.

Shields

Common Mythric game played by all peoples. Can be played two player or four player and involves players using clay shields that represent hoplites. The aim is to break an opponent's phalanx and take as many of their hoplites as possible.

Mirror Game

Wizard game of illusions and tactics. Each wizard has a mirror, and a spike. The aim is to use an illusion to hide your mirror as you use your spike to try to find your opponent's mirror and shatter it.

Journey Dice

Ichoran dice game where two players play as people lost in an endless desert. The players roll to discover things and trade with one another to get what they want while secretly trying to let their opponent die.

Tower of Telemon

Players use odd shaped wooden bricks to build upon towers and try get their lead piece the highest without the tower falling.

Ludus

Ichoran card game where you buy cards from a central deck to build your deck. You then play each other with the winner taking all the money used to buy cards.

Combat games

Marag Kai

Less a game and more ritualistic combat from the Dunn Isles. True Marag Kai has a complex set of rules and allows the winner to copy his opponents tattoos to his own body. For weapons they draw from a bag of mixed tokens

The turtle- sword and shield

The scorpion- harpoon

The Osprey- twin wing bladed axes

The shark- great fanged hammer

Oath link Brawl

Culunoc Veturian brawl with tattoo links. This game is complex with a number of variants but it almost always turns into a game of four where players share the punishment between them through linked tattoos. Usually played with a wizard and a fighter. The wizard pumps spell slots into their fighter to do more dmg but puts themselves at risk of taking dmg when they do so.

Putkei

Gissian duelling with hook and spike. Each fighter has two Putkei sticks, on one side is a inch long spike the other a sharp hook. You can hold them however you want though most choose to have one with hook up and one with spike up. This allows you to use one to hook an opponents attack and one to spike with. The game lasts five rounds with first blood winning the round.

Cape dance

Ichoran duelling sport of magical cutting capes and dance.

The lilt

Northern and Culunoci game of rhythm, boasting and storytelling. Warriors rhyme and drink as they tell stories from memory. If they mess up they are allowed to be struck by the opponent with a wooden shield. They can also be called out on a boast, in which case they must perform the boast or be struck seven times. They also drink at the end of each of their turns. The winner is the last to fall unconscious either by beating or by alcohol.

At any time someone in the audience can call out "that's not how it happened!" and the speaker at that moment will have to change their story on the fly. If one audience member keeps calling out they can be called out as a saboteur and beaten up by the rest of the crowd.

Homebrew Rulings

Death and Dying

Resurrection and revivify

New: Resurrection by [Matthew Mercer](#) - giving a bit of grit to resurrection

- these work as Matthew Mercer writes them, with two additions:
 - read the rules to get the full picture. in short: when attempting to resurrect a player there is a final resurrection roll, the DC for this roll can be influenced by players, but grows every time a character already got resurrected
 - you get 1 random lingering injury (fitting the attacks you got or the resurrection method)
 - a Legendary death (see at the end) adds +characters proficiency bonus to the difficulty of the final resurrection roll

The Edge of Death rule

When you drop to 0 hit points you don't fall unconscious but instead reach the edge of death. At the edge of death you are conscious but bleeding out. You are considered prone and make all saves and checks at disadvantage. You make death saves as normal but are still able to play a part in the battle.

Condition "at death's door": you are **conscious, prone and have disadvantage on saving throws. You can't take actions or reactions**

Additionally, you have 10ft. crawling movement that provokes no opportunity-attacks **or** can do 1 singular melee attack (no extra attack) or melee cantrip with disadvantage. You can also attempt to cast a non combat damage cantrip (light, minor illusion etc) or make a minor action (using a tinder box) when succeeding on a DC 10 (no bonuses). '*Spare the dying*' immediately stops you from needing to make saves but drops you unconscious.

Legendary death

This whole section is just more fun cinematic stuff and should be discussed with the players at session 0 as the one final moment of a player. I give them some examples, but will show this table only at the point it would be needed. Resurrection is still possible, but not very probable. The character should use this as a hail mary "my life is completely over" moment to help the rest of the party turn the tides.

Legendary death: if you accumulate 3 failed death saves you can attempt a legendary death. Depends heavily on the situation - make a saving throw with a skill of your choice

(that makes sense). For example a barbarian can not teleport the party, but a wizard (even one who doesn't know the spell) can. Let the players create their own legendary deaths and settle on a DC or choose one from the list below.

- **easy:** DC 10
- **medium:** DC 15
- **hard:** DC 20

Failing this throw will result in the effects not taking place, but a cinematic event of what you planned still start (this may result in enemies behaving differently).

Resurrection after legendary death:

- If you should be resurrected you get 3 exhaustion points and have 1 max hp until you finish a long rest (Chaos resurrection overwrites this part)
- Using legendary death will add your proficiency bonus to the DC of your next resurrection attempt. So if your party has a revivify at hand you can decide to forgo the legendary death.

Legendary death actions:

- **Last stand (easy)** - you muster up everything you got left for one final showdown: you stand up and instantly start a full turn. After that turn you collapse wherever you ended it.
- **Healing force (easy)** - you connect your life force with your party: distribute 1/2 of your max HP to creatures within 30ft.
- **Chaos resurrection (easy)** - you send a prayer to the old gods. In a whirling slashing chaotic explosion, you attempt to hold onto this life: Take 1d6 lingering injuries (each with disadvantage) Roll a d12 for each injury to select a injury table. You get 2 exhaustion levels and regain half your hp. This counts as a successful resurrection (Matthew Mercer rules) but does not need a final resurrection roll by the DM.
- **Get out of here! (medium)** - you use your last remaining strength to aid your allies to retreat or block enemies: a bellowing shout/ eruption /choose a spell or effect brings the battles to a halt. All other creatures of your choice within 30 ft. can instantly use their reaction and run up to their movement speed away from the enemies without provoking attacks of opportunity. (Prone still needs to stand up for half movement, grappled can attempt to break the grapple for half their movement with normal grapple rules)

- **One last spell up my sleeve (medium):** you cast one spell with a casting time of 1 action of your current max spell level, even when you have no spell slots left.
- **Stabilise (medium):** you stabilise at 0hp (until long rest) and are at 5 exhaustion points (regardless your current exhaustion)
- **Turn to gold (medium):** the character turns to gold (equal to their weight without carried equipment). You cannot be revived unless there is an effect reversing the gold-ification (**or stone etc.. can only be used by specific**)
- **End the battle (hard)** - a soothing song, a godly intervention etc. will charm all enemies within 60ft for 3 turns.
- **Teleport the party (hard):** - teleport the rest of the party to a point on the same plane you visited within the past 24 hours
- **Plead to the gods (hard):** ask your god for a helping hand. This basically summons some form of your god/ patron/ "nature" as a new creature the player controls to help in battle. DM chooses a fitting form.
- **Wish (hard + disadvantage):** You get a wish.

Mythical death

By forgoing resurrection I'd also allow higher level characters (level 8+) to become spirits/ godlike blessings or city-wide protection shields at some point. If your resurrection DC is basically too high to work, this could be a great option to retire the character willingly. Just imagine the Druid to meld with the forest to become a healing spring, or a Paladin to meld into his Hammer to create a Legendary artefact. That's just super cool. The character should tell what they attempt and then roll a D100 to see how effective this is. I'd also add a <5 being a negative effect and going upwards the effect happens and grows in scale.

The restless dead rule

In this world the god of death has been flung from the heavens. He watches in rage as the gods continue to exist in unnatural immortality. He is not without vengeance though and constantly seeks to equal the scales each of his three split personalities taking up the work of death.

Should you be revived then you will now be considered a prey of Death. From this point onwards Death will seek you out and chase you through dreams. With every check you fail in your dreams the closer he will come to you. Roll a D6 in the chart below to see which personification of death seeks you out

1-2 the banker
3-4 the grave
5-6 the seducer

Injuries and loss of limbs

For the purposes of most combat hit points will actually function as your 'fighting spirit' so to speak. As your hit points get lower you get closer to the killing blow that gets you. The only time you ever actually take serious physical damage is when you drop to 0 hit points or take more than half your health on a single attack.

When this happens roll a CON save that the DM decides the DC on depending on the severity of the strike. If you fail this check roll in the charts in this link to see what effect you are left with.

<http://farlandworld.com/injuries.html>

Glory and Infamy

Glory points

There are times where you do something truly special that earns you a glory point. This has to be something that will grow your legend.

Examples

- Winning a one on one 'glory fight' offered by an npc who offers one in the middle of combat
- Doing something truly exceptional in or out of combat that people will speak of in reverence.

Glory points act as a way to keep a grip on your growing legend. There will also be times when you can spend glory for certain favours etc. keep track of it as it will be useful.

Infamy points

Similar to Glory points these are gained through your actions but these are something that is a bit more negative. While glory points can be done by doing something truly exceptional infamy comes from subverting this. For example, a rogue outwitting and beating a better fighter in an dishonourable way would still get glory but if they ran from a fight then murdered them in their bed this would earn infamy. These are still spendable in game but may also attract negative attention.

The glory point spend pool

- a legacy weapon or make a weapon legacy
- Pledge yourself to a deity and unlock that deity ability
- Buy a companion (negotiate with the god for how long) this can be a centaur, Satyr, minotaur etc and the cost of these vary.
- Buy a single deity action
 - Great attack
 - Great boon

Weapons and Weapon Abilities

Due to dnd 2024 this section needs to be redone

Simple melee weapons

Club

Dagger

Greatclub

Handaxe

Javelin

Light hammer

Mace

Quarterstaff

Sickle

Spear

Martial melee weapons

gladius/ Xiphos:

Sica: 1d6 one handed shield killer

Khopesh: 1d6 finesse cutting and chopping weapon

Kopis: 1d8 chopping weapon

Falx: 2d6 chopping shield killer

Shellighieg: Culunoc fighting stick designed to be used with dexterity. This is a finesse weapon and has the concealed trait as it is easily disguised as a walking stick. Available abilities:

Pilum: if the pilum hits it cannot be thrown back. If the enemy is wielding a shield they must make a DC 12 strength check. If they fail this they must drop their shield or lose 10ft of movement until the pilum is removed from their shield. This can stack but cannot drop an enemy below 10ft movement. This does not work on magic or masterwork shields. Available abilities:

Battleaxe Available abilities:

Flail Available abilities:

Glaive Available abilities:

Greataxe Available abilities:

Greatsword Available abilities:

Halberd Available abilities:

Lance Available abilities:

Longsword Available abilities:

Maul Available abilities:

Morningstar Available abilities:

Pike Available abilities:

Rapier Available abilities:

Scimitar Available abilities:

Shortsword Available abilities:

Trident Available abilities:

War pick Available abilities:

Warhammer Available abilities:

Whip Available abilities:

Estoc: 2d6 piercing and bludgeoning weapon. Available abilities: **Piercing point**

Mastery weapons

Dunn butterfly axe pair

Dunn isles compound bow

Masterwork Aspis shield

Masterwork Xiphos: 1d8

Ashwood Mythric spear: 1d8

Ichoran warlord Spatha

Ichoran dancing Estoc

Veturian longsword

Culunoci greatshield

Northern bearded axe

Masterwork Pathric Khopesh

Elven dual swords

Gissian masterwork scimitar

Nomadic shortbow
Vulcran obsidian blade

Additional Weapon abilities

weapons have been given different abilities to enable better rp when using. This is mainly focused on melee weapons due to the advantages already gained by using ranged weapons.

Guns have no abilities here as this is covered by the gunslinger subclass and the advantage of dmg already afforded to firearms.

Disarming , tripping and mauvering abilities are not here due to being covered by battlemaster and common sense rulings

Some abilities can be used by all weapons of a certain type. These abilities will be marked below with the following symbol. If your weapon has one of these markers it can use all associated abilities.

You gain one of these abilities on each of the following levels

3, 5, 7, 9, 11, 13, 15, 17, 19

You gain a master ability at

8, 14, and 18

MC Chopping e.g axes kopis etc

MB Bludgeoning e.g hammers, clubs

MP Piercing e.g spears, some swords

MS Slashing e.g scimitars, swords

Hook cut: 1 use per combat hook an enemy and lower their defences. On a successful hit the enemy is exposed granting adv to the next attack against it.

Quickdraw: free use. You almost always are able to draw this weapon as a free action.

Short draw: 1 user per combat. As an attack, you may draw a sheathed one-handed sword and make an attack roll to strike the enemy with its pommel, leaving the target gasping for breath. This attack deals no damage, but the next attack roll made against the target has advantage. You must have at least one hand free to take this action.

Close quarters: free use take no negatives from fighting in close quarters or in tight locations like indoors or in crowded streets. Even when fights become too condensed it can count as too crowded.

Grinding halt: free use Whenever you must make a Strength saving throw to avoid being moved against your will, you can dig the blade of your greatsword into the ground as a reaction. Roll 2d6 and add the number rolled to the saving throw. If the effect pushing you does not have a saving throw, you move 5 feet fewer.

Gutting stab: free use. When you successfully grapple a creature or escape a grapple, you may make a single attack with weapon as a bonus action. Additionally, whenever a creature fails to escape a grapple with you, you may make a single attack with a weapon as a reaction.

Length: free use. gain +1 fighting weapons with the 'close quarters' ability except when in tight locations where other medium disadvantages may apply e.g miss strikes may stick or cause dmg to weapon.

Length +: gain +1 fighting weapons with the 'length' or 'close quarters' ability except when in tight locations where other major disadvantages may apply e.g miss strikes may stick or hit other possibly none enemies beside you.

Lock blades: once per combat When a creature attacks you with a weapon, you may use your reaction to attempt to lock blades and parry their attack. Make an attack roll with your weapon. You have advantage on this roll if you are wielding your weapon with two hands. If the result of this roll equals or exceeds their attack roll, their attack misses.

Bloody wound: once per combat When you hit a living creature with weapon, you can choose to make a superficial but bloody wound. On hit the target takes 1d4 damage at the beginning of each of its turns until it makes a DC 10 Wisdom (Medicine) check as an action to stop the bleeding or until it receives magical healing. A creature can have only one bloody wound at a time.

lunging: once per combat. When making an attack you can add an additional 5ft to your movement. On a hit the enemy can choose to take additional 1d4 dmg or be sent sprawling 5ft back.

Pommel strike: Once per combat. You make a pommel strike as a bonus action this deals 1d4 dmg but forces the opponent to make a DC 13 con save or be Dazed next turn. Dazed creatures have dis on their first attack next turn.

Rebuff: once per combat. Once per combat. As an attack while you are wielding weapon you may use the haft of your weapon to rebuff up to three adjacent creatures. Make a single attack roll against one, two or three adjacent creatures within 5 feet of you. If the attack hits a target, you do dmg to one and push the other two back 10 ft

Phalanx: free use. This weapon works great in tandem. When side by side with someone else using a phalanx weapon you gain +1 to AC and advantage on reaction attacks

Vault: You can use your weapon to help you leap long distances. You can use an action to double the length of your long jump, allowing you to leap a number of feet up to twice your Strength score (this jump is part of your movement). If you land adjacent to a

creature at the end of this jump, you can make a single attack with your weapon as part of this action. (warning this may break poor quality weapons)

Garotte: once per combat. you may attempt to grapple a creature by looping the chain of your flail, or the rope of your whip around its neck. While grappled in this way, the creature cannot speak, cannot breathe, and has disadvantage on attack rolls against you. If you surprised the creature with this grapple, it cannot hold its breath and immediately begins suffocating. Creatures that you cannot grapple or do not need to breathe are unaffected by this manoeuvre.

Shield killer: this weapon is designed to deal with shields. When fighting shielded opponents their AC gained by any shield drops to +1

Shatter amour: free use. As an action, you can make a single attack roll with your weapon against an armoured or naturally armoured creature. If the attack hits, the target's AC is permanently reduced by 1 until its armour is repaired, but it cannot be reduced below 10 + the target's Dexterity modifier. This attack has no effect on creatures with magical armour unless your maul is also magical. Warning this can do dmg to weapon.

Winding strike: once per combat. On a successful hit the opponent must make a DC 13 save or be winded next turn and only able to move half normal speed they also lose reaction that turn.

Piercing point: once per combat. Gain a +2 to hit for this attack on any enemy that has weak points to aim for.

Bullwhip: once per combat. As part of your attack action, make a whip attack against a beast or a creature with an Intelligence score of 2 or lower. The target must make a Wisdom saving throw or be frightened of you until the end of its next turn.

Snare: As part of your attack action, you may snap your whip around a creature or its weapon. If you target the weapon, the creature must make a Strength saving throw or drop its weapon at its feet. If you target the creature, it must make a Strength saving throw or be restrained. It may repeat this saving throw at the end of each of its turns. You cannot make whip attacks until the restrained condition is ended.

Pinning point: once per combat. When you make a melee or thrown weapon attack you may attempt to pin a Large or smaller creature to a wall or surface by catching their clothing with the knife's point. This manoeuvre can be used against creatures without clothing at the GM's discretion. Make an attack roll; if the attack hits, the target must make a Strength saving throw. On a failure, the target's speed is reduced to zero until the dagger is removed. The target can make another Strength saving throw as an action on its turn or the creature can choose to take 2d4 dmg and rip themselves free

Dizzying strike: once per combat. You smash the enemy over the head with your weapon, if you hit they must make a DC 13 Con save or fall prone at the end of their next turn.

Shield bash: free use. Medium and small shields can also be used as a bonus action bash for free after making an action attack. This is different from the shield master feat. A shield bash is considered the same as an unarmed attack (does your str modifier in dmg). Should you take the shield master feat this elevates to 1d4+str.

Ranged

RA Armour piercing e.g crossbows

RP Precise e.g longbow, shortbow

Power shot

Rapid shot

Pinning shot

Covering fire

Pierce armour

Bludgeoning ammunition

Unnoticed injury

Mastery abilities

These abilities can only be used by masterwork weapons, they are available to choose from level 8 onwards.

These are not ready yet!

Melee

Perfect thrust: (any polearm) once per combat crits on 18-20. Enemy makes a DC 16 Con save or loses all reactions this turn

Swordmaster strike: (any sword) once per combat crits on 18-20. You gain an extra reaction that can only be used as an attack

Flurry of attack: (dual wielding) once per combat crits on 18-20. You gain an extra attack that is made without proficiency to hit.

Bludgeoning king strike: (any bludgeoning) once per combat crits on 18-20.. You smash someone as hard as you can, they make a DC16 Con save or lose one whole action next turn, they still keep bonus action and movement. Note if enemy has multi attack it removes only one of their attacks

Leg chopper: (any chopping strike) once per combat crits on 18-20. once per combat crits on 18-20. You hack at someone's leg, they make a DC 16 dex save or are knocked prone and lose half movement.

Ranged

Master shot close: once per combat crits on 18-20

Master shot distant: once per combat crits on 18-20

Weapon materials and quality

Weapons will become damaged or broken if you roll a natural one on an attack. The chance of this happening is in the chart below

Bronze, on a natural one you need to roll a d8 bronze weapons will break on a roll of 1-5

Iron on a natural one you need to roll a d8 iron weapons will break on a roll of 1-3

Steel on a natural one you need to roll a d8 steel weapons will break on a roll of 1-2

Dwarven steel will break on a roll of 1

Veturian steel will not break unless magical effects are brought into play

Divine Bronze will not break unless the god that created it relinquishes their gift or dies

Weapon quality can also influence dmg dice used. This allows players to play a specific visual fight style in mind without having to conceded to using a weapon they dislike the aesthetic of.

Legacy weapons

There are some weapons that grow and change as you use them.

Armour and Shields

Persuasion rules

Initial Attitude	New Attitude (DC to achieve)					
	Hostile	Unfriendly	Indifferent	Friendly	Helpful	Fanatic
Hostile	Less than 20	20	25	35	50	150
Unfriendly	Less than 5	5	15	25	40	120
Indifferent	—	Less than 1	1	15	30	90
Friendly	—	—	Less than 1	1	20	60
Helpful	—	—	—	Less than 1	1	50

Attitude	Means	Possible Actions
Hostile	Will take risks to hurt you	Attack, interfere, berate, flee
Unfriendly	Wishes you ill	Mislead, gossip, avoid, watch suspiciously, insult
Indifferent	Doesn't much care	Socially expected interaction
Friendly	Wishes you well	Chat, advise, offer limited help, advocate
Helpful	Will take risks to help you	Protect, back up, heal, aid
Fanatic	Will give life to serve you	Fight to the death against overwhelming odds, throw self in front of onrushing dragon

New races

Veturian

The ruling class of the Culunoc islands. This race were ancient fey who came through from one of the fey realms thousands of years ago to take over the islands. They are based on Artutrian knights but come from a fey heritage and all have eyes of strange colours e.g purple, red. They rule Culunoc but are searching for a way back to their original shard of the fey realm. They act as an elf subclass with the following changes

Binding oath: you can also see binding oaths on someone when they are visible. When an oath is beneath clothing all you can see is a shimmer of colour. You will be able to see if the oath is broken this way but not know what it is.

Ability score increase: increase your intelligence or wisdom by 1

Bad at lying: you have disadvantage on deception checks if you directly lie. This does not apply if you say something that is not directly untrue.

Venturian Knights: you have proficiency with heavy armour, longswords

Questing: you are seized with a need for a grander purpose and to make something of yourself.

Changeling

Grey- these are the more common changelings of Celtic Mythology. They are swapped for a human child at birth and grow up never knowing they are fey but regardless feeling and acting different from the world around them. They may seek out their home and one day return or they may be taken with wanderlust and explore the world in its wonder.

They have no shapeshifting abilities and are widely hated and mistrusted for their mere existence.

Made of better stuff: gain +1 to con

Not of this world: you are exceptionally tough and hard to kill. You have resistance to cold and necrotic dmg though pure silver does an additional 1d6 to you with each hit.

Stolen Twin: you were swapped for another child that is now somewhere in the fey realm.

Imperfect copy: you have a deformity of some kind. This can be a missing finger or a face birthmark, strange coloured hair or eyes, or something of the like. It does not have to be immediately visible but must be noticeable should someone choose to look at you closely.

Gold- the fabricated changelings. Gold changelings are little more than biological weapons. They are created by dark fey magic that forms them into beings of single purpose. They act and talk like humans and can take on the appearance, responses and memories of anyone they kill but otherwise function and unthinking machines. They have no feelings of their own and no mercy in their empty hearts. Your only agenda is that of your master and creator. When you have fulfilled this purpose you will cease to exist and explode in a 15ft radius of molten gold forcing everyone around you to make dex saves or take 6d8 dmg. This race is not recommended playing unless you are willing to accept the serious side effects of being a constructed being forged for one purpose.

Golden heart: you have a heart hidden somewhere in your body. If an enemy is able to hit it the hit is counted as an instant critical. This heart can be anywhere and after a long

rest can be moved to a different spot in your body. This all works on flavour and where your DM describes you being struck (tip do not tell your DM where your heart is).

Emotionless: you are immune to all psychological effects both positive and negative this includes charmed, frightened or inspired.

Perfect liar: you have proficiency with deception and can reroll 1s but you must take the new result.

Greedy golden: you cannot eat or drink though you can pretend to. In order to heal and rest you must consume gold coins up to $\frac{1}{4}$ of the damage you lost rounded down. You find eating and drinking to be painful and frustrating. If you are locked in a social situation where you are forced to eat or drink a large amount you may have to face constitution saves to continue to hide your true nature.

Destructive end: when you die you cannot be revived. You instead explode in a 15ft radius of molten gold. All creatures around you must make dex saves or take 6d8 fire dmg.

Glimmer- traditional changelings as shown in WOTC lore. These changelings are middling fey from all of the various fey realms. They are the most common.

Formore (sea dwelling half giants)

Yorven (bestial humans)

Talsade (Ashwalkers)

Banshee (loyal fey and foretellers)

Edaine (butterfly fey with curses)

Phoenix kin (find name in notes)

Sundered

Those abused by or broken by the gods who now act as cautionary tales to other mortals

You play this race as a subrace of any other race but must take or roll on the bane and bless table below. This shows the damage the god did to you and the power that you now wield. You can also choose your bane/bless should you want.

Bane and bless

Physical change

Gain +1 Con

- 1- horrific appearance- you can cause fear with a look.
- 2- monstrous appendages- you have wings, a tail, snake tail instead of legs. Monstrous head etc
- 3- transformation of pity- you can transform into one thing, whatever that is has left you scarred in some way

Essence change

Gain +1 Char

- 4- Chaotic magic surges- when you dip below half health roll on chaos magic surge table (to be revised)
- 5- Adversity to divinity- you are weak to radiant dmg but resistant to necrotic
- 7- hounded by fate/ redemption- a god hunts or seeks revenge on you.

More than you wished for

Gain +1 Wis

- 8- touch curse- you gain a petrification spell once a day. You do not know when it will go off.
- 9- immortality- you cannot die but your body can be destroyed
- 10- sight- you have an ability that cannot be spoken of or shared

Killed with kindness

Gain +1 of something of your choice

- 11- hidden lover- a god loves you and is hiding your existence. You can ask them for things but there will always be consequences.

12- gift of the father- you are passed down a legacy item of great power though it resists you and often does as it pleases.

Allowed homebrew classes

Matt Mercer

Bloodhunter

<https://www.dndbeyond.com/classes/blood-hunter>

Gunslinger

<https://www.dndbeyond.com/subclasses/gunslinger>

A.M Black

Scholar

https://www.gmbinder.com/share/-L8mx-EmCAJZL_cAw8Xx

Benjamin Huffman

Pugilist

<https://www.dmsguild.com/product/184921/the-Pugilist-Class>

Pattycake

Shaman

<https://homebrewery.naturalcrit.com/share/HyjbBsa>

KIBBLES

Warlord

<https://www.gmbinder.com/share/-LW4agTNJcbwe6kSv4H2>