

A Dark Age

A Dark Age has come to the Kingdom of Weissen, the northwesternmost of the human kingdoms and the first line of defense against the demonic tribes in Unviddian Wastes in the frozen north. Its armies lie decimated in the aftermath of the Great Holy War, and the new reigning monarch is but a child less than a decade old.

In contrast, in the frozen north, a woman named Evelyn has begun to unite the disparate demonic tribes under a single banner. Those who follow her has proclaimed her to be Queen, the first among the demon in a millennium. While her forces are yet small, more and more tribes join her cause daily. Soon, it is not imaginable that she will succeed in her dark quest to unite demonkind under her iron fist. If that is to happen, people whisper, she will surely turn her gaze towards Weissen to settle her people's long debt with humankind.

Yet the rulers of Weissen and the other human kingdoms seem oblivious to the threat. In the capital of Ci-Alen, nobles scheme for advantages and favors with the regent, Duke Calistos. In the east, the Empire of Terma, ruled by the decadent Dragonborn Emperor, Aether, has publicly declared its non-involvement in the plight of Weisseners. To the south, Weissen's staunchest ally, the Holy Kingdom of Lymilark, lies destroyed. Only rubble and magical flames remain after the holy warriors of the Faith from every human kingdom failed to stop a single archmagi.

Beyond the rubble of Lymilark, the human kingdoms of the southern lands are preparing for the next Great War. A charismatic mage of unknown providence has emerged as an absolute ruler of the Al-Kalmar after a brutal revolution, openly denouncing the Faith in its weakness and bestowing herself the title of an Empress, much like the Dragonborn Emperors of Terma. While every Southern realm is still weakened in the aftermath of the Great Holy War, it is likely that the Empress will move to make her ambitions of ruling over a grand empire true as soon as her nation is able to wage war once more. Whatever happens, it is unlikely that Weissen will receive any assistance from such tense lands.

The people of Weissen now stands alone, with no armies to protect their lands and no allies to come to their aid. Brave demons have launched raids into the countryside and found themselves completely unopposed by the royal army. Such signs of weakness will surely only encourage them to launch further raids. Only ones that the people of Weissen can turn to now are the adventuring warriors who now flock to the region.

You play as these adventurers being attracted to the doomed nation of Weissen like a moth to the flame. Perhaps you were disgusted by the Dragonborn Emperor's lack of action against the threat of demons against civilization. Perhaps you were fleeing from the spectre of a great human war in the South. Perhaps you are a survivor of the Great Holy War that saw Lymilark destroyed. Perhaps you are attracted, instead, to the rumored charisma of the Demon Queen and seeks to enlist in her forces. Whatever the case, you will likely have a hand in the nation's future, whether it falls into ruin or remains the steadfast defender of humankind.

World History and Legends in Some Detail:

Technology and Society of the World: The presence of magic and impossible feats of strength by trained knights and warriors, had an important effect on technology and social system in this universe. Non-military applications of technology have advanced greatly since the outbreak of peace among humanity three hundred years ago. Mass crystalization of magic, mass enchantments, and early exploration of chemical energy, have allowed great factories and refineries to be set up in nations such as Empire of Terma and Al Kalmar. Horseless carriages, driven by magic-empowered engines, are beginning to be seen more commonly, ferrying about nobles and rich merchants around the kingdoms faster, and more comfortably, than horse driven ones.

Yet despite these advancements in technology, power remains firmly in the hand of nobles and aristocrats. Nobles and learned men usually zealously guard the secrets behind their knowledge and skills, monopolizing military power in a world where major battles are still decided by a determined charge between armored warriors wielding enchanted weapons. Medical technology has also stagnated, with the priesthood of Lymilark's holy magics and certain noble wizards taking the place of medicine instead. This has also served to further concentrate power in the hands of the aristocracy and the priesthood.

While there are signs that such medieval stasis is cracking the aftermath of the Great Holy War and the revolution in Al Kalmar, it still remains to be seen if such cracks will lead to a permanent change in the balance of the world.

The Faith of Lymilark: The Faith of Lymilark holds that there are two gods in this world: Lymilark, the Goddess of Light and the First Traveler, and the Nameless God of Darkness, the First Dragon. The Faith tells its followers that the Nameless God, envying life of creation, sought to cover the land in eternal darkness, but was ultimately vanquished by Lymilark and sealed away for eternity. Folks say that in times of war and chaos, when peaceful and orderly influence of Lymilark wanes, the Nameless God emerges from its seal to search the land and reclaim its name so that it may challenge Lymilark for supremacy once more.

The Faith is a religion of peace and order. Its teachings explicitly condemns act of war between rulers and nations, and the priesthood in the human kingdom have often been instrumental in helping to avoid conflict between the lands. Parishes and churches of Lymilark can be found in almost every villages and cities in human realms with the recent exception of Al-Kalmar, currently going through a brutal revolution in which the priesthood was blamed for the nation's losses in the Great Holy War.

The heart of the Faith was once the city of Lym, the capital of the Holy Kingdom of Lymilark. Once upon a time, the elected Most Light of the Faith, wielding holy powers and magic granted by the Goddess, ruled the flock wisely and kindly. Her words were heeded all across the lands. It was one such Most Light that stopped the territorial ambitions of the Emperors of Terma,

successfully negotiating a peace, 300 years ago, between the warring human kingdoms that has lasted to the Great Holy War.

Great Holy War

None knows the exact start... or the reasoning... behind the Great Holy War. Indeed, it's questionable if it should even be considered a war at all in the first place. What is clear, however, is that the priesthood around the world received a panicked call for help from the Most Light, as well as requests for warriors from all across the human kingdoms. Countless knights, mages, and adventurers heeded the calls, only to be faced with countless legions of spirits, summoned devils, and monsters commanded by a single man: Archmagi Geld.

Armies of Men quickly discovered that they were overmatched by magic and spirits of Geld. Countless towns and cities burned as forces of Geld drove the population of the Holy Kingdom out of their homes and into the wind. Warriors of the faith mounted increasingly desperate defenses against the horde of devils and spirits, but for each monstrosity of magic they slaughtered, Geld summoned ten more in its place. Eventually, the war ended with the destruction of the city of Lym, the Most Light herself mounting a desperate defense of her capital city atop a wall. Witnesses who survived the battle claimed to have seen the holy magic of the Most Light fail to cast and fade away as Geld approached to crush the battlements personally. Abandoned by Lymilark, the Most Light was killed when Geld destroyed the walls of the once great city and razed it to the foundations.

Humanity's fears that Geld would turn its attention to other nations once the Holy Kingdom was destroyed proved unfounded in the end. Apparently satisfied with his work, the Archmagi Geld allowed his summoned armies to return to their planes of existence... before returning to wherever place that he considered a home, never explaining his motivations to any other living soul. Defeated warriors of the faith and surviving population of Lymilark, deeply shaken and disillusioned, returned home. Without the guiding hand of the Faith, the realms will surely enter an age of tumult and chaos.

Major Realms

Empire of Terma: To even begin to explain the current geopolitical situation of the continent, we must begin with the Grand Draconic Empire of Terma. While history of the Empire's early days are surprisingly difficult to find--most likely the work of the Emperors or the Faith to hide information, what can be gleaned is that the Empire of Terma used to be a small duchy by a half-decent farmland around a small lake: the site of its capital of Talitain. The first Emperor of Terma, it is said, is Emperor Etherius, who was blessed personally by the Empire's protective patron: a dragon named Garuma who, for whatever reasons, bound itself in oath of protection to the Kingdom of Terma.

Etherius, it is said, wielded superhuman powers thanks to his connection to the dragon, enabling him to lead his armies to victory against the myriad foes, monsters, and demons that surrounded his kingdom and either bent them to his will or banishing them to the frigid north where they remain still.

While the full extent of Etherius's feats and legends is likely an exaggeration, it is quite clear that the royal blood of Terma's ruling dynasty carries a certain power. Witnesses from other realms claim to have seen the rulers of Terma, never before trained in ways of war and strength, crush walls of stones and steel bare handed in fits of rage. What's more, twins are always born to the Empire of Terma. One of them is always sacrificed when they come of age to guarantee the Empire's protection and continued blessing of its protective patron: Garuma.

Due to Garuma's protection, the territories of the Empire of Terma is often considered an area of absolute non-entry by the other realms. Its patron, bound by oaths of protection to the Empire and its ruling dynasty, have historically and systematically purged the world of every threat to the Empire whenever it arose. It is said that at the conclusion of Etherius's expansion of his borders, when the dragon Garuma finally took flight to join his battles, it destroyed three kingdoms within four days. In the centuries that follow, countless other kingdoms and armies would also join the uncountable dead. Armies of Terma simply demanded what they wished, when they wished to do so. The rest of the world did not dare refuse--for they knew such an act would have inevitably ended with their demise. Not even the demons in the north dared to trespass against the territories of Terma, focusing their attention instead on the northwestern nation of Weissen.

Currently, due to Empire's size and its central location on the continent, along with its protection under the dragon, the Empire of Terma acts as a balancing and stabilizing force in the world. If the priesthood of Lymilark preached against violence to ensure peace, the Empire's geographical location and invincibility meant that war and expansion itself was seen as somewhat of an anathema for the people: out of fear that the Empire would view it as an eventual threat on its stability. With the Empire's territorial ambitions having come to an end with the accord of Lym nearly 300 years ago, the human realms settled into a status quo, satisfied with current geopolitics and peace.

Empire of Terma is a center of culture and technological innovations in the world. Horseless carriages, mass production of steel, crystallization of magic, and other innovations have been tested and showcased to the world in its grand cities,

The Empire, normally concerned much like Lym in enforcing peace and stability, has turned incredibly isolationistic after the ascent of the current emperor: Aether. Full of grief in his heart due to the loss of his twin sister, sacrificed to Garuma in her coming of age ceremony, the

Emperor regularly hosts grand feasts and ceremonies to dull his aching heart. The relatively recent loss of Karen, the Empress of Terma, during childbirth have had the Emperor sink further and further into madness and decadence, with fits of the emperor's draconic rage and spite during public appearance becoming more and more frequent.

All of this has lead the rest of the world wonder if the long peace enforced by the Empire of Terma and the Holy Kingdom of Lymilark would last.

.....

Kingdom of Weissen: The Kingdom of Weissen, the northernmost of the human kingdom and the sole survivor of Empire of Terma's northward territorial expansion centuries ago. It largely owes its existence to the Holy Kingdom of Lymilark, who successfully negotiated a compact for nonaggression between the remaining human realms and the Empire of Terma three hundred years ago.

Due to Terma's invincibility under the protection of Garuma, demons of the frigid north have singled out the Kingdom of Weissen for its occasional raids and invasions. Dealing with such conditions have made the Kingdom of Weissen into a deeply spiritual people, almost so that it was a de-facto satellite state of the Holy Kingdom. Indeed, when the Most Light called for help in the Great Holy War, it was the king of Weissen that arrived first with his armies to lend aid to her Holiness. It is in Lymilark that he would be killed, along with his most loyal followers and subjects, in battle against the mad sage, Geld, leaving a child not even a decade old to be the next King of Weissen.

Current state of the Kingdom of Weissen is a sorry one. With Francis, the current king, being unfit for the throne, the ambitious Duke Calistos have taken over much of the functions of rulership. Aristocrats and nobles gather in the capital, Ci-Alen, to wrestle for advantages of a weak monarchy for their own personal benefit, gleefully ignoring the storm cloud gathering in the Unviddian wastes and reports of increasing raids by the emboldened demonic tribes.

Ruins of the Holy Kingdom of Lymilark: Its once great cities are no more. Its ruins, still holding many secrets and riches in the aftermath of Geld's invasion, is occasionally picked over by scavengers and adventurers willing to brave the long trek into the magically unstable lands in the aftermath of the Great Holy War. Still, small towns and villages that escaped Geld's invasion remain. These people, shaken of their beliefs, still remain steadfastly committed to the service of Lymilark and hope to reconstruct their once great nation.

Many, however, live in fear of the rising Empire of Al-Kamar in the south. Even with some minor nations and the Grand City of Potrak in the way between the Empress's unholy ambitions of occupying the holy lands, with the Emperor of Terma's indifference, Weissen's weakness, and the growing tides of demonic hordes in the north, surely it'll only be a matter of time until a second war comes to the ruins of Lymilark, this time to destroy its civilization for good.

Al Kamar Empire

Long boasting a strong magical tradition and focus on rationalism, the Al-Kamar Kingdom has been a beacon of learning and philosophy for centuries. Most progressive of the human kingdoms, it was the first among the Southren realms to ban slavery in its entirety, and to this day is one of the few human realms where demons and beastmen walk freely among humans. It is not, however, without its flaws.

Its last king, Nikolaus the Third, was a particularly zealous man for a Kamarian. When the Most Light called for help, he responded by throwing the full might of his kingdom behind the war effort. The nation chafed under the pressure, but support for the king remained high regarding the so called just war.

The loss of the Great Holy War shook the very political foundation of the Al Kamar Kingdom. Many in the Kingdom blamed the King on the loss and wasteful expenditure of the finest generation of soldiers and mages. With the loss of the bulk of the royalist forces in the war itself in defense of Lym, secularist and republican forces lead by a woman who shall soon be known as the Empress became able to openly challenge the King's authority.

The first shots fired in the revolution that will upend the balance of power in the region was in the form of a leaked transcript by key royalist figures and the king himself, discussing the rise of secularist power in the Kingdom of Al-Kalmar and describing the faction's popularity within the non human citizens of the Al-Kalmar Kingdom as a threat. The transcript suggested that the royalist forces would make a move on secularist factions' headquarters soon, and that actions to limit growth of minorities within the kingdoms would be taken afterwards.

As the population erupted with outrage at the report, the secularists made the first strike. Rioting civilians, agitated by the leaked transcript as well as secularist faction members stormed the palace even as military units under secular leadership assassinated or otherwise arrested key royalist figures all around the nation. Quickly establishing themselves as the new ruler of a now king-less Al-Kalmar nation, with the support of the majority of the population, the republican secularists began the now infamous purge of aristocratic and religious influence in the nation.

The leader of a reformed nation, leader of the coup and the secularist forces, have bestowed upon herself the title of an Empress and First Among Equals. She has vowed to lead her nation justly and fairly, and make it as great as any other nation to have ever existed under the sun. While surrounding kingdoms certainly hoped that devastation and chaos of the revolution would keep the Empress's ambitions in check, her nation in fact appears to be repairing the damages of the Great Holy War faster than its neighbors despite the recent troubles: almost to the point

that people suspect that the Empress has worked out her dark magics upon the population to create an artificial golden age.

Whatever the case, the Empress has made modernization of the military, long thought unnecessary due to the long period of peace, her priority. Rumors filter in from the south of strange military formation... of lightly armored troops in bright uniforms carrying firestaffs--a long discredited and disregarded weapons design, and modifying Temarian horseless carriages for war. Madness for sure. Even as many in the world mock the naive new Empress, playing at being warmonger, many more still wonder if the Empress will defy expectations once more.

.....

Anz: Anz is the newest of the great kingdoms to arise in the continent, although whether or not it will last is up to debate. It is the only kingdom of the Beastmen, ruled currently by its founder, Turok. A great warrior much like Etherius in the past, the beastman has united all the clans in the northwestern mountain chains through the only universal language: pain and strength.

Having united the beastmen clan into a single kingdom, the warrior king, Turok, has fallen into somewhat of a depression, for there remains no nations fit for conquest for the great warrior king. To the south lies the Serpent's' Spine, a mountain chain truly infested with dragon lairs and ruled by the queen among the Red Dragons, Lugas. To the west lies the realm of Terma Empire, a realm even he acknowledges to be invincible. To the north lies the Unviddian Wastes, a frozen realm of the demons that he finds no point, nor joy, in conquering.

Recently, Anz has welcomed a significant part of the refugees from the Holy Kingdom of Lymilark, the human refugees finding a reluctant but still nonetheless hospitable home among the beastmen in the mountains of Anz. As a result, the Beastmen host of Turok has recently grown to include loyal clerics and paladins of the Faith among their midst--possibly a wise move considering the inevitability of future conflicts with the demonkind in the north.

.....

Unviddian Wastes: Land of the demons. No proper organization nor hierarchy exists in these chaotic lands. Individual tribes of inhuman creatures roam these lands, searching for few grazing or fishing grounds from which they can eke out an existence.

The variety of demonic races are nearly uncountable. Ranging from those who appear to be related to the beastmen of northeastern mountains, to giant, horned, and hulking monstrosities, to even otherworldly beautiful human-like creatures, the tribes of demonkind are as varying in appearance as they are in culture, language, and customs to each other.

Uniting these disparate people into a single cohesive force has long been thought to be impossible.

Yet Evelyn, the currently self-proclaimed Queen of the Demons, appear to be just doing that.

Having acknowledged by many of the great lords and warriors among the demonkind, her legend, and influence, among the demons appear to grow daily, with more and more tribes and warriors swearing fealty to her daily. Soon, people whisper, she will definitely gain the strength to match Kingdom of Weissen in military strength, and will come to ravage the lands of humankind.

.....

Detailed Primer on Races:

Humans: Humans are by far the most numerous and influential of the races in the continent. Organized into various kingdoms and noble republics around much of the continent. While the origins of humanity is still unknown, it is likely that they originated in the southern regions, around the region where Al-Kalmarian Empire and the Grand Cities of Samanos is located, migrating northward.

Humans are, generally speaking, devout followers of the Church of Lymilark who have long worked with the various human aristocracy and nobles in order to ensure that its primary teachings of peace among humanity is being enforced. This long period of peace among the human nations has meant that, up until the outbreak of the Great Holy War, scholars have decreed the current period of humanity to be its golden age. The loss of the Holy City of Lym and the looming threat of war in both the south and the north has made many scholars argue whether or not humanity is on the precipice of a new dark age of war and chaos.

Technologically, humanity has advanced far over the centuries. Cities are becoming more and more relevant as manufacturing and enchantment capacity are concentrated and improved further. Even though many humans are hailing from cities, where gas lamps are lit, magical circuitry motivates machines, and factories and workshops, still many more hail from outlying villages and towns who still live in mostly medieval standard of life, having never seen magical and technological wonders outside of those possessed by adventuring gadgeteers and hedge mages.

Dwarves: It is said that dwarves once possessed a great kingdom, or an empire, that rivaled even the nations of Terma and Al-Kalmar in strength. Indeed, those who brave the Serpent's Spine, a land now ruled by dragons, note grand monuments and cities carved directly into the mountain face, serving as grim reminder of their once-great nation.

Scattered records and history found in Al-Kalmarian Empire indicates that the dwarves did indeed rule a kingdom, whose name has now been lost to history, in the Serpent's Spine. Records indicate that the kings and nobles of this dwarven kingdoms constructed the cities with

help of hired Al-Kalmarian mages. This cooperation between the two races produced the magical slave-collars still in use today to control the beastmen, demon, and quite ironically, some dwarves now that their kingdom has fallen.

Even though they once ruled a great empire in the mountains, carving out grand cities and buildings in layered terraces and inside the mountainfaces using both magic and beastmen slave labor, they are now a broken people, their once great nation destroyed by the Queen of Calamity: red dragonlord Lugas who along with other enraged dragons, massacred most of the population of their kingdom.

The dwarven people now live as travelling adventurers, mercenaries, craftsmen, and other roles in society among the human kingdoms, never quite fitting in with the humans that surround them. While racial violence between dwarves and humans are rare due to the preaching efforts against violence and mistreatment to this race by the Church of Lymilark, it is starting to become more common in the Empire of Al-Kalmar, where the race's traditional loyalty to the Faith is being seen as treasonous.

Beastmen: While most common north of the Serpent's Spine, where they have formed their own Kingdom of Anz, they exist as a minority race around much of the continent due to their widespread usage by human kingdoms as slaves.

Greatest minority of them exist in the Empire of Al Kalmar where, before the king of Al Kalmar decreed nearly two centuries ago that slavery in its totality banned from his kingdom, they existed in mass slavery--surely a relic of its past from its many cooperations with the dwarven kingdoms. They are now one of the most reliable supporters of the new Empress, whose secularist faction has argued for years that neither race, gender, nor heritage matters in the pursuit of knowledge.

While Beastmen within the Empire of Al-Kalmar enjoy growing political relevance, their status in many of the other kingdoms are as slaves and wandering foreigners at best, very rarely being part of the recognized citizenry. As a whole, beastmen outside the Al-Kalmarian Empire generally tends to hold cultural hatred towards the dwarves and mages, both being blamed for development of, and continued manufacturing, of the slave collars used commonly to bring them under control and seal away their power. This is the reason why no traditionally trained mages exist in Anz, with the beastmen relying instead on traditional spiritualists and, oddly enough, clerics of Lymilark from the remnant of the Holy Kingdom, whose refugees have found a strange but welcoming home in the mountains of Anz among the Beastmen.

The beastmen are characterized by their human-like nature, with one or two added animal-like parts. Otherwise, they do not have any other significant difference from humanity.

Demons: Demons, elves, sidhe, ogres, trolls, giants. There is no singular demonic race--the name to describe them are as numerous as the uncountable tribes of demons in the north. From

clearly inhuman but still humanoid demi-beasts to the so-called elves whose only distinction from humanity is their long and pointed ear, the Faith and the Kingdoms of humanity have branded many such creatures to be demons, to be persecuted, killed, and otherwise expelled from civilization, forcing them to live in their native lands in the frozen north instead of joining the rest of civilization in the south.

Nevertheless, a few demons, seeking escape from the harsh conditions in the north, flee south to clandestinely join civilization. Many of them do not linger in the bordering kingdoms of Anz, Terma, and Weissen, instead seeking their fortunes in the southern reaches of the continent where, due to the lack of constant fear regarding demonic raids and invasions, persecution against the demons are relatively weak. Nevertheless, dozens of demons die everyday making the long and difficult track across the vast human kingdoms.

In Al-Kalmarian Empire, demonic races, and those who identify with them, have been part of the core support for the secularist faction lead by the current Empress. Their loyalty to her revolutionary causes have been rewarded in the new administration, with many important demons now being part of the newly forming bureaucracy.

While unification of demons have never historically happened, the self-proclaimed Queen of Demons, known in civilization as Evelyn, is intent upon making this into a reality.

.....

Character Stat Sheet:

In most cases, the only things here that will matter is your four primary stats. The number next to the stats are your base stats. The number in the parenthesis is how it is getting affected by whatever companions or equipment that you possess.

Name: _____

Race/Ethnicity:

Primary Stats:

STR&BLA: 0 (+0)

AGI&SHA: 0 (+0)

WIL&KNO: 0 (+0)

CHA&TON: 0 (+0)

Equipment&Perks:

Helm/Hat:

Clothing/Armor:

Shoes/Greaves:

Gauntlet/Gloves:
Weapon/Tools:
Offhand Weapon/Tools:
Accessory 1:
Accessory 2:
Companion 1:
Companion 2:
Companion 3:
Companion 4:
Perk Slot 1:
Perk Slot 2:

Qualities:

Charity and Hope: 0
Heartless and Cruel: 0
Ruthless and Cynical: 0
Melancholy and Tears: 0
Brave and Daring: 0
Honorable and Just: 0
Gleam and Zeal: 0
Gloom and Silence: 0

Bringer of Death: 0. Your hands, and your conscience, is clean.

.....
Perks and Abilities: Perks and abilities are earned in the game (you will not be starting with any) and represents specialized skills, abilities, and in few cases, connections that your character has earned.
.....

Turn Mechanics: Each turn, players will be granted one major action and two minor actions. Major actions will be spent each turn for players to go on pregenerated missions or quests, or alternatively forge their own path through player driven initiatives. While rewards of missions are clear, and difficulty known before undertaken, player driven initiatives have no such guarantees. It is recommended that you do not do player initiative unless you have a very clear plan, or something that you simply MUST know.

Missions and Initiatives: Are the core of the gameplay. It is very unlikely you, hero characters, will die undertaking these missions. However, facing an incredibly powerful opponent without a clear escape plan will likely cause some... permanent changes. Still, your characters will likely learn 'something' from their experiences, even if they do not succeed in their mission. This is reflected by gains in your base stat!

Here is an example mission

-Mission: Heiress of the Valhad Family seeks a Husband

Description: -4 years ago, the fifteen-year-old heiress of the Valhad Family, a particularly ferocious swordsman clan renowned for its nearly impossible feats of swordplay, have declared that only those who defeat her in combat is suitable to take her hand in marriage. Countless men (and a not a few women) have taken the challenge in order to seize the great wealth of the Valhad noble family and win the hand of the heiress, Francine, in marriage. None have ever succeeded, but the offer is still open regardless.

-Strength and Blades: You shall enter the arena and face Francine on even terms. Nearly Impossible Challenge. (You will likely gain Bold and Honorable and stat bonuses in Strength and Agility, even on a failure)

-Agility and Shadows: Perhaps you can tire her out by dodging her blows... or find a way to weaken her before the bout. Nearly Impossible Challenge. (You will likely gain Clever and Ruthless, and stat bonuses in Agility and Strength, even on a failure)

-Will and Knowledge: Being a swordswoman, she will probably not expect magic, or otherwise be unable to deal with them. Nearly Impossible Challenge. (You will likely gain Honorable and Ruthless and stat bonuses in Will and Agility, even on a failure)

-Charisma and Tongues: If direct challenge and victory in the arena is impossible, perhaps it is easier to win her heart through the traditional means. Extremely Difficult Challenge. (You will likely gain Clever and Brave, and stat bonuses in charisma even on a failure).

Potential Reward: Companion, Swordmaster Francine. +30 to Strength and Blades, +20 to Agility and Shadows. Provides perks: Overwhelming Force and Valhad Clan Style Swordsmanship

While missions such as above will likely be always available, free to be taken whenever you desire, some missions will be labelled PRIORITY and will only be available for that time.

Playable Races:

-Humans: Dominant race in Weissen. Humans will have an easier time interacting with nobility and common folks of the people of Weissen.

Subsection

-Termarian: People from the Empire of Terma have enjoyed a century of peace, during which the nation has entered a golden age of technological and cultural development. People from the Empire of Terma tend to look down on others as being technologically inferior barbarians, but its long period of peace has made them somewhat naïve when it

comes to military warfare. Termarians will have an easier time interacting with nobility, but will likely face some problem empathizing with the commoners in Weissen or other military figures.

- Kalmarian: The Kingdom of Al-Kalmar, now known as the Empire of Al-Kalmar, has always been known for its strength, and reliance, on magic and its applications. Mages and aspiring magicians will likely look favorably upon the Kalmar and its advancements in the field of magic, while nobility will view them with suspicion due to the recent brutal revolution in the southern nation.

-Lymilark Refugee: Destruction of the Holy Kingdom of Lymilark meant that its population was scattered to the wind. People of Lymilark are deeply faithful, and tend to stick together with others from Lymilark and veterans of the Great Holy War. They are, as a whole, distrustful of mages and their powers.

-Weissener: Natives of Weissen. No bonuses either way.

-Dwarves: A race without a homeland to call is own. Dwarves are generally adventurers, mercenaries, and craftsmen in the Kingdom of Weissen. Playing as dwarves will likely mean that you are able to find mercenary and other adventurer contacts easier. Interactions with humans, especially nobles, will likely be much more difficult. Racial Qualities: Ruthless and Honorable.

-Beastmen: Humanoid creatures with one or more inhuman features. Be it monkey ears or fox tails, these beings have obviously animal-like quality of some description. Hailing from the war-torn lands east of Terma, recently united under a single king, beastmen are often used by humanity as slaves and other expendable laborers. Humans who live in Weissen will view them with suspicion, sometimes mistaking them for demons. Racial Quality: Brave and Charitable

-Demons: Due to ongoing animosity between the people of Weissen and the demons who lurk in the frozen north, only demons that work as adventurers here are those who can reasonably pass as humans or beastmen. The most common kind of demonic adventurers in Weissen are almost human in every way with a sole exception: long pointy ears usually hidden beneath helm or hair. Expect persecution and death if the fact that you are a demon is discovered. Racial Quality: Melancholy and Heartless.

.....

Character Creation:

You will first use the character sheet here to decide upon basic information. You shall be provided with 12 stat points, which you may add to the below four primary stats any way you see fit.

Then you shall devise a background story for your character, for which I shall assign fitting qualities in your character sheet. For example, a veteran knight of the Great Holy War will receive points in qualities of Zeal and Melancholy, while a former bandit will likely receive points in Ruthless and Cruelty, as well as points in Bringer of Death.

You are also allowed one equipment and one companion, effects of which will be determined by me based on your description of them. They will not, however, exceed +2 in any given stat modifier.

You will also be allowed 25 gold. It is not much, by any stretch of the imagination, but it should be sufficient to buy some baubles.

Name: _____

Race/Ethnicity:

Primary Stats:

STR&BLA: 5 (+0)

AGI&SHA: 5 (+0)

WIL&KNO: 5 (+0)

CHA&TON: 5 (+0)

Equipment&Perks:

Helm/Hat:

Clothing/Armor:

Shoes/Greaves:

Gauntlet/Gloves:

Weapon/Tools:

Offhand Weapon/Tools:

Accessory 1:

Accessory 2:

Companion 1:

Companion 2:

Companion 3:

Companion 4:

Perk Slot 1:

Perk Slot 2:

Qualities:

Charity and Hope: 0

Heartless and Cruel: 0

Ruthless and Cynical: 0

Melancholy and Tears: 0

Brave and Daring: 0

Honorable and Just: 0

Clever and Subtle: 0

Gleam and Zeal: 0
Gloom and Silence: 0

Bringer of Death: 0. Your hands, and your conscience, is clean.

.....
...

Example of a beginner, Priority Mission

PRIORITY: A village under threat by demonic raiders

Breathless messengers hurry into adventurer guilds, pubs, or anywhere else where they may find adventurers and heroes. Their employers are myriad, but they all say the same thing. A tribe of demons, horned ogre-like monstrosity, are approaching the village, intending to enslave its inhabitants and slaughter all who resist in the name of their new queen, Evelyn.

-Employer: Veterans of the Great Holy War

-The One Eyed Paladin in what was once a shining white armor of the Lymilark knighthood stands somberly before you. He takes a long drag from the pipe before addressing you. "There's only five of us left in our brotherhood," the paladin chuckles. "We likely won't stand a chance against the demons," he continues. "But my brothers and I have sworn an oath to protect the innocent. These villagers deserve to live in peace and, failing that, enough time to flee. It'll be a tough battle, but perhaps with your help, we will be able to drive back the tide."

-Strength and Blades: Like heroes of old, you will march into battle alongside the sworn Brothers of the Faith. What are numbers, what are insurmountable odds, when you have innocents that you must defend behind your back. Let them come, you will be ready. Difficulty rating: 20. (Succeed or fail, you will likely gain Gleam, Daring, Hope, and Bringer of Death, along with Stat bonuses in strength and will.)

-Agility and Shadows: Taking on an entire demonic tribe with just 5 paladins, no matter how experienced they are, is tantamount to suicide. You suggest an alternative approach: to use traps, ambushes, or other trickery to convince the demonic tribe that they are faced with a much more determined resistance than they anticipate, thus forcing them to either take a detour or retreat entirely. Difficulty rating: 15 (Succeed or fail, you will likely gain Gleam and Clever, with stat bonuses in agility and strength. Depending on how you resolve this, you may also gain Bringer of Death)

-Agility and Shadows (special): Sworn Brothers of the Faith in genuine Lymilarkian Armor? It is likely they are carrying some kind of holy relic. Stealing one would either

serve you well, or sell for much in the black market. Difficulty Rating: 20 (Succeed or fail, you will gain heartless and ruthless, with stat bonuses in agility and charisma. Depending on how you resolve this, you may also gain Bringer of Death)

-Will and Knowledge: Demon tribe this close to human lands? They are likely stragglers at most, emboldened by the rise of their new queen. It is unlikely they are actually affiliated with the Demon Queen. They will almost certainly not have any mage support, and will not be expecting humans to have one either. Your spells will either intimidate them to retreat for now, or inflict damage upon them. Difficulty Rating: 15 (Succeed or Fail, you will likely gain Gleam and Hope, alongside stat bonuses in will and agility. Depending on how you resolve this, this will likely gain in Bringer of Death)

-Charisma and Tongues: You implore the Paladin to retreat. There's no way that mere five sworn brothers of the faith in dented armor and swords will be able to turn back the demonic tide. You attempt to convince the brothers of the Faith that they cannot allow themselves to be killed for naught, when the villagers back home surely need their help. Difficulty rating: 20. Succeed or Fail, you will gain Gleam, Hope, and Melancholy, alongside stat bonuses in Charisma and Will).

Possible Reward: Companion: Sworn Brother of Lymilark "For Lym!" (+1 Gleam, +2 Strength)
Blessed Sword of Lymilark (+2 Strength, +1 Will)
Favor of the Church of Lymilark

Employer: Hollow-Eyed Priest of Lymilark.

-“I sent my paladins to defend the village from the demons,” the hollow eyed priest explains. “I know that I won’t be seeing them again. We must not let their sacrifice be in vain. The villagers are innocent, and I won’t see them destroyed by the madness of the demons. But this village is their home, and despite my best efforts, they simply will not leave.” There is a short pause. “You must help me convince them.”

-Strength and Blades: It may be distasteful, but perhaps this can be best done by force. You will lead a few like-minded churchgoers to forcefully intimidate and drag the parishioners unwilling to leave to the carts. The priest will likely be horrified, but will come to understand in time. Difficulty Rating: 10. (Succeed or fail, you will gain Ruthless and Melancholy, along with stat bonuses in strength and charisma)

-Agility and Shadows: Did you just say that a church of Lymilark has sent out all of its defending paladins to defend the village? There are surely valuables to be found inside! (Succeed or fail, you will gain Heartless and Clever, along with increases in Agility and Knowledge. You will likely also gain some gold and Bringer of Death instead of the stated mission reward)

-Agility and Shadows: It would be...exceedingly difficult... but you can attempt to disguise yourself as a demon and act as if you have just fled the village with all knowledge of the village's defenses. The priest's reputation would be ruined, but he may be able to leverage this fact to convince the most stubborn of the villagers. Difficulty Rating: 20. Succeed or fail, you will gain Hope and Clever, and gain substantial stat bonuses in

-Will and Knowledge: You will attempt to convince the most stubborn of the villagers with magic, and reinforce the priests's arguments by pointing out the flaws in their defenses. Disillusioned villagers abused of notions of safety will likely be more susceptible to reason. Difficulty rating: 15 (Succeed or fail, you will gain clever and melancholy, along with stat bonuses in will and charisma)

-Charisma and Tongues: Loss of a home is a painful experience, but loss of life is even worse. You will help the priest to the best of your abilities to help the villagers move on. Difficulty Rating: 10 (Succeed or fail, you will gain Hope, Gleam, and Melancholy, along with great bonuses to Charisma)

-Charisma and Tongues: Loss of a home is a painful experience that you do not wish on anybody. If the villagers do not wish to leave, then they will simply have to fight. Convince the priest and the people to rally and defend their homes and their right to live against the demonic hordes. Difficulty Rating: 15 (Succeed or fail, you will gain Hope, Gleam, and Bold, along with great bonuses to charisma and strength. Your Bringer of Death score will also massively increase).

Potential Reward: Medallion of Lymilark (+1 Will) "May it serve you better than it did me."

Favor of the Church of Lymilark

Gratitude of the Hollow-Eyed Priest

.....

Employer: Eager Town Militiamen

-Some Paladins of Lymilark left to defend the village, but in case they haven't noticed, we don't exactly live in a box canyon," the militiaman in light armor says. "Even if they stop the demon horde there, which we doubt, they'll probably get around that to strike here." The militiaman begins to pace around the room. "While the priest is setting up evacuation efforts for non-critical civilians, we have set up defenses and palisades, but the progress of work is nowhere enough. We need your help to defend our homes, and if need be, help us defend it. The mayor has, of course, arranged for a reward."

-Strength and Blades: Wooden stakes, moats, and barricades. Even if rushed for time, there are always ways to turn this village temporarily into a bastion of spikes and horrors. As a warrior, you know exactly what you don't want to see when you approach the walls.

Difficulty Rating: 15. (Success or fail, this will increase your Bold and Honorable, and increase Strength and Agility. Bringer of Death score will also increase.)

-Agility and Shadows: Battlements and makeshift towers. Ambush positions and murderholes. As long as the supplies of enchanted arrows last, archers in good positions can deal tremendous damage. You know exactly where to be to help the militiamen shore up defense. (Success or fail, this will increase your Bold and Honorable, and increase agility and strength. Bringer of Death score will also increase). Difficulty Rating: 15.

-Will and Knowledge: Magical wards and talismans should be much more difficult to set up... but it should be very effective if it works. Difficulty Rating: 20. (Success or fail, this will increase your Bold, Clever, and Honorable, and grant increases in Will and Agility. Bringer of Death score will also increase)

-Charisma and Tongues: There are many able bodied men and women in this village, simply hiding behind brave town militiamen. If the militiamen are to fall, these people will certainly die anyways. Convince the town militia to conscript them into service, or otherwise inspire them to rally to the banners. Difficulty Rating: 20. (Success or fail, this will increase your Ruthless, Brave, and Hope. Your Charisma and Strength score will increase and, upon success, your Bringer of Death Score will greatly increase)

-Charisma and Tongues: Without support of the army, the militiaman cannot hold this village against the demonic horde for long. What matters defeating this demon tribe, when hundreds more led by the Demon Queen approach? Convince the militiamen that they must now organize an official evacuation of the town. Difficulty Rating: 20. (Success or fail, this will increase your Melancholy and Charity, while increasing your Charisma and Agility. This will also forgo any physical reward).

Reward: 200 Gold

A Rural Guardsman: "Yours to command!" +1 Strength

Employer: Rich Nobleman

-"Despite my support and donations to the Church in the past and all that I have done for this town, neither the priest nor the mayor seem interested in my well being in this current crisis. I ask that you escort me and my household southward away from the demon hordes.

-Strength and Blades: Should be easier than fighting demons. All you have to watch out for are probably some desperate townsfolk and bandits. Difficulty rating: 8. Success or fail, you will increase your Honorable score. Your Strength score will also rise)

-Strength and Blades: A noble and a member of the knighthood, sworn to defend the common folk, fleeing southward away from the demon horde? This villain will be made an example of! (Difficulty Rating: 10. Success or fail, you will increase your Honorable and Melancholy, as well

as increase in Strength and Agility. Depending on how you resolve this, Bringer of Death may rise as well)

-Agility and Shadows: You know exactly what the noble family must do to escape notice while they flee south. Difficulty Rating: 8. Success or Fail, you will increase your Subtle. Your agility score will also rise.

-Agility and Shadows: Well, this is one of the few rare opportunities to steal from someone and feel good about it... Difficulty Rating: 10. Success or fail, you will increase your subtle. Charisma and agility will rise as well).

-Will and Magic: Not exactly the job for a mage, but you can cast some simple illusions to keep others with hostile intentions from noticing the nobleman and his family while they escape southward.

-Charisma and Tongues: With careful bribes and choices of words, you should be able to secure a safe route for the nobleman and his family as they

-Reward: 350 Gold.

-Honor of the Weissen Nobles.

-Gratitude of a cowardly knight.