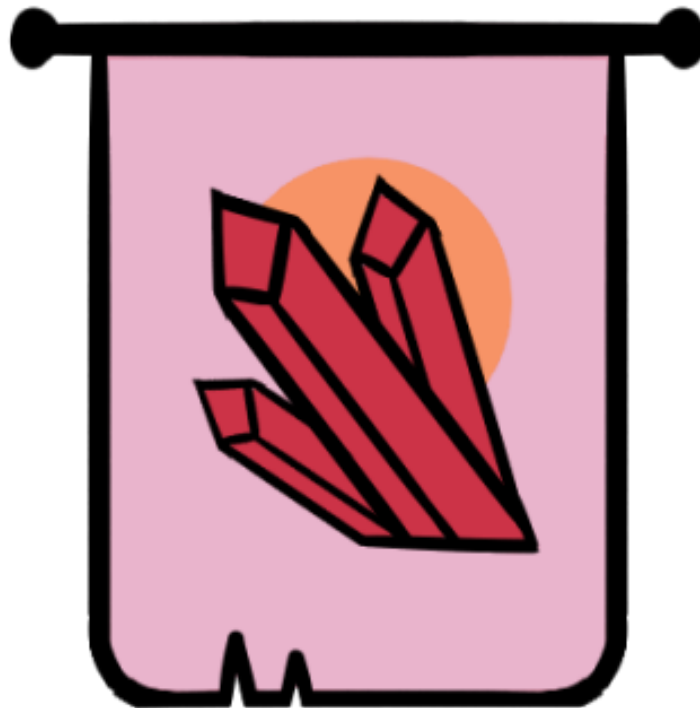


The Traveler's Guide to Wyldrvir

Volume 6: Shardelia

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Welcome To Shardelia!

Wyldrvir is home to many advances in many fields, but these advances need resources, and these resources both range in terms of raw material and the many magical creatures of the world that create Monster Remnants. Magical items that are infused with the power of the monsters that create and leave them. When people think of the collection of those resources and the people who devote their lives to that as well as the bright fashionable colors of crystals. You think of Shardelia. Shardelia is where a large amount of resources are mined from, and also where a lot of creatures are tamed and kept to farm Monster Remnants for use in creating magic items.

Locations in Shardelia

The City of Shardelia

Located in the mountainous regions of Wyldrivr, Shardelia is a city-state of bountiful resources. While the city state of Shardelia is throughout this mountainous region of the world the actual city of Shardelia is built into a mountain itself. This is one of the many ways Shardelia stays safe from a lot of wyld creatures that tend to roam free throughout the area. Families that pursue lives as jewelers, miners, archeologists, geologists and more flock to Shardelia seeking out rich natural materials. Stone Elves and Eidolon have very unique experiences in the city of Shardelia. Stone Elves are more used to being within the deeper recess of caves and often expand the deep caves of the city. Whereas Stone Eidolon are less used to carving out new caves, the Stone Eidolon tend to go into new places to seek out gemstones and other rich minerals and materials that they can use to create new objects. There are also multiple districts in the city itself. Each one is named after different kinds of rocks and stones. The stones and other materials that are found in Shardelia also can be used for new mechanical discoveries and as such Shardelia works very closely with the other city states.

The people of Shardelia are all pretty content within working in the city states vast cave systems and outside hills and mountains. They are always working to ensure that the natural resources that they use are somehow replenished because unlike Torren's trees or Meratoll's sea life. Stones and gems are not things that can reproduce naturally, thanks to the magic of the world soul gemstones can be created seemingly, but even then it is a challenge and a big part of Shardelian science and study. There is also a large boom of archeologists in Shardelia, and even more than Cindir this city state is fascinated by what the world was like before the Awakening. The people of Shardelia are always seeking any new information deeper into the land and searching for new discoveries. There are also geologists who want to learn more about the way these stones magically react to the world around them at large.

Leader of Shardelia, WARD is the newest leader in their ranks and was created at first to watch the homestead of the past leader of Shardelia. In time this Created went from Warden to WARD, and the bond between creator and created became almost familial. When WARD's creator sailed away to see what lies beyond the sea. He entrusted WARD with Shardelia, and WARD has been doing their best to make their old friend proud. A Created of few words, but a big heart WARD is well-loved, and respected by the people they watch over.

The Crystal Quarry

One of the largest attraction areas that you can find in Shardelia. The Crystal Quarry has multiple functions, and each of them are able to all be done in this massive dug out quarry. The quarry was in the area around smaller Shardelian towns one of them being the town of Steelbrook. The Crystal Quarry was dug out even before the city state was properly formed and has remained this massive hole in the ground even now. The people of Wyldrvir have turned the many shallow holes and the deep pit of the quarry into a downwards version of a skyscraper. Sinking deeper and deeper into the earth, and each floor is littered with things ranging from shops and food courts on the more easier to access top levels, making it a fun attraction for younger people in Shardelia, with more actual rides as you go lower. Various minecart roller coasters, and archeology themed rides as well fit into the middle section of the quarry. Once you reach a certain threshold even though the Quarry goes deeper only certain adults are allowed in.

The lowest point of the Quarry is where Syr WARD stays keeping themselves in a mineshaft that can lead throughout the city state itself. Above that however are various labs and research centers where only adults who run these labs and their staff are allowed in. Since so much space was destroyed for unnatural reasons before the preservation of nature became one of Wyldrvir's very core tenants the best the people of Shardelia can do is to use all of that destroyed space for as much as they could. Trying to clear up the way for more smaller farming towns and plateau towns built into the non hilled parts of the City State. While also providing a center point for almost any need in the city state. While it is attached to the city of Shardelia, it is its own place acting as a pseudo capital. The Traveler's Guild in Shardelia has its major outpost in The Crystal Quarry towards the top of the quarry itself. Allowing travelers easy access, but also still being close to those research stations lower in the quarry since the travelers guild works on conservation efforts very frequently.

The Monster Helper GuildHouse

While the work of the Monster Helpers Guild extends out throughout the whole of WyldrVir. Shardelias particularly vast landscapes make the need for Monster Helpers far more apparent than in other city states. The Monster Helper Guildhouse in Shardelia is an impressive two story building just off the main central square in Shardelia, with the symbol of a vertical hand and forearm, palm facing out, overtop of a shield proudly displayed on a sign (This is the symbol of the MH Guild). The Monster Helpers Guildhouse in Shardelia holds 4 of the most skilled Helpers on the continent. Captains Tyr Garret, Caeda Halcyon, Yasmin Wong, and Gleam. These highly skilled and experienced Monster Helpers have handled a wide amount of challenges in the area, and are always seeking younger travelers to help within the guild, or even just visit an open house. They are also known for working with monsters from WyldrVir to aid in the help of other monsters. Which is not something every branch of the Monster Helpers Guild does. The Monster Helper Guildhouse has pens for creatures like Jagged Crestyls, and of course when he is not acting as a first test for initiating Monster Helpers their little mascot is a snake dog named Gary.

The Deep Site

Shardelia has a very vested interest in the relics and items of the past of the city state as well as the continent. The Deep Site is a very well kept archeology outpost. Building the WyldrVir Metro Way through Shardelia was difficult only because of the Deep Sites dominance over the underground areas of major parts of Shardelia. They have teams digging and seeking out new relics almost all the time, and travelers can spend a day in the underground dig sites and seek out relics as well as shining gems. The Deep Site also acts as a bit of a trading post and curio shop where people can trade, sell and buy things found by these crews in the underground. The Deep Site is led by an old Illuna man who's able to masterfully find well hidden relics due to their natural light powers. Races from the Metro like the Illuna, The Dwarf, and the Lich often get lost in the Deep Site seeking more entry ways through the metro, and that's also how most often members of Shardelia's Thieves Guild The Zircon Phantoms manage to get away from people when pulling off their pranks.

Digging Deeper, and Shining Brighter

Unlike the people of Cindir who's focus on keeping the past of the world of Wyldrivr alive and well tends to show up in the form of written accounts, documentation and more educational matters. For Shardelia the past is best seen in objects, resources and artifacts. One of the major uncoverings that Shardelia made was that of the Monster Remnants. Magically leftover objects from the many creatures and powerful beings that were left behind by the creature naturally. The Remnants tend to trick out various other items throughout the world such as bardic instruments and other items. They can add various attributes in the world. Monster Remnants are, in essence, magical items. The items are scattered throughout the world and using one gives you an ability dice. The Remnant could be one use only or permanent. The people of Shardelia seem to have a special fascination with Monster Remnants as well as other trinkets and tokens of the past. People in Shardelia also find themselves proud of how rare and bountiful the gemstones and even magically conducive minerals they tend to find in their homeland. A favorite use for these magical items is the creation of bardic instruments which then are moved to be sold throughout the entire continent.

Bardic Instruments.

One of the sad things we had to let go of in the Wyldrivr writing process was the traditional bard style of magic, but with all magic coming from the Worldsoul, and being available to so many. Music in Wyldrivr would have without doubt been affected by magic. Thus instead of bards being a specific type of magic. Bardic Instruments are specially crafted instruments that can channel a wielder's innate magic. Much like the real world instruments are made by many different people, and as such many different kinds of instruments exist. Trying to design every possible instrument would be a fools errand, but instead we are gonna show a template to base any instrument on, and from there show one or two examples. Each city state has its own musical identity.

Invoen leaning on House and EDM music for example.

Shardelia having a focus on rock music etc.

While Oaa is the hotspot for musicians because of the Stardust amphitheatre, that just means it's a hodgepodge of musical flare.

The leader of Oaa Syr Corentin without a doubt is part of a magical band, and each of the metro's guilds has a main band that use bardic instruments in their small time performances in the metro.

Bardic Instrument:

Bardic Instruments come with the attribute

“Jam Session” at a d6 which acts as a performance based skill for playing your instrument. Once the Jam Session attribute is at a d8 (after its been used 10 times) you can begin to use the instrument's magical properties as you have a-tuned to it. Gaining a new attribute

Magical Attunement d4– You can add a d4 from this attribute to any sort of magical attribute you use at base granting you a bonus when you use your magic through the instrument.

When you learn a new kind of magic you can use it with magical attunement as soon as you learn it. You don't have to reattune for each magical skill you learn.

Bardic Instruments can be customized with up to 3 Monster Remnants at a time. depending on the size. Adding those attributes to the instrument lets you add Magical Attunement to them.

Example: Sandslasher (Syr Corentin's Air Magic Keytar)

Jam Session: D12

Magical Attunement d8

Tornadog Monster Remnant: D6 Sandstorm Summoner

Sphinx Monster Remnant: D10 Soothing Tones.

Example: Base Bardic Guitar

Jam Session: D6

Magical Attunement: (NA) (will be a d4)

What about Singing I hear you melodiously belt into the night air.

Well I got ya covered. Learning to sing with magic is a tough feat, but with the help of another bardic vocalist it can be done. Earning you the Jam Session and Magical Attunement Attributes on your base character instead of an instrument.

Showstoppers.

Special feats of magic Bardic instruments can pull off once the Magical Attunement attribute is at a d6 or higher. You can use this feature once per day unleashing a powerful magic ability based on the element the instrument is attuned to. Attempting a Showstopper for a second or third time in the same day requires rolling a d20 and passing a DC 18 raw roll, and then a DC 20 roll.

Firey Finish – Your magic ignites the whole area in a dazzling display. Roll a d6 and choose up to that dice rolls number of locations for either harmless fiery lights or actual juts of flame to appear (you can choose each point separately).

Sky Song – Your song elevates the souls of those listening, or sends them crashing back down. Roll a D6. You can create that many cyclones in the area. You can use these to lift people in the air as if they had wings, or shoot them back down to the ground pinning them there with a wall of wind.

Submerging Sonata– Your magic calls to the seas itself, bending them to the tones of your music. You can submerge an entire area in water. Roll a d6 you can choose that many places in the area to act as dry spots rising up above the water level.

Rock Rondo – Your Magic calls jutting crystalline structures out of the earth. Roll a D6 that many spires of 10 feet high crystal appear at points of your choosing. You can also craft these spires in a way to make makeshift structures such as a 6 rung bridge or ladder.

Shocking Scherzo – Calling on your innate magic. You can send out powerful forks of electricity from your instrument at up to a d6 of different targets. These lightning strikes can mess with machinery, startle nearby creatures, or overload battery power on things.

Vine Vibrato– Your magic calls forth growing plantlife to bend and coil to your will. Roll a d6. That many vines appear that can coil around each other to tie things down, or can move slightly at your command after they are released. These can make things like makeshift slides, vine cages, or be used to wrap around people.

Frozen Forte– Your magic chills the very magical essence of an area. Roll a D6. You can create that many large blocks of ice in an area. These are sturdy enough to be climbed on. You can choose points people are standing on to freeze them in the ice block. If you choose no areas. The floor freezes and requires to be slid on as if by ice skating.

Twisted Tempo– Using the dark magic of Lamplight you can use the shadows in your performance. Roll a D6. That many shadows appear on the walls. You can use these to intimidate, shroud an area in darkness, create visuals on the walls people can see, or reach out and grasp at those nearby the wall scaring them.

Battles of the Bands

As the Guilds of the metro always tend to compete, music duels are a favored way of showing off. Bardic battles tend to be group rolls of the Jam Session Attribute with each group adding their totals and the higher one outperforming. How you manage to take the spotlight is up to you in the flavor of the battle of the bands. Using a Showstopper adds 20 to the team's score.

CREATURES OF THE STONE

The fiery plains and mountains of Shardelia makes home for some of the most intimidating predators, and most resilient prey. Many creatures have even adapted to get energy in new ways in the crystalline kingdoms. Shardelia's life is always sturdy and intense. Meaning that the Monster Helpers Guild is always kept busy since keeping the powerful Wyld versions of these creatures away from the many farms and safe bastions of Shardelia.

Jagged Crestyl: Jagged Crestyls are much more hostile than their more domesticated cousins, much less fast but instead capable of insanely high jumps and far more painful kicks which can happen at a rapid speed. Jagged Crestyls remain in the tundra due to the fact very few would try and tame one like a regular crestyl. They are far more territorial and quick to become hostile. A Jagged Crestyl also has a sharper, jagged beak and more bladelike crystal talons and head growths. The gems of a Jagged Crestyl can only be greyscale, black or white, however those in Veiland may also have pale greys and tints of blues in their gems.

Pyrrock: The Pyrrock is a type of stone-eating beetle that secretes an oil that will burn for a long time. They form hives within rocky surfaces that are exposed to air. A telltale sign of a hive is when a rock surface glistens or an open flame abruptly flares. It is highly encouraged to not have any open flames around Pyrrock oil. Pyrrocks will migrate roughly every eight months, which is a significant problem as they simply burrow to a new location and any leftover oil is quick to be used up. Previous attempts to domesticate Pyrrocks have failed for a variety of reasons. Most notably when a town fell in on itself because the beetles had eaten the foundation and then was promptly lit ablaze as the oil spilled everywhere.

The Preserved: One of the strangest and darkest phenomena in Shardelia. The long dead hunters of a past age seem to rise up as bones and ice. Some think the magic within the ice slowly becomes enough to animate these creatures. They have some preserved hunting instinct and while they don't seem to go wild, they are always in a hostile state. The Preserved can be fought traditionally since, when one is bested, the bones just split apart and slowly reform after sometime, making them virtually immortal. If you are trekking alone at night, prey one doesn't decide to hunt. (The Preserved can take on the forms of any prehistoric animal, dinosaur, or even some long dead past humans, and can even be mashups of the bones if you want to add a little extra horror to the mix.)

Stone Rollers: a large millipede-like insect constantly scouring the caves of Shardelia. It's constantly rolling and jostling causing the tremors. This creature is a deep purple and has bone like spikes jutting out of its back. Stone Rollers may not always be the most dangerous creatures but they in large numbers may be able to make some minor seismic activity.

Cave Lamps: This creature is similar to an angler fish, but massive in size, able to temporarily hop on land, and instead of a light on the top it has a crystal like lure. The lure itself is a deep purple gem instead of the usual pale white or blue coloration. these creatures grow their lures back very quickly and can and will remove them from time to time. So pulling off the gem would cause no harm to the fish.

The Crystal Kingdom Awaits:

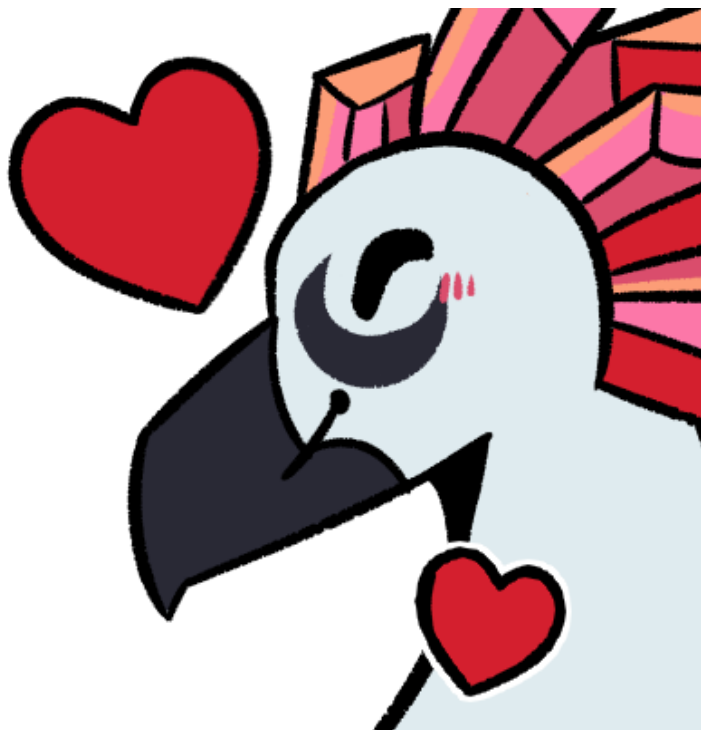
The region of Shardelia is brimming with potential, with plenty of fun stories waiting to be told as you journey with your friends as you scour the crystalline caves and mountains of the city of light. But there are many adventures ahead, outside the mountainous region. We hope you enjoy the sights, creatures and locations of Shardelia and may our paths cross again very soon!

Authors' notes:

We are working to bring more of this world to life with adventures and events set in WyldrVir, including a one-shot adventure for Shardelia currently in pre-production. WyldrVir is still in its beta testing phase, and we would LOVE to hear your feedback about anything and everything WyldrVir. If you would like to stay up-to-date on the project, find playgroups, or even help us create content for the game, [join our Discord Server](#), where you'll get the chance to vote on which of the city-states we write about next!

Thanks for playing! And thank you Midnight for Monsters In Shardelia which you should check out here:

<https://docs.google.com/document/d/1EcOE4AOL9Rt-QEMINZgwot3HVV4Fb9L3HFM0uJz-pFRY/edit?usp=sharing>



Appendix 1: Traveler's Guild Locations!

For people using the Wyldrvir Traveler's Guild as part of their travels. We have a few listed locations where the major Shardelia outpost would be, as well as some spaces that travelers could get badges from the Shardelia branch of the Traveler's Guild.

The Guildhall

The major outpost for the Traveler's Guild in Shardelia has actually been already seen, The Major Location The Crystal Quarry is the Guildhall acting as a major research station, and the staff there are who will be aiding you in finding Shardelia's 4 badges.

Oaa's area has 4 major badges.

- One is for spending time at the Shardelia outpost you are given this badge as soon as you arrive.
- One is for visiting the researching dsection of the Deep Site! Going on one of the tours held by the Deep Site's staff will ensure the badge.
- One will be awarded by spending a day with the Monster Helpers Guild and the MH Guildhouse and helping the Monster Helpers however you can that day
- Another badge will be awarded to travelers who spend the day at the Crystal Quarry and see more than just the shopping District

Completing all 4 badges gives you the final badge to show completion of the Shardelia leg of your journey!