

Wizards.Com Boards: Here There Be Dragons (Pre-Game: General Information)

This is topic **Here There Be Dragons (Pre-Game: General Information)** in forum - **Real DDAventures** at **Wizards.Com Boards**.


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http://boards.wizards.com/community-bin/ultimatebb.cgi?ubb=get_topic;f=20;t=000470


Posted by **Kkat** (Member # 97922) on February 22, 2003, 11:33 AM:

As promised, I am going to try to run a game on this forum. (Please observe the first post of the link above for some very general info on the game.)


Before I start, I want to restate:

I do not have experience running a boards-based game , and I would appreciate any assistance and advice. I realize I would be committing a bit of a *faux pas* in running a game here without playing in another one first, so all freindly aid is most welcome.



Before play starts, I will create two threads: **Pre-Game: General Information** and **Pre-Game: Characters**. This game takes place in a homebrew world. The first thread (obviously this one ) will be where I give general IC knowledge about the world as well as OOC information such as House Rules (there are, as you will see, quite a few). This is also the place to ask questions about the world and the rules, etc. If you ahve any questions, please ask freely.

Pre-Game: Characters will be the thread which I start taking players on, and where I guide you through what will likely be a rather *unusual* character creation.

I hope you enjoy, or at least find this an interesting read. 

--Kkat

[February 22, 2003, 11:34 AM: Message edited by: Kkat]

Posted by **Kkat** (Member # 97922) on February 22, 2003, 12:13 PM:

General World Information for **The Three Kingdoms**

Part 1

The Cataclysm Over three thousand years ago, a devastating Cataclysm ravaged the realm. Empires and civilizations were destroyed, land was rearranged, even the very fabric of magic itself was damaged. Only the gods and great wyrms know how long it took the varying races of the world to crawl out from the rubble and the hiding places, and to begin rebuilding on the remains of the grand empires that had spanned the realm before.

The Time Before The Golden Age before the Cataclysm is an age of legend. Mighty heroes walked the land, some even ascending to godhood. Artifacts and powerful magics, undreamable now, were a common and integral to the way of life. &Or, so the tales say. Little is actually known about The Time Before, for it seems the Cataclysm even affected the minds of mortals, erasing understanding of the ancient languages. Today, scholars delve into the mysteries of the past, and adventurers explore the multitude of ruins that lie hidden about the kingdoms.

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The Poisoned Seas and the Mists The Cataclysm left in its wake bodies of water where it seems as if the land was torn up and carried away by a monstrous claw. These "Poisoned Seas" are vile and desecrate places where twisted aberrations and loathsome creatures make their home in the water and on the shores. Likewise, there are places where The Mists cling to the world, strange and unmoving, tainted with the unholy and breeding ground for corrupted monsters and bizarre outsiders collectively called "Mist Aberrations"

Burnout Magic is dying. Or so scholars agree. All but the most careful applications of magic may overstrain the tapestry of mana, causing a tear, creating a short-lived zone where magic fails to function. It is rumored that there may even be parts of the world where the tapestry of mana has utterly torn asunder, creating permanent zones devoid of magic.

--Kkat

Posted by **Kkat** (Member # 97922) on February 22, 2003, 12:16 PM:

General World Information for **The Three Kingdoms**

Part 2

The Three Kingdoms - The Three Kingdoms encompass an area about the size of the Mediterranean, and with similar climate. Three Kingdoms lie within this area: Greymettle, Darkmoor, and Glitterwarren. The Three Kingdoms is currently enjoying nearly fifty years of peace since the end of the Fourth War of Bones.

The Kingdom of Greymettle - The Kingdom of Greymettle is ruled by King Elroth XIII, a human King wizened by age. Though some complain that His taxes are high it is agreed that he has used the money well to shore up the Kingdom after the Fourth War of Bones, to rebuild the army, and to make the Kingdom appear strong to foreign powers. The population is a mix of many races; but as of the last Census, over 65% of the populace is human. The Kingdom of Greymettle covers the western and northern part of the Three Kingdoms, bordered by the Savage Lands to the northwest and treacherous mountains to the north. The Kingdom is fairly mountainous, giving it a variety of climates. The patron deity of Greymettle is St. Cuthbert.

The Glitterwarren Economy - Named after its capital city, the capitalistic gnomish sovereignty is ruled by the banks. The Gnomes invented banking, and the Bank of Glitterwarren dominates the economy of the entire Three Kingdoms area. Most of the population of the Glitterwarren Economy is made up of gnomes, with a high number of elves. Most inhabitants worship either Garl Glittergold or Mais Liadon. Glitterwarren only recently became it's own nation; it's break away from the Greymettle is considered largely responsible for the ending of the Fourth War of Bones. Glitterwarren is mostly rolling hills and flatlands, bordered by the sea to the south and west, the Mountains of Mist to the east and the Kingdom of Greymettle to the north.

The Darkmoor Regime - The Mist-shrouded volcanic islands of Darkmoor lay in the sea, south of Greymettle. The enigmatic King Espy and His Council, made up entirely of the ruling body of the Necromantic Guild, reign over the Darkmoor Regime. Little is known about this dark place, but rumors claim that the living exist in fear and that undead walk the streets, feeding with impunity. The utterly evil Drow infest the labyrinth of lava tunnels that stretch out underneath the sea from the depths of the islands.

The Savage Lands These wild and untamed lands cover the northwest corner of the Three Kingdoms. These are the territories left unclaimed after Greymettle's "Reclamation Crusade" one hundred years ago. Those few human and demihuman tribes that live in these lands are uncivilized barbarians or mysterious druids. Orcs, ogres and even giants are reported to roam the wilderness.

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The Astroful Protectorate - Astroful is a mysterious and exotic kingdom that lies somewhere beyond the northern mountains. Little is known about them, even though they have allied with one or more of the Three Kingdoms repeatedly throughout known history. Astroful appears to be primarily a halfling kingdom, and their elite Silver Guard are considered the fiercest warriors in all the realm. It is believed that the patron deity of Astroful is Heironeous.

The Burning Lands - The Burning Lands lie beyond the Mountains of Mist to the East of the Glitterwarren Economy. Only the most favored of gnomish merchant houses have had revealing contact with the people of these lands. And Glitterwarren is the only nation to have forged a trade route through the Mountains of Mist to these lands. The strange cat-like Basti first came to the Three Kingdoms from this land many generations ago.

The Kruthian Dominion - There is no threat, no horror feared by children in dark rooms, greater than the Kruthian Dominion. Kruth is a land of pirates and slavers, ruled by dark and unknown lords, equipped with devastating weapons and warships unlike any found in the Kingdoms. A thousand years ago, the Kruthian Dominion conquered the Three Kingdoms, enslaving its populace for over a hundred years. Only through a most difficult alliance between Greymettle, Darkmoor and the forces of Astroful were these enemies driven back. The forces of Kruth have been quiet since.

--Kkat

[February 22, 2003, 12:16 PM: Message edited by: Kkat]

Posted by **guido_ca** (Member # 97145) on February 22, 2003, 12:20 PM:

Hi Kkat,

I've seen you around on the other boards before...welcome to the darkside!

The going thing here is to keep just **one** setup thread in which you setup all the characters and pregame info. Once the game starts our friendly neighbourhood moderator Doppelganger will come around and eventually delete it.

Looks like this one might be fun though so could you tell me...

What kind of rules/restrictions will you be having? Use the PHB classes? What level do you have planned for the PCs?

Posted by **Kkat** (Member # 97922) on February 22, 2003, 12:34 PM:

quote:

Originally posted by guido_ca:
Hi Kkat,

I've seen you around on the other boards before...welcome to the darkside!

Thanks!

quote:

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The going thing here is to keep just one setup thread in which you setup all the characters and pregame info. Once the game starts our friendly neighbourhood moderator Doppleganger will come around and eventually delete it.


Understood. However, considering that I expect character creation to be fairly completcated, I want to give it an entirely different thread. This one whould be for questions about the setting and general IC knowledge, as well as questions on the House Rules. It would be beneficial to keep them separate for players to access more easily.

Hope that's okay!

quote:

*What kind of rules/restrictions will you be having? Use the PHB classes?
What level do you have planned for the PCs?*

Classes, races and levels will be discussed on the Characters thread (as will joining the game). House Rules/Restrictions are coming right up!

However, to start, let me quote myself ...


quote:

Originally Posted by Kkat:

The game will be based on DDThird Edition core rules, supplimented with a few choice rules pulled from other sources (such as other WotC 3E products and third party sources) and homebrew rules. While I may adopt specific rules from 3.5 when it emerges, I do not expect to convert.

My games involve roleplaying, problem solving and combat, with much more emphasis on the first two. In this medium, I would expect the dominance of roleplaying and problem solving to become more acute.

Character creation itself will be... unusual. (Normally, I would start a game with 1st level characters, expecting them to grow to very high level over time. However, with the reputed slow speed of games in this medium, I have decided to start with characters considerably more advanced.)

Once you have had a chance to look over houserule, setting and character creation information and decide whether the game sounds fun, I will start taking players. (Please, munchkins, powergamers and serious min-maxers need not apply. I mean no offense. But as I am not any of these, I do not balance my games with such players in mind. They would be disruptive.) Good writing and roleplaying are a must. 

Thank you!

--Kkat

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[February 22, 2003, 12:38 PM: Message edited by: Kkat]

Posted by **Kkat** (Member # 97922) on February 22, 2003, 12:54 PM:

Here come the House Rules. I will do this over several posts for ease of reading and responding. Any questions, please ask.

RULES MODIFICATIONS

Abilities:

Comeliness (*optional*)

Comeliness is reflects a character's physical attractiveness, social grace, and personal beauty.

A character's comeliness is figured by a roll of 4d6, discarding the lowest dice, and adding the character's Charisma modifier. Elves and and Basti gain a +2 bonus to their Comeliness, Half-Elves gain a +1, Gnolls and Dwarves gain a -1, Half-Orcs gain a -2. These bonuses do not apply when dealing with members of the character's own race.

Comeliness modifiers may be substituted for Charisma modifiers in Charisma based social rolls during **initial** encounters with another creature (as long as the creature has an Intelligence of 3 or higher).

Races (Part 1):

Modifications of existing PHB races:

Gnomes

Racial Adjustment is +2 Intelligence, -2 Strength

Gnomes get a +4 dodge bonus against Mist Aberrations, but not against Giants

Gnomes get a +2 to Spellcraft rolls to avoid a "Cascade".

Halflings

Bonus Languages now include Draconic.

Half-Orcs

Racial Adjustment is +2 Strength, -2 Intelligence

--Kkat

[March 09, 2003, 03:42 PM: Message edited by: Kkat]

Posted by **Kkat** (Member # 97922) on February 22, 2003, 01:16 PM:

RULES MODIFICATIONS

Races (Part 2):

New "Common Folk" Races:

Basti

*Based on the **Artathi** in *Mythic Races* (by Fantasy Flight Games).

The Basti are a desert feline race from the Burning Lands. They are seen as graceful and mystical, if only barely cultured. Tribes of Basti roam the deserts nomadically, appearing uncivilized barbarians in the eyes of the other common folk, their traditions of desert discipline alien to many outsiders. However, many individual Basti may now be found in the cities of other races, adapting to and barrowing from the cultures about them. A great many become entertainers, vagabonds and wanderers within the societies of other races.

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- ◆ Racial Adjustments are +2 Dex, +2 Charisma, -2 Strength, -2 Constitution
- ◆ Medium Size
- ◆ Base Speed 30
- ◆ Low Light Vision
- ◆ +2 Racial Bonus to *Hide* and *Move Silently*. Their *Move Silently* bonus climbs to +6 in desert settings.
- ◆ Basti gain a +4 bonus to *Use Magic Item*.
- ◆ +6 Racial Bonus to *Balance* checks
- ◆ +2 Dodge bonus. This bonus represents the Basti's uncanny natural instincts for danger. Any time a character loses her positive Dexterity bonus to AC, such as when she's caught flat-footed, she loses her dodge bonus too.
- ◆ If a Basti attacks with her claws extended, her unarmed strike causes 1d6 points of damage. Unlike normal unarmed strike damage, this damage is not subdual damage. A Basti's Strength modifier is applied to this damage as usual. If a Basti attacks without her claws extended, she causes 1d3 points of subdual damage.
- ◆ Basti suffer a -2 Will save penalty against mind-influencing enchantment spells and effects.
- ◆ Basti normally eschew artificial weapons and armor in favor of natural weapons and martial prowess. In part this is because their fur makes even the lightest armor uncomfortable, adding an additional +5% arcane spell failure and +2 skill check penalty to any armor.
- ◆ Basti can take *Pounce* as a feat.
- ◆ Automatic languages: Basti, Common. Bonus Languages: Draconic, Gnome, Goblin, Auran, Ignan
- ◆ Lawfully aligned Basti have the favored class of Monk. All other Basti have the favored class of Bard.

Gnolls

Gnolls are considered a PC race. They were cautiously accepted into the ranks of the common folk after the rise to godhood of their deity, Anakis. They tend to live on the fringes of society, and are still viewed by many as monsters.

- ◆ Racial Adjustment +4 Str, +2 Con, -2 Int, -2 Cha
- ◆ Gnolls start with an extra 2d8 HP (note: these are not HD and do not gain Con bonuses)
- ◆ Gnolls automatically receive the feat Power Attack as long as they meet the prerequisite strength
- ◆ Gnolls have Darkvision up to a range of 60
- ◆ Gnolls are unusually hardy and resilient. They gain +2 on all Fortitude saves and +1 natural armor.
- ◆ Gnolls have highly keen senses. They gain +2 on *Spot* and *Listen* skills
- ◆ Gnolls receive special training with the battleaxe and shortbow as children. They have a +1 competence bonus when using these weapons.
- ◆ Gnolls can take *Scent* as a feat.
- ◆ Automatic Languages: Gnome, Common. Bonus Languages: Basti, Goblin, Orc, Infernal.
- ◆ Racial Deity: Anakis, the Gnome God of Death and Secrets.
- ◆ Favored Class: Ranger
- ◆ While naturally powerful, Gnolls advance in levels more slowly than other races. Treat Gnolls as having one extra character level. (ECL +1)

--Kkat

[February 22, 2003, 01:17 PM: Message edited by: Kkat]

Posted by **Kkat** (Member # 97922) on February 22, 2003, 01:40 PM:

RULES MODIFICATIONS

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Classes

Sorcerers

Players whose characters possess Sorcerer levels may opt to use the alternate rules for Sorcerers from the Book of Eldritch Might II.

Courtiers, Nobles and Wanderers

Characters may take the classes Courtier, Noble and Wanderer classes from *Swashbuckling Adventures*. The Courtier may also be found in the *Rokugan* setting book for *Oriental Adventures*.


Monks

Monks no longer face the special multiclassing restriction. Characters can still increase in Monk levels after increasing other classes.

Prestige Classes


Only a small selection of Prestige Classes exist in the world of the Three Kingdoms. (There are just over 40 Prestige Classes, a fourth of which are homebrew.) Prestige Classes exist in this world to add flavor, fulfill needed and specialized roles, and as a prestigious reward to roleplayers. Characters will not know most of the Prestige Classes which exist in the world, nor will the players, until they discover them in-game.

Gaining a Prestige Class in game is more than a matter of simply qualifying. It often involves finding the organization or members of the class, gaining special mentors, or even proving ones worth on a quest.

As such, players are encouraged to speak with the DM (me ) before making any plans involving Prestige Classes.

--Kkat

Posted by **Kkat** (Member # 97922) on February 22, 2003, 01:42 PM:

RULES MODIFICATIONS (I told you there would be a lot. )

Burnout, Cascades, Lulls and Surges:

The violent turmoil that ravaged the Tapestry of Mana during the Cataclysm left the fabric of magic badly weakened. The recent GodFall has further tangled and raped the Tapestry, resulting in phenomenon know as Surges, Burnout and Cascades.

A Burnout Roll must be made every time a character or creature does one of the following:

- Casts a spell
- Uses a spell-like ability
- Uses a potion, scroll or magic item with charges
- Activates or adds an active new magic item to his or her inventory.

The Burnout Roll is an unmodified d20. Consult the chat below for effect:

- 20. The character or creature experiences a Surge. The magical effect is maximized as par the Maximize Spell feat, but at no cost to the caster.
- 19 3. No effect.
- 2. The character or creature experiences a Lull. The magical effect is minimized.
- 1. The character or creature experiences Burnout. The character s magic fails as the fabric of magic tears, creating an anti-magic aura about the character. The character must also make a Spellcraft roll to avoid a Cascade.

The Cascade Roll is a Spellcraft roll at a DC of 10 + a magical modifier. The modifier is equal the level of spell being invoked, the enhancement bonus of the magical arms or armor, or the magical item s GP cost / 25,000 (rounded up), whichever is higher. A roll

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of one is always a failure.

Cascades are massive rends of the Mana Tapestry. Cascades manifest in an unpredictable fashion, but are always magically disastrous. Thankfully, Cascades are relatively rare. Results might include the temporary creation of an antimagic zone, the temporary or permanent disenchantment of a magical item, or even less pleasant effects.

--Kkat

Posted by **Kkat** (Member # 97922) on February 22, 2003, 01:54 PM:

RULES MODIFICATIONS

Special Abilities

Totally physical, non-magical Extraordinary (Ex) abilities such as a constrictor snake's "Constrict" or a cat's "Pounce" ability are considered mundane, not Extraordinary, for purposes such as Wild Shape and Polymorph.

(A good rule of thumb: since creatures keep their (Ex) abilities when polymorphing to another form, ask yourself "Does it make sense for the creature to be able to still do this when taking another form?" Example: Constrict is an (Ex) ability for constrictor snakes; does it make sense for a constrictor snake who (somehow) polymorphs into a goat to still be able to constrict? If the answer is "No", then this is considered a mundane physical ability for this purpose.)

Non spell-based, purely positive or negative energy abilities, such as an undead's energy drain or a cleric's turn undead ability is now considered an Extraordinary (Ex) ability and not a Supernatural (Su) ability. Such abilities are not lost when changing form, nor do they suffer from burnout, antimagic fields or spell resistance.

Psionics

Psionics follow the "Psionics are Different" rules on page 39 of the Psionics Handbook. Spell and power resistance for monsters applies the rules in the "Creature Evolution" section.


Mindflayers have a power resistance of 25 and a spell resistance of 15.

The supernatural (su) and spell-like (sp) powers and abilities of psionic creatures are considered paranormal (pa) and power-like (ps). They are not subject to antimagic fields or burnout, but are subject to null psionic fields. Power-like abilities are not subject to spell resistance but are to power resistance.

I am open to use of psionic powers and feats published in the **Mind's Eye** portion of the WotC website and *If Thoughts Could Kill*, as well as the variant progression on page 35 of *ITCK*. Please inform me, however, if you intend on using information from these sources, and provide links if drawing from **Mind's Eye**.

--Kkat

Posted by **Kkat** (Member # 97922) on February 22, 2003, 01:59 PM:


RULES MODIFICATIONS (See why I have a separate thread for this stuff? )

Familiars

Familiars gain **Familiar Special Abilities** based on *Spellcaster* level. Wizard levels, Sorcerer levels, and bonus Wizard or Sorcerer spellcasting levels such as those gained from PrCs all apply. Divine or Bardic spellcaster levels do not apply.

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Other Familiar abilities, such as hit points and skills, are based off of *Character* level.

(The DM, for instance, isn't going to force you to remember which skill ranks were bought with which classes and apply only those ranks bought with arcane spellcaster levels to your familiar. The DM thinks that's annoying. )

--Kkat

It's *snowing* outside!


[February 22, 2003, 02:00 PM: Message edited by: Kkat]

Posted by **Kkat** (Member # 97922) on February 22, 2003, 02:12 PM:

RULES MODIFICATIONS

Dragons

There are eleven know Dragon races in the world, the five Metallic races, the five Chromatic races and the Dread Shadowdragons.

(The last is my own work-up, which I created before *Monsters of Faerun* was published. As this is not a FR world, I have no problem continuing to use my own creation instead of adopting. )

Dragons may take classes and prestige classes as long as they meet the requirements for those classes. The favored class for Dragons is Sorcerer, and any Sorcerer caster levels stack with their innate Sorcerer levels.

Dragons may only gain familiars if they take class levels in Wizard or Sorcerer beyond their innate Sorcerer levels. Dragons taking the *Improved Familiar* feat may take a member of a common folk race as a familiar. Once such an individual becomes a familiar, their essence is tied to their Master and they are unable to develop classes or skills on their own, just as a normal familiar. However, the individual may have class levels before becoming a familiar, in which case the Dragon's spellcaster level must be at least one level higher than the individual's character level in order to take that person as a familiar.

Dragons class skills are Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Intimidation (Cha), Knowledge (any) (Int), Listen (Wis), Scry (Int), Search (Int), Spellcraft (Int), Spot (Wis).

Dragons must use* their skill points to purchase *Listen*, *Search* and *Spot* up to their Draconic Hit Dice. Dragons freely gain the *Spellcraft* skill at a rank equal to their Draconic Hit Dice.

Red, Copper, Gold and Silver Dragons freely gain the *Jump* skill at a rank equal to their Draconic Hit Dice and have the *Jump* skill as a Draconic class skill.

Black, Green, White, Bronze and Gold Dragons freely gain the *Swim* skill at a rank equal to their Draconic Hit Dice and have the *Swim** skill as a Draconic class skill.

Each breed of dragon has one additional class skill specific to type:

Black - Use Psionic Device (Cha)

Blue - Mimicry (Cha)

Brass - Gather Information (Cha) or Innuendo (Cha)

Bronze - Animal Empathy (Cha) or Battle (Wis)

Copper - Climb (Str) or Perform (Cha)

Gold - Appraise (Int) or Sense Motive (Wis)


Green - Wilderness Lore (Wis)

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Red - Appraise (Int)
Silver - Climb (Str) or Disguise (Cha)
White - Move Silently (Dex)

Dread Shadowdragon - Hide (Dex)

--Kkat

Whew! Done with Rules Modifications! Now on to the Deities List! 

*Thank you, Kokiriaz!

[February 24, 2003, 10:11 PM: Message edited by: Kkat]

Posted by **Kkat** (Member # 97922) on February 22, 2003, 02:17 PM:

Deities:

As from the *Player's Handbook*:

Baccob, Corellon Larethian, Erythnul, Fharlanghn, Garl Glittergold, Heironeous, Moradin, Olidammara, Pelor, St. Cuthbert, Wee Jas, Yondalla

Groomsh

See *Player's Handbook*
Groomsh is Chaotic Evil.

Kord

See *Player's Handbook*
Kord slew Hextor in the Wars of Tyranny, but was mortally wounded himself. His lost arm has been replaced by one forged by Moradin, his close ally. But he will never again be able to send an Avatar to the mortal realms.

Obad-Hai

See *Player's Handbook*
Obad-Hai consumed the portfolio of Ehlonna. His followers have almost completely succeeded in erasing any record of the worship of the woodland goddess.

Anakis

The gnoll deity of death and secrets, Anakis is the male counterpart to Wee Jas. He is alternately depicted as lawful evil or lawful neutral, and all of his priests are from those two alignments. The domains he is associated with are Law, Magic, Death and Knowledge. His favored weapon is the gnollish double-scythe. Clerical Loremasters claim that after Nerull's downfall and Vecna's disappearance, Wee Jas and Anakis divided their portfolios between themselves.

Bakaz

The monstrous Bakaz is the God of Storms and the Sea, as well as Tyranny and Slavery. Bakaz is chaotic evil. He is worshiped by pirates and slavers, but often paid tribute by good seafarers in hopes he might turn his wrathful eye elsewhere during their travels. All Illithid clerics are clerics of Bakaz. Bakaz is associated with the domains of Dominion, Evil, Storm, and Water. Bakaz's favored weapon is the mace. Bakaz is the nemesis of Liadon.

Eilistraee

Daughter of Corellon Larethian and the Drow who eventually became Lloth, Eilistraee is chaotic good goddess of the few good Drow elves. She is the goddess of swordsmanship, music, dance and the hunt. She is occasionally worshipped by non-Drow bards although most of her followers are Drow. Eilistraee is associated with the domains of Good, Healing, Travel and War. Her favored weapon is the Moonsword (bastard sword).

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Lloth

Lloth is the chaotic evil Queen of Spiders and the goddess of all evil Drow. Lloth is a cruel, capricious deity who is believed to be insane by many because she pits her own worshippers against each other. Her domains are Chaos, Destruction, Evil and Trickery. Her favored weapon is the whip.

Mais Liadon

Liadon is the elvish god of freedom, champion of the oppressed. He is chaotic good, and his priests and followers always seek to fight the forces of tyranny and slavery, promoting equality of the races. His followers include many rangers. Liadon is associated with the domains of Freedom, Good, Protection and War. His favored weapon is the longsword.

--Kkat

Posted by **Kkat** (Member # 97922) on February 22, 2003, 02:22 PM:

Deities

Domains:

Domination Domain (Baccob) as par *Defenders of the Faith* page 79

Freedom Domain

(Mais Laidon)

Granted Powers: For a total of 1 round per your cleric level per day, you can act normally regardless of magical effects that impede movement (similar to the effect of the spell freedom of movement). This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds). This is a spell-like ability.

Escape Artist is a class skill.

- 1 **Remove Fear** +4 saves vs fear for on subject +1/four levels.
- 2 **Calm Emotions** Calms 1d6 subjects per level, negating emotion effects.
- 3 **Gaseous Form** Subject becomes insubstantial and can fly slowly.
- 4 **Freedom of Movement** Subject moves normally despite impediments.
- 5 **Break Enchantment** Frees subjects from enchantments, alterations, curses and petrification.
- 6 **Wind Walk** You and allies turn vaporous and travel fast.
- 7 **Etherialness** Travel to Etherial Plane with companions.
- 8 **Mind Blank** Subject immune to mental/emotional magic or psionics and scrying.
- 9 **Freedom** Releases creature suffering imprisonment.

Storm Domain

(Baccob)

Granted Powers: You gain electricity resistance +5

- 1 **Entropic Shield** Ranged attacks against you suffer a 20% miss chance.
- 2 **Gust of Wind** Blows away or knocks down smaller creatures.
- 3 **Call Lightning** Directs lightning bolts (1d10/level) during storms.
- 4 **Sleet Storm** Hampers vision and movement.
- 5 **Ice Storm** Hail deals 5d6 damage in cylinder 40 ft. across.
- 6 **Control Winds** Change wind direction and speed.
- 7 **Control Weather** Changes weather in local area.
- 8 **Whirlwind** Cyclone inflicts damage and can pick up creatures.
- 9 **Storm of Vengeance** Storm rains acid, lightning and hail.

--Kkat

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Posted by **Kkat** (Member # 97922) on February 22, 2003, 02:28 PM:

NEW WEAPONS & ARMOR

New Non-Magical Armors

Aquatic Armor

Ultra-light armor fashioned from the skin and scales of giant fish, used primarily by sea elves and other aquatic humanoids.

Armor rating +2. Max Dex. +8 No swimming penalty. No armor check penalty. No arcane spell failure.

Market Price: 510 gp

Bone Armor

Spikey armor made from interconnected bones, this armor has all the normal qualities of Hide armor, but it's AC bonus is considered a deflection bonus, and thus will stack with bonuses from spells giving an armor bonus such as Mage Armor, but not from spells giving a deflection bonus, such as Cloak of Chaos.

Market Price: 50 gp

Caravaner's Leather

Studded Leather Armor made from the black hide of a Sand Scourge, studded with stone and used by nomadic desert peoples due to its light weight.

Armor rating +3. Max Dex. +7. No armor check penalty. Arcane Spell Failure 5%.

Market Price: 725 gp

Dragonscale Armor

Armor made from Dragon scales and hide. Considered Hide armor for armor proficiencies and restrictions.

Max Dex +6. No armor check penalty. Arcane Spell Failure 10%.

Armor Rating: White +5; Black, Green, Brass, Copper +6; Blue, Red, Bronze, Silver +7; Gold +8

Dragonscale Armor counts as a Power Component (see page 96 of the *Dungeon Master's Guide*) when enchanting the armor with properties related to the specific Dragon type. (Ex: for enchanting Red Dragonscale Armor with Fire Resistance.)

Market Price: 5,315 gp (+5), 11,315 gp (+6), 19,315 gp (+7), 29,315 gp (+8)

--Kkat

Posted by **Kkat** (Member # 97922) on February 22, 2003, 02:34 PM:

NEW WEAPONS & ARMOR

New Non-Magical Weapons

Bombard

This weapon was designed by the Gnomes of Glitterwarren after studying the terrible weapons of Kruth during the time of the Kruthian Dominion.

Wizards.Com Boards: Here There Be Dragons (Pre-Game: General Information)

A massive, primitive cannon, the bombard makes attacks with a straight attack roll (1d20) with no modifications except for range. Bombards are siege weapons and with barrels up to 15 feet long which fires stone balls up to 30 inches in diameter. Often constructed on site, the bombard is not mobile during combat. Reloading a Bombard requires two full-round actions.

Damage: 3d20. Critical: x2 Range Increment 150 ft.

Market Price: 2000 gp

Compound Longbow

Compound bows use a system of strings and pulleys to give far greater power to their arrows. All compound bows are Masterwork bows, and because the force of their shots is purely mechanical, they cannot be made to take advantage of Strength bonuses. A minimum Strength of 16 is required to use a Compound Longbow.

Damage: 1d10+1, Critical: x3, Range Increment 150 ft.

Market Price: 500 gp

Compound Shortbow

As par Compound Longbow except it requires a minimum Strength of 14.

Damage: 1d8+1, Critical: x3, Range Increment: 100 ft.

Market Price: 450 gp

Gnoll Double-Scythe

The favored weapon of the Gnoll god Anakis, the Gnoll Double-Scythe is a large double weapon. This is an Exotic Weapon.

Damage: 2d4/2d4, Critical: x4.

Market Price: 120 gp

Necromancer s Dagger

Long dagger with gruesome notched blade.

Damage: 1d4+1, Critical 19-20/x2

Market Price: 5 gp

Posted by **Kkat** (Member # 97922) on February 22, 2003, 02:36 PM:

Whew!

That should do as a start.

I will create another thread for joining this game and creating characters later today or early tomorrow.

For now, please look over this information. Ask questions, if you have any.

--Kkat

Posted by **Kokiriaz** (Member # 104070) on February 22, 2003, 03:01 PM:

Wow! Looks great! There's just one little thing that I saw while reading through:

Wizards.Com Boards: Here There Be Dragons (Pre-Game: General Information)

quote:

Dragons must **sue** their skill points to purchase Listen, Search and Spot up to their Draconic Hit Dice.

ROFL!

Well, I shouldn't waste precious forum space on typos of others.

[February 22, 2003, 03:04 PM: Message edited by: Kokiriaz]

Posted by **Kkat** (Member # 97922) on February 22, 2003, 03:07 PM:

Forgot something! 

RULES MODIFICATIONS

Skills

Skills listed in the *Player's Handbook* will be used. In addition:

The skills Battle (Wis) and Mimic (Cha) from the Rokugan sourcebook are available, as if the skill Strategy (Int) from War. (Battle replaces the skill Tactics from War for mass combat.) Battle is a class skill for Fighters and Paladins. Mimic is a class skill for Bards, Rangers and Rogues. Strategy is a class skill for Fighters, Monks, Rogues and Wizards.

Feats

Many feats from books outside the core books are available. Consult the DM.

Leadership

(See Pre-Game, Character thread)

Dangerous Beauty (new General feat)

You are gifted with a nearly unnatural beauty and are especially attractive to others. This benefits your ability to influence members of the opposite gender. However, this will aggravate members of your own gender and they may grow jealous or see you as a threat.

Prerequisites: Com 17+

Benefit: When dealing with a member of the opposite gender, you may add your Comeliness modifier to any Charisma-based social rolls and to the DCs of all your mind-affecting charm or mind-affecting language-dependent spells.

Dazzling Beauty (new General feat)

Your beauty has an almost fae-like magic.

Prerequisites: Com 17+

Benefit: You can use your beauty to dazzle others, causing them to lose an action. This extraordinary ability functions as the Daze spell, except that it can affect any creature of the same subtype (typically humanoid) as yourself, regardless of HD. The subject of your efforts may make a Will save at a DC of 10 + $\frac{1}{2}$ your level + your Com modifier. Any creature who makes their save is forever immune to your effect. Using this feat takes a standard action.

Ritual Magic (new Metamagic feat)

Wizards.Com Boards: Here There Be Dragons (Pre-Game: General Information)

You know how to use extended rituals to strengthen the power and stability of your magic spells.

Prerequisites: Spellcaster level 3+

Benefit: Spells cast using the Ritual Magic feat do not evoke a Burnout roll. They are not subject to Burnout, Cascades, Lulls or Surges. This feat does not change the slot of the spell, but adds one extra hour to the spell's casting time.

Deep Breather (new Dragon feat)

You are skilled at covering more area with your breath weapon.

Prerequisite: Endurance, breath weapon

Benefit: By taking a full-round action, the Dragon (or any other creature with a breath-weapon) can control the exhalation of her breath weapon, slowing and extending the breath so that she may turn her head up to 180 degrees while exhaling. Thus, the Dragon can increase the area of effect for the breath weapon at the cost of some effectiveness.

Utilizing this feat, a line breath weapon becomes a cone. A cone breath weapon becomes a semicircle. Damage and length remain the same; however, reflex saves against the Dragon's breath gain a +4 circumstance bonus.

Maximized Breath (new Dragon feat)

You can do maximum damage with your breath weapon.

Prerequisite: Con 16+, Endurance, breath weapon

Benefit: Once a day, the Dragon can do maximum damage with its breath weapon. This feat can be taken multiple times. Each additional Maximized Breath feat allows the Dragon to maximize their breath weapon damage one additional time a day.

--Kkat

Posted by **Kkat** (Member # 97922) on February 22, 2003, 03:11 PM:

quote:

Originally posted by Kokiriaz:

Wow! Looks great! There's just one little thing that I saw while reading through:

quote:

Dragons must **sue** their skill points to purchase Listen, Search and Spot up to their Draconic Hit Dice.

ROFL!



Fixed now!

Wizards.Com Boards: Here There Be Dragons (Pre-Game: General Information)

Posted by **Kokiriaz** (Member # 104070) on February 22, 2003, 04:19 PM:

Well, I've read through your Rules modifications, and there are a few things that might need some tweaking...

Comeliness

Seems a bit unnessecary to me, but can add to the roleplaying experience.

Basti:

Pretty powerful, but not too powerful, and okay seeing that your campaign will focus more on roleplay.

Gnolls:

Very powerful! +4 Str, +2 Con, -2 Int, -2 Cha in exchange for a level is a deal a fighter or barbarian would do any day, but Gnolls also get more. Gnolls get extra HP, saves, skill bonuses, etc, for only 1 level? I suppose it might be balanced because of the reduced amount of battles in an online game, but personally, I'd make them ECL +2. Another thing, you mention the competence bonus for battleaxe and shortbow. To what does this bonus apply? To attack rolls, damage or both?

Classes

I don't have either the Book of Eldritch Might nor Swashbuckling Adventures, so I can't comment on that. I have no problems with taking away the monk multiclassing restriction. I also like the rules for the Prestige classes. No comments here.

Burnout, Cascades, Lulls and Surges:

Needs a little bit of tweaking, such as the duration and area of the anti-magic aura a burnout creates. Magic also becomes less reliable with this, but that's probably what you wanted.

Dragons

Only one thing to comment, probably a typo:

quote:

Red, Copper, Gold and Silver Dragons freely gain the **Jump** skill at a rank equal to their Draconic Hit Dice and have the **Jump** skill as a Draconic class skill.

I assume that the second jump was supposed to be swim?

Feats

One tiny comment here: Ritual magic seems a bit underpowered, because you can also benefit from a Burnout roll, and one hour extra is a lot. I would consider making 2 versions of this feat, a Combat Spell Stability, and Ritual Magic.

Combat Spell Stability

You know how to stabilize your spells during combat, casting them at lesser risk.

Prerequisites: Spellcaster level 3+

Benefit: If you choose to use this feat, you make no Burnout roll when casting a spell, but the casting time is increased. A spell that normally requires 1 action to cast now requires a full round action. A spell with a casting time of 1 full round now takes 2

Wizards.Com Boards: Here There Be Dragons (Pre-Game: General Information)

full rounds. This feat cannot be used with spells with a longer casting time than 1 full round. This feat also cannot be used in conjunction with the Quicken Spell feat.

Ritual Magic

You know how to use extended rituals to strengthen the power and stability of your magic spells.

Prerequisites: Spellcaster level 3+

Benefit: Spells cast using the Ritual Magic feat can be Surged as a result of a Burnout roll, but you cannot suffer Burnout or Lull. Increase the casting time of the spell by one hour.

Well, that's about all I have to say about it. Most of my comments are just little things, and I think you've done a great job on these modifications. Yay Kkat!

[February 22, 2003, 04:20 PM: Message edited by: Kokiriaz]

Posted by **Alhadis** (Member # 97959) on February 22, 2003, 04:29 PM:

Heya, Kkat! Great to see that you've got the game up and running... can I join? I'm thinking of playing either a really cool gnome prophet of Bakaz, or a *really* aloof and cold female elf psion of unparralled beauty, who's totally obsessed what people think of her beauty, using telepathy to reveal their thoughts of her!

But great world information, nonetheless!

Posted by **guido_ca** (Member # 97145) on February 22, 2003, 04:37 PM:

A couple of questions...

Are dragons a common sight? Do they interfere much in the life of the lesser races?

Is dragon scale armor rare and are you noticed when wearing it? What is a dragon's reaction when they spot you with it on?

Does it matter which nation a character originates from?

Well I guess that was more than a couple of questions. I look forward to seeing the character thread and I will have to go cry in a corner if I miss out. Impressive amount of effort you have put here!

Posted by **Alhadis** (Member # 97959) on February 22, 2003, 04:38 PM:

Yes, I'll have to agree on that! Kkat's effort and dilligence in this is truely admirable!

Posted by **Kkat** (Member # 97922) on February 22, 2003, 04:41 PM:

quote:

Originally posted by Kokiriaz:

Gnolls:

Very powerful!

Wizards.Com Boards: Here There Be Dragons (Pre-Game: General Information)

Went through some serious work with this on a races thread a while back, just to make sure it was balanced. Granted, it is quite the race for a fighter or barbarian, but not so much so for a spellcaster. All classes were taken into account for this.

Keep in mind that the saves, skill bonuses, etc are comperable to those of other racial packages. The benefit which the Gnolls garner that grants them +1 is higher stat bonuses and extra HP. Also, it is noteworthy that, as the extra HP are not HD, and do not gain Con bonus, the HP they gain is almost the same as the HP they loose for the class level.

quote:

...you mention the competence bonus for battleaxe and shortbow. To what does this bonus apply? To attack rolls, damage or both?

Good catch! It applies to attack rolls only.

quote:

Needs a little bit of tweaking, such as the duration and area of the anti-magic aura a burnout creates. Magic also becomes less reliable with this, but that's probably what you wanted.

Higher level magic particularly becomes unreliable and even dangerous considering the increased likelihood of Cascade. But still the dangers are managable: in all cases you are still dealing with a 5% chance of minimization, 5% of free maximize and 5% chance of real trouble.

Burnout alone creates an aura immediately about the person. The range is touch. This works both ways, mind you. If you pick up a magic sword in the midst of battle, only to cause burnout, not only does the sword temporarily loose its magical properties, but any enemy hitting you with a magic weapon will find it's magical properties blink off just as it strikes.

Actual duration of Burnout is variable, and up to the DM.

Cascade is essentially open DM permission to magically screw with you. 🐉 Keep those spellcraft skills high if you play to use a lot of magic!

Caught the Dragon error. Fixing it next! Thanks!

You suggested feat is a good idea. However, it doesn't exist in the world yet. 🐉

--Kkat

Posted by **Kkat** (Member # 97922) on February 22, 2003, 04:59 PM:


The Character Generation thread is up now! Jump on in! 🐉 If you dare! 🐉

Wizards.Com Boards: Here There Be Dragons (Pre-Game: General Information)

Posted by **Kkat** (Member # 97922) on February 22, 2003, 05:06 PM:

quote:

Originally posted by guido_ca:
A couple of questions...

Shoot! 

Are dragons a common sight? Do they interfere much in the life of the lesser races?

The character generation thread will answer some of that. Beyond that, you shall see within the game.


Is dragon scale armor rare and are you noticed when wearing it? What is a dragon's reaction when they spot you with it on?

Yes, relatively. Yes, unless you are *really* good at Disguise. And it would probably depend if it was made from scales lost through shedding as the former owner increased in size, or if it was harvested from a corpse. I'm sure you can imagine the variety of responses you might get, though.

Does it matter which nation a character originates from?

Yes. But there will be a fair amount of freedom in where you can come from. (Certain classes or races cannot come from certain places, but they have freedom to choose from the many places they may have come from.)

Impressive amount of effort you have put here!

Thanks! 

--Kkat

Posted by **Kkat** (Member # 97922) on February 22, 2003, 05:30 PM:

DRAGONS

General knowledge and perception of the Dragon races, as made by Cowray of the Corsair Empire.

Black - These nasty, evil monsters are trouble. I wouldn't trust one as far as I could throw a kingdom. That's not *just* natural animosity speaking, mind you. We may be ancestral enemies, but their treachery is far worse than that. The Black Dragons allied themselves with the losing side in the War of the Cataclysm. What war, you ask? You haven't heard of it? Nevermind then. Anyway, suffice it to say they aligned with the darkness that moves in the shadows of Kruth. That should be enough to send shivers down to the tip of your tail.

Sure, they claim to have renounced all that. The caper and prostrate themselves before other Dragons... well, many of them do at any rate. But I wouldn't trust them. The only thing keeping them in line is that they know, they **know**, that if the Dragon Wars start again, they will be the first against the wall.

Wizards.Com Boards: Here There Be Dragons (Pre-Game: General Information)

Posted by **Kkat** (Member # 97922) on February 22, 2003, 05:41 PM:

DRAGONS

General knowledge and perception of the Dragon races, as made by Cowray of the Corsair Empire.

Blue - If a Blue swore to something, I'd be willing to stake my wings on it. Well, the specific wording of it. Their word is Their Law. They are honor unclouded by good morality. That makes them dangerous, but it also makes them trustworthy. More trustworthy, at least, than any other Chromatic. Or some Metallics I might name. Blues are respected, too. Don't you forget it. They have taken action where others have failed to. Their voice is powerful in the Parliment of Wyrms.

Mind you too that they are responsible for many atrocities. The eldest of the Blues are the voices of Dragon Supremacy, and the acts they have done for the glory and benefit of all Dragonkind would keep you awake through hibernation cycles.

Posted by **Kkat** (Member # 97922) on February 22, 2003, 05:45 PM:

DRAGONS

General knowledge and perception of the Dragon races, as made by Cowray of the Corsair Empire.

Brass - The Brass share the same land as the Blue. Amongst the Metallics, They are unique in that They are weaker than the Chromatics who neighbor Them, and have long ago settled into agreements with the Blue which They find preferable to fighting. Further, the Brass s nearly neutral nature has inspired a degree of indifference towards the lesser races. Of course, they would rather see the lesser races survive than fall... if only because it gives Them somebody to talk to.

The Brass have a much greater paw in the affairs of other races than even we do. You would be surprised where they have infiltrated. Largely, I suspect, with the Blue's guidance.

Take that as you will.

Posted by **tsrblke** (Member # 117625) on February 22, 2003, 05:47 PM:

quote:

Originally posted by Kkat:

[b]Dragons must use* their skill points to purchase Listen, Search and Spot up to their Draconic Hit Dice. Dragons freely gain the Spellcraft skill at a rank equal to their Draconic Hit Dice

Kkat, I assume that these ranks count towards the max ranks. Thus a 10 lvl dragon/1st lvl Sorcerer could have up to 14 Ranks in Spell craft 10 automatic and 4 invested. Is that a correct assumption?

Posted by **The One and Only...** (Member # 117541) on February 22, 2003, 05:47 PM:

Wizards.Com Boards: Here There Be Dragons (Pre-Game: General Information)

A question: what is the situation on psionics? Do they exist in your campaign world?

Posted by **Kkat** (Member # 97922) on February 22, 2003, 05:49 PM:

DRAGONS

General knowledge and perception of the Dragon races, as made by Cowray of the Corsair Empire.

Bronze - Hey, what can I say?

We rule. Nowhere will you find a more honorable, noble, glorious, diligent race of Dragons.

What? By the celestial planes, no! Just because I am a pirate does not mean I'm a bad guy. I... like to think of it as swashbuckling!

Posted by **Kkat** (Member # 97922) on February 22, 2003, 05:53 PM:

quote:

Originally posted by tsrblke:

Kkat, I assume that these ranks count towards the max ranks. Thus a 10 lvl dragon/1st lvl Sorcerer could have up to 14 Ranks in Spell craft 10 automatic and 4 invested. Is that a correct assumption?

Dragons don't really play by the Savage Species rules. In large part because they advance by age. Also, because their ECL is based off of CR rather than HD. (Officially, the ECL of a Dragon is their CR + 5 + class levels. See *Defenders of the Faith*.)

Dragons get skill points based on their HD, but must spend a lot of them on those three skills. They must raise them to a level equal to their HD. They do this 1 for 1 up to that point, regardless of character level.

--Kkat

Posted by **Kkat** (Member # 97922) on February 22, 2003, 05:56 PM:

quote:

Originally posted by The One and Only...:

A question: what is the situation on psionics? Do they exist in your campaign world?

Yes.

My world uses the "Psionics are Different" system.

Psionics are not subject to Burnout.

Wizards.Com Boards: Here There Be Dragons (Pre-Game: General Information)

Psionics are extremely rare in most of the world, and generally feared by many.

--Kkat

Posted by **Kkat** (Member # 97922) on February 22, 2003, 06:13 PM:

DRAGONS

General knowledge and perception of the Dragon races, as made by Cowray of the Corsair Empire.

Copper - You've got to love these guys. Say what you will about Chaotic Dragons (and in this world, the lines of Law and Chaos are often more strongly felt than those of Good and Evil), a Copper Dragon makes one blessing of a friend. Or, conversely, one hell of an enemy. To top it off, the Coppers care more about the welfare of the lesser races than even we do. Perhaps even more than the Silvers. 'Nuff said.

Posted by **Kkat** (Member # 97922) on February 22, 2003, 06:22 PM:

DRAGONS

General knowledge and perception of the Dragon races, as made by Cowray of the Corsair Empire.

Gold - Okay, now these Dragons have me worried. Remember, They were once the wisest, grandest and most noble of our Kind. Most of them still are. But I've seen more than one skirt the line of darkness only to fall. They are the strongset and most powerful of us. And still, They are our greatest hope against encroaching evils. But there are so few of them now... so very, very few. Not only do they face danger from within but from without.

Pray for the Golds. Pray They are granted the wisdom and strength they will need to make it through the coming storm.

What? No, I don't know who to pray too. But you should find somebody. For Their sake.

Posted by **Kkat** (Member # 97922) on February 22, 2003, 06:25 PM:

DRAGONS

General knowledge and perception of the Dragon races, as made by Cowray of the Corsair Empire.

Green - Honestly, I couldn't tell you much about them. I've only met two or three in my lifetime. And, to be honest, I didn't much care for what I saw. They're like bullies on a playground, if you ask me. But, like I said, I really wouldn't know.

Posted by **Kkat** (Member # 97922) on February 22, 2003, 06:30 PM:

DRAGONS

General knowledge and perception of the Dragon races, as made by Cowray of the Corsair Empire.

Red - Did you know each Race of Dragons has an Ancestral City? The legendary (at least

Wizards.Com Boards: Here There Be Dragons (Pre-Game: General Information)

to the lesser races) city under which sleeps the Mother of that Race, daughter of Bahaumet and Tiamat. If you believe the old religions, at least.

The Reds have grown strange since Their Ancestral Home was overcome by the disease that festers within the shadows of Kruth. The younger ones are still very much like the tales of Reds which your parents undoubtedly told you. But Their Elders...

I hesitate to fathom what fires burn behind Their eyes as they gaze southward. Whatever fires those are, they burn hotter than Their breath!

Posted by **Kkat** (Member # 97922) on February 22, 2003, 06:37 PM:

DRAGONS

General knowledge and perception of the Dragon races, as made by Cowray of the Corsair Empire.

Silver - Gentle. Pure of spirit. Quick to compassion and even quicker to smite injustice. Where other Dragon Races have hidden away their Ancestral Cities, the Silvers opened Theirs wide to the Halflings displaced by the Cataclysm. Now, the Silvers and the Halflings have a bond as tight as brothers. And the Halflings have formed an amazing and fearful empire of light from the frozen towers of Astroful.

The Silvers have intervened on behalf of the lesser races more often than is decent. I have great admiration for every one of Them.

The only word of caution I can utter in regards to the Silvers, and I would not want to in any way lessen your opinion of them by doing so, is that there are a few of their numbers who have become... poisoned by the Mists. They seem susceptible to it, one of the very few Dragon Races who are. Only the Whites are imperiled more by the Mists' necromantic touch.

Posted by **Kkat** (Member # 97922) on February 22, 2003, 06:44 PM:

DRAGONS

General knowledge and perception of the Dragon races, as made by Cowray of the Corsair Empire.

White - The Whites scare me!

Don't laugh! Don't you **dare** laugh. Yes They are small and weak, nearly feral. But listen to me close when I tell you that matters not when They outnumber us like they do. Because the Whites outnumber all the other Dragon Races combined. Their multitudes stand ten to one against the Golds.

And be further warned: They take to the Mists like a second home. Hundreds of Whites have succumb to the caress of the Mists. Yes, hundreds. Considering the population of our own Race, it is difficult to imagine having hundreds to spare. And those who have fallen to the Mists have become more powerful and dangerous for it.

Beware the Whites. They may be an even greater threat than the Blacks.

Maybe.

Posted by **Kkat** (Member # 97922) on February 22, 2003, 06:51 PM:

Wizards.Com Boards: Here There Be Dragons (Pre-Game: General Information)

DRAGONS

General knowledge and perception of the Dragon races, as made by Cowray of the Corsair Empire.

Dread Shadows - Why did I save them for last? Because, of all the Dragons, I am the least confident speaking about them.

They have lived here for more than three thousand years. But still we do not understand enough about them. We know that they are alien. We know they are evil. And for some, that is enough.

I have had the odd experience of having had a Shadow for a friend once. But He was... unique amongst His Kind. From that experience I can tell you no better than this: they are not *like* us. Even if They **are** Dragons. The dark and vile realm they came from is closed to us. Hopefully forever.

Once, the Shadows tried to eliminate all other Dragonkind. It was the first time all ten Races worked together. (At least, before the Black's betrayal!) Now, their numbers are few, and They have become not invaders but inhabitants of this world.

Meet Shadows only with caution.

Posted by **Kkat** (Member # 97922) on February 22, 2003, 06:52 PM:

Up next!

A view on each of the Common Folk races! I'll have it done in time for "secondary characters"!

Enjoy!

--Kkat

Posted by **Kkat** (Member # 97922) on February 23, 2003, 01:16 AM:

One area I didn't mention which it turns out one of the characters would know about:

General World Information for **The Three Kingdoms**

Part 2

The Emerald Empire

Doujan, the mysterious Emerald Empire, covers the eastern half of the continent of Nagatochi, between the great mountain range known as the Backbone of the World and the Last Seas, also known as the Seas of the Rim. Exotic and legendary, the Emerald Empire consists of multiple human Clans ruled by a Emperor who is considered akin to divine. Little is known about these lands. Few from the other nations brave the northern waters, and almost none have returned. Those who have report of a strange and xenophobic culture of humans who believe themselves children of the celestials, with peculiar and monstrous demihumans lurking in the shadows of their society.

--Kkat

Posted by **Kkat** (Member # 97922) on February 23, 2003, 04:39 PM:

The following is only for those with **Knowledge: History**

Wizards.Com Boards: Here There Be Dragons (Pre-Game: General Information)

This history is as recorded by the Loremasters of Greymettle.

-? The Cataclysm

0 The Reawakening
100 Rise of the Vampire Nation
150 Establishment of Darkmoor
200 Arrival of the Elven Ancients
300-425 The War of Blood (Darkmoor Civil War)
400 Return of the Lich King
450 Formulation of the Nine Arcane Magics
500 - 575 Wars of Tyranny (Burning Lands)
550 Fall of Hextor
553 Creation of the Dwarven War Machines (Burning Lands)
700 Spread of the Elven Nation Begins
900 - 1500 Age of the Claw (Burning Lands)
1001 Elven-Human First Contact/Conflict
1100 - 1220 Elf-Human Wars
1175 Formation of the StoneGate Enclave
1185 Creation of the Dragonslayers
1200 Burning of the Enchanted Forest
1203 Fall of the Elven Nation
1210 Astroful Intervention
1240 Death of the Lich King
1242 Darkmoor Crowns King Adrian and Queen Xanophia
1250 Establishment of Stonegate Kingdom
1275 - 1350 First War of the Bones (Darkmoor - Stonegate)
1300 First Contact with the Corel Kingdom
1500 Resurfacing of the Gnomes
1500 - 1530 Dragon War (Burning Lands)
1560 Gnomes Establish Sea Trade with Corel Kingdom
1533 Rise of the Grand Caliph (Burning Lands)
1600 Introduction of the Bank of Glitterwarren
1601 Stonegate becomes the Kingdom of Greymettle
1601 Crowning of King Elroth of Greymettle
1628 Battle of the Tides (Corel Kingdom vs Darkmoor)
1620 - 1690 Drow Expansion
1630 - 1710 Second War of Bones
1669 - 1999 Rise of the Corsair Republic (Burning Lands)
1693 Rebirth of the Dracoliches
1699 Astroful - Greymettle Alliance
1710 Formation of the Astroful Silver Guard
1710 Appointment of King Espy II of Darkmoor
1711 - 2004 Three Hundred Years Peace
1730 Glitterwarren Opens Trade with the Burning Lands
1780 Defeat of the OrbMaster
1788 Founding of the Ministry of Magic
1990 Discovery of Floatwood
2005 Invasion of the Kruthian Dominion
2005 - 2255 Kruthian Domination
2200 - 2300 Schism of the Tree (Elven Faction War)
2255 - 2300 Battle for the Three Kingdoms
2262 Declaration of Independence
2280 Eradication of the Corel Kingdom
2300 - 2307 Seven Year Truce (Greymettle - Darkmoor)
2307 - 2313 War of the Roses (Darkmoor Religious War)
2310-2380 Gnomish Expansion and the Culture War
2312 The Martial Concord
2350 King Lively IV Ignites the Land Rush
2350 - 2500 Land Rush

Wizards.Com Boards: Here There Be Dragons (Pre-Game: General Information)

2647 King Lively X Dies One Week After Appointing Faust as Successor
2648 - 2678 The Black Years
2678 Coup Deposes King Faust
2679 King Worden II Crowned King of Greymettle
2730 Arrival of the Unicorn Clan in the Burning Lands
2820 Departure of the Unicorn Clan from the Burning Lands
2900 Discovery of the Keep of Serrena
2900 - 2911 Reclamation Crusade
2911 Battle of Goblin Gorge
2920 First Pilgrimage of the Butterfly Clan to the Burning Lands
2944 Explosion at the Ministry of Magic
2945 Death of King Elroth XII of Greymettle
2945 Crowning of King Elroth XIII of Greymettle
2945 - 2961 Fourth War of Bones
2961 Separation of the Glitterwarren Economy
2962 Astroful Recognizes Glitterwarren Economy

3011 Present Day

Posted by **Kkat** (Member # 97922) on February 23, 2003, 05:14 PM:

COMMON FOLK

General knowledge and perception of the races of the Common Folk, as made by Prince Alton of Gerymettle.

Basti - Met one once. Fascinating creature. Seemed most civil, even though they are rumored to be savage barbarians. I'm not sure what I was expecting. A feline Gnoll, I suppose. I'm glad to say I was pleasantly surprised. Still, while well mannered, she was rather... fidgety. They are a lot more instinctual, I am informed. I hear that their people have developed this strong "disciplined desert warrior" mentality that seems almost like a wild monk (now there's a paradox of terms, isn't there!) in large part as a drive to control their baser urges.

True or false, I suppose we many never know. Outside of their deserts, they are an extremely rare sight indeed. In their homelands, I am told they are a nomadic and wandering people, tribal. Their written language, if you can call it that, is more pictographic than anything else.

Still, they seem to adapt to our culture amazingly well. Almost too well for some people's liking.

Posted by **Kkat** (Member # 97922) on February 23, 2003, 05:33 PM:

COMMON FOLK

General knowledge and perception of the races of the Common Folk, as made by Prince Alton of Gerymettle.

Dwarves - I must speak of my concern about our newest allies. We have welcomed them into our Kingdom with open arms after the annexing of their homeland from the barbaric territories of the Savage Lands. I know my Father is a fast friend with the so-called "King of the Dwarves" in their mountain Citidal. He trusts their honor and loyalty to the Kingdom implicitly. I wish I could. But consider: how much can you trust a people to have Greymettle's best intrests in heart when the Dwarves swear allegiance not to the King but to their own "Dwarven King", even if he swears fealty to my Father?

I must hope their allegiances remain with us. Despite their few numbers in comparison,

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their strength is mighty. And if they are capable of half the things rumored of the Dwarves of the Burning Lands...

Magic is weak. I, for one, believe it is dying. But still, when faced with impossible odds, the Dwarves of the Burning Lands forged artifacts in the Wars of Tyranny. The only Artifacts to ever be created after the Cataclysm, to my knowledge, and they created not just one but twelve. At least, so the legends say.

Posted by **Kkat** (Member # 97922) on February 23, 2003, 05:47 PM:

COMMON FOLK

General knowledge and perception of the races of the Common Folk, as made by Prince Alton of Gerymettle.

Elves - I am biased. If you saw she who I am to marry, you would be too. Beyond being the most wonderful creature in all the Kingdom, and I the luckiest of all my family, the marriage between myself and my bride will strengthen the ties between our peoples. She is of House Silverprongs, the highest of noble houses amongst their people.

Too long have we been at odds. Some elves still harbor wounds caused millennia ago. But how can I blame them? Our ancient ancestors won the Elven-Human wars, but at such cost. The great forests are only now grown fully back to their original beauty and luster.

Every people, every great nation, has their strength. And for the elves, it is magic. OF the nine schools of magic recognized by the Ministry of Magic, the Elves hold supremacy in a full five of them. Their people apply themselves to the magical arts and studies with an amazing ease. I envy them that.

Posted by **Kkat** (Member # 97922) on February 23, 2003, 05:57 PM:

COMMON FOLK

General knowledge and perception of the races of the Common Folk, as made by Prince Alton of Greymettle.

Gnolls - Don't ask me why we allow such "people" to live in our cities. I'd rather by far have the company of the Basti, who themselves have no racial patron deity, than the Gnolls whose worship of their god of death seems to dominate much of their lives now. Perhaps it is just the ones I have been exposed to. There is a Temple of Anakis close (too close, in my opinion) to Stonegate.

Still, they haven't actually caused trouble yet. And they have kept their heads high despite considerable opinion against them, particularly in the cities. In the markets of Kennewick, there is the price of an item, and then there is the price of that item if you are a Gnoll. Most city guards are quite wary of them as well, although there has been no damning evidence found yet that their temple rituals include human sacrifice, despite the close eye of the pious of Cuthburt.

Still I wouldn't trust one more than I would trust an emissary of Darkmoor.

Posted by **Kkat** (Member # 97922) on February 23, 2003, 06:13 PM:

COMMON FOLK

General knowledge and perception of the races of the Common Folk, as made by Prince Alton of Greymettle.

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Gnomes - Don't mess with the gnomes! Honestly, while my own Family has less to worry about than the common peasants, even we are cautious when dealing with the gnomes. Every true nation of people has a strength, my Father says. And the strength of the gnomes is economic. I cannot even begin to fathom their politics. Merchant houses contesting for power on the board of the bank? Where is their king? Where is their nobility. Bizarre.

But strong, at least in the ways of money. They may have no army to speak of, but when they control the economies of not only their own empire but Greymettle and Darkmoor as well, when they control the trade routes, do they truly need armies?

Not only are they strange, but they keep bringing stranger things to our lands. Not only do they bring foreign things from distant lands... and, lest we forget the Basti, foreign people... but as the Glitterwarren Economy expanded, they subsumed the barbaric savages of their new lands, and civilized them! They made these creatures servants, giving them a place in their homes, giving them food and education and work to do in exchange for being treated almost as equals!

Their ways are strange in other fashions too. They are always coming out with new... gadgets, both magical and mundane. To go to one of their cities, you would forget that magic is dying across the realms. They use it liberally. Even nonsensically. I am told that some of their buildings use, I swear this is what I have been told, *illusionary supports*. That's just not right.

Posted by **Kkat** (Member # 97922) on February 23, 2003, 06:26 PM:

COMMON FOLK

General knowledge and perception of the races of the Common Folk, as made by Prince Alton of Greymettle.

Halflings - A puzzle in two parts.

First, Halflings are the most noble and good of races, at least according to some. Some have called them incorruptable. (Which, I must add, is complete minotaur droppings.) Still their mysterious Astroful is the most awed and feared nations. Not the least because we don't know a damned thing about it. Nobody from the Three Kingdoms has ever seen this place.

We know it is north, supposedly beyond the Mountains of Mist. And we know that the patron deity of Astroful is Heironeous, and that their King is a Paladin of Him. We know they have sent emissaries to us, although they have never offered to take one of ours to their lands. We know they have come to our aid, and the aid of other kingdoms, many times, always on the side of light. And that their elite warriors, the Silver Guard, are the most impressive and fearsome fighters in all the lands. Beyond that, we know nothing.

No, we know one more thing. If all major nations have a strength, and theirs isn't simply being enigmatic, the strength of the halflings is Dragons. As a Silver Guard put it to me: the halflings are the only race that has not seems to go out of its way to [censored] off all of Dragonkind as some time or another.

I'm not sure how to respond to that. I wasn't then and I'm still not now.

However, there is a darker side to the Halflings. While those in Astroful might be the beacons of light, here at home the halflings run the thieves guilds. They are the puppeteers behind organized crime. Incorruptable my headquarters.

[February 23, 2003, 06:41 PM: Message edited by: Kkat]

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Posted by **Kkat** (Member # 97922) on February 23, 2003, 06:38 PM:

COMMON FOLK

General knowledge and perception of the races of the Common Folk, as made by Prince Alton of Greymettle.

Humans - All nations have a strength. Our's is military. The dwarves may rival or even excel one-on-one in combat, the elves may have superior magics (for all the good superior magic will do them in thisage), the halflings might have their vaunted Silver Guard... but when it comes to armies, ours are the largest and the strongest. Only Darkmoor's legions of undead have ever come close to matching us. Only the insanely powerful ships of Kruth were ever able to take on our navy with a hope of success... and Kruth, as vile as it is, is a human nation too. Although I hesitate to grant them the title.

We have great numbers. We are spread across all known lands. We build the cities where other races come to live alongside us. Of all the races, we are the only ones the gnomes accept as intellectual equals (if grudgingly, bless their little hearts).

And we have survived all that has been thrown against us. And, St Cuthbert be praised, given back in equal or greater measure. Woe to any who stand against the humans.

Posted by **Kkat** (Member # 97922) on February 23, 2003, 06:56 PM:

COMMON FOLK

General knowledge and perception of the races of the Common Folk, as made by Prince Alton of Greymettle.

Half-Elves and Half-Orcs - My heir will be a half-elf. I do not think much more need be said. One of the Lords under my Father is even a half-elf. It will be in his "castle" that I will be wed, as a demonstration of the binding of the human and elven races.

Half-orcs are strong people. In mind as well as body. They have to be, to stand under the burden of such ignominious parentage. I hear they are becoming more common on the borders of the Savage Lands. Orc raids have grown alarmingly frequent over the last year. I fear a larger conflict might be brewing. And if so, I fear for the poor bastard children of humans who have had the misfortune of such a coupling.

Posted by **Kkat** (Member # 97922) on February 23, 2003, 07:48 PM:

The following is only for those with **Knowledge: Religion**

The Deities live in the Celestial Courts. They guide mortals and watch over them from afar. They create a divine conduit by which their priests may access the magic of the realm, and guide in more subtle ways.

Deities do not interfere directly. And for good reason. If a Deity should step down into the mortal realm, He or She would hold direct and absolute mastery over that Deity's Portfolio. The God of Storms would have exact control over all storms all across the realms, able to create, guide or banish them with a thought. The God of Death could will any or all life to die, or withhold death just as easily. But likewise, to step down from the Celestial Courts, a Deity must create an Avatar. And the Deity's Avatar in the mortal realm is mortal. It is only within our mortal plane that a God risks death true death.

Gods have disappeared. Others have faded away, choosing to pass beyond the veil when

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their time of worship was done and their followers all but gone. But only by becoming a mortal Avatar has a God or Goddess died.

The twelve constellations of the Zodiac were placed in the sky by the Gods, each a final remembrance of a fallen or lost God or Goddess, whether they passed through death or other means.

It is said that the Dragons once had a Pantheon of their own. But that all the Dragon Deities fled beyond the veil in the wake of the Cataclysm. Even Bahomaut and Tiamat, who supposedly remain, have not shown their faces in the Celestial Courts or whispered to the few who would still follow them on this mortal plane.

Posted by **Kkat** (Member # 97922) on February 23, 2003, 08:08 PM:

The following is only for those with **Knowledge: Arcana**

There is a source for all magic within the realm.

Dragons.

Dragons are innately, inherently magical beings. It bleeds off them like a low radiation. It saturates the world around them. Even their bloodlines, when hopelessly mingled with that of other races, is still enough to spawn the innately magical people.

Through many, many millinnia, the presense of Dragons in this realm has permeated it, creating what we call the manasphere, a shiftly, flowing Tapestry of magic.

Arcane spellcasters study this Tapestry and learn how to manipulate and control it. Others are granted the divine power to draw from it as their Deities desire. Still others draw magic out of living nature and the lands themselves, which have been soaked for countless generations in the magic of Dragons. Some even draw it from the very blood of Dragons which runs a thousandfold diluted in their veins.

Dragons exist in symbiosis with the mana tapestry. Without one, there would not be the other. Recently, the top Loremasters of the Ministry of Magic have learned what the Dragons have known for... well possibly forever. The death of a Dragon creates a disruption on the mana tapestry. While there are no effects that mortals can see or feel, the death of a Dragon is like a retributive strike on the flow of magic in the area about them.

One must wonder, then, what that says about the damage to the tapestry?

On another note:

Currently, the Ministry of Magic recognizes nine fields of magical study. Of those fields, the elves are the masters of Abjuration, Divination, Evocation, Transmutation and Cosmos (also called the Universal Magics). The gnomes are the masters of Illusions. The Necromancers of Darkmoor, of course, are undisputed in the Necromantic Arts. The schools of Enchantment and Conjunction are mastered by the collective peoples of the Burning Lands.

Posted by **Kkat** (Member # 97922) on February 23, 2003, 08:20 PM:

The following is only for those with **Knowledge: Psionics**

There is another plane out there. Another realm adjacent to ours. Just a hair's breath away. It is a dark, nasty alien place. A place of evil and death and shadows. And there are beings in that world that want into ours. They want in badly.

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There have been breaches. There have been rare and terrible occasions where creatures from that vile and alien place have slipped through into ours, intent on conquering, dominating and destroying. Intent on making our home their own.

One of these races brought with them a new and equally alien power. They saw magic as a threat. Magic could not protect against their power, but neither could their power protect against magic. So they worked to eliminate magic users where they met them and enslave those people of our world they did not consume.

Some of our ancestors, under their yoke, exposed to their powers, learned and developed those powers ourselves. Once something has been learned, it cannot be unlearned. Once something has been uncovered, it is no longer a mystery. We, the psions, are those who have learned how to harness that power those monsters brought to our world. And use it for our own purposes.

Posted by **Oberoni** (Member # 71124) on February 23, 2003, 08:32 PM:

Cool stuff.


I looked over the Gnolls, which was a point of discussion earlier in this thread--they seem fine for an ECL 1 race.

Posted by **Kkat** (Member # 97922) on February 23, 2003, 09:22 PM:

quote:

Originally posted by Oberoni:
Cool stuff.

I looked over the Gnolls, which was a point of discussion earlier in this thread--they seem fine for an ECL 1 race.

Thanks! I appreciate your checking them out! 

--Kkat

Posted by **Kkat** (Member # 97922) on February 23, 2003, 09:49 PM:

Before I post more here, does anyone have any questions?

--Kkat

Posted by **Oberoni** (Member # 71124) on February 23, 2003, 10:11 PM:

I looked them over once more to be sure--

Well, they are sorta powerful. I think I missed a few details.

Starting as a Gnoll is much better than starting as any other race if one plans on optimizing their fighting skills.

That one Gnoll 'level' is worth approximately 2 fighter 'levels.' The extra hit points

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and feat was something I missed on the first lookover.

Just something to think about--I know you're not huge on overanalyzing mechanics, which is what I'm here for. Well, that and being a sarcastic ass.

[February 23, 2003, 10:18 PM: Message edited by: Oberoni]

Posted by **tsrblke** (Member # 117625) on February 24, 2003, 07:37 AM:


Kkat, I know this isn't an epic level campaign but the mechanics of this question are about the same.


In the ELH it offeres a varient rule that when a Spellcraft check is required to cast a spell, Classes that have a different ability mod for spell casting (Cha for Bards and Sorcerers, Wisdom for Druids, etc.) may substitute this Mod when preforming this check. When the Check relates to IDing a spell etc. Intelligence is still added.

Will you be adopting this rule for your "Burnout rules"? (IIRC that's what you called them)

Posted by **Kkat** (Member # 97922) on February 24, 2003, 04:38 PM:

Thats a very good rule! As such, when rolling Spellcraft checks for Cascades, you use the appropriate ability modifier for your type of spellcasting.

Thanks! 

--Kkat 

[February 24, 2003, 04:39 PM: Message edited by: Kkat]

Posted by **Kkat** (Member # 97922) on February 24, 2003, 09:15 PM:

LANGUAGES

Here is a list of languages of the realm. Characters only know the information pertaining to the languages they know. Characters with Decipher Script know all of this information, as writing words from one language in the alphabet of another is the most basic form of cryptography employed in the realm.

Language....Alphabet.Flow..Layout.Special

Common.....	Letter....	L - R...T - B
Basti.....	Symbol....	NA.....N/A
Dwarven.....	Rune.....	L - R...T - B
Elven.....	Script....	R - L...T - B...Alphabetical Zero
Emerald.....	Symbol....	T - B...L - R...Identical to Celestial
Gnoll.....	Symbol....	B - T...L - R
Gnomish.....	Letter....	L - R...T - B
Halfling.....	N/A.....	N/A.....N/A.....Spoken Only
Draconic.....	Rune.....	L - R...T - B
Drow.....	Script....	R - L...B - T...Symbol Use
Druidic.....	Rune.....	L - R...T - B
Goblinoid....	Rune.....	L - R...T - B
Kruthian.....	Letter....	R - L...B - T
Sylvan.....	N/A.....	N/A.....N/A.....Spoken Only

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Undercommon...Letter....R - L...B - T...Symbol Use

Abyssal.....Symbol....B - T...R - L

Celestial....Symbol....T - B...L - R...Identical to Emerald

Infernal.....Rune.....B - T...L - R

Auran.....Script....L - R...T - B...Symbol Use

Terran.....Rune.....L - R...B - T...Symbol Use

Ignan.....Script....R - L...B - T...Symbol Use

Aquan.....Symbol....L - R...T - B

L = Left, R = Right, T = Top, B = Bottom

Example: on these boards, written language flows left to right and is read top to bottom, just as is Common.

--Kkat

whew! That took a lot of work!

[February 25, 2003, 01:29 PM: Message edited by: Kkat]

Posted by **canamrock** (Member # 110297) on February 25, 2003, 01:29 AM:


Oh, Kkat... what is the religion of the Emerald Empire, and what's their history? I should know this.

Posted by **Kkat** (Member # 97922) on February 25, 2003, 11:11 AM:

quote:

Originally posted by canamrock:

Oh, Kkat... what is the religion of the Emerald Empire, and what's their history? I should know this.

Largely similar to that of Rokugan, actually. 

The histroy stretches over a much longer portion of time, obviously. But it is worthy and interesting to note:

The Fall of the Kami in the Emerald Empire's history coincides almost purrfectly with the other people's Cataclysm.

--Kkat

[February 25, 2003, 11:29 AM: Message edited by: Kkat]

Posted by **tsrblke** (Member # 117625) on February 25, 2003, 12:44 PM:

Grr Kkat, I didn't know you were modifying Languages. I took standard PHB languages. Now I guess I'll have to go find something other than Aquan to speak . And it fit so well with my aquatic dragon...

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Posted by **Kkat** (Member # 97922) on February 25, 2003, 01:11 PM:

quote:

Originally posted by tsrblke:

Grr Kkat, I didn't know you were modifying Languages. I took standard PHB languages. Now I guess I'll have to go find something other than Aquan to speak . And it fit so well with my aquatic dragon...

Actually, stay with Aquan! I'll add it to the list. I'd just forgotten about it!

--Kkat

Posted by **FranklinT** (Member # 78996) on February 25, 2003, 01:18 PM:

I'm going to take Auran if that's okay.

Posted by **tsrblke** (Member # 117625) on February 25, 2003, 01:21 PM:

Kkool Kkat! I'm on my way home now I'll be at my home Comp in about 1 hr to join the IRC and PDF the boards

Edit: I can't type today

[February 25, 2003, 01:24 PM: Message edited by: tsrblke]

Posted by **Kkat** (Member # 97922) on February 25, 2003, 02:22 PM:

The following is only for those with **Knowledge: Astrology**

The Years are marked according to the Emerald Empire's calendar, as brought to the Burning Lands by the Unicorn Clan and to the Three Kingdoms by the gnomes.

Each Year is named according to one of the great Clans of the Emerald Empire. This year is the Year of the Phoenix. Next year is the Year of the Unicorn. The year following will be the Year of the Dragon.

The months are marked by the Zodiac, the twelve constellations that the Gods placed in the sky, each representing a fallen or lost Deity. Should another Deity fall or be lost, the skies will change as will the monthly calendar. It has happened once before in recorded history, with the Fall of Hextor.

The stars are believed to be fixed on a great celestial dome which rotates about the skies. Each month lasts while its constellation is in the east where Pelor rises daily from the fabled City of the Sun on the eastern rim of the world.

Each season currently contains three months: one of an Old One, one of a Fallen God, and one of a deceased Dragon Mother.

The Old Ones are ancient elemental gods who passed beyond the veil long before the Cataclysm. Save perhaps by some secret sects of druids, they are as long forgotten as their names. Their months are simply called by their season (ie: The Month of Winter). They are the first month of their seasons. The Month of Winter is the last month of the year.

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The Fallen Gods are the months of Elhonna (Spring), Hextor (Summer), Nerull (Fall) and Vecna (Winter). They are the second month of their seasons. And The Month of Vecna is the first month of the year.

The Dragon Mothers represent the four dead Mothers of Dragonkind, firstborn of Bahomaut and Tiamat and first of Their respective Races. The Mothers of Dragonkind were considered demigods, and their months are the last of each season. Only enigmatic Dragon Race is attributed both a Mother and a Father. The constellations of the Dragon Mothers are Cester - Mother of Coppers (Spring), Haphellotep - Father of Shadows (Summer), Anaidon - Mother of Silvers (Fall) and Ozoxx - Mother of Blacks (Winter).

It is believed that when Pelor shines His light through a constellation, it creates an image, like a ghost of the deity's divinity, upon the land. Amongst astrologers, each month is attributed aspects and omens according to what is known of the deities they represent.

The Sun is believed to be Pelor Himself, riding His burning chariot across the sky every day. Each morning, He departs from the City of the Sun, taking a slightly different track across the sky, His changing path creating the seasons.

The Moon is believed to be the celestial home of Eilistraee. The reason for its shifting darkness is much debated in temples, although most commoners believe it is the result of the dichotomy of good existing in a Drow.

--Kkat

Posted by **Master of the Squirrel's** (Member # 68430) on March 01, 2003, 01:26 PM:

What would someone with Knowledge: Mists know? Or is there no such thing?

Posted by **Master of the Squirrel's** (Member # 68430) on March 01, 2003, 11:06 PM:

Could you e-mail me, Kkat, what I would know about Astroful, as I am a residence of it? I sort of got an idea from FranklinT, but I don't remember much.

Posted by **Kkat** (Member # 97922) on March 02, 2003, 12:51 PM:

Here is a [Three Kingdoms Map](#).

Across the sea to the north, above the Burning Lands, lies the Emerald Empire.


Across the sea to the north, above the poisoned seas of Yuan, hides the homeland of the oriental Naga.

Across the ocean to the South looms Kruth.

Far to the west across the oceans are unknown lands whose existence is known to Dragons only because somewhere within them lies the Ancestral Home of the Coppers.

To the east lies only the Rim.

--Kkat

Thanks to **tsrblke** for hosting! 

[March 02, 2003, 01:40 PM: Message edited by: Kkat]

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Posted by **Kkat** (Member # 97922) on March 02, 2003, 01:29 PM:

quote:

Originally posted by Master of the Squirrel's:
Could you e-mail me, Kkat.

I'm afraid email is not a possibility. I'm working on changing that.

FranklinT should have given you all the information I gave him. Ask him if he has a log of that irc session. If not, I'll see if I can't find a way to email it to you, but it may take a week or two.

--Kkat

Next time, take notes!

PS: I can give you the information over mIRC if you have it.

[March 02, 2003, 05:09 PM: Message edited by: Kkat]


Posted by **canamrock** (Member # 110297) on March 02, 2003, 08:15 PM:

The Rim, what's that? And how far are each of the other places from the main continent?

Posted by **Kkat** (Member # 97922) on March 02, 2003, 11:12 PM:

quote:

Originally posted by canamrock:
The Rim, what's that?

Why, the mountain range which encircles the entire realm so that all the water of the oceans does not spill off the edge, of course. 

quote:

And how far are each of the other places from the main continent?

Distance between the main continent and the continent which holds the Emerald Empire varies based on the coastline, but the southernmost tip of that continent is just barely out of the map picture.

There is an ocean that takes three months travel by ship to cross between the southern edge of Glitterwarren and the northern islands of Kruth.

No one has any idea how far away the western continent(s?) is. Most people have no idea

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they even exist. Even Dragons are only vaguely aware of them.

--Kkat

Posted by **Kkat** (Member # 97922) on March 04, 2003, 03:49 PM:

The following is only for those with **Knowledge: Mists**

Part 1: IC Knowledge

There are several areas of the realm covered with a permanent Mist. This is no natural Mist. That much is obvious even from casual outside observation. The Mist is dull a dull, flat white that does not glisten in the sun. It remains through every season, and does not burn off in the morning rays of Pelor. The borders of the Mists is sheer, like a solid wall of fog raising into the skies. The Mist rises miles into the sky. Where it covers mountain ranges, only the tallest mountains reach their peaks out of it.

Legends claim that the Mists came with the Cataclysm, and once covered most of the world. But somehow, forces of light drove it back until only the areas of Mist now known remained. The Mists cling to these places with a ferocity. Even should some force be found to destroy part of these Mists, they quickly reform.

The Mists seem into everything they touch. The land over which they hold dominion have been so saturated and pervaded with the Mists that nature has become a dark and twisted mockery of itself. Many once natural creatures have succumbed to the Mists, becoming horrors. And the Mist brought with it creatures of its own. Called "Mist Abberations", these creatures are actually Outsiders from whatever unholy place the Mists once called home. The world within the Mists is a dark and alien one, feared by all good people. Fortunately, almost all creatures of the Mists remain within them, never venturing into the lands of the sun. Of all the creatures native to the world of the Mists, only the Dread Shadowdragons have taken up homes outside these tortured zones.

Within the Mists, senses are skewed. The Mist is unnaturally thick, such that a person cannot see what is six feet before them. Even those things with are closer are shadowy and obscured. Other modes of vision, such as Darkvision, are likewise obscured. Sunlight filters through the Mists in a hazy glow, harmless to undead. Sound is distorted. Nearby noises may seem distant, while sounds far off seem upon you. A person cannot trust in their ears to tell where danger lurks. All of this makes it extremely easy to get lost in the Mists, which are disorienting to all but the most seasoned travelers.

Some senses, such as scent or tremorsense, seem magnified. The Mist aids creatures with such senses, making it easier for them to find or track prey, allowing them to even fight with these senses as normal men would use their eyes. The blindsight of creatures such as Dragons seems unaffected for better or ill. And some creatures within the Mists have senses unknown and undrempt by mortal kind.

--Kkat

Posted by **Kkat** (Member # 97922) on March 04, 2003, 03:56 PM:

The following is only for those with **Knowledge: Mists**

Part 1: OOC Knowledge

When the *Player's handbook* came out, before we even had a *Dungeon Master's Guide*, several friends of mine decided they wanted to try the new Third Edition. And propositioned me to run a game one night. Out of that impromptu came a game which lasted nearly two years, and the first incarnation of the world that you are now playing in.

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That night, I fished around for a one-session idea, and settled on a DDfantasy version of a "short" story by Stephen King called "The Mist". Obviously, this became the first chapter of a much grander and far more complex epic, but in secluded areas, the Mists inspired by this story remain.

Any player of a PC who has at least 8 ranks in "Knowledge: Mists" has my explicit permission to read this story. While obviously not set in the DDworld, the story should give you insight into these zones of the realm.

--Kkat

Posted by **Kkat** (Member # 97922) on March 15, 2003, 07:07 PM:

Blue Dragons now carry the descriptor (Air) and Green Dragons now carry the descriptor (Earth) rather than vise versa.

--Kkat

Posted by **Kkat** (Member # 97922) on March 15, 2003, 07:18 PM:

DRAGON FEATS

(a few of these are repeats)

Combat Mount (new Dragon feat)

You know how to protect your rider.

Prerequisite: Dex 13+

Benefit: Whenever your rider would need to make a skill check or reflex save to remain mounted, you can replace this roll with your won reflex save at the same DC.

Deep Breather (new Dragon feat)

You are skilled at covering more area with your breath weapon.

Prerequisite: Endurance, breath weapon

Benefit: By taking a full-round action, the Dragon (or any other creature with a breath-weapon) can control the exhalation of her breath weapon, slowing and extending the breath so that she may turn her head up to 180 degrees while exhaling. Thus, the Dragon can increase the area of effect for the breath weapon at the cost of some effectiveness.

Utilizing this feat, a line breath weapon becomes a cone. A cone breath weapon becomes a semicircle. Damage and length remain the same; however, reflex saves against the Dragon's breath gain a +4 circumstance bonus.

Divine Dragon (modified from the *Monster's Handbook* by Legends &Lairs)

You are charged or selected by the gods to work on their behalf.

Prerequisite: Ability to cast 1st level Sorcerer spells

Benefit: You replace your sorcerer spellcasting levels with divine spellcasting level as par the cleric class. Your domains are those normally associated with a Dragon of your type. You may turn or rebuke undead as a cleric of your alignment whose level equals your divind casting level.

Elemental Affinity (modified from the *Monster's Handbook* by Legends &Lairs)

You have a talent for casting spells related to the element your Dragon race has a strong connection to.

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Prerequisite: Ability to cast 1st level Sorcerer spells

Benefit: You cast spells with your elemental descriptor as if you were one level higher.

Special Houserule: Green Dragons are (earth) and Blue Dragons are (air).

Maximized Breath (new Dragon feat)

You can do maximum damage with your breath weapon.

Prerequisite: Con 16+, Endurance, breath weapon

Benefit: Once a day, the Dragon can do maximum damage with its breath weapon. This feat can be taken multiple times. Each additional Maximized Breath feat allows the Dragon to maximize their breath weapon damage one additional time a day.

Power Dive (new Dragon feat)

You are skilled at going into a steep dive using your wings to add momentum.

Prerequisites: Power Attack, Power Lunge

Benefit: The Dragon must start at a height of at least 50'. Using Power Dive, a Dragon doubles Her normal diving rate.

The Dragon must make a successful Reflex save to pull out of the dive safely. The DC of the save is $20 + 1$ for every ten feet over 50. (Example, a Dragon diving 200' would need to make a Reflex save at a difficulty of 35.) Failure means the Dragon misses the target (if any) and moves an additional $1d6 \times 10$ feet towards the ground. If the Dragon hits the ground, She hits hard, doing $1d10$ damage per ten feet of dive up to a maximum of $10d10$.

A Dragon may choose to attack a target at the end of a Power Dive. If doing so, the Dragon deals an extra $1d6$ damage per ten feet of dive, up to a maximum of $10d6$.

Soar (new Dragon feat)

You are fleet of wing.

Prerequisite: Dex 13+

Benefit: When doing a "running" flight move, you move five times your normal flight speed rather than four.

Strafe (new Dragon feat)

The Dragon can use its breath weapon in a flyby attack, breathing forward and downward to cover a greater area as the Dragon flies by.

Prerequisites: Breath Weapon, Feats: Endurance, Flyby Attack, Deep Breather

Benefit: Using Strafe doubles the length of the breath weapon's area of effect (but not the width) in the direction the Dragon is moving. This can only be used in conjunction with a flyby attack.

--Kkat

Posted by **Doppleganger** (Member # 25080) on March 24, 2003, 09:19 PM:

(The main game seems to be well underway now. Can we close the setup threads now? I can also transport this thread to the homebrew forum if you wish to keep it permanent)

Posted by **Kkat** (Member # 97922) on March 24, 2003, 10:23 PM:

quote:

Originally posted by Doppleganger:

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threads now? I can also trasport this thread to the homebrew forum if you wish to keep it permanent)

You can close this one. But keep the other one open until Alhadis, who has made new "I'm joining" motions, can get his character created. Thanks! And please do import this to the other forum. Thanks!

--Kkat

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