

Welcome to Kathras

Enter the World of Kathras

Kathras is a fantasy world designed for use with the D20 system by Wizards of the Coast. It is a world where ancient magic and steam technology exist in a balance of power, a world of mighty empires and terrible monsters. If you wish to explore such a place, click on the information below to learn more about the world of Kathras.

I created this world and used it when playing with my group in the Raleigh-Durham area of North Carolina. Our group has since parted ways, but I felt that this page might be of use to other gamers. If you are looking for a gaming group in the Raleigh-Durham area, feel free to email me using the link at the bottom of this page.

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- [Religion](#) - The cosmology and religions of Kathras
- [NPCs](#) - Characters of import in Kathras
- [Links](#) - Links to other sites of interest.

[Home](#)[Setting](#)[Maps](#)[Rules](#)[Races](#)[Origins](#)[Classes](#)[Religion](#)[NPCs](#)[Links](#)

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- [Links](#) - Links to other sites of interest.

[Home](#)[Setting](#)[Maps](#)[Rules](#)[Races](#)[Origins](#)[Classes](#)[Religion](#)[NPCs](#)[Links](#)

0 1 3 7 3

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Welcome to Kathras

The World of Kathras

The world of Kathras is divided into four major continents and one small sub-continent. This document describes the nations, people, and history of Kathras.

The four major powers on Kathras are the Five Kingdoms of Rianth, the Empire of Garristia, the Domain of Aranhir, and the Jadirani Empire. These four empires are at relative peace now, but keep a wary eye on one another, and have warred in the past.

In the past 180 years, the world has changed. 165 years ago the steam engine was invented by Alias Zeres. As one can imagine, it revolutionized the world. Wizards scorned the device as dangerous and unpredictable, but the force of technology couldn't be stopped. Soon after the engine was invented railroads, steamships, and other advances were to follow.

Alias Zeres' son Varos, or as it is said, a smith in his employ, designed the first powder firearms. Firearms quickly became popular among mercenaries and flashy noblemen, but only in the past ten years or so have armies begun equipping infantry units with rifles.

Two years ago Zeres announced that his engineers had designed and built a new form of transportation, the airship. This dirigible, dubbed the Wind Dragon, was built specifically to travel from Garristia to Rianth, stopping only at the Lost Isle for refueling. The trip takes several weeks, but it is still much faster than traveling by sea. Of course, there is magic involved in the propulsion and fueling of the vessel.

Railroads run from all the major cities in Garristia to the capitol. Rianth also has a large railway system, but Jadiran has been unable to build one successfully due to the rebellion.

There are many steamships in the rivers and on the coasts, but ocean travel is still the domain of great sailing vessels.

Medicine has made few advances. Priests still do almost all of the healing. It is simply taken as a fact of life that priests care for both the spirit and the body of their followers.

A Rianthan halfling named Jor Garon invented a steam powered printing press 87 years ago. There are established newspapers in Garristiana, Kyrandios, Threemeet, Vlynbryn, and Aria.

Telegraph services are available in major cities in all of the Rianthan kingdoms and in the Garristian empire.

The Five Kingdoms of Rianth

Rianth is an alliance of five smaller kingdoms, formed when the Empire of Jadiran discovered the continent of Rianth to the north. The kingdoms then were Six: Kyrandios, Vlynbryn, Aria, Edhelien, Olantia, and Finctir. The Jadirani attacked in what is called the 3rd Cycle, as time is reckoned, a period of discovery and conquest for all nations. After losing several smaller towns and one major city, Glaess, the Olantian king, Moritae,

[Home](#)[Setting](#)[Maps](#)[Rules](#)[Races](#)[Origins](#)[Classes](#)[Religion](#)[NPCs](#)[Links](#)

Called for an audience with the other rulers. The site of this meeting was a large island that had been declared neutral ground in previous wars between the kingdoms, Rianth. The six kings met and agreed, after much deliberation and debate, to form an alliance to repel the invaders. It was agreed that all six kingdoms would act as one when faced with an outside threat. This treaty was called the Accords of Rianth, and was signed by the rulers of that time: Moritae of Olantia, Kalen of Kyrandios, Fianfin of Aria, Garn of Vlynbryn, Yian of Finctir, and Falen of Edhelien. Not long after the Accords were signed, a second enemy found his way to Rianth - Emperor Siras of Garristia. The large western empire launched an attack that was a complete surprise, decimating the kingdom of Vlynbryn. Kyrandios and Finctir sent armies as soon as they could, but by then Vlynbryn had been almost entirely wiped out. However, the combined might of the two rescuing kingdoms was sufficient to drive the invaders away from Rianth. Soon after, king Garn of Vlynbryn arrived at the castle of Kyrandios mortally wounded. He thanked the Kyrandians and the dwarves of Finctir for their aid, and announced that he had no heir, as his sons had died in battle. He then, with his last breath, bestowed his kingdom south of the mountains upon Kyrandios, and his kingdom within the mountains upon the dwarves. There were but five kingdoms remaining.

For several years things were relatively peaceful, with the alliance protecting all shores, ready for threats from any corner. A valuable but costly lesson had been learned at Vlynbryn. At the end of the 3rd Cycle, a surprise attack was launched on Kyrandios from the south, in the kingdom of Aria. Kyrandios successfully defended, and was able to discover that King Gaeren of Aria had betrayed the alliance in exchange for a promise of rulership of half of Rianth and an alliance with Jadiran. Enraged, the remaining Four Kingdoms swept down upon Aria, only to find that its people had not been told of the attack on Kyrandios, and that its armies were unready. The king, Macrian, had apparently hidden the betrayal from all but those who needed to know of it for the plan to succeed. He had planned to simply take Kyrandios in its moment of weakness with a small garrison of his soldiers, supported by the armies of Jadiran. His own ministers, upon hearing of his treachery, removed him from power and executed him. However, before the execution could commence, the Jadirani attacked Aria, apparently feeling that they had been betrayed in turn by Macrian. The four ready armies fought them off, but Macrian escaped during the battle. Now, by sacred law the kingdom could not pass to another ruler without either the abdication of the king or conquest, which left a certain dilemma upon the Five Kingdoms; would sacred law be broken, or was there another option? It was decided, after some debate, that the choice would lie with the ministers of Aria, rather than the rulers of the other kingdoms. The ministers, after some closed discussion, approached king Richard of Kyrandios, kneeled, apologized for the actions of their kingdom, and surrendered and swore fealty to the crown of Kyrandios. It was also decided, at what became known as the Council of Aria, to establish one central, independent council to settle disputes between the kingdoms. This would prevent any

more such problems of authority, and would also adjudicate any disputes between the kingdoms. It was decided that the island of Rianth would be the seat of power for this council, and one representative was chosen from each kingdom, in addition to any in Aria who chose not to become citizens of Kyrandios. The island was settled, a small fifth kingdom was formed, and peace has reigned ever since between the Five Kingdoms, although it is uneasy at times.

Kyrandios

The most powerful of the five kingdoms other than Rianth, Kyrandios is a melting pot of various cultures and races. It is comprised of three duchies, each of which is broken down into baronies and dotted with villages. The three duchies are Vlynbryn, Aria, and Kyrandia. Vlynbryn is a northern duchy, extending from the Finctir mountains south to the fortress city of Voinovia, and from the coast to the west to the Desert of Thal to the east. Kyrandia lies immediately to the south of Vlynbryn, and extends to the city of Morcathair and from the west coast to the east coast of the peninsula. Aria, the smallest and furthest south of the duchies, takes up the remainder of the peninsula.

The people of Vlynbryn are fierce warriors who prize honor and skill above money and power. They are a superstitious people who have a general distrust for magic, although they produce some of the most capable spellcasters. Their society consists of many clans, vying for status and honor. The people of Aria are brave fighters and flamboyant poets, who revel in stories and song as much as in drink and love. They see battle not as honorable in itself, but as a necessity that cannot be avoided, and should be dealt with in a strong, stoic fashion. Skill and brute strength are prized equally. Magicians are common, as are bards. The Kyrandians are judicious and wise, but somewhat arrogant at times. They often value appearance as much as justice. The “knight-in-shining-armor” image is considered typically Kyrandian, and many nobles seek to emulate this cultural icon.

The Great Forest of Edhelien

The Great Forest is the home of the High Elves of Rianth. These elves are somewhat isolationist in many ways, and during times of war do not even allow a non-elf across their borders in most cases. However, those they trust are treated with a loyalty that can span generations, as the elves live for centuries, and will remain loyal to a friend’s family, long after that person is deceased. In addition to the High Elves, most of the so called common or low elves also live in the Great Forest. The common elves were once the same race as the High Elves, but they intermixed with other races and focused on more worldly things than their esoteric and arcane brethren. Over many generations, they became less reclusive and finally became different enough to be considered a race in and of themselves. While still very much elves, they don’t have the same air of mystery that their High Elven cousins possess. In addition, traces of human blood bestowed mortality upon the common elves, a trait the High Elves don’t have. Some say this is the greatest

rift between the two races.

Numerous other races inhabit the Forest. The elves are the most numerous residents of the Forest, but beings such as Dryads, Nymphs, Satyrs, Pixies, Centaurs, and many others call the Forest home. These races live in quiet peace and seclusion, and barely have a society to speak of. These races are collectively referred to as the "fae" or Faeries, and are treated with fear by many humans. They will gather into groups on occasion, particularly upon certain druidic holy days. On these days they will hold great revels in certain special glades and stone circles throughout the Forest. Druids of the forest will join in these celebrations, but the elves avoid them for reasons they only poorly explain, calling the events "crude."

In addition to these races, tribes of human barbarians live in the Great Forest. These humans forsake the use of metal and other more advanced materials, believing that man was meant to use things of nature. They are a peaceful people, but do occasionally make war with outsiders or other tribes. When called to such battle, their weapons are stone headed spears and clubs of their own design.

Finctir Mountains

The Finctir Mountains are home to the dwarves, as well as to numerous less pleasant races such as orcs, trolls, goblins, and giants. The dwarves are a quiet, peace loving people for the most part, although they have been known to produce some of the fiercest warriors ever to carry a blade. They are an overall kind and good race, but they disapprove of displays of emotion, believing that a dwarf should be "hard as the stones." They live in great networks of caverns under the Mountains, where they mine most of the metal and stone used in the Five Kingdoms. They are also known as the greatest smiths in the Kingdoms, if not the world.

Sharing the mountains with the dwarves are the gnomes. The gnomes of Finctir are a more light-hearted people than the dwarves, but share many qualities with them nonetheless. The gnomes are known for the gems they mine in the lower range of Finctir. The gems and jewelry they produce are known throughout the world as some of the best examples of the art in existence.

Of the other races that share the mountains, few have any noticeable society. There are numerous tribes of orcs and other humanoids; however they seldom form large enough groups to be considered a threat, mostly warring amongst themselves. Giants and other denizens tend to remain solitary, or to form smaller groups of individuals.

The Great Kingdom of Olantia

Olantia is the oldest of the human civilizations on Rianth and the largest before the uniting of Kyrandia. They are a people steeped in tradition, laws, and history, and most families trace their lineage back a hundred generations and more. They have strict codes of conduct for all classes of people, from the peasants to the nobles. A warrior of Olantia

has certain rules he must follow in battle. The Olantians claim to have invented the concept of chivalry that so many nobles and warriors of other kingdoms adhere to. In recent times, some of the people of Olantia have become restless, feeling constrained by the many laws and codes of their society. Small groups of rebels have been found in rural villages and baronies, but only time will tell if this is a serious threat to the stability of Olantia, and by extension all of the Five Kingdoms, or if it is merely a tremor in an otherwise peaceful land.

The Magnificent Island Kingdom of Rianth

Rianth was once a bare piece of land sticking out of the ocean. Now, it is the largest city in the world, spanning the entire island. Every yard of the island is taken up by homes, stores, and warehouses storing goods. Merchants come to Rianth to get rich, and so do thieves. The Council of the Five Kingdoms meets in Rianth, and most of the business of governing the Kingdoms as a whole is done there. The City Watch of Rianth are a notable part of the city. They are chosen specifically for their proven combat ability and experience. All of the Kingdoms send their best warriors to Rianth to serve on the Watch, and even then they receive further training in a number of special skills beyond what they already know. They are taught the workings of the city, its politics, known criminals and informants, and other information. Many of them learn magic or take up priesthood as well, in an effort to prevent crimes involving those powers by "fighting fire with fire."

The Omniscient Empire of Jadiran

Jadiran is an old, powerful empire dating back eons. Once, the people of Jadiran lived freely in a number of small city states. In those days, the Kai-Lin dwarves and the Lo-Rea elves lived together in peace and harmony, and taught men their ancient secrets and mystic arts. However, a group of humans, seeking power, gathered the knowledge of the ancient races for their own ends. These humans learned what they could, then fell upon their teachers. They then gathered more humans together, promising them power and lands to rule if they followed them. It was not long before the last remnants of the ancients and their pupils were driven into the mountains and forests of Jadiran. The men who had started the resistance formed the beginnings of the empire, in the great city of Jadirani. Over time, their power grew, until they thoroughly subjugated most of their fellow humans. The Lo-Rea elves however, fled into the forests and began planning against the people of the city, while the dwarves and most of their pupils fled into the mountains, where they were able to use their arts to hide and avoid capture at the hands of the newly founded Empire. Over time the situation grew into a stalemate. The elves made numerous attacks on the Empire, but were never able to do any permanent damage because of their smaller numbers and fewer resources. Over time, they lost many of their old arts and drew further away from their mystic roots. Today, they are a shadow of what

they once were. Rather than enlightened teachers, they are hardened rebels and deadly, efficient killers, with little trace of their magical heritage.

The Kai-Lin dwarves, however, fared somewhat better. After many decades of fruitless forays into the mountains, the Empire simply declared the lands theirs and the people there subject to them, and proceeded to ignore them completely. The dwarves were less vengeance-minded than the elves, and simply chose to accept the peace available. They began to form monasteries again and to teach their arts to humans in the seclusion of the mountains. The Empire outlawed these teachings, but found it impossible to prevent them. The monasteries exist in secret locations known only to their pupils and teachers. Another race of import is the Kari-Lo. The Kari-Lo are the result of the intermixing of the Kai-Lin and the Lo-Rae. They are shorter than even the dwarves, and more slender than the elves, looking almost emaciated. They mostly live amongst the dwarves now, having forsaken the modern warlike ways of their elven forbears.

Currently, the Empire is in a state of civil war. The human peasants and the Lo-Rae elves have risen up and begun fighting the Imperial government for control of the empire. The peaceful Kai-Lin have not chosen a side, seeking only to avoid the conflict in their mountain retreats. According to rumor, Rianth is providing secret aid to the rebels and Garristia is providing supplies and firearms to the Imperial soldiers. These are only rumors, but if true could lead to open conflict between Rianth and Garristia.

The Empire of Garristia

An Excerpt from A History of the Garristian Empire, Abridged Edition, by
Aldous Vorimar

In the earliest recorded history, the land now called Garristia was a collection of warring city-states ruled by petty tyrants and foolish kings. One of these kingdoms, Storngar, was ruled by the particularly incompetent King Rultor. Rultor was a corrupt, petty man who misused his subjects. Among these subjects was a general named Garis, who had served Rultor's father. According to legend, Garis saw a vision in the sun, a vision of a great, united empire, ordained by the gods, and ruled by a strong and just warrior. Garis saw this vision for the portent it was, and gathered his most loyal soldiers. These men, the finest warriors and tacticians in the kingdom, were loyal to their kingdom and their general, but not to their king. Garis told them of his vision and his great destiny. One week later, Garis and his hundred most trusted men slew the king and his guards and declared Garis the new king. Garis wasted no time in fortifying and strengthening his army, and soon laid siege to and claimed the neighboring kingdom of Thanhold. With their masterful tacticians and great

warriors, they easily defeated the leaders of Thanhold, and offered the soldiers and generals a choice: serve Garis or die. Seeing his brilliance, and perceiving his holy mission, the generals pledged themselves to Garis and his worthy cause, strengthening his numbers and supplies.

Garis swiftly attacked other nearby kingdoms, his strategic genius laying them low with great efficiency and few military casualties. Over the next fifty years, Garis claimed over 30 kingdoms and united them under his holy vision. Many small kingdoms actually sent emissaries with word that they would be honored to join such a noble cause.

At the age of 64, Garis was called to the side of the gods. His son, Vathmor, Declared himself emperor of the great and noble Empire of Garristia. To this day, the Emperor can trace his lineage back to Garis himself. Garristian rulers have the purest blood of any kingdom in the world, giving them the grace and wisdom of their great and noble ancestor.

The Empire of Garristia is another ancient empire, as old as Jadiran, if not older. The people of Garristia are known for being practical and sensible in most endeavors, including war, which they have made often and with any nation they have found. The Empire's history is full of wars and conquest, much of it internal to the Empire itself. There are almost constant attempts to conquer the continent of Aranhir to the south.

Garristia is ruled by the Emperor. The Emperor of Garristia has absolute god-given power over his subjects and his people. However, Emperor Valis the Second established a charter of rulership which forbids certain injustices and establishes an appropriate code of behavior for the rulers of Garristia. This charter provides for the removal or substitution of the emperor in the event of poor health or mental lapse. It also provides certain rights to those of noble or imperial birth, such as immunity from slavery and imprisonment for most crimes (anything but treason or regicide).

Beneath the Emperor are the Magistrates and Generals. Magistrates perform administrative duties and preside over cities within the empire. They carry out the will of the emperor. Generals are the military leaders of the empire, commanding the great legions.

Beneath magistrates are assorted clerks, secretaries, and librarians who perform specific duties.

The Legions of Garristia are led by generals, one to a legion. There are ten lieutenants in each legion, each commanding a unit of 100 men. Each unit consists of ten squads of ten men, including a sergeant in charge of each squad. In addition to the legions are the Centurions, the Emperor's personal elite guard. The Centurions are the inheritors of the mantle of Emperor Garis' original one hundred warriors. They are hand picked from the best

soldiers in the legion, and there are always exactly one hundred of them.

They defend the Emperor and the imperial palace in addition to performing specific high-risk missions for the Empire.

In addition to the Magistrates and Generals, priests have a degree of authority within the empire. In the absence of an official Imperial authority, priests of any officially recognized deity are authorized to carry out the will of the empire by punishing criminals or arbitrating civil disputes.

Slavery is permitted within the Empire. Slaves are non-violent criminals or their descendants. Magistrates have the authority to sentence a criminal to slavery for a number of years. His family is compelled to serve the term with him, and must serve out his term if he dies before it ends.

Another important facet of the Empire is its strict law regarding magic. Wizards are strictly controlled, and unlicensed magic is punishable by anything from fines to death, depending on the severity and magnitude of the offense. Channelers, born with magic innate to their natures, are either killed or brought into government service, where they can be controlled more easily. Any magic item brought into the Empire is considered Imperial property and is confiscated upon detection. A society of specially trained Imperial agents, called Magehunters, is set specifically to deal with unlawful magic use. They are also supposedly used for intelligence gathering in other nations, but that is only a rumor, although a very widespread one. Clerical magic, on the other hand, is well accepted. The Empire considers itself to be divinely sanctioned, and many Emperors have aspired to godhood, or simply declared themselves deities. Clerical magic is therefore considered "The Hand and the Will of the Empire" according to Garristian law.

The empire is currently stronger than its ever been. The current imperial family, the Axans, have seen the potential of technology from the beginning, and were the first to outfit their infantry with rifles. The empire is also the seat of power for Ikaros Zeres, owner of the most powerful merchant house in the world. His ancestors designed and invented the steam engine, and his father (or, according to rumor, someone in his employ) designed the first firearms. It is said that Zeres has as much influence in the empire as the emperor himself, and even that he is the power behind the throne. Regardless, his wealth and resources make him one of the most potent figures in the world.

Firdvaar

The Fire Dwarves are possibly the most renowned smiths and craftsmen in the world. Even more than the Flinctiri of Rianth, the Firdvaar are masters of metalworking. They dwell in the volcanic mountains of Yggintir, in the north. The Fire Dwarves have an affinity for lava and magma, and use these in certain unique metalworking processes known only to them. It is against Garristian law to enslave a Firdvaar, and they are always highly paid when they work for the Empire. They usually have reddish hair, and a grayish, soot colored skin.

The Iynysyn

The Iynysyn are one of two elven races which once inhabited the jungles of Garristia. The other race, the Feledhel, are the blood enemies of the Iynysyn and have been driven south, to Aranhir.

The Iynysyn, also called Snake Elves, are a race of mentalists and psychics. All Iynysyn have some capacity for mental powers, and most choose to spend their lives developing them. Until recently, the Iynysyn were a tribal race of refugees, hiding from the empire and warring with the Feledhel. However, they formed an alliance with the empire, exchanging the services of their psychics for aid in exterminating the Feledhel. The combined force was able to drive the Feledhel out of their homes and into the jungles of Aranhir. Today, the Iynysyn are a thriving

The Domain of Aranhir

The Domain of Aranhir is the most mysterious and little known of the four major continents. There is little known of its history or politics. Its people are tribes of nomadic barbarians, some of whom are not of any known race. They are ruled from a large city located in the center of the desert. Paradoxically, the name Aranhir appears to apply to the continent, the desert, the people of the continent, the city in the desert, the ruler of that city, and the god of the city. The inhabitants of the desert city are a very secretive race, who never leave the city and allow no outsiders within. The tribes of the continent claim that they have no rulers, but will claim undying loyalty and obedience to the desert city and its mysterious inhabitants.

For centuries, the Garristian Empire has been attempting to claim the lands in the north of the continent. They have been repeatedly beaten back by the barbarian tribes. The defeated generals frequently describe amazingly powerful magic being used by the barbarian shamans, beams of energy that decimate entire legions of soldiers, and a complete immunity to the magic of their spellcasters.

Outside of battle, the tribes are a fairly friendly people, willing to trade and converse with outsiders, provided they never go near the desert city. There are several small cities where the barbarians pause in their wanderings to trade with one another and with outsiders.

During the occasional wars between the tribes, mothers and their children are sent to the city for safety. Women without children fight alongside the men. Those who are too old or infirm to continue the roaming lifestyle of the tribes settle in these cities.

The purpose of the tribes roaming is another mystery. When asked, they simply say, "It is the way things are."

Little is known about the races that make up the tribes. Most of them appear human, although some appear closer to Halflings or even Orcs. Other races have been described by visitors, but these reports are unsubstantiated. Some report strange creatures that must be some sort of demon, while other report giant swarms of speaking insects.

Isle of the Lost

The Isle of the Lost has a rather strange history. When the first Garristian war parties set out for Rianth and Jadiran, they found a small continent in the near center of the ocean. They stayed on this island for a month, exploring and searching for valuable resources, but eventually came to the conclusion that there was nothing of interest. They found no valuables, no civilization, very little fresh water, and only harsh grassland that wouldn't farm easily. It became apparent that surviving on this rock would be more effort than it was worth, and so they claimed it for Garristia and left, continuing on to attack Rianth.

Some time after the war, once trade began between the nations, merchants found the island, and began using it as a drop off point for smuggled goods. Over time, war refugees started arriving and attempting to survive. Escaped felons, pirates, smugglers, and other unsavory types began setting up small trading posts. Eventually several small cities were established, with little in the way of government. Garristia attempted to tax the island, but any government representatives were killed on sight. War parties were dealt with harshly, and without any of the honor Garristians had come to expect in war. Whenever they got a foothold in the island, they realized that they were unable to support their soldiers without the trade from the residents of the island, and were soon forced to leave by hunger and sickness. Eventually the Empire gave up on the island. While it is still officially under Garristian rule, this is not enforced and no Garristian soldier dares show his uniform on the Isle. The people of the Isle came to call it the Isle of the Lost, as those who lived there were lost to any sovereign nation. There is no real established government, with people simply taking whatever land they can hold for themselves. The strong dominate the weak, and there is no law to be broken. However, several powerful smuggling organizations and groups of ex-military have formed small cities with a degree of order and protection for those who obey them. These more closely resemble organized crime rings than actual governments.

Site Directory:

- [Setting](#) - Describes the lands and cultures of Kathras
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- [Rules](#) - Variant rules and systems used in the Kathras campaign
- [Races](#) - The many races that make up the people of Kathras
- [Origins](#) - Special backgrounds for characters
- [Classes](#) - New and variant character classes for Kathras
- [Religion](#) - The cosmology and religions of Kathras
- [NPCs](#) - Characters of import in Kathras
- [Links](#) - Links to other sites of interest.

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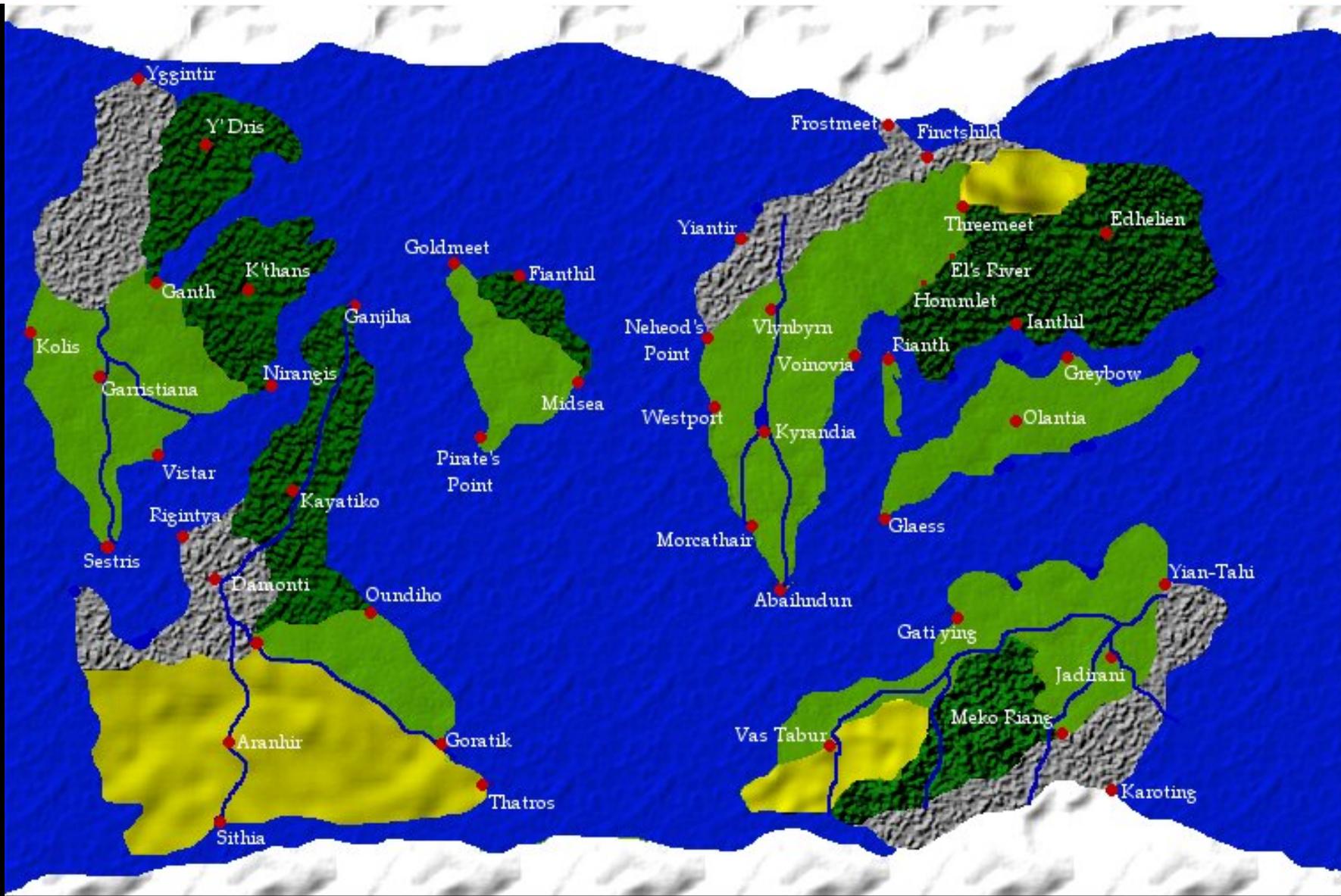
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Welcome to Kathras

Kathras Maps

This is a map of the world of Kathras. Rianth is in the north east, Jadiran is in the south east, Aranhir is in the south west, Garristia is in the north west, and the Lost Isle is in the center. The polar areas are considered too difficult to be worth visiting, since they hold no known resources of any value.

[Home](#)[Setting](#)[Maps](#)[Rules](#)[Races](#)[Origins](#)[Classes](#)[Religion](#)[NPCs](#)[Links](#)



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- [Religion](#) - The cosmology and religions of Kathras
- [NPCs](#) - Characters of import in Kathras
- [Links](#) - Links to other sites of interest.

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Welcome to Kathras

Variant rules used in Kathras

Our group felt that in many ways, the D20 system lacked a degree of realism, one that we wanted to foster. To that end, we established some of the following rules to make the game feel more like what we wanted to feel. These rules are not appropriate for all campaigns, and represent only our style preferences.

First, we used 2d10 rather than d20 for skill checks, saving throws, combat, and most other aspects of the game. We felt that the distribution of numbers was more appropriate and that a character's bonuses and abilities became more important than rolling well.

We used a variety of specific [Races](#) and [Classes](#), which are detailed in their own sections. The NPC classes described in the Dungeon Master's Guide were replaced with a single class, the Expert. Sorcerers were eliminated completely and replaced with Channelers, and Wizards and Bards used a different, skill based spell casting system. Clerics were given the ability to cast spontaneously, but their spell lists were reduced and changed. These changes are described in greater detail in the [Classes](#) section. We also used Monte Cook's variant ranger (Available from his site [here](#)) and the Sleeping Imperium psionic rules (available [here](#) in PDF format).

In addition to race and class, each character also has an [Origin](#). Origins define a character's background, as well as providing ability modifiers and special feats or abilities.

All character classes receive 2 more base skill points than normal. So all characters get 8 extra skill points at first level and 2 extra skill points at each level after that. New classes described in the [Classes](#) section already have these extra points figured in. There are several new skills designed for Kathras, described below.

Knowledge (Engineering) (Int, Trained Only) - You know how machines and engines work. You can work out the function of machines and devices, etc. If you have 5 ranks or more in this skill, you gain a +2 synergy bonus to Repair and Disable Device when working with mechanical traps or devices. This skill no longer includes architecture.

Classes: Expert, Rogue, Bard, Wizard

Profession (Factory Worker) (Wis, Trained Only) - You work on assembly lines in a factory. You have a familiarity with factory procedures, mass production machines, and other elements related to your job.

Classes: all

Home

Setting

Maps

Rules

Races

Origins

Classes

Religion

NPCs

Links

Profession (Rail Engineer) - You know how to drive a train.

Classes: all

Profession (Airship Pilot) (Wis, Trained Only) - You know how to fly the airship.

Classes: all

Craft (Mechanical Devices) (Int, Untrained) - You know how to design and build steam engines and clockwork devices. The difficulty and expense of these devices is arbitrated by the DM on a case by case basis.

Classes: all

Craft (Gunsmithing) (Int, Untrained) - You know how to make guns of all types. The base difficulty is 18, adjusted by the following modifiers

Pistol: +1

Rifle: +2

Shotgun: +1

Light: +1

Medium: +2

Heavy: +3

Revolving chamber: +3

Cost and time are as described in the Player's Handbook under the Craft skill.

Classes: all

Repair (Int, Untrained) - You can repair damaged machines and devices.

Check: Most repair checks are made to fix complex devices such as steam engines, firearms, and assembly lines. The DC is set by the DM. In general, simple repairs have a DC of 10 to 15 and require no more than a few minutes to accomplish. More complex jobs have a DC of 20 or higher and can take hours or days to complete.

If you don't have the proper tools for a repair check, modify the DC by +5.

Also, working with alien or incomprehensible technology increases the DC by +5.

You can attempt temporary or jury-rigged repairs. This reduces the DC by 5 and cuts the required time in half, but each time the machine is used there is a 10% cumulative chance it will break again.

Retry: There are no restrictions against repeated repair checks. In some specific cases, the DM may decide that a failed repair check has somehow made matters worse, increasing the DC or the time required for subsequent checks.

Special: If you have 5 or more ranks in an appropriate craft or profession skill, you gain a +2 synergy bonus to Repair checks. If you have at least 5 ranks in Repair, you receive a +2 synergy bonus to Gun Maintenance checks.

Classes: Rogue, Expert

Gun Maintenance (Int, Untrained) - The care and feeding of firearms. The only function of this skill is preventing firearms from jamming. If you have at least five ranks in this skill, it adds a +2 synergy bonus to repair checks on firearms and Craft (Firearms) checks.

Classes: Fighter, Ranger, Paladin, Rogue, Expert, Bard

Characters receive a feat at every other level, rather than every third. Therefore feats are available at levels 1, 3, 5, 7, 9, 11, 13, 15, 17, and 19. Feats from many different sources were used, including sourcebooks for other campaign settings and all of the D&D sourcebooks available. To make it a more worthwhile choice, the Skill Focus feat was changed to give a +4 bonus to a skill rather than a +2 bonus.

The following are common languages available to player characters as bonus languages. Characters always speak their national language and their racial language, if they have one.

National Languages:

Rianthan

Jadirani

Garristian

Aranhiri (rare)

Kyrandian (archaic)

Olantian (archaic)

Racial:

Elven

Dwarven

Gnomish

Sylvan

Goblinoid

Giant

Gnoll

Kai-Lin

Lo-Rae

Firdvaar

Shadow Elven

Special or Class Based:

Celestial

Demonic

Diabolic

Terran

Auran

Ignan

Aquan

Draconic, Chromatic

Draconic, Metallic

Draconic, Gemstone

Draconic, specific type

Druidic

Firearms

Firearms are commonly available to those wealthy enough to pay for them. Pistols and shotguns are considered simple weapons, while rifles are considered martial.

Pistols:

Light Pistol: 1d8/19-20/x3, load 1, fail, 2 range 20', Size T, cost 100 gp

Medium Pistol: 1d10/19-20/x3, load 1, fail, 2 range 20', Size T, cost 200 gp

Heavy Pistol: 1d12/19-20/x3, load 1, fail, 3 range 20', Size T, cost 300 gp

Pistol Modifications:

Double barreled pistol: load +1, fail +1, Size S, cost x2

Firdvaari Revolving Chamber: load 6, fail +1, cost +1000 gp

Rifles:

Light Rifle: 2d6/19-20/x4, load 1, fail 3, range 60', Size M, cost 300 gp

Medium Rifle: 2d8/19-20/x4, load 1, fail 3, range 60', Size M, cost 400 gp

Heavy Rifle: 2d10/19-20/x4, load 1, fail 4, range 80', Size L, cost 600 gp

Rifle Modifications:

Firdvaari Revolving Chamber: load 6, fail +1, range -10' cost +2000 gp

Firdvaari scope: +2 circumstance bonus to hit, range +20', requires full round action to use. cost 500 gp

Bullet(20): Cost 1 gp

Shotgun: load 1, fail 3, range 20', Size S, cost 350 gp

Double Barreled Shotgun: load 2, fail 4, range 20', Size M, cost 600 gp

seed shot: +2 to hit, -10' range, 1d12/20/x2 damage, cost 1 gp for 10

A charge of tiny pellets which are fired in a spray

Single shot: -2 to hit, 2d8/19-20/x3 damage, cost 1 gp for 10

A single large lead slug

Load: Number of bullets the gun can hold at one time.

Fail: If the attack roll for the weapon is this number or lower, the gun misfires.

Cocking, aiming, and firing a gun is a standard or partial action. Loading a gun is a full round action that provokes attacks of opportunity.

Misfire: On a misfire, roll a Gun Maintenance skill check vs. a DC of 15 + the gun's fail rating. If successful, the gun merely misfires and can be fired normally next round. Otherwise, the gun jams and must be cleared.

If the gun has been in the character's possession for less than a week, there is a -2 penalty to the check. If the current wielder has not cared for the gun for at least one day, then the check is made using the *previous owner's* Gun Maintenance skill.

It is assumed that a character with a gun spends at least a few minutes every night cleaning and maintaining his weapon. Rather than making a check every night, the check is made when its results would become apparent. Additional penalties to the gun's Fail Rating may be incurred if the character can't or doesn't care for his gun for a few nights.

Jamming: It takes 1d4 full rounds and a successful Gun Maintenance check (dc 10 + fail rating) to unjam a gun. The gun must then be reloaded as normal. Unjamming a gun provokes Attacks of Opportunity during each round.

Masterwork firearms: In addition to the normal +1 bonus to hit, a masterwork firearm has its fail rating reduced by 1. Thus a masterwork light pistol has its fail rating reduced to 1, meaning it won't misfire (if using the 2d10 rule described above). Firdvaari modified weapons are always considered masterwork, and this is taken into account in the fail modifier for these weapons. A masterwork firearm costs 300 gp more than a normal firearm.

Feats as they relate to firearms:

Rapid Reload: Functions as normal, but can be taken specifically for either crossbows or firearms. If taken for firearms, it reduces the loading time for all guns to a move equivalent action.

Point blank shot, precise shot, sharpshooter, shot on the run: These feats work normally with firearms

Rapid shot only works with firearms that have a load higher than 1.

Site Directory:

- [Setting](#) - Describes the lands and cultures of Kathras
- [Maps](#) - The world map of Kathras, plus any city or dungeon maps currently available
- [Rules](#) - Variant rules and systems used in the Kathras campaign
- [Races](#) - The many races that make up the people of Kathras
- [Origins](#) - Special backgrounds for characters
- [Classes](#) - New and variant character classes for Kathras
- [Religion](#) - The cosmology and religions of Kathras
- [NPCs](#) - Characters of import in Kathras
- [Links](#) - Links to other sites of interest.

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This site was last updated 01/20/02

Welcome to Kathras

Races of Kathras

All Player's Handbook races are available, as well as the following. Note that Aasimar, Tieflings, and Genasi do not exist in Kathras.

Rianthan Races

Human

Humans are the dominant race not only on Rianth, but also in the Jadirani and Garristian empires. Their strength of will and adaptability give them an edge over even the longer lived races. They are as described in the Players Handbook.

Low Elves

The Common or Low elves are the standard player character elf race. High elves are a more magical, more mysterious race, reflecting their nature in most literature and legend. The low elves are more common, and have some human blood within their veins, although not as much as a half elf. Low elves are as the elves described within the Player's Handbook, while high elves are more powerful and magical.

Half Elf

Half elves are more human than elf, but their elven blood does show. They are as described in the Player's Handbook.

Dwarf, Finctiri

Dwarves are as described in the Player's Handbook. They mostly live within the mountain nation of Finctir.

Gnome

Most Rianthan gnomes are travelers, or live amongst other races. They have few towns of their own, most of those within the foothills of the Finctir Mountains. They are as described in the Player's Handbook.

Halfling

Halflings have no large cities of their own, but there are several small halfling towns. They are as described in the Player's Handbook.

Half Orc

As in the PHB; however, they receive the Scent feat for free.

[Home](#)[Setting](#)[Maps](#)[Rules](#)[Races](#)[Origins](#)[Classes](#)[Religion](#)[NPCs](#)[Links](#)

Spirit Touched

Occasionally, a child is born who has been changed in some way by the mystic forces at work in the world. Such children are marked in some subtle way as different from others, and not entirely human. These children are the spirit touched, beings touched by the Spirit plane at birth. Spirit touched are always human, although nobody understands exactly why. As adults, they appear as humans with some unique difference, such as unusually colored eyes or hair, strange birthmarks, or other physical features. They also manifest unique abilities at puberty, which often distances them from their peers. While they are accepted in Rianth and honored in Jadiran, they are looked upon with some suspicion in Garristia.

+2 Charisma. Spirit Touched have a certain natural energy that others can detect.

Medium Size

Base Speed 30'

Spirit Sense: The Spirit Touched can sense the presence of beings or objects imbued with strong Spirit or Shadow energy. This sense manifests as a faint tingling of the spine, which feels somewhat comfortable for Spirit energy or disturbing and unpleasant for Shadow energy. Clerics or Shamans of caster levels higher than 10 and paladins or blackguards of level 9 or higher are detected by this ability.

Spirit Touched receive a +2 racial bonus to spot and listen checks.

Favored Class: Shaman or Cleric (Spirit only)

Shadow Touched

Where the Spirit Touched are touched by the positive Spirit plane, the Shadow Touched are changed by the plane of Shadow. They tend to be dark and brooding, often prone to fits of anger. They are feared and shunned almost universally, and usually make an effort to hide their nature. Despite their stigma, they are not naturally evil or cruel, and often take excessive measures to demonstrate their good intentions. Physically, they differ very little from humans, although they usually have dark hair and eyes. Unlike the Spirit Touched, there are very rare non-human Shadow Touched.

+2 Constitution, -2 Charisma. They are imbued with a natural resilience, and tend to make those around them slightly uneasy.

Medium Size

Base Speed 30'

Spirit Sense: The Shadow Touched can sense the presence of beings or objects imbued with strong Spirit or Shadow energy. This sense manifests as a faint tingling of the spine, which feels almost erotic for Shadow energy and burning and unpleasant for Spirit energy.

Clerics or Shamans of caster levels higher than 10 and paladins or blackguards of level 9 or higher are detected by this ability.

Shadow Touched receive a +2 racial bonus to Hide and Move Silently checks. They also receive a +4 bonus to Intimidate checks, and Intimidate is always a class skill.

Favored Class: Rogue or Cleric (Shadow Only)

Jadirani Races

Human

The humans are the dominant race in Jadiran. They make up both the nobility and the peasant stock of the empire. They are as described in the Player's Handbook.

Lo-Rae Elf

The Lo-Rae were once much more similar to the High Elves of Rianth, but are now a harsh, warlike race. They have lost much of their magical heritage, instead mastering stealth and combat. They hate the Jadirani empire, and tend to extend that view to all humans. They see the Kai-Lin dwarves as a soft, weak race who have let themselves be driven into the mountains to hide. They have the same physical characteristics as their Rianthan cousins, but with somewhat darker skin.

Racial characteristics:

+2 dexterity, +2 strength, -2 charisma, -2 wisdom. Lo-Rae are graceful and strong, but are often bitter and hot headed.

Medium Size

Base speed 30

Low-Light Vision

Lo-Rae receive the Improved Unarmed Strike and Stunning Fist feats for free.

+2 racial bonus on Hide, Move Silently, and Wilderness lore checks. These are always considered class skills for the Lo-Rae.

Favored Class: Ranger

Kai-Lin Dwarf

The Kai-Lin are a peaceful, aesthetic race. Once they and the Lo-Rae were the dominant races in Jadiran, and taught the ways of peace and enlightenment to the humans. However, their gift was repaid in treachery, and they were driven into the mountains by the founders of the Empire. However, while the Lo-Rae began learning war to defend themselves and get revenge on the Empire, the Kai-Lin continued to practice their arts and to teach any who would come. They are tolerated by the Empire, but only because it is too difficult to root them out of the mountains. They see both the humans of the Empire and the Lo-Rae as children who have lost the way, and will do whatever they can to bring them back to it. The Kai-Lin are the same height as the dwarves of Rianth, but are somewhat slimmer. They have no hair on their heads or bodies, but do grow facial hair. Their skin is a dark bronze, and their hair tends to be pale white or blonde.

Racial Characteristics:

+2 wisdom, +2 constitution, -2 strength. Kai-Lin are wise, and their lives in the harsh mountains requires physical endurance, but they do not train their bodies for strength so much as stability.

Medium Size

Base Speed 20

Low-Light vision

+2 racial bonus on Concentration, balance, and tumble checks.

Kai-Lin get the Iron Will and Lightning Reflexes feats for free at character creation.

Favored Class: Monk

Kari-Lo

The Kari-Lo are the result of centuries of intermarriage between the Kai-Lin and the Lo-Rae. Over a very long time, an entirely new race came from the union, the Kari-Lo. The Kari-lo are shorter than their dwarven ancestors, and slimmer than their elven ancestors. They are generally around 3'-4' tall. Their hair tends to range from golden blonde to an ash colored gray, even as children. They usually live among the Kai-Lin and study as monks. They avoid the Lo-Rae, fearing their violent attitudes, and avoid the Empire for fear of the loathing that Jadirani humans feel towards them. While very adept as monks, they tend to lack the intense concentration and inner peace

of the Kai-Lin. They do, however, excel in the physical aspects of their training.

Racial Characteristics:

+2 dexterity, +2 wisdom, -2 strength, -2 constitution. Kari-Lo are agile and their studying with the Kai-Lin gives them great insight, but they are physically frail.

Small Size (+1 AC, +1 to attack rolls, +4 size bonus to hide checks, must use smaller weapons, lifting and carrying limits are 3/4 those of medium creatures)

Base Speed 30. Kari-Lo move with an almost preternatural quickness.

Low-Light Vision

Despite their small size, Kari-Lo monks use the standard unarmed damage and movement tables for monks of medium size. This represents their intense training and special techniques developed over the entire existence of their race.

Kari-Lo receive a +2 racial bonus on climb, balance, jump, and tumble checks. These are considered class skills for Kari-Lo, regardless of class.

Kari-Lo who are not monks receive the Improved Unarmed Combat feat for free at character creation.

Favored Class: Monk

Gnome

When the Jadirani Empire was formed, the Gnomes of Jadiran welcomed it. They didn't resist as the other races of Jadiran did.

Therefore, they are not so despised. They frequently serve the empire in a number of positions, as bookkeepers and entertainers. Unlike other gnomish races, they have a fondness for machines and gadgets, and were responsible for making the repeating crossbow a widespread weapon among the Jadirani soldiers. Their statistics are just as listed in the PHB.

Spirit Touched

As in Rianth, however, Spirit Touched are always given a degree of respect by peasants and rebels. They are shunned and sometimes even killed outright by the Empire.

Shadow Touched

As in Rianth.

Garristian Races

Human

The humans have been the rulers of Garristia for as long as any histories report. They don't have the utter disdain for other races that the Jadirani have, but they do consider themselves better in some intangible way. Their statistics are as those in the Player's Handbook.

Firdvaar (Fire Dwarf)

The Firdvaar are the only race that comes close to equaling humans in prestige and nobility in Garristia. Their amazing metalworking ability is renowned the world over. Their service to the Garristian Empire has provided them with wealth, prestige, and even titles and land. The entire range of mountains in the north of Garristia is run by Firdvaar. They have the same size and build as Rianthan dwarves, but almost always have reddish hair and skin tones ranging from soot gray to coal black. Despite the association with fire, they are a

calm, thoughtful people, always taking the time to think things through. They attribute their smithing ability to their patience and ability to carefully examine every detail of their work.

In more recent years, the Firdvaar have found a natural talent for mechanics and technology. They produce many of the most valuable and complex devices used in Garristia and other nations.

Racial Characteristics:

+2 strength, +2 intelligence, -2 charisma. They are a strong, thoughtful race, but tend to be rather consumed by their work. The slow pace of their actions tends to annoy less patient races.

Medium Size

Base Speed 20

Darkvision 60'

+4 racial saving throw bonus against fire or heat based damage

+2 racial bonus on craft and appraise checks relating to metal items or engineering.

+2 racial bonus on Knowledge (Engineering), Repair, Disable Device, and Gun Maintenance

Firdvaar can create masterwork items of metal in 75% of the normal time and for 75% of the normal cost. Even less suitable materials can be crafted into beautifully made items by a Firdvaar.

Favored class: Fighter and Expert

Iynysyn (Snake Elf)

The Iynysyn, or snake elves, are a dark, suspicious race. They are savage and violent, but very cunning and stealthy. All Iynysyn exhibit some psionic power, although only with training can it become truly deadly. They are at war with their ancient enemies, the Feledhel, and have been for as long as either race can remember, despite both having a common ancestry and being Shadow Elves. They have dark black hair and eerie black eyes, and pale, sickly white skin.

Racial Characteristics:

+2 intelligence, +2 dexterity, -2 charisma. Iynysyn are cunning and agile, but unfriendly and violent.

Medium Size

Base Speed 30

Tremorsense 15' radius

+2 racial bonus to concentration and wilderness lore checks

Gains Psionic Talent feat for free at first level, without needing to meet the prerequisites.

Favored Class: Psychic

Feledhel (Panther Elf)

The Feledhel are a race of Shadow Elf, like the Iynysyn. However, where the Iynysyn are dark and intense, the Feledhel are mercurial and cynical. They are more friendly towards outsiders and strangers than the Iynysyn, but are no less dangerous or violent towards their enemies.

The Feledhel have a complex system of rank and status, which is described by the style and color of their hair. While nobody who is not Feledhel can truly comprehend the system, the basics of it are simple. The lighter the hair, the more wealth a Feledhel has, and therefore more status. Length shows age, also an indicator of status. A shaven head is a sign of great shame, usually a punishment inflicted by the

tribe. There are various complexities in shading and braiding which describe marital status, number of children, profession, and battle experience. They frequently smile enigmatically at other races, and occasionally burst out laughing at someone's hair. They tend to forget that outsiders do not use their hair as a status symbol, and will sometimes give more respect to a young girl with long hair than to a grizzled, bald battle commander. Needless to say, Feledhel never lose their hair with age.

Aside from the wildly varying hair styles, they resemble the elves of Rianth. They have the same build, but their skin tends towards a deep, rich bronze.

The Feledhel once lived in the jungles of Garristia, but have been driven out of their home by the Iynysyn and the Garristian Empire. They now live in the Jungles of Aranhir.

Racial Characteristics:

+2 dexterity, +2 charisma, -2 strength, -2 constitution. Panther elves get their name from their agility and grace. They tend to make a positive impression among other people, despite being somewhat flighty. They are physically somewhat weak.

Medium Size

Speed 30

Low Light Vision

Feledhel receive a +2 racial bonus to wilderness lore and balance checks

Claws: Feledhel have the supernatural ability to extend their fingernails into hard, sharp claws. These claws do 1d6 damage(20, x2 crit). All Feledhel are considered proficient in the use of their claws, and they gain the feat Weapon Finesse with regards to their claws for free at character creation.

Psionic Resistance: Feledhel gain a +4 racial bonus to all saving throws against Psionic attacks, from their long battle against the Iynysyn. They cannot ever take the Psionic Talent feat.

Favored Class: Ranger

Gnome

Garristian gnomes are basically the same as Rianthan gnomes. They wander and travel the world, studying cultures and devices, and settle in the communities of other races, having few towns of their own. They are as described in the Player's Handbook.

Halfling

Garristian Halflings are simple folk, mostly farmers, who tend to live in the countryside, avoiding the cities. They do, however, tend to make popular contestants in gladiatorial arenas. Their stats are as presented in the Player's Handbook.

Spirit Touched

Same as in Rianth

Shadow Touched

Same as in Rianth

Site Directory:

- [Setting](#) - Describes the lands and cultures of Kathras
- [Maps](#) - The world map of Kathras, plus any city or dungeon maps currently available
- [Rules](#) - Variant rules and systems used in the Kathras campaign
- [Races](#) - The many races that make up the people of Kathras
- [Origins](#) - Special backgrounds for characters
- [Classes](#) - New and variant character classes for Kathras
- [Religion](#) - The cosmology and religions of Kathras
- [NPCs](#) - Characters of import in Kathras
- [Links](#) - Links to other sites of interest.

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This site was last updated 01/20/02

Welcome to Kathras

Home

Setting

Maps

Rules

Races

Origins

Classes

Religion

NPCs

Links

Character Origins for Kathras

Origins are chosen to suit the background and nature of a character. They should be chosen before Class.

All origins also include appropriate social benefits; i.e., a noble can ask his family for favors, a merchant knows people in lots of places, etc.

Noble

You were born into a noble family. Your family isn't royalty, but you can call upon more resources than the average person.

+2 Intelligence, -2 Constitution

gains +10% starting gold

+2 bonus to Ride and Knowledge (nobility)

Merchant

You were born and raised by merchants. You have a natural talent for buying and selling things, and a fairly comfortable sum of money saved up.

+2 Charisma, -2 Strength

Gains +10% starting gold

+2 bonus to Appraise and Diplomacy

Educated

You were raised by scholars or were sent off by your family to be educated.

You have studied many subjects, but aren't as social due to your scholarly upbringing.

+2 Intelligence, -2 Charisma

All knowledge skills are considered class skills

Gain skill focus in any knowledge skill free

Cloistered

+2 wisdom, -2 charisma

You've been brought up by an order of monks or priests. You've led an isolated life, but you've spent a great deal of time studying the tenets of your order.

+2 bonus to either Fortitude, Reflex, or Will saves, depending on your order

Free feat: Skill Focus in any one skill

Criminal

You were born or raised on the wrong side of the law. You've learned the skills useful for evading people who would see you incarcerated, but you've been brought up taking a lot of foolish risks.

+2 Dexterity, -2 Wisdom

+2 bonus to hide, listen, move silently, and spot

Primitive

You're part of a primitive barbarian tribe. You are proficient in the skills of your wilderness homeland, but you haven't had much education.

+2 Strength, -2 Intelligence

Free Skill Focus: Wilderness Lore

+2 bonus to handle animal and animal empathy

Slave

You were born into slavery. You haven't been educated and you have few possessions, but your lifetime of hard labor has made you exceptionally tough.

+2 strength, +2 constitution, -2 intelligence

+2 hit points/level

Has no possessions except for one simple weapon and a suit of clothes

Military

One or both of your parents served in the military while you were growing up, and so you learned to fight earlier than most. You have more physical training than most people, but you've had less basic education than others.

+2 Strength, -2 Intelligence.

Free Weapon Proficiency and Weapon Focus in any one weapon

Normal

You're a more or less average middle class citizen of your homeland.

You don't fit into any of the other categories, and your talents are yours to choose.

No adjustments

1 bonus General feat

1 free Skill Focus feat

Site Directory:

- [Setting](#) - Describes the lands and cultures of Kathras
- [Maps](#) - The world map of Kathras, plus any city or dungeon maps currently available
- [Rules](#) - Variant rules and systems used in the Kathras campaign
- [Races](#) - The many races that make up the people of Kathras
- [Origins](#) - Special backgrounds for characters
- [Classes](#) - New and variant character classes for Kathras
- [Religion](#) - The cosmology and religions of Kathras
- [NPCs](#) - Characters of import in Kathras
- [Links](#) - Links to other sites of interest.

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This site was last updated 01/20/02

Welcome to Kathras

Classes

Channeler

Channelers study the very roots of magic, the basic forms and methods that shape the forces of reality. Rather than learning spells by rote, they manipulated mystical energies on the fly. This is more flexible than normal wizardry, but is also more costly, difficult, and dangerous.

Skill Points: 4

Hit Die: D4

Class Skills: Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

Progression Table

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Spell Points	Max Points in a single Form or Technique	Max Spell Level
1	0	0	0	2	9	3	1
2	1	0	0	3	12	3	1
3	1	1	1	3	15	3	1
4	2	1	1	4	18	4	2
5	2	1	1	4	21	4	2

[Home](#)
[Setting](#)
[Maps](#)
[Rules](#)
[Races](#)
[Origins](#)
[Classes](#)
[Religion](#)
[NPCs](#)
[Links](#)

6	3	2	2	5	24	4	3
7	3	2	2	5	27	5	3
8	4	2	2	6	30	5	4
9	4	3	3	6	33	5	4
10	5	3	3	7	36	6	5
11	5	3	3	7	39	6	5
12	6	4	4	8	42	6	6
13	6	4	4	8	45	7	6
14	7	4	4	9	48	7	7
15	7	5	5	9	51	7	7
16	8	5	5	10	54	8	8
17	8	5	5	10	57	8	8
18	9	6	6	11	60	8	9
19	9	6	6	11	63	9	9
20	10	6	6	12	66	9	9

Spell Points: The number of points the spellcaster has to divide amongst his forms and techniques. The Channeler's Intelligence modifier is added to this number. If the Channeler's intelligence bonus increases, his bonus spell points increase retroactively.

Max Points: The maximum number of points that can be spent in a single form or technique. Forms and techniques are the core of spellcasting for Channelers. To cast a spell, roll D20 + form + technique.

Techniques: The techniques describe what you're trying to do. They are Create, Destroy, Transform, Move, and Perceive.

Forms: These describe what you're affecting. They are Beast (Affects any non-humanoid creature), Plant, Earth, Air, Fire, Water, Image (illusions), Body (Affects humans and humanoids), Spirit, Mind.

Max Level: The highest level of effect that the Channeler can perform. Level is, for Channelers, merely a guideline to how powerful a spell is. The effect of a spell should be compared to the spells in the PHB to determine its level.

Spell Table:

Spell Level	Spell DC	Subdual Damage
0	15	0/1
1	18	2/4
2	20	4/8
3	22	6/12
4	24	8/16
5	26	10/20
6	28	12/24
7	30	14/28
8	32	16/32

9

34

18/36

DC: Difficulty for the Spell Roll

Subdual Damage: Subdual Damage represents fatigue to the caster. The number before the slash is the amount taken if the spell roll is successful, and the number after the slash is the amount taken if the spell fails.

These are adjustments to the spell's DC. Metamagic feats do not apply to this type of magic. Rather, as the entire spell is flexible, any Channeler can cast spells with the parameters he chooses. At this stage, these are merely guidelines and are subject to change.

Area of effect:

One Creature: 0

10' area/3 creatures: +1

30' area/5 creatures: +2

each increase of 20'/2 creatures: +1

Ray: +1

Cone: +2

Burst: +3

Range:

Caster: -1

Touch: 0

Close: +1

Medium: +2

Long: +4

Duration:

Instantaneous: 0

1 round/level: +1

1 minute/level: +2

1 hour/level: +3

1 day/level: +4

concentration: 0

permanent: +8

Casting Time:

Full round: -2
1 action: 0
Free Action: +4

Vocal Component

Booming voice: -2
normal voice: 0
Quiet voice: +2
None: +4

Somatic Component

Grand gestures: -2
Normal gestures: 0
Subtle gestures: +2
No gestures: +4

Material Component:

Very appropriate: -2
Somewhat appropriate: -1
None: 0

Saving Throw:

Yes: -2
-2 Penalty: -1
Half Damage/Effect: 0
None: +2

Damage done by a spell is determined by the level of the spell.

Damage:

level 0: 1 point/level, or 1d3
level 1: 1d4/level, max 5, or 1d8
level 2: 1d4/level, max 8, or 2d6
level 3: 1d6/level, max 10, or 4d8
level 4: 1d6/level, max 12, or 5d10
level 5: 1d6/level, max 15, or 6d12
level 6: 1d8/level, max 15, or 8d12
level 7: 1d8/level, no max
level 8: 1d10/level, no max
level 9: 1d10/level, no max

In addition, Channelers can learn spells as wizards do, in the form of learned spells. However, they learn wizard spells as cross-class skills and can only have a number of spells learned equal to their experience level. They gain no spells automatically, and must learn them all the hard way. See below under Wizard for additional information.

Wizard

Where Channelers learn the forms of magic, wizards study known and recorded spells.

Each arcane spell is a class skill for wizards and bards, a cross class skill for Channelers, and is restricted to all other base classes.

Skill Points: 10

Hit die: d4

Class skills: Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

Progression Table

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Max Spell Level
1	0	0	0	2	1
2	1	0	0	3	1
3	1	1	1	3	2
4	2	1	1	4	2
5	2	1	1	4	3
6	3	2	2	5	3

7	3	2	2	5	4
8	4	2	2	6	4
9	4	3	3	6	5
10	5	3	3	7	5
11	5	3	3	7	6
12	6	4	4	8	6
13	6	4	4	8	7
14	7	4	4	9	7
15	7	5	5	9	8
16	8	5	5	10	8
17	8	5	5	10	9
18	9	6	6	11	9
19	9	6	6	11	9
20	10	6	6	12	9

A starting wizard receives a number of spells equal to his Int bonus. He learns an additional spell each level for free. He need not devote any study time to spells learned this way. Wizards may also learn spells from captured or found spellbooks. It generally takes 1 week of extensive study per spell level to learn a new spell from a captured book.

Spellbooks are not generally available for sale. However, starting wealth may be spent to buy spells at a

rate of $1000gp \times level^2$.

Spells are treated as INT based class skills which cannot be used untrained, and skill points must be spent on them. The maximum number of spells that can be learned is equal to the wizard's intelligence bonus + level x 4

Casting a spell causes fatigue, in the form of subdual damage. The amount of damage taken is equal to the level of the spell cast x 2. This damage is taken whether or not the spell succeeds.

Metamagic feats can be learned and used normally. In addition to the increase in spell level, they add their level increase to the DC to cast the spell.

Bards

Bards learn spells in the same way that wizards do. However, bard spells are Charisma based skills rather than Intelligence. Their maximum spell levels are the same as in the PHB, and they receive one free spell per level. Their maximum spells per level are the same as listed in the PHB.

Clerics

Clerics receive access to all six of their god's domains, but only receive granted powers from two of them. In addition, they receive access to all spells on the list below.

These are the spells available to all clerics who draw positive energy from the spirit world. Clerics who draw from the shadow have a different list. Also, some of the domains could probably be expanded. If you have a domain that seems like it ought to include a spell that it doesn't, we can probably add it in. (The fire domain could probably have a lot more spells.)

Also note that good/evil/law/chaos has been replaced with Spirit/Shadow and affects creatures and objects tied to those planes accordingly. Spells affecting the Ethereal now affect the Spirit world. (see Cosmology)

Spirit Cleric Spells

All 0 level

1st Level:

Bane

Bless

Bless Water
Cause Fear
Command
Cure Light Wounds
Deathwatch
Detect Spirit/Shadow
Divine Favor
Invisibility to Undead
Magic Weapon
Protection from Shadow
Remove Fear
Sanctuary
Shield of Faith
Summon Monster I

2nd Level:

Aid
Augury
Consecrate
Cure Moderate Wounds
Delay Poison
Gentle Repose
Hold Person
Lesser Restoration
Remove Paralysis
Shield Other
Spiritual Weapon
Summon Monster II
Zone of Truth

3rd Level:

Blindness/Deafness
Continual Flame
Create Food and Water
Cure Serious Wounds
Daylight
Dispelling Magic
Magic Circle against Shadow

Magic Vestment
Negative Energy Protection
Prayer
Remove Blindness/Deafness
Remove Curse
Remove Disease
Searing Light
Summon Monster III

4th Level:

Cure Critical Wounds
Death Ward
Dimensional Anchor
Discern Lies
Dismissal
Divination
Divine Power
Greater Magic Weapon
Imbue with Spell Ability
Lesser Planar Ally
Neutralize Poison
Restoration
Status
Summon Monster IV
Tongues

5th Level:

Atonement
Break Enchantment
Commune
Dispel Shadow
Ethereal Jaunt (Spirit Jaunt)
Greater Command
Hallow
Healing Circle
Plane Shift
Raise Dead
Righteous Might

Spell Resistance
Summon Monster V
True Seeing

6th Level:

Banishment
Etherealness
Find the Path
Forbiddance
Geas/Quest
Greater Dispelling
Heal
Hero's Feast
Planar Ally
Summon Monster VI
Wind Walk
Word of Recall

7th Level:

Greater Restoration
Holy Word
Refuge
Regenerate
Repulsion
Resurrection
Summon Monster VII

8th Level:

Discern Location
Greater Planar Ally
Holy Aura
Mass Heal
Summon Monster VIII
Symbol

9th Level:

Astral Projection
Gate
Miracle

Summon Monster IX True Resurrection

Druids, Paladins, and Rangers

Druids, paladins and rangers may spontaneously cast all of their spells.

Expert

This version of the expert is balanced for use as a PC class as well as an NPC class. This class will replace the classes Commoner, Aristocrat, and Expert from the Dungeon Master's Guide. Adepts are replaced by an appropriate type of spellcaster, and Warriors are replaced by Fighters.

Alignment: Any.

Hit Die: d6.

Skill Points: 10

Class Skills: The expert may choose any 18 non-exclusive skills as class skills.

Weapon and Armor Proficiency: All simple weapons and light armor.

Progression Table

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+0	+0	+2	+0	Bonus Feat, Choose Save
2	+1	+0	+3	+0	Bonus Feat
3	+2	+1	+3	+1	
4	+3	+1	+4	+1	Bonus Feat
5	+3	+1	+4	+1	
6	+4	+2	+5	+2	Bonus Feat

7	+5	+2	+5	+2	
8	+6/+1	+2	+6	+2	Bonus Feat
9	+6/+1	+3	+6	+3	
10	+7/+2	+3	+7	+3	Bonus Feat
11	+8/+3	+3	+7	+3	
12	+9/+4	+4	+8	+4	Bonus Feat
13	+9/+4	+4	+8	+4	
14	+10/+5	+4	+9	+4	Bonus Feat
15	+11/+6/+1	+5	+9	+5	
16	+12/+7/+2	+5	+10	+5	Bonus Feat
17	+12/+7/+2	+5	+10	+5	
18	+13/+8/+3	+6	+11	+6	Bonus Feat
19	+14/+9/+4	+6	+11	+6	
20	+15/+10/+5	+6	+12	+6	Bonus Feat

Choose Save: At 1st level, an expert may choose a save other than Reflex as his best save. Once chosen, this cannot be changed.

Bonus Feat: At 1st, 2nd, and every other level thereafter, the expert receives a bonus General feat.

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- [Setting](#) - Describes the lands and cultures of Kathras
- [Maps](#) - The world map of Kathras, plus any city or dungeon maps currently available
- [Rules](#) - Variant rules and systems used in the Kathras campaign
- [Races](#) - The many races that make up the people of Kathras
- [Origins](#) - Special backgrounds for characters
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This site was last updated 01/20/02

Welcome to Kathras

Cosmology and Religion of Kathras

Cosmology

The material world is actually composed of three overlapping layers. The middle layer is the physical world, the world we're all familiar with. Overlapping it are the Spirit and Shadow worlds. The Spirit world is the source of positive energy, such as that drawn by priests for healing and turning undead. When one is in the Spirit world, everything appears in an idealized form. Everything is alive and free of damage or decay. When something is constructed in the physical world, it often won't appear in the Spirit world until later, depending on how much of a spiritual essence the building develops. A church would have a spiritual presence almost immediately, while a barn might not develop spiritually for years. The Spirit world is also analogous to the ethereal plane in standard D&D cosmology, and spells and items affecting the ethereal actually affect the Spirit world in Kathras.

The Shadow world is the dark reflection of the physical. It is the source of negative energy. Undead exist in both the physical and the Shadow. Some, such as zombies and ghouls, are primarily physical with only a faint specter visible in the spirit world. Others, such as wraiths and ghosts, exist almost entirely in the Shadow, only manifesting partially in the physical world. When one is in the Shadow world, everything appears decayed and dead. Buildings appear run down, Trees are bent and dead, grass doesn't grow. Physical objects take longer to appear in the Shadow than they do in the Spirit because they must build up a negative spiritual energy. Battlefields, prisons, and graveyards are quick to develop negative energy, while a pleasant farmhouse won't develop a Shadow presence until something tragic happens there, such as a murder or other dark act.

The material world floats in the void of the astral plane, amongst an infinity of other worlds. Each of these worlds has its own shadow and spirit

[Home](#)[Setting](#)[Maps](#)[Rules](#)[Races](#)[Origins](#)[Classes](#)[Religion](#)[NPCs](#)[Links](#)

reflection.

Deities of Kyrandia and Olantia

Neheed

Neheed, the Two Who Are One, is a divinity of twin aspects, mortal and immortal, that joined together to become a single entity. Creator and created, Neheed represents all sides of all things. All-knowing and all-understanding, he ultimately shows mercy and love for all that exists. Vaios, First Priest and mortal aspect of Neheed, begat the line from whence all priests once came. His birthday, the 17th of Kalen, is celebrated as the highest of holy days amongst his followers.

Rituals of worship hold a great deal of importance in the church of Neheed, for in ritual do we recognize the reality of respect, and a respect for reality. Rituals provide a focus for real action as opposed to just passive thought. Vaiosan rituals incorporate the use of holy relics, priest-led chants and participation in sacraments, and the observance of sacred rites and formalized prayers.

All parishioners wear the ceremonial green robes of the penitent and merciful. Priests, who have given their lives to the church and the knowledge and love of all things which it represents, wear the sacred white of the holy and consecrated. Priest and parishioner alike wear cloth stoles that indicate the season of veneration. During the Festival of Birth (Kalen 15-25), each wears the red stole of creation and nobility. Temples of Neheed hold mass every Seventhday.

Domains: Charm, Family, Good, Healing, Protection, Sun

Alignment: NG

Priest: Any Good

Symbol: A circle within a circle, with smaller circles in the center

(Note: Neheed is a deity found in *A Paladin in Hell*, a 2nd edition AD&D module)

Diara

Diara is the wife of Neheed and mother of Vaios, the First Priest. She is the earth that fosters the seeds of creation, and without both her and Neheed, nothing would exist. She is represented by a motherly woman in plain clothing.

There are few rituals performed by priests of Diara. It is primarily a private religion with small ceremonies during the Festival of Birth.

Parishioners come to the temples of Diara and pray when they feel the need to do so, but there is no specific ceremonial day for prayer.

Priests and Priestesses of Diara wear simple clothing at all times, usually in browns and greens. Their holy symbols are usually prominently displayed.

Domains: Animal, Earth, Family, Good, Plant, Protection

Alignment: NG

Priest: Any non-evil

Symbol: An oak tree surrounded by a circle

Void

Void is the name given to a dark and ancient entity of pure evil and chaos. The entity existed before time and it is said that Void will eventually consume time. It is believed that most evil souls are consumed by Void after death, to make him strong enough to destroy reality.

Only the darkest of evil souls are given to Balzim to be reborn.

Priests of Void are rare, as the priesthood is not legal. Priests of Void are hunted down and slain when they are discovered, and so it is said

they work in secret to bring chaos and evil to the world, hoping to be reborn rather than consumed.

Domains: Chaos, Darkness, Destruction, Evil, Hatred, Time

Alignment: CE

Priest: Any Evil

Symbol: A black circle or sphere

Kalen

Kalen is the Arbiter of Death. It is his duty to sort the souls of the deceased and send them to their rightful places. Evil souls are consumed by Void, Good souls are sent to the heavens, and souls who are in fluctuation are reborn to seek their destiny once more. Death must be balanced, and so if too many evil souls are given to Void, then evil souls will be reborn into the world to either seek a new path or to await a shift in the balance.

Another aspect of Kalen is Chance and Fate. Kalen is the balancer of all things, and will determine the final fate of all. He distributes the good and the bad in chance appropriately, always maintaining the balance between good luck and bad, in the end.

His priests have many rituals, and are responsible for performing funeral rites. A body that is not blessed at death has no chance of getting into Heaven, and will be reborn or consumed. Initiate priests undergo a number of tattooing and ritual scarring rites upon becoming full priests.

The vestments of Kalen's priests are always black robes with silver holy symbols and runes which mark station. A priest's tattoos and scars also describe his position and station within the church.

Domains: Darkness, Death, Destruction, Fate, Luck, Time

Alignment: N

Priest: Any Neutral

Symbol: Runed skull

Owari

Owari was born of Nehead and Diara, and is their eldest son and twin to Neara. He was born in a burst of thunder and summoned storms with his cries. He is the god of those who sail the ocean, controlling the tides and the weather at a whim. He is described in legends as being chaotic and unpredictable.

The priesthood of Owari is disorganized, as one would expect from a god of such chaos. Anyone who wishes to take up his service need only bathe themselves in the ocean while praying to him, and he will choose whether or not to accept them. It is said that the hand of Owari will touch the would-be priest if he has been accepted, and thereafter will be a chosen servant of the Storm God.

Priests of Owari perform ship christenings and it is considered lucky to have one aboard your ship when you sail the sea. They have no specific vestments, but will usually keep their holy symbol visible.

Domains: Air, Chaos, Force, Ocean, Storm, Water

Alignment: CN

Priest: Any

Symbol: A storm cloud over water, with a hammer in between

Neara

Neara is the eldest daughter of Nehead and Diara, and is the goddess of travelers and rivers. She is known as a goddess of adventure, exploration, and trade. It is said that the murmur of the river is her voice, soothing the weary wanderer.

Her priests are travelers and explorers, always seeking new things to see and new places to go. They perform few rituals, although there is a

holy day on the 7th of every month and they say prayers whenever crossing a river. They never stay in one place for long. They have no established temples, only shrines placed here and there thorough the countryside. Every priest must build one of these shrines once in their lives, when they come to a place that nobody has ever visited. Merchants venerate Neara and often pray to her for the safety of their merchandise and their livelihood.

Their vestments are designed for travel and resistance to wear. These usually consist of a blue tunic and gray trousers or hose made of sturdy material.

Domains: Charm, Fate, Portal, Trade, Travel, Water

Alignment: NG

Priest: Any

Symbol: A winding river or a white bird in flight.

Aghira

Aghira is the goddess of farmers and the harvest. She is the third child of Neheod and Diara, born from a seed planted in the earth. She is said to watch over crops and farm families, and to convince her older brother Owari to bring rain when it is needed.

Her temples are usually built in small villages and farming communities, and many farmers treat her as their prime deity. Rituals her priests perform involve blessing crops and newborns and birthing infants. Temples of Aghira hold mass on the firstday of every month.

Their vestments consist of yellow robes in the spring, white robes in the summer, gray robes in the fall, and brown robes in the winter.

Domains: Animal, Earth, Healing, Plant, Protection, Sun

Alignment: NG

Priest: Any Non-Evil

Symbol: Sheaf of grain

Ig

Ig is a deity with few followers. The fourth son of Neheod and Diara, he was born of a thought and a desire. He is said to have given fire to mortals and to have given humans the energy and drive that makes them the most populous race in the world. Ig is particularly revered by smiths and craftsmen.

His priests are rare. They are often warriors, but also philosophers and scholars. Anyone with strength of will or ambition can become a priest of Ig.

The services provided by a priest of ig are few. They assist in battles on occasion and will heal the sick, but they have no specific function in society as other priesthoods do. There is a single holy day on the first day of the month of Ig, but that is all. His priests wear vestments in many styles, but the colors are always determined by advancement into the mysteries of Ig. In order of advancement, they are: red, orange, yellow, blue, and white.

Domains: Chaos, Craft, Fire, Knowledge, Metal, Sun

Alignment: CG

Priest: Any Chaotic

Symbol: Flaming Torch

Rela

Rela is the goddess of spring and dawn. Fifth born to Neheod and Diara, she was born at the end of a long winter, and with her birth the snow melted and the birds began singing. She is very close to Aghira in many ways, but is more specifically a goddess of renewal than of

agriculture, despite worship by many farmers.

Her priests have few duties, but hold masses on the Firstday of every month. Their vestments are deep Purple in spring, and dark red the rest of the year. A prayer is said every morning.

Domains: Animal, Healing, Plant, Renewal, Time, Travel

Alignment: NG

Priest: Any

Symbol: Sun on a horizon

Kelri

Kelri is the goddess of thieves and trickery. Sixth child of Neheod and Diara, she was born in shadow under a moonless sky. She is worshipped by those who find themselves in need of luck or who are on the wrong side of the law.

Her priests are often treated rather warily in cities due to a reputation for being somewhat less than law abiding. This reputation is often deserved, but not always. Temples to Kelri are rare, but those in need of good luck will sometimes seek them out. There are no real masses, only occasional gatherings of the faithful. Priests perform small ceremonies during the new moon.

Priests of Kelri are not required to wear vestments, but often wear black and gray clothing. Their holy symbol is usually concealed.

Chaos, Charm, Darkness, Illusion, Luck, Trickery

Alignment: CN

Priest: Any Chaotic

Symbol: A black dagger

Theria

Theria is the goddess of magic and the arcane. She is one of the few goddesses regularly worshipped in Rianth who isn't a child of Neheod and Diara. She is worshipped by wizards, sorcerers, sages, and anyone else seeking knowledge of the mysterious and arcane secrets of reality.

Her priests usually have some training as either wizards or sorcerers, but it isn't a requirement. They serve as sages and librarians in many places, and the temples of Theria are always repositories of knowledge. The great library in Kyrandia is a temple honoring Theria. A ceremony is held every Thirdday.

Priests of Theria wear dark blue robes with their holy symbol prominently displayed.

Domains: Knowledge, Magic, Mentalism, Protection, Rune, Spell

Alignment: NG

Priest: Any

Symbol: A staff with a 6-pointed star on top

Molis

Born of a dream shared by Neheod and Diara, Molis is god of sleep and dreams. He whispers secrets in the dreams of his followers, and gives glimpses of the future to those who are blessed...or cursed. His priests are as rare as they are strange. They have no established temples and spend much of their lives in a trancelike state hoping to commune with their deity. They can, however, provide insight and divinations to those who seek them out. Sometimes priests of Molis will go on what they call a Dream Quest. These quests seldom have a stated or attainable goal, and often appear as aimless wandering to others. The priests believe that great insights can be gained on such quests.

They have no special ceremonies or vestments, nor do they provide a regular service to their communities, but those in need of guidance will seek them out in hopes of glimpsing the future.

Domains: Divination, Illusion, Knowledge, Mentalism, Moon, Time

Alignment: N

Priest: Any

Symbol: A lotus, a half lidded eye

Antim

Antim is the god of war and battle. He was born to Neheod in a fit of righteous anger at the evils done by mortals. He is the general of the gods, and slew his dark brother Balzim for his evil deeds. He is worshipped by soldiers and anyone else who goes to battle for good or justice. Kings and generals invoke his blessing on their armies before marching to war, and watchmen and guards call upon him to protect their cities and charges.

His priests serve as advisors in battle and often as soldiers themselves. They provide a number of services in war, including everything from gathering intelligence to serving as combat medics. In times of peace, they often serve as judges and barristers.

Their vestments are usually white with red trim. They are usually designed to be worn under or over heavy armor. They almost always carry shields emblazoned with their holy symbol.

Domains: Law, Nobility, Planning, Protection, Strength, War

Alignment: LG

Priest: Any

Symbol: A sword crossed with a spear

Balzim

Balzim is the youngest son of Neheod and Diara, born of blood from their wounds. He is the only evil god born to them, and was slain by his brother Antim. However, his soul was given to Void, who raised him as a servant of evil and darkness. It is Balzim who picks out the most truly evil souls to be reborn into the world, to spread darkness and misery once more.

His priesthood is outlawed in all the kingdoms of Rianth, but is rumored to still exist and to work in secrecy.

Domains: Chaos, Darkness, Death, Evil, Hatred, Slime

Alignment: CE

Priest: Any Evil

Symbol: a gaping maw of fangs, always drawn in blood.

Deities of Finctir

The dwarves of Finctir worship the same deities as the humans do, but they worship different aspects of the two prime deities, Neheod and Diara. These aspects and their priesthoods are mostly the same as the human versions, but the names and legends are slightly different, and all dwarven priests have access to the Dwarf domain.

Neheod - The Maker

Neheod's aspect in dwarven religion is the Maker, he who crafted all the dwarves and other races. The dwarves were made first, of course, and the other races were made from left over materials.

Diara - The Stone Mother

Diara's dwarven aspect is that of the Stone Mother. Neheed crafted the dwarves from stone provided by her.

The other gods are the same as listed above. They tend more towards worship of Antim, Ig, And Kelri than any of the others.

Rianthan Gnomes

The gnomes of Rianth follow a form of animal spirit worship not dissimilar to that of the desert and forest barbarians. Priests of this religion may choose any animal to worship, each having different aspects and domains.

Domains: Any, usually Animal, Gnome, and Illusion

Alignment: Usually neutral

Priest: any

Symbol: Varies

Rianthan Barbarians

Rianthan barbarians practice forms of shamanism and spirit worship which include animal, ancestral, and nature spirits. To the barbarians, all things have a spirit. Their shamans learn to awaken these spirits.

Domains: Any, usually Animal, Plant, and elemental domains.

Alignment: Usually neutral

Priest: any

Symbol: Varies

Deities of Edhelien

The High Elves worship a triumvirate of gods representing Law, Neutrality, and Chaos, each with 100 minor aspects, and each of those has a hundred aspects, and so on a hundred times. Each aspect has its own domains and rituals, and most elven priests devote themselves to a single aspect. Only someone who has spent centuries learning the elven religion could truly understand it. Low elves often worship one of the three prime aspects, and occasionally one of the lesser aspects. They are seldom versed in the entire religion.

Kalos - Lawful Prime Aspect

Domains: Craft, Elf, Healing, Knowledge, Law, Planning, Protection, Time

Alignment: Lawful Neutral

Priests: Any Lawful alignment

Symbol: Elven sigil of Law

Elos - Neutral Prime Aspect

Domains: Air, Animal, Earth, Elf, Fire, Plant, Water

Alignment: Neutral

Priests: Any neutral

Symbol: Elven sigil of Balance

Aros - Chaotic Prime Aspect

Domains: Chaos, Destruction, Elf, Fate, Luck, Storm, Trickery

Alignment: Chaotic Neutral

Priests: any Chaotic

Symbol: Elven sigil of Chaos

Deities of Jadiran**Peasants**

The peasants of Jadiran worship the spirits which exist in all things. Their priests are shamans, and petition the spirits for aid and guidance. This form of worship has been outlawed by the Empire, but has always been practiced in secret.

Domains: Animal, Knowledge, Illusion, Plant, Travel, Trickery

Alignment: Any

(Note: If using the Oriental Adventures supplement, this priesthood should be replaced by the Shaman class)

Empire

The Imperial religion is an elemental discipline centering around mastery of the four elements.

Domains: Air, Earth, Fire, Metal, Plant, Water

Alignment: Any

(Note: If using the Oriental Adventures supplement, this priesthood's domains should be different, and possibly be replaced by the Shugenja class)

Garristia

According to standard Garristian dogma, at first there was only the earth, the Sun, and the Moon. The Sun and the Moon brought life to the world. The Moon created their physical forms and the Sun gave them life. They took turns watching their creation, the Sun observing by day and the Moon by night. Eventually, they grew weary of tending all of their worshippers, and created the other gods to share their work. The moon divided herself, becoming much smaller, and the sun lit each of the fragments, giving each of them life and a task to perform. The Moon, in her weakened state, vanished from the night sky. She slowly began to draw strength from her children, both mortal and god, and slowly returned to her full strength. However, she had to lend her strength back to the earth for a time, lest her mortal children die. This cycle continues to this day, and it is believed that prayers made under a full moon are answered, and will be fulfilled during the new moon, when her strength is given to bless the earth.

Sun

Domains: Fire, Healing, Protection, Strength, Sun, Time

Alignment: Neutral

Priests: Any

Symbol: The Sun

Moon

Domains: Charm, Darkness, Healing, Madness, Moon, Renewal

Alignment: Neutral

Priests: Any

Symbol: The Moon

Malicus

Malicus was born to oversee an aspect of life that many find more important than any other - money. He is depicted as a wise man with a dark beard who holds a scale in one hand and a golden scepter in the other. His priests serve as accountant and moneylenders, and have a reputation for greed.

Domains: Craft, Knowledge, Law, Nobility, Planning, Trade

Alignment: Lawful Neutral

Priests: Any Lawful

Symbol: A gold coin

Lania

Lania is the goddess of song, dance, games, and other entertainments. She is depicted as a beautiful, laughing woman with a silver lyre. Her priests are usually entertainers of some sort, and their weekly sermons consist mostly of entertaining storytelling, singing, and drinking.

Rumors persist of secret orgies, but the church vehemently denies such behavior.

Domains: Charm, Illusion, Knowledge, Luck, Magic, Trickery

Alignment: Neutral

Priests: Any

Symbol: A silver lyre

Viara

Viara is the goddess of agriculture and the harvest. She is also known as a great mediator. According to her church, the Sun and Moon went through a time of conflict. Each wanted to dominate the earth, bestowing their light upon it and shunning the other. This caused much chaos upon the earth, for the world was torn between being scorched by the fires of the Sun and being frozen by the light of the moon. Viara is said to have been born to make peace between her parents, and made them agree to take turns sharing their light with the earth, and only in moderation. It was thus that the earth began a cycle of seasons, warmed by the sun in summer and cooled by the moon in winter.

Viara is depicted as a handsome, elderly woman with a sheaf of wheat in her right hand. Her priests advise and help farmers, blessing crops and praying for mild winters and pleasant summers.

Domains: Animal, Charm, Earth, Healing, Plant, Renewal

Alignment: Neutral Good

Priests: Any
 Symbol: A silver sheaf of wheat

Klos

when the other gods/stars were created, each had their own role. However, the act of creation did more. The lesser gods, in watching over mortals (especially when the moon was weak) became part of something larger than themselves. The spirit Klos became the Watcher, who knows past, present, and future. It is not an individual god -- it has no personality, no gender, no aspect -- but it is a fundamental force. Few people worship it directly, but all respect it -- it is always present. Priests of Klos are respected for their worldly knowledge and their ability to tap into Klos's knowledge on occasion. Being comprised of the stars, it is at its most relevant at night, especially when the moon is weak -- nights of the new moon are the holy days.

Temples of Klos are places of learning, and many priests of Klos are teachers and instructors. Some people join the priesthood specifically to become teachers and share knowledge with others.

Domains: Darkness, Fate, Knowledge, Luck, Protection, Time

Alignment: Neutral

Priests: Any

Symbol: A book and a star

Garis

According to the dogma of the Empire, upon his death Emperor Garis, the founder of Garristia, was raised to stand with the gods. He is said to bring wisdom to generals and strength to soldiers in battle. His priests serve as advisors to military commanders and magistrates, and have more imperial authority than do other priests.

Domains: Force, Knowledge, Law, Nobility, Strength, War

Alignment: Lawful Neutral

Priests: Any

Symbol: the sign of a hawk over a shield of silver and white, as it was in life

Vagros

Vagros is said to be the protector of the downtrodden and poor. It is said he watches over fools, peasants, and others who might be overlooked by mortal powers and even the other gods. His worship is forbidden within the empire, but still persists nonetheless. His temples are always well hidden in areas where authorities seldom go. Vagros is depicted as an old beggar in tattered rags. It is said that he takes mortal form at times and that if you give him a coin, you will be blessed for the rest of your life. His priests are few, but often appear briefly, give food and money to the poor, and then vanish again.

Domains: Healing, Illusion, Luck, Protection, Retribution, Trickery

Alignment: Neutral Good

Priests: Any

Symbol: Vagros' symbol is a particular rune which marks his priests and their temples. The rune is usually blessed in such a way that only those who need to see it are able to.

Tagra, Nephtos, Nogra

These three goddesses are known as the Dark Sisters. They are goddesses of pain, suffering, disease, misfortune, and a number of other unpleasant fates. It is said that they enjoy nothing more than to cause misfortune for mortals, and that they will visit every being at some point in its life. They are usually depicted as bent old crones, but are sometimes shown as beautiful, dark haired women. Their religion is more strongly prohibited within the empire than any other, and their priests are a rare menace. They have no known symbol, but this has not stopped numerous religious artisans from giving them a number of dark and sinister symbols and marks.

Domains: Chaos, Destruction, Evil, Hatred, Suffering, Undeath

Alignment: Chaotic Evil

Priests: Any Evil

Firdvaar

The Firdvaari religion is similar in ways to the Garristian religion. The Firdvaar worship a male deity of fire and a female deity of metal, and that the world was forged by the combination of the two. The moon is said to be the metal that was left when the work was done. The Firdvaar do not recognize any other deities within their religion, and their priests serve both deities equally.

Domains: Craft, Earth, Fire, Knowledge, Metal, Strength

Alignment: Neutral

Priests: Any

Iynysyn

The Iynysyn worship Claviss, a god depicted as a great and cunning serpent. His priests are always mentalists as well as clerics. Very little is known about the Iynysyn religion, and even most snake elves don't know what goes on behind the doors of the temples.

Domains: Charm, Hatred, Mentalism, Scalykind, Trickery, War

Alignment: Neutral

Priests: Any

Symbol: A black spiral

Feledhel

The Feledhel are gone from the jungles of Garristia now, but when they were there they worshipped the god Farlian. Farlian was a god of song, hunting, and passion. Depicted as a muscular elf with a black panther's head and a lion's mane, he was said to hunt every year on the winter solstice. His priests were the only clerics in the Feledhel society, and cared for all of their peoples spiritual needs.

Domains: Animal, Charm, Earth, Hatred, Plant, War

Alignment: Neutral

Priests: Any

Symbol: A silver cat's paw

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- [Races](#) - The many races that make up the people of Kathras
- [Origins](#) - Special backgrounds for characters
- [Classes](#) - New and variant character classes for Kathras
- [Religion](#) - The cosmology and religions of Kathras
- [NPCs](#) - Characters of import in Kathras
- [Links](#) - Links to other sites of interest.

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Important Characters in Kathras

This section is coming later.

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Other sites of interest

This page of links is currently incomplete. More to come later!.

- [ENWorld](#) - The premier site for D20 and Dungeons and Dragons news and information.
- [Sleeping Imperium](#) - A complex and detailed setting, including some excellent rule variants.
- [Roleplaying Master](#) - An excellent piece of software for gaming, currently in alpha testing.
- [PCGen](#) - The best character generator for D20 games, hands down. Currently in beta testing.
- [Open Gaming Foundation](#) - The complete D20 system reference document and OGL details.
- [MonteCook.Com](#) - Website of Monte Cook, one of the developers of D&D. He produces D20 products under his own brand.
- [Wizards of the Coast](#) - The creators of D&D and other D20 games.

These sites don't necessarily have anything to do with role-playing or D20, but are things I find useful or entertaining. Check 'em out.

- [Arcanum](#) - A computer role playing game which provided much of the inspiration for Kathras.
- [Penny Arcade](#) - A hysterical comic strip related to computer gaming.
- [Schlock Mercenary](#) - Another comic strip, detailing the adventures of a company of space mercenaries.

[Home](#)[Setting](#)[Maps](#)[Rules](#)[Races](#)[Origins](#)[Classes](#)[Religion](#)[NPCs](#)[Links](#)

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