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Important links should be at the top.

Established Cities Doc: [Riftviel - Cities](#)

Map -o- the World: [Riftviel - World Map](#)

Raider: Well let's get started then!... I guess we will need that list of deities that survived The Fading... or do you all wanna do backstory lore first?

Infected: For the ones that survived, all you need to know is that Nerull is the only one who is still in power, the rest have been replaced. And it's up to you in which order.

Raider: Hm... I thought you said Tempus and Pelor also survived.

Infected: They did, but I'll just say that the ones that did survive are not active

- <http://www.reddit.com/r/Riftvielrpg/comments/36zqw7/oskar/crwyswx> Genis
- http://www.reddit.com/r/Riftvielrpg/comments/2x257i/gelrysn_town_of_ilany/cs18e8w Arkin
- <http://www.reddit.com/r/Riftvielrpg/comments/37hp8h/%C3%BAIfh%C3%A9%C3%B0nar/cs52kmm?context=3> Kragnum
- <http://www.reddit.com/r/Riftvielrpg/comments/32m3du/morgeth/crw19gp> Quanta

These are the ones I have now

Raider: the Gods of
Stories
Magic
War
and Hope?

That leaves a lot to be desired with the others. I'll have to do quite a bit of research.

in the meantime I was thinking of for a backstory the Greyhawk and Forgotten Realms pantheons found Riftviel at the same time hundreds of years ago. Ao decided that to prevent infighting he would allow the deities to Co exist here and here alone on condition that entry in and out of Riftviel would be restricted to mortals. A mysterious rift, constantly moving, would be made to allow entry to mortals if the Gods deemed it permissible. Often mortals would be brought in without their knowing to perform some task in Riftviel to keep the peace or cause destruction... that's what I got anyway.

Infected: Sounds great! You can develop that up until some 5000 years before the present. Riftviel is veeeeery old, just hidden away. Also, remember that the new gods are still in flux, so they might take even more domains as stuff progresses. And they want to take as many

domains as possible. So even though you could have a god of stories and another of history and another for books and another for bards, you'd really just have one for all of them in general.

Raider: Deities end up getting segmented anyway. Greater deities usually end up being more symbolic toward specific things than minor ones. We should focus on greater deities right now in my opinion.

Infected: Yeah, that's best. I can sort out the deputizing of each part later. The big ones are far more important right now

So 5000 years go by... races are brought in... cities established... yeesh this is a massive undertaking. I already have an idea for an epic campaign to come with the sourcebook if it's ok that we keep Asmodeus the God of Sin. That guy is as Crafty as all 9 of his hells. The campaign would set the tone for the new age of good vs evil.

Infected: What I meant about 5000 years is that that's around the time when magic died out. Pretty much everything's been the same since then. A few wars, some disagreements and separation of land, but pretty much the same. What were you thinking?

Raider: Asmodeus is trying to take over the Domains of all the other Devil deities in the 9 hells that didn't have the knowledge he had to get out of the Fading. So a group of adventurers after finding out from a cult they are hired to take down that Asmodeus survived they end up having to thwart this by going on a long 1-20 campaign with twists and turns and discoveries all over Riftveil that ends up with them working for the reincarnation of Io. Who had a failsafe in case all the Dragon deities died and after saving Tiamut's divinity is reborn to judge the world's dragons and lay down the laws. This makes him the most powerful deity currently in the Astral Realm even past Arkin and Asmodeus. He seizes control of the "unbalanced spectrum" of deities currently around and organizes them becoming the ruler of the new gods and sets the pace for the new age of dragons. He decides to allow Dragonkin to play out their war against chromatic and metallic to decide which deities need to be created and creates hundreds of dragons to accomplish this... thus forcing the other mortal species to pick a side in a war that's not even their own... But that's chronologically after our PCs stories take place and have an impact on the world of Riftveil.

Infected: That'd be a great storyline, but the only problem is that the current one needs to get sorted out. Everyone has their own, but there's still an overarching one that is very slowly messing with every other one

Raider: This would take place after all of those. Our sourcebook would include the lore of the aftermath of our adventures so this would be like... estimated 10 years maybe, after present day in rp.

Infected: Sounds good.

Raider: Anyone else gonna coming?

Infected: Hopefully

Wentlyman (my name is Kevin, so feel free to call me by my username or given name):

Infected: So am I, so that might get confusing. So, any ideas?

Wentlyman Haha, well, I am happy to go by wentlyman too. No worries.

Infected: I'd recommend logging in, that way we can use the chat and it has everyone's names and such, which will make it easier

Alright, so the to do list here is

- Create the rest of the gods and their backstories
- Create the Lore of Riftviel all the way up to around 5000 years ago
- Create a compendium of player known information on cities, organizations and people in Weewick

wentlyman What is first priority? What is second, and so on?

Infected: No real sense of priority. If the gods are done first, then I'll use them, if not, I'll make up new ones then share them here

wentlyman Also, I'd love to get to know you guys. How long have you been playing, what other games do you like, what books/movies inspire you. Just a general what's up?

Infected: I haven't been playing for too long. In fact, I've never really played a live game. It's not really popular where I live, so I started poking around and found riftviel. I started playing a lot and I offered to be a mod if koface wanted, so I did that and it was really fun, but then he completely vanished. After a while I decided to take over the subreddit and that's where we are now. I play another game with text but not play by post, but I watch a bunch of campaign videos and such. I really like almost all story driven video games, like, give me any game with any sort of story and I'll devour it. I'm like that with games, tv, movies, comics, books and such, so that helps me get inspiration for 20 something different campaigns

Wentlyman: Cool, bud. I've been playing homebrewed fantasy games with my friends for most of my life, starting waaaaay too young to learn the current edition of Dnd (3.5) so we did it using basically all roleplay. Fast forward a bunch of years and now I'm DMing a few 5e games and loving it. We have a group that meets every Sunday (yikes, one hour left) that has people who have been playing as long as I have and people who have never played a roleplaying game before. I am a huge LotR nerd and read a lot of comics, sci fi, and novels. Writing has always been a hobby/passion of mine so DMing and storytelling has always been a natural role for me.

What are the main elements of Riftveil in your mind? As in, what main elements should the average adventure include? That way, building locations will be both of quality and precision. For example, I get the feeling that non human races are mega rare. Is that by design? What else is by design?

raider: I'm a Newb but I have been into DnD for years but never played a live campaign. I'm inspired by anything. I'm an ubernerd. I'm into most everything. so 7 gods so far... and I don't think nonhuman races are rare a+alls much as they are more common in other parts of the world.

and what was your opinion on The Hobbit Trilogy everyone? I hated it's guts and was really let down on how they did Beorn.

Infected: Riftviel, is by definition, a low magic setting. Magic, even at it's peak, magic wasn't too common. In the magical age, every town had a mage, some large town had a college of mages, but never has it been so common that the everyday citizen might have some magic. Like priests and clerics, it was a small group of men and women who guarded the magical secrets. At present, only two magical organizations exist, the Order of Pelor and the Order of Nerull. The first is a prominent organization that acts as an all out advisor for most Kingdoms. The second is a shadow group who has worked in the shadows ever since magic disappeared. Most of the members of both organizations aren't very powerful magic-wise, at best having powers to heal, poison, create light, and small fires. There are, however, very strong members, which are caused by the funnel effect. These mages are very powerful, growing very rapidly in power once they manifest. There are also beings called eternal. These are normal people, humans, elves, animals even, who, through either gaining power or blessings from gods, have become undying. There are about 10 of them in the world, Magus, the Mage of Chomba, with powers rivaling those of the gods. The Queen of the Dire Wolves, living in the paradise of the Writhing Jungle. The very Paradise of the Writhing Jungle. Like the Mad, the Titan in the Cliff. These are a few of them.

Human are the most prominent race of Riftviel, they number at around 50% of the overall populace. 25% are dwarves, 15% are elves and 5% are orcs. the other 5% are mostly composed of halflings and gnomes. Dragonborn and tieflings are *very* rare. Aside from Beethorp, there are maybe 10 other tieflings. Dragonborn mostly live spread around in the northern caps, again, maybe 10 in the main continent.

The map only shows the large towns, but there are various small ones spread out in between.

The main elements could include the basic adventures that all adventurers would expect to see. We don't have to restrict a great deal of the content just because the spells are restricted. I guess my character is trying to end the Funnel Effect. Maybe if he succeeds it can be halfway like he only allows it up to 5th level magic... I dunno. Give us stuff to build upon. That's thinking WAY forward though. Gelrysn is probably gonna be level 20 before he gets a shot at attempting that. And even then that's your call Infected. I was thinking also if we were gonna make stories. Like novels set in the Riftviel universe.

Infected: We could. It would be the lore of Riftviel. The adventures of the heroes of old, the start of riftviel and such. Maybe you'll even find out who made magic disappear. I mentioned the eternals because they had a very large part in the shaping of riftviel, so they would be inside the lore. Specially the Queen, Lile and Paradise.

You could make the prequel to Magus! Starring Magus! With a cameo appearance by Morgan Freeman!... anyone? No one? Ok that's a maybe om Morgan Freeman.

Infected: Magus is recent history, so no... He's a young guy, maybe a thousand years old

I'm thinking we work our way from the very creation of Riftviel to 5000 years ago

Raider: Ok... so... 5000 years ago could be the age of magic. It could be the rise of Pelor and Nerull and the fall of the other orders.

Infected: 5000 years ago is around the time when magic disappeared. Before that, normal magic.

Raider: Maybe the rise could occur then when the magic fell.

Infected: That's pretty much what happened actually. I don't know if you remember, but I actually gave you some history about the order early in your campaign.

Raider: You did! Sorry. Well maybe we could tell it through the perspective of several characters in several orders.

Infected: We could, yeah. Would you mind hunting what I wrote down?

Raider: The Order was first established a couple of centuries ago, as a means of uniting all those blessed by Pelor under one flag. Need of this miraculous organization quickly spread and many kingdoms requested the help of the clerics of Pelor in various affairs, including, but not

limited to, advisory, protection and guidance. In less than ten years after its creation, the Order of Pelor was present in most large towns and a few small cities, partaking in politics, charity, economy and religion. The clerics have been advisors to most kings in the entire land, being a link between all of the kingdoms of the world and preventing innumerable battles and wars. Their work with those less fortunate is perhaps unrivaled in history, as the Order is responsible for assisting those in need, creating jobs, giving homes and providing physical and psychological care for all who need it. So

Infected : we could just switch up the couple of centuries ago to a couple thousand years ago and it would be great. There had to be some time for adjusting to the new system of magic.

Raider: So I was thinking 4 perspectives. One is a cleric of the Order of Baccob. They believe Magic is Finite anyway so it would be interesting to see their take on magic ACTUALLY BEING LIMITED. One is Mystra(or it would be Mystrul back then.) herself. I'll write this one. It shows the general panic of The Weave failing to work and the eventual but begrudging decision to let Riftviel be and worry about The Weave in other places. The other two are The Orders of Pelor and Nerull respectively. How their gods took command of the majority of mages and clerics from various races and religions.

Infected: sounds great. I don't know much about the Baccob, but wentlyman can write those. I'll write the other two. But like I said, it's best we write from the forming of Riftviel to the present. That way we will have a better knowledge of the facts without having to make stuff up on the spot

Raider: Sounds good! Where are the others anyway?

Infected: Don't know, I'm pretty sure it'll just be me, you and wentlyman, maybe Emmyson.

Raider: But where are they?

Emerson: I was listening to a D&D podcast, Godsfall, and I heard them talking about a source book they were making. I found some pictures. Would be kind of neat to put them into a format like the below photo links.

- <http://i.imgur.com/4ac3hiU.jpg>
- <http://i.imgur.com/xMAxn7Q.jpg>
- <http://i.imgur.com/1aYr59W.jpg>

wentlyman - howdy gang.

wentlyman - I know that infected has prepared material regarding some of the town landmarks, roughly half if I recall. Most of that info has been generated on the spot once a character begins to explore it. (this was written to answer a question that has since been deleted)

So, Infected, Raider, Fox, etc: I want to contribute but I am not entirely sure how at the moment. Are we throwing out concepts for a deep lore and Infected is picking what he thinks is the most appropriate and exciting? I'd be happy composing a plethora of concepts for a new pantheon or locations or creature lore but I am not entirely sure what is being asked. Sorry to be so difficult: I work better with clear instructions. Don't be afraid to be specific and picky!

(Also, I have composed some things in my solo game that I would love to share here, to give yall an idea of what I am thinking on expanding on, but I don't know how to search my thread for a particular comment or word or phrase. Any help?)

I don't think anyone is here right now besides us newbies, maybe write down some of the ideas for when the GM's have time to come look at them?

raider: Kinda sorta here. I don't think we are making new monsters but pantheons are ok. So uh... Sup: do we have a monster listing?

Raider: I'm good with making campaigns to use and writing the stories. I was hoping to make some evil deities and antagonists. Better the villain better the campaign after all.

Sup: I actually sent an email with a villain character concept over to the GM's I'm sure they'll get back with a yay or nay sooner or later.

In the mean time I was working on getting a cities listing built, would you mind looking at it and telling me if it is along the lines of what you were thinking? I know they asked you to compile cities info so if I stepped on your toes by doing that I appologize. Link: [Riftviel - Cities](#)

raider: post a link! And we haven't done that yet so I think it would be great. And no worries if you put something against the current continuity I doubt it would be a big deal. I had an idea for an antagonistic deity. Can I put it here?

Sup: At this point Raider this is your rodeo, *assuming you are Raiderjoseph* , I just found the subreddit today. As far as I can tell this is a brainstorming document so I would think any ideas you have would be welcome.

Raider: Well its Infected's rodeo technically.

Sup: your rodeo in the sense that you are currently the most experienced out of the two of us.
haha

Raider: Oh ok! Aspero! Successor to Baccob and Patron God of Magic. Aspero believes that magic must be restricted. Only those keeping in the unbiased(neither evil or good)opinion deserve magic. Gods and Mortals are also too irresponsible to control it. Aspero wants to keep all magic to his own church and only in the Wizard,Cleric, and Druid arts. Bards and Rangers and any other "chaotic" magic is bad. He is the enemy of Arkin who controls the weave.

wentlyman: I hope I didn't miss the introductions. Sup, it's nice to meet you.

raider: Ack! I never introduced myself! RaiderJoseph here. How do you like Aspero guys?

went: sounds great to me. My solo character, Ulfhednar, for example, would fall strongly into that camp. His clan, the Stormrend (*Stormurgerir* in Dwarven), do not have a positive opinion of magic because it causes imbalances in valorous combat, and can keep an warrior from reaching his honorable demise, or does them injustice in reaching it too soon.

I am working on a sample location/small encounter to toss out and see if that kind of writing is the sort that Infected is looking for.

Sup: No you're right I never provided introductions either, Sup Dood here. I like Aspero, Almost seems like a savior and a villian, well in keeping with the agnostic theme. Nice work.

went it's nice to meet you too, kinda curious about the encounter you're working on but I'm content to wait to see it.

I couldn't find any other cities besides ilany that were really mentioned but I didn't comb through everyone's post history(yet). Any other cities to take note of and put into the cities document?

went: the encounter is something very bite-sized, and in keeping with a low magic world. I'm a DM for my weekly group so I am offering up something I could see myself running, which is typically my rule of thumb. Need a bit longer to compose, and editing is never quick, haha.

raider: afk for a sec.

Sup: gotcha Went, if you or Raider Know of any other established cities that need to be accounted for and have a link for em, I'll add them to the document I made.

went: I would throw in two of the local Keeps, Weewick Keep, and Chomba Keep. Also, the Empire of Ulfang the Black, which resides in the north-eastern quadrant of the main continent.

Sup: Righty-O, any details for them or Just the names so far? Is the Empire of Ulfang the Black a city or a nation/state? Should probably have a separate document for nation/states/political powers.

Went: Okay, I have my sample adventure done. Do I paste it here, or share it in another doc, or pdf...? What would be best for yall? It's one page, about short paragraphs and two small tables.

Sup: if size of adventure is greater than 5 paragraphs then post link to view. Hum probably a link would be best to keep formatting the same. the one thing i dont like about google docs is that i have the worst time copy pasting stuff so it looks good.

went: [Axiotal the Village Alchemist](#)

does that work?

The average CR of the adventure is anywhere between <1 and 2, depending on how healthy the creatures are when the adventurer encounters them, and their numbers.

Sup: it works! reading now.

I like it, It gives a solid hook for a GM to start with, I was under the impression that the players in the game wouldn't actually interact with each other, is that wrong? It's not a big deal either way just curious at this point.

went: that's correct, as I understand it. The solo player could happen upon Axiotal and help/hinder him all by themselves.

Sup: re-reading it I understand better how Axiotal would interact with a solo player. I still like the encounter. I'm really intrigued with the "players don't interact" aspect of this game.

Mighty DM INFECTED: hey, I'm kind of unavailable today, had a final to take care of, and I'm still in class. This week I'll be a bit more inactive, but I'll still help when I can. First off, hello Sup and welcome to our group. Second: before, players existed in separate worlds, but then I shortly joined them together until there now in the same world. Players can now talk, trade, help or play with each other. Third: Ilany is really not important. It's just the first town where everything starts off, but at the moment, the Big towns are Weewick and Chomba. Most have been to Weewick, a few to Chomba, one to Kalah and Beethorp. I have material ready for most towns, but a lot is still a mystery to me. I won't share the details I know, but I'll remind you guys of things that you know and may have forgotten, I could even point out which players might have more information to help you. Fourth: the god you made sounds great, he and Arkin would be the only two main magic gods, maybe just one more with evil magic to balance it all out. Fifth: what was that alchemist thing, I didn't understand what it's for. Done, I think, tell me of I forgot anything.

Sup/Nero: Thank you for the welcome DM Infected. Did you want to fix it so that this was open once again to the public? Thank you for the towns info so far, I like that you have to learn about them IC.

Evil Magic god sounds interesting, maybe I could make one and use it for my deity.
The Alchemist Axiotal was something that Went wrote up as an encounter that players could come across, that the DM's could use as a template sorta thing.
Thanks for taking time when you're busy to answer questions!

Infected: Sounds good. It would be nice to have an evil god because it would help balance out, seeing as Arkin is mostly good and Aspero sounds neutral. The alchemist would be fine too.

Went: Hey everyone, really super duper sorry about my hiccup. I tried to share the link to my 1 page adventure sample and make it so that the viewers could look but not edit and ended up closing this page. My bad.

Infected, what notes can you give me on the adventure sample I submitted? Is that kind of thing what you are looking for? If not, clear directions would be really helpful.

Sup/Nero: totally fine man we got things restored and working properly!

Infected: well, it's great, but it's supposed to be an adventure for players in the present, right? Were looking to create the lore first, towns, gods, what happened long ago, maybe even have an adventure set in the past. If that's what you made it for, then great.

Went: Okay, got it. I wanted to try my hand at drafting a simple encounter that could be applied to any small town or village location on the map. Given its general nature, it could also take place at any time period.

Infected: what I really liked about it was the organization you made, the alchemist people. They might be really great to have be part of the world and lore, like crazy wizards on the hill, experimenting on people and stuff like that

Went: Great. I could throw together some lore on them, a bit of backstory and key members if you like? They could headquarter wherever and whenever you like.

Infected: yeah, that'd be great. It's up to you how, where and when, just make what you think of best and I'll just check to see if it fits. Also, do you think it'd be an old organization or more recent, in the 5000 current age?

Went: Either could work, although I think it fits best during an age where magic would be at an all-time low, given that their whole purpose is to study and ascertain the nature of magical and psuedo-magical things about their world.

Sup/Nero: Question: how are player x player encounters managed? A separate thread? or does the one who interacts first have the other post in their character thread?

Infected: no idea. It's never happened. All we have is the adventurers tavern. Some people have talked about it, but never really happened

Went: I imagine it would resemble a play-by post format like any other roleplaying game. It would move at the pace of the slowest player and progress in that fashion until the players became separate again.

That said, I would also be up for it. I play roleplaying games with other players each week so I am used to it and enjoy the differences a solo game provides, while also interested in groups.

Sup/Nero: Gotcha Infected, I'm just musing over the character concept that I pitched you, It would be interesting to face off with another PC eventually. What can you tell me about the Southern region of the map, specifically the Blighted Vale, Wilford, and the Sharbsback Highlands? I was considering them as a starting place to wake up.

Infected: nothing. Can't tell you anything about it, don't really know much yet, but no one has gone lower than Chomba.

Sup/Nero: So room to grow then? I could build that area a little with my backstory and see what you think? Or would you prefer that we stick with starting north of Chomba? (Weewick/ilany/ect.)

Infected: the thing is, Ilany is the starting place for everyone. You're there for a reason, don't know why, that's your choice, but then you get roped into some stuff. I've been wanting to try and start some people in other places, so maybe we could try it. Write up a town that you want and we'll see

Sup/Nero: Sounds good! I'll see what I can come up with for a back story and have you review/veto it as we work through character creation. I've got some priorities that need to be dealt with tonight but I'll see if I can get something written down as a framework for you to approve expanding details on. With that I need to motor, it was excellent talking to you both. I look forward to a fun game!

Infected: no problem. We'll work on your character when you can. I couldn't take right now, so that works out. Great talking to you too

raider: Still afk. But im glad Aspero is a hit! An evil god of magic. Maybe Shar's successor? She did try to make a Shadow Weave.

Infected: That might work. A shadow weave might prove to be very fun. Just remember, were not working with successors, exactly, most people taking over lots of areas, concentrating the power

Went: Okay, hopefully this doesn't destroy the sourcedoc again.

<https://docs.google.com/document/d/1iCwOWiY4eoC5vTsj-C8Q3xq-uB0267DO9kHcq9Rdudl/e/dit?usp=sharing>

This is what I threw together to add more depth to the guild that Axiotal is a part of. It is a loose network of individuals interested in science and the extraction of powers found in the monstrosities of the world

Infected, sounds good, but just one problem: the dragon. IF there are any in Riftviel, they really are not known to anyone. Maybe they live in mountains or underground, but they probably wouldn't be part of a group of people.

Went: As I understand, most colors of dragons respect knowledge and power above most things, so such a group would probably entice their interests. Also, some dragons love using shapechanged forms and live most of their lives in them, so having a major identity but secretly being a dragon is an interesting possibility. That said, that character's race could easily be whatever you would like it to be. Yours is the final word.

Infected: I didn't think about the whole shape shifting thing. That's really interesting. That would work. He could use a dragon born body, or maybe any other.

Emmyson: I feel like I can't contribute much to this lore discussion on the gods. I literally know nothing about them. I can try my hand at transferring it into a neat format. When I get home I'll mess around with photoshop some.

Emmyson: Did a bit of research and I think I can make it look decent.

Sup/Nero: Sounds nice Emmyson, I need to sit down and type up the god of evil here that i've got an idea for. Just busy at work today is all.

Went: Similarly, I am happy to dream something up and contribute but I would need to be given a fairly explicit assignment because I'm still not exactly sure what we're looking for besides "lore and gods". Perhaps I'll dream up a cool god or two and write a bit about them.

Also, I have composed some things in my solo game that I would love to share here, to give yall an idea of what I am thinking on expanding on, but I don't know how to search my thread for a particular comment or word or phrase. Any help?

Infected: So, the gods are pretty simple. They're pretty new, maybe 1000 years old at best, they're young and gung-ho, want to prove themselves, but a few don't give a fuck to the world and just want their stuff. I don't mind doing them, but I could also give each of you a period of time, we'll decide how to divide it, and create the specific events of it. example: first period-settlement. the first people started showing up in riftviel through some kind of means, or were created by the gods, the first were the elves, then the dwarves. the humans were brought here by an alven researcher who thought they were funny monkeys, given enough time, they evolved and became the cockroaches they are now. first elven settlements were in the trees, where they felt safest, but after the arrival of the dwarves, they decided to slowly step out of the trees and into the plains. after a while, they built small settlements close to the dwarves, who had settled in the mountains at the heart of riftviel. after some time, the two societies became entwined and a direct relationship between them was formed. they decided to then scout the entire landmass, heading south, where they discovered large cities already built, and orcs living in them. at first they fought, but an agreement was made that the orc tribes would be left alone and that they southland deserts would be off limits. at the end of the settling age, the elves had taken up most of the northern territories, the dwarves with the central and the orcs to the south.

Infected: yeah. but did you get the gist of what I mean. If I was actually writing that down, it'd be much longer, maybe a few in depth looks at the relations between the people, but that's basically what I meant with lore. I may put something in about magic too...

Sup/Nero: Ohhkay I've got some time to sit and I'll start the framework on a god of evil Goddess Korona

Quote: "Nothing is sweeter than a life cut short."

Korona holds dominion over the Chaotic Magics that govern Entropy and Decay. Firmly believes that anyone should have the opportunity to practice magic and learn magical arts, no matter what the following consequences turn out to be. Her reasoning being that all things will end, the sooner the better.

Favors worshipers that have a thirst for knowledge and will exchange boons (such as teachings, powers, abilities) for sacrifices provided in her name. Has been known to have extensive chats with Nerull and often assists with Nerull's schemes.

Infected: Nerull is still god of death

Sup/Nero: is there a listing of existing gods? I skimmed through this document and Didn't see many references to them.

Infected: Just Nerull and a few others, but they aren't in power anymore.

Sup/Nero: should we make a separate sheet listing gods/goddess or? Also is there a description of Nerull?

Infected: It would probably be best, yes. Nerull is, at least in this campaign, an odd god of death and murder. He doesn't go around recruiting people to kill everyone they see. He usually follows one of two strategies, kill one person to fell an empire or give people whatever they want and watch as they tear each other apart. Nice guy, met him once.

Sup/Nero: So not exactly easy to just assign him as being an evil god then? more just bored omnipotent person who has incredible power? Because that's probably what i would do if i was bored and omnipotent.

Infected: Pretty much, yeah. He may have some take over the world mentalities, but that's all

Sup/Nero: Started on fleshing out Korona above. Thoughts so far?

Infected: SOunds really good

Sup/Nero: Thank you, I've got to head out from work, but I'll brainstorm on the way home and add some more if i come up with something good. I've got an idea for a character backstory, would you have time to read it if I emailed it to you tonight?

Infected: Yeah. Send it over when you can. If your character is really good, he might just need to have all the other heroes team up to destroy him, so make it good. I might even make you kind of OP

Sup/Nero: heh no promises on being that amazing, I just kinda wanted to build up like that source thread I linked. I'm thinking I'll copy the mechanics from that and write up my own fluff about who my character is. I'll get some framework written and send it over to you in about an hour or so. Gotta clock out, cheers Infected!
And Email'd.

Emmyson: Rough mock up of something we could do for the sourcebook. Heading to bed

<http://i.imgur.com/Zhp6VOI.jpg>

Went: That looks really good. We need a higher res picture of the world map, and a properly written blurb about Ilany, but the format looks wonderful.

I've tried my hand at composing a few concepts for gods. What do we think?

https://docs.google.com/document/d/1WJFt24_DcnNBQFw1OgEYPUdrEkgDgq70toMzJXGhnuQ/edit?usp=sharing

Sup/Nero: Wow Emmyson that looks great! Went that's some good concept forming, I like that you've combined desire and wealth into a single deity versus having two separate.

Emmyson: Needs some work and a better map possibly. The image doesn't really fit amazingly with the background but it works well enough. Anyone an artist and can draw/color perhaps a scenic view of each town? :P Something like below:

http://image.shutterstock.com/display_pic_with_logo/56478/56478.1210891802.1/stock-photo-scenic-view-on-town-of-sisteron-in-provence-france-12642295.jpg

GREAT AND POWERFUL DM: it looks great Emmyson, I've been a bit busy these days so I haven't been able to post or participate here too much. The image, that's the best res we can get, though you could just zoom out a bit, or someone could draw a map in really high res. As for the towns, a scenic view isn't that much necessary, but I think a map of each town would be good.

Emmyson: I found the tool the original riftveil map is made on. Do you happen to have the random seed # used for the generator? Also a map of each town would work great instead of a panoramic view of each town. PLUS it will be far easier to come by.

Infected: Yes it would be. I don't have the seed. I know as much about it as you do, I found it too in one of the threads

Emmyson: Well for currently developed towns not really sure what they could look like. Perhaps if someone gave me a list of what is in each town I could make something up.

Infected: I could give you some overalls, but Ilany should be pretty simple. Farms in the surrounding areas, the tavern, the barracks, the smith shop, the shop, little universal temple at the center of town, houses everywhere and a little fountain at the center

Went: Thank you Nero for the props. Anybody else, notes on it so far, or gods you all would like fleshed out? Domains/alignment desires?

Infected: It looks great, really worked out and good. Could you maybe make a season/farming/that kind of stuff god or goddess, it seems kind of important to have. We also need a trickster god, god of the the unrighteous, stuff like that. Also, I see that there are many people here, so if you want to help out make an introduction or something

Went: I have a strange idea. I'm working on a few more concepts for gods and thinking back on the ones that old characters have worshipped. At a certain point, a character's fallen allies are as important to them in finishing the job as any deity might be. For that reason, could Riftviel be a place that allows for the worship and observance of the common dead be worthy of very minor recognition in the afterlife? As an example, I once knew a bard who was the best ally I could have asked for in the adventuring life, and when he fell much too soon to an altogether uncharismatic sea hag, the rest of our party was convinced to continue on in his honor and bore his name on our lips. He established an order in the region dedicated to the things that we all lived, and he died, for. That sounds to me like any other clergy, with their deity and creeds.

I'm not asking to make my deadlist into demigods, but just that it might not be unheard of to worship or deify the fallen among us, resulting in some supernatural communication because they have been transformed in a small way by that devotion and attention.

Infected: That sounds good to me, though maybe there could be a god for those fallen or something like that

Went: Oh man, a god of the dead realm would be so fun to write.

So here's the new gods I'm working on. Included are the two from last night, and ~~two~~ ~~three~~ more today. One are a pair of Halfling brothers who watch over the Seasons and Harvest, and the other is a deranged celestial that may or may not be a former evil trickster, who presides of Trickery. And finally, a wacky god who is trying (and probably failing) to keep time running smoothly, who is usually corrected by the next God of Time, his son.

https://docs.google.com/document/d/1WJFt24_DcnNBQFw1OgEYPUdrEkgDgg70toMzJXGhnuQ/edit?usp=sharing

Infected: looks absolutely great! Man, these gods are so awesome. Just a comment, the more powerful the gods, the more they lose their mortal forms. For example, kragnum, who was a dwarf once, but the power made him loose his form and such. That also happened with Arkin. That would happen to the time gods too and slightly for the harvest gods

The funny thing is, unless one of you is an elf, or you find an elven character, no one will be able to get info on weewick

Emmyson: <http://i.imgur.com/6gavGVB.jpg> First attempt at the town. Moved stuff around after it was randomly generated.

Infected: looks great, Emerson, just a few suggestions. Yason's shop is the apothecary and just add a few more houses if you can, it kinda looks like 10 people live there

Emmyson: Well its more like 35 ish (min 3 per house which isn't always true). I'll add more houses tonight or tomorrow when I get home.

Infected: alright. thanks. I've got some time today so I'll be more active, making some lore and stuff.

The history of riftviel is divided in the following ages:

- age of gods
- age of settlement
- age of wars
- age of light
- age of the plague
- modern age

Age of Gods was the initial age of riftviel. It is told that Riftviel is isolated from the rest of the world, somewhere even the gods did not know existed, until one day, for some reason, the knowledge of this place was brought to them. Both the gods of Greyhawk and the Forgotten realms discovered it simultaneously. There was much discourse about who would claim this land, a few battles and contests took place, wars in distant lands to settle this dispute, but eventually, an agreement was made. They would share the land and not interfere with each other after it was settled. The gods molded and shaped the land to what it is today.

The first people started showing up in riftviel through an rifts around the world, the first were the elves, then the dwarves. first elven settlements were in the trees, where they felt safest, but after the arrival of the dwarves, they decided to slowly step out of the trees and into the plains. after a while, they built small settlements close to the dwarves, who had settled in the mountains at the heart of riftviel. after some time, the two societies became entwined and a direct relationship between them was formed. they decided to then scout the entire landmass, heading south, where they discovered large cities already built, and orcs living in them. at first they fought, but n agreement was made that the orc tribes would be left alone and that they southland deserts would be off limits. at the end of the settling age, the elves had taken up most of the northern territories, the dwarves with the central and the orcs to the south. During this age, the gods mostly left the people alone, choosing to wait until they had settled to interfere. Magic in riftviel back then was not too common, mostly coming from orc shaman or elven elders.

Shit's come up, this'll have to do for today. If anyone wants to take over from here or even take over one of the ages and write deeper lore for it, that'd be great

Infected: So, anyone have any further ideas?

