

# The World of Papilian

## A Gaianar 2E and D20 Campaign Setting

Gaianar Gaming & Publishing

The World of Papilian Campaign Setting

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Papilian (pronounced pah-pil-yun) is the second planet in the Gai system. The world is slightly smaller than Gaianar, has lighter gravity, and is hotter. Most of the forests are jungles, and most of the plains are savanna. Papilian does not have the problem of Stillpoints that Gaianar has, but does have its own unique ecological crisis known as "The Ruining".

Whereas Gaianar has strong connections to both the Dark Matter Realm and the Imaginary Realm (which explains why Mathematicians are both common and powerful, and why Gaianar's technological era happened so quickly and early on), Papilian seems to have strong links to the Abyss, and the Plane of Light (which explains why the religions have po-

larized into only two forms - Good and Evil, and why Avatars of these concepts actually take up residence on the planet.)

The close ties with the Abyss causes certain Undead to manifest physical aspects of the Abyss (the plane of existence that evil souls are condemned to).

These aspects include fire, frost, acid, and ash. But by that same token, the ties to the Plane of Light causes Priests of Good to be much more numerous than the equivalent True One Priests on Gaianar. Likewise, the spirits of faithful clergy often continue service after death as quasi-angelic benevolent beings.

Physically, Papilian is a Mars-sized planet. Its surface gravity is 71% that of Earth's. It is slightly smaller than Gaianar. Although it is closer to Gai, and has a



smaller mass, this planet is able to retain its atmosphere primarily due to the frequent volcanic eruptions from the Maw, a volcano similar in size to Mars's Mount Olympus. Ordinarily, ultraviolet photolysis would have robbed Papilian of its atmosphere in the same way Sol has robbed Mars. Gai is a dimmer star than Sol, however, and thus its emissions in the UV spectrum are much weaker than Sol's. Papilian has an orbital period 190 days, thus a Papilian year is equivalent to half a

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"standard" year. For the purposes of game continuity, the standard d20/G2E measurements shall prevail.



Culturally, much of Papilian resembles the pre-Civil

Rights era of the America in the 1950's. Technologically, much of the world is in the late 1600's to early 1700's. Race hatred and segregation are key factors in Papilian culture. The Elves are self-appointed "masters", and Humans and Dwarves are considered less than second-class. These two races are subject to brutal and humiliating Jim Crow style laws. Humans and Dwarves have to pay higher taxes, must be overseen by Elven, Changeling, or Fey "sponsors" that function as little more than a parole officers. Humans and Dwarves have little, if any, legislative representation, police protection, or legal rights. Human-on-Human crime is usually not even investigated by the police. However, if a Human or Dwarf harms a Changeling or

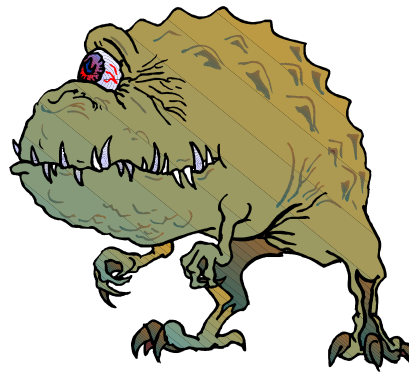
Fey, the penalty is almost always life imprisonment; harming an Elf merits the death penalty.

If Humans and Dwarves are considered second class, then there is a type of person who is truly an outcast under the Elven rule. These are the victims of the Ruining. Aside from causing widespread ecological devastation, those sentient beings exposed to the Ruining suffer horrifying mutations and physical disfigurements. Most of the Ruining's victims suffer only physical changes; mental or spiritual aberrations are only a minority. The Elves refer to these tragic beings as "Twisted".

Twisted have even less rights and privileges that Humans or Elves. Twisted are forced to submit to humiliating medical exams (even though the Elves know that this condition is not contagious.) They must also pay even higher taxes than their Human or Dwarf counterparts. Twisted are relegated to the most thankless and dangerous and low-paying jobs. They are frequently harassed by the police and have no legal recourse. As a result, the Twisted often form communities of their own kind

within the larger cities of Papilian. The Twisted community holds no animosity toward new Twisted who were once Elves, Changelings, or Fey. In the Twisted ghettos, they have strength in numbers and are less frequently harassed. These sections of town are blue-collar and hard working, but most inhabitants are poor. But they at least have the advantage that the elite of the city turn their nose up to underclass. The ghettos inhabited by Twisted are not crime or disease infested, as the Elves would like to believe. The Twisted are merely poor. The ghettos are referred to as "T-Town".

Finally, the most pitiful people are those who are Human or Dwarf and then become Twisted. These people are referred to as "doubly damned", for they must pay both the Human/Dwarf tax and the Twisted tax.

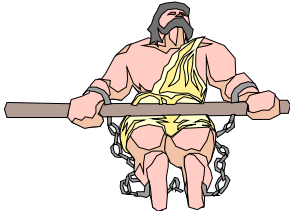


*The Twisted frequently have strange and disturbing bodies, but their minds are usually intact.*

In some of the larger cities, most notably Arabel, the Humans, Dwarves, and Twisted can enter a tournament once every three months in order to earn full citizenship. It is not for the benefit of the underclass that such tournaments exist. Instead, these public competitions are

good for the local economy and expand the coffers of the city government. The trial-of-arms are never to the death. It is an all-day competition in which hundreds of members of the underclass enter but only one leaves the coliseum with full citizenship. The newly created citizen is not automatically loved by the upper class, but at least the Human/Dwarf/Twisted citizen no longer has to pay the higher taxes or maintain a relationship with a sponsor. The elevated

underclassman can also vote, own property, and has access to police protection.



The Humans, Dwarves, and Twisteded will take injustice and humiliation only so long. In many

of the larger cities, racial tensions have been steadily increasing. In Arabel, one of the most oppressive of the Papilian cities, the race hatred burns so hot that some sociologists estimate that the city will erupt in a bloody, mutually annihilating conflagration if the ongoing social injustices are not quickly redressed. Presently, being a Human in Arabel is as life affirming and rewarding as being a black man in Alabama or Louisiana in 1954.

## Goals for Adventurers

Player characters should strive to determine the location of the four parts of the world staff, assemble it, learn how to use it, and combat the Ruining. Player characters will get little help from the Elven ruling elite concerning the banishment of the Ruining. The high society profits mightily from the existence of Twisteded, from whom they derive the bulk of their tax base.

Player characters should also seek to unseat the Elves from power and establish in its place a just, fair, and balanced society. If the society is not healed, a race war of global proportions is inevitable, and will plunge the world into a 1000-year-long Dark Age.

## Recommendations for Party Composition

The Game Master should try to ensure that at least one party member is an Elf, Fey, or Changeling, so as to be able to set up a situation that a party member serves as a sponsor for the rest of the party. This should allow the characters to travel freely. However, the party should not take the easy way out by being composed solely of favored races. The GM may elect not to disclose the campaign setting prior to character generation.

Members of non-favored races (Human, Dwarf, Construct, and Twisted) gain an additional 5% experience bonus due to the harsh treatment their characters will receive in an Elven-dominated society. Likewise, Elven characters suffer a 5% experience penalty because life is basically handed to them on a silver platter. Humans, Dwarves, and Twisteded start out with half normal starting money, while Elves start out with triple funds.

For players who actually want to start their character out as a Twisted, the player must first generate a normal Elf, Fey, Changeling, Dwarf, or Human. Once that is done, the GM should roll randomly on the Twisting matrices to determine the effect of the Twisting. Once done, the player cannot change his/her mind. The

character must be played as-is.

## Racial Definitions

If using the d20 rules, then the predefined archetypes for Humans, Dwarves, and Elves prevail as noted in the Dungeons & Dragons Core Rules Volume I. If using the Gaianar 2nd Edition rules (hereafter referenced as "G2E"), then the rules for Humans, Elves, Dwarves, Changelings, Fey, and Constructs prevail as laid out in the World of Gaianar 2nd Edition Rules for Players.

If the Game Master is implementing the d20 system, then the following descriptions are used for the races local to Papilian:

## Changelings

*If using the G2E rules, simply use the Changeling race as written. If using the d20 rules, use the description below.*

Changelings are known for their empathic abilities and their skill in diplomacy and matters of the mind and spirit. They are wise, skillful, and artistic, and are welcomed in almost any community. Though Changelings lead simple and peaceful lives in tight-knit communities, they are a powerful force when evil stirs them to battle.

This race's name is derived

from their origin - they are believed to have once been humans that were changed and granted special powers by one of the good-aligned universal forces. They believe in a higher being from whom all good and blessings emanate. In their new form, they are skillful leaders and diplomats and are well suited to lead the forces of Light against evil.

**Personality:** Changelings have a higher sense of spiritual and emotional awareness than most any other race thanks to their empathic powers. They are skillful at reading the emotions of others and thus make natural-born diplomats and leaders. Most Changelings have a deep sense of family and community and will not give up such things even when offered the temptation of wealth and power - to a Changeling, once family and friends are everything. But woe to the enemy who underestimates this peaceful race - they can be fierce and utterly merciless on the battlefield. The same empathic abilities that lend to their love of family and peace grant them the power to discern their enemy's secrets and function as a unified army against all foes.

**Physical Description:** An adult Changeling stands somewhat taller than a Dwarf, but shorter than a full-grown human. They have the same build and general physical characteristics as somewhat frail humans, although their most striking features are their silver hair and eyes of sky-blue, indigo, or violet flecked with silver. Changeling males and females differ in size and weight with the same ratios as human males and females. Changelings are considered adults at around 30 years of age and can easily live to be over 250 years old.

**Relations:** Changelings get along well with Dwarves since both races share a sense of community and family, and they have similar respect for Gnomes and Halflings, although the latter two races sometimes behave in a foolish fashion in the eyes of the Changelings. Elves and Half-Elves both have some resistance to the Changelings' empathic abilities, and are thus viewed with

some suspicion. Changelings respect humans since they represent the origin of this species; though some Changelings have come to view Humans as their inferior cousins, thinking that they have evolved beyond them. Half-Orcs are looked upon with disgust for their savage behavior, and Fey are considered untrustworthy because of their chaotic nature.

**Alignment:** Most Changelings are of good alignment and devote themselves to clerical duties in service of the various good-aligned gods. Those who tend towards law make the most steadfast clerics, healers, and sages, while the more chaotic tend to leave behind their lands (at least for awhile) and become adventurers. Evil Changelings are rare, but are terrifying opponents. Because of their empathic powers, it is very difficult to discover an evil Changeling and live to tell the story.

**Changeling Lands:** Changelings make their homes atop wooded cliffs and steep hills where their innate ability to fly serves them well and keeps out invaders. There, they hunt game and grow crops and orchards in the valleys below their homes. For practical reasons, many Changelings live among other races to trade and do business - only the most trustworthy outsiders are taken back home to the cliffs to dwell with the Changelings for any length of time, and it is not easy to earn a Changeling's trust since they can easily read emotions. Changelings encountered away from their homes are often merchants, diplomats, adventurers, clerics, or people of political influence.

**Religion:** On Papilian, Changelings generally worship the Avatar of Good. On Gaianar, they worship the True One, though some have turned to the worship of other good-aligned gods, Dommalon being a favorite. In other campaign settings, they will typically worship good-aligned deities that favor justice, protection, and sun. Changelings take their religion seriously, for they know that they were created by the power of a god.

**Language:** Changelings are skilled with languages, though they mostly speak their own only when recording



their history, legends, and religious texts. The Changeling language is perhaps one of the most difficult to learn since their empathic nature creates a thousand shades of every emotion and feeling: there are over 50 words for anger alone in the Changeling language. Changelings often say that a word has to be thought rather than written to be properly understood. Those outside of the Changeling communities who can read their scripts are highly prized for this reason.

**Names:** Changeling names are often created based upon their emotions, thoughts, and other mental attributes that are difficult for the non-empathic to understand. For that reason, Changelings adopt more simple names when dealing with those who cannot perceive emotions at their level, though their names still tend to be elaborate and hard to spell and pronounce.

**Changeling Male Names:** Trevilon, Del-toro, Hrasitus, Quinn, Xanithor

**Changeling Female Names:** Sephilia, Alestria, Cessilius, Lucina, Nardali

**Adventurers:** Many Changeling adventurers chose that path in life to experience new thoughts, emotions, and cultures - they thrive upon the different mindsets that they can find in foreign lands. Some of the more noble Changelings hark back to their roots and seek out positions of leadership so that their abilities will be put to good use in the battle against evil. Their communities respect changelings who become adventurers since they often return with new experiences and ideas. However, a Changeling who turns his back on his family and friends to seek out mere wealth is scorned and pitied.

**Changelings Racial Traits**

- Strength -1, Wisdom +1, Charisma

+1. Changelings are not very strong physically, but they have a keen understanding of society and the world around them. Their empathic powers also make them natural leaders.

- Changeling base ground speed is 20 feet
- Medium-size: As a Medium-size creature, Changelings gain no special penalties or bonuses due to their size
- Magical Flight: As a spell-like ability, Changeling may fly at their normal speed and perfect maneuverability class for 5 rounds + a number of rounds equal to his or her Constitution bonus. This power may be used as many times as a day as desired, although it takes 1 round to get into the air and 1 round to land. If a Changeling is carrying a Medium Load, reduce the duration of this affect by 2 rounds: for a Heavy Load, reduce it by 4 rounds.
- Spell-like abilities: All Changelings may cast *detect thoughts* up to 5 times a day as a sorcerer equal to the Changeling's character level. Changelings may cast *charm person* once per day, and this power is as if cast by first-level sorcerer.
- Changelings gain a +1 bonus to their Will Saves because of their strong wills.
- Automatic languages: Common and Changeling. Changelings will learn the languages of both friends and foes, though they use their empathic powers to detect the truth in the words of others.
- Changelings have a natural dislike of enclosed areas - this functions as a -1 morale penalty to their Attack rolls, Saving Throws, and Skill Checks if they are in an enclosed area that is small enough to prevent significant movement in at least one direction, such a narrow tunnel. Narrow in these terms would mean 5-feet wide or less.
- Favored Class: Cleric. A multi-class Changeling's cleric class does not count when determining whether he suffers an XP penalty. Faith and understanding of higher powers are natural to the Changelings.
- ECL +2

## Fey

The Fey are the descendants of Outsiders who were brought to the world of Papilian from another dimension, one based purely on energy and thought, and used as slaves by evil wizards and clerics. Once transported to this world, they were forced to take upon a mortal form to survive. As the years wore on, the original Fey cast off the yoke of their oppressors, but they eventually all died off before finding a way back to their nature realm, leaving their descendants stranded in this world. The Fey have a racial memory of their home, and thus they all feel some pain in being forced to leave it behind.

**Personality:** In the eyes of the other sentient races on Papilian, the Fey are considered strong-willed and unpredictable creatures, as is fitting for a race that descends from pure energy. Some say they combine the stubbornness of a Dwarf with the chaotic natures of an Elf, and this description is reasonably accurate. Perhaps most frustrating to one unaccustomed to this race is that the Fey tend to take the path of least resistance, much like a lightning bolt. Subtle cultural nuisances are lost on them, and they often interpret

everything literally - sarcasm is lost on them.

Those who have taken the time to understand them and earn their trust respect the Fey, despite all their problems in dealing with other cultures. They are a loyal race, though leery of outsiders, and their chaotic nature grants them respectable creativity in almost any field. The most successful Fey are often stubborn soldiers, eccentric sages and inventors, or brilliant rogues.

One trait that all Fey have is a desire to leave this world and return to their native plane of existence. Deep down, they can never fully adapt to the world of Papilian and life as a flesh and blood creature. They still are drawn to fire and other forms of energy, considering it a symbol of their lost home, and the simple act of eating food is a reminder of their frail mortal forms. Many Fey spend the nights looking up at the sky at each point of light, wondering what other realms exist and if any of them lead back to their home.

**Physical Description:** Fey appear as slight humanoids, standing taller than a Dwarf, but shorter than a

human. They are pale-skinned and do not tan, and their blood is clear, not red. Their wings are like those of a bird, although they are not feathered and the texture of the wing membrane is more akin to that of a butterfly than a bat or bird. The coloring of the wing membranes depends upon the subspecies of Fey, but it can be: Indigo, Blue, Amber, or Green. Their hair color matches the coloring of their wing membranes. Note that Fey lack body hair except for that which is upon their scalp. A Fey is considered an adult at 20 years of age and lives on average 165 years.

**Relations:** Fey have acceptable relations with Dwarves, Halflings, and Elves, though they do not appreciate or grasp the prankish nature of Gnomes. The Fey tend to look down upon humans and Half-Orcs, because humans dragged them into this world, and Orcs soon after made war against them many years ago. The Fey have mixed emotions about the Changelings, as they also have the ability to fly, but are also very ordered and religious. The Fey have the best relations with Half-Elves, for there is some similarity in personality and above all, the Fey understand what it means to be an outsider and not accepted by most of society.

**Alignment:** Fey can be good as well as evil, and the ratio of good to evil in their society is about the same as in a human society, although the Fey would like to think that they are better than the humans in this regard. Evil Fey are usually born of resentment towards their fate on this world; they are cruel foes who seek revenge against those who they feel are responsible for the doom of their race. There are far more chaotic Fey than lawful ones because of their origins as energy beings.

**Fey Lands:** The more reclusive Fey live in isolated communities that are only accessible to those who can fly - this is their way of keeping out those who summoned them into this world and sought to use them as slaves.



Fey who are less xenophobic and who have better adapted to life on Papilian can be found in any city or town, living with the other inhabitants much as any citizen would do.

**Religion:** Religion holds little meaning to the Fey, for whatever gods they believed in failed to protect them when they were dragged across the void and cast into this world. Some Fey still keep the legends of their gods alive through stories and oral tradition, but for the most part, the Fey are a race without religion, and some have come to see faith as a weakness, a foolish way of depending upon a non-existent higher power to guide your destiny. Fey generally believe that life is what you make of it and that each person is responsible for his or her own fate, regardless of whatever terrible events may transpire. Despite this, they still secretly curse their own miserable destiny.

**Language:** The Fey have a language of their own, although they keep it secret from all outsiders - they look upon it as one of the last parts of their heritage not to be corrupted by their banishment to this world. When dealing with other races, the Fey use Common or other racial languages.

**Names:** Fey all have names in their own native tongue, though they adopt other names when dealing with other races. Many times, they simply take names from cultures that they respect, perhaps slightly altering them, while other times they will attempt to string together names of their own creation. Fey are particularly fond of epithets,

such as “the great,” “the wise” and so on, and their names often are unusual or a bit pompous. Some Fey simply use their color as a title, such as “Blue Avagadro”, or “Amber Mendican”.

**Fey Male Names:** Kyle Eyes of Dusk, Vincent Valentine, Utho Gravebringer, Palius of Krom

**Fey Female Names:** Sofia the Patient, Alexia Goldenmane, Yolanda Foulsmiter, Selunne of the Dark Hills

**Adventurers:** Many Fey become adventurers to try to find some meaning to their existence in this world - if they are stuck here, they may as well do something useful. Particularly powerful Fey seek to find a way to return to their home plane through use of magic and artifacts. None can say if a Fey has ever been successful in this quest, but some Fey of power and respect seemed to have disappeared mysteriously over the years. Fey adventurers in all can be difficult to work with, but very loyal and persistent allies.

#### Fey Racial Traits

- **Dexterity +2, Strength -1, Wisdom -1, Charisma -1.** Fey are nimble creatures, but they tend to be frail. Their chaotic nature sometimes hampers their judgment, and they are often stubborn and unpredictable.
- **Fey base ground speed is 20 feet**
- **Medium-size:** As a Medium-size creature, Fey gain no special penalties or bonuses due to their size
- **+2 bonus to Spot Checks.** Fey have keen eyes and almost a sixth-sense about their environment.
- **Innate Flight:** Thanks to their wings, Fey may fly at their normal speed and with maneuverability class of average indefinitely, although taking off and safely landing cut the character’s movement in half for that round.
- **Energy Form:** Once per day, a Fey can take upon an aspect of his or her true form. This spell-like ability is as the spell *gaseous form* cast by a sorcerer of the Fey’s character level, though the Fey appears as a shimmering image of energy.
- **Energy Missile:** As a spell-like ability, a Fey may fire a bolt of elemental energy that counts as a ranged touch attack and deals 1d6 points of electrical or fire damage (chosen when cast) with a range increment of 20 feet. This power may be used a number of times a day equal to the Fey’s Constitution score.
- **Metabolic differences:** Because the Fey do not truly origi-

nate from this world, there is a 5% chance that any healing potion, poison, or antitoxin will not affect them.

- **Automatic languages:** Common and Fey. Fey will learn whatever languages they need to understand to function in this world, though they will rarely share their own language with outsiders.
- **Favored Class:** Rogue. A multi-class Fey's rogue class does not count when determining whether he suffers an XP penalty. Fey do not fit into other societies with ease, and the chaotic life of a rogue appeals to their nature.
  - ECL: +3

## Fey Subspecies

Unless otherwise stated, each of these subspecies follows the same rules listed in the section detailing the Fey race. A Player must choose to be one of these four subspecies when playing a Fey character.

### Indigo Fey

This race of Fey has indigo wings and are the most noble of their kind. They still maintain the belief that they will eventually return to their native plane and that the gods have not abandoned them, though they do pray to the Avatar of Good, not their former gods. Indigo Fey also are responsible for recording most of the history of their race. Sadly, Indigo Fey are the most rare of all Fey and some believe that they may be gradually dying off.

### Indigo Fey Racial Traits

- **Favored Class:** Cleric. A multi-class Indigo Fey's cleric class does not count when determining whether he suffers an XP penalty. The only members of the Fey race to maintain their interest in the divine, Indigo Fey are well suited to the role of clerics. Note that this ability replaces the Rogue favored class of most Fey.
- **Alignment:** More likely than most Fey to be Neutral or even Lawful than Chaotic

### Blue Fey

The Blue Fey are the most common of their species, and as such, the basic Fey racial description is based upon these beings. Their wings are any shade of blue, ranging from sky blue to deep azure. As the basic Fey, there are no special game rules associated with them.

### Amber Fey

Some say the Amber Fey went mad when they were brought into this world, and there is some truth to that statement. Amber Fey are the most unpredictable of their kind, and long the most to return to their homes. In appearance, Amber Fey have orange to amber wing membranes and an eternal hint of madness in their eyes.

### Amber Fey Racial Traits

- Must be of Chaotic Alignment. Amber Fey border on mad, and thus are chaotic in nature.
- +2 Save bonus vs. Enchantments. The unpredictable nature of the Amber Fey makes it harder to successfully enchant them with spells.

### Green Fey

Green Fey are cruel and malicious, and they lack any good within their souls. They despise fate for dragging them to this world, and they curse the gods for failing them. This race of Fey hates many of the other races of Papilian, and they are mostly found as assassins, thieves, and magic users. They have little respect for "groundlings" and they seek to enslave other intelligent species in retribution for their own suffering. Green Fey have wings that range from yellow-green to dark pine green.

### Green Fey Racial Traits

- Cannot be of good alignment. With few exceptions, all members of this race are at best Neutral, and most are Evil.
- Cannot cast Divine magic. Green Fey have sworn off all religion and turned their backs on the gods, and as such, they cannot use divine magic.
- **Saving Throw Bonus:** +2 on all saves. Green Fey have become resistance to magical effects, and as such, they have an easier time shrugging off spells than most races.
- **Spell Resistance:** 11 + Class Level. Again, the Fey have become so resistant to magical effects, that they can ignore many magical attacks.





## Constructs

For the d20 implementation of Constructs, the GM may apply any of several templates available in the Core Rules monster manual. *However, it is highly recommended that the Game Master not allow players to role-play sentient Constructs using the d20 system.* While it is easily possible under the G2E rules, the safeguards against "power gaming" do not exist under the d20 system.

For playing sentient Constructs under the d20 system there are some facts to be aware of. A player character Constructs are sentient (albeit not very bright). Roll 3d6-2 for both Intelligence and Wisdom, and use the template stats for all other primary attributes. All player character Constructs have Damage Reduction (10/-), and regenerate 10 hit points per day. Healing spells cannot heal an injured Construct, but they can be repaired by a trained craftsman (i.e. a blacksmith, engineer, or mason), and can be healed by spells that shape stone or metal (depending on the materials used for the Construct's composition.)

D20 System Racial Modifiers: Wisdom (-1), Intelligence (-1). Base AC is usually 16 or higher. Favored character class: Warrior. Required primary character class: Warrior. Average lifespan: Unlimited.

For using the G2E rules, Constructs remain unchanged. However, player characters should be made aware that in most areas of Papilian, constructs have absolutely no civil rights whatsoever and have no protection under the law.

Note to Dungeon Masters: Even the most intelligent of Constructs are not too bright, and none are terribly creative. However, they can still outwit sentient races in certain areas. An example would be a golem that was programmed to lead armies into battle - this being would probably be one of the most skilled and dangerous generals possible, although he would completely lack knowledge in other areas, such as art, diplomacy, magic and religion (outside of general combat magic) and so on. Such are the strengths and weaknesses of sentient Constructs. Of course, some Constructs can learn new skills, but it is never easy for them to learn anything that does not mesh with their original programmed tasks. Also, do not forget to increase the Challenge Rating of any encounter with a sentient version of a normally dim-witted Construct!

## Werites

If using the d20 system, use the predefined templates for utilizing werewolves, werecats, werebears, and other lycanthropes. Werites in Papilian society are seen as Twisted, and thus have the lowest social standing. If using the G2E system, use the racial stats for Werites, but also know that Werites are considered Twisted.

These shapeshifters are one of the most common of the "monster races" to be played in the world of Papilian. All standard D&D 3<sup>rd</sup> Edition rules apply, except that the alignments of each Lycanthrope can vary just as much as the alignments of any other sentient race. Lycanthropes in Papilian are often the descendents of those poor

bastards first changed by the Ruining centuries ago. Now, however, this inherited condition has stabilized and breeds true. Their unique and frightening powers often leave them distrusted and shunned by society, however — especially in Elven-controlled cities. They are intelligent beings with their own culture and thus do not have any alignment thrust upon them - they should be considered more than just another random type of monster.

## Twisted

If using the d20 or G2E system, first roll a character that belongs to one of the standard races (i.e. Changeling, Dwarf, Elf, Fey, or Human), then apply the Twisting results, found in the appendix of this manual. Constructs cannot become Twisted, while standard Werites are considered to already be Twisted.

Twisted are mutants that have been disfigured or changed by the Ruining, the ecological catastrophe that is gradually destroying the landscape of Papilian. Twisted are considered pariahs in most societies, even though their condition is not their fault.

## Halflings and Gnomes

If using the d20 rules, please note that Halfling and Gnomes are not native to

Papilian. That does not mean that members of these two races cannot be played at all, but it does mean that every Gnome and Halfling that exists on Papilian is from another planet, plane, or dimension. In other words, the GM may allow a pre-existing character to be imported into Papilian, but no new Gnomes or Halflings should be created.

Gnomes and Halflings are not part of the G2E system, thus there is no way to generate members of either race under the G2E rules.

## Racial Mix

Elves are the dominant race due to their economic status and their sheer numbers. Changeling, Fey, and Constructs are the smallest minority. Constructs are not considered "people" in Elven-controlled Papilian society (they are considered people in changeling and Dwarven provinces). Humans, Dwarves, and Twisted make a much larger minority.

• Elf	51%
• Human	16%
• Twisted	13%
• Dwarf	11%
• Changeling	6%
• Fey	2%
• Construct	1%

Obviously, the Elves may have a run for their money if they ever have to defend themselves in an uprising by the "lesser" races. The racial total of the underclass is 41%. The situation looks even bleaker for the Elves when one considers that the Changelings would likely toss their lot in with the underclasses in the event of a civil war.

## The Racial Pecking Order

How the Elves came to power, nobody completely remembers. The Elves believe that they have Divine Right to be the world's masters because as a race they are the longest lived and are highly intelligent. Regardless of how this came to be, the Elves are in power now, and are in control of most of the world's military and economic resources. The laws are structured in a manner that guarantees this arrangement lasts indefinitely.

### Elves

Elves are at the top of the proverbial food chain. Members of this race are the only ones who can assume the highest elected offices (such as Mayor, Uberconstable, and Justicar). They can vote, own property, and enjoy full police protection. There is no inheritance tax when a deceased Elf leaves his/her estate to the next of kin. Elven crimes against "lesser" races still technically carry the same penalty as crimes against other Elves, but are almost never investigated. Elves can serve as sponsors to "lesser" races. They pay only a 3% income tax, and are frequently able to derive legal schemes to avoid paying even that miniscule amount. Finally, crimes against Elves, especially by those of the "lesser" races are swiftly and brutally punished. A Human accused of harming an Elf is as good as dead.



### Changelings and Fey

While not as fully empowered as the aristocratic (and frequently oligarchic) Elves, Fey and Changelings do enjoy a high degree of freedom and peace. While Changelings and Fey cannot assume the highest elected offices, they can fill lower offices, such as teacher, librarian, constable, and councilman. They can vote and own property. They can freely travel. They pay a 5% income tax and a 10% inheritance tax. They have decent representation in the legal system and have fairly good police protection. Most Changelings and Fey live a middle class existence. These two races make the smallest two minorities, thus the societal buffer between the conspicuous consumption and lavish wealth of the Elves, and the oppressive poverty of the Humans, Dwarves, and Twisted is razor-thin. Most Changelings and Fey have more pity than scorn for their Human, Dwarf, and Twisted brethren. As Elves rarely become Priests (which they see as a foolish occupation geared to mollify the unthinking masses), this job has fallen to the Changelings, who, in turn, try to organize charity and outreach programs that attempt to make the oppressed races' lives a little less hellish. Most Changelings and

Fey do not burn with race hatred as the Elves do.

## Humans and Dwarves

Members of these two races are viewed as "violent", "stupid", and "dangerous" by the Elven ruling class. The Elves view the Humans' and Dwarves' greater physical strength and stamina as evidence of their inherent lack of intelligence. Humans are seen as dim-witted brutes whose chief concern is murder, rape, and killing (in truth, this incorrect stereotype came to pass because Humans are more warlike than Elves.) Dwarves, on the other hand, are seen as greedy, underhanded profiteers who would sell their own mothers for a few coins of copper or silver (in truth, this incorrect stereotype came to pass because Dwarves are good at mining and gem-crafting, and like to make and collect jewelry.)

Due to the Human's "violence" and the Dwarves "untrustworthiness", members of these races must have a sponsor, to whom they must periodically report their whereabouts, plans, and employment status. In truth, these sponsors function primarily as parole officers. This ongoing harassment is compounded by the fact that Humans and Dwarves must pay to enter and exit their home city, and must inform their sponsor when leaving town.

In addition to these fees, Humans and Dwarves must pay a sales tax (5%) in addition to a very high income tax (15%) and a draconian inheritance tax (30%).

Humans and Dwarves have almost no protection under the law. While it is theoretically illegal for an Elf to harm or kill a Human or Dwarf, such crimes are rarely investigated. Even when these crimes come before a Justicar, Humans and Dwarves are legally incapable of testifying against an Elf. Humans and Dwarves must get written permission from their sponsors to own property or "durable" size (such as a home), start a business, or to marry. Humans and Dwarves cannot vote or hold public office of any kind.

## Twisted

These pitiful creatures have all the penalties of being Human or Dwarf, with the added benefit of being forced to submit to a rigorous, expensive, and humiliating medical exam on a regular basis (even though the ruling elite has always known that the Twisted's mutation is not contagious.) The Twisted are relegated to lowest-paying, laborious blue-collar jobs and are frequently victimized by the police.



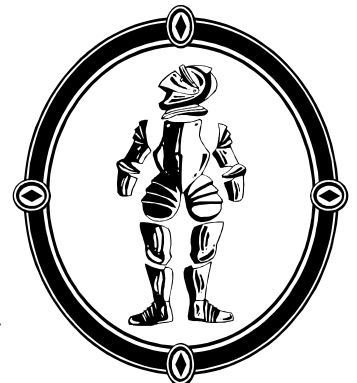
Taxes are high for the Twisted. In Addition to the 5% sales tax, their income tax is 20% and inheritance tax is 50%. Beyond these draconian fees, their Elven "betters" frequently greet Twisted with open scorn.

## The Doubly Damned

The absolute pariahs of the Elven-run society are those creatures that were once Human (specifically, Humans and not any other race) but who have subsequently become Twisted. These people are referred to as the "doubly damned" because they must pay both the Human/Dwarf taxes and the Twisted taxes. In addition, the doubly damned may not leave an estate to his or her next of kin. All property owned by a Doubly Damned is seized by the city authorities and auctioned, with the proceeds going to the government. (For imported characters, Werites classify as doubly damned.)

## Constructs

The Elven society does not consider Awakened or Living Constructs to be people at all. Constructs have no rights whatsoever. They can be bought, sold, modified, enslaved, and destroyed without any due process. They are not permitted to own property. They cannot vote. On the bright side, since they're not considered people, they don't have to pay income taxes. When they buy things, they pay sales tax according to the race of its master.



## Character Classes

If using the G2E system, the normal character classes are all applicable. It should be noted, however, that no high-tech items are available in the Papilian campaign setting, thus certain character classes (most notably Gunslinger) will have to make adjustments based on materials available.

If using the d20 system, please note the following character class modifiers for this campaign setting:

### Fighter (d20) / Warrior (G2E)

If using the d20 rules, the primary fighter type class is called a Fighter and is unchanged from the Core rulebook I rules. If using the G2E rules, the primary fighter type class is called a Warrior, and is unmodified from the Second Edition Rules for Players.

### Cleric (d20) / Priest (G2E)

Papilian clergy are called Priests. Priests use the standard rules set for a generic good-aligned cleric; only the name of the character class changes. For the Papilian campaign setting, ignore the usual requirements for material components. Instead, a Priest needs only a holy symbol as an arcane/divine focus.

### Paladin (both systems)

The Paladin character class is

unchanged.

### Ranger (both systems)

The character class is unchanged for the G2E system. If using the G2E rules for this campaign setting, please be aware that Dwarves may become Rangers. D20 changes are noted below:

Flavor changes: The basic D&D 3<sup>rd</sup> Edition Ranger class is somewhat narrow and limited - it does not fully represent the Ranger in the Gaianar world.

Archer Rangers: Rangers may chose to exchange their two starting virtual feats (Ambidexterity and Two-Weapon Fighting) with Point Blank Shot and Precise Shot. If the path of an archer is chosen in this fashion, the Ranger gains Rapid Shot instead of Improved Two-Weapon Fighting when the Ranger has a Base Attack Bonus of +9.

This change reflects the diverse types of Rangers that one would expect to find in a wild environment where heavy armor and shields are impractical - some Rangers would chose to maximize their damage-dealing abilities by wielding two weapons. Others, would chose to slain their foes from afar with bows. Both tactics adapt well to the metal-poor and harsh environment of the wilderness where wearing heavy armor is often suicidal.

Favored Enemies: There are also minor changes to the Favored

Enemy ability. First, the damage bonus DOES apply against foes who are immune to Critical Hits - this greatly improves the usefulness of this ability and makes sense since many foes that Rangers would particularly detest, such as Undead, are immune to Critical Hits.

Secondly, ALL Rangers can choose their own race as a Favored Enemy. This change has been made for several reasons. First, it is only logical that if one is an Elf, it is not too hard to understand other Elves and thus perform better than average in battle against them, regardless of your alignment. Second, there are places in the world where the biggest threat is other sentient races, not shambling monsters. In such a case, it is only logical that a Ranger has had to deal with such threats and become skilled in defeating these common adversaries.



### Druid (d20) / Shaman (G2E)

A Papilian Druid is called a Shaman. Other than the name of the character class, the description is unchanged. For the Papilian campaign setting, ignore the usual requirements for material components. Instead, a Druid needs only a holy symbol as an arcane/divine focus. Under the Papilian game system, a Shaman has a greater weapon selec-

tion. They can wield medium sized swords and any "natural" weapon, such as a longbow and a boomerang. They cannot use artificial weapons such as firearms.

**Flavor changes:** Druid is the title usually given to a member of this class who is either relatively reclusive or who works mostly with other Druids. The title Shaman refers to a member of this character class who acts as a tribal leader and witch doctor for a tribe of Barbarians. While Shamans have all the class abilities of a Druid, they tend to be more aggressive and war-like than other Druids. However, they are also more likely to found in positions of leadership.

**Reduction in Weapon Restrictions:** Weapon restrictions are reduced. All Druids are considered proficient with ALL Simple Weapons, as well as all Short Bows and Long Bows. While Druids are loath to use most weapons of war because of the inevitable damage that war causes to nature, they are not prevented from using the most common tools to defend Nature and hunt for food.

**Druid Martial Weapons:** Additionally, all starting Druids chose a single melee Martial Weapon from a narrow list of weapons that are not seen as an affront to Nature - the Druids gains the Martial Weapon Proficiency with that weapon and can use it freely without risking a loss of powers. The choice of weapons

follows:

**Scimitar:** Represents the moon, tranquil nights, and arcane knowledge

**Pick (light or heavy):** Represents burrowing animals and the Earth's secrets

**Trident:** Represents the sea, the endless waves, and lost lands

**Warhammer:** Represents thunder, summer storms, and the bane of Undead

**Greatclub:** Represents the might of the forest and the mountains

**Scythe:** Represents Winter and Death, the last step in the cycle of life

All standard penalties listed in the Core Rules still apply when a Druid chooses to use weapons or armor that violate his or her sacred oaths as presented in this section.

### Bard (d20) / Wishsinger (G2E)

A Papilian Bard is called a Wishsinger. Wishsingers and Bards do not require material components (with the exception of musical instruments) in order to cast spells.

### Wizard/Sorcerer (d20)

This character class does not exist in the G2E system. If using the d20 system, these character classes remain unchanged.



### Mathematician (G2E)

This class does not exist in the d20 system, but is part of the Papilian campaign setting. Mathemati-

cians are basically wizards who have committed themselves to truly understanding the universe and to creating rather than destroying. From the Mathematician's standpoint, any "street" magician can cast a fireball, but how many can create a house, or bring sentience to a Construct? True Mathematicians are seen by society as more trustworthy and stable. They are considered honorable and wise.

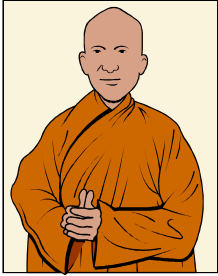
Mathematicians cast spells by completing complicated formulas. Instead of needing material components, they complete their mathematical calculations using a glass tablet and a stylus. Because they cast spells "on the fly", there is always a chance of spell failure. When casting a spell, there is a 5% chance of spell failure per point of Intelligence below 20. Thus, a Mathematician with INT (17) would have a 15% chance of spell failure. Simply failing to solve the formula correctly does not waste the spell's energy; the Mathematician can try again the following round.

For acquiring spells, the Mathematician uses the Wizard's spell progression.

*Mathematicians cannot become specialists. Thus, there is no such thing as an "Illusionist Mathematician". Mathematicians cannot learn spells from evocation and necromancy.*

## Protector (G2E)

This class does not exist in the standard d20 system, but is a part of the Papilian campaign setting. The rules below illustrate how to create a Protector using the d20 system.



Protectors are essentially ordained bodyguards for Priests. A Protector can also be given charge of a small town or village (in this case, a Protector also fulfills the job of law enforcer or possibly judge.) Protectors prefer defensive combat, and will usually not strike first.

**Adventures:** Protectors will typically accompany a Cleric on a mission to fight evil. For it is generally accepted that Papilian is a dangerous world, and that the traveling Priest is quite ineffective if he turns up dead, Undead, bitten in two, or transformed into a horrible monster. Thus, Protectors usually see quite a bit of action. If a Paladin is considered a “sword of the church”, then the Protector is the “shield of the church”.

**Characteristics:** A Protector depends primarily on melee weapons, both light and heavy, to win the day. They use only light or medium armor because of the need to be agile and flexible. A Protector is also quite handy with unarmed attacks, although not quite as expert as the Monk. Finally, a Protector gains a lim-

ited number of defensive spells.

**Alignment:** Protectors can be Lawful Good, Neutral Good, or Lawful Neutral. These are the alignments that espouse honor, duty, and loyalty.

**Religion:** In the Papilian campaign setting, Protectors worship the Avatar of Good. In the Gaianar campaign setting, Protectors worship the True One. In other campaign settings, Protectors worship any good-aligned deity that supports defense and protection.

**Background:** The Protector class began as a movement within the Paladin community. Centuries ago, the Church of Evil led an assassination campaign against good-aligned clerics. The Church responded by initially hiring mercenary bodyguards, but found mercenaries can be bribed or bought off. The Church then contracted an entire Order of Paladins to defend the clergy and investigate the assassination guild. Over time, this Order established a very close relationship with the Church, eventually taking full responsibility for the safety and health of clergy. These Paladins lost their affinity with horses and instead developed new skills. After the War of the Avatars, this order officially changed their name to the Society of Protectors, and thus the character class was born.

**Races:** Humans and Dwarves make for great Protectors. Humans make good Protectors because of their passion, while Dwarves serve well because of their strong sense of duty and their ability to withstand withering punishment. Changelings make decent Protectors, although they can't withstand as much physical punishment; what they lack in stamina they make up for in courage. Blue Fey are fairly reliable Protectors when they serve as such, but most Fey don't have much of a religious calling. Twisted serve honorably when allowed to do so. Sentient, Living Constructs probably make for the most rare and formidable Protectors. Elves are usually ill-suited for the job of Protector as they are frequently selfish and irreligious.

**Other Classes:** Protectors get along well with Priests, Paladins, and Gunslingers. They have some suspicion of Barbarians and Cavaliers, whom they feel are too ready to fight and not always ready to think. They tend to not trust Wizards or Sorcerers (although they trust true Mathematicians a little more.) They have only infrequent interactions with Rangers and Druid/Shaman characters. They loathe Necromancers, and most Rogues who are not involved in law enforcement.

**Abilities:** Dexterity and Constitution are both important to a Protec-



tor because he generally must have a high Armor Class and be able to withstand a lot of damage. Alignment: LG, LN, or NG  
Hit Die: d10+1

Class Skills: Climb (Str), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Healing (Wis), Jump (Str). Knowledge: Law (Int), Religion (Int), Spellcraft (Int), Disable Device (Dex), Listen (Wis), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str).

Banned Skills: Animal Empathy, Forgery, Pick Pockets  
Starting Skills: (4 + Int modifier) x 4  
Higher Level Skill Points: 4 + Int modifier

### Class Features

**Weapon and Armor Proficiency:** A Protector is proficient with all Simple and Martial Weapons, Light and Medium Armor, and Shields. Note that all standard Armor Check penalties still apply. A Protector can use any melee weapons, but no missile weapons that function only as missile weapons (i.e. a Protector could be proficient in a dagger, which can be thrown, but not a bow.)

**Fast Healing:** Protectors recover hit points at the rate of one per hour. A Protector can regenerate severed limbs in 2d4 months. A Protector recovers from broken bones in 1d4 weeks. A Protector can be killed at -11 hit points, or by having his head chopped off. Fire damage is considered to be an aggravated injury that heals at the normal rate of healing rather than the faster Protector's rate.

**Vision Without Light:** This ability is

different from infravision. A Protector can "see" in the absence of light. The vision manifests as a monochromatic effect in which all persons and objects are viewed as wire frame outlines. In this fashion, normal combat is possible, but reading or fine work is not.

**Bare Handed Attacks:** A Protector has better than normal bare-handed attacks. While not as formidable as a Monk, a Protector is highly efficient in combat without the benefit of weapons.

**Protective Aura:** A Protector can designate a single person as a "protectorate". This is accomplished through touch and saying aloud "You are under my protection". From that point forward any damage done to the protectorate will be deducted from the Protector's hit points. This only applies to mundane damage, not magical or psionic. The protectorate must remain within 120' of the Protector. This feature's use increases as the Protector increases in level.

**Inner Health:** At 10<sup>th</sup> level, the Protector's aging effectively ceases. While the Protector's life expectancy is not actually extended, he or she will remain healthy for the remainder of his or her life span. This does not confer disease resistance, but rather a resistance to bodily degradation due to age.

**Timeless Health:** At 20<sup>th</sup> level, the Protector effectively becomes an eternal guardian. The Protector stops aging. The Protector can still be slain by injury or disease, but will not die of old age.

**Lend Health:** The Protector can lend health to a designated Protectorate. By touch, the Protector can transfer hit points from his body to the body of another. If the Protector is below 25% max HP, this power will not function. Hit points lost to the Protector can be regained via Fast Healing.

**Rebuke Undead:** A Protector can affect Undead as good-aligned Priest one level lower.

**Fast Running:** While a Protector is not as fast as a Monk, he is certainly faster than a normal fighter of the same race. Moreover, a Medium-sized Protector can carry a wounded Small or Medium sized protectorate without losing speed.

**Spells:** A Protector gains access to a limited number of defensive spells. Spell bonus is based on the Wisdom score.

**Base Attack Bonus Progression:** With weapons, same as Rogue; with barehanded attacks, see the Protector's attack matrix.

**Saving Throws:** Same as Monk.

Table: Protector's Attack Matrix

Level	Combat			Powers and Abilities		Spells			
	Weapon Attack	Unarmed Attack	Unarmed Damage	Special Powers	Speed	L1	L2	L3	L4
1	+0	+0	1d6	Powers listed above	30	0			
2	+1	+1	1d6	Affect Undead	30	1			
3	+2	+2	1d6	Protective Aura 2x	30	2	0		
4	+3	+3	1d6		30	2	0		
5	+3	+3	1d6		30	2	1		
6	+4	+4	1d6	Protective Aura 3x	40	2	1	0	
7	+5	+5 / +1	1d8		40	3	1	0	
8	+6 / +1	+6 / +2	1d8		40	3	2	1	
9	+6 / +1	+6 / +2	1d8	Protective Aura 4x	40	3	2	1	0
10	+7 / +2	+7 / +3	1d8	Inner Health	40	4	3	2	1
11	+8 / +3	+8 / +4	1d8		50	4	3	2	2
12	+9 / +4	+9 / +5 / +1	1d10	Protective Aura 5x	50	4	4	2	2
13	+9 / +4	+9 / +5 / +1	1d10		50	4	4	3	2
14	+10 / +5	+10 / +6 / +2	1d10		50	4	4	3	3
15	+11 / +6 / +1	+11 / +7 / +3	1d10	Protective Aura 6x	50	4	4	4	3
16	+12 / +7 / +2	+12 / +8 / +4	1d10		50	4	4	4	4
17	+12 / +7 / +2	+12 / +8 / +4	1d10		60	5	4	4	4
18	+13 / +8 / +3	+13 / +9 / +5 / +1	1d12	Protective Aura 7x	60	5	5	4	4
19	+14 / +9 / +4	+14 / +10 / +6 / +2	1d12		60	5	5	5	4
20	+15 / +10 / +5	+15 / +11 / +7 / +3	1d12	Timeless Health	60	5	5	5	5

**Protector Spells**

*Level 1:* Alarm, Expeditious Retreat, Resistance, Invisibility to Undead, Virtue, Sanctuary (can only bestow on the Protectorate), Shield Other.

*Level 2:* Endure Elements, Invisibility to Undead, Shield of Faith, Bane

*Level 3:* Aid, Invisibility Sphere, Leomund's Tiny

Hut, Negative Plane Protection.

*Level 4:* Hold Monster, Leomund's Secure Shelter, Magical Vestment, Freedom of Movement, Status.

**Spontaneous Casting:** A Protector can sacrifice a memorized spell of any level in exchange for a Sanctuary that can be bestowed upon the Protectorate.



## Rogue (d20)

Thief, Investigator, Jack-of-All-Trades, and Speaker for the Dead (G2E)

In the Papilian campaign setting, Rogues can go by several titles, but all of them have the same standard Rogue abilities. A Thief is a Rogue who steals. An Investigator is a Rogue involved in law enforcement. A jack-of-all-trades is a generic Rogue who is just out for himself, or possibly involved in locksmithing or tinkering. A Speaker for the Dead is a Rogue that solves homicides (i.e. like "Quincy, M.E.")

## Gunslinger

The lands of Papilian are plagued with monsters, criminals, and all forms of savage beings that would seek to destroy civilization. Against these hordes stand the Gunslinger, a grim and unyielding shield of Law and a deadly warrior with frighteningly accurate aim and potent firearms.



**Adventures:** Gunslingers are the most common force of Law in the lands - they abide by strict codes of honor and self-discipline in much the same way as a Monk. However, while the Monk concerns himself with achieving inner peace and enlightenment, the Gunslinger focuses upon restoring Law and order throughout the world, usually at the cost of eliminating monsters, bandits, and other consistent threats to civilization. A Gunslinger's task is never finished, and their own personal war against chaos knows no boundaries or limits. For this reason, they travel the lands, extinguishing chaos one city and dungeon at a time.

**Characteristics:** A Gunslinger depends upon his martial might, particularly his skill with firearms, to defeat his enemies. He is skilled with all Simple and Martial weapons, though uses light and medium armor to maintain his ability to strike quickly and decisively in battle. Because of his strong ties to Law, a Gunslinger has various powers that allow him to better defeat the forces of Chaos. All Gunslingers can detect Chaos, and as their power grows, so does their ability to defeat it.

**Alignment:** While Gunslingers abhor chaos, the letter of the law does not strictly bind their actions - they need not mindlessly follow the decrees of a local tyrant or government just because "it's the law." However, they would not seek to create anarchy to cast down the corrupt government if there is a most ordered and lawful way to bring about the desired regime change. Gunslingers are less subtle when dealing with monsters whose very nature is chaotic.

Gunslingers need not be Good-aligned, and some of the most dangerous enemies in the world are Lawful Evil Gunslingers. These beings seek to create a perfect world of tyranny, where the strong rule with absolute Law. Lawful Neutral Gunslingers can be an asset or a menace, for

their lack of concern with Good or Evil can lead them to commit horrid acts in the name of the Law. Lawful Good Gunslingers are a boon to any city, town, or adventuring party, for they are noble, if not gruff, companions. All Gunslingers are honorable and keep their word and maintain their oaths, though not all are good of heart.

**Religion:** Good or Neutral Gunslingers generally worship the Avatar of Good. On Gaianar, they usually worship The True One or Vornar. In other campaign settings, Gunslingers of good or neutral alignment will typically worship a Lawful deity that supports justice. Evil Gunslingers typically have no religion at all or follow the Avatar of Evil. On Gaianar, evil Gunslingers usually worship Illluthial. In other campaign settings, evil Gunslingers will typically worship any Lawful deity that supports tyranny.

**Background:** It is hard to say what calls a person to be a Gunslinger and to dedicate his life to Order and Law. Often times, potential Gunslingers emerge from lands ruled by corruption, where the law is merely a tool for

greed and treachery. Other Gunslingers hail from small towns that lack the strength to maintain Order and keep the horrors of the wilds at bay. Regardless of background, every Gunslinger is a member of a rather reclusive and secretive order that concerns itself with the protection of the innocent, the quest for Order in the universe, and the elimination of random and destructive forces. The descendents of Gunslingers often follow in the footsteps of their ancestors, and it is not at all uncommon for a many generations of the same family to take up the Oaths to Law and dedicate their lives to the Order. In such cases, the firearms of the first Gunslinger in the family are passed down through the generations and often end up being worth more than gold or power to the one who currently is privileged enough to wield them.

**Races:** Humans, as the most adaptable race, as well suited to being a Gunslinger as to not being one - learning the way of Order does not come easily to Humans, but they can adapt and understand the principles of this class. Elves, Gnomes, Halfings, and Half-Orcs do not take well to this mindset of the Gunslinger, for these races tend towards Chaotic alignment. Dwarves make excellent Gunslingers - they tend to be of Lawful alignment and they hold great appreciation for the fine craftsmanship and history

of each set of Gunslinger guns. Ironically, due to Papilian's societal prejudices, quite a few Gunslingers are Elven, despite the fact that this race is ill suited to the task.

Of the campaign specific races, Changelings are ill suited for this and any other Fighter-like class. Fey are often Chaotic in nature, but the minority of Lawful Fey usually have good success as Gunslingers.

**Other Classes:** Gunslingers will work well with most character classes, and they share a common mindset with Monks and Paladins. They detest Barbarians, considering them the source of most of the world's problems, and look unkindly upon thieving, Chaotic Rogues who try to make trouble and break the law.

### Game Rule Information

**Abilities:** Dexterity and Constitution are both important to a Gunslinger because he generally wields projectile weapons and wears light armor and.

**Alignment:** Any Lawful

**Hit Die:** d10

#### Class Skills

Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Jump (Str), Knowledge: Law (Int), Listen (Wis), Profession (Wis), Ride (Dex), Search (Int), Sense Motive

(Wis), Spot (Wis), Swim (Str),

**Banned Skills:** Animal Empathy, Decipher Script, Read Lips, Scry, Use Magic Device

**Starting Skills:** (4 + Int modifier) x 4  
**Higher Level Skill Points:** 4 + Int modifier

### Class Features

**Weapon and Armor Proficiency:** A Gunslinger is proficient with all Simple and Martial Weapons, Light and Medium Armor, and Shields. Note that all standard Armor Check penalties still apply.

**Mastery of Firearms:** On achieving 6<sup>th</sup> level or higher, Gunslingers gain Weapon Specialization in the firearm of their choice, though the Gunslinger must first have Weapon Focus before being able to take Weapon Specialization. This feat adds a +2 damage bonus with the chosen firearm, though this bonus only applies if the target is within 30 feet. Beyond that range, it is too difficult to strike precisely enough to inflict the additional damage upon the target.

**Detect Chaos:** At will, the Gunslinger can *detect chaos* as a spell-like ability. This ability duplicates the effects of the spell *detect chaos*.

**Impossible Shot:** The Gunslinger can clear his mind of all forms of chaos and gain insight to the weaknesses of his enemies. This ability let the Gunslinger use *true strike* as a spell-like ability a certain number of times a day, depending upon level. The ability duplicates the ef-

fects of the spell *true strike*, but only functions if the Gunslinger is wielding a projectile weapon.

**Instill Order:** This spell-like ability lets the Gunslinger calm the chaotic emotions in others. It functions as the spell *calm emotions* and can be used a certain number of times per day, dependent upon level.

**Vanquish Chaos:** With greater experience, the Gunslinger can turn aside the forces of Chaos and create a ring of Law around himself. This spell-like ability functions as the spell *magic circle against chaos* and can be used a certain number of times per day dependent upon level.

**Judgment:** When needed, a Gunslinger can act as judge, jury, and executioner. Once a Gunslinger has proven his devotion to Law, he gains the power to Judge a person and sentence them based upon their crimes - this power functions as a spell-like ability. This ability duplicates the effects of the spell *mark of justice*.

**Champion of Law:** This spell-like ability is the ultimate reward for a Gunslinger who has followed the path of Law. This power functions like the spell *shield of law* and can be used a certain number of times per day dependent upon level.

**Base Attack Bonus Progression:**  
Same as a Fighter

**Saving Throws:** Good Will Save and Fortitude Save

**Ex-Gunslingers**

A Gunslingers who ceases to be of Lawful alignment and who willfully commits Chaotic acts or who be-

comes in a grossly dishonorable fashion loses all special abilities and spells. He may not progress in levels as a Gunslinger until he regains his abilities if he atones for his violations of his code of conduct (see the Atonement spell description).

Like a member of any other class, a Gunslinger may be a multi-class character, though there are special restrictions. A Gunslinger who gains a new class or (if already multi-class) raises another class by a level may never again raise his Gunslinger level, though he retains all Gunslinger abilities. The of the Gunslinger requires a constant devotion to Law - once you start down that path, you must be devoted to it, and once you turn away from it, you cannot return.

Gunslinger Level	Special Abilities
1	Detect Chaos, Impossible Shot 1/day, Instill Order 1/day
2	-
3	-
4	Impossible Shot 2/day
5	Instill Order 2/day
6	Mastery of Firearms, Vanquish Chaos 1/day
7	Judgment 1/day
8	Impossible Shot 3/day
9	Instill Order 3/day
10	Vanquish Chaos 2/day
11	Judgment 2/day
12	Impossible Shot 4/day
13	Instill Order 4/day
14	Vanquish Chaos 3/day
15	Judgment 3/day
16	Impossible Shot 5/day
17	Instill Order 5/day
18	Vanquish Chaos 4/day
19	Judgment 4/day
20	Champion of Law 1/day, Impossible Shot 6/day

### Cavalier (both systems)

This character class is unchanged in the G2E system, with the exception that most Cavaliers are Dwarves, not Humans. In the d20 system, this class remains a "prestige" class. However, player characters are encouraged to take this class if playing a Dwarf.

### Necromancer (both systems)

While the Necromancer class is unchanged in the G2E system, a "necromancer" is traditionally more of a title than a character class in the d20 system. If implementing d20 rules, a Necromancer can be a Cleric of evil alignment (or one that worships death), or it can be a wizard that specializes in Necromancy. Most Necromancers are evil, but there are a few Good and Neutral exceptions.

### Psionist (d20)

This character class is unchanged in the d20 system. This character does not exist in the G2E system, and thus is not played.

## Skills

The basic D&D 3<sup>rd</sup> Edition skills list and section is not altered in the World of Papilian rules. However, it is recommended that characters each consider taking a Profession or Craft of some useful sort. In the more believable campaigns that are not just "dungeon crawls," one can make money between adventurers by knowing some useful non-combat skills. Dungeon Masters are encouraged to reward those player's whose characters have believable skills. Not every adventurer started out as an orphan wielding swords or spells before they were even teenagers, and most of them had at least some Profession or Craft before they took up the sword.

In a properly run game of Papilian, there are plenty of times when having the appropriate Profession or Craft can be helpful. Perhaps it will let you earn some money while the party heals up after an adventure, offer a way to make valuable contacts (and thus get involved in more plot hooks), or let you save money by doing something yourself.

## Religion

There are two major religions on Papilian.



These religions are based on philosophies rather than the worship of specific deities. While the religions recognize a "Higher Power" that created the universe, the focus of both religions is on the ethical and moral concepts. The major religion worships Good, whereas the lesser religion worships Evil. The Churches of Good operate openly, whereas the Churches of Evil frequently occupy underground passageways, abandoned mines, and boarded-up buildings. Priests of Good are fairly common, but not very warlike, while Priests of evil are rare and wreak much havoc. Thus, the two opposing forces are, in fact, fairly well balanced.



While members of any can become Priests of Good, this job falls primarily to the Changelings. Elves are too materialistic and convinced of their own perfection to want to pursue spiritual enlightenment, while Humans, Dwarves, and Twisted frequently cannot afford the education due to the draconian taxes they must pay. Fey may believe in the goodness, equality and freedom, but as a race they are not very religious, and thus rarely become Priests or Druids.

Likewise, members of any race except Changeling can become a Priest of Evil. This job falls primarily to Humans and Undead. Elves accomplish evil effectively enough without needing religious backing. Changelings cannot be Priests of Evil due to their racial alignment. Green Fey, while supporting the aims of the Evil church, do not become Priests because they are racially irreligious.

Priests of Good function as standard Priests, as described in the Book of Spiritual powers. Rural Priests of Good may opt to take the Shaman (Druid) description instead. Priests of Evil have the same ability descriptions as

Priests of Good, except that they have a lot of their spell effects reversed, and can create Undead. Moreover, the Priests of Evil can wield then energy of the Ruining.

- **Avatars**

Good and Evil have their own physical manifestations, called Avatars. The Avatar of Good, called Papilian (hence the planet is named after the inhabitants' god), appears as a humanoid butterfly of incomprehensible beauty. Valquena, the Avatar of Evil, appears as a giant, coiling, Undead python with a humanoid head. This is why the holy symbols for the two religions are the butterfly and the serpent, respectively.

## Forms of Government



The political map of Papilian is organized in nation-state provinces. Each province is composed of a collection of city-

states. The cities, collectively, form a loose confederation. Thus, there is a central, provincial government, but is very weak and mostly ornamental. The city governments, on the other hand, are very strong and have a labyrinthine bureaucracy and taxing system. Most of the provinces are controlled by Elves, although there is one Dwarf and one Changeling-run province.

The Provincial commander-in-chief is called an Overmayor, and is elected by secret ballot once every ten years during a regional meeting of city mayors. Assisting the Overmayor is the Arch-Justicar and the Arch-Constable.

These two offices are essentially useless and have no real defined duties, but the pay is fantastic.

Within the cities, the political structure includes a mayor, an undermayor, and councilmen. The number of councilmen depends on the size of the city. The law enforcement system is composed of an Uberconstable (chief of police), street constables (can be either civilian police or designated as military personal), Harbor Boss (enforces the shipping/import laws and customs), fleet constables (can be navy or seafaring policemen.), and hidden constables (secret police.) Finally, a Justicar and lesser Judges handle the judicial system. People convicted by a judge may appeal to the Justicar, but this person doesn't have to hear the appeal. There is no such thing as a lawyer or Law Twister. Criminal judgments are generally swift and harsh.

All citizens can vote. Citizens are considered Elves, Changelings, and Fey. It is also possible for a Human, Dwarf, or Twisted to gain citizenship by way of the quarterly citizenship tournaments. An elf, Changeling, or Fey who becomes Twisted immediately loses citizenship. If this person is currently occupying a public office, he or she also loses that position.

Only Elves can occupy the po-

sitions of Overmayor, Arch-Constable, Arch-Justicar, Uberconstable, Mayor, and Justicar. Fey and Changelings can occupy any other elected or public office. The positions of Uberconstable, Mayor, Undermayor, Justicar, Harbor Boss, and Councilman are elected every five years. A cadre of Mayors elects the provincial offices every ten years, while the lesser offices are either appointed or applied for in the normal manner in which jobs are applied for.

Constables may also hire Bounty Killers to deal with dangerous criminals. The underclasses may become Bounty Killers, since this ruthless form of law enforcement fits well into the preconceived notions that Elves have of humanity and Dwarven sociology. Bounty Killers are hired to kill wanted felons who are wanted "dead or alive". Hidden Constables may also be of any race, as the ruling elite understands that a secret policeman must, by definition, be able to blend in with any crown, and that means hiring Humans, Dwarves, and Twisted.

In Changeling controlled provinces, they typically organize their governments as a Theocratic Oligarchy (i.e. a council of high-ranking priests.) Dwarven provinces are feudal (i.e. the government and military is com-

posed of kings, barons, dukes, knights, artisans, merchants, and citizens.) Changeling and Dwarven societies are much more benign than those controlled by the Elven elite. However, these provinces have strict limitations on immigration due to the danger of overpopulation.

## Educational Systems

The ruling elite does value education, culture, and craftsmanship. There are no bound books on Papilian. Rather, all information is stored on scrolls. Most medium to large sized cities have public libraries that citizens can access for free (underclass can access for a fee). Additionally, most medium to large sized cities have public schools that offer 8th degree education (equivalent to high school), followed by the 11th degree "masters" level schooling (equivalent to a Bachelor's degree). Large cities may have a 13th degree "lordship" level program (equivalent to a master's degree). In small cities, the libraries are much more basic and schooling is only offered to the 4th degree (equivalent to 6th grade.)

All people (except Constructs) are eligible for free education to the 4th degree (the ruling elite wisely figured that an illiterate underclass actually costs money.) Citizens may achieve 8th degree for free. Elves may pursue the 11th degree for free, while all other citizens must pay. The 13th degree is costly, and only Elves may participate.

In Changeling-controlled provinces, anyone can get an 8th degree education for free. Other degrees cost money. However, students frequently get a substantial discount if they agree to become Protectors or missionaries.

In Dwarven-controlled provinces, education to all degrees are free, but students must gain the patronage of ever more powerful nobles in order to continue pursuing their studies. Perhaps this is why all Master and Lord level students are also politically savvy and quick with words.

In all cultures, damaging and/or destroying library scrolls carry a stiff penalty. Most libraries have at least one armed guard (usually with a flintlock pistol or a hand cannon.) In Arabel, the librarians themselves carry flintlock pistols are empowered by local law to hunt down and kill anyone (even Elves) who steal or deface library scrolls.)

## Technological Synopsis

The effective state of technology on Papilian is, for the most part, equivalent to the late 1600's in America. Available firearms include hand cannons, flintlock pistols, and smoothbore long guns. Electricity has not been invented. Unlike Gaianar, Papilian never had a high-tech era. Sailing ship technology is very primitive. Oar-driven longboats accomplish most sea travel. Most sailors are Human, as the job is both thankless and dangerous.

## Raw Materials

Metal is very scarce. This scarcity of metals partially explains the comparatively slow technological advancement. Iron is a form of currency, thus firearms are very expensive, and most

items that adventurers are accustomed to being made from metal are actually made from stone, obsidian, or wood. Suits of metal armor are almost unheard of, and are fantastically expensive. As a result, most adventurers wear leather, hide, or studded leather armor. Most shields and bucklers are made of wood. Since most villains are equally equipped, this does not impose any significant combat disadvantage.

The elite of the city may have dishes and flatwares made of metal and own an assortment of metal cooking pots and pans. Fey and Changelings are often relegated to ceramics, while the "lesser" races often can only afford wooden items. Likewise, metals are often not wasted on nails and bolts, thus Papilian society makes extensive use of dowels in home construction.

The scarcity of metals is somewhat offset by the abundance of plant and insect-related products. A help rope is almost as strong as a steel cable. With trees 20' in diameter, wooden products are common and cheap. The existence of giant bees and wasps makes paper and wax plentiful. Enterprising craftsman can make colored windows from the wings of



deceased giant butterflies. Roofing tiles can be made from the exoskeletons of giant insects. With silkworms the size of boards, clothes made from silk are cheaper than clothes made from cotton (wool is very rare because there are no sheep.)

### Architecture

Housing is primarily accomplished through hollowing out a dead giant tree of 20' diameter or larger. In Papilian culture, it is of extreme taboo to cut down a live giant tree (although normal-sized trees can be farmed and harvested.) These giant trees can grow to several hundred feet in height, thus a medium-sized city can find proper housing with just two dozen of these hulls. A tree disease that was unleashed during the Avatar War claimed about 20% of the towering, gentle giants. It was for this reason that harvesting of giant trees is a capital offense. On the other hand, the death of one fifth of the giant trees did have the side effect of giving everyone somewhere to live.

As the population has grown, housing has expanded to utilizing live giant trees. However, these specimens are not hollowed out, but instead habitation rings are built on the outside of the trunks. The Elven ruling class retains Dwarven engineers (even though the Elves distrust and dislike members of this race) who are able to determine how much load a living tree can safely withstand.

Most of these tree towers have external staircases that grant the dwellers access to their homes. The elevator has not yet been invented. Thus, while it is fashionable and a mark of status for an Elven family to occupy one of the top-most suites, these same families frequently retain one or more very well treated Changeling or Fey valets who can fly them up to the top of the staircase. Of course, any family that can afford the highest suites usually is able to afford the services of at least one butler or valet.

The Humans and Twisted usually live in ramshackle huts and shacks on the town's periphery. Humans generally live in gray, joyless slums, whereas the Twisted section of town (though

equally poor) usually seems livelier (since they can never "fit in", they don't bother even trying.) T-Town usually has a Mardi Gras feel to it. They inhabitants there are strange, and the fact that they know the ruling elite hates them makes them act out in bodacious, flamboyant ways. Their colorful, bawdy behavior only makes the Elven snobbery avoid T-Town all the more. The residents of T-Town know that the police rarely, if ever, venture into that part of town, thus the Twisted feel safe in their rambunctious behavior. Anyone who looks too "civilized" should be forewarned. More than a few of the Twisted have learned the fine art of picking pockets cutting purses - especially from those who look like they can afford the loss.

The Elves generally view these shantytowns as being filthy disease pits. This is very far from the truth. While the Humans and Twisted are members of two brutally discriminated minorities, they do retain their pride. Their living quarters and streets are just as clean as the soaring domains of the tree-dwelling Elves, Changelings, and Fey. The despised races are merely poor.

Dwarves, for the most part, live outside the cities. They may come to town to work, but they prefer to like in homes crafted from stone, or to live in re-engineered caves or caverns. Thus, most Dwarves are not found in the cities once the workday is done, save for at local pubs that serve the underclass.

### Agriculture

With Papilian's ecosystem nearly devoid of land-based mammals, farmers have resorted to farming other kinds of livestock. Farmers tend to raise various kinds of reptiles for meat and leather. Wolves, rabbits, and guinea pigs are three of the few common mammals. These are often raised for leather and fur (and, in the case of rabbits and guinea pigs, food.) Fish are fairly common, thus port cities often have a wide variety of fresh seafood to choose from. Humans and Twisted are frequently employed as fishermen and sailors, as

this occupation is both dangerous and low paying.

There are quite a few primitive grains that have been successfully domesticated. A prehistoric form of corn is fairly plentiful. It comes in a thin husk with about three-dozen kernels on the inside. In swampier areas, rice grows easily. Wheat is scarce and more expensive, thus Elves frequently have wheat bread on their tables, whereas Humans must make do with rice cakes.

Due to the world's tendency toward gigantism, root vegetables (like carrots and potatoes) and vine vegetables (like pumpkin and squash) are frequently large enough that one specimen can feed an entire family. Humans and Twisted are often employed as migrant workers for farms owned by Changelings of Elves (Fey, for some reason, have rarely taken to farming.) Changeling farm masters usually treat their workers fairly and pay living wages, whereas Elven masters treat their migrant employees as slaves. Dwarves generally don't farm, but are often retained on a full time basis as maintenance workers and handymen. In this venue, the Dwarves somewhat earn the Elves' grudging respect.

Honey farming, candle crafting and paper processing are all fairly booming businesses. Beekeepers typically raise the "medium" sized bees of appropriate type depending on

whether they want to produce wax, honey, or paper. As sugar cane is underproduced on Papilian (this plant does not experience gigantism), honey is the most plentiful sweetener.

Silk is the most common fiber used on Papilian. It is in plentiful supply, and the typically hot climate of Papilian demands the use of lightweight fabrics. Sheep wool does not exist, since sheep do not exist. The only available wool comes from rabbits (cashmere rabbits), and articles of clothing made from this material is both fantastically expensive and impractical (in other words, favored by the Elite.) Cotton is somewhat less common, as this plant does not experience gigantism. As it is a durable, lightweight fabric that breathes (Papilian is also generally very humid), items made from these materials are favored by the middle classes (Changeling and Fey.)

As a result of cotton farming, peanuts are grown in as part of standard crop rotation. Legumes are fairly primitive plants, and experience gigantism. Thus, there are quite a few products made from peanuts.

What little farming Dwarves participate in usually takes the form of mushroom harvesting. Dwarves like to make useful spaces out of caves and caverns, thus they excel at harvesting various kinds of mushrooms and nutritious and medicinal fungus.

Seaweed is heavily exploited. This form of plant life is both nutritious and abundant. Humans are frequently seaweed farmers, as they are a seafaring race in general.

Given that most plant life on Papilian is primitive (albeit large), the ecosystem could be severely damaged by the introduction of plant and animal life from a more ecologically advanced world (such as Gaianar or Earth). It is fortunate that Stillpoints (randomly appearing transdimensional one-way gateways) are 10% as common on Papilian than they are on Gaianar.

### Flora and Fauna

Mammals are much less common on Papilian than on Gaianar. At some early point in this world's development, an ecological catastrophe caused the extinction of most mammalian species (much like what happened to the dinosaurs on Earth). As a result, insects and reptiles fill most of the ecological niches once occupied by mammals. For instance, giant beetles pull wagons and chariots. A plow might be hooked up to a giant lizard. Flight can be accomplished by putting a harness on a giant butterfly.

Lizards come in two variants: a "normal" size (i.e. an Earth-normal mass for the species), and "giant" size (horse or cow sized). Insects come in three

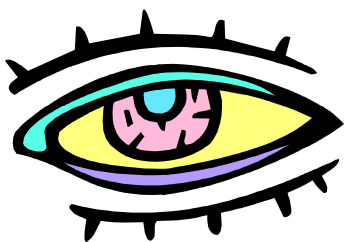


sizes: "normal" size (i.e. an Earth-normal mass for the species), "large" size (ranging from baseball sized to dog sized), and "giant" sized (i.e., can pull a wagon or carry a rider. Mule to elephant sized.)

The economic impact is that there aren't very many dairy products, and most leather items are made from reptile leather. People eat reptiles and insects for food.

The flora of Papilian is pre-historic. Most trees grow very tall and have extremely dense foliage. Quite a few plant species are poisonous. There are fewer species of flowering plants (although some flowering species experience gigantism.) Given the size of the plants, lizards, and insects, one could almost make an argument that it is the humanoid life that is small, not the plant and animal life that is overly large.

Sea life seems to have retained most of its mammals. Dolphins and whales are highly intelligent and wisely try to avoid humanoid contact whenever possible. Recently, their migration patterns have changed due to the encroachment of the Ruining.



## The Ruining

About 500 years ago, a great war erupted between Good and Evil, and the Avatars warred with each other. Valquena sought to remake the world in his own image. He wished to elevate reptilian life as the new sentient, dominant species, to downgrade humanoid life into stupid, furry, chattering mammals (food for the reptiles). The Avatar Papilian was roused to defend her people from ruination. As her chief weapon, she wielded the World Staff, a powerful artifact that could change or impose natural law. Valquena's army of semi-sentient lizards crossed the great sea in crudely fashioned longboats and attacked the cities of Arabel, Anchorhead, and Orlogatan. Papilian bade the Elven archers, the best in the world, to slay these horrid beasts. In the end, the pivotal battle involved a physical confrontation between Papilian and Valquena. The Avatar of Evil was driven back to his homeland, and his army of lizards was defeated. However, the World Staff was broken into four segments and scattered to the winds. The staff could be restored if the four segments are found and then bound together with the missing Lynchpin rod.

Without the energy of the World Staff, the Avatar Papilian's powers were greatly curtailed. Valquena,

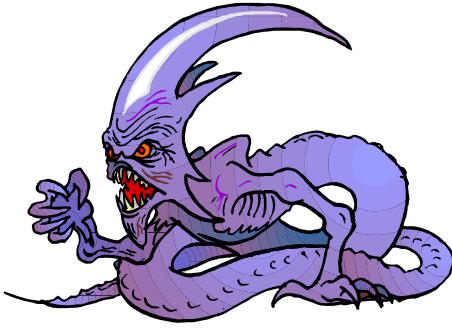
after licking his wounds, discovered that he could now unravel the laws of nature bit by bit. He twisted the air, sunlight and land. Beings exposed to dawn's first light found themselves horribly mutated and disfigured. The land beneath this effect turned into an undulating, ever changing desert populated by monstrous insects, twisted cacti, and desperate Twisted nomads. Moreover, the lizard men still roam about - they seem to be immune to the Ruining, as Valquena created them. The Avatar of Evil despoiled his own land first. His domain is one of sand, Undead insects and lizards, and crazed Twisted nomads that roam the night and day until they die of exposure - and then they rise in Undeath.

This environmental effect is called "The Ruining". Its domain has been steadily expanding for the past 500 years. Now it has begun to cross the sea, Twisting ocean life as well as terrestrial life. The only proof against the Ruining is to be indoors, or to be standing on black basal at dawn.

It is thought that if the World Staff could be reassembled, the Ruining could be banished, and the Twisted could be healed.

In the 500 years that have passed, the Elves got great mileage out of the fact that they were the Avatar Papilian's chosen archers. From that designation, they declared themselves the "Chosen People". Later, they called themselves the "Chosen Race". Now, centuries later, they fully call themselves (and believe themselves to be) the "Master Race".

## Effects of the Abyss on Undead



Because Papilian has close ties to the Abyss and the Plane of Light, certain Undead will manifest features

of an Abyssal aspect. These features include fire, ash, ice, and acid. Undead with one of these features turn as if they had double hit dice, since part of their animating force is from a source other than death magic. Any standard Undead can manifest Abyssal aspects. Freewilled/NPC Undead, however, rarely manifest Abyssal aspects, but instead frequently manifest the power of the Ruining. Those wielding the ruining can inflict mutation via touch once per day per level or hit die.

Most Abyssal powers can be used 1d4 times per day. These powers include:

- **Fire:** May be able to do a fire touch (1d4 damage per Hit Die of the creature), fire breath (may do 3d6 damage in a cone 10' long per level), or flaming body (does 1d6 damage to all foes in a 10' radius per level.) Low HD Undead may have 25% fire resistance, whereas greater Undead may have 50%, 75% or even 100% fire resistance.
- **Ash:** This is the power of entropy. Undead may have an ash touch (which rots 1 pound of material per HD - such as armor, weapons, etc.) Ash breath may cause the victims to age one year per HD of the creature (save: d20 [Fort], G2E [death magic] to negate.) Ashen body causes all foes within 1// per hit die to drop by one point of Endurance per HD of the creature. Victims dropping below zero do not die,

but are incapacitated until they have had 24 hours of bed rest (save: d20 [Fort], G2E [system shock] to negate.) Low power Undead may have a 25% resistance to radiation (not that Undead worry about REMs - this resistance helps them resist physical damage.) Greater Undead may have a 50%, 75% or 100% radiation resistance.

- **Acid:** Undead of this type can secrete, spit, or outgas acid. The touch of an acid-enchanted Undead has the potential to ruin metal armor and items. For each HD, the creature can reduce a suit of armor or shield's protection by 1AC. This touch can also inflict a functional penalty of -1 against all metal weapons, tools, and devices. Targeted items get an appropriate item save versus acid to avoid damage. Undead of this type can also spit acid. As a RTT, these creatures can hurl a blob of acidic spit the size of a baseball and inflicts 1d6 damage per HD, followed by residual damage of 1d6 that lasts one round per HD. Finally, using the acid body configuration, the Undead monster can cause caustic vapors to outgas from its body. This causes temporary blindness, which lasts for one round per HD of the monster. The area of effect is a 10' radius per HD of the creature. Targets get a save versus poison to negate. Lesser Undead have a 25% acid resistance, while greater Undead may have a 50%, 75% or 100% acid resistance.
- **Ice.** Undead empowered with the Ice aspect of the Abyss have the ability to inflict a numbing ice touch that can paralyze one victim's limb for 1 round per HD of the creature. This attack is a touch attack, and can be negated by the victim making a save versus system shock (or Fortitude). Ice Undead can exhale an icy breath that inflicts 3d6 damage in a 10' (per HD) cone. Finally, in icy body mode, the Undead can unleash a gust of cold that inflicts 1d6 damage and affects all foes within range as a "slow" spell. The range is a 10' radius (per HD) sphere and slows the targets for one round per HD of the creature. Targets may save versus area effect for negation.

## Effects of the Plane of Light on Spiritual Beings



The Plane of Light also has close ties to Papilian. Whereas the Abyss generates fire, acid, ice, and ash, the Plane of Light summons wind, water, sun, and growth. Each of these aspects counteracts the aspects of the Abyss.

Certain animals (particularly giant butterflies) may possess aspects of the Plane of Light.

The Avatar Papilian may also imbue her Priests, Paladins, and Protectors with one of the aspects of Light. Also, her disciples (Priests of Light) often have an aspect of Light.

- **Wind:** Creatures wielding wind have the ability to throw wind punches that do 1d6 damage per HD. This is a ranged touch attack. The creature can also exhale a breath attack. Like most breath weapons of this type, it inflicts 3d6 damage in a conical region 10' long per HD. Finally, in windy body mode, the creature can exude a wind circle that forces attackers back to a 10' distance per HD. The attackers must match their Endurance against the creature's Endurance to overcome the wind effect (d20 system: make a Fortitude save). The creature can maintain this effect for one round per HD.
- **Water:** Creatures with this aspect can direct a jet of high-pressure water that can inflict 1d6 damage per hit die. The character can breathe in water for one hour per hit die. Additionally, the creature can grant water breathing (1 person per HD, which lasts 1 turn per HD). Finally, the character can create an artificial pool of water that is 1' deep that is 10' radius per HD.
- **Sun:** Creatures of this type can sear Undead for 1d6 damage per HD of the wielder. This effect is accomplished by a ranged touch attack that has a 10' range per HD. Creatures with the Sun aspect can also inflict a gaze attack that injures Undead suffer 3d6 damage in a conical region 10' long (per HD). Finally, using light body, the creature can illuminate a spherical region 10' that will prevent

Undead of fewer HD than the caster from entering the protected region. This illumination lasts 1 turn per HD.

- **Growth:** This is the least combative of the four aspects. Wielders of Growth can heal 1d6 hit points per HD, accomplished by a ranged touch attack (10' range per level). The creature with this aspect can use a "visage of growth": all allied creatures in a 10' cone (per HD) are healed for 3d6 hit points, and are cured of disease. Finally, the creature with this aspect can exude a "field of growth" that cures 10 hit points, repairs a structural point, and causes vegetation to grow within the area of effect. This area is a 10' radius per HD of the creature.

## Money & Items

Precious metals form the basis for monetary exchange. What is different from the d20 system and the G2E system is that the scarcity of metals has made even base metals precious. Aside from the usual gold and silver, iron and stainless steel are also considered forms of currency.

### Types of Coins

The monetary system on Papilian is somewhat different than on Gaianar. The modifications reflect the scarcity of metals. The base unit is the ceramic piece (cP), which is the conventional equivalent to \$1 in American reckoning.

10 glass pieces (gP) = 1 ceramic piece (cP) [\$1]  
 10 ceramic pieces (cP) = 1 iron piece (iP) [\$10]  
 10 iron pieces (iP) = 1 stainless steel piece (sP) or 1 copper piece (CP) [\$100]  
 10 copper pieces (CP) = 1 silver piece (SP) [\$1000]  
 10 silver piece (SP) = 1 gold piece (GP) [\$10,000]  
 10 gold piece (GP) = 1 platinum piece (PP) [\$100,000]

A copper piece and a stainless steel piece have the same value, although there are more stainless steel pieces in circulation. Iron pieces lose half their value if allowed to rust or otherwise become corroded. Broken glass pieces and ceramic pieces are utterly worthless.

A coin weighs two ounces. One can understand why metal weapons, tools, and decorations are at such a premium. *On Papilian, metal really is scarce.* This is also why so many weapons and tools are so frequently made from stone or wood. On the bright side, imported characters from other worlds or dimensions will find their money supply suddenly much more valuable. On the other hand, the friendly neighborhood pickpocket can always rectify the problem of an overabundance of wealth.

### Unique Items to Papilian

Since Papilian developed along very different technological lines (due to the lack of metals, and the fact that this world is not adjacent to the Dark Matter Realm), some items available to Gaianar are not available on Papilian, and vice versa.

- **Scroll Paper**

Scroll paper is cheaper on Papilian than writing paper is on Gaianar. Scroll paper is 15" wide and is sold in 10' lots. A "lot" usually sells for 1 cP, but can actually be sold in any length. Paper merchants usually just spool the scroll paper off huge spindles for their customers. Various grades of paper are available (affecting the cost, durability, and the paper's item save), but the standard grade is what is described in this entry.

- **Black Powder**

Normal gunpowder is both scarce and expensive on Papilian. In its place, the much less powerful black

powder is used for firearms.

This implementation is needed because the quality of available metals is much lower. Putting gunpowder into a native flintlock pistol or smoothbore musket would likely destroy the weapon. It takes about an ounce of black powder to fire a charge, and a charge costs about 2 gP. (Gunpowder, by comparison, is about 2 cP per charge (enough for 2 Gunslinger rounds, three detective specials, or four citizen's gun rounds.)

- **Musket Balls**

These are round iron balls that fit down the muzzle of flintlocks and muskets. A flintlock round weighs an ounce, whereas a muzzle round weighs 2 ounces. The rounds are worth their weight in iron, thus are somewhat expensive.

- **Priming Rods**

While flintlocks and muskets are sold with the required priming rods, there is always a chance that this item may be lost or broken. A priming rod is used to push the black powder, wadding, and musket ball down the front of the barrel. OEM priming rods are always made from iron, but replacement rods can be made from wood (2 gP), glass (5 cP), iron (2 iP), or stainless steel (2 sP).

- **Wadding**

This is essentially very low-quality paper that is highly flammable. It's so cheap that it's practically free and weighs next to nothing. Usually wadding come for free when purchased with black powder and/or musket balls. Wadding is required for firing charges from a flintlock, musket, or hand cannon. It takes about four square inches of wadding per shot fired.

- **Glow Worm Lanterns**

A certain species of aquatic worms have bioluminescent properties. When well fed and kept in a clear glass jar filled with brine, the worms generate a heatless glow that lights up a 1// radius (equivalent to a torch.) Worm-glow does not interfere with infravision. The worms must be fed every day (they'll eat just about anything, including trail rations), and the jar water must be changed once per week and new salt added. All in all, the lantern costs 1 iP to buy and about 2 gP per week to maintain.

- **Stinger Pens**

These are writing instruments made from the stingers of medium-sized bees. The poison sacks have been refilled with ink or dye. Of course, they could always be refilled with poison at a later date, making them great for "poison pen letters". The pen costs 2 iP, and ink refills cost 1 cP.

- **Chitin armor**

This is armor made from the exoskeletons of medium-sized in-

sects. It grants AC+4, but is somewhat stiff, so movement is reduced by 10%. It is light and fairly durable. Cost is 9 iP.

- Flintlock pistol

This primitive handgun shoots an iron ball. The barrel is 15" long and weighs about six pounds. To conserve metal, these weapons often have wooden or ceramic stocks, leaving the metal for the barrel and firing action.

On the G2E system, its four ranges are 1//, 6//, 9//, and 12//. Depending on the range, the damage varies. It does 4d4 at point blank, 3d4 and normal range, 2d4 and long range, and 1d4 at extreme range. It takes a round to load, thus, in the opening round of combat, the wielder cannot attack at all, but thereafter attacks on initiative 1 (the rest of the round is spent reloading the weapon.)

On a d20 system, its three ranges are 10', 90', and 120'. It inflicts 4d4 against small/medium sized creatures and 3d4 against large. It can be fired every other round. If the user opts for weapon focus, then it can also be fired every round.

This weapon costs 60 sP and must have 2 sP worth of maintenance performed on it for every 100 shots (most gun stores can do this in about two hours, whenever the user goes to buy more black powder and musket balls.) Melted down, this weapon contains 32 sP worth of steel.

- Smooth-bore Musket

The predecessor to the rifle, this long-gun has the same firing action as a flintlock, just in a larger size, with better range and damage.

For the G2E system, the flintlock, it takes one full round to load, thereafter the wielder goes on initiative 1 on each combat round thereafter. The four ranges are 1//, 9//, 18//, and 24//. The damage rating for this device decreases with the range. It inflicts 4d6 damage at point blank, 3d6 damage at normal range, 2d6 damage at long range, and 1d6 damage at extreme.

On the d20 system, the musket's three ranges are 10', 180', and 240'. It inflicts 3d6 damage against small/medium sized creatures and 2d6 against large. It can generally be fired every other round, although if the user opts for weapon focus, it can then be fired every round.

Like the flintlock, this weapon needs 2 sP worth of maintenance every 100 shots, and can be easily accomplished by the gunsmiths that sell black powder and iron balls. The weapon weighs 22 pounds, costs 150 sP, and can be melted down for 70 sP of steel.

- Hand Cannon

This weapon is almost as dangerous to the wielder as it is to the target. The weapon weighs 8 pounds, has a very wide barrel, into which just about anything can be shot out of it - literally anything. Acceptable ammunition for a hand cannon includes nails, pebbles, iron balls, marbles, ball bearings, salt crystals, bug husks, flour, broken glass, and dirt. As a rule of thumb, if the object can fit down its 3" wide, 12" long barrel, it will shoot just fine. The GM is free to assign a damage value depending on the ammunition used, but most items do between 1d6 and 6d6 damage, depending on the range and the type of ammunition. Some ammunition may cause only subdual damage (like rubber balls and salt), while other types may cause temporary blindness (such as dirt and flour.)

For G2E systems: The range of a hand cannon is shorter than other firearms. Its four ranges are 1//, 3//, 5//, and 7//. On a critical fumble, the following supercedes the ordinary results: the wielder takes 2d6 damage from a black powder back-blast as the weapon malfunctions. It then takes two rounds to clean, but then can be used normally. A hand cannon is a simpler weapon, and thus needs 2 iP of maintenance only after 200 shots. A hand cannon shot takes two charges of black powder to fire. Like other Papilian firearms, it takes a full round to reload, thus the wielder cannot attack on the first round, but thereafter goes on initiative 1 thereafter.

For d20 systems: The range of a hand cannon is

shorter than other firearms. Its three ranges are 10', 40', and 70'. On a roll of 1, the wielder takes 2d6 damage from a black powder back-blast as the weapon malfunctions. It then takes two rounds to clean, but can be used normally afterward. A hand cannon is a simpler weapon, and thus needs 2 iP of maintenance only after 200 shots. A hand cannon shot takes two charges of black powder to fire. Like other Papilian firearms, it can be fired every other round. If the user opts for weapon focus, it can be fired every round.

A hand cannon is mostly made of metal, and thus costs 90 sP, and can be melted down for 65 sP in steel.

- Chariot

Smaller than wagons, chariots are a great way to get around town. Large enough for two people, or one person plus gear, chariots are usually connected to a big lizard or two humanoid servants. Chariots are made from wood and have two wheels. Some have a sun/rain canopy. Chariots cost 2 sP.

- Glider

This small flying craft can carry four Elven-sized people (for Elves make almost exclusive use of this device.) It is the Papilian equivalent of a "ValuJet" puddle jumper. The glider harnesses two Fey to accomplish propulsion, and can make a safe descent once aloft. For long flights, Fey are used. In an emergency, Changelings can be implemented, but they can power the craft for only one round per two points of Endurance (CON on d20 systems) before tiring. Fey "pilots" (i.e. the ones who pull the glider) are highly paid and treated well. While there is no legal restrictions on who can own a glider, Elves are usually the ones who implement such a device because a.) They can afford it, b.) Changelings and

Fey can already fly just by wanting to, c.) Dwarves don't like to fly, and d.) Humans and Twisted usually can't afford such a device and the required payroll. A glider costs 3 GP, and pilots make 1 CP per hour.

- Zeppelins

For larger parties, a zeppelin can ferry up to 30 people. The craft is set aloft by a high level Wishsinger who sings a song that causes the air on the inside of the balloon to heat and the air just outside the surface to cool. It is a 6th Tier spell, and it is guarded in secrecy. The Wishsingers and related pilots form a Zeppelin Guild, of whom only Fey and Changelings may belong. While anyone may own the actual aircraft, the pilots and focal Wishsinger must be retained by the Guild. A zeppelin stays aloft via focal Wishsinger singing the 6th Tier (6th level) flight song once per hour. Lateral movement is accomplished by four Fey fliers or eight Changeling fliers (who fly in two groups of four and rotate when one group tires and the other group is finished recovering.) A zeppelin costs 15 GP, pilots make 2 CP per hour, and the focal Wishsinger makes 3 CP per hour plus an additional 1 CP every time the flight song is invoked.

- Hypodermic Needle

Certain potions are injected. A needle costs 2 iP and can be used about 50 times before it has to be replaced. To prevent infection, this device must be placed in boiling water for three turns after each use.

- Enchanted Scrolls (G2E system addendum)

*For d20 systems: Scrolls have always been part of the basic rules system. Guild members can be of any spell casting class that has also taken the Write Scroll feat.*

Whereas on Gaianar, enchanted scrolls practically did not exist, on Papilian, they are, in fact, quite common. Scrolls usually contain the bound energy for a single spell effect. Thus, a Priest could write a scroll that allows its reader to be imbued with the effects of a healing spell. A Mathematician could pen a scroll that allows the reader to be protected by a Geometric Shield. The process of making a scroll follows the same protocols for making any other magical/enchanted device. The only exception is that scrolls can be used but once, and can have only a single en-

chantment.

On the bright side, a Mathematician finding a scroll written by another Mathematician could use the spell, then take the inert scroll and try to learn the formulae for himself. On the downside, if a character of an incorrect class tries to use a scroll, there is a 5% chance (per Tier or Level of the spell) that the scroll will function either incorrectly, weakly, not at all, or harmfully (as deemed appropriate by the GM.)

- **New Potions**

With less technology available, medical science has had to make do with potions rather than high tech equipment. Fortunately, medical science on Papilian is very advanced. In addition to the standard healing and antitoxin potions, adventurers can choose from the following:

*Inoculation potions.* These are injected and make give the recipient 60% resistance to a particular disease for one year. There is a 1% chance that the potion will give the disease to the recipient. These potions cost 1 iP. The recipient feels sick for 24 hours after the injection.

*Instant rations:* This three-ounce potion fills the nutritional needs for a member of a specific race. Thus a Human adventurer would have to buy "instant rations" formulated for Humans, not Fey or Elves. These potions cost 1 cP per serving. (While this sounds cheap, consider that most people do actually like to eat real food,

thus instant rations are primarily used on missions in which space and weight are at a premium.)

*Boost:* It gives the imbiber +2 to Strength for one turn, but then exhausts the drinker (-1 to Strength and Constitution) for the next hour. This potion costs 1 iP per serving. The potion has a 1% cumulative chance of becoming addictive.

*Reflex:* This potion is similar to Boost, except that it increases DEX by +2 for a turn, followed by an hour-long -1 penalty to DEX. This potion costs 1 iP per serving. The potion has a 1% cumulative chance of becoming addictive.

*Demon:* If using the G2E rules, it gives the user an extra 1/2 attack routine (thus a character with 1/1 attack would go to 3/2). If using the d20 system, it adds an attack to the character's routine, even if the result is a negative number. For instance, a character with a +7/+2 combat value would then have a +7/+2/-3 routine. The duration is one turn, but the user pays a terrible price: a loss of 1 point of Constitution until the user advances in level. This potion is injected into the recipient's neck.

*Resurrection:* This potion can raise the recent dead. It must be injected directly into the patient's heart. So long as the character has been dead less than a turn, the character awakens immediately with 1 HP and a loss of 1 CON. If the drug is not administered within a turn of death, the character can still be raised, but suffers brain damage. In

this case, for each round beyond a turn, roll randomly to determine if a point of INT, WIS, or DEX is lost. The potion costs 3 sP.

*Red Eye:* This potion grants the imbiber infravision for an hour. The down side is that the imbiber is highly photosensitive for an equal time period after the effect wears off.

*Burn:* This potion allows the drinker to survive hypothermia for up to an hour. This is accomplished by rapidly speeding up the drinker's metabolism (thus causing muscle tissue to generate huge amounts of heat.) However, at the end of the hour, the drinker must eat an entire day's rations to replace the burned nutrients or else collapse for 1d6 hours. Regrettably, this potion is frequently abused as a weight loss supplement. The potion costs 2 iP.

*Cool:* The reverse of Burn, this potion allows the user to sustain high temperatures for up to an hour (like a desert, not like a burning building). The potion causes the drinker's capillaries to dilate, thus allowing the skin to radiate heat outwards. At the end of the potion's duration, the user must drink a gallon of water or pass out from dehydration for 1d6 hours. The potion costs 2 iP.

- Blood Groove Arrows

This grim weapon is a modified arrow that has a hollow core and an open tip. While the initial damage of the arrow is only 1d4, it keeps dealing 1d4 damage each round thereafter until the arrow is removed. This is because the hollow arrows siphon blood from the victim's body. The arrows are expensive, illegal, and considered dishonorable. Prices vary due to their nefarious nature, but the range is between 10 cP and 20 cP each.

- Blood Groove Spear

Like the Blood Groove Arrow, this weapon is considered cowardly and is illegal. The weapon deals 1d8 initially and 1d8 damage each round until it is removed. Prices range between 30 and 50 cP each.

- Siege Engine

This device is great for hurling big boulders at castle fortifications. It requires four lizards or 16 people to pull it. It can lob 300 pounds of rocks in an arc whose maximum range is 250'. A volley of rocks inflicts 8d6 damage to all foes in a 20' radius. It is frequently used, however, to damage buildings. It can be fired once per turn. It costs 25SP.

## Locations, Provinces, and Cities

This section describes the lands and major cities of Papilian, as well as the socioeconomic and political situation in each area.

### Land of Elradale

- City of Arabel

Mayor: Malar Eldonflame (EM, Fighter [12], Despotic [LE])

Justicar: Olroni Evardire (EM, Investigator [15], Despotic [LE])

Uberconstable: Tierelle Elnaphor (EF, Gunslinger [11], Despotic [LE])

Societal Alignment: Despotic [Lawful Evil]

Population: 140,000

Racial Mix: E [35%], H[30%], T[25%], D[12%], Ch[10%], F[7%], Cn[1%]

#### Synopsis:

Arabel "high society" walks the fine line between oppression and raging peasant uprising. The city of Arabel boasts the largest quarry of black basalt. The government put a stranglehold on export of black basalt in order to keep the prices artificially high. While Elves make up only 35% of the population, they control 90% of the wealth. The city also has a twine factory, a cannery, a small iron mine, and a university. Perhaps one of its most important features is the Great Stadium.

The Great Stadium, aside from the usual sporting events and public executions, is used for the quarterly Citizenship Tournament. This game allows up to a thousand "underclass" compete for a single grant of full citizenship. While the fight is not to the death, it is an all-day affair in which a thousand Dwarves, Humans, and Twisted fight each other hand-to-hand until only one person is left standing. Aside from providing the government with significant revenue, this contest helps diffuse the smoldering rage of the underclass (much like the daily "two-minutes hate" in Orwell's 1984.)

The city also has a shipbuilding facility, a port, and a dry-docks. Arabel also has a fairly effective runner service, for delivering written messages within the city. Arabel has a very large research library (underclasses must be accompanied by a sponsor to enter.)

The Dwarven community has grown tired of the oppression of Arabel. They have organized a secret resistance front known as Hammerfall. Unbeknownst to the ruling class, the Dwarven resistance has discovered a small vein of black basalt and has been using this rock to gradually create an army of stone Constructs. The Dwarven Hammerfall sect look forward to the day that their army is complete. When that happens, there will be a day of reckoning that the ruling class will never forget.

The most oppressed minority, Awakened Constructs, have managed to set up a secret communications network (i.e. they have all conspired to spend an accessory slot on developing a wireless comm. system). While usually Ordered,



the slave-like treatment they have experienced has brought them to the boiling point. Their plan, known as the Constructoid Conspiracy, is to concurrently murder as many Elves as they can until they themselves are destroyed. While they know this plan is suicide, they have come to the limit of their tolerance of inhumane treatment. They estimate that they will kill Elves in a 10:1 ratio when the night of long knives finally occurs. Regrettably, the leader of Constructoid Conspiracy and the leader of Hammerfall are unaware of each other. If these two forces joined together, the Elves position of power in Arabel would become quite precarious indeed.

There is also a Church of Evil that operates in an abandoned coalmine. They have been kidnapping Human children for sacrifice upon their great altar. They seek to bring the Ruining to Arabel. At some point, they will have surrendered enough souls to Valquena that he will grant them a Ruinstone, a powerful artifact that will allow the cadre of Evil Priests to wield the power of The Ruining. The Ruinstone would be less powerful than a larger artifact, the Arch of Ruin, but it would be of sufficient strength to lay waste to Arabel.

A serial murderer is on the prowl in T-Town. Twisted leaders suspect that the culprit is the son of an Elven councilman, which explains why the murderer has not only not been investigated, but attempts by the Twisted community to seek justice has been derailed by local law enforcement.

- **City of Anchorhead**

Mayor: West Elenar (EM, Jack-of-all-trades [11], Heroic [CG])

Justicar: Mirabel Elliond (EF, Speaker for the Dead [13], Benevolent [NG])

Uberconstable: Wakrun Elmastalla (EM, Gunslinger [11], Despotic [LE])

Societal Alignment: Benevolent [NG]

Population: 65,000

Racial Mix: E[60%], H[20%], T[10%], D[4%], Ch[3%], F[1%], Cn[1%]

**Synopsis:**

Anchorhead is a much more benign place to live in than Arabel. Unfortunately, there are a lot fewer available jobs in Anchorhead. This lack of employment opportunities explains why the underclasses put up with the bad treatment they get in Arabel, rather than move to Anchorhead. The mayor of Anchorhead runs things quite differently than the mayor of Arabel. While both cities have the exact same laws, West Elenar is not a racist. Most of the Jim Crow-style behavior codes are not enforced. Constructs are treated like people (although they still have no legal standing in court, they are never killed for no reason or out of spite or meanness.) Humans, Twisted, and Dwarves do not get hassled about owning businesses or property. An established Sponsorship Board, in which underclass races only have to check in when changing jobs or residences, fulfills the "sponsorship" codes. Twisted are only required to submit to a physical exam once per year. For the most part, West Elenar does the most he can to engender equality without actually changing the laws. Regrettably, he is a career politician, and will not make waves by taking actual legislative action.

Anchorhead's primary industries include wine making (Anchorhead Anvil, comes in blanc and Merlot) and textiles (clothing, uniforms, and tarps.) There is also a small tool-making factory. There is a fairly successful warehouse (Enja's Escorts), a regional theatre (The Wheel), and several small inns of good repute (there's a lot of inns of bad repute!)

Regrettably, the textile mill does not make a profit. This is not for lack of business. Rather, the poor financial condition is due to a poorly written lending agreement when the factory was first constructed. The factory owner, Guth Masstiller (HM, Jack [7], Heroic [CG]) could challenge the interest rate agreement if he could find some enterprising adventurer to break into

the Arabel Lending & Deed Company, in Arabel, who holds the lien on the factory. If such a thing could be accomplished, then the owner could afford to hire twice as many people for twice as much pay.

The tool factory, run by Dirk Culo (HM, Jack [6], Benevolent [NG]), was until recently running at "break-even" status. This changed about a year ago when an unnamed Blue Fey merchant started ordering tools in massive lots - specifically tools for working on stone. In reality, this merchant is a middleman between DC Tools & Parts and the secret resistance group Hammerfall.

Some colorful characters in this town include the Wise Woman, Turk the Mystik, and Wren Corgly (owner of the Knockdown Pub). These three characters are worth the trip to Anchorhead.

The Wise Woman (and she is called such) lives in a small cottage on the edge of town with her niece. She claims to be a psychic expert in the supernatural, but is actually a split-class Mathematician/Thief (L11/L5, Benevolent). She revels in her reputation as a crafty old woman. When seekers of wisdom come to her cottage, her niece first intercepts the pilgrims to tell them, in the most reverently mysterious voice possible, "Two things ye need know about the Wise Woman. First: she is wise. Second: She is a woman!" The Wise Woman is actually quite friendly, and will serve any equally friendly pilgrim a cup of herbal tea that cures one hit point. She knows a wide variety of mathematical formulae (she mutters some bogus incantation whenever she is in fact completing a formula.) She is an excellent resource when it comes to identifying items and scrolls, as well as removing curses. She will only

share her mathematical formulae tome with a man who is kind enough to marry her daughter (who is very attractive, but blind.)

Turk the Mystik (EM, Shaman [9], Heroic [CG]) is the local healer and potion maker. Buyers beware, however, because this man is a frequent user of certain mind-altering chemicals. In many ways, he has the demeanor of a 60's burnout. He is a friendly goof who is actually pretty good at brewing magical potions. He also sells quite a few "mind expanding" chemicals that could be fairly disastrous with repeated use.

Wren Corgley (HM, Fighter [8], Heroic [CG]) is the proprietor of the Knockdown Pub. It's a roughhousing, bawdy sort of bar where anything goes. Wren Corgley is a fantastic listener, and knows the score on almost everything happening in Orlo's Reach, the Emerald Land, and Elradale. His income from the pub and inn is also supplemented by his other career as an information broker. When he sells information, he will take either coin or new information (at his discretion). He also has a few spies in Arabel's Runner Network, who without authorization read private correspondence and report back to him.

Anchorhead has a few problems with the Church of Evil. They have taken over the bankrupt Anchor's Dream Coal Mine, and have recruited a huge army of Spider People as cannon fodder to defend their position as squatters. A local investor Boker La (DM, Fighter [4], Ordered [LN]) wishes to reopen the mine but has yet been successful at wresting control of the mine. It is rumored that the local Priest of Evil owns a few scrolls that may have important information about the World Staff.

Ten miles north of town lay the ruined city of Anatorok. Two hundred years ago, a massive earthquake opened the earth and swallowed the

city whole. The inhabitants were instantly killed, but the violence of their deaths was sufficient to cause their spontaneous reanimation. The ruined city is also inhabited with poisonous insects and blood leeches. However, should a party of brave adventurers survive the journey into a 200 year-old dead city buried 2000' beneath the earth, they will find the Great Library intact and will find information on how to find an ancient artifact that could be used to find the four segments of the broken World Staff.

### • City of Willowdown

Mayor: Yemille Elkonnor (EM, Fighter [15], Malevolent [NE])

Justicar: Alavar Elmarill (EM, Gunslinger [10], Despot [LE])

Uberconstable: Uloo Elimiska (EM, Gunslinger [12], Despot [LE])

Societal Alignment: Malevolent [NE]

Population: 110,000

Racial Mix: E[52%], H[20%], T[15%], D[10%], F[7%], Ch[5%], Cn[1%]

### Synopsis:

Despite the pleasant sounding name, Willowdown is a dangerous, crime-infested, poverty plagued slum town (i.e. just like Baltimore, MD). The leadership of the city is intractable corrupt. The cops are all on the take. Organized crime is at least as powerful as the legitimate government. Humans, Dwarves, and Twisted are mercilessly oppressed. And unlike Arabel, the minorities don't constitute a combined majority. Life is bleak for the lesser folk, who are slaves in every way except name.

Indentured servitude is the name of the game in Willowdown. Part of how the legalized slavery works is this: if any citizen or resident falls into too much debt, his or her property is seized and that person is forced to work in one of the factories until the debts are paid off. Unfortunately, anyone in "debtor-in-possession" status automatically incurs the highest possible interest rates for repaying debts; the reality of the situation is that anyone chained to the factories is chained for life. Moreover, debt does not die with the debtor. Indeed, the factories are filled with women and children in "debtor-in-possession" status over a deceased husband or father's debts.

Having essentially free labor does make the factory owners rich. However, goods made by an uncompensated workforce are of the lowest quality, so buyers beware!

Adventurers wishing to make trouble for the ruling elite could attempt to unite the dozen or so resistance groups within the city. Individually, these political dissidents are little more than gnats. Bring them into focus, however, could give them some sting. Adventurers could take the alternate route of siding with the crime families and helping them topple the legitimate government. The crime families are at least not interested in slavery.

The library and museum have been closed for decades, due to the fact that they are both haunted by malevolent, mad spirits of the damned. Adventurers willing to face the horrors of the museum may find a piece of the World Staff, while conquering the library will provide a scroll that speaks of the location of the next segment (which is in the city of Memory's Purchase.)

Industries in Willowdown include textiles, weapon crafting, and fishing, farming, glassblowing, and glowworm harvesting. Indentured servants are employed in all of these endeavors and are differentiated by free workers by the iron collars around their necks. Should a "debtor-in-possession" worker attempt to leave Willowdown,



he or she must save versus system shock at -6 or instantly die as the iron collar suddenly constricts to half size. Even if the worker survives the constriction, he or she still takes 3d6 damage per round until the collar is removed (which must be accomplished via Dispel Magic, since the collars have a 3rd degree enchantment - homing signal, constriction trigger, and invulnerability.)

The fate is only slightly better for free workers. The pay in most jobs is lousy, the benefits nonexistent, and working conditions harsh. What keep the underclasses where they are are the stiff relocation fees (to move out of Willowdown), and the fact that most sponsors rarely, if ever, grant permission to leave the city. On the other hand, Bounty Killers make a good living hunting down and killing runaways.

Willowdown does boast a thriving trade in illegal potions. The crime families maintain underground farms in which rare plants and herbs are cultivated for the purpose of making body and mind-altering potions. This trade feeds into the unspeakable poverty of Willowdown. When people have no hope and nothing to lose, it is no wonder why they may trade their meager ceramic and iron coins in for a potion that lets them suspend reality - for a few hours at least.

Of course, if an adventuring party were to find and destroy the underground farms, then the drug trade would be temporarily crippled. Without the mind-numbing drugs being pumped into the brains of the unwashed masses, they might actually wake up and get mad enough to really make trouble for the ruling elite. This fact, more than any other, explains why the Elven elite is willing to tolerate the presence of the illegal potion merchants.

Willowdown, like Arabel, has quarterly citizenship tournaments. There are rumors that the factory owners also run a secret game in which those marked as "debtor-in-possession" fight one another for the promise of debt relief. While the winner does, in fact, have his or her debts forgiven, the fight is permitted to be to the death (i.e. the winner may kill the loser if he/she wishes to do so.)

It is also rumored that somewhere in Willowdown, a very powerful Church of Evil resides. Whether is independent, or aligned with the

ruling class or the crime families, nobody knows. Suffice it to say that sleeping on the street is not a good idea unless one enjoys waking up tied to a sacrificial altar.

## Land of Orlo's Reach

- City of Orlogatan

Mayor: Quin Orlo (EM, Fighter [20], Ordered [LN])

Justicar: Aniya Orsolla (EF, Fighter [16], Benevolent [NG])

Uberconstable: Trielle Orlonis (EM, Gunslinger [13], Saintly [LG])

Societal Alignment: Benevolent [NG]

Population: 40,000

Racial Mix: E[20%], H[30%], T[40%], D[2%], Cn[6%], Ch [1%], F[1%]

### Synopsis:

Orlogatan is a recently settled city in a recently declared province. Prior to 150 years ago, the land of Orlo's Reach was mostly unsettled, with only a few hamlets and outposts scattered about. Theoretically, the governments of Emerald Isle or Elradale could easily have claimed the land that is now Orlo's Reach. It just so happens that neither party ever did.

By all appearances, the land of Orlo's Reach is a bug-infested muddy swamp with few natural resources. Orlogatan is the only city in this province large enough to be on the world map. Thus, they don't have the useless on ornamental Provincial Government. The city's founder, Makrain Elorlo, was a warrior/merchant of means in Arabel. He became dissatisfied with the injustices the "lesser races" suffered at the hands of the ruling elite. He had particular empathy for the Twisted who he realized could not help becoming what they had become. He liquidated his assets and sailed across the sea to build Orlo's Reach from scratch. He bribed quite a few sponsors into releasing Twisted into his custody, and he purchased most of Arabel's sentient, free-willed Constructs. He then changed his last name from Elorlo to Orlo, so signify that he had cut all ties to Elradale.

In Orlogatan, full citizenship is extended to all - even Constructs. The only residual injustice is that only Elves can assume the highest government positions.

Orlo's Reach is a warrior culture. When other cities need to hire mercenaries or smithies, they usually come to Orlogatan. Weapons and tools crafted in Orlogatan are of the highest quality because the citizenry are actually permitted to profit from their labors. Taxes are low because all citizens are required to work and everyone pulls their weight.

Unfortunately, Orlogatan has been under attack by pirates. The city of Willowdown resents the fact that the free labor pool of Orlogatan makes better weapons and equipment than Willowdown's own enslaved serfs. The ruling families of Willowdown have deluded themselves into thinking that Orlogatan has some special properties that allow better wares to be crafted there. They won't accept the fact that happy workers make bet-

ter products.

Orlogatan could be better off if they were able to fully exploit an iron mine. Regrettably, a psychopathically malevolent spirit of very high Willpower terrorizes the mine. Most attempts to get significant quantities of ore have failed catastrophically - miners get ripped open, or turned inside out, or literally chopped into little cubes of oozing quivering flesh. While no one has ever seen this spirit, many have seen its handiwork. It can also choose to inflict insanity.

Strangely enough, if the evil spirit can be vanquished, the party will find an ancient suit of armor inside an abandoned Temple of Good. This armor is of Artifact quality, and is called "The Armor of Papilian". It is fashioned from indestructible stainless steel chain mail, functions as AC+8 (instead of the customary AC+5), and grants the wearer immunity to The Ruining. The party may also find some scrolls that give more information on the World Staff.

### • Outlands

The outlands of the Province of Orlo's Reach consist mainly of muddy, bug-infested swamps, and low IQ Swamp People who live in filthy, decrepit hovels. Trappers do venture out into the swamps in order to catch snakes and reptiles for both meat and leather. Rumor has it that a breed of slightly more intelligent Swamp People are beginning to gather in numbers with the hope of expelling the interlopers from the newly constructed city of Orlogatan. It is theorized that if the alpha leader can be slain, the gathering horde can be dispersed.

### *The Emerald Land*

This land is not under the control of the Elven Elite. Indeed, the Emerald Land is a shining pocket of peace and tolerance in a world sullied with the poison of bigotry. Changelings control this verdant paradise, and rule with a benign

theocratic oligarchy. There is no Provincial government. Instead, the High Bishop of each city meet once a year to discuss legislation and policy changes. Quite often, nothing gets done unless there is a war in progress. The people of the Emerald Land are very spiritual people, but not the most skillful politicians. Thus, the government is neither efficient nor swift. But at least it's inexpensive, since the members of government are all Priests who have taken a vow of poverty. Taxes are a flat 10% on all goods and services.

There is very little crime or poverty in the Emerald Land. The theocratic government sees to it that education is basically free, and that orphans and widows are not left to starve. There is no death penalty; instead, the government uses counseling on lesser offenders and personality reconstruction on more violent offenders.

### • Papilian's Hope

High Bishop: Wren Taliann (CF, Priest [20], Sainly [LG])

High Protector: Angel Cyan (CM, Protector [17], Benevolent [NG])

Chief Inquisitor: Clubber (Cn, Fighter/Investigator [16/8], Sainly [LG])

Societal Alignment: Sainly [LG]

Population: 75,000

Racial Mix: H[55%], Ch[20%], T[9%], F[5%], D[4%], Cn[4%], E[2%]

The most significant thing about Papilian's Hope is that the Avatar of Good makes her home here. While she rarely appears in the flesh, when she does, it is at the Everlasting Cathedral of Good, located at the center of the city. She will, from time to time, depart from the church, presumably to fight Valquena or one of his powerful minions. The Avatar Papilian is considered to be an Archangel. Although some do revere her as a deity, she is correctly considered by most as an outward manifestation of the concept and ways of Good.

Papilian's Hope boasts several 8th degree schools, two 11th degree academies, and one 13th Degree University. Education is free so long as students are able to hold an average of 80%. Because of this, the best priests, engineers, writers, speakers, healers, and teachers come from Papilian's Hope. The city also has several libraries and museums. Not surprisingly, this city has quite a few churches as well.

This city is not a democracy. No one has the right to vote, for the leaders are not elected by mass consent. Instead, the government is a theocratic oligarchy, meaning that a council of elder Priests and Bishops runs the city. While the High Bishop, War Bishop, and Inquisitor are lifetime appointments (or until the office holder resigns, or is cast from office via impeachment); the lesser governmental offices typically have a five-year term. As all officeholders are clergy or constables, the departing office holders typically return to his or her parish or precinct once the five-year term of councilman is complete.



Papilian's Hope is a city of equal rights. While all are welcome as potential citizens, the reality of the matter is that Papilian's Hope has strict immigration quotas. This is due to the fact that the city is of finite size, and that so many Humans, Twisted, Dwarves, and Constructs flee the tyranny of the Elven Elite. The Theocracy has set up a lottery for who may become a citizen, and thus determines who may live in the city proper. Regrettably, only about 1% of applicants gain citizenship. However, the city has a robust suburban culture of neat and tidy hand-made homes, towns, and shops. While technically shantytowns, these residences do not exude the aura of shame, poverty, and oppression that the shantytowns of Elradale so frequently do. The Papilian's Hope non-citizens are free to conduct business, own homes outside the city gates, and attend school for free up to the 8th degree. The only freedom that don't enjoy is to be able to actually live inside the city and attend the higher schools for free (although they can pay to attend).

One of the great things about Papilian's Hope is the theatre. The playhouse is larger and more ornate than the Wheel Theatre in Anchorhead. The theatre has three tiers, which include a small "free" theater, a medium-sized playhouse, and a huge stage that can accommodate the larger and more prestigious touring companies. Presently, the Gordian Knot Theatre is hosting the fifth tour of Gutterdance, starring Mikhail Flatlander.

The main industries of Papilian's Hope are scroll making, paper production, and education. While education is free to all citizens who earn an 80% average or higher, there are plenty of "C" students who must "pay to play". The schools also attract outsiders who pay full tuition in order to attend the superior centers of learning. Merchants also come from afar to purchase magical scrolls, the chief export of Papilian's Hope. The scroll merchants can sell a scroll for all occasions: healing, teleportation, flight, resurrection, protection, and food summoning. Because of the societal alignment, most magical scrolls sold are of a healing, defensive, or utilitarian nature. There is a very small black market for de-

structive and harmful scrolls, and a civic-minded adventuring party could earn a great reward for busting the market.

The self-proclaimed "Arch Scribe" of the Scroll Guild is Blue Rowena, a Blue Fey (Mathematician [16]/Wishsinger [9], Sainly [LG]). She has a cadre of several dozen scribes who toil night and day to make scrolls that approximate the effects of every character class's powers. She is a true workaholic, and has little in the way of humor. Her underlings typically refer to her as a "slave master that pays well". The interesting thing about the Scroll Guild is that all scribes go about their business "packing heat". Blue Rowena requires her scribes to, at all times, carry either a flintlock pistol or a hand cannon. While the crime rate in Papilian's Hope is close to zero, and no scribe has ever been attacked within the city limits, blue Rowena is so adamant that her directive be followed, that her employees wonder what she knows that the rest of the city does not.

Awakened and Living Constructs are considered people in this city. Indeed, the Chief Inquisitor (sort of like a chief of police) is a Living Construct named Clubber. He was built in Willowdown by the organized crime cartel for the purpose of intimidating and destroying those who owed the loan sharks too much money (and thus could not pay.) Over time, Clubber achieved sentience, and gradually came to feel sorry for the people who were unfairly trapped in debt. One day, he was asked to murder an entire family who owed a crime boss too much money. Clubber refused. When the boss sent a hit squad instead, Clubber defended that family long enough for them to flee to Orlo's Reach. Clubber was almost destroyed by the hit men. Indeed, they thought he was destroyed, but they had underestimated the regenerative powers that all Constructs have. Because he had risked his life to save others, the Entity of Good bestowed a soul upon Clubber. With his new life, he fled to Papilian's hope, became a constable, and rose through the ranks to Chief Inquisitor.

Not all is perfect in Papilian's Hope, however. In the last few years, a terrorist cell representing the Church of Evil has been periodically wreaking lethal mischief. Their modus operandi is to set black powder bombs inside building occupied by children, as well as to target churches, healing temples, and schools. The perpetrators are doubly hard to kill, for when caught, they swallow an enchanted poison that automatically converts them into powerful Undead monsters. The city of Papilian's Hope would greatly reward an adventuring party who could either a.) Find the chemist who makes the potions of Undead Transformation, b.) Find and destroy the terrorist cell headquarters, and c.) Interrupt the supply of black powder to the terrorists.

### • Soaring Verdant

High Bishop: Rekella Palona (HF, Priest [16], Heroic [CG])

High Protector: Thing (Cn, Fighter [15]/Protector [10], Sainly [LG])

Chief Inquisitor: Maya Palil (CF, Paladin [15], Sainly [LG])

Societal Alignment: Benevolent [NG]

Population: 35,000

Racial Mix: H[40%], Ch[31%], T[11%], F[6%], D[5%], Cn[4%], E[3%],

Soaring Verdant is called such because they have the tallest trees suitable for

housing. However, the cluster of dead petrified giant trees is too small in quantity to support more than the meager 35,000 inhabitants it currently has. This city is primarily a farming town that specializes in orchards. Due to the floral tendency toward gigantism, Soaring Verdant has cultivated a breed of citrus in which an orange is about the size of a soccer ball. They have had similar successes with other kinds of fruit. Understandably, the beekeeping industry is partnered with the fruit farms.

The chief exports of Soaring Verdant is produce, honey, mead, wine, liquor (schnapps, brandy, etc.), jellies and jams, dyes and pigments, and furniture (from dead fruitwood trees.) Whereas Papilian's Hope is the center of education, sophistication, and knowledge, Soaring Verdant is a quiet, rustic, lowbrow sort of place, where the biggest excitement is a bar room brawl or the next darts tournament.

Like Papilian's Hope, this city practices racial equality. Also like Papilian's Hope, there is a very narrow bottleneck on outsiders becoming citizens. However, the difference between citizen and non-citizen in Soaring Verdant is nearly a non-issue. All of the farms are located outside the city limits, so for a non-citizen farm laborer simply has a shorter walk home each night.

Soaring Verdant has a few 8th degree schools, and one library of significant size. The city also boasts an annual produce and wine festival, a square dancing academy, and a small shoe and boot museum (which, coincidentally, is run by the town's one and only shoe and boot factory.)

Of course, adventurers looking for stronger spirits need only wander outside the city proper. Moonshine of exceeding strength is as available as water. In fact, it's sometimes more available than water.

Except for the pubs, the whole town closes at sunset. For the most part, honest, hard-working, blue-collar, farmers who don't go looking for trouble inhabit Soaring Verdant.

Unfortunately, however, trouble has come looking for them. Recently, the town (and the orchards in particular) has come under attack by strange pumpkin monsters (i.e. Pumpkin Horrors). These cretins seek to destroy the orchards and kill the farmers. The leader of these creatures is a 15' tall humanoid jack-o-lantern who calls himself the Pumpkin King. His grudge is that plant cultivation is somehow "unnatural" and that fruit trees are "enslaved". The good ol' boys in Soaring Verdant would be mighty obliged to an adventuring party who could rid the town of these violent, misguided monsters.

## Valquena's Conquest

This land was once called "Plains of Tara", when it was still ruled by the warrior queen Reilla Tara. When the Ruining came, it was the capitol city that fell first. Queen Tara and the entire inhabitants were converted into Twisted and were forced from the Plains by Valquena's army of lizard men. Subsequently, the land was named Valquena's Conquest.

Valquena's Conquest was once a plains land of green and gold. Now it is a savage, undulating desert where the light of the Ruining shines by day, and the monsters hunt one another by night. The seasons are broken where the

Ruining reigns supreme. In Valquena's Conquest, it is always the height of summer.

### • Arkenstone's Wish

Strongman: Turg Malach (TM, Barbarian [14], Chaotic [CN])

Overthug: Waga Mulok (TM, Fighter [13], Chaotic [CN])

Caster: Ergonom Weqra (TF, Shaman [12], Chaotic [CN])

Societal Alignment: Chaotic [CN]

Population: 4,500

Racial Mix: T[100%]

Arkenstone's Wish is a ruined city that was once home for over 100,000 people. When the Ruining came, the city inhabitants were turned to Twisted and Valquena's lizard men invaded the city. The confused, newly created Twisted fought very poorly against the much smaller invasion force. Nevertheless, the city held out for two months before the flagging armies fell to the lizard men. Once the gates fell, the city was laid waste. So bent on ruin were Valquena's forces that they did not even sack the bright, mighty city of Arkenstone's Wish. Instead, they merely destroyed it.

Now, centuries later, a few roaming rag-tag factions still haunt the city. The city is ruled by a collection of strongmen who rule by force. However, there is little in the way of actual government. Arkenstone's Wish, in many ways, resembles "Barter Town" from "Mad Max: Beyond the Thunder Dome".

In Arkenstone's Wish, the denizens no longer fear the Ruining. Indeed, they greet the dawn with anticipation, for they relish the excitement of wondering what new changes will happen to their bodies.

In the heart of Arkenstone's Wish is mounted a large artifact known as the Arch of Ruin. A cadre of Twisted Barbarians guards it. This Arch is an anchor for the Ruining, without which the Ruining's hold over the land would be significantly weakened. Burning it in the active volcano known as the Maw can only destroy the Arch of Ruin.

- **The Last Circle**

Forest Friend: Colin Malloy (HM, Ranger [20]/Shaman [20], Heroic [CG])

Societal Alignment: Heroic [CG]

Population: 500

Racial Mix: H [90%], Ch [10%]

The Last Circle is a thirty-mile diameter forest that somehow survives in the middle of the Ruining. Indeed, this forest is an unending source of irritation for the Avatar of Evil, for a mighty Forest Friend makes his home there and uses his immense willpower to keep the sanctity of his domain. So strong is the warding that no Twisted man or beast of less Willpower than Colin Malloy's may cross into the forest proper.

The population of Last Circle is rigidly fixed at 500 people. The people of Last Circle worship Domalon, a Gaianar deity. Colin Malloy is over 400 years old, but appears to be a robust elder of 70. He became the protector of the Last circle forest centuries ago when he was accidentally transported to Papilian via Stillpoint. As a Wayfinder for the hunter god Domalon, he attracted a small following to the ways of Domalon. Colin, being a master of the knowledge of nature, calculated that 500 people are the most that a forest of 30 miles diameter could indefinitely sustain. (In the G2E system, Colin is considered a Forest Friend, which is a special type of high-level Ranger).

When the Ruining came, Colin used his powers as a Forest Friend to shield his beloved forest from the twisting rays of the Ruining. Armies of mutants came to destroy the forest, but found they could not pass within. Colin's hunters quickly dispatched what rare few that could trespass.

Colin has in his possession the Lynchpin of the Staff, a thin 6' rod that seems part stone, part energy. The elder Forest Friend has kept it safe in his possession for the past two hundred years. He will give it to the leader of an Adventuring party whose alignment is good, and who has the four segments of the World Staff. The Lynchpin is indestructible, and can cure one individual of Twisting each month.

### *Land of the Sun*

This stark, rugged land is the home of the Dwarves. Most of the Land of the Sun is mountainous. It is a beautiful province with green foothills, snowcapped peaks, and unsullied wilderness. This

province has but one large city, Blackhammer's Stronghold. This city is the provincial capitol. The Land of the Sun is feudal monarchy, ruled by King Dulgur Blackhammer XVII. The Land is dotted here and there with small villages and hamlets, usually ruled by a baron or knight. Most of the towns focus on mining, blacksmithing, or crafting. Thus far, the Land of the Sun is untouched by the Ruining. How long this will last is debatable, for the kingdom has a huge bounty of fighters and Cavaliers, but severely deficient in spell casters.

Of course, one of the finest natural wonders in the world is a massive, occasionally active volcano known as the Maw. The mountain is 18,000 feet tall, and the peak is almost higher than the planet's atmosphere. Crusaders of Good frequently make pilgrimages to the Maw, for the incredible blast furnace contained therein is one of the few sure-fire ways to be rid of cursed and evil artifacts. It is speculated that the only thing the Maw cannot devour are the four segments of the World Staff and the Lynchpin that binds it. Were it otherwise, surely Valquena and his minions would have fed the pieces into that great hellish furnace long ago.

From a zoological perspective, the Land of the sun is unique. As it is one of the few cool climate regions on Papilian, it also has very few reptiles and giant insects. Moreover, there are species of normal mammals not found anywhere else. While the Elves, on other worlds, have typically been the guardians of nature, it has curiously become the Dwarves' burden to protect and care for these rare species. Dwarves hunt elk, deer, mastodons, mountain lions, and the like -- make no mistake. But Dwarven Rangers have successfully calculated the exact sustainable population for each mammalian species, and only cull the excess. Elven poachers and trophy hunters are not only unwelcome, but vigorously prosecuted.

- **Blackhammer's Stronghold**

King: Dulgur Blackhammer XVII (DM, Cavalier [20], Ordered [LN])

Queen: Rennia Blackhammer (DF, Protector [12], Sainly [LG])

Man-at-Arms: Sir Kergan (Cn, Fighter [19], Ordered [LN])

Societal Alignment: Ordered [LN]

Population: 97,000

Racial Mix: D [61%], H [19%], F [9%], Ch [6%], Cn [3%], T [1%], E [1%],

The city of Blackhammer's Stronghold is both ancient and proud. The entire city is carved out of a mountain. Indeed, the city looks like a tightly packed collection of tall rectangular turrets. The outer shell of the city is only the tip of the proverbial iceberg. The true city encompasses the entire mountain and indeed tunnels deep into the earth. Thanks to a bountiful mine that offers a wealth of metals and coal. Due to the abundance of metals, the standard of living in Blackhammer's Stronghold is very high. Even the serfs live well. The bulk of the city's income is derived from the export of metal items - tools,

weapons, and household goods. They do not, however, export raw metal, as they prefer to maximize profit.

One of the most honorable jobs is that of Bellowsman. These are the people who live at the very top of Mount Blackhammer and tirelessly pump the great air bellows that drives fresh air into the city below. It is hard work, but those brave Dwarves who man the pumps enjoy a societal rank very close to that of nobility. Regrettably, a giant flesh-eating mutant bird has been attacking the Bellowsman every few days. The foul fowl appeared a few months ago and it is suspected that a detachment of Valquena's army imported this monster from his own Ruined land. Of course, an adventuring party that is able to slay this beast would certainly gain the gratitude of the King.

The city is laid out like a giant stack of wagon wheels. There is an outer ring that contains all the living quarters, while the hub contains shops and administrative buildings. The eight spokes on each level allow for convenient access between the living quarters and the hub. The higher up in the mountain, the greater one's social standing. Curiously, the Bellowsman actually occupy suites just above the King's. The greater nobles live beneath the King, while knights and other minor nobles live further below. Below the knights live the wealthy merchants, teachers, and craftsman. The common folk occupy all levels below. Oddly enough, it is not the width of a citizen's house that increases with wealth; it is the length of the arc on the wheel. The King and his family occupy a level all to themselves.

The city is lit by a combination of natural gas and clever luminescent shafts that channel sunlight into the murky depths. Glowworm farming is also a popular occupation, as several levels have natural underground lakes.

Blackhammer's Stronghold does have one major import: grain. While the underground lakes are used for fish farming, and several types of nutritious slime and fungus thrive in the darkness, the city planners must import the bulk of their grain from the Emerald Isle. It is a trade relationship that benefits both parties, as the Dwarves need food, and the Changelings need tools to operate the farms that generate the food.

The basis for rights and freedoms is a legal document called the Codex of Social Guarantees, which specifies how the feudal government is constituted,

and delineates the laws under which everyone lives. The city government is comprised of three branches: the Council of Judges, the Council of Lords, and the King. The council of Lords writes laws; the King can either affirm or refute proposed laws, while the Council of Judges can revoke unjust laws. In this way, the King is certainly powerful, but his power is far from absolute. The King is also the supreme leader of all military forces, but is prevented from engaging in direct combat due to the strictures of the Codex. As a result, the King retains a Man-at-Arms who does his direct fighting for him. The King retains responsibility for military planning, direction, and strategy.

Sir Kergan is actually an honorary knight, as his artificial nature precluded him from being born into a royal or noble family. He is a massive Construct made from black basalt. He is a rare Living Construct, thus possessing a soul. He is over three hundred years old - old enough to develop a quite a unique personality. In his spare time, he pens battle poetry. He is currently working of crafting a Construct Steed so that he can pursue his dream of winning a jousting tournament. He also has a wry and witty sense of humor. He is quite person-like.

While the Codex forbids the ruling head of state from fighting in combat, it does not prevent defensive actions. Queen Rennia Blackhammer commands the city's elite guard. As a high level Protector, she helps defend the city's entry portals from Elven treasure hunters and Twisted incursions.

One of the benefits of the Codex is that all of its citizens have equal standing under the law. It was not always the case, however. Prior to the writing of the Codex, the power of the royal family was completely unchecked. And while many kings began their reign with the best of intentions, they typically degenerated into ruthless, despotic tyrants in their "golden years". After the reign of Lutor V, also known as Lutor the Mocher, where taxes were "temporarily" increased to 70%, the peasants revolted against the Crown. The fact that he tried to declare himself a god did nothing to endear him to the "common folk". So hated was Lutor V that on the day of insurrection, not even his knights and barons came to his aid. Lutor was banished to Yetrin's Point, and that particular royal line was declared defunct.

The citizenry did not wish to completely abandon tradition, however. An emergency council of knights appointed a new head of state, and during that time the Codex of Social Guarantees was crafted. From that point forward, the only "special" benefits that royals and nobles had over the common man was the ability to hold office. However, that boon was also offset by the requirement that they form the backbone of the military.

While Blackhammer's Stronghold continues to be a splendid example of feudalistic capitalism, all is not well in the city's stony embrace. The metal and coalmines have delved too deeply into the Papilian's mantle, and now the Dwarves have begun to pay. Powerful creatures, as terrifying as they are evil, have taken hold of the lower levels of the mines. The creatures seem defiant of any mundane weapon, regardless of how finely crafted they may be. The King would pay a ransom bounty to any adventuring party with the magical skills needed to





gate these horrible creatures away.

If an audience with the King is granted, and an adventurer is kind enough to mention the plight of the Hammerfall resistance movement in Arabel, the King would probably find a way to smuggle funds and weapons to that movement, possibly undoing the Elven Elite's balance of terror.

### • The Maw

This is one of the coldest, most hostile areas of the world that remains untouched by the Ruining. This high towards the North Pole, the summers are cool, and the winters chill the very soul. This region is nearly devoid of lizards, but instead is home to many species of arctic mammals. It would seem to the adventurer that these animals somehow have a collective subconscious and know instinctively that their kind is numbered and that other forms of life have replaced them. The Maw is a lonely place, yet it is breathtakingly beautiful in its unspoiled, sparse majesty. This far north, only the occasional hermit or Ranger makes his home here. To survive, one must not only live off the land, one must live with it.

Approaching the great sleeping volcano, one notices the rich, volcanic soil that brings life to so many different kinds of tundra flowers.

While the soil freezes mere inches below the surface, the flowers and colored grasses that make their living on the uplifting plains make the land seem carpeted like an exquisite tapestry as far as the eye can see. Shallow streams wind across the land, fed by the snow that melts off the great mountain. The water of these creeks is thought to be the cleanest and purest water on the planet. And the water is cold, very cold indeed.

When approaching the Maw, adventurers would be wise to consult

at least one Ranger or Druid who understands the land. Here, there are spirits that protect this land. Those who would despoil it are punished. For minor offenses, such as littering, some minor inconvenience may happen, such as a backpack unraveling. For more serious violations, such as leaving a campfire unattended and thus causing a plains fire, more drastic actions are taken, such as the whole party's food and water suddenly turning rancid, or their mounts going mad and running away. Finally, for poaching (in this case, killing an animal for trophy rather than for food), the offending adventurer is afflicted as if by a Curse cast by a 14th level Priest.

At the base of the Maw is a winding staircase of stone that seems to randomly wind about the side of the mountain and terminate at the edge of the lava well. Who created these stairs is a mystery. But the legends hold that there was once another sentient race that is now dead - slain en masse by the Elves. The dead race was reputed to be beautiful like the angels, and had an affinity to light and fire. It is thought that they worshiped fire, for it could not harm them. Their blood was like flame, and their eyes like the sun. They were not destructive or evil, but they were indeed very different. They would come as part of a pilgrimage to bathe in the churning lava pool at the center of the Maw. Alas, the Elves, wielding spells that could summon water and chill flame, brought an end to this race thousands of years ago. Now, only myth, legend, and a few fragmentary scrolls remain as witness of this once proud and powerful race. Of course the Staircase remains. For the Dwarves would let no harm come to such a grand engineering feat.

If an adventuring party were able to transport the Arch of Ruin to the top of the 120,000-step staircase, they could hurl the artifact into lava pool, where it would surely be destroyed. Of course, once that deed is done, Valquena's hate would forever be directed at the party. They would have earned the wrath of a powerful avatar of evil.

### Yetrin's Point

This turgid, blast furnace of a land lies close to the equator. It is so hot to as be nearly uninhabitable. The jungles are dense and dark -- seemingly a solid mass of vegetation. Snakes and poisonous insects infest the stifling muddy swamps. On most days, the temperature gets above a hundred, and close to 100% humidity. Life is hellish for the humanoids that would dare make their cities here.

There are worse places than the swamps and jungles, however. The Ruining has claimed a third of Yetrin's point. And with the expansion of the Ruining, the hordes of mutants and lizard men roll in like foam on the incoming tide.

Yetrin's Point is an Elf-dominated province. The harsh climate has made the Elven Elite both mean and cruel. The so-called "lesser races" are treated to unspeakable savagery. So long have they lived under the Elven yoke that the Humans, Dwarves, and Twisted spirits are utterly crushed. Constructs are forced into following orders that would turn a Nazi concentration camp guard into a deserter. At the top of the province is the terrible prison city that is Yetrin's Geas.

### • Yetrin's Geas

Mayor: Arkanor Yemollia (EM, Wishsinger [15], Satanic [CE])

Justicar: Malkouri Yelodoor (EM, Fighter [10]/Mathematician [8], Malevolent [NE])

Uberconstable: Eleni Yewokka (EF, Investigator [18], Despotic [LE])

Societal Alignment: Satanic [CE]

Population: 450,000 (270,000 of which are in prison)

Racial Mix: E[20%], H[65%], T[11%], D [1%], F[1%], Cn[2%]

### Synopsis:

Yetrin's Geas is a prison city that houses all of the world's dangerous criminals and political prisoners. To be eligible for incarceration, the criminal must have committed a crime while already serving time in another facility. At least that's how it has always been until fifty years ago. Lately, the Warden of Yetrin's Geas has begun to purchase prisoners from other jails. The Warden, Jericho Yenta is an elderly Mathematician bent on mastering the physical forces of the universe. Rumor has it that he has enslaved the inmates to his many ambitious causes, one of which is to build a great mechanical machine that will aid him in completing complex formulas and thus increase his power as a Mathematician.

One of Jericho's other goals is to somehow use mathematics to create the "perfect" society. He believes that if the minds of criminals can somehow be made "isolinear" (i.e. everyone's minds thinking the exact same way at the same time), that crime would cease. He is working on a scheme to create a process of distributed consciousness. The huge mechanical artifact that he is close to completing is called the Sympathetic Cognition Drive. In this case, "sympathetic" does not refer to the emotion of sympathy, but rather the engineering concept that like items will react similarly when exposed to identical stimulus.

While his goals are lofty, a huge part of the city's population will be effectively turned into mind-controlled organic robots if he is successful. He would then be the de facto master of nearly of quarter-million people. For this reason, adventurers who discover Jericho's mad plot will probably feel compelled to foil it. Of course, the fourth segment of the World Staff powers the heart of the machine. The irony of having to break into the world's most formidable maximum-security prison in order to steal the artifact fragment is an irony that will doubtlessly

not be lost on the adventurers.

What makes the Yetrin prison nearly inescapable is that the main structure is located below ground inside a vast natural cavern. The walls of the cavern appear to be fashioned from the strongest naturally occurring rock. That barrier alone would keep the majority from escaping. However, Jericho Yenta has used his Mathematical powers to reinforce large areas of the cavern with structural wards. Even if the wards and the walls were penetrated, the escapee would face the daunting task of tunneling as much as a mile straight up in order to reach the surface.

Prison riots are very short-lived as well. Being connected to the surface by only a handful of access ports, the atmosphere of the prison is maintained through the labor of bellowsmen (like in Blackhammer's Stronghold). Whenever the inmates get too rowdy, Jericho Yenta must simply give the word, and the pumping of the bellows cease and the prisoners black out from imminent asphyxiation within 3d4 rounds. Even when the bellows are running full tilt, the air is dank, stale, and musty.

The sad reality is that most prisoners are too weak to really put up much of a fight. The stale air clouds the mind, the rancid, maggot-infested food does little to nourish the body, and the unending sunless gloom of the underground prison withers the soul. The prison cells are claustrophobic, filthy, and ever damp. Sour condensation drips on the heads of all. The bedding crawls with lice and other parasitic bugs. The rats fear neither fire nor man, and a single nip from one of these little monsters will bring on gangrene in only a few days. Suicide rates would be higher if not for the fact that most sharp objects are forbidden to the prisoners. Most sentences are for life. But in the Yetrin prison, "life" is usually about six years.

Of course, the parts of Yetrin's Geas that is not a prison shows the glaring dichotomy between the rich and the poor. The exaggerated difference between the conspicuous wealth and power of the rich and the unmitigated poverty of the poor makes even Willowdown seem like a fair and equitable society. The police force in Yetrin's Geas doesn't even attempt to put up an honest front. They are as corrupt as the weather is hot. The constables of this city are the best officials money can buy! For kicks, the Elven police force typically entertain themselves tormenting, beating, and even murdering the Human and Twisted. The police also form unofficial rape gangs that prowl the streets looking for attractive Human females with which to pass the time. In the Human and Twisted parts of town, the constables also run elaborate protection schemes in which they steal from the poor what little money they do have.

The constructs in Yetrin's Geas fare little better. With a true grasp on sadism, the Justicar of Yetrin's Geas fashions his Constructs



with the full knowledge of good and evil, and endows them with revulsion to violence and cruelty. He imbues into them a desire to help, to do good, and to ease suffering. On top of that personality matrix, Malkori Yelodoor has forced them to unquestioningly obey whatever commands the constables they serve issue to them. Frequently, the constructs are used as ruthless enforcers and torture artists. This compulsion to obey savagely inhumane commands coupled with their ingrained positive moral compass is the reason why many Constructs eventually go mad or self-destroy. To be a construct in Yetrin's Geas is to be completely without hope.

The poorer sections of the city are infested with nasty, oversized, biting cockroaches. These bugs also carry all manner of diseases and tend to contaminate the local food supply. For this reason, most of the poverty-stricken Humans and Twistededs are scrawny, underweight, and short-lived. Infant mortality is also very high. The "underclass" population would have died out long ago were it not for the fact that other cities ship their unwanted Humans and Twistededs to Yetrin's Geas.

Although the evil of the ruling class seems to be both omnipotent and unopposed, there is a small resistance movement afoot in Yetrin's Geas (known simply as the Resistance). This resistance consists solely of Elves. The right set of adventurers might be able to shape the Resistance's thoughts towards regime change via an assassin's bolt, for Arkanor Yemollia is beyond hope of any sort of moral redemption.

What would probably convince the Resistance leaders to turn to assassination would be if an adventuring party could make public some of Arkanor Yemollia's secret practices. The mayor of Yetrin's Geas is far worse than a tyrant. He is also a cannibal. When he dines at the highest level of the Mayor's Tower, he has a band of musicians that play the finest music while a Human is chained to a stone pillar and whipped to death with a cat-o-nine-tails or a scourge. Once the "meat" has been tenderized by the flogging, it is butchered and

prepared for the next evening's feast in which the Mayor entertains various functionaries of the city. It is doubtful that many of the Elite would look kindly upon the Mayor if they were to find out that they had been unknowingly fed the flesh of sentient beings for the past twenty years. At least one member of the Elite council is also involved in the Resistance.

- City of Dreams

Mayor: Corduran Yekazi (EM, Wishsinger [20], Ordered [LN])

Justicar: Mewaf Yequan (EM, Gunslinger [15], Despotic [LE])

Uberconstable: Jahan Yeprona (EM, Thief [18], Despotic [LE])

Societal Alignment: Despotic [LE]

Population: 125,000

Racial Mix: E[45%], H[32%], T[20%], Cn[3%]

#### Synopsis:

The City of Dreams was once a shining place of culture, learning, and scientific and magical achievement - for Elves at least. Now, with the power of the Ruining looms only twenty miles away, the city has fallen to strict curfews and martial law as a way of maintaining order in the face of desperate panic. Most of the farmlands have fallen to the Ruining, so the city has had to begin importing food, which has driven up the cost of living and depressed the local economy.

As the Ruining continues to encroach upon the City of Dreams, the percentage of the population consisting of Twistededs has steadily increased. Like all Elven-controlled provinces, those unfortunates who are changed by the Ruining are immediately stripped of citizenship. While most Elven cities have a small but manageable portion of Twistededs, the City of Dreams is on the verge of revolt as former "pure" Elves lose their jobs, their status, and their property. There is a growing movement within the city to abolish the Twisted Codes. The Justicar, however, will hear none of this. Soon, however, there may be no choice once the Ruining overtakes the city. The Mayor does his best to inspire calm and confidence in his subjects, but it is generally agreed upon that there is less than two years remaining before the City of Dreams falls to the ruining.

Of course, one dire problem facing the City of Dreams is that recently the township has begun to come under attack from Undead lizard men. An evil Necromancer named Voss the Deathbringer (at least that's what he wants people to call him; no one knows his real name), has issued a religious decree that being Undead is the only true form of eternal life. As part of his

"ministry", he sends out troops of shambling, fetid lizard men who seem to have the power to bestow the "gift" of Undeath upon any living creature they bite or scratch. For every hit point of damage inflicted, there is a 1% chance the victim will take ill and become undead within 2d4 days. A Remove Poison, or equivalent spell or power will neutralize this disease (use Cure Terminal Disease when using G2E rules.)

As the ranks of the Undead have grown, so has Voss's power. It is also rumored that he has placed an enchantment upon himself that would cause his instant reanimation as an Undead Necromancer if he were to be slain in combat. (If using the d20 rules, he turns into a Lich; under G2E rules, he becomes an Unholy Sepulcher).

- Memory's Purchase (Ruins)

Mayor: Telidor the Last (TM, Jack [12], Ordered [LN])

Justicar: Red Eye (Cn, Fighter [15], Saintly [LG])

Uberconstable: Finger (TM, Jack [10], Apathetic [NN])

Societal Alignment: Apathetic [NN]

Population: 250

Racial Mix: T[99%], Cn[1%]

#### Synopsis:

Memory's Purchase is even more of a ruin than Arkenstone's Wish. When the armies of lizard men came, and then the city fell to the ruining, the invading forces left no stone atop another. The city was sacked, burned, and the stones that formed the streets and homes were cast about. The lizard men ate the bulk of the city's residents. The remainders, mostly children, were sold to the mayor of Willowdown for use as drudge slaves in that town's many sweat shops.

Now, the smoke has cleared. The city is denuded of people, resources, and hope. What was once a proud city of stone is nothing more than a vast, rocky ruin with a collection of stone hovels at the center. Red Eye, a construct from another dimension, protects what is left of the town. He is actually a true robot, not a Construct. He apparently was once a police officer, as his primary directive is to "protect and serve". Alas, his arrival through a Twilight Gate was several years too late to prevent the onslaught of Valquena's lizard men.

Memory's Purchase is a place of sadness and despair. Red Eye does what he can to boost the spirits of the handful of Twisted that still call the ruins home. He is a good storyteller and often tells tales of his home world, Isrea, and frequently tries to bring about good cheer at the ritual bonfire that gets lit each night in the village square.

There is little in the way of industry in the ruins of the City of Dreams. Mostly, only subsistence farming and the needs of day-to-day existence are all that is maintained. It is Red Eye's dream of someday restoring the city and making it into a haven that is safe for Twisted to live. He hopes to someday make a city where prejudice is an unknown concept. He also

wants to somehow restore the spirit of the people. As an outside observer, he knows that the Ruining is not exactly a force of evil, but rather a force of chaos; becoming Twisted has no more moral implications than being injured in an accident. But the cultural bias against Twisted is hard to overcome.

What would help this community would be a fresh batch of seed stock. As it stands, their own crops are sparse and thin because of the Ruining. Unfortunately, the nearest town with sufficient stock is Deeprunner's Hold, and they don't sell to Twisted. However, Red Eye is willing to part with a rare technological artifact from his home world if an adventuring party would travel to Deeprunner's Hold and buy two tons of crop seeds. The artifact is an area shield that protects a 30' spherical region. It absorbs 100 points of mundane (10 structural points if using the G2E rules) damage before collapsing. The shield has AC 17 (on G2E rules, it has AC 3). It can be used once per day and lasts for 12 hours or until collapsed.

- Deeprunner's Hold

Overhand: Rath the Scarred (EM, Thief [20], Malevolent [NE])

Enforcer: Ironhand Elebon (EM, Fighter [18], Despot [LE])

Master of Assassins: Blackbird Delrenna (EF, Thief [17], Malevolent [NE])

Societal Alignment: Malevolent [NE]

Population: 95,500

Racial Mix: E[60%], D[25%], F [10%], H[3%], Cn[2%]

#### Synopsis:

The great thing about Deeprunner's Hold is that there are pretty much no laws. The down side is that there is



no protection under the law because such laws are non-existent. Instead, this society gets things done through an intricate system of bribes and "protection" schemes. Brokering the commission of a murder is seen as not morally different than brokering the purchase of a home. Likewise, victims of an assassin's blade are seen not as victims at all, but rather fool who did not purchase adequate protection. Deeprunner's Hold can sell just about anything on the "black market". Here, that term is in quotes because the black market is the only market that exists. One can be drugs, slaves, children, whores, art, jewelry, wine, Constructs, and all manner of things imagined. This is the city to go to for buying other illicit services such as beatings, murder, arson, kidnapping, and the like. Such hired thugs are more than willing to travel to distant cities to commit the brokered crimes. They are professionals who operate on a fixed, contracted daily fee, and who will be more than happy to submit an itemized expense report at the end of the job. In Deeprunner's Hold, the assassin's guild operates as openly as the blacksmith's guild.

Of course, one advantage of a city with no real laws and an open-air black market is that one can really find anything -- including the third segment of the World Staff. Of course, the black marketer who has it does not realize what he's got. It may be sold as an artifact that recharges staves and wands (which it will also do once per month.) This merchant may want more than mere money, but instead may ask the party to smuggle a magical evesdropping/scrying device to the leader of the Yetrin's Geas Resistance. Once done, the merchant will still ask a princely sum for the World Staff segment.

One would think that the availability of purchased killings would have denuded the city of its population. This is not so. One of the few laws this city has is that the target of a murder has the option to purchase the murder of the person who contracted the assassination. These funds are typically kept in an escrow account and are released in the event of death in this manner. If the funds in escrow meet or exceed the original price paid to the assassin, then the funds are released to that individual and that very same assassin then also kills the killer. In the long run, this makes for polite society.

Unlike most towns, any individual that can afford a flintlock pistol will immediately purchase one and carry it at all times. This is due to another societal philosophy that states: "If your life is work living, it's worth defending. If it's worth defending, it's worth killing over." Likewise, they have a slogan about love: "No dame's worth dying

for. Killing for, maybe. But not dying for."

As a result of the Ruining's encroachment into Yetrin's Point, the power of this city has significantly increased. This is due to the rich farmland south of the city. One of their chief exports is food. They don't sell to Twisted, however. They do have some standards.

Unlike other cities on Papilian, Deeprunner's Hold has no T-town or Twisted ghetto. This is because all those affected by the Ruining have been murdered for sport. Adventurers who have been changed by the ruining take their life into their own hands by coming to this city.

Deeprunner's Hold is a crime-infested free-for-all. There is no hope whatsoever of reforming this town. It is a carbuncle of greed and corruption on the rear-end of the world. Its sole virtue is that it makes for the largest supply depot on the planet.

### The Great Ocean

The central ocean on Papilian has always been a dangerous place. In many areas, the ocean currents are powerful and unpredictable. Certain areas seem to have strange magnetic properties that confound sailors and confuse navigation instruments. Most dangerous of all is the stationary, everlasting hurricane known as the Maelstrom. Most sailors avoid it like they would avoid death. But there are fantastic legends of a small isolated island full of angelic, benevolent beings that make their home in the eye of the storm.

- **Paradigm**

Leader: Indigo Racine (iFF, Paladin [20], Sainly [LG])

Teacher: Blue Waylyn (bFM, Jack [19], Sainly [LG])

Preacher: Indigo Sunbringer (iFF, Priest [19], Sainly [LG])

Societal Alignment: Sainly [LG]

Population: 7,500

Racial Mix: F[95%], C[2%], D[1%], H[1%], Cn [1%]

Synopsis:

This is the only society that is governed solely by

members of good-aligned Fey. Within the swirling, violent domain of the Maelstrom, their tiny island is a refuge of hope, order, and safety. One of the most desirable aspects of this island is that members of the Fey race do not need to eat, drink, or excrete while living on this island. Such is the intensity of the Maelstrom's power that Fey can absorb energy directly from the storm and be fulfilled. This coexistence with raw energy is the closest thing to the Fey's home plane. As a side benefit, the Fey of this island are virtually immortal. They can be killed by violence, but will never die of disease of old age so long as they make this island their home.

For the very small non-Fey population, this island offers boons as well. There is no disease on Paradigm, and anyone injured here will heal twice as fast. All races are welcome, but only a few individuals each year manage to navigate the Maelstrom to land upon Paradigm's shores. Once there, the non-Fey population realize that the clean, ordered, pristine beauty of Paradigm's streets and architecture does harbor one dark little secret: there is no food on the island. The Fey don't need it, so they don't grow it. For this reason, the small non-Fey population mostly consist of subsistence farmers and fisherman who grow seaweed and hunt for fish and crabs for their own consumption. No one on the island actually sells food. Given this circumstance, most seamen who dock in Paradigm's harbor usually stays only long enough to affect repairs and get their crew healed.

The low production of food is also partly intentional. The Fey do wish to live in peace, but they also don't want to be overrun by groundling settlers who would quickly outbreed the Fey and thus dominate the island in only a few generations. Moreover, quite a bit of the land is composed of rocky, jagged peaks and perches. This terrain is great for the Fey, but fairly miserable for farming.

While the Fey cannot offer food to weary

travelers, they have other things to offer. The island has a large number of Priests who will gladly treat the sick and injured for free. Fey craftsman likewise will repair damage or crippled ships for free. If this benevolent behavior seems to confuse the visiting parties, it is because they have never experienced Fey socialism. This society operates without cash or remuneration of any kind. The society is small enough, ordered enough, and morally good enough that the Marxist doctrine actually does function here. They do not proselytize their form for government because they understand that a society based on the distribution of food and wealth can never achieve true socialism, but instead would invariably degenerate into an oppressive dictatorship no matter how well intentioned.

The Fey society has almost no crime whatsoever. Its jail has only a dozen cells, and most are empty. The town has two constables and a single judge. Curiously, the shops in town all work on barter. For instance, a candle maker might trade a dozen candles for a small hammer. Or a rope maker might trade a certain amount of rope for nails. Alternatively, the merchant might just give a customer a product for free if that person had a need for it and had nothing to trade. Because the Fey do not know greed, they never seek more than they need.

An adventuring party laden with excess magical or masterwork items could make some interesting trades for some magical/masterwork items that are unique to Paradigm. Adventurers must wary of attempting to take advantage of Fey generosity. Attempting fraud against a Fey is actually a crime, and while the prison cells are comfortable, the stay would be both short and uncomfortable, since the two or three days in jail are served without food and water. For a murderer, the stay would be a final one, as prisoners of this magnitude are allowed to starve.

## Appendix: Twisting Effects

Use the following set of tables to create a Twisted character or NPC. For Game Masters, feel free to invent Twisted characters or creatures from imagination if these tables aren't interesting or varied enough.

Effects of the Twisting						
Severity (1d20)		Feature Change (1d20)		Type of Change (1d20)		To negate, save is:
1-8	1 feature	1-15	Minor Change	1-8	Mental	Sleep/Charm
9-15	2 features			9-15	Physical	System Shock
16-17	4 features			16-17	Spiritual	Spiritual Powers
18-19	7 features	16-20	Major Change	18-19	Attribute	System Shock
20	10 features			20	Other	System Shock

Mental Changes - Minor		
1d10	Primary Effect	
1	Minor neurosis	Roll a randomly generated int(1) insanity.
2	Become lazy	Make a Willpower check before doing a significant amount of hard work.
3	Spiteful	Character starts harboring grudges
4	Clarity	Character is cured of one form of insanity
5	Handedness shift	If character was right handed, he is now a leftie, and vice versa.
6	Forgetful	Make a Willpower check when attempting to learn new songs, formulae, sigils, etc.
7	Skills shift	One skill drops by one intensity, while another increases by one. In the event of an int(1) skill, it is still available as int(0) with a -4 penalty to use that half-forgotten skill.
8	Game mind	Character becomes obsessed with games. However, he now has a Gambling skill of int (2) (or +2 if the character already had that skill.
9	Sleep cycle shift	Character now desires to sleep during the day and be active at night.
10	GM's Choice	GM should contrive some significant alteration to the character's mindset that is not crippling.

Major Mental Changes		
1d10	Primary Effect	
1	Major psychosis	Roll an int(4) insanity.
2	Clear Mind	Can never acquire a form of insanity
3	Skill trade	Sacrifice one known skill for a randomly generated new skill of equal intensity.
4	focus	Character must become a full-time adventurer for cause in keeping with his alignment.
5	Fetish	Character has some luck coin, jewel, or other item that he thinks is very unlucky to be without. if the character loses this item, he functions at -1 until it is either recovered, or 3 months have past; after three months without the item, the affliction
6	Ambidexterity	Character gains ambidexterity in hands, but gains "two left feet" for dancing (i.e. dancing checks are penalized for -4.)
7	Sleep cycle distortion	Character must remain awake for 48 hours then sleep for 24.
8	Photographic memory.	Character remembers everything he sees or reads, but because of this he is more vulnerable to gaining insanity because he cannot forget the horrors he's seen. Panic check is -2 against new insanity.
9	slothful	Character must make a Willpower check or just sit around all day acting like a barfly.
10	GM's choice	Mental aberration should be inconvenient, but should not make the character unplayable.

## Minor Physical Changes

1d20	Primary Effect	
1	Hair grown 1' per day	Can sell hair for 1 IP
2	Teeth fall out once per month and regrow	Who needs a dentist? COM(-3) for two days per month
3	Skin becomes spotted or striped	Immune to sunburn.
4	Extra finger	Musical instrument (+1), but gloves cost 2x.
5	One or two head horns	Head butt (+1 damage), COM(-1)
6	Infra-vision (9//)	Eyes gleam red, COM(-2)
7	Vampire fangs	Bite (+2 damage), COM(-1), may be initially confused for a vampire
8	Nice furry pelt	Can survive cold climates. No COM mod, because fur is very nice looking.
9	Joints bent both ways	Can escape most bonds, but joints look weird. COM(-1)
10	Faster healing (+2 HP/day)	Must eat 500 more calories per day
11	Poison filter (+3 save vs. poison)	Cannot get drunk
12	Extra toe	Climb walls (+3%), must get boots 1 size larger
13	Skin peels once per month	Never scars. Tattoos and brands fade in 1d4 months. COM(+1) for 28 days, COM(-6) for 2 days each month.
14	Universal donor	Can give blood to, or receive blood from any sentient humanoid race.
15	suction cups on palms	Climb walls (+30%). cannot accidentally drop things. COM(-2)
16	Internal compass	Can't get hopelessly lost. Character gets dizzy around strong magnetic sources.
17	eyes light up like lanterns	Can always see at least 30'. COM(-2)
18	Hoofed feet	Kick damage is +3, but character must wear horse shoes instead of boots. COM(-2)
19	Feathered hair	Who needs to buy quill pens? COM(+1)
20	GM's Choice	GM should impose a minor physical change that at most is inconvenient, or possibly balanced by some minor benefit.

## Major Physical Changes

1d20	Primary Effect	
1	Extra arm	Limb is fully functional
2	Extra leg	Ground movement increased by 3//.
3	Extra eye	Light based saves are at -1. Eye is functional.
4	Height changes by 1'	Must buy all new clothes, armor, etc.
5	Become like Jell-O.	All bludgeoning damage is reduced to 1 point. Half damage from impaling weapons, triple damage from cutting weapons. Movement reduced to 2/3. Punch damage reduced to 1 point. Falling damage reduced to 1 point. Character is slightly transparent.
6	Exoskeleton	Skin is converted to an insect's exoskeleton. Character takes the following modifications: STR(+1), DEX(-2), COM(-3), AC(+3), Speed(-2//)
7	Animal Aspect	One limb gets turned into an animal's. Examples include a hand converted into a lobster claw, a snake head, or a tiger paw. Character may get wolf fangs, a prehensile tail, or cat eyes. May have an animal head, like a bull's or a jackal's head.
8	Gain a set of wings	May be like a bird's (MC(C), 24//), a butterfly's (MC(B), 20//), or a dragonfly's (MC(A), 18//). Cannot wear metal armor. Must pay a tailor to have clothes modified.
9	Photosynthetic	Skin turns green. Cannot wear metal armor. recovers 1 HP per hour in direct sunlight. +1 to all actions in direct sunlight, -1 to all actions in darkness or artificial light. Needs more water, but less food.
10	Like a big boulder	Character takes on a craggy, rocky appearance. Character takes the following modifiers: STR(+3), DEX(-6), COM(-3), SPEED(-1/2), AC(+6), CON(+3), CHA(-3). Cannot wear armor. Cannot use healing potions. Weight increases by 4x. Cannot swim.



**Major Physical Changes**

1d20	Primary Effect	
11	Transparent	Character, upon first glance, looks like a skeleton.
12	Out of phase	All attempts to make physical contact (for good or ill intent), have a 25% chance of failure (roll 1d4, 1d4=1 is a failure). Character cannot successfully engage in sex.
13	Compound eyes	Visual acuity reduced by -2, but character has 360 degree vision, thus cannot be backstabbed.
14	Reptile skin	Character takes the following modifiers: AC(+2), DEX(-1), COM(-2)
15	Werite	Merge current racial stats with that of a Werite.
16	Half Body	Top half of body remains humanoid, while bottom half becomes like an animal (such as a spider, wolf, moose, insect, reptile, etc.)
17	Slim Jim	Retain same body mass, but height increases by 2', thus body width decreases to equalize mass.
18	Like a tree	Has mossy hair and beard. Skin like bark. Character takes the following modifiers: AC (+3), CON(+3), DEX(-3), SPEED(-1/3), STR(+1). Cannot use healing potions. Cannot wear metal armor. Same restrictions/benefits as "photosynthetic".
19	Like an angel	Character takes on an ethereal appearance, with bright wings, white skin and white hair, and has a shimmering aura. Character takes on the following modifiers: STR(-2), CON(-2), DEX(+2), COM(+3), CHA(+1), SPEED(+2/), Flight (MC(B), 18/).
20	Like a monster	The GM decides some new horrible form for the character to assume. However, INT, WIS, and FAI are all unchanged, as is the personality and alignment.

**Minor Spiritual Changes**

1d10	Primary Effect	
1	Alignment shift	Move alignment one notch.
2	Spiritual variance	At the beginning of each day, the maximum SP or BMS varies (either up or down) by either 1d10 SP or 1.0 BMS.
3	Fizzle	One spell fails each day (GM determines which one).
4	Repeat	One spell spontaneously recasts once per ay (GM decides which one).
5	Power fluctuation	Effective casting level for spiritual powers varies by +1 or -1 at the beginning of each day.
6	Energy conduit	Physical touch randomly heals 1d4 points or harms 1d4 points. GM determines which effect each day. Power works once per day.
7	Empathy surge	Character's base empathy varies by 1d10% a the beginning of each day.
8	Sensitive	Character detects spiritual forces one turn per day. GM decides when this occurs.
9	Detect or broadcast alignment	Character can either detect alignment once per day, or character will broadcast his own alignment to one person. GM rolls randomly for which effect and when.
10	GM's choice	GM should impose some non-cipling spiritual variance. any bane should be offset be an equal boon.

**Major spiritual changes**

1d10	Primary Effects	
1	Alignment reversal	Character's alignment shifts to the opposite. If apathetic, roll a new alignment randomly.
2	Different spells	If character is a spellcaster, remove 1d6 spells and replace them with different spells.
3	Power shift	Remove current innate power and replace with a new innate power of equal intensity.
4	Casting fluctuation	Effective casting level varies by 1d4 at the beginning of each day (minimum level 0, meaning casting is impossible that day.)
5	Spiritual fluctuation	SP or BMS pools vary by 1d20 SP or 1d4 BMS at the beginning of each day.
6	Spirit sight	Character can see the spirit plane for 1 turn each day, but is blind to the physical world during that time.
7	Energy channel	Physical touch heals or harms 1d10 points. Roll randomly for which effect for each instance.
8	Power vampire	Character can steal either a point of BMS or 1d10 SP via touch. This is not death magic damage.
9	Death conduit	Character's open hand damage inflicts a point of death magic damage.
10	GM's Choice	Alteration should be sinister without making the character unplayable.

**Minor Attribute Changes**

1d8	Increases by 1	Decreases by 1
1	Strength	Dexterity
2	Dexterity	Strength
3	Intelligence	Charisma
4	Wisdom	Faith
5	Constitution	Dexterity
6	Comeliness	Constitution
7	Charisma	Intelligence
8	Faith	Wisdom

**Major Attribute Changes**

1d8	Increases by 3	Decreases by 3
1	Strength	Dexterity
2	Dexterity	Strength
3	Intelligence	Charisma
4	Wisdom	Faith
5	Constitution	Dexterity
6	Comeliness	Constitution
7	Charisma	Intelligence
8	Faith	Wisdom

**Other changes**

The GM gets to be creative with what happens to the character. The GM should come up with a concept or motif for the change.

For minor changes, the overall effect on the character should be minimal, while a major change should result in the character being very different. However, in all cases, the character should remain playable and not completely crippled.

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*Hope is like a candle held against the night*



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