

Chapter 1

Game Setting:

The mist:

Effects those who are within range. A slow but moving fog, “magical”, a wizard said. The origins of the mist is unknown. Only a fool travels into the mist, its corruption spreads and taints the creatures who are within it. More studies have to be made, has it grows bigger and more vast over the past few years.

The Empire:

A confederation, certain areas of the map are ruled by a faction . The main central faction is that of the capital and the 2 cities that rely within its borders. The other factions manage their state with rules, taxes and trades. The empire is united against the dangers of the outlands and act has one towards common treats.

Citizens of the empire:

A free man, within its borders. They are bored and given papers representing their origin and their Patreon. A Patreon can a guild, a temple, a noble house who themselves are backed by the state.

Outlander:

You are considered hostile and prosecuted on sight by the 3 kingdoms. It is advised to either travel with a common race escort to get yourself backed by a guild or a kingdom. Without proper papers or escort you might be subjected to hostility or even execution by the guards of the empire. The outlanders do not have a voice in court so no laws apply to them.

The common races of the Empire:

Fayborna: the most compete and advance kingdom, your people have high hopes and patriotism toward the council. The self declaring capital of the three kingdoms.

Main races of the Empire:

- **Half elf;** the majority of the populace are half elf they are a mix of any of the common races. Their heritage gives them a very ability to fit into society and are regarded as so.
- **Elf;** A pure elf have their way within the populace. They tend to have rolls that require wisdom and delicacy. They have a higher social status than other races but are regarded as equals.
- **Dwarf;** the blood Of the society, without them nothing would be finished. Expert at their crafts and getting things where they should be.
- **Gnomes;** the tinkers and the missionaries of the society. If something goes wrong blame the gnomes. Their work allows the community to progress and challenge their current state.
- **Halflin;** the brave and the risk takers, they will happily take on any task that others don't. They have an unspoken good vibe and always the first one there.

Additional Variants:

- **High Elf;** You walk the as a nobles and as a knight, you are one of the elites of the Faybornian Empire. You are within the high ranks of the populace and are seen so. Your Queen is the current ruler of Fayborna.

Brivaria Dynasty: you are from the western continent. A place of constant wars and survival against the dangers of the environment.

Additional races:

- **Tiefling;** your ancinty make others wary of you but your tenacity is rewarded. You give out a leaders aura that others of your kind respect.

- **Half orc**; strong blood flow Within you. The warriors of the western kingdom have the honor and their savagery is respected all over the world.

Additional Variants:

- **Wood Elf**; you live within the harsh woods that surround the empire. You have made your home and keep unwanted guests away.
- **Forest Gnome**; following the wood elves you protect your land and keep peace to your land

The Twin Treaty: your people are deverse and respect more the state then the populace. It is more common to see unlikely alliances with the races of the outlands.

Additional races:

- **Aasimar**; your people have a rough past, you are to blame for the fall of the human kingdom. You have a hard time ranking within the society.
- **Tabaxi**; the traders and the connectors. Thanks to your race the three kingdom have a trade agreement and you are allowed within access to all of them.

Outlanders: your people are but tribes or small groups. You travel the land or live in an excluded area of the map.

Additional variant and races:

- Anything else~

HomeBrew Outlanders races: (available in roll20)

- **Human Pure Blood**; excluded from your home, you either live the life of a hermit or you live “protected” from the outside world. Lock away in a noble house or treated as a “unique” and “special” individual
- **Human Tainted**; Last of your kin, you walk the outland seeking shelter from your curse that follows you. You have been tainted by the mist and unable to run away from it. Misfortune follows you, a lone wolf and a creature of the mist.

- **Darklin**; unable or unwilling to hear the voice. They roam the material world seeking new self awareness and create new memories. They tend to be adventurers and not stay in one place for too long.
- **Darklin Variant**; Gifted with some of your old memories you start with additional talents and specialties.

Chapter 3

"I was raised by a lot of people". But the skills I had sharpen and trusted were not enough to stop what had happened today.

"I have learned that peace is a blessing and must be protected at all cost". Today we rebuild in the memory of the past.

Starts with a festival.

Many came out of hiding, individuals of many places of the outlands. To celebrate the acknowledgement of the settlement, backed by a major noble house and a few minor ones. The settlement was raised with the hard work of visionaries, adventurers and their labor, going against all odds. A festival of great numbers to celebrate freedom and breach the current wall of races. The day would forever be remembered. But for different reasons...

Ends in flames.

"The day of the Phoenix" In its ashes, a new flame guides *our people* towards salvation.

-Queen Aedalina, Pure Blood Valkyrie, High Council leader

"It came down like rain...just like the stars falling on our heads"

"It could be seen from miles away, blinded by it's light... we tried to stop it"

"The never ending terrifying shocks and earth bending tremors could not be escaped..."

"Scorched earth, buildings decaying and the radiance of it's destruction would mix into the air, the smell, will never be forgotten"

The festival was no more and the people are dead or missing

The end of the goblin war

The war ended not at its victory, but at its climax. The empire, after many years of study and gifted by individuals of great talent, finally unlocked the lost technology of the Aasimar.

"Raise, my light, from this darkness you shall fill the sky with your radiance". A mobile castle, a ship of great proportion, could be seen departing from Farborna. Not by sea, elevating from the port like structure in district 3, you could see it drifting towards the sky. The scorcher, a ship name by the Queen of the Empire, renew and fully functional. The capital's defences system could be replicated to a mobile basic siege weapon, shooting light of mass destruction against any type of defences. No level of Iron, stone or wood could resist its forces. All decimated into ashes, terrifying ruins of ancient weapons, no one was prepared for its arrival on the battlefield.

The goblin frontier retreated back to it's capital, the front lines were deserted by the sight of the mass object in the air moving towards them. The rain of scorching rays, history would call it a "last stand" for the goblins. In their capital, situated in a ravine, in between two mountains. The Goblin will not remember this has a war but a one sided purging of its major frontal city and center of its people's military administration.

The Hidden Events

The people of the festival and their fate

During the events of “scorching” better known as “The day of the Phoenix”. A group of adventures seek the help of a powerful mage. With quick thinking and determination they were able get the mage to help their cause. A powerful conjuration spell was made before the start of the bombardment, a tier 10th spell was cast on that day. Only a few witness the act, other ignorant of it being cast. The Mage was able to imprint the area of the town into a special scroll.

The scroll is missing and must be found

With the help of the leaders of Red Rock an evacuation rushed to go inside the teleportation circles down bellow the Inn.. not everyone made it... and the cost to teleport and repeat of the spell was taxing on the mage.

You wake up inside a cave

It's dark, pitch black, a darkness surround our adventures. The echoes and small tremors show signs that they are within a cave of some sort. Confused and shocked on the events of today...

“What comes next?”

You are ready to start your adventure

Stuff that you can learn over time in character by research or asking other members

Hidden Lore #1 Human History

The humans in the past had a special ritual to give light or create a connection with an angel or just to be blessed by a god. Some even guide them in life, they are known to you as Aasimar. They were known as gifted Humans, they did not own the name Aasimar.

A different group of humans made a deal with High rank devils or was forced with corruption that lead them towards the being tainted. This bond created children that had demonic blood. A tiefling, is a human with demonic blood or characteristic of a demon.

The more you read on the topic, the more you get into the basis of what is to be a human. Why they are so easily influenced by the forces of the planes. You slowly understand that the cause of their “extinction” was their natural ability to adapt. They evolved, or changed into a different type. They are influenced by their entourage more than the other races, they are the true relics of pre-creation.

There are humans that roam the lands. You might walk the same path as one, or maybe you already know some of them. Are you human?

Hidden Lore #2 Fayborna

There are humans that roam the lands. You might walk the same path as one, or maybe you already know some of them. Are you human?

Fayborna, the ruins of the flying city known back then as: Aasimar. Aasimar was not the name of a race until the fall of the humans. There is a bitter connections between the elves and Aasimar, it relates to the events that happened 500 years ago. Fayborna is the “staircase” of Aasimar, there used to be 10 districts leading towards Aasimar, a metropolist of humans, stories and legends of magic and divination unknown to today's world. Aasimar(city) was the central hub of the old empire, flying ships and angels were a common sight around the flying city.

Old Empire and the new. The old empire was ruled by elites know as Aasimar(city)’s defenders. After the decline of the human race and the fall of Aasimar(city). There was a war between the elves and what remains of the old empire. The elven races blamed them for the mist, and the humans were too confused to understand what was happening to them. Now the new Empire consist of mostly Evlen blood and the other mixed races. The empire is run by a High elf queen, and regulated by elites (High Nobles).

Hidden Lore #3 Ancient tools

A dream or hope, working hard together they have finally reach a climax with their work. The people of Red Rock had finally raised enough reputation and hard work to finish something they could call home. After a year of achievements and goals being reached. The town was ready to receive its first wave of people, many came from all corners of the outlands. Adjustment had to be made to accommodate this many individuals, but it's leaders were pleased. Signs of satisfaction and burden being lifted was entertaining our locals. A festival was going to be set right before spring when the snow all melted away. To celebrate the start of their project, many came. Connections and members, many trusted by the adventurers came on that date.

"There was light, and then, there was flames". On that day the Empire had finished weaponized their military. A cruel fate some would call it, the day marked an important day in history. The beginning of a militarized government and the end of peace has we know today.

It all started with the razing of an unauthorized village on Empire's land. Queen Aedalina and her high council took total power over all other major noble houses. To demonstrate her right as ruler she razed the settlement of "monsters" as her words have followed: *"The day of the Phoenix"*. In its ashes, a new flame guides our people towards salvation. The numbers of casualties and the true rationalisation of "monsters" were buried in her success in the goblin war. After succeeding in ending the war, ideas of conquering and expanding the empire now dominate the streets of Fayborna. Its citizens drunk in the power of their ruler and in the success that it could benefit them.

The Resistance, there was one, but not much is known to the public about them. The traitors, branded by the Council, were quickly stripped of their powers and exiled or banished. Some are even reported as having been executed in the name of the Empire.

The shadows

they are many, versatile and have but one goal. To consume your soul and fuel their "gift". Their so-called gift is a voice that guides them, leads them forward toward a single goal.

Translucent in appearance, they seem like a ghost. The more you investigate their appearance the more notice a few more characteristics. They have gold, silver or purple eyes. They have dark-colored hair. Their ears are a mix of the elves' long ears and tilt backwards like a beast's. Their skin is dark like a dwarf but contains golden veins that flow more visible in the light.

They are an ancient race of the material plane, live within the shadowfell. They seek back their own memories, and travel the material plane. They have 3 phases in their life. The lost one; forgotten their own self-awareness they wait for new memories to flow within them. It is said that dying next to one could reawaken their soul. The gifted one; controlled and guided by the "voice" promising them to reward them their bodies once more. They follow blindly this unknown voice. The traitors; unable or unwilling to

hear the voice they roam the material world seeking a new self and memories. They tend to be adventurers and not stay in one place for too long.