



# Arcadia Falling

*a Pathfinder story*

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## Origins

*The creation of a thousand forests is in one acorn.*

The true origins of **Arcadia** are unknown to any mortals that dwell within the plane. Most Arcadians believe that it was created by the six main deities a very long time ago. It is said that these deities first tore a portion from the plane of water to create the endless sea, then sprinkled it with portions of the plane of earth to create the islands.

The deities then ruled this disc-shaped plane for thousands of years until one day they found the population had grown far beyond the point where they could rule it effectively. This spurred the deities to choose their mortal champions and allow them to ascent into Godhood as well: birthing many new Gods and Goddesses that could take on many different portfolios to support the realm. Each new deity was put under the command of two of the original six deities, to ensure utter fairness when it came to ruling over this realm.

## The World

As mentioned earlier, Arcadia is a disc-shaped plane surrounded by an infinite stretch of sea. There are ten main areas (called continents) on Arcadia, as seen below. The cities and towns found in each of these continents is explained in a later chapter.

### The Northlands

#### *Calyx*

The northern-most continent is **Calyx**. It is mostly unexplored by the civilised people of Arcadia, and thus not much is known about it. Most of the landmass consists of rock and snow, with minimal (or possibly no) vegetation growth on the entire continent.

#### *Eldritch Haven*

To the east of Calyx is the continent of **Eldritch Haven**. This is a very hostile land occupied by many different types of magical beasts. Much like Calyx, not much is known about it by the civilised people of Arcadia as the settlers of the continent do not do well with visitors. The desert **Witch's Reverie** is said to hold the source of all arcane power within Arcadia.

#### *The Collar*

Below Calyx is a continent known as **The Collar** of the world. This continent is constantly plagued by thunder and lightning storms. The town, **Stormfield**, is attached to the elemental plane of electricity, and thus is home to mainly storm genasi and sylphs.

#### *Furyfield*

To the west of The Collar is the continent of **Furyfield**. Much like The Collar, this continent is tied to the elemental plane of fire, and thus is home to many Ifrits. This land is a lot more cultivated than The Collar as the climate offers many valuable resources to be found. The city of **Ash Mine** is a place where a lot of these resources can be found and are traded with the Heartland via the town of **Glass Port**. This ensures a healthy relationship between the Ifrit and the citizens of the City of Glass.

### ***Helios Cluster***

The northernmost cluster of islands is named the **Helios Cluster**. This continent is the first place to see the 'sun' rise every morning, hence the name. Much like most of the clusters of islands within Arcadia, the Helios Cluster does not contain any main towns or ports, and is mostly unexplored. It is rumoured that there is a gateway here to all planes associated with good.

## **The Spine**

### ***Old World***

To the far west of Arcadia is a vast rocky plane known as the **Old World**. This continent was the first created when Arcadia was born by the Gods, and thus holds a special place in their hearts. The port town of **Hearth** is a popular tourist location because of this reason, but otherwise it is an unimportant place amidst a place where little vegetation grows.

### ***Heartland***

The largest continent on Arcadia is known as **Heartland**, and it is the home of the Gods as well as the two largest civilised cities. The **City of Glass** is on the north-west beach of Heartland and is the self-proclaimed capital of Arcadia. The town of **Gateway** is the only place on Arcadia that is *directly linked* to **Sigil**, the **City of Doors** and is a common trade route for extra-planar creatures to utilise. **Dead Port** sits amidst an area of dead vegetation and is the most commonly used port to link to **Hearth**. **Cloth Keep** and the **Acre of Tears** are two towns owned by city elves and wood elves respectively. Little is known of **Necropolis** aside from the fact that the citizens worship the dead, and not many people leave and enter the city. **Sanctuary** sits in the middle of **The Lost Tundra** and is home to all sorts of races, though mostly ice genasi and undines.

**Arcadia's Peak** is the highest mountain of Arcadia, and sits right in the middle of the plane, and it is said to be the home of the original six deities. **Sky Cathedral** is a floating city that hovers a mile above the **God's Crater**, and it is said to be the home of the lesser gods and goddesses.

### ***Coal Cluster***

South of the Old World is the cluster of islands named the **Coal Cluster**. This is the last continent to see the 'sun' rise in the morning, hence the name. Much like most of the clusters of islands within Arcadia, the Coal Cluster does not contain any main towns or ports, and is mostly unexplored.



## The Southlands

### *South Plate*

South of Heartland is **South Plate**, a continent consisting of two islands. This continent contains **Dragon Hold**, the main dwarven city in Arcadia, and **Port Sullen**, which connects to Heartland's Dead Port. This continent is not a great place for overground races to visit as the dwarves of Dragon Hold are extremely racist, and look down upon other races – many of which they consider inferior.

### *Ink Cluster*

The southernmost continent is the cluster of islands known as the **Ink Cluster**. This is an extremely unexplored cluster of islands and is home to many different types of races within Arcadia. It is rumoured that there is a gateway here to **Sigil, the City of Doors**, but these rumours are vastly unfounded. What is known of this continent is that somewhere within it lies a link to all planes of evil.

## Cities and Towns

Important cities and towns are seen on the map, and this section contains more details for each. There are many small villages and communities to be found throughout the plate (usually one or two per hex of map), but these are not listed below.

### Cities

#### *Ash Mine*

City	<b>Ash Mine</b>
Alternative Names	Ash
Continent	Furyfield
Ruler	Sultan Asad Zhau
Temples	Multiple
Famous Taverns	The Bloody Sword, the Hall of Fire
Races	Planetouched <b>54%</b>
	Humans <b>13%</b>
	Dwarves <b>12%</b>
	Gnomes <b>9%</b>
	Halflings <b>6%</b>
	Elves <b>4%</b>
	Native <b>1%</b>
	Other <b>1%</b>

Nestled at one edge of the Plains of Fire sits **Ash Mine**, a city partially underground. A portal to the plane of fire is located near the city centre, but it radiates such heat that only creatures with a natural immunity to fire could dare go near it.

The Sultan runs this city with an iron fist, making sure his citizens follow his law to the letter. Most crimes are punishable by the removal of body parts, though a fair number are punishable by death. The worst criminals are forced into the portal, so long as they are not immune to the effects of fire, and left in exile. Because of this, not many adventurers travel to Ash Mine, fearing that their antics might result in the Sultan's anger.

Ash Mine only uses one main type of technology: magma in order to get materials out from the mines. Gunpowder is almost illegal for use in the city due to the high amount of heat within it.

**City of Glass**

<b>City</b>	<b>City of Glass</b>
<b>Alternative Names</b>	Glass, Shard Town
<b>Continent</b>	Heartland
<b>Ruler</b>	King Cyrus Orci, the Seeing
<b>Temples</b>	None
<b>Famous Taverns</b>	The Illithid's Head, The Smiling Wolf, The Endless Flask
<b>Races</b>	Humans <b>64%</b>
	Elves <b>12%</b>
	Planetouched <b>7%</b>
	Halflings <b>6%</b>
	Dwarves <b>5%</b>
	Gnomes <b>3%</b>
	Other <b>2%</b>
	Native <b>1%</b>

The name for the self-proclaimed capital of Arcadia is a misnomer: glass is such a rare commodity for the city that sits on a rocky beach that there is almost none within its walls. They say that the name comes from the King's ability to see through the city's stone walls as if they were made from Glass. Indeed, the watch seems to interrupt most crimes in process - though it is also said that the Thieves Guild has figured out a way to bypass the King's sight.

Necromancy is illegal except when sanctioned in the Arcane University, worship of deities is limited to the occasional festival and in-house worship, and the crime rate is incredibly low in the city.

This is one of the few places in Arcadia that has technology and magic working in synergy, with gas lamps covering the streets at night and magical wards protecting most front doors. This city is one of the safest places to be on the plate, even though the King has not made an appearance in many years.

***Necropolis***

<b>City</b>	<b>Necropolis</b>
<b>Alternative Names</b>	Deaders Town, City of Black
<b>Continent</b>	Heartland
<b>Ruler</b>	Queen Amelia Veinlash
<b>Temples</b>	Mercurio, Gwenyth
<b>Famous Taverns</b>	The Harpy's Beak, The Fox and the Harlot
<b>Races</b>	Other <b>81%</b>
	Humans <b>7%</b>
	Planetouched <b>5%</b>
	Gnomes <b>2%</b>
	Dwarves <b>2%</b>
	Halflings <b>1%</b>
	Elves <b>1%</b>
	Native <b>1%</b>

An astoundingly little amount is known publicly about the City of Black, and most of what is known is usually put down to rumours. This city holds a trade pact with Glass, but trade caravans are never allowed past an outpost set into Death's Wall. It is said that undead roam the area surrounding the city, maliciously attacking anyone who ventures past the mountain range that Necropolis rests near.

Some rumours state that no one who enters the city ever leaves it, some rumours state that the undead that wander around the city actually dwell within the city walls during the daylight hours, and that no living occupies the city's walls at all. Some rumours state that Amelia is actually a lich who wants nothing more than to amass a huge undead army, but so far, Necropolis has yet to attack anyone around it.

It is known that Arcadia has around the same amount of technology as Glass, as the two cities have a trade. Necropolis produces such an abundance of food that Glass often trades their technology for more food.

***Dragon Hold***

<b>City</b>	<b>Dragon Hold</b>
<b>Alternative Names</b>	Domar's Flask, The Hold
<b>Continent</b>	South Plate
<b>Ruler</b>	Tosh Warender
<b>Temples</b>	Domar, Nazg
<b>Famous Taverns</b>	Domar's Beard, The Vulgar Paladin, The Loving Harlot, The Troll's Cup
<b>Races</b>	Dwarves <b>42%</b>
	Gnomes <b>30%</b>
	Planetouched <b>10%</b>
	Humans <b>7%</b>
	Other <b>6%</b>
	Halflings <b>3%</b>
	Elves <b>1%</b>
	Native <b>1%</b>

The dwarven city, built into mountains, is controlled by an extremely racist dwarf named Tosh Warender. Overlanders are only welcome within the Hold's rocky embrace as long as they bring trade or some other service that the denizens of the Hold can use. One of the only reasons that this city is popular with travellers is that Domar makes his home here. Celebrations and festivals are abundant in the city, and it is home to many popular taverns.

Technology is abundant in the city, and usually a lot more respected and trusted than magic. That said, the Hold produces the best Oread mages in the entire of Arcadia: mages who can craft things made from the very earth and magma. Most magical items of quality are manufactured in the Hold.

## Towns

### *Stormfield*

Town	<b>Stormfield</b>
Alternative Names	Shocker Town, City of Lights
Continent	The Collar
Ruler	Mayor Lor'tha Boltclash, the Brave
Temples	Multiple
Famous Taverns	The Immortal Thunder
Dominant Race	Planetouched
Secondary Race	Other

### *Glass Port*

Town	<b>Glass Port</b>
Alternative Names	Orci's Reach
Continent	Furyfield
Ruler	King Cyrus Orci, the Seeing
Temples	None
Famous Taverns	The Goat and the Virgin, The Mercenary and the Fox
Dominant Race	Planetouched
Secondary Race	Humans

### *Gateway*

Town	<b>Gateway</b>
Alternative Names	Sigil's Door
Continent	Heartland
Ruler	None
Temples	The Six, Lor'mados
Famous Taverns	The Worn Chest
Dominant Race	Humans
Secondary Race	Planetouched

### *Hearth*

<b>Town</b>	<b>Hearth</b>
<b>Alternative Names</b>	None
<b>Continent</b>	Old World
<b>Ruler</b>	None
<b>Temples</b>	The Six
<b>Famous Taverns</b>	Arcadia's First Steps
<b>Dominant Race</b>	Other
<b>Secondary Race</b>	Humans

*Cloth Keep*

<b>Town</b>	<b>Cloth Keep</b>
<b>Alternative Names</b>	The Stone Forest
<b>Continent</b>	Heartland
<b>Ruler</b>	Duchess Avian Frostheart, the Noble
<b>Temples</b>	Multiple
<b>Famous Taverns</b>	The Aquarian Wineskin
<b>Dominant Race</b>	Elves
<b>Secondary Race</b>	Other

*Dead Port*

<b>Town</b>	<b>Dead Port</b>
<b>Alternative Names</b>	Hearth's Way
<b>Continent</b>	Heartland
<b>Ruler</b>	None
<b>Temples</b>	The Six
<b>Famous Taverns</b>	The Murdered Giant
<b>Dominant Race</b>	Humans
<b>Secondary Race</b>	Halflings

*Acre of Tears*

<b>Town</b>	<b>Acre of Tears</b>
<b>Alternative Names</b>	The Crying Forest

<b>Continent</b>	Heartland
<b>Ruler</b>	Nesanaor Wildstalker
<b>Temples</b>	Multiple
<b>Famous Taverns</b>	The Lion and the Virgin
<b>Dominant Race</b>	Elves
<b>Secondary Race</b>	Other

***Sanctuary***

<b>Town</b>	<b>Sanctuary</b>
<b>Alternative Names</b>	None
<b>Continent</b>	Heartland
<b>Ruler</b>	Ehon'eite, the Drowned
<b>Temples</b>	Multiple
<b>Famous Taverns</b>	The Elixir
<b>Dominant Race</b>	Planetouched
<b>Secondary Race</b>	Orcs

***Port Sullen***

<b>Town</b>	<b>Port Sullen</b>
<b>Alternative Names</b>	Domar's Harbour
<b>Continent</b>	South Plate
<b>Ruler</b>	Tosh Warender
<b>Temples</b>	Domar, Nazg
<b>Famous Taverns</b>	The Charming Horse Inn, The Iron Machine, The Soldier's Helmet
<b>Dominant Race</b>	Dwarves
<b>Secondary Race</b>	Gnomes



## Culture

### Technology vs. Magic

Within the last ten years, Arcadia has undergone a new development: technology. The hiss of gas lamps mingle with the sounds usually found in busy cities, magma streams power vast dwarven doors to the entrance of their undermountain homes, and select guards are armed with flintlocks to defend their leaders. While advancements have made living standards increase throughout the plate, some suffer due to them. Magic-users have been most affected by these changes, with the money they earn from sustaining common spells becoming unnecessary. A large city finds it cheaper to keep gas reserves high than hire mages to enchant street lamps, for example.

There are places on the plate that detest magic and opt to only use technology as a more trustworthy source of power. Of course, the opposite is true in other places - some arcane universities *only* advocate the use of magic, and not technology.

### On Races

These six races are said to be created by the six original deities of the land. The tale is that each deity fashioned a race in their image, but this is speculation – never has one of the six original deities confirmed or denied this tale.

Each race is encountered only rarely, as they have settled in difficult-to-reach places to avoid any amount of confrontation. Unfortunately, this means that slavers have a desire to catch them as they are considered extremely exotic.

#### ***Leto***

Closely resembling aasimar, with the added bonus of two black wings, leto are said to be created by the Venerable. They are an extremely martial race, proficient mostly with bladed weapons that are sharp enough to carve through even the heaviest of armour. They are said to claim Calyx as their home.

#### ***Corby***

Said to be created by the Ravenous, these half-crow creatures closely resemble tengu. The main differences between corby and tengu are the colour of their feathers and the red eyes that they possess. They mainly live on the Helios Cluster, though can be found in many areas due to their ability to fly.

### ***Somnia***

When the Dreamer created her race, she gifted them with the same blindness that she suffers from. Each somnia is born with milky eyes that do not work, and they closely resemble tall humans with gold skin and gold hair. They are said to make their home in Old World.

### ***Bloodtail***

Created by the Circle, the bloodtail live in waters near the South Plate. This race closely resembles dragonborn except that they have long tails that aid in their swimming. Every bloodtail is born with the skill to use their sharp claws to rend flesh from bone with relative ease, and their maws are filled with rows upon rows of teeth.

### ***Silverians***

Much like the somnia, the silverians are close in appearance to humans. However, silverians are found as beautiful, strong, tall females with skin the colour of silver. All silverians (without fail) use the spear as a weapon, as gifted by their creator, the Lost. Silverians are said to occupy a small area of Eldritch Haven, and fight viciously against the leto if encountered.

### ***Sand Titans***

The sand titans are a strange race that appear much like oreads, except that they seem to be made entirely of sand. It is strongly suspected that the sand titans are, in fact, planar creatures that were not so much created by the Kismet - as storm genasi and sand genasi are quite dissimilar things. They do not have a place to call their home, and sand titans can be found anywhere deserts exist.

### ***Planar***

The following are the most common races that exist within Arcadia. Half-blood races do exist on the plate, but they are not listed below as humans are generally compatible with most races.

Respected planar races include:

Humans, elves, dwarves, aasimar, genasi, gnomes, halflings

Planar races usually disliked include:

Drow, orcs, goblins, kobolds, tieflings, undead

## Important People

As with any realm, Arcadia has its fair share of important people. The following are mainly rulers in cities and towns, but some have been added as interesting people that are worth noting. Anyone that is not a ruler of a city or a town requires certain knowledge skills to identify.

### Leaders

#### *King Cyrus Orci, the Seeing*

It has been many years since **King Orci** decided to leave the Glass Palace that he calls his own. Not many have ever seen the man in the flesh, but he has been described as a very tall half-elf with a long white beard and kind eyes. He is said to sit in the Glass Palace because protecting his city is at the forefront of his mind - always locked away in his chambers in order to better gaze upon Glass under the scrying spell that he's said to have enchanted it with.

It is by his royal decree that all things requiring urgent attention are sent through his advisor, **Cornelius Vor'khazer**. The two are said communicate via a telepathic link, but the more cynical Arcadians believe that actually King Orci is dead, murdered by his advisor who continues this strange facade so that he may continue staying in power.

#### *Tosh Warender*

The ruler of the grand Dragon's Hold, **Tosh Warender** demands no title except for his surname. This dwarf is a powerful man who is both an accomplished earth mage and a master engineer. Despite all his virtues, Tosh is horribly racist and only kept in check by the fact that most of the people his city trades with are not his own race.

There is a very reluctant non-aggression pact between King Orci and Warender, though this is a delicate thing and is often broken by naval vessels on either side sinking the other's scout ships. Once upon a time, it is said, Warender actually adventured with King Orci, but Tosh was offended by his once-friend and now the two seem to be locked in a horrible feud.

#### *Queen Amelia Veinlash*

Not much is known about **Amelia Veinlash**, and most everything about her could be considered rumours or mistruths. It is speculated that the pallid Queen of Necropolis is actually a lich, and she is often depicted as a beautiful woman with jet hair and piercing green eyes. Every artist that paints her

adds something strange to the portrait - usually in the form of a bone arm, or a rotting throat, or a missing lower-half of her body, but no artist seems to want to mar the beauty of her face.

### ***Sultan Asad Zhau***

The man of a thousand wives lives at the very heart of Ash Mine. He is exceptionally well-loved by his people, and he is said to be the most honourable of all people in Furysfield. **Sultan Asad Zhau** is either an ifrit or a djinn of some type, but no one seems to be able to discover his true heritage.

His diplomatic position is favourable to all leaders in the realm: he trades equally with King Ocri, Tosh Warender, and Queen Veinlash.

### ***Mayor Lor'tha Boltclash, the Brave***

Not only is **Mayor Lor'tha Boltclash** the leader of Stormfield, but he is also the high-priest of the Kismet. Many predict that he will be chosen to ascend to godhood before his death, but it seems that he has been waiting eons for this to occur. Mayor Boltclash is a storm genasi with a fair demeanour, and can often be found in the Immortal Thunder, enjoying the company of adventurers who pass through his town on their way to Calyx and Eldritch Haven.

### ***Duchess Avian Frostheart, the Noble***

Cloth Keep is defended vehemently by the **Duchess Avian Frostheart**, an elven lady who makes up for her lack of beauty with her unyielding ferocity. The town she protects sits right in the middle of the territory between Glass and Necropolis, but she treats both cities and their leaders the same.

### ***Nesanaor Wildstalker***

Not much is known about **Nesanaor Wildstalker** as she lives up to her name quite well: stalking enemies in the wild. She apparently has a surprisingly good relationship with the orc-blooded that occupy the Acre of Tears alongside with her elves, and both races seem to work together quite well.

## **Non-Leaders**

### ***Cornelius Vor'khazer***

An elvish man with wizened features, **Cornelius Vor'khazer** serves as King Orci's advisor. He was once said to be a very powerful mage who fought thousands of battles on his home plane before he was brought to Arcadia. He is a deceptively kind-faced man who uses a cane to support a limp from an old war wound. Prior to his position as King Orci's advisor, he was the head mage of the Arcane University.

### ***Hexidor White***

Another mage of the Arcane University, Hexidor is the tiefling librarian and planar knowledge tutor. Though his arcane skill is fairly substandard when it comes to the other tutors at the university, Professor White has always been applauded as the best historian they have ever had. Hexidor's realms of knowledge include planar lore, ritual bindings, and the history of Arcadia. He is also obscenely good at breaking up fights among students due to his quick-casting and conjuration spells.

## The Gods

### The Six

Mentioned several times earlier, the gods and goddesses of this realm are ruled over by the six original deities. Most of these deities are no longer worshipped as they have diluted their ruling power among the many lesser deities. The Six are as follows:

#### *The Venerable*

This God of all things Good is known only as **the Venerable**. He appears as an angel with dark wings, hair, and eyes, and is more often than not armoured. The Venerable always carries a blackened **greatsword**, which is his favoured weapon.

#### *The Ravenous*

The God of all things Evil is known only as **the Ravenous**. He appears as a black crow with three red eyes and an arrow-tipped beak. The Ravenous' favoured weapon is the **longsword**, the hilt of which he is often depicted as being perched on.

#### *The Dreamer*

The Goddess of all things Neutral is known only as **the Dreamer**. She appears as a beautiful gold-skinned elf with flowing golden locks and is always pictured with a blindfold on. The Dreamer carries a **scythe** made from ironbark, which is her favoured weapon.

#### *The Circle*

The God of all things Order is known only as **the Circle**. He appears as a leviathan that often occupies the God's Crater lake. The Circle's favoured weapon is the **fist**, often encouraging those who fight in his name to combat foes while unarmed.

#### *The Lost*

The Goddess of all things Anarchy is known only as **the Lost**. She appears as a Spartan woman in

black and gold armour. The Lost always carries her faithful **spear**, which is her favoured weapon.

### *The Kismet*

The Goddess of all things Luck is known only as **the Kismet**. She appears as a beautiful storm genasi in light leather armour and a royal cloak. Always in her hand is a **rapier**, her favoured weapon. She does not rule over many lesser deities, and is actually still popularly worshipped by clerics.

## Lesser Deities

These deities more commonly grant clerics their spells, and are very often worshipped by mortals.

### *Lor'mados, the Longstrider*

Lor'mados is a noble god who once longed to explore every inch of Arcadia. He often blesses those who have wanderlust and seek to travel beyond their birthplaces. Once a year he holds a festival known as the Longstrider Runs, where his worshippers compete to travel to the most dangerous parts of Arcadia and return with proof.

During the Time of Change, Lor'mados was a sylph who worshipped the Dreamer. He attempted to travel throughout the entire realm and map as much as he could as an anonymous cartographer. Because of his efforts in making Arcadia a safer place, both the Dreamer and the Venerable noticed him and caused him to ascend.

Lor'mados drinks heartily and associates with as many of the deities as he can. He often spends time with both Gwenyth and Mercurio, as their methods of ushering the dead interest him – after all, they are both ways of travel.

When on the mortal realm, Lor'mados appears exactly as he had in life – a sylph wearing heavy travellers robes, forever carrying his faithful greatsword.

Deity	<b>Lor'mados</b>
Titles	God of Travel
Alignment	Neutral
Portfolio	Caravans, Exploration, Portals, Travel
Worshippers	Rangers, Caravaneers, Explorers, Planeswalkers
Domains	Good, Liberation, Travel, Air, Weathers    Wind, Exploration, Seasons



<b>Favoured Weapon</b>	Greatsword
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### ***Gwenyth, the Reborn***

Gwenyth is a slender and blissful goddess who values the lives of the mortals. She often looks after the mortals after death and helps to bring souls into the next incarnation. She is often wondering the forests amongst the woodland creatures. It is believed that the woodland creatures are the spirits of the deceased waiting to be escorted on.

During the Time of Change, Gwenyth was an elven druid who saw people suffering in death. She took it upon herself to go around and reincarnate every dead body she came across. Eventually she was approached by The Circle and The Dreamer, in an attempt to help bring together the circle of life. She gladly agreed causing her to ascend.

Gwenyth tends to keep to herself as much as possible, only speaking to the other deities if she is having a problem judging a soul. She does keep in touch with the Circle and the Dreamer on a regular basis, giving reports of her work and just keeping her own power in check. Gwenyth is also typically found arguing with Mercurio over a soul that walked a thin line between the two.

Gwenyth typically takes on one of two forms when interfering with the mortal affairs. She keeps her elven appearance with long aqua hair and green eyes, which is the one where most people recognise her for. She also, however, has been spotted as a mostly grey fox with splotches of red mixed in. In elven form she often adjourns an amulet and a dan bong (a short piece of wood used mainly to help disarm attackers).

<b>Deity</b>	<b>Gwenyth</b>
<b>Titles</b>	Goddess of Rebirth
<b>Alignment</b>	Lawful Neutral
<b>Portfolio</b>	Life, Rebirth, Nature, Animals
<b>Worshippers</b>	Druids, Rangers, Barbarians, Nature-Loving Mortals
<b>Domains</b>	Law, Healing, Animal, Liberation, Plant    Resurrection, Freedom, Growth
<b>Favoured Weapon</b>	Greatsword

### ***Schakri, the Bronze***

<information about the Dragon God>

<b>Deity</b>	<b>Schakri</b>
<b>Titles</b>	<Title>

<b>Alignment</b>	Lawful Good
<b>Portfolio</b>	Death, Undead, Tombs, Faithless
<b>Worshippers</b>	Undead, Cultists, Necromancers
<b>Domains</b>	Death, Evil, Luck, Law, Repose    Undead, Souls, Fate
<b>Favoured Weapon</b>	Longsword

### ***Queen Faetha, the Spider***

<information about the spider goddess>

<b>Deity</b>	<b>Queen Faetha</b>
<b>Titles</b>	The Spider Queen, Dark Omen
<b>Alignment</b>	Neutral Evil
<b>Portfolio</b>	Poison, Thieves, Assassination
<b>Worshippers</b>	Jong Yzar, Assassins
<b>Domains</b>	<main>    <sub>
<b>Favoured Weapon</b>	Dagger

### ***Mercurio, the Ferryman***

Mercurio is a wise god with the sacred duty of the ferryman. He takes the souls of the faithless across the planes in order to find their final resting place. He is also the father of all the undead in Arcadia, and is thus revered in Necropolis as being one of the most important deities.

During the Time of Change, Mercurio was an age-old lich who worshipped the Ravenous vehemently. When he was offered the gift of godhood as the God of Death, the Circle stepped forward and announced that even Death needed to follow rules. He accepted the call to godhood and ascended.

Mercurio is one of the few deities to keep to himself, hardly ever interacting with the others unless he has a problem judging a soul. He writes the names of every dead soul in a giant ledger that no other deity can read. Mercurio is also typically found arguing with Gwenyth over a soul that walked a thin line between the two.

It is unknown exactly how Mercurio appears to mortals, but he is often stated to be a cloaked, skeletal figure holding a scythe so sharp that it can cut before touching skin. All intelligent undead claim that they have seen this figure on their deathbed.

<b>Deity</b>	<b>Mercurio</b>
<b>Titles</b>	God of Death

<b>Alignment</b>	Lawful Evil
<b>Portfolio</b>	Death, Undead, Tombs, Faithless
<b>Worshippers</b>	Undead, Cultists, Necromancers
<b>Domains</b>	Death, Evil, Luck, Law, Repose    Undead, Souls, Fate
<b>Favoured Weapon</b>	Scythe

### ***Nazg, the Ferocious***

Not much is known about Nazg aside from that his shamans wear black and red to represent their close relation to him. Whenever a storm strikes anywhere apart from The Collar, Nazg is blamed. He occupies his seat in the Sky Cathedral like all of the other deities.

During the Time of Change, Nazg was a noble full-blooded orc warlord who almost dominated the smaller islands on the Coal Cluster. Both the Ravenous and the Lost instantly knew they wanted this ferocious warrior under their command, so they both came and proposed godhood to the savage. Nazg accepted, and quickly ascended.

As a deity, Nazg is often found having drunken brawls with the others. He despises Lor'mados and tries in vain to make an ally of Mercurio, but has since failed. Almost every orc on Arcadia worships him, thus his divine power is bolstered through their war cries.

To mortals, Nazg appears to be a nine-foot tall orc of pure muscle and dominance, wielding a greataxe and a fury that is said to burn brighter than the sun.

<b>Deity</b>	<b>Nazg</b>
<b>Titles</b>	God of Orcs
<b>Alignment</b>	Chaotic Evil
<b>Portfolio</b>	Conquest, Orcs, Survival, War
<b>Worshippers</b>	Orcs, Barbarians, Fighters
<b>Domains</b>	Evil, Chaos, War, Strength, Weather    Blood, Storm, Ferocity
<b>Favoured Weapon</b>	Greataxe

### ***Domar, the Merry***

Domar is a fat, stocky god who encourages his worshippers to be merry and drink obscene amounts at least once per tenday. Any worshipper who proves their worth to him is introduced to the secret recipe of Domar's Cocktail, a drink that is said to be able to cure any hangover.

During the Time of Change, Domar was an adventurer who partook in many different types of drugs. He lived in Dragon Hold when a dragon still ruled over the dwarves. One day, he challenged the

dragon to a drinking contest: the loser would have to forever leave Dragon Hold. A vain creature, the dragon accepted – and of somehow lost to Domar. This earned him notice from both the Lost and the Dreamer, who quickly ascended him to godhood.

Domar is a cheerful god who drinks too much and gets in too many bar fights. He considers himself an ally of Hestia as well as a good friend of Nazg, even if the orcish deity has no love for the dwarf. It is a suspected secret that his friendship with Hestia is more than just that, for the two have been said to spend many nights together.

When he appears in the mortal realm – and he often does, for drinking with his worshippers is something Domar loves to do – Domar appears as a wise dwarf with a white beard that rivals even the King of Dragon Hold. He almost always has a bottle or keg on hand, which he can use happily as a weapon.

<b>Deity</b>	<b>Domar</b>
<b>Titles</b>	God of Celebration
<b>Alignment</b>	Chaotic Neutral
<b>Portfolio</b>	Alcohol, Festivals, Entertainment
<b>Worshippers</b>	Bards, Swingers, Nobles, Students
<b>Domains</b>	Chaos, Community, Rune, Darkness, Luck    Night, Home, Language
<b>Favoured Weapon</b>	Improvised Weaponry

### ***Hestia, the Swift***

Hestia is secretive goddess who is unlike most of the lesser deities – she has two main roles. Her followers are varied because of this reason – many worship her because they believe in love, but many also follow her for more sinister reasons.

During the Time of Change, Hestia was a human rogue who stalked the City of Glass. She was said to be the most successful thief of the city – the one who discovered the way around the King’s ability to see all in the city. This got the attention of the Lost, and the Kismet, who both called to her to bring her to ascension.

Hestia tends to keep to herself while around other deities, but it is known that she once tricked the God of Love into giving her his power. This has earned her a black mark in the Sky Cathedral, and thus her allies are few and far between. She is particularly fond of Domar, and the two of them sometimes spend nights together.

On the rare occasion that she interacts with mortals, Hestia takes the form of a beautiful woman with raven hair and black eyes. Her attire consists of rough leather armour that shows off all of her curves, and she always carries her black bow.

<b>Deity</b>	<b>Hestia</b>
<b>Titles</b>	Goddess of Thieves, Goddess of Love
<b>Alignment</b>	Chaotic Neutral
<b>Portfolio</b>	Charm
<b>Worshippers</b>	Rangers, Rogues, Bards, Lovers, Assassins
<b>Domains</b>	Charm, Chaos, Trickery, Luck, Liberation    Love, Theivery, Revolution
<b>Favoured Weapon</b>	Longbow