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Character Creation Summary

Ability Scores

Ability scores are purchased using the following table. Cormaria is considered a “Tougher Campaign”, therefore each character gets 28 points to distribute on their attributes.

<i>Cost</i>	<i>Score</i>	<i>Modifier</i>	<i>Cost</i>	<i>Score</i>	<i>Modifier</i>
-	6	-2	6	14	+2
-	7	-2	8	15	+2
0	8	-1	10	16	+3
1	9	-1	13	17	+3
2	10	0	16	18	+4
3	11	0	-	19	+4
4	12	+1	-	20	+5
5	13	+1			

Racial modifiers are applied after the base scores are purchased. Human range of ability scores is 8-18. For non-humans, the range is 6-20.

Race and Class

All alignments are permitted, except for Chaotic Neutral, Chaotic Evil, or Neutral Evil.

All standard races are allowed, with the exception of gnomes. Non-humans tend to be rare among the general populous. Halflings and half-orcs are very rare.

A cleric or paladin must serve a specific deity. There are no “generic” clerics. Paladins may be of any good alignment. Druids do not serve a specific deity. The monk and sorcerer classes are not used. The multi-class rules for “apprentice-level” characters from the DMG are used. There are no specialist wizards.

Single class characters receive a +1 to each save at 2nd level. This is lost permanently if they decide to multi-class.

A character may begin play at any age from Adulthood to Old Age. Age modifiers to ability scores are used. The character may be any height and weight allowed for his or her race.

A starting character receives maximum number of gold pieces for its class.

Hit Points

A starting character receives maximum hit points in its class. At each level afterwards, a character receives half the maximum hit points that could be rolled for the class + 1 additional hit point. Constitution modifies hit points normally,

<i>Class</i>	<i>Hit Points</i>
Barbarian	7
Bard	4
Cleric	5
Druid	5
Fighter	6
Paladin	6
Ranger	6
Rogue	4
Wizard	3

Skills And Feats

All standard skills and feats from the Player's Handbook or the System Resource Document are allowed, with the following exceptions:

Knowledge (Planar) is not generally allowed for starting characters.

Skill Focus or Spell Focus adds +3, as opposed to +2.

Equipment

All standard equipment in the Player's Handbook is allowed, with the exception of Oriental type items. All characters start with the maximum amount of gold possible for their class.

Class	Starting Money
Barbarian	160 gp
Bard	160 gp
Cleric	200 gp
Druid	80 gp
Fighter	240 gp
Paladin	240 gp
Ranger	240 gp
Rogue	200 gp
Wizard	120 gp

Prestige Classes

The following prestige classes from the SRD will be available:

- Arcane Trickster
- Assassin
- Blackguard
- Duelist
- Dwarven Defender
- Eldritch Knight
- Loremaster
- Mystic Theurge
- Thaumaturgist

The following prestige classes will not be used:

- Arcane Archer
- Archmage
- Dragon Disciple
- Hierophant
- Horizon Walker
- Shadowdancer

Other prestige classes will be approved on a case-by-case basis.

Feats

The following new feats are available:

ARMORED VIGILANCE [General]

You can hastily don and remove armor.

Prerequisite: Proficient in armor donned or removed

Benefit: You can don, don hastily and remove armor in half the standard time.

ARMORED VIGILANCE Copyright 2001, Eric D. Harry.

Source: Netbook of Feats

BACKSTAB [Special]

You are adept at sneak attacks.

Prerequisite: Sneak attack class ability

Benefit: You gain a +2 bonus on attack rolls when making a sneak attack.

BACKSTAB Copyright 2001, Eric D. Harry

Source: Netbook of Feats

CAMPAIGNER [General]

You can sleep in heavy armor and other unpleasant conditions without suffering from fatigue

Benefit: You can sleep in any kind of armor for any amount of time without suffering fatigue penalties or discomfort. Other conditions such as sleeping on a hard surface, or with bed bugs, which are uncomfortable but not dangerous will likewise not prevent you from a good nights sleep.

Notes: Players seem to like doing this so why not have a feat for it. It could work for the rugged soldier or a ranger sleeping in the rain.

CAMPAIGNER Copyright 2001, Sigfried Trent.

Source: Netbook of Feats

CROSS-CLASS LEARNING [General]

You can learn a cross-class skill as if it were a class skill

Benefit: Pick any two skills that are not exclusive to any class. The selected skills become class skills for all your classes from this point on.

Special: This feat may be taken multiple times, but

does not stack with itself. Choose two new skills to become class skills each time it is taken.

CROSS-CLASS LEARNING Copyright 2000, Bradley H. Bemis Jr.

Source: Netbook of Feats

CROSS-CLASS SECRETS [General]

You can learn a prohibited skill.

Benefit: Pick any one exclusive skill. You can now learn this skill as a cross-class skill.

Special: This feat can be picked several times. It does not stack. Each time, it applies to a new skill.

Notes: If you wish to learn the formerly prohibited skill as a class skill, you can pick this feat, and the Cross-Class Learning feat (from the netbook of feats) applicable to the same skill.

CROSS-CLASS SECRETS Copyright 2001, Carl Cramér

Source: Netbook of Feats

DISEASE RESISTANCE [General]

You are naturally resistant to disease.

Benefit: You gain a +4 bonus on all Fortitude saves against disease.

DISEASE RESISTANCE Copyright 2001, Eric D. Harry

Source: Netbook of Feats

FAVORED CLASS [General]

You can select one class not normally associated with your race and consider it a favored class

Prerequisite: Multiclass character

Benefit: When becoming a multi-class character you can select a class that is not normally favored by your race without suffering an experience reward penalty.

Normal: You suffer an experience reward penalty for multi-classing outside of your favored class list.

Special: This feat can only be taken one time. The choice of the non-rationally favored class must be explained in the characters history or role-played

within the group so that this feat makes sense for the character.

FAVORED CLASS Copyright 2001, Bradley H. Bemis Jr.

Source: Netbook of Feats

INSTANT AWAKENING [General]

You can instantly awaken from sleep at the slightest sign of danger.

Benefit: When subject to surprise or a coup de grace attack while asleep, you may make an immediate Reflex save (DC 15) to awaken and defend yourself normally. On a successful save you are not considered helpless or surprised; roll for initiative and resolve the attack in normal fashion.

Normal: A sleeping opponent is helpless (+4 circumstance bonus to strike, treat Dexterity as 0 and apply the -5 modifier to Armor Class) and subject to a coup de grace attack.

INSTANT AWAKENING Copyright 2001, Eric D. Harry

Source: Netbook of Feats

LIGHT SLEEPER [General]

You wake up easily.

Benefit: You can make listen rolls even while asleep. On a successful roll, you wake up. You also fall asleep easily, so you still get your rest even if you wake up several times per night.

LIGHT SLEEPER Copyright 2001, Carl Cramér

Source: Netbook of Feats

PACK MULE [General]

Folks can now carry just a wee bit more by knowing how to balance a pack.

Benefit: You can carry weight (encumbrance) as if your Strength were two points higher.

Source: Netbook of Feats

PACK MULE Copyright 2000, Bradley H. Bemis Jr.

Source: Netbook of Feats

POISON RESISTANCE [General]

You have a broad-band resistance to poison.

Benefit: You receive a +4 bonus to all Fortitude saves against poison.

POISON RESISTANCE Copyright 2001, Carl Cramér

Source: Netbook of Feats

The standard magic item creation feats are replaced with the following:

- *Create Spell Completion Item* – Replaces *Scribe Scroll*
- *Create Single-Use Item* – Replaces *Brew Potion*
- *Create Charged Item* – Replaces *Create Wand, Create Staff, Create Rod*
- *Create Permanent Item* – Replaces *Forge Ring, Create Wondrous Item, Create Magic Weapons and Armor*

Each magic item creation feat has as a prerequisite the feat listed before it

Spells

I am approving, on a trial basis, the Netbook of Spells and Magic. It contains the following spells:

- Detect Curse
- Elemental Aura
- Elemental Sagitta
- Felb's Armorless Arrow
- Felb's Bedtime Arrow
- Felb's Dissolving Arrow
- Felb's Fire Arrow
- Felb's Targeter
- Felb's Weighty Arrow
- Fickle Finger of Fate
- Fire Burst
- Fire Puff
- Flaming Goo
- Flaming Missile
- Freeze Bolt
- Ignite
- Lesser Gate
- Lightning Arrow
- Mask Scent
- Metamagic Sphere
- Minor Gate
- Omar's Sand Cone
- Piercer Arrow
- Preserve Food and Drink
- Ray of Fire
- Suyt's Relative Spacial Lock
- Thunderclap Arrow

The Netbook of Spells And Magic has been uploaded to our files directory.

History of Cormaria

The Cormarian Age

Five millenia ago, the world of Lanaris was vastly different than it is today. Mankind was the sole sapient race and it dominated the planet. Several great civilizations had arisen on the three main continents, the greatest being the Cormarian Empire on the western continent.

Technologically, the Cormarian Empire was little better than the late Renaissance but its knowledge of Arcane Magics was highly advanced, especially in the field of teleportation magics. Divine magic, other than Druidism, was unknown. There was extensive global trade via the use of teleportation and, for the most part, the world was at peace. Scholars now call this period in history, "*The Cormarian Age.*"

The Fall

Unfortunately for the inhabitants of Lanaris, the Cormarian Age did not last. What caused the disasters which destroyed civilization is unknown. What is known is that one day, Lanaris's lesser moon, Serpens, began glowing a bright yellow. Any magic that relied upon dimensional manipulation became vastly unstable, including the teleportation spells and items that world civilization depended on. Magical gates began appearing and strange beings began to wander through them. The dimensional instabilities cause some creatures and monsters to simply appear out of thin air. Some were peaceable enough, but others, such as the dragons, began wreaking great havoc. Entire villages and cities were destroyed..

Alone, these individual disasters might have been enough to destroy civilization, but they were not alone. Along with the monsters came dozens of new diseases, from minor ailments to continent wide epidemics. The Arcane Magics of the Cormarian Empire and the other nations were unable to deal with these new plagues. Over the course of a century, disease destroyed what the monsters had not. Mankind was wiped out on the western continent, which was hardest hit by the dimensional instabilities. On the other two continents, scarcely one a hundred survived. This time of disaster is now known simply as "*The Fall.*"

The Coming of the Gods

Mankind might have become utterly extinct upon Lanaris, if it were not for a fortuitous side effect of the dimensional instabilities of the Fall. These same instabilities which brought monsters and plagues to Lanaris also created invisible openings to the outer planes which allowed the worship of a deity to be reciprocated with the granting of magic. Divine Magic was now possible and the first clerics appeared.

Unlike Arcane Magic, Divine Magic was very efficacious against disease. This, along with the fact the dimensional instabilities appeared to be fading, held stop the great epidemics. Disease did remain a major cause of death for centuries, but the human population of the eastern and southern continents slowly began to recover.

After The Fall

After *The Fall*, the world fell into barbarism. Previously, mankind had the world to itself. Now it had to coexist with other sentient races which had appeared during the fall. These included dwarves, elves and orcs among many other races. Dragons and other monsters now existed where they never had before. Dimensional magics became more reliable as the centuries passed, but not to the degree they had been.

As mankind and the other sentient races began the long, slow trek back to civilization, the Cormarian Empire was forgotten except as myth and legend.

The Rediscovery Of Cormaria

In the year 7 BF, Ithyr the Explorer, a renowned sailor from the eastern continent came upon maps that predated The Fall. These maps showed Cormaria, which he took to be the name of a continent. After much preparation, Ithyr set sail westward on the Stenric ocean, with two ships, the *Riddler's Blessing* and *Orris's Wheel*. In late spring of 6 BF, Ithyr the Explorer, was the first human to set foot on the continent of Cormaria in 2,103 years.

Ithyr the Explorer made several trips to Cormaria over the next few years, and in the year 1 FI, he laid the cornerstone for a new settlement, the town of Ithyria. A new calendar is created, which dates from the founding of the City of Ithyria.

Founding of Zolath City States

In 78 IF, an inventor on the Southern continent creates a type of ship which can cross the Sea of Fire. Despite the invention of the Iceships, crossing is perilous and the mortality rate is high.

From 83 IF to 162 IF, settlers from the Southern continent settle in the Zolath Peninsula. They come in 3 primary waves, only stopping when a Southern emperor orders the ships burned and the method of making them destroyed.

Founding Of Talathslund

Founding of Talathslund by Talath Whitebeard – Led expedition of Uravians (from eastern continent region called Uremia) in longships to Cormaria. Whitebeard makes a treaty with several of the Elven tribes. The Uravians settle in what is now Talathslund.

After about 100 years, Uravian longships begin raiding the Eastern coastline of Cormaria.

Ithyrian Conquest Of Konia

To be detailed later.

Ithyrian Expansion

Ithyria makes several conquests over period of time. Northern expansion stopped by Uravians from Talathslund and elves. Ithyria founds the North March to secure its northern border.

Ithyrian Invasion Of Sea Of Grass

The Ithyrian Empire begins what is called the Grand Invasion of the Sea Of Grass. An Orc shaman called “Runs With The Night Wind” unites all the Orc tribes, called the Gathering of Nations. The united Orc tribes massacre Grand Army of Ithyria.

Ithyrian Civil War & Konian War Of Independence

To be detailed later.

Coming Of Cyndriarr And Founding Of Kingdom Of Domas

In the year 704 IF, a huge red dragon named Cyndriarr came out of the west and destroyed the city of Haven For the next 200 years, Cyndriarr laid waste to the lands surrounding his demesne

until the adventurer Erevan Domas killed Cyndriarr in an epic battle. Now bearing the name of Dragonslayer, Erevan Domas founds a settlement upon the ruins of Haven, which he calls Freehaven Haven. People start returning to the region that had been devastated by the dragons. After 43 years, Erevan’s grandson Marik is acclaimed king of the new Kingdom of Domas.

Rise Of Morkar

Morkar the Necromancer slowly conquers the region of Morkaria. His worshipers make some inroads in Ithyria.

Timeline

Year	Event
~ 4,000 BF	Cormarian empire at its height. The Fall
6 BF	Ithyr the Explorer rediscovers Cormaria.
1 IF	Founding of Ithyria.
83 IF	First Wave of settlers survive the ring of fire to settle the Zolath Peninsula.
105 IF	Second Wave of Zolathian Settlement
162 IF	Third Wave of Zolathian Settlement
347 IF	Founding of Talathslund by Talath Whitebeard Ithyrian conquest of Konia. Kingdom of Ithyria becomes Empire of Ithyria Ithyrian expansion reaches its height (several other conquests). Founding of North March Ithyrian Empire begins Grand Invasion of Sea Of Grass. Orcish massacre of Grand Army of Ithyria. Ithyrian civil war begins. Konian war of Independence Several other nations break off of Ithyria.
704 IF	Dragon Cyndriarr destroys Free City of Haven and surrounding regions
833 IF	Morkar The Necromancer gains power in Morkaria.
859 IF	Erean Domas founds Adventurer's Guild
866 IF	Erean Domas kills Cyndriarr. Founds town of Freehaven near ruins of Haven. Settlers pour in.
902 IF	Marik Domas, grandson of Erean Domas is acclaimed King of the new Kingdom of Domas.
1103 IF	Current Year

Regions Of Cormaria

Great Sea of Grass

The Great Sea of Grass is a plains area located between the Skyreach Mountains on the east, the Barrier Range on the south, and the Dragon Mountains on the west. It gradually turns into the Rim Forest on the north. It is bisected by the Serpent River, and the Great Circle Lake lies almost dead center in the Sea Of Grass.

The Great Sea of Grass is the homeland of the 5 Orc Nations.

Twisted Lands

A devastated region of desert and rock in the Southwestern part of the continent.

Dragon Mountains

The Dragon Mountain are the home of most of the dragons on the continent. It is on the western side of the Great Sea Of Grass.

Skyreach Mountains

The great mountain range on the eastern half of the continent. It does have some huge mountains and is home to a variety of monsters. There are some dwarven nations and settlements in the mountain range as well.

Great Circle Lake

The Great Circle Lake is located in the center of the continent and is nearly 300 miles in diameter. It is inhabited by a variety of monsters. It is the largest freshwater lake on the continent.

Great North Bay

The Great North Bay is located in the middle of the northern side of the continent.

Northern Rim Forest

The Northern Rim Forest is the second largest forest in Cormaria. It is located along the northern edge of Cormaria, just east of the Great North Bay and extending east to the Ocean.

Ring Of Fire

The Ring Of Fire generally refers to the ocean regions near the equator, which are too hot to live in or traverse safely. The Empire of Ithyria is the only nation which knows how to cross the region safely.

Serpent River

The Serpent River feeds and drains the Great Circle Lake. The southern Serpent River is divided joined by the Ek river and the Adder, before it feeds into the Great Circle Lake.

Western Rim Forest

The Western Rim forest is the largest forest in Cormaria. It is located It is located along the northern edge of Cormaria, just west of the Great North Bay and extending west to the Dragon Mountains.

Nations Of Cormaria

The following are some of the more notable “nations” of Cormaria. There are several lesser nations not mentioned below.

Borderlands, The

This semi-lawless region lies between Konia and Domas. Several barons and warlords are continuously squabbling over

Domas, Kingdom Of

This is the main starting area of the campaign. It will be covered in a separate writeup

Five Nations, The

The Five Nations refers to the nomadic Orc tribes of the Sea of Grass.

Ithyria, Empire Of

The greatest power on the continent, the Ithyrian empire is in decline. It occupies most of southeastern peninsula.

Konia, Twin Kingdoms Of

The ancient Konia was split into two by the Ithyrian empire during its conquest. After the Konian war of independence, the two halves were unable to reconcile their differences and the nations of Ostkonia and Waskonia were born.

Krolamus, Grand Duchy Of

Morkaria

The domain of Morkar the Necromancer.

Talathslund

Uthgor, Dwarven Nation Of

This xenophobic kingdom of dwarves lies under the southern section of the Skyreach mountains.

Westmarch

Zolath City-States

The western-most human settlements on the continent, these independent cities have often feud

Languages

The following human languages are spoken on the continent of Cormaria.

Ancient Cormarian

Ithyrian (Common)

Orcish Dialects. Each dialect is its own separate language. They are related to each other, and can be understood by a person who knows 1 dialect with a successful Intelligence roll.

Orcish Sign

Elven

Dwarven

Uravian

Zolathek

Organizations

Adventurers' Guild

The Adventurers' Guild was founded 230 years ago by Erevan Domas and his companions. It was designed as a mutual aid society for adventurers as well as something of a public relations firm to boost the somewhat tattered reputation of adventurers. Its headquarters are in city of Freehaven, but it has branches in all of the major cities on the Eastern half of Cormaria. As its founder also founded what became the Kingdom of Domas, the Adventurers' Guild is also very popular there.

Current Grand Guildmaster: Tomas Onehand, based in the City of Freehaven

Dues: 100 gp per year

Symbol: Longsword on top of Kite Shield

Benefits:

- Wills - The guild will record a copy of an adventurer's will and will serve as executor, unless said adventurer names someone else.
- Arbitration of disputes - The guild will provide arbitration of disputes over the sharing of treasure.
- Right to bear arms – Most cities with an Adventurer's Guild Chapterhouse allow members to bear weapons and armor while on the streets, provided they display their guild badge.
- Hiring hall – Each guildhall has a notice board where jobs may be posted, in addition to serving as a facilitator matching up adventurers with potential employers
- Lists of resources – The guild keeps a list of guild-approved merchants, armorers, smiths, healers, etc. which its members have found reliable in the past.
- Registration of valuable items – The guild keeps a registry of valuable items owned by adventurers. It is not necessary to place items on the registry, but it helps serve in legal disputes over who owns what.
- Adventuring contracts – The guild will assist parties in the formation of adventuring contracts. Said contracts deal primarily with the division of loot.

Duties:

- Report deaths and manners of death of guild members to the guild in a timely manner
- Not to abuse privileges afforded guild members, such as the right to bear arms, or putting every 2 gp item one owns on the registry of items.
- Assisting in the maintenance and tasks of the guild. This includes such things as transporting messages from one guildhouse to the next if a party is already traveling in that direction, serving on arbitration panels, etc. Expenses may be reimbursed, depending if they are incurred in the performance of guild duties.

Church Of The Threefold Way

The Church of the Threefold Way is the primary religion in the Kingdom of Domas. There are three deities worshiped: Arrat, Harad Mora, and Tamor. The church is divided into three factions, one around each deity. Priests of the church belong to one of the factions, and that is the deity from which they obtain their powers. All factions worship all three gods, but give primary veneration to their specific deity. In general, they three factions get along well, although there is occasional friction between them.

Mercenaries Guild

Many adventurers are also members of the mercenaries guild. It is primarily associated with the formation of and employment with mercenary companies. It is much more military in nature than the Adventurers' Guild.

ÜberDwarf Society

Dwarven society is somewhat xenophobic in nature. A small but sizable percentage of dwarves believe that dwarves are the pinnacle of evolution and that all other races are inferior and at best, need to be tightly controlled. At worst, said "sub-dwarf" races need to be exterminated.

The ÜberDwarf society is a secret organization (not so secret in some Dwarven cities) dedicated to Dwarven world domination. It is banned in every kingdom of Cormaria except Uthgor.

Religion

Summary

Prior to The Fall, religion on Lanaris was solely a matter of faith. Clerical magic was non-existent, and while Druids existed, as lovers of the wildlands they had little place in the societies of the day. After The Fall, dimensional pathways existed to the outer planes. Prayers could be answered with magic and miracles. Some people believe that this was the only thing that saved mankind from extinction.

When the benefits of worship became apparent, the worship of gods and religion in general became very popular.

Nature Of The Gods

In Lanaris, there is a very simple definition of what constitutes a god – A god is someone or something that grants divine magic in exchange for some type of worship. There are five different categories of gods: Outer Gods, Greater Gods, Lesser Gods, Demigods, and Demon Gods. There is often disagreement among scholars as to which category a particular god belongs in. It should also be pointed out that most people don't know about these categories and could care less – a god is a god.

Note: In Cormaria, there are no gods who are primarily associated with control over magic. Magic is the essence of the gods, beyond even their control.

Outer Gods

Outer gods exist in the outermost of the outer planes, where reality is so strange for mankind to comprehend safely. The motives of outer gods are generally unknown, but their actions are often inimical to the mortal races. Due to the extra-dimensional distance, their ability to influence the world is limited. They can only exert their influence at special times or dates or when special rituals are held.

The outer gods do not seem to need the worship of mortals, but do accept it. Contact with the outer gods or their minions can drive members of the mortal races insane. They cannot be killed, at least by any power capable to mortals.

Greater Gods

Greater gods generally represent some primal force, such as Death or Nature. While they grant spells in exchange for worship, they do not need the worship or worshipers to exist, and could grant magic regardless.

Greater gods cannot be killed.

Lesser Gods

Lesser gods are similar to greater gods, although they often represent more human concepts, such as Civilization or Justice. They do need worship from mortals, although whether to exist or just to be able to grant spells is debatable.

Lesser gods cannot be killed physically, although depriving them of worship might put an end to their existence.

Demigods

Demigods have physical bodies. They generally exist on Lanaris itself, or in some of the nearer planes. While they may not need worship to exist, they do use the worship of followers to power the spells they grant their worshipers. Their own powers (of their physical body) may not be that great.

Demigods can be killed (but it is not easy!). It may be possible for a demigod to promote itself to lesser god status.

Demon Gods

Most demon gods also have physical bodies. They do not generally exist on Lanaris, except when summoned. While they feed upon worship and can use it to grant spells, they also use the energy of sacrifices to power spells when they have insufficient worship to do so.

Demon gods may or may not be able to be killed.

Everyday Status of Religion

In the Kingdom of Domas, the most prevalent religions are the Church of the Threefold Way and Druidism. The Church holds sway in the towns and cities, while the small villages and hamlets tend to be druidic in nature.

Table of Deities

Deity	Area Of Influence	Align.	Symbol	Domains
Arrat	Agriculture, Animal Husbandry	NG	Plow, Sickle	Plant, Earth, Animal
Chuckalon	Luck, Riddles, Trickery	CN	Coin	Luck, Chaos, Trickery
Dark God	Death	N	Cross	True Death, Destruction
Demara	Moon	CG	Silver disk	Magic, Chaos, Good
Dom	Stasis, Stability	LN	Triangle inside a square	Law, Protection, Earth
Harad Mora	Trade	LN	Coin, Scales	Trade, Animal, Trickery
Medrin	Invention, Craftsmanship	N	Anvil & Hammer	Knowledge, Strength, Fire
Negorath	Madness, Darkness	CE	Black disk hanging from knotted cord	Chaos, Evil, Destruction
Romath	Sun	LG	Golden Disk	Sun, Fire, Good, Healing
Shumai	Ocean	CN	Vial of Ocean Water, Seashell	Water, Travel, Destruction
Tamor	Healing	CG	Pouch of healing herbs	Healing, Good, Plant
Thom Orris	Travelers, Adventurers	CG	Wheel	Travel, Protection, Luck
Urav	Berserkers	CN	Axe	War, Chaos, Air, Strength
Werron	War, Strategy	LN	Sword, Cross	War, Law, Destruction
Xexo	Void, Astral	N	Pentagram	Travel, Knowledge, Magic
Zamak	Knowledge	LN	Scroll	Knowledge, Magic, Law
Morkar	Undeath	NE	Skull	Undeath, Knowledge, Evil

Deities

Arrat

Ethos: Agriculture, Animal Husbandry

Domains: Animal, Earth, Plant

Alignment: Neutral Good

Priests' Alignment: Neutral, Lawful Good, Chaotic Good

Holy Symbol: Plow, Sickle

Arrat is the god of farmers and herders everywhere. He has few temples in large cities, but is based in small towns and villages. Likewise, his priests have influence in urban areas, but are a force in the countryside.

Arrat is one of the three gods worshiped by the Church of the Threefold Way.

Chuckalon

Ethos: Luck, Riddles, Trickery

Domains: Luck, Chaos, Trickery

Alignment: Chaotic Neutral

Priests' Alignment: Chaotic Neutral, Chaotic Evil, Chaotic Good

Holy Symbol: Coin, Dice

With the exception of his priests, Chuckalon is almost never mentioned by name; instead people refer to him as the “Riddler.” Mentioning Chuckalon's name is said to draw his attention. While this is not necessarily bad, it is very seldom good. Chuckalon is a trickster god, fond of riddles, practical jokes and mischief. He is also the god of luck, especially bad luck, which he finds funny.

Dark God

Ethos: Death

Domains: True Death, Destruction

Alignment: Neutral

Priests' Alignment: Neutral, Lawful Neutral, Chaotic Neutral

Holy Symbol: Cross, Scales

The true name of the Dark God is unknown, but he is also sometimes called “Reaper”, or “Harvester.” He is the god of death. The Dark

God opposes all forms of undeath or other means to unnaturally extend someone's existence.

Demara

Ethos: Moon

Domains: Magic, Chaos, Good

Alignment: Chaotic Good

Priests' Alignment: Chaotic Good, Neutral Good, Chaotic Neutral

Holy Symbol: Silver disk

Demara is the name of the larger of Lanaris's two moons and the goddess associated with it. She is worshiped for her usefulness in predicting the seasons and for bringing light into the darkness. Elves in particular worship Demara.

Note: there is no deity associated with Serpens, the smaller and darker of Lanaris's two moons.

Dom

Ethos: Stasis, Stability

Domains: Law, Protection, Earth

Alignment: Lawful Neutral

Priests' Alignment: Lawful Good, Lawful Neutral, Lawful Evil

Holy Symbol: Triangle inside a square

Dom is an earth god, representing that element's solidity, stability and resilience. Dom is often worshiped by architects and those who wish things never to change. Dwarves in particular are fond of him.

Harad Mora

Ethos: Commerce, Contracts

Domains: Trade, Animal, Law

Alignment: Lawful Neutral

Priests' Alignment: Lawful Good, Lawful Neutral, Lawful Evil

Holy Symbol: Coin, Scales

Harad Mora has dual roles – he is the god of commerce and trade, and the god of contracts. He is very expansive regarding what he considers a

contract. From verbal agreements between friends over who is buying the next round of ale to the social contracts which govern a society – all of are interest to Harad Mora. As such, he is not only worshiped by merchants and tradesmen, but by lawyers and solicitors of all sorts.

Harad Mora is “the first among equals” of the gods worshiped by the Church of the Threefold Way, due to the fact that he has all the lawyers.

Medrin

Ethos: Invention, Craftsmanship

Domains: Knowledge, Strength, Fire

Alignment: Neutral

Priests' Alignment: Lawful Neutral, Neutral Good, Neutral, Neutral Evil

Holy Symbol: Anvil & Hammer

Medrin is the Lord of the Forge, god of all who create things by the sweat of their brow and the skill of their hands. He is especially fond of those who use fire in the act of creation; blacksmiths and alchemists are favorites of his - but any craft is looked upon with favor by him..

Medrin is a favorite god of Dwarves.

Morkar

Ethos: Undeath, Secrets

Domains: Undeath, Knowledge, Evil

Alignment: Neutral Evil

Priests' Alignment: Lawful Evil, Neutral Evil, Neutral, Chaotic Evil

Holy Symbol: Skull

Morkar the Necromancer is the Master of Existence Beyond Death, the Gatherer of Hidden Knowledge and the Keeper of Secrets. Morkar is worshiped by spies, undead, and those who must keep terrible secrets.

Morkar is the only god known to have a physical presence on Lanaris. He rules the realm of Morkaria on the western side of the Skyreach Mountains. Morkaria is rumored to be filled with vast quantities on undead and evil beings. It is also rumored that Morkar maintains the largest spy network on the continent.

Worship of Morkar is banned throughout the civilized areas of Cormaria and is greatly feared,

though he has never seemed to take military action against any realm.

Negorath

Ethos: Madness, Darkness

Domains: Chaos, Evil, Destruction

Alignment: Chaotic Evil

Priests' Alignment: Chaotic Evil, Chaotic Neutral, Neutral Evil

Holy Symbol: Black disk hanging from knotted cord

Negorath is the god or goddess of madness in all its manifestation, from minor loss of judgment due to irritation to full-blown psychotic delusions. His/her gender is unknown and it may actually change over time.

Negorath does not have much in the way of a priesthood, but occasionally he/she has been known to spontaneously recruit followers from the already insane.

Romath

Ethos: Sun

Domains: Sun, Fire, Good, Healing

Alignment: Lawful Good

Priests' Alignment: Lawful Good, Lawful Neutral, Neutral Good

Holy Symbol: Golden Disk

Titled “Bringer of the Dawn”, Romath is the name of the sun god, as well as the name of the sun. Romath exists to drive back darkness and oppose evil. Most paladins are worshipers of Romath.

Shumai

Ethos: Ocean

Domains: Water, Travel, Destruction

Alignment: Chaotic Neutral

Priests' Alignment: Chaotic Neutral, Chaotic Evil, Chaotic Good

Holy Symbol: Vial of Ocean Water, Seashell

Shumai is the personification of the oceans in all their manifestations, from a becalmed sea to a ravenous hurricane. He is worshiped by sailors, ocean traders and some intelligent sea creatures.

Tamor

Ethos: Healing

Domains: Healing, Good, Plant

Alignment: Neutral Good

Priests' Alignment: Lawful Good, Neutral Good, Chaotic Good

Holy Symbol: Pouch of healing herbs

Tamor was the first deity to be widely worshiped after the Fall, and is called “The Lady Of Mercy” for what her priests did to stop the great plagues. She is worshiped by healers, midwives and any who care for the sick and injured.

She is the third and last god to be worshiped by the Church of the Threefold Way.

Thom Orris

Ethos: Travelers, Adventurers

Domains: Travel, Protection, Luck

Alignment: Neutral Good

Priests' Alignment: Lawful Good, Neutral Good, Chaotic Good

Holy Symbol: Wheel, Horseshoe

Initially the god of travelers, explorers, and other rootless folk, Thom Orris is now heavily associated with adventurers in the minds of the populace as well. This is due to the fact that Erevan Domas was a worshiper of Thom Orris.

Urav

Ethos: Storms, Destruction, Berserkers

Domains: War, Chaos, Air, Strength

Alignment: Chaotic Neutral

Priests' Alignment: Chaotic Good, Chaotic Neutral, Chaotic Evil

Holy Symbol: Two-Headed Axe, Lightning Bolt.

Urav is the god of thunderstorms. He represents great strength and mindless destruction. Urav is also considered something of a war god, as he is primarily worshiped by berserkers and other barbaric types. He is the patron god of Talathslund.

Werron

Ethos: War, Strategy

Domains: War, Law, Destruction

Alignment: Lawful Neutral

Priests' Alignment: Lawful Good, Lawful Neutral, Lawful Evil, Neutral

Holy Symbol: Sword & Shield

If Urav is the god of berserkers and barbarian warriors, Werron is the god of generals and soldiers. Werron focuses on war as an honorable means of resolving disputes and prefers victory through skillful strategy and tactics as opposed to brute force. While Werron is a god of destruction, it is targeted destruction, not the wasteful rampaging destruction represented by Urav.

Suffice it to say, the followers of Urav and Werron do not generally get along.

Xexo

Ethos: Void, Astral

Domains: Travel, Knowledge, Magic

Alignment: Neutral

Priests' Alignment: Neutral, Neutral Good, Neutral Evil

Holy Symbol: Pentagram

Xexo the Far Wander is a distant god. He is focused on the knowledge of other planes more than earthly knowledge. His priests are those who hear the call of the void, those whose seek the knowledge of alien worlds and desire to travel beyond the stars.

Zamak

Ethos: Knowledge, Scholars

Domains: Knowledge, Magic, Law

Alignment: Lawful Neutral

Priests' Alignment: Lawful Good, Lawful Neutral, Lawful Evil, Neutral, Neutral Good

Holy Symbol: Scroll

Zamak is the god of scribes and written knowledge. He is the god of historians as well, and many of his priests search into the ancient past.

New Domains

Trade

SA: *Appraise, Gather Information, and Handle Animal* are class skills.

- 1 – Comprehend Languages
- 2 – Make Whole
- 3 – Locate Object
- 4 – Tongues
- 5 – Scrying
- 6 – Find The Path
- 7 – Greater Scrying
- 8 – Symbol
- 9 – Foresight

True Death

SA: Death Touch 1x per day

- 1 – Cause Fear
- 2 – Death Knell
- 3 – Speak With Dead
- 4 – Death Ward
- 5 – Slay Living
- 6 – Circle Of Death
- 7 – Destruction
- 8 – Symbol of Death, Fear or Hopelessness
- 9 – Wail of the Banshee

Undeath

SA: Rebuke Undead at +2 levels

- 1 – Detect Undead
- 2 – Ghoul Touch
- 3 – Animate Dead
- 4 – Speak With Dead
- 5 – Enervation
- 6 – Create Undead
- 7 – Control Undead
- 8 – Create Greater Undead
- 9 – Energy Drain