

General

- [Creatures](#)
 - [Bergo](#)
 - [Koross](#)
- [Other](#)
 - [Calastii](#)
 - [Feywild Anchors](#)
 - [The Journey of Darren Thrice Blessed](#)
 - [Truths of the Gods War and the Ages Before It](#)
 - [Winter and Summer Solstice Celebrations](#)
- [Items](#)
 - [Canticle of the Profane](#)
 - [Change](#)
 - [The Tale of the Lover](#)
 - [Tome of the Gods](#)
 - [Thorn](#)
 - [Vertim](#)
 - [Obraca](#)
 - [Cleanser Armour](#)

Creatures

Bergo

Lifespan 40 years

Average Height Bergo can grow as big as eight feet measured at the shoulder.

Average Weight Bergo weigh between one and two thousand pounds.

Average Length Bergo grow to an average length of 12 feet.

The Bergo are massive, hairy, goat-like animals that roam the tundra and mountains of Ovenica. Their corkscrew horns are hollow and they can produce a variety of sounds by blowing air through them.

Anatomy

Bergo are large quadrupedal animals. They have a similar anatomy to a mountain goat with the exception that they have hollow corkscrew horns. The hollow horns are connected to the Bergo's respiratory system which allows them to amplify their calls as well as make several different sounds.

Ecology and Habitats

Bergo live exclusively in the Tundra and high mountains of Ovenica.

Dietary Needs and Habits

Even though they are large animals Bergo have adapted to need very little in the way of food as long as they are constantly grazing at every chance they get. They are herbivores and will eat just about anything they can chew from lichen to twigs to fungus.

Additional Information

Social Structure

Bergo travel in small herds of up to twenty animals. They usually do not stay within the other's eyeline as they communicate by bellowing through their hollow horns.

Domestication

Bergo are not currently considered domesticated and any trained Bergo are still considered wild animals.

Uses, Products & Exploitation

The people of Ustrana use all parts of the Bergo for many different things. They are a mount, used for meat, leather, fur. Due to the resonant properties of their horns the Selkie people have even fashioned an instrument from them called the Obraca.

Average Intelligence

Bergo are incredibly intelligent creatures, able to learn maneuvers at the same capacity as horses

Koross

Lifespan 800 - 4000 years

Average Height 30 - 300 meters

Average Weight 2 - 5,000,000 tons

Average Length 2 - 5000 meters

Body Tint, Colouring and Marking Koross, while flesh and blood, have a stone-like exterior with hair like grass or moss.

Anatomy

Koross are facultative bipeds, possessing two arms and two legs as well as a prehensile tail.

Genetics and Reproduction

Koross are asexual and require no partner to reproduce. When a Koross dies its young begin to grow within the decomposing body.

Growth Rate & Stages

Koross have three growth stages. They begin life about half the size of a human. When they are born from the body of their fallen parent they are immediately able to walk and communicate with each other. By 100 years of age they enter their second growth stage in which they begin to develop rapidly. By 200 years of age a Koross can be as large as 30 meters. If a Koross makes it to 300 years or more they have to move into the ocean to support their massive weight. At this stage they move so slowly that it is almost imperceptible. They have also developed such a thick skin at this point that they have no true predators.

Ecology and Habitats

Most Koross begin life in or near the ocean, wherever their parent died. When they are young they will often seek out mountain ranges or large forests to live in. By the time they enter their third growth stage they usually maintain their own biome on their back.

Dietary Needs and Habits

Koross consume massive amounts of food when they are young and are constantly eating. A newly born Koross can consume an acre of forest in a week if it is especially hungry. As they mature Koross move more slowly to conserve energy and begin eating less. By the time they enter the ocean they mostly subsist off of massive quantities of small fish.

Additional Information

Average Intelligence

The average Koross has the intelligence of a great ape, being capable from a young age to learn to understand language and even learn rudimentary sign language.

Perception and Sensory Capabilities

If a Koross roots itself to the ground for some time it can sense vibrations in the earth up to a mile away, with sensitivity enough to notice a human walking at a calm pace.

Symbiotic and Parasitic organisms

When Koross get big enough they begin to develop their own biome on their back which can be home to thousands of animal species depending on the size of the Koross.

Other

Other

Calastii

The Calastii are a group of trained warriors who recently joined the membership of the [Sect of the Black Sign](#). Though their origins are kept secret, and known only to a few of the leadership, they are open with their abilities and strive to help aid the Sect in their search for truth. Players who would like to be a Calastii warrior must consult with their GM and choose the Monk class with the following adjustments:

Calastii Warrior

Hit Points

Hit Dice: d6 per Calastii Warrior level

Hit Points at first Level: 6 + your Constitution Modifier

Hit Points at Higher Levels: 1d6 + your Constitution Modifier, or 4 + your Constitution Modifier

Proficiencies

Armor: None

Weapons: Simple Weapons, Short Swords

Tools: Choose one type of Artisan's Tools or Musical Instrument

Saving Throws: Strength, Dexterity

Skills: Choose two from Acrobatics, Athletics, History, Insight, Religion, and Stealth

Overview & Creation

The Silent Assembly practices a secretive fighting style known as Calastii. Similar to martial arts in theory, in practice Calastii Warriors use their minds to connect to psionic energy and bend the world to their will.

Class Features

Unarmored Defense Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier. Martial Arts At 1st level, your practice of martial arts gives you mastery of combat styles that use psionic energy and monk weapons, which are shortswords and any simple melee weapons that don't have the two-handed or heavy property. You gain the following benefits while you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield: You can use Dexterity instead of Strength for the attack and damage rolls of your telekinetic strikes and monk weapons. Telekinetic Strike

You hurl rocks, loose items, or pure psionic energy at an enemy within a Range of 60 feet. On a hit choose one:

Bludgeoning damage equal to your Effort dice +WIS Move the target 5ft The Range of your Telekinetic Strike increases by 30ft at 5th, 10th, 15th, and 20th level. You can use your Effort die in place of the damage of a weapon once per round. Effort Dice You have dice which you use to determine the damage of your Telekinetic Strike, as well as certain other things. Your Effort Dice start as 2d4 and increase by 1d4 at 5th, 10th, 15th, and 20th level. Mage Hand At first level you get the Mage Hand cantrip with the following changes: When you cast the spell the mage hand is invisible. Your mage hand has a range equal to your Telekinetic Strike range. Your mage hand can carry a number of pounds equal to 10 multiplied by your Wisdom Modifier.

Ki

Starting at 2nd level, your training allows you to harness the mystic energy of ki. Your access to this energy is represented by a number of ki points. Your monk level determines the number of points you have, as shown in the Ki Points column of the Monk table. You can spend these points to fuel various ki features. You start knowing three such features: Empowered Telekinetic Strike, Patient Defense, and Step of the Wind. You learn more ki features as you gain levels in this class. When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend at least 30 minutes of the rest meditating to regain your ki points. Some of your ki features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows: Ki save DC = 8 + your proficiency bonus + your Wisdom modifier Empowered Telekinetic Strike: When you hit an opponent with Telekinetic strike you can choose to spend one Ki point to apply both options instead of one. Patient Defense. You can spend 1 ki point to take the Dodge action as a bonus action on your turn. Step of the Wind. You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn. Telekinetic Guard Spend one Ki point as a bonus action to hold a rock, packed dirt, or some other somewhat flat piece of rubble in front of you telekinetically for a number of rounds equal to your proficiency modifier. While this is active you gain a +2 to your AC. Alternatively you can use this on a character other than yourself, that you can see within your Telekinetic Strike range but only until the beginning of your next turn. While concentrating on this one of your hands is considered busy as if you were holding a weapon and you maintain the Guard as if you were concentrating on a spell. Unarmored

Movement Starting at 2nd level, your speed increases by 10 feet while you are not wearing armor or wielding a shield. This bonus increases when you reach certain monk levels, as shown in the Monk table. At 9th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move. Deflect Missiles Starting at 3rd level, you can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Wisdom modifier + your monk level. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend 1 ki point to make a ranged attack with a range of your Kinetic Strike using the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for the attack. If the object fired at you is too big to hold in one hand, but you succeed in reducing the damage to zero, you can expend one Ki point to catch it with telekinesis. You then must spend a Ki point as usual if you want to make an attack with it as part of the same reaction. You can use deflect missiles to protect others within range of your Kinetic Strike. Open Your Mind

Also starting at 3rd level you can spend one Ki point to gain blindsight with a range equal to your Telekinetic Strike range. You can maintain this blindsight for a number of rounds equal to your Wisdom Modifier as if you were concentrating on a spell. Ability Score Improvement When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. Slow Fall Beginning at 4th level, you can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your monk level.

Mental Intrusion Also at 4th level you can spend one Ki point to cast either Detect Thoughts or Charm Person at first level. Extra Attack Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. Stunning Strike Starting at 5th level, you can interfere with the flow of ki in an opponent's body. When you hit another creature with a melee weapon attack or your Telekinetic Strike, you can spend 1 ki point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn. Focused Aim (Optional) Also at 5th level, when you miss with an attack roll, you can spend 1 to 3 ki points to increase your attack roll by 2 for each of these ki points you spend, potentially turning the miss into a hit. Potent Telekinesis Also at fifth level your Telekinetic strike can now move a target up to ten feet. Ki-Empowered Strikes Starting at 6th level, when doing damage with your effort die or Telekinetic Strike, the attack counts as magical for the purpose of overcoming resistance and immunity to non magical attacks and damage. NO MORE CHANGES: For further levels see the 5e Monk Class

Starting Equipment

You start with the following equipment, in addition to the equipment granted by your background:
(a) a shortsword or (b) any simple weapon (a) a dungeoneer's pack or (b) an explorer's pack

Subclass Options

Monastic Tradition - Way of the Titan 3rd Level

Telekinetic Lance - While using Telekinetic Guard you can use an action to end the effect early and make ranged attacks against a number of opponents you can see equal to your wisdom modifier. The range of this attack is the same as your Telekinetic Strike Your attacks deal bludgeoning, piercing or slashing damage (your choice) equal to double your Effort dice. Once you do this you have to finish a long rest before you can do it again.

Telekinetic Fitness - When you use Step of the wind you can calculate your jump distance using your Wisdom instead of Strength. 6th Level

Telekinetic Movement - You can move an object or a creature with your mind. As an action, you target one loose object that is Large or smaller or one willing creature, other than yourself. If the creature is unwilling it needs to make a Wisdom Saving throw, being moved on a failure and being unaffected on a success. If you can see the target and it is within range of your Telekinetic Strike, you can move it up to 30 feet to an unoccupied space you can see. Alternatively, if it is a Tiny object, you can move it to or from your hand. Either way, you can move the target horizontally, vertically, or both. Alternatively you can use this action to make a grapple check using Wisdom instead of strength. The grapple is maintained until broken. Once you take this action, you can't do so again until you finish a short or long rest, unless you expend a Ki Point to take it again.

Telekinetic Leap - As a bonus action, you can propel your body with your mind. You gain a flying speed equal to twice your walking speed until the end of the current turn. Once you take this bonus action, you can't do so again until you finish a short or long rest, unless you expend a Ki Point to take it again.

11th Level

Telekinetic Healing - As a bonus action, you can heal yourself or another creature with a touch. Roll your Effort Dice to determine the amount of healing. You can use this feature again after you finish a short or long rest. 17th Level

True Telekinesis - You can cast the spell Telekinesis without components. While you concentrate on this spell you can make one Telekinetic Strike as a bonus action on each of your turns. Once you use this feature you cannot use it again until after a long rest or if you spend a Ki Point.

Other

Feywild Anchors

Providing a direct connection between the Faewild and the Material Plane, these portals are a jealously guarded secret among full blooded Elves. They are the only stable connection currently available for Elves to use to travel between the planes. It is not known, even by most elves, how many Anchors exist. One only is known to many, a Portal built within the walls of Harwood Citadel that provides strictly policed access to the Faewild Elven city of Thilath Edhil.

Other

The Journey of Darren Thrice Blessed

Date of First Recording

03/07/842 - 03/02/843

Date of Setting

841 - 842

"Darren's pilgrimage leads to his death protecting a group of adventurers at Mosshall."

The First Mural depicts Darren standing with his shield holding back an army of undead; his allies fighting from behind him. There are a number of colored gems placed within the mural, and a stone bowl carved into the wall next to it. The bowl has a blackened rope leading up from it, splitting into two and travelling around the mural, one above and one below.

Before beginning the scene, Murrion sets his torch into the bowl, and the rope ignites, slowly burning and light travelling it's length as it does so, illuminating the mural from different angles as it does so.

"Darren had been chosen and blessed by the Champion, who asked him to leave his family and seek out his destiny. Having only his conscience to guide him, he travelled anywhere he heard the innocent needed help, or injustice went unpunished. When he arrived at Mosshall with a like-minded band of heroes, they found terrible necromancy at work."

The light from the rope casts shadows off the carved undead, causing the scene to come alive. The shadows grow in size and slowly begin to envelope Darren. Finally the light hits an opal, creating a shadowy blade, held by one of the monsters and piercing Darren's body.

"Darren perished protecting his allies, ensuring a decisive blow could be struck, returning the dead to their rest."

The light hits a ruby, and a wave of fire erupts from the carved tieflings hands, washing over the monsters and eliminating their shadows.

"The Champion still had need of Darren, however, and so Darren was blessed a second time and returned to his body."

Finally the light passes over two white gemstones, the first shows a light leave Darren's body, soaring towards the heavens. The second shows it return a moment later, the light cast making Darren seem taller.

"Hunting the undead uncovers a lair of cultists and a terrible dracolich."

The scene depicts a massive skeletal dragon, facing off against the party. Cloaked figures

brandishing daggers surround the party. More colored gems decorate the wall. Again, Murrion places his torch on a small bowl next to the mural, lighting the rope extending from it. As the light travels its length, the cultists begin to fade into and out of sight as shadows conceal and reveal them, and they seem to be creeping towards the party.

"The heroes bravely delved into an enemy strong hold, outnumbered several times over, but would not be deterred."

Sage's sword bursts into flames as light cast by several rubies give the illusion of the sword flailing back and forth, fending off the tempests and banishing their shadows.

"The unliving dragon, thought to bring low his foes with lightning tainted with his own foul corruption, but was no match for the power of the Champion's own, blessed and pure."

The dozens of blue gems begin creating streaks of lightning, travelling back and forth between the dragon and Darren, slowly beginning to favor Darren until the dragon is cast in shadow.

"Having destroyed the den of evil, the Champion again called to Darren. His quest would only become more dangerous, as a terrible plot to resurrect the betrayer himself was in motion, driven by a mad and powerful vampire lord."

Again, white light leaves Darren heading towards the heavens, this time the light does not return and Darren fades to darkness.

"Fearing the adventurers, the enemy strikes at them while they sleep."

Murrion lights the rope. The mural depicts the adventurers among a ruined camp site, with tents and travelling gear destroyed and scattered around the site. Darren is absent, while ferine vampires and vampire spawn charge the group from all sides.

"The vampire, fearing the heroes, sent his agents to kill them while he believed them vulnerable. Darren was with the champion, and the party was resting after a daring raid. Monstrous creatures and their handlers charged in from all sides, desperate to kill for their master."

The light casts the shadows of the ferine, causing them to leap across the mural, so many it seems as though they are numberless. Finally, one large one flies towards Kedwyn, whose shadow appears to reach out and catch the beast by its throat, holding it in the air. Light cast from more gems creates a blade in his hand, as it plunges repeatedly into the beast's exposed abdomen.

"The Champion chooses well, and the party prevails. Their bravery, bolstered by the chosen, could not be bested. Darren, empowered and endowed with the power needed to destroy the threat to our realm, is returned for the final assault. Never before in living memory has the Champion blessed a chosen thrice; such is the importance of our quest."

"Gathering their strength, the heroes charge to deliver the Champion's justice."

This mural depicts a massive tree twisted with corruption. Massive tumorous growths sprout from

the tree, the largest of which is ruptured, with a hideous monster emerging from it. The monster is missing the upper portion of its head, but the massive fangs and size clearly identify it as the vampire Lord Daemon. At the base of the mural, the party stands stoically, charging towards the great evil before them. This mural is also covered in gemstones, but it also has numerous openings in the wall, nearly invisible when viewed from directly in front of the mural. Murrion places his torch in the last bowl. This rope only travels upwards a few inches before disappearing into the wall.

"Please, direct your attention to the ceiling."

Swirling colours of light cascade across the ceiling, spiralling out to create a brilliant border of lights. The centre is illuminated white, as the silhouettes of the party charge forward. Flying ferine vampires harass them from above, while Daemon repeatedly crashes through them.

"The enemy was bolstered by darkness. Empowered by The Betrayer's sick lust for destruction. All was nearly lost."

As Murrion describes the scene, the number of ferine shadows grow until they are a swarm of indistinguishable darkness, filling the skies about the party. Daemon stands towering over the heroes as they rally together. Swiping a massive claw, Daemon plucks Cyrus from their feet, bringing them close enough to devour them whole.

"But Daemon once again underestimated the divine will of the champion, and the unending spirit of our heroes"

Cyrus wiggles a hand free, blasting Daemon with sand. The brief moment of distraction giving them a moment to summon an ally, striking Daemon from behind with an arrow, the tip dripping with green light. As the arrow pierces Daemon, green tendrils of light flow through his body, as a poison overwhelms him and leaves him weakened.

"With a brief opening, the party strikes as one, their combined might destroying Daemon and his armies forever."

The silhouettes all take turns striking daemon, tearing him asunder as the ferine fall from the sky, until finally they all strike as one, causing Daemon's image to shatter and disperse into nothing. As the beast is felled, a white light creates a sunrise, the image of the sun rising into the sky and dispersing all shadow. A number of torch sconces also ignite around the room, making it seem as if the sun rising is actually illuminating the space. At its peak a faint image of the Champion appears, watching all from above. He stoically nods towards the party before fading back into the firmament.

In Art

The story is carved into several murals within the halls of Kharnedur.

Other

Truths of the Gods War and the Ages Before It

Type Study, Historical

Medium Paper

Authoring Date 875

Authors

- Maria Dengra

Signatories (Characters)

- Aurora
- Manoa Douglas
- Maria Dengra
- Orpheus
- Rolmir Palesteel

Signatories (Organizations)

- Children of Divinity
- League of the Eye
- Mother's Shepherds
- Redfeathers

Purpose

The document was intended to provide an official confirmation of uncovered history of the times before the Cataclysm.

“ Our history is well documented back to when the world shattered, but most of what we have from before that is esoteric poems and partial etchings in stone found deep in long forgotten caverns. At least it was. With the help of the leaders of Fort Basin of Mirefield, we have uncovered the true nature of our history. The information enclosed within will detail our discovery of this Blight and what it means for those of us who live in Ovenica. I pray you take to heart these words and use them to expand your mind, not close it off. If anything, this discovery is one that should bring us all together for, as you are about to see, our existence as living beings stems from the same source.

The history of Ovenica is not, as we thought and as the Angels of Iron continue

to claim, merely balanced between ten and twenty thousands of years. No, it is a history so deep that it goes back far beyond what we could possibly comprehend. It is not untrue that the gods visited us some tens of thousands of years before the world shattered. They came as benevolent but powerful outsiders to share in this world we had created for ourselves. When they arrived we were prosperous and had been living prosperously for thousands of generations. But they were not the first to arrive.

In the years before prosperity other outsiders found themselves on our world. The names of these have been long forgotten but their effects remain to this day. They were slavers, and moulders of flesh. They warped the humanity they found into shapes which suited them best, while those who escaped fled deep underground. This Blight created the species we now group together under the name Anak; Orcs, Goblins, Changelings, even Ogres, Teiflings, or Aasimar. Once we looked upon these individuals as separate, but as science has proven we all come from the same lineage. The Blight remains to this day, however, and we have not only the outsiders, but the Sorcerer Kings of prosperity to blame for some as well. Their magics, at the height of their power, were used to twist other remnants of humanity to their own designs, not learning from the mistakes of their now toppled overlords.

Other

Winter and Summer Solstice Celebrations

Widespread

Throughout Ovenica, the majority of people celebrate the longest and shortest days of the year, with some major exceptions (see the Angels of Iron).

While individual celebrations may vary to some degree, the Summer Solstice is widely celebrated with large parties at the height of the day. Whole towns and communities will gather for feasts and dancing, carnival games and art competitions. There are often tournaments held at these times as well with feats of physical might, acrobatic displays, and all sorts of other competitions. In large enough locations these celebrations can last an entire week leading up to the Summer Solstice, and sometimes for a few days after.

The Winter Solstice is generally celebrated as a much more intimate affair. While some communities do have gatherings, most people keep the celebrations among family, a tradition believed to be a holdover from ancient times when it was thought that the sun may be gone for good, and that the world would be plunged into never ending darkness. Most of course no longer believe this to be the case, as we have several hundred years of historical proof that the sun will always rise in the morning.

Winter Solstice celebrations usually involve bringing a living tree into the house (though most now a days chop it down, it was once thought that a tree would be fully uprooted) and decorating it with silver paper, candles, wooden ornaments and other baubles. During the night while the kids slept, the parents would place gifts beneath the tree, usually wrapped in colourful paper or placed into coloured bags. Then in the morning the gifts are opened by everyone.

The Winter Prince

Some who celebrate the Winter Solstice believe that a fey creature known as the Winter Prince will actually visit every house who celebrates the solstice and deliver gifts for the children. The story goes that his father, (the Winter King) hated mortals and was in a constant battle with the gods to bring everlasting darkness to the world, and each year he nearly manages it but the gods always prevail. The Winter Prince didn't like what his father was doing and, though he couldn't oppose his father directly, decided to bring a little joy into mortals lives to keep their spirits up during this time.

It is customary to leave a mug of spiced honey mead out for the Winter Prince, as well as nuts and cakes as a thank you for his gifts. There are some darker versions of the tale which clarify that the mead and cakes are necessary because there is no such thing as a free gifts from the Fey. Should

you not leave the "offering" the Winter Prince may take affront and the stories claim he will do a variety of things from never visiting your house again to kidnapping children.

Most modern scholars believe the Winter Prince to be complete mythology as several wizards have inquired about him but have been unable to find any such being in the Feywild.

The Angels of Iron

In Prathia, and other places where the Angels of Iron hold sway, the Solstice Celebrations are banned. Instead, on the Winter Solstice, a celebration of the Seraphs arrival is celebrated. Despite the many historical records and first hand accounts that detail the exact date of her arrival, the Angels of Iron insist on celebrating the occasion on the Winter Solstice, and much of the same events occur such as decorating a tree and giving gifts.

The Summer Solstice is not celebrated within the Angels of Iron.

Items

Canticle of the Profane

Item type Magical

Rarity The Canticle of the Profane is a unique item.

Raw materials & Components The Canticle of the Profane requires three unique magic items to be brought together:

Consumption: A greatsword with a blood red blade that is said to bleed an enemy dry with a single cut.

Grasp of Death: An amulet shaped like half a skull (the symbol of The Betrayer) which is said to allow its user control of undead beings.

The Bleeding Heart: A dark red gemstone that pulses like a heartbeat. It is said that the gem can make its bearer immortal.

Mechanics & Inner Workings

The Canticle of the Profane is made up of three individual magic items brought together, though only two are public knowledge. Less than five individuals alive today know that there are Three Canticles.

Significance

The Canticle of the Profane is believed to have been used by a Sovereign vampire to expand his power and ascend into an Exalted form. However, there is belief among vampires that a vampire who knows the proper rituals can harness the power of The Betrayer and create a Prime Blooded vampire under their control.

Items

Change

Change is a mild dwarven hallucinogenic that is used medically for extreme cases of madness. It takes the form of fine, glittery black powder, like crushed obsidian. Change can be applied to the gums, or nasally. For dwarves, change can give feelings of euphoria, help with sleep, and grant a deep sleeper good dreams. For other creatures, Change can give intense bouts of hallucinations which can range from pleasant dreams of flying to being crushed to death at the bottom of the ocean. In some cases, Change has resulted in the deaths of creatures who took too much or whose minds were not prepared for the effects. It is recommended by most governmental bodies that anyone who is not dwarven in heritage would do best to avoid Change if they can.

Items

The Tale of the Lover

Type Manuscript, Religious

Medium Paper

Among the Angels of Iron there are those who believe that before the world shattered there was a sixth deity among the heavens, and this is now known to be the truth. Not much is known about them with the exception of the manuscript enclosed within. The Deity known as The Lover is believed to still be alive, but secluded, even from the other gods. None know her location, and all attempts to make contact with her have been met with deafening silence. This silence has led some to believe that she has abandoned mortals entirely, or may have not even existed at all. ~~While it is not considered heretical to pray or speak of The Lover she has been given no shrines within the temples and no mention of her is ever made in any ceremony.~~ Within the Angels of Iron, speaking of the Lover is considered active heresy during the time of the resurgence. Outside of the Angels of Iron, small groups began quietly worshiping her and have come to have a not insignificant following in the years after the War for Stonehill.

Items

Tome of the Gods

On the third day of the eleventh month, eight forty-two, a group of adventurers known as The Shield of Basin, rulers of Fort Basin of Mirefield at the time, delved into the volcano on the largest island in The Silver Islands. They were of the understanding that the seams of our world, held together by magic, were falling apart. Within the mountain they discovered The Betrayed bound to protect the way through to the Tome of the Gods which was not a book or scroll, but the consciousness of The Mother herself.

Thorn

Item type Weapon, Melee

Rarity Thorn is unique.

Raw materials & Components Thorn's blade is made of mourningsteel and its hilt and crossguard are made of gilded Bronze. The pommel is set with an opal, two diamonds adorn the tip of each quillon and a ruby is set on the center of the crossguard, on either side of the blade. Forged for a Rakshasa named Prakash, Thorn was originally a rapier that was broken in half when Prakesh was stopped during the assassination attempt of another fiend. As punishment for his crime his soul was ripped from his body and bound to the blade. The blade was then cast onto the material plane. Only a few years ago was the lower half of the blade found. The monks of the Order of the Silver Mind discovered it deep beneath the earth in the ruins of an ancient dwarven stronghold. It later vanished from their Vault in Stonehill and has since been lost to time.

Items

Vertim

Type Biomaterial

Value Vertim was offered to the public for free, though the technology it powers is not.

Rarity Vertim was relatively common, and easily obtainable though the Mother's Shepherds_ keep tight records as to where each piece is.

Common State Solid

Since the death of the Mother on August 1st, 1051, all Vertim has become nothing more than inert plant matter.

Material Characteristics

Since Vertim is the catch all name for the material created by the Mother's Shepherds from Trees of Sanctuary, the physical material can have widely varying physicality. Vertim can be various types of wood from different trees, it can be mushrooms, vines, even underwater plant life and coral. Pieces of Vertim are small. A fragment of Vertim the size of a gold coin is usually enough to power a small car for several years. Even when used in airships, Vertim pieces generally get no larger than one or two feet in length. The largest piece ever in use was four feet high and a foot thick and is one of the several pieces used to keep the power grid running in Kurleigh.

Origin & Source

Vertim comes from a process of gently extracting pieces of Trees of Sanctuary so that they are kept alive by the magic within them. This is able to happen due to the flood of magic around the year 843 that covered the continent in quickly expanding vegetation.

History & Usage

Discovery

While exploring the Trees of Sanctuary the first Mother's Shepherds realized that there was some incredible potential to be gained from carefully and gently extracting pieces of the trees and tapping into their latent magic.

Everyday use

Vertim is used as a power source for all of the new technology being created in Ovenica. Cars, Airships, Electricity, all of it is powered by Vertim.

Hazards

Though incredibly stable under most circumstances, when exposed to significant sources of magic Vertim has been observed to grow out of control. In most cases so far, the source of magic must be of a magnitude seen only under very controlled circumstances in laboratory environments and the general public is advised not to be concerned.

Reusability & Recycling

The magic of Vertim can fade over time. In most cases this is negligible but larger sources of energy, such as vehicles, can suck the magic out at significantly high enough speeds to warrant replacement. In most cases, if a power source ever begins to fade it is recommended to return it to a local representative of the Mother's Shepherds where you will be given a replacement and the faded Vertim will be taken away to be reconnected back to a tree, to eventually be reusable in 1 - 5 years depending on how heavily it was depleted and how large the piece was.

Distribution

Law & Regulation

Due to the potentials of Vertim, each piece handed out must be catalogued along with the name of the receiver. There is no cap on how much Vertim a person can own, but collecting a lot of Vertim quickly draws the attention of authorities.

Items

Obraca

Item type Musical Instrument

Rarity The Obraca is a traditional Elephant Selkie instrument that is only made from the horns of the first Bergo hunted each year. While many exist within the Selkie tribes, it is rare indeed to see one outside of them.

Weight 3-5lbs

Dimensions 3-5ft long, 6-12 inches at the bell, 2-4 inches at the mouthpiece.

Base Price 40gp

Raw materials & Components The Obraca is made from the horn of a Bergo as well as some added leather or other soft material to guard the musician's lip from the filed edge of the mouthpiece.

Mechanics & Inner Workings

The Obraca is made from the horn of a Bergo which is hollow to begin with. The tip of the horn is shaved away until it makes a hole big enough to be used as a mouthpiece. Often the lip of the mouthpiece is polished and rimmed with a thin layer of leather to protect the musician's lips. No further damage is done to the horn, however due to the already complex inner workings of the horn a competent musician can produce around three octaves of music.

Significance

The Obraca is considered by the Selkie to be a representation of their connection with the natural world. The haunting melodies produced by the Obraca are set to songs that tell stories of the animals of the land and sea.

Items

Cleanser Armour

Item type Armor

Creation Date 924 OGA

Manufacturer Angels of Iron

Creator Rune

Owning Organization Angels of Iron

Rarity

Cleanser Armour is made specially for each Cleanser and while there are many Cleansers, none would ever be seen very far from their armour. If a cleanser dies, they are buried with their helmet but their armour is repurposed for a new Cleanser.

Weight 500lbs

Base Price 4000 gold

Worn by the Cleansers of The Angels of Iron, this airtight suit of layered plates and leather protects each Cleanser from the elements as well as from damage while engaging with the Angel's enemies on its front lines. Cleanser Armour requires nearly a year of rigorous training in order for its user to become comfortable enough to move properly while wearing it.

Mechanics & Inner Workings

Though it's not obvious from the outside, each set of Cleanser Armour is given power by a jet black gemstone set into the inside of the back piece, resting between the users shoulder blades when worn. The gemstones allow the user to move normally within the extremely heavy suit of armour.

History

When the return of The Mother cause all living plant life to grow and expand across Ovenica, the Angels of Iron were thrown into a panic. To combat this 'threat', the Cleansers were created along with their tools. The Cleanser Armour is a relatively recent addition (made around the year 924) in order to better defend the Vanguard of The Seraph's forces.