

MYTHIC DOMAINS

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Almanac

Welcome to The Mythic Domains,

Atlas

We are a group of people from around the world that share a common desire to design, create and "bring to life" a fantasy game world for the Dungeons and Dragons D20 role playing game. This game world is called The Mythic Domains.

Creatures

We would very much like for you to help us in any possible way that you can. Wether this is in the form of offering constructive criticism, contributing new material, donating artwork or helping to encode and improve this web site.

Equipment

Factions & Groups

Before offering aid please read the following [FAQ](#) as this contains some important information.

Flora & Fauna

Thank you for visiting this site and we hope that you return many more times.
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27/01/04 Added Lavamaiden to Creatures

27/01/04 Added artwork to Lavamaiden by [Erin Gibson](#)

Mailing List

20/01/04 Added Map to Climate within the Almanac

FAQ's

20/01/04 Added artwork to the Dragonfly by [Paolo Puggioni](#)

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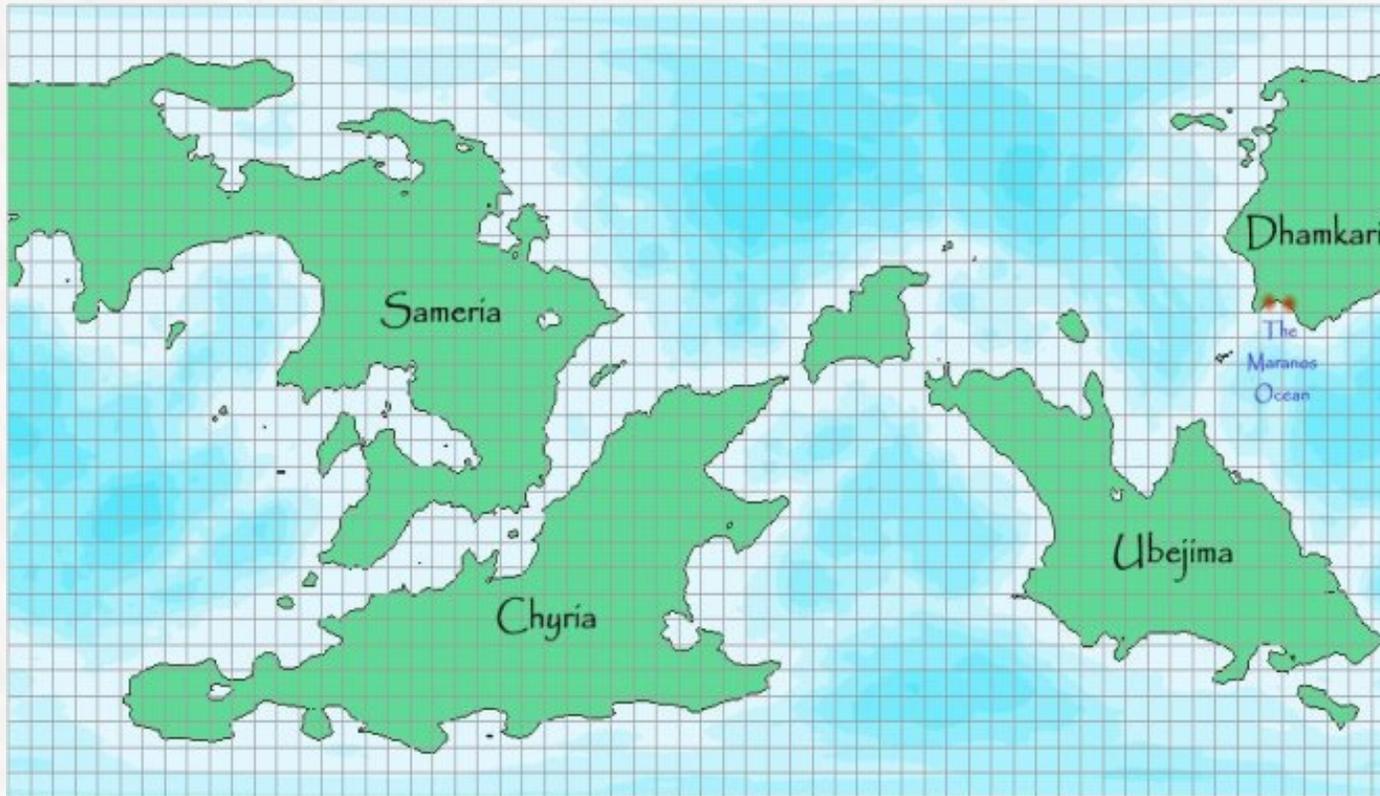
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Introduction

This list of most commonly asked questions is not exhaustive. Over time it will be amended and modified to take into account other directions that the world creation process takes and evolves with. If you feel that a question should be included in this then please let me know and I will modify the document.

Regards,
The Mythic Domains Contributors.

Why an FAQ?

Firstly the FAQ is a way for you to quickly understand the basics of what this group is all about. Secondly it addresses all those questions that many people have when they first sign up to a new task etc. If you believe there should be more here then let us know.

What is The Mythic Domains World Creation Project?

The Mythic Domains World Creation Project is a collective group of individuals all of whom have a desire to create a fantasy setting. For some it is the engine by which they create, nurture and evolve a fantasy race from their imagination for others it is the chance to create fantasy artwork for a project that is constantly evolving. I would say it is best described as "each to their own", and you make of it what you will.

Who is involved?

In simple terms anybody who wants to be. Over the past 6 months we have gained members in the UK, America, Australia and Europe. We use English as the prime language, however, do not feel self conscious if English is not your first language I'm sure someone here will be able to help you out should you need any help.

Who is in charge?

There is nobody directly in charge, rather there is a collective responsibility from 2 levels. Firstly the members themselves have a responsibility to each other and to the group as a whole. Secondly there are the moderators. These are:-

- Roger Nicholls (Dargurd), founder of The Mythic Domains.
- David Jenkins, web designer and owner of the web hosting company, [rpgnetwork](#).
- Spencer Clarke (Vodyanoi), elder statesman and roleplayer of twenty plus years.

How do I get involved in the project?

Easy – simply join the group. Take the time to read this FAQ and post a simple introduction to us in the mailing list letting us know a little about yourself e.g. likes, dislikes, rpg history etc.

How do I find out what projects are available or where my help is needed?

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There are a few ways to do this: -

- Ask on the list if anyone needs any help or offer your services to someone's project.
- Check out the group website. Im sure you will see things that require more work e.g. text with no map, creatures with no art or even something that simply shouts out to be developed further.
- Or just email to one of the moderators who will then help you choose something that will interest you.

What game system are we using?

The game related statistics you will see on the website and the list are Dungeons And Dragons 3.0 or 3.5 by WOTC. If, however, you wish to use the setting for GURPS or other similar game then we have no objection to this. We will of course have to offer the DnD stats for anything posted to the website though.

How do I make the Maps that I have seen on your site?

Maps are produced using Campaign Cartography software from Profantasy. Please check out their website here: <http://www.profantasy.com/>

If you wish to create maps and do not have this software then do not worry. We will accept maps in all guises and if youd like some help with them please just ask.

How long has this project been running?

This is the 3rd revision of the project. Initially started back in 1999 by Roger Nicholls as a very short series of adventures the Mythic Domains grew from there. It is now onto its third group of local players although with the same "hardcore group" as the basis. We would very much like for this project to become truly global with people from across the globe actually using the setting in their own games. Please let us know how you get on if you do!

How often do I have to post or submit?

Regularly – preferably at least once a week. By posting we do not require you to submit "War and Peace", however we would like comment, criticism and advice on other peoples work that has been submitted to the group.

Once a month a review of members will be done and a gentle reminder sent to those who have not posted. If at the end of the second month those people have still not submitted then they will be removed from the list. Please note this is not a permanent ban. As and when the individual does have time to be involved then they will gladly be welcomed back into the group.

What is considered "taboo" or grounds for my removal from the project?

In simple terms pornographic or racist comments etc as well as simple abuse of others are all grounds for removal from this list. Flames and flamewars will not be treated lightly. This group is all about creation and criticism of work is expected. Please keep such criticism constructive and non abusive.

What will be done with The Mythic Domains, if and when it is completed?

It is envisaged unlikely that this project will ever be completed. The Mythic Domains are vast and so is the scope for development of the setting. If by some amazing actions of this group it was to be completed then I guess we can all retire in the knowledge of a job well done!

Are you a Play by Email game?

Simply put no we are not. If you wish to use the Mythic Domains for a PBEM please feel free to do so. Simply let us know how you got on and offer us ways to improve things.

Is there anything you do not want me to submit?

Provided that the work is all your own or you have written approval to use it from the author then most things can be submitted. Please be aware that anything offensive, pornographic or illegal will not be accepted.

If something is not used immediately then it may be because it requires more work to make it fit into the Mythic Domains concept or that the list as a whole believes there is more to develop on the subject.

Please be aware that criticism of work will be made. Do not take this personally. Only by allowing our peers to offer insight can we improve our own skills at writing, art etc. At present we as a group are a collective "editor" for the project. Over time it may be necessary to appoint an Editor as a moderator within this group.

How do I submit something once I have started creating items?

Simply use the templates provided –see website – and post them to the list. If the piece of work does not fit a template then go ahead and post it anyway. If someone else can get it into a template on your behalf then all the better.

What about copy writes?

If an item you are posting is protected by copywrite it is essential that written authority to use this has been obtained prior to posting it.

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Please use the following form to contact us with any questions, comments or ideas that you may have. Please make sure that you put your correct email address so we can reply. This is email form sends to Roger, the founder of the Mythic Domains.

Name:

Email Address:

Subject:

Your message:

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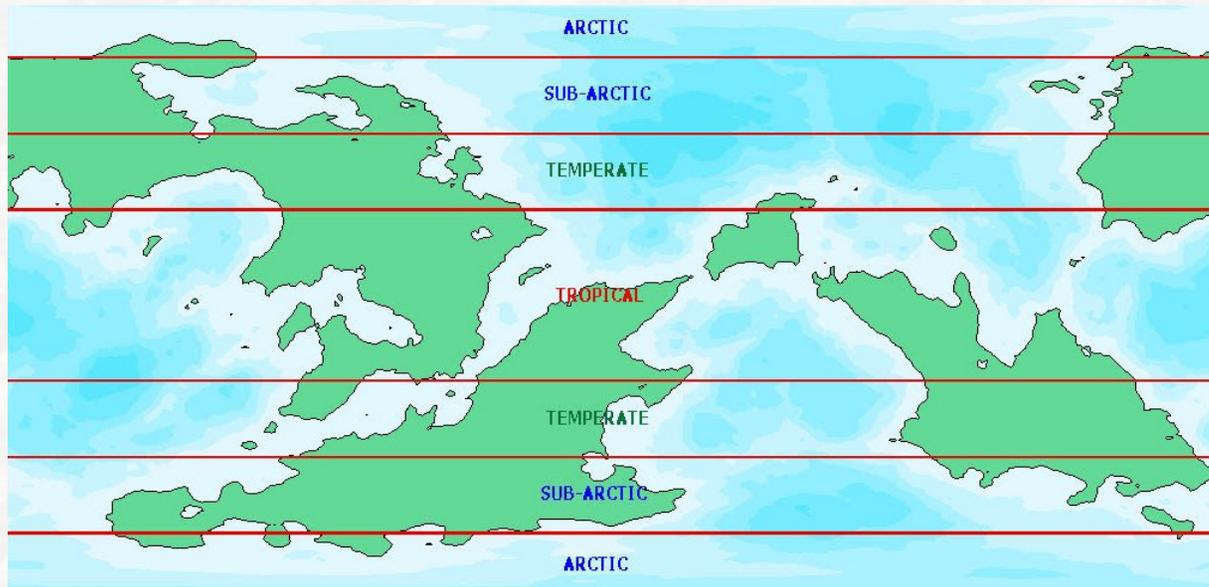
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The Climates



The Mythic Domains can be split into 5 broad climate bands. Although clearly the world is more complex than simple bands it is fair to say that the weather and temperature can be categorised under the following headings: -

- **Arctic** – In the extreme North and South are the two arctic regions of the world. Never getting above freezing the lands and seas are covered in a permanent layer of ice and snow. Only the most hardy of creatures, races and flora can survive here.
- **Sub Arctic** – In the north and south of the Mythic Domains are 2 belts labelled as Sub Arctic. In these areas the winter months are extremely harsh and days are short. Usually the ground will be covered under snow and ice. The summer will usually be shorter than other regions and it more akin to a spring day. In summer however there is very little distinction between night and day. Although time is measured and people understand it to be night-time the sun never fully goes and as such a period of twilight descends prior to daylight returning.
- **Temperate** – The 2 belts of Temperate climate can be categorised by the minimal fluctuation in temperature throughout the year. Although winter and summer months are still separate by temperature it is not to the extreme of other climate belts. The other key characteristic is the rain. It is not uncommon for rain to fall at any time of the year. This “consistent mean temperature” combined with the rain creates a region where agriculture and communities can thrive.
- **Sub Tropical** – Primarily characterised by the distinction of only 2 recognisable seasons instead of 4. During the “rainy season” downpours are daily and usually consistently around the same time and last for the same period of time. During the dry season

the weather can usually be best described as windy. The strength of the wind is normally little more than a gentle breeze that helps to lower the hot temperatures however tornadoes starting out at sea are not uncommon.

- **Tropical** - Characterised by the daily heavy downpours and the humidity that accompanies it the tropical zones are usually abundant in flora and fauna. The temperature in these zones remains constants throughout the year with little fluctuation in different seasons. The change of seasons is usually measured by the reduction or increase in daily rainfall.

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Tectonic Plates

The Mythic Domains, like many worlds, has a surface crust made up of numerous plates. These plates are almost constantly moving against, away or alongside each other. For the vast majority of the world this means nothing. For those unfortunate enough to live directly on a plate or fault line it can be the cause of many problems. No single continent is comprised of just one plate. The world at some point in its past suffered some sort of massive damage to its crust that has resulted in there being many "small" plates. The plates however in 95% of the world are so unified in their movements that the potential problems of earthquakes are minimal. The most active earthquake regions are the northern regions of Sameria and the north western regions of Dhamkari. When an earthquake does hit a region in most cases the effects are relatively mild e.g. minor structural damage and most races put this down as a "bad omen" from the spirits. In an area like Nemonia where quakes potentially are worse it is not uncommon to find buildings badly damaged and usually accompanied by loss of life. When this occurs most races make extreme penance to the spirits for having angered them in some way.

Volcanic activity is most common in the western hemisphere and predominantly located in Sameria, Chyria or The Glitterdeep. That doesn't mean there are no volcanoes elsewhere just that there are less of them and they are less active. An area of higher volcanic activity is the deep ocean of the Northern Expanse. In this area parts of the ocean appear to actually be boiling water. The ocean bed is covered in geysers and hot springs making navigation of this area both hard work and extremely treacherous.

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Reef Snake

Hit Dice: 2d8
Saves: Fort +3, Ref +6, Will +1
Initiative: +2 (Dexterity)
Special Qualities: Blindsight
Speed: 10ft, Swim 30ft
Skills: Hide +7, Spot +5
Armour Class: 12 (+2 Dexterity)
Feats: Lightning Reflexes
Attacks: Bite +4 Melee
Challenge Rating: 2
Damage: 1d6+Poison
Treasure: None
Face/ Reach: 5' by 5'/5'
Alignment: Always Neutral
Special Attacks: Poison
Organisation: Solitary
Advancement: na
Climate/ Terrain: Warm/Aquatic

Description:

The Reef Snake is mottled in numerous bright colours. Predominantly, however, the colours are usually shades of blue and green. An adult snake will be up to 1.5 metres in length with a girth of approx 20cm.

The head of the snake is covered in numerous thin tendrils that it uses to sense its prey. When lying still on a coral reef the snake appears to be nothing more than part of the reef. Its prospective victim only usually finds out too late that it is not.

The snake is a carnivore and eats small fish that live in the reefs, however, it will eat almost any meat that is presented to it.

One unusual aspect of the snake is that it never sleeps. For rest it merely sits for long periods on the coral usually waiting for its next meal to swim past. Its inherent laziness can be attributed to its lack of sleep and as a result it also has very limited stamina. Although in attack the snake is incredibly fast for the majority of time it simply doesn't move.

The snake's strangest ability is that it can survive on land. Although only actually doing this during the mating season it can live for several days on land. Whilst on land it usually will try to bury itself under ground to avoid land-based predators. Once a snake has mated the males will return to the sea, however, the females remain on land until their eggs are born. A typical clutch of eggs is 6 however only a third of the young survive till adulthood.

When the snake does actually move it is a slow graceful swimmer that usually "hugs the bottom" of the ocean floor. On land it moves like all other snakes in an "S" type crawl across the land.

The typical snake has a lifespan of approx 15 years.

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The Reef Snake unsurprisingly is only found in or near coral reefs in tropical waters. It prefers reefs with many small natural caves for it to use.

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Sea Wyrm



Sea Wyrm: Colossal Dragon (Aquatic)

Hit Dice: 23d12+115 (265hp)

Initiative: +0

Speed: 5ft (Swim 200ft) Armour Class: 22 (-8 size, +20 natural)

Attacks: Bite +27 melee, 2 claws +22 melee, tail slap +22 melee

Damage: Bite 4d6+12, claw 2d8+6, tail slap 2d6+18

Face/Reach: 40ftx80 ft/15ft

Special Attacks: Capsize, Fear, Breath Weapon, Improved Grab, Swallow whole

Special Qualities: Blindsight, darkvision, low-light vision, keen scent

Saves: Fort +18, Ref +13, Will +15

Abilities: Str 35, Dex 10, Con 21, Int 12, Wis 15, Cha 14

Skills: Bluff +25, Diplomacy +29, Intimidate +25, Listen +25, Sense Motive +25, Spot +25, Swim +43*, Wilderness Lore +25*

Feats: Power Attack (BAB 23)

Climate/Terrain: Warm aquatic

Organization: Solitary

Challenge Rating:

Treasure: None

Alignment: Always Neutral

Advancement: 24+ HD (Colossal)

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Information:

Sea wyrms are the leviathans of the deep. They are the uncontested masters of the waters they claim, and fiercely defend their territory against all invaders.

Sea wyrms are massive dragon-like creatures without wings. Their coloration ranges from various shades of blue to deep violet. Adults reach 100-200 feet in length and weigh over 200 tons.

Sea wyrms make their homes on the deep ocean floor, and are seldom seen by any humanoid creatures. However, during their yearly spring mating season, the males come to the surface to fight each other for mating territory. One male's territory can cover hundreds of thousands of square miles of ocean. The dominant male in any given area will mate with as many females as it can, leaving only when it can find no more females, or a more powerful male drives it from the area. These battles between male sea wyrms are epic sights seldom witnessed by mortals, or at least, by mortals who lived to tell the tale.

Sea wyrms have no family structure at all. The young are tended by their mother for about a month, then driven away to fend for themselves and establish their own territories.

Combat:

Sea wyrms usually fight only to defend their home territory, or during the mating season. When attacking humanoid vessels they perceive as a threat, they usually try to capsize the ship first. Then they use their breath weapon either to eliminate the survivors, or to destroy a ship they failed to capsize. They may also attack ships they fail to capsize with their tail attacks. After using their breath weapon, they begin using their bite and claw attacks. They rarely try to swallow humanoid creatures, as they prefer to eat aquatic beasts, but they will sometimes attempt to swallow humanoids if they are hungry, or to add to their fearsome reputations.

- **Capsize (Ex):** Sea wyrms can capsize a ship by surfacing under it. Any vessel under 30ft long is capsized 95% of the time. Larger vessels, (30-70ft long) capsize 50% of the time. Vessels larger than this only capsize 20% of the time.
- **Fear (Ex):** This ability effects any creature that is within 200 feet of a sea wyrm who can see or hear it attacking, charging, or passing by. Creatures with 4 or fewer Hit Dice are panicked for 4d6 rounds, and creatures with 5 or more Hit Dice are shaken for 4d6 rounds. Creatures who pass Will saves or have more Hit Dice than the sea wyrm are unaffected. Creatures that make a Will save (DC 23) are immune to that sea wyrm's fear effect for one day.
- **Breath Weapon (Su):** Sea wyrms can shoot a destructive jet of water from their mouths once every 1d4 rounds. The jet is 10 feet high, 10 feet wide, and 0 feet long. It does 10d6 damage to any creature within the path of the jet. A Reflex save (DC 26) halves the damage.
- **Improved Grab (Ex):** To use this ability, the sea wyrm must hit with its bite attack. If it gets a hold, it can try to swallow the foe.
- **Swallow Whole (Ex):** A sea wyrm can swallow opponents if it gets a hold with its Improved Grab ability. If the sea wyrm makes a second successful grapple check after the hold, it swallows its prey. Sea wyrms can swallow up to 2 size large creatures, 4 medium-size creatures, or 8 size small or smaller creatures. Once inside, the opponent takes 2d8+12 points of crushing damage, as well as 2d8+5 points of acid damage per round. A swallowed creature can cut its way out by dealing 20 points of damage to the sea wyrm's digestive tract (AC 20). Once a creature exits, the sea wyrm's muscular action closes the hole.
- **Blindsight (Ex):** Sea wyrms sense are keenly attuned to underwater vibrations. While completely submerged, they can sense any creature within 200 feet that is also underwater.
- **Darkvision: (Su):** Sea wyrms have darkvision to a range of 120 feet.
- **Low-light vision (Ex):** Sea wyrms can see twice as far as a human in low-light conditions (such as those found in shallow water).
- **Keen Scent (Ex):** Sea wyrms can smell blood in the water at a range of up to a mile. They can track creatures or blood by scent while submerged.

Skills:

Sea Wyrms have +8 racial modifier to Swim checks. They also gain a +8 to Wilderness Lore checks to track creatures underwater by scent.

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[Home](#) : [Creatures](#) : Stone Orcs

Stone Orcs

Type: Large Size Humanoid (Orc)
Hit Dice: 7d8+28
Initiative: +1 (Dex)
Speed: 40ft
AC: 21 (-1 Size, +1 Dex, +11 Natural,)
Attacks: Huge Greataxe +9 or Thrown Rock +5
Damage: Huge Greataxe 2d8+5 or Thrown Rock 2d6+5
Face/ Reach: 5ft by 5ft/10ft
Special Attacks: Rock Throwing
Special Qualities: Rock Catching, Dark Vision 60ft
Saves: Fort +7, Ref +6, Will +1
Abilities: Str 21 Dex 12 Con 15 Int 9 Wis 9 Cha 9
Skills: Climb +10, Hide +0* Jump +10, Spot +3, Listen +2
Feats: Combat Reflexes, Power Attack, Alertness
Climate/ Terrain: Any Mountain
Organization: Solitary, Gang (2 - 4), Band (5 - 9 plus 30% non combatants) or tribe (21 - 30 plus 30% non combatants)
Challenge Rating: 6
Treasure: Standard
Alignment: Neutral Evil
Advancement: By Character Class (Preferred Class Barbarian)

Notes:

A Stone Orc gains +8 racial bonus to Hide checks whilst in Rocky Terrain (e.g. The Barrens).

Description:

The Stone Orcs have a reputation for being aggressive, brutal and vicious raiders. One thing that usually gets missed is cunning.....

The Stone Orcs can be found within The Barrens. There are no other location known where this off shoot of the goblinoid family can be found. Akin to their normal orcish brethren with their snarls, fangs and murderous ways the Stone Orcs are still very different from the normal.

Standing in at an average of 12' tall and weighing the better part of 1200lbs these humanoids are not to be taken lightly. It is rumoured that they can live for up to 600 years however with their violent lifestyle it is unlikely that many have.



Physically they resemble huge versions of "normal orcs". They have stone hard skin that is normally mottled brown akin to the terrain within which they live. If someone can be described as having a set stare then these are that race. Deep set beady, usually green eyes continually stare out. Although they have eyelids they are similar to those of a snake enabling them to protect them from the harsh environment. They normally wear clothing fashioned from the leather and hide that can be obtained in The Barrens.

Stone Orcs usually have set regions they like to control and call home with The Barrens. Woe to anyone who enters their domain without paying tythes first. The attack of an enraged Stone Orc is as swift as it is deadly and very few travellers have made the mistake of crossing one twice.

Stone Orcs are extremely cunning in combat and will always make full use of the terrain around them. This enables them to strike from hidden position inflicting massive damage before they reveal themselves.

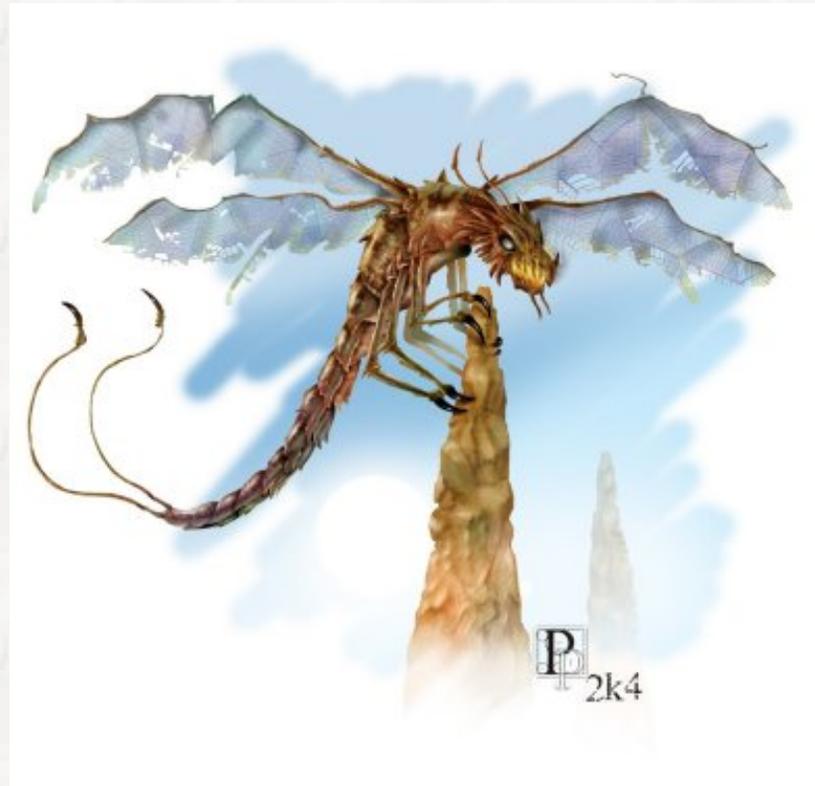
Many Stone Orcs can be classed as Barbarians and in fact gain the advantages of that class by level as they are earned.

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MYTHIC DOMAINS

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Dragonfly



Type: Large Vermin
Attacks: 2 x Sting+5
Hit Dice: 4d8 (18 hit points)
Damage: Sting Damage: 1d8+4
Initiative: -1 (Dexterity)
Face/Reach: 10ft
Speed: Land: 20ft Fly: 60ft
Special Attacks: Breath Weapon (Fire): 1d8*
AC: 13 (Size -1, Dex -1, Exoskeleton +4)
Special Qualities: Darkvision 60ft, Flight
Saves: Fort: +6 Ref: +0 Will: +0
Abilities: Str 18 Dex 9 Con 14 Int 0 Wis 4 Cha 0
Skills: Move Silently+3, Search+2, Listen+2
Feats: Flyby Attack, Hover

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Climate/Terrain: Warm Plains
Organization: Solitary or Brood (2-5)
Challenge Rating: 2
Treasure: None
Alignment: Chaotic Neutral
Advancement: 5 to 8 HD Large

Notes:

*The Dragon Fly breath weapon is where it gets its name. If an opponent closes to within less than 10ft the Dragon Fly's first attack will always be its breath weapon. It uses this in an effort to drive it opponent off. Once closed with an opponent it then will use the 2 tentacles to sting its enemy.

Description: The Dragon Fly is a large (approx 10ft long) winged insect. With its very distinctive black and red colourings and huge almost gossamer like wings it almost silently "glides" across the warm plains it calls home. The creature is covered in a hard exoskeleton that protects it from attacks from those creatures who do attack it. Such attacks however are rare once it reaches its full maturity.

The insect has 2 forms of attack one defensive and one offensive. The offensive attack is in the form of a fiery breath weapon that can shoot from its mouth up to 20ft away. It usually waits to use this attack until an enemy has closed to less than 10ft to give it a better chance of hitting its prey. The defensive attack are the 2 tentacles that hang down from its rear. If either of these 2 tentacles touches an opponent it inflicts a nasty sting.

Most of the time the Dragon Fly's are usually solitary, however, they are occasionally found in broods of 2 to 5 in number. Such broods are usually mating and are often found in secluded areas perhaps with some form of protection e.g. trees available for cover.

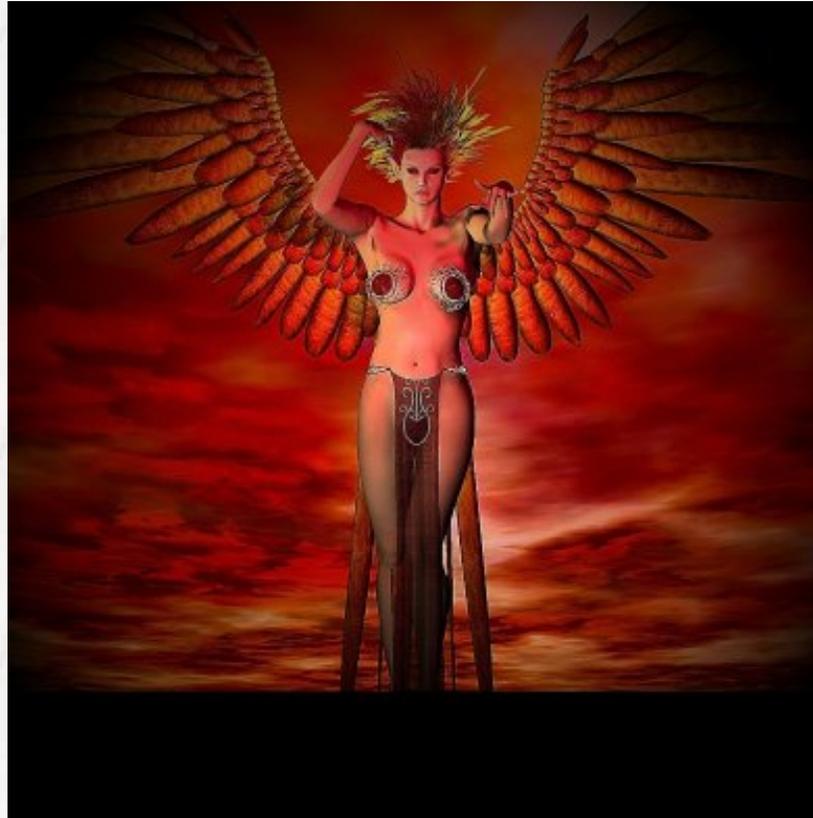
The larvae of these creatures have no discernible form of attack or defence. Such young are fiercely protected by the brood until such time as they are able to defend themselves. The larvae usually take 6 months to mature to adult hood and it is not uncommon for 70% of a broods' young to die during this period.

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MYTHIC DOMAINS

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Lavamaiden



Artwork By [Erin Gibson](#)

Type: Monstrous Humanoid
Attacks: Bite +3, Melee +3
Hit Dice: 2d8 (9 Hit Points)
Damage: Bite 1d4, Melee (As per weapon)
Initiative: +0
Face/Reach: 5ft/5ft
Speed: 30ft Normal, Fly 50ft (clumsy)
Special Attacks: Spells: Burning Hands, Flaming Sphere - Any combination 3 times per day and Fireball once per day.
AC: 14
Special Qualities: *Natural Armour, Immune to all fire based attacks

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Saves: Reflex +0, Willpower +0, Fortitude +3

Abilities: Str: 11, Dex: 10, Con: 11, Int: 14, Wis: 12, Cha: 15

Skills: Spot +2, Hide +4(+6), Search +3, Move Silently +0, (+2)

Feats: Flyby Attack, Stealthy

Climate/Terrain: Any/Any (Provided there is an active volcano or free flowing lava source)

Organization: Solitary or group (3 - 8)

Challenge Rating: 3

Treasure: Standard

Alignment: Neutral Evil

Advancement: By character class

*Natural Armour - although not readily apparent the Lava Maiden's skin has a subdermal layer comprising of tiny interlocking plates of a material akin to stone.

Notes: The Lava Maiden are beautiful winged maidens who dwell upon the slopes and within the tunnels of active volcano's or other free flowing lava source.

The skin of a maiden has a red hue to it akin to that of flowing lava and their huge wings make a sound similar to that of a crackling fire as they move. The skin although "human" in appearance is in fact the cover of a sub-dermal layer of a hard almost stone like substance that acts as a natural armour. The wings although at first to appear leather like are in fact also made of this same material.

Upon the tops of their heads their hair is always a fiery red and appears to have flames licking across it. Their dark red eyes for those who get close enough to see rage with the intense power of the volcano upon which they live.

Although often found on their own it is usually only if they are scouting the area around their lair. It is more common to stumble across a hidden lair and encounter a larger group.

It is unknown what the lava maidens eat or drink as no normal food source is readily available. What is known is their ferocity in defending their lairs is incredible and very few ever live to tell the tale.

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[Home](#) : [Equipment](#) : [Night Reaper Poison](#)

Night Reaper Poison

Type: Ingested DC 20
Initial Damage: -1d6 STR
Secondary Damage: Paralysis+2d10hps
Price: 1000gp per dose

Notes:

The poison is created from the pulped down Reaper plant. The poison gets its name from the plant's midnight blue (night like) leaves. The plant when pulped gives off a thick viscous blue fluid that can be used as a nasty poison.

The poison works after being ingested and since it is almost odourless is very difficult to detect. (Requires a Spot DC: 20). The poison is usually added to food to hide it and then eaten by the unfortunate victim. If the poison is detected then it will normally be due to the slight vinegar like taste and smell. When used in food or drink most "assassins" try to place the poison in food that will hide such a taste or smell.

The poison works by firstly causing the victim to violently vomit and to lose their strength as they rapidly lose body fluids. The victim convulses before finally collapsing in an almost comatose state - paralysis. At this point the poison causes intense burning sensations to wrack the entire body causing the victim to sweat profusely.

The initial damage to the victim, caused by the violent convulsions, is 2d10 hps and then paralysis. It is also possible that during the convulsions further damage can be caused to the victim by objects around them e.g. banging themselves violently against stone walls etc.

Unless the victim makes a Fortitude DC: 15 save then each round thereafter they take an additional 1d6 hps damage from the ongoing internal damage caused by the convulsions. The only known antidote is for a healer to use magic in the form of a Cure Poison spell to aid the victim.

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MYTHIC DOMAINS

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Reef Snake Poison

Type: Injury DC 19

Initial Damage: 1d6 Dex (Temporary)

Secondary Damage: 1d6 Con (Temporary) + Unconsciousness

Price: 500gp per dose - (This price is included to indicate that the poison may be purchased for use rather than inflicted direct from the snake.)

Notes:

The Reef Snake injects its poison directly into the blood stream of its target. Once in the blood stream the poison initially affects the victims motor functions (Dex Loss) causing a loss of balance and co-ordination, it then begins affect their respiratory systems (Con Loss). During this period the victim is euphoric as the poison is now also affecting parts of the brain.

The only known antidote to this poison requires the aid of an alchemist and at least a small flask of reef snakes blood. The antidote needs to be applied to an open wound to enable the fluid to enter the blood stream. Once into the blood the antidote starts to work immediately recovering the lost stat points at the rate of one an hour. It is important to note that this antidote only works on injury and damage caused by the venom from a Reef Snake.

The poison is normally harvested from the snake using a "biting jar". By using this method the poison can be extracted via the snakes bite without directly harming the snake. It is possible that the snakes poison sacs located in the snakes throat could also be removed and the poison extracted but this would be at the cost of the snakes life. Each sac of which there are 2 holds enough poison for 2 doses. This poison is replenished after the snake has used it at the rate of 1 dose every 6 hours.

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MYTHIC DOMAINS

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The Crimson Order

The new day dawned over the town of Jirfir. The early morning rainstorm had yet again cleansed the streets of all evidence of the murder that had taken place the night before. The corpse, as usual, was long gone before the rain but the trickles and rivers of blood and remained on the cobbles.

The two young magi looked at each other and smiled with grim satisfaction. They had almost succeeded this time in their practices. The fresh corpse had almost started to show signs of life only to fail at the last moment. At least they now knew they were on the right track. Tomorrow night perhaps they would finally succeed.....

The Crimson Order are a fanatical group of magi who have chosen to specialise in the arts of Necromancy. Originally from the Dhamjel Empire they have now moved to the "fringe of civilised society" to enable them to study their arts in "peace".

The Order is always seeking to improve upon their knowledge and skills and as such they have no qualms when it comes to using nefarious means of obtaining subject matter.

Brief History:

The order was originally formed over 200 years ago by the Elven Necromancer - Morcirith. Over the following years Morcirith searched endlessly for a way to prolong her life, this she did by becoming a Lich upon her death.

Morcirith saw a great future ahead for both her and her order unfortunately for her the authorities did not. The Dhamjelians forced Morcirith to leave under punishment of death, indeed many of the order were arrested and executed for the murders of countless innocents.

The Order moved constantly to avoid capture until eventually settling in the Scattered Isles. On these isles they established a new home in the small trading city of Jirfir. For the next 100 years or more the order survived without detection.

Over the years they became more involved in local politics. Under the influence of Morcirith the Order eventually took control of the city by having one their members marry into the controlling mercantile family.

The Organisation:

The Crimson Order base all their operations from the city of Jirfir on the Isles of Jirat within the Scattered Isles. The city although only small in size has a thriving merchant economy run by various Merchant Families all of whom maintain sizable property there. The Crimson Order itself is heavily entwined within the Khatnen family and indeed the family head is a prominent member of the order. The Khatnen as the most powerful family within the city actually occupy a small fortress overlooking the city and it is from here that the order operates.

Members of the order who are not family members are free to visit the fortress at any time however they do so under alternative reason as the order maintains tight secrecy over their actions.

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Members:

Currently there exists 12 members and 1 leader of the Order. This number however are further supported by trusted bodyguards and assistants.

Leader: Morcirith

Religion:

Not particularly applicable although most members study any religions or religious practices involving the dead.

Alignment: LE, NE,

Secrecy: High

Symbol:

The Order does not use any recognised symbol to signify their allegiance etc. As the Order consists of such a small number they know each other by sight.

Hierarchy Detail:

The Order maintains a militaristic hierarchy e.g. orders come down from the top and are obeyed. The Order has one leader, and has only ever had one leader. Morcirith rules with an iron fist and has got a single "apprentice" who acts as her "right hand man". All other members respond to her wishes usually as past on by Mubala Khatnen. (Her "apprentice".)

Motivation & Goals:

The primary goal of the Order is to study the arcane art of necromancy and take it to higher levels. Of course each individual guild member also has their own agenda. With the strengthening of the bond between House Khatnen and the Order the members have also started to establish themselves as a powerbase albeit discreet and hidden behind the legitimate merchant house. Their recent, non disclosed, alliance with the Black Opal has been used to their benefit with the Opal being asked to target those vessels owned by rival families. In return for this the Opal pose as merchants whilst in port and are in turn heavily supported by the Order.

Recruiting:

The Crimson Order do not recruit as such. If a person is found to show particular talent in the necromantic arts then they may be watched over for a number of years by the order before being approached. This is heavily restricted by the fact that Morcirith only allows 12 members excluding herself at any one time.

Allies:

The Order has 2 major allies. The first House Khatnen with the exception of perhaps a handful of family members are unaware of the Orders existence. Those who don't know of the order merely believe that the Order are associates of Mubala and as he is head of the family do not question this. Those who know are members of the Order in their own right. The other ally is The Black Opal.

The Black Opal are a small "pirate" and slave trading group who had existed in the Shattered Isles for some time. The Order saw these murderous cutthroats as ideal for usage in their own sinister work and has built up a relationship, albeit with very little trust, between the 2 groups. The Order still however maintains its secrecy even from the Opal and the Opal are completely

unaware of the Orders real leader and her apprentice instead they deal through a lower member of the Order.

Enemies:

The Order has enemies everywhere. Very few people understand those who study the necromantic arts and as such the Order maintains tight security around its activities wherever possible.

The main opponents to the Order were the Dhamjel Empire authorities who are extremely anti Necromancy in their approach to the Arcane arts. Due to the fact the Order was almost eliminated whilst hidden within the empire the order moved to the Shattered Isles.

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MYTHIC DOMAINS

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The Provost Guard

Name of Organization: Provost or simply The Militia

Location: Jirfir, The Scattered Isles

Type of Members:

Able bodied men and women of suitable age and obvious honesty and integrity.

Number of Members:

At any one time there are approximately 150 members of The Provost. This number varies with members leaving and others joining.

Demographics: 80% Human, 18% Tanned Dwarf 2% Other.

Primary Location(s): Only found in Jirfir, Scattered Isles.

Leader: [Marshal Harkha Ketfi](#)

Year Founded: Yr837

Symbol:

There is no symbol used by the Provost Guard that is in the form of an emblem. All members simply wear a broad red sash that crosses their chest from left to right.

General Description:

The Provost Guard are the "militia" for the city of Jirfir. This very professional outfit is highly skilled at dealing with local issues and all are hand picked recruits. They serve as police, city guards and soldiers in time of need for the city.

History:

Formed in Yr837 by Harkha Ketfi, now Marshal Ketfi. The Provost have had a history decorated so far with good achievements. They have developed a reputation as tenacious in there work and bullish in there approach. Their "never say die" attitude has won them many friends over the last 10 years and also many enemies.

Goals and Motivation:

The Provost work directly for the Council that runs Jirfir. However they are answerable to Marshal Ketfi. They, like many others, are motivated by the coin paid to them to do their job however they are also motivated by what they see as a moral and ethical code that drives them to improve the city of Jirfir. This improvement can only be made by keeping the city safe and forcing unwanted elements either out or into the notorious prison.

Allies and Enemies:

The Provost do not have established Allies as such. They believe that all members of the local community can be counted as their ally though in times of need. In many ways as a "policing" force they are respected by the locals but at the same time its better if you don't really need to be involved with them.

As for enemies the Provost has many both collectively and individually. The most fearsome of their enemies would be the Black Opal. An organisation of slavers and pirates whom the Provost "drove out" of the city. Although the Black Opal have been badly effected by the efforts of the Provost they still have members within the city. It is unlikely that the Opal would try a direct assault on the city as such but they can do damage indirectly.

Oaths and Codes:

The Provost swear to uphold the laws of the City of Jirfir, maintain the peace and protect the community from harm. It is interesting that they don't swear to protect the individual - they base this decision on the fact the individuals may leave but the community will always need protecting from harm.

Rank Structure:

The Provost is led by Marshal Ketfi. He in turn as 3 captains each commanding approx 50 people. These are split into 5 man patrols each with one member who is titled as Provost Sergeant.

Notes:

Any individual travelling via or staying in Jirfir will encounter the Provost. They patrol throughout the day and night. They also have duties supporting the harbour master, collecting entrance taxes and generally fighting crime. At any time of day approximately 40% of the Guard are on patrol duty whilst a further 10% cover static locations.

It is worth noting that to avoid and reduce the risk of corruption guards are rotated around the city onto different areas and duties. This prevents individuals becoming targets for exploitation if weaknesses are known about them. Punishment of corrupt guards is usually very public and very severe and is used as a way to reinforce there values both within the organisation and without.

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Ashen Berry

Type: Non Magical
Common Name: Ashen Berry
Regional Name: Spirits Grape
Availability: Very Rare
Habitat: On the snow line of high mountains
Temp Zone: Cold
Size: 6 ft 8 feet tall and wide
Reproduction: Seed

Description:

More bush than tree the Ashen Berry Tree is a very rare berry producing tree. Taking 20 years to mature the Ashen Berry rarely produces seeds and as such it is highly uncommen to find more than 1 or 2 trees in an area if at all. When it does produce seeds it is normally only a handful and it relies on the weather and birds to transport them to somewhere else that is suitable terrain for it to grow in. The tree itself has think foliage of dark green leaves with a covering of deep burgundy berries that are almost the size of small oranges during the warmer months of the year. Highly prized for its harvest of berries the Ashen Berry is sought by many who would risk the terrain in which it grows however very few specimens exist and even less have ever been harvested.

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Type: Non Magical Fern
Common Name: Salt Fiddlehead Fern
Regional Name: As Common
Availability: Rare
Habitat: Salt Swamps and marsh lands
Temp Zone: Any with write terrain

Size:

The fern is small in size with the stems growing to approximately 6" whilst the heads themselves are no more than 2" diameter. The actual plant itself spreads with multiple stems covering an area of approximately 1' square.

Reproduction:

The fern reproduces by sending spores up to 20" from the base plant. The spores eventually either die off or start to grow roots of their own. Each plant will normally release spores up to 3 times in a single growing season.

Description:

The fern is a deep green in colour with a slight dusting of a greyish white powdery like covering. The ferns have multiple stems with each stem ending in a "fiddle head" shaped frond. These fronds are what gives the plant its nickname.

The fern can be eaten however its deeply bitter taste makes it almost unpalatable except in very small amounts. The dish is usually served as an accompaniment to sweeter foods and meats.

The fern can usually be found covering large areas of salt swamps and marshes however this area is usually made up of hundreds of plants that have grown as a result of continuous spore release.

Although not inherently dangerous the plants can grow to an extreme density blocking waterways. In shallow areas it makes passage "on foot" through the water way almost impossible and it has been know for unwary travellers to get dragged down by the weight of plants clinging to legs and arms etc.

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The Tanned "Tobacco" Dwarves

Background and History:

The Tanned, also known as "Tobacco" dwarves live under the belief that they moved from their ancestral mountain homelands to the Scattered Isles after having been told to do so by the god - Aitrem. According to religious text Aitrem appeared at the same time to the heads of 3 Noble Houses and told them if their House was to ever increase its prosperity they would need to move away from their homelands to seek a new life.

The dwarves being a comparatively religious people took up the "quest" placed before them by their god and proceeded to leave the mountains they had always called home. Over the coming years they tried to settle in many lands but were always driven out or forced to leave as the environment couldn't support them. Eventually they broke with dwarven tradition and set out in sailing vessels across the ocean.

The journey across the oceans took many months and many people died of starvation, thirst and disease. When all seemed lost land was spotted – The Scattered Isles.

The dwarves set about creating for themselves a new home. They chose to build from wood rather than the stone they had always used as a sign to their god how much they were willing to change for the benefit of their future. The local people were a primitive culture comprising of several tribal groups at first did not trust the dwarves. After the initial period of distrust had passed they taught the dwarves how to survive in their new environment and what crops could be grown in the tropical, humid setting of the Isles. Slowly the dwarves formed a completely new society to that which their ancestors had known, yet still they retained traditional dwarven values of hard work, austerity and honour.

200 years ago the idyllic lifestyle of the Scattered Isles were shattered by a series of "invasions" by the Dhamjel. The Dhamjel although an educated and very civilised culture in general are driven by a need to expand. The Scattered Isles were seen as a perfect locale for their expansions. Since the initial period of minor skirmishes the Tanned Dwarves have lived in relative harmony with the Dhamjel, unfortunately the tribal peoples of the Isles have all but vanished after being exposed to the illnesses and diseases brought to the Isles by the Dhamjel. Today the Dhamjel govern the Isles for the most part with integrity and benevolence, however, like all societies, hidden in its deepest recesses lurks a darker heart that occasionally shows itself.

Records are held by the Tanned Dwarves in the form of "Dragaper". The "Dragaper" are the records of the people and are recorded by using arcane runes carved into dried and treated lengths of wood approx 2 hands long in length. The "Dragaper" are stored in dry cool places and usually protected by many scribes. The people have "Dragaper" containing their history, myths and legends stretching back nearly 3000 years. Many of these records haven't actually been read for almost their entire lifespan however they are still in as good a condition as they day they were made.

Physical Appearance:

The Tanned Dwarves have retained much of the appearance of their ancient mountain cousins. Slightly taller than their underground brethren they are usually 4 ½ ft tall on average with a maximum height of no more than 5 ft. Stocky in build it is not uncommon for them to weigh the same as an average human. Their skin is usually tanned from their hours spent under the hot sun of the Isles and as they get older they start to take on a more weathered appearance. Their eye colour ranges from a "lighter" brown to almost black. Their hair is usually dark colours although very rarely a blonde dwarf is born. This child is usually seen as a portent of something important that will happen to the child's House during its lifetime. The men folk usually wear beards and both males and females usually allow their hair to be free and loose rather than tying it into braids etc.

Although the Tanned Dwarves have developed their own dialect of dwarven and indeed have added many 1000's of new words, they still use what passes as an ancient dwarven language. This leads to many interesting encounters when the paths of Tanned Dwarves and those of their ancient kinfolk from the mountains cross. The Tanned Dwarves appear to be utilising very formal and flowery speech that has long since vanished from normal dwarven speech. In understandable terms the Tanned Dwarves still use "Thee's and Thou's".

Possessions and Material Wealth:

Strangely despite the scores of generations since the Tanned Dwarves split away from their mountain brethren they still maintain their love for fine gems and beautifully carved stone. The most prized possession owned by many Tanned Dwarves is a family heirloom, usually jewellery of some form inlaid with either a precious or semi precious stone.

The Tanned Dwarves have a nickname, the "Tobacco Dwarves". This is derived from the fact that the Tanned Dwarves have established themselves as major producers of tobacco, something that hasn't gone unappreciated by the Dhamjel. Although unusual to be owned by an individual many "Noble Houses" amongst the Tanned Dwarves possess at least one if not several tobacco plantations. These are further supplemented by olive and almond groves both of which thrive in the Scattered Isles environment.

The traditional dwarven weapons of hammer and axe appear to have long fallen into disuse by the Tanned Dwarves. Now heavily influenced by their "plantation culture" and the Dhamjel influence on their society in general it is more common to see a Tanned Dwarf carrying a scimitar, scythe or pistol. Those with a more exotic and martial preference may be seen carrying weapons such as the flax, crescent sword or chakram.

With the intense humidity and heat of the Scattered Isles wearing armour of any type is guaranteed to exhaust its wearer very quickly due to its weight and heat retention. The one form of armour that is worn, however, is layered cloth. Many dwarves have adopted a form of layered robe very similar to those worn by the Dhamjel. This form of garment was already well established prior to the Dhamjel influence in the region.

Homes and Dwellings:

The Tanned Dwarves in the absence of immediate caverns chose to honour their gods request for change by choosing to build their first homes on the Scattered Isles from wood. This tradition is maintained to this day. One change to the original settlers buildings though is that many families have chosen to dig a large basement under their wooden house. The majority of properties are 2 stories above ground with about 40% having a level below ground. The buildings are usually spacious with a single large room occupying the ground floor that is then in turn divided up by using screens or hanging tapestry etc. The upper floor is nearly always a sleeping area with small rooms for both storage and sleeping. In larger properties it is common for the ground floor to have a covered veranda that surrounds the property.

As stated above the most common material used to build the dwarven properties is wood. This is usually bamboo or wood from coconut trees that is bound together and then covered in a layer of dried plaster made from a mixture of mud etc. The roofs are usually covered by dried palm leaves, however it is not uncommon to see a roof also made from bamboo or even pottery tiles in wealthier homes.

It is not uncommon for there to be in excess of 12 people living in a house. This is driven by the dwarven desire for maintaining strong families. Many dwarven families have both sets of parents, as well as themselves and any children living under the same roof. This family unit is what binds Tanned Dwarf society together and what enables them to maintain the traditions as laid out by their ancestors

Social Skills and Relationships:

The Tanned Dwarves are very open with those of other races. When they first ventured forth from their ancient homelands in many places they were treated as outcasts and vagrants, however, the dwarves saw this as a test from the Spirits to test their resolve and chose to never strike back but instead just accept they're fate. When finally they arrived at the Scattered Isles they

realised if they were to survive they needed the friendship of the local tribes-people. Since this period in their history the Tanned Dwarves have always maintained a friendly approach to strangers and it is not uncommon for them to offer food and drink in exchange for stories of goings on in the world away from the Scattered Isles. The exception to this openness is when they deal with other dwarves. As a race the Tanned Dwarves view other dwarves with caution. This is a trait that developed after the original tanned dwarves were ridiculed by their ancient cousins. Although there is no direct hostility between the races there is always the potential for a heated argument to arise if either of the races says the slightest thing out of turn.

The Tanned Dwarves accept change as a necessary part of life. They realise that although change may not necessarily be for good its nearly always inevitable. They will usually attempt to embrace change where it is not completely opposite to their moral viewpoint. If the change is opposite to their beliefs and morals you can expect no less of them than the hostility that the majority of dwarves and their sub races have shown throughout history.

The Tanned Dwarf society is based upon the teachings of scribes who have passed their history down through the ages. Due to this a scribe is always seen as a high ranking person within society. Second to the scribes and quite often one and the same are the societies "holy men". Whether these men are priests or the more militaristic clerics matters not. Many Tanned Dwarf communities are led by their priests, clerics and scribes in normal day to day activity. In times of war or strife the people tend to defer to the Noble Houses that exist for leadership. Most of the time the Noble Houses keep to themselves and do not really interfere in day to day life.

Diet:

On a day to day basis the majority of Tanned Dwarves eat a diet of fruit, vegetable, fish and poultry. This is supplemented further by dairy products produced from goats, a species of which they brought with them from their mountain homes.

The Tanned Dwarves have become surprisingly good fishermen and the fish used in dwarven cooking are always fresh. Many dwarves grow vegetables and fruit in plots of land around their houses. In addition to this many tobacco plantations also put aside land for olives, avocados and other fruits.

On special occasions the dwarves traditionally eat the red meats that don't normally feature in their diets. This is usually meat from local wildlife and not the traditional meats of cow or horse that other races eat. It is not uncommon to find meat from monkey's for example on the menu. If red meat is not easily available from simple hunting then the dwarves will purchase the meat they wish from more cosmopolitan markets than those found in a typical village.

The Tanned Dwarves have developed a reputation for developing two particularly "fierce" drinks using local fruits, The first is a kind of beer made from fermenting bananas (shukash), and the other a particular strong drink made from distilling coconut milk over several weeks (shulmak). Both drinks will render those of a weak disposition unconscious within a matter of minutes if they are not careful. It is traditional to offer shulmak to guests as a welcome drink. This is because it brings warmth to the whole body and is perceived as a sign of friendship and trust. The trust part probably relates to the fact that those unused to it could be unconscious in minutes and have to trust their host not to rob and kill them.

The only type of food that the Tanned Dwarves will not eat are the fungi traditionally cultivated by their ancestors. This is because it is seen as clinging onto the past, something they do not wish to do

When a meal is prepared it is traditional for the whole family and any guests to all sit down together to eat it. This can even be seen in the various inns and hostleries run by Tanned Dwarves on the Scattered Isles. It is usual to find a huge table with copious amounts of food served upon it. Those who wish for food simply pay a fee and join everyone else sat at the table.

Fashion and Dress:

The majority of the populace wear the long loose fitting outer robes that cover lightweight shirts and pants that are practical to the region. The clothing is not only functional due to its simplicity it is also cool, very important in the heat.

The clothes are usually made from cotton. For those with some wealth then silks are the preferred choice. In the cooler winter months a "heavier duty" robe will be worn around the shoulders usually made from woven goats wool.

The Tanned Dwarves do tend to prefer bright colours over any particular style. This is mainly because the style of robes worn have changed little in the last 2000 years. Since the Dhamjel have arrived in the region more vibrant coloured cloth has become available and the dwarves make good use of the materials creating some truly stunning items of clothing.

Education:

The society views education of both male and females to be of equal importance, however, it is rare that males are taught skills such as cookery and needlework and females taught martial skills. All children are expected to spend a large portion of the day in the company of a scribe learning the history of their race and general knowledge of the world around them. As the child gets older they spend more time with family members who teach them skills most applicable to their sex and also any skills deemed as family business e.g. fishermen, tobacco farmer etc. Martial skills are initially taught to all children but just to boys as they get older. This ensures that even those who will never normally pick up a scimitar at least understand which is the dangerous part of it.

The children that are especially bright are also taught to read and write. From this group the societies scribes, clerics and others are usually chosen. It is not uncommon to apprentice a particularly bright child to a scribe.

Communication:

The Tanned Dwarves use an old dialect of Khazell, the dwarven language. Although understood by speakers of Khazell it is seen as flowery and poetic in its formation of sentences.

Heard for the first time by a non speaker it sounds very sincere and formal even to those who do not understand the language. This is due to the slow, controlled manner, in which the language is spoken, with great emphasis being put on the pronunciation of all words.

It is very rare indeed for a Tanned Dwarf to shorten a word and create a "slang" word. As the language is so formal in its make up such a thing would truly be deemed improper. This, however, is not the case amongst non Tanned Dwarves speaking the dialect. When such a thing occurs it is not uncommon for the pronunciation to be corrected by a Tanned Dwarf as if he/she was chiding a small child.

The Tanned Dwarves have a proper name for all things that exist in whatever form. Although they do not hold any particular belief in the power of names as such they do believe that if something is named then it is therefore more "real" and therefore not to be feared in any way.

The use of body language and hand gestures are common amongst the Tanned Dwarves. They are, however, almost always subtle in speed but fairly pronounced and as flowery in a physical way as the spoken language is.

It is customary for both sexes to show respect by a simple gesture of placing their right hand on their heart whilst bowing their head. This is also used between partners to show their love although in this case they would place their right hand on their partners heart.

Although education is seen as very important to the Tanned Dwarves, being able to read and write is not. Only 10% of the populace can read or write in any form and only 2% can do so with any great skill.

Professions:

Amongst the Tanned Dwarves magi and arcane magic users in general are very rare. When one of the race shows some ability in this field invariably they tend to leave to study it elsewhere and very rarely return. Magic is not shunned it is just so rare to make it seem almost "freakish" in nature and the same applies to those of the race that use it.

Warriors are viewed as a necessity to maintain societies laws and keep the peace in general. In addition to this with the constant rise in piracy that has started to plague the Scattered Isles warriors are seen as essential for the survival of the society as a whole.

Although "rogues" do exist amongst the Tanned Dwarves you will not find anyone that can be called "thief". All Tanned Dwarves respect others possessions and the thought of taking something that does not belong to them is quite simply – unthinkable. Please note however if the item does not have a clearly living owner e.g. those items that may be found in a long abandoned dungeon, then the dwarves will have no problem with taking them.

The roles most Tanned Dwarves would love their children to aspire to are cleric or scribe. Both of these professions carry great social status amongst the Tanned Dwarves. Second to these professions is that of merchant. The Tanned Dwarves have created for themselves a reputation as good, honest traders of the highest quality produce. The vast majority of their produce is grown on their plantations scattered across the Scattered Isles.

Medicine and Healing:

The Tanned Dwarves do not have a natural ability to heal over and above the normal bodily function to recover from illness, disease and non fatal wounds. Like all Dwarves they are very hardy individuals and can normally take a little more punishment than a human of a similar ability.

It is not uncommon to find a few dwarves, mainly females who have studied the healing arts and perhaps more importantly - midwifery. These individuals take care of the general populace when dealing with common illnesses and injuries etc. If the injury or illness is beyond the ability of the healers then a cleric from the nearest holy place will be asked to attend and hopefully offer the aid of the Spirits to the "patient".

The majority of treatments are quite effective when administered within a reasonable time span of the onset of illness or injury. The healers themselves take great pride in their work and it is not uncommon to find several healers in a large community working together in a kind of hospital.

If a patient dies, despite the administrations of the healer or cleric, then the body is returned to the family. It is the responsibility of the family to arrange the funeral service and burial and in turn this is usually carried out within 2 days of the death for practical reasons e.g. the intense heat and humidity does not mix well with a corpse.

It is worth noting that almost every settlement containing 50 or more people will have a healer of some sort. The Dwarves view such a person as vital for the continual prosperity and growth of the community and ensure that such a person is available to those in need.

There are no restrictions in Tanned Dwarf society about who can become a healer although by tradition it is usually seen as a female role.

Social Factors:

To a Tanned Dwarf honour and honesty to your companions, friends and family are more important than anything else.

Although the telling of "white lies" does happen it is usually for the protection of the person being lied to. It is very rare a Tanned Dwarf lies about anything and he/she would never knowingly lie to a friend or family member.

The Tanned Dwarves strongly agree with the idea of marriage as they perceive the concept of a strong family as necessary for the sustained prosperity of their society. Courtships tend to be long affairs usually spread over many years. This is due to the fact that the husband to be is ensuring he has enough wealth and property etc. to ensure that the family he is going to build has a good chance of further improving Tanned Dwarf society and will not become a burden to it.

For a Tanned Dwarf the ideal is to live a life where you have contributed fully to society. You have made a substantial amount of

wealth or have brought great honour and happiness to your family, preferably all of the above. This of course is not always the case but very few families want the shame of having a burden to society amongst their ranks and take steps to ensure the individual becomes an asset, usually sending this person off into the wide world to seek knowledge and wealth to improve the family at home further.

Religion:

The Tanned Dwarves worship the gods in general and Aitrem especially. The gods are seen as benevolent Beings who over the millenia have guided the Tanned Dwarves into the prosperity they now have. They were the Beings who laid down the challenge to them to make the change needed in their existence to improve their lot in life.

The majority of dwarves do not, however, make a point of visiting the holy places. Instead the dwarves tend to have a small shrine within their home or carry a simple holy symbol to remind them of their religious duties.

Rules:

- +2 Constitution, -2 Dexterity - the Tanned Dwarves have retained their toughness but are far less dextrous than other dwarves..
- Medium Size
- Base Speed 20ft
- Low Light Vision - Tanned Dwarves can see twice as far as a human in starlight, moonlight, torchlight and similar conditions of poor illumination. They still retain the ability to distinguish colour and detail under these conditions.
- +2 Racial bonus on saves vs poisons
- +2 Racial bonus on saves vs spells and spell like effects
- +1 Racial bonus to attack rolls against aquatic races such as the Sahuagin etc. The Dwarves are taught from an early age to defend themselves against attacks from those races that were the races biggest threat when they first settled the region.
- +2 Racial bonus on Appraise checks that are related to rare or exotic items.
- +2 Racial bonus on Craft or Profession checks that are related to farming or fishing. Both skills of which are necessary for the continuation of the Tanned Dwarf lifestyle and society.
- Automatic Languages: Common and Khazell (Dwarven).

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The Keimuka

Background and History:

The Keimuka believe they are formed from the Sun itself. The Keimuka believe that other races were created by the, in their eyes, more frivolous lesser gods.

Historical records are not written or recorded anywhere by the Keimuka and indeed the only form of history is merely passed on by word of mouth. This is even further restricted as it is only passed on from father to eldest son. If the family is “unfortunate” enough to not have any sons then the eldest daughters husband – when she is married – is given the stories instead. Interestingly the “lore bearer” as they are known never leave to fight wars etc as the knowledge is classed as almost sacred and therefore to valuable to lose in death. The knowledge held by the “lore bearers” can be traced back thousands of years. Over the years of course some stories have changed somewhat in the telling, however, the moral story within the stories is nearly always retained.

The Keimuka are a superstitious people and old legends and myths are as believed in as things they have seen with their own eyes. It is this fact that has kept them going through adversity and also through the good times. They are always able to draw upon stories from their past as to how their ancestors dealt with things.

Although the Dhamjel Empire actually encompasses the land that “belongs” to the Keimuka – The Barrens, the Dhamjel rarely travel into this hostile desert wilderness. The Keimuka usually keep themselves to themselves but a large column of Dhamjel soldiers is usually treated as a threat to their territory and is met with violence and constant harassment. The Keimuka do not accept the Dhamjel as their “rightful masters” and the Dhamjel frankly try to forget about them where possible.

The one enemy that does cause the Keimuka problems is that of Slave Traders. Although the traders are of numerous different races the Keimuka have assumed rightly or wrongly that the Dhamjel have just permitted them to round up Keimuka freely. This is not the case but the Keimuka are not likely to listen to this argument anytime soon.

Physical Appearance:

A typical Keimukan is between 5'6” and 5'11” in height and approx 140 – 168lb in weight. They are lean and wiry in appearance but do carry a reasonable amount of muscle mass built up from surviving their harsh environment.

They are naturally dark skinned bordering on black and have developed a leathery appearance thanks to the harsh desert sun. Their eyes are a very dark brown bordering on black.

Their hair is nearly always black in colour and usually cut short to help keep them cool. In an almost opposite rule though the males allow their beards to grow to great lengths and usually tie them into ornate braids. One unusual decoration worn by many males are the "Death Beads". After killing an enemy the male will tie a small gold bead into their beard. Those who are veterans of combat will have beards that appear almost gold and are indeed a strange sight to be faced with.

The Keimukan speak a language not totally dissimilar to Dhamesh the Dhamjel language. There are enough differences however to make it a separate language. To a foreigner the Keimuka speak very little but when they do they come across as very sincere and to the point.

Possessions and Material Wealth:

The Keimuka hold no regard as such for personal possessions unless such an item can be considered valuable for use in day to day life. The only item carried by the majority of the people is a long knife referred to as the Kiefer. The knife used to settle disputes (usually to first blood) and doubles as a utility tool.

The majority of items used by the Keimuka are handmade from whatever materials are available. It is rare for a Keimukan to venture out of desert homeland and therefore trade with others is very rare. If a group owns "foreign" items then it is usually from a raid on a desert caravan.

Weapons used by the Keimuka include spears (short stabbing spears are a favoured Keimukan weapon) and short bows. The only sword generally utilised by them is a variant of the short sword although this weapon is usually only carried by those of rank as the skills and materials to make such a weapon are not common.

Armour is worn by Keimukans in battle and again it is produced from local materials. The armour is predominantly hide or leather but occasionally bone armour is created with interlocking bone pieces forming an effective protective vest. All armour is painted with a resin mixed with the reddish coloured desert sands to enable the Keimukans to better blend with the terrain.

Homes and Dwellings:

Shelter is usually provided by natural caves found in the rock spires that rise up from the desert floor. These spires stand, in some cases, several hundred feet high and are quite often riddled with caves. All shelters are disguised so as to not be noticeable from even a short distance from the entrance. The Barrens are covered in the red coloured spires and in some cases where there are no easily accessible caves within them the Keimuka have dug caves in the base rocks around them.

When on long range hunting or travelling from cave settlement to another the Keimuka also use tents. The tents are made from a plyable wood found amongst the sparse vegetation of The Barrens which is then overlaid with animal

skins. The tents are usually erected in a cone shape and will comfortably hold up to 5 adults.

Calendar:

Accurate measurement of time has never really had any consequence to the Keimuka. The only measure the race has over time is the day and each person measures their own days. This is seen as something of a significant event in a Keimukans life as upon reaching the age of 8 each person is presented with their first measuring stick. The stick will already be marked with the number of days since they were born as their mother will have “religiously” carved the notches. Each individual carves their own notches from this point and always carries the stick with them on their travels.

Social Skills and Relationships:

The Keimuka are very suspicious of any outsiders who try to actively seek them out. Travellers and merchants who cross The Barrens are usually left alone, however, Dhamjel military columns are invariably attacked. This is not to say the people are outright hostile, this is not the case at all. If you are accepted by them they can be a friendly if somewhat “shy” people. They have become so used to their own company that anything “foreign” to them can often be misinterpreted.

The Keimukans have never accepted change readily. They firmly believe in the old ways as that has never given them any problems. Change to the Keimukans is truly a shock to them.

One everlasting part of their character is that of respect. Even to their worst enemy a form of respect is shown. Elders within Keimukan society are treated with the utmost respect as are parents and teachers.

Diet:

The common fare of the Keimuka is animals caught in the desert. In addition to snakes, lizards etc large insects are also eaten as well as various edible plants and roots that can also be found. The Keimuka herd no animals as the desert lifestyle and terrain do not suit this kind of agriculture. An interesting law passed sometime ago was that it was permissible for the Keimuka to eat the bodies of fallen enemies. Although this has not been actually done recently it would not cause offence to fellow Keimukans who see this as acceptable behaviour.

An interesting item of note is that eldest family members always eat first and males ahead of females. It is classed as impolite to refuse food offered by a Keimukan and also simply unacceptable to leave a feast without partaking.

The vast majority of food is hunted by small hunting parties. Much of the meat is preserved and made to last and then carried with them as they wander the desert.

Water is obviously very hard to obtain in a desert environment. The most sort after caves have a natural spring within them where water can be gathered and stored. If water isn't readily available then various plants are located that store water or contain drinkable juices to ensure that the people have sufficient liquid intake.

The vast majority of food is dried and eaten raw. Only on special occasions is food eaten warm and only then when the guests are visiting.

Fashion and Dress:

Clothing is always of practical and simple design and colouring. The clothing takes the form of a loose robe worn over the top of any armour and simple undergarments. Clothing is only ever worn outside and inside their homes the Keimukans normally strip to their undergarments. It is considered a grave insult for guests to not remove their outer garments when entering a Keimukan home.

Clothing is made from simple cloth and is usually died brown, black or dark red. In addition to this the vast majority of outer garments are covered in a fine layer of the red sand that covers The Barrens.

Education:

All males from an early age are taught to make simple weapons. These skills are classed as essential. All females are taught the skills necessary for survival of the household e.g. preparing food, making clothing etc.

From the moment they are born every Keimukan child is told the stories of the people. This story telling is usually done by the oldest members of the community but occasionally one of the younger members of the groups who has a skill with oratory does the honour.

One interesting point is that although education is clearly defined by sex later roles in life are not. If for example a female learns to use a bow then there is nothing to stop her becoming a hunter, vice versa if a male excels at preparing meat then so be it.

As the keimuka have no written language writing as a skill has only been developed by those who for some reason have left Keimukan society and lived in the outside world for some time.

Communication:

The language used by the Keimukans is referred to simply as “Kei”. The word itself literally means “sun” and the Keimukans name actually means Children of the Sun. For those who have never before heard the language spoken by a native speaker it sounds very quick in word and constantly seems to rise and fall. The Keimukan often sound as if they are argueing and shouting at each other when in reality this is simply not the case.

A second “language” as such is used during hunting or when stealth is of the essence. This language is a form of hand signals learned by all members of the race from an early age. Interestingly when such hand signals are not required it is actually seen as quite insulting to use your hands during a conversation.

A more formal version of the language is used by a few individuals amongst Keimukan society. This formal

language is often referred to as “The Word Of Law” and is used to pass judgement on others as well as the passing of new law amongst the people.

The Keimukan usually swear oaths of binding on their ancestors. To dishonour ones ancestors is indeed a great offence amongst the Keimukan often punishable by death. The only binding oaths not sworn on their ancestors are marriage oaths, these are sworn in using the Word Of Law.

The Keimukan have an unusual method of showing respect to those of a higher station or who are honoured guests at their camp. The offer to wash the persons feet. This is also considered insulting to refuse the offer. The feet washing “ceremony” as such is very formally done and stems back from a time when the people used to walk barefoot across the desert – these days boots and shoes are worn.

The Keimukans send messages to each other using runners who memorise the messages and then pass them onto the individual at the other end. As literacy is a rare skill amongst the Keimuka the ability to remember detail accurately is seen as a great blessing indeed.

Professions and Trades:

The vast majority of male members of the Keimuka are hunters and warriors – usually both. These individuals are the most respected group within Keimukan society. Not only are they the providers they are also the protectors. It is usually from this group that the tribal leaders are chosen.

The “key people” amongst the Keimukan are usually the Druid’s. It is usual to find at least one Druid in attendance to the tribal leader in a position to offer advice and support.

Bards are always well received by any group of Keimukan. The art of storytelling is amongst the most valued of all Keimukan skills. In addition to this the bard will usually be the one attributed with keeping Keimukan Lore. It is not uncommen to find a “bardic” family amongst each tribe. This family has taken upon itself the mantle of lorekeeper. They have chosen to learn and hold all the knowledge of their tribe. It is these people who introduce the tribe to others at any large communal gathering. Needless to say many stories are expanded upon to gain greater respect from peers amongst other tribes.

The Keimuka are nothing if not practical. If someone is able to do something that is helpful and practical to the tribe then usually it is accepted. If someone does something foolish, foolhardy or just downright useless then it will be severely frowned upon. Although magic is found amongst Keimuka it is very rare in its arcane form. Occasionally a sorcerer is born to the tribes but as a general rule the only magics known to a tribe are divine in nature.

Medicine and Healing:

The Keimuka do not have a fixed location “hospitals” nor do they have individuals trained to care for the sick or wounded. Such healing skills are the domain of the Druid and the tending of the sick and wounded is the

responsibility of the victims immediate family.

The healing provided by the Druid is usually supplemented by potions and salves made from “ingredients” found in their Barrens homeland. This can be anything from plants to crushed beetles.

The treatments do vary in effectiveness. The basic ones to help heal wounds and slow bleeding etc are of a good standard but those created to heal serious illness are normally supplemented by the Divine skills of the Druid.

It is worth noting that although it is the responsibility of the immediate family to care for a victim it is usually left to the women to do so. It is seen as their role as the men cannot be spared from their normal day to day hunting etc.

If the tribe is currently on the move when injury or illness strikes it is not uncommon for the afflicted to be left with a small amount of food and water as well as a small retinue of carers so as not to slow the main group down. Needless to say this regularly proves fatal to the group as they are “picked off” by beasts or enemies of the Keimuka.

The one skill normally attributed to most civilisations healers is that of midwifery. The Keimuka do not follow this line. Instead it is the responsibility of the pregnant womans mother and immediate female relatives to help with the birth. It is not uncommon for many children born to not survive the first few months due to the harsh lifestyle that the Keimuka follow. Those children who do survive are invariably stronger than many non Keimukan children and this “inner strength” remains with them throughout their lives.

It is worth noting that members of the Keimuka who become insane, (as deemed by the tribes leaders), are not treated kindly. The individual is generally driven away from society and out into the Barrens. This invariably results in the death of the individual. The Keimuka do not see this as cruel simply as necessary. If an insane person remained with a group they could very easily endanger the survival of the group as a whole.

Religion:

The Keimuka worship the spirits of their ancestors. In addition to this very personal ancestor worship the tribal shamans and druids also provide offerings to the other lesser gods that live all around them. This act of heresy to many Keimukans is seen as a way of ensuring that even the lesser gods do not feel insulted by the Keimukans non acceptance of them.

The act of worship usually consists of the telling of stories and singing of songs. The Keimuka very much believe that once you stop talking about someone or something then they are forgotten for ever. Ergo the best way for the Keimuka to ensure this act does not happen tell tales at night around the fire.

The religious leaders for both tribal and personal reasons are the shamans and druids. With the strong focus on tradition, that the Keimuka hold so dear, the role of shaman or druid traditionally passes from father to son. It is possible for a tribe to have more than one shaman at any one time it merely depends on the size of the tribe. If a non-shamanic/druidic family claims to have a family member exhibiting signs of such skills then it is required that

the highest ranking tribal shaman/druid “test” the subject. If the subject is found to possess the necessary skills than it is traditional for the shaman/druid to adopt the individual into his family. The Shaman/Druid carries not only the role of Spiritual Leader but also advisor to the tribes leadership.

Transportation:

In most cases travel is done by foot. When hunting, however, sand sleighs are sometimes used.

Protection:

The Keimuka’s, main form of defence is the fact they are rarely ever seen. Their ability to hide and have hiding holes nearby means that they can move when and where they want and then “simply” disappear.

The use of spears in combat means they can keep their opponents away from them and if they did get close they can still keep them “at arms length” so to speak.

As the majority of Keimukans are warriors and hunters there are almost no arcane spell users. To find a Sorcerer is rare indeed to find a wizard would be almost impossible. This means that the shaman has to be capable of some form of defensive magics to help the tribe when required.

Rules:

- As the Keimuka are a “sub race” of humans the rules for character creation are the same as those in the DND 3e PHB.
- Languages known are always Kei and sometimes Common.

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MYTHIC DOMAINS

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The Dhamjel

Background and History:

The Dhamjel have a strong belief system. Unusual for most races in the Domains, however, the Dhamjel believe that there is just one god and that all other gods worshipped by other races are either false gods or merely an aspect of the one true god. The Dhamjel believe that they are the chosen of Baqaydir.

The Dhamjel place a great deal of value in the history not only of their own race but also everything else around them. They believe that only through knowledge of other things can they ever hope to better themselves.

The Dhamjel love the telling of tales and stories. Most people accept that most stories have some element of exaggeration within them but accept that the story will be better because of it. The Dhamjel people do like to investigate ancient myths and legends if only for the pleasure of proving them wrong. They have a very "scientific" mindset even down to the lowest street urchin and as such they try to prove fact rather than just accept the existence of anything.

Physical Appearance:

The Dhamjel are a "sub-race" of humans. Their general appearance is the same as all humans. They tend to be 5'2" to 5'10" in height and usually very slim of build. It is worth noting however that those of a wealthier background are more likely to be overweight due to the rich diet that most Dhamjel aspire to eat. The hair of all Dhamjel, unless dyed, is black and the eyes are nearly always very dark brown. The hair is usually grown long by both sexes and tied up under a hat or turban. Members of the warrior castes within Dhamjel society usually wear their hair in "dreadlock" style with beads woven into the hair. Their skin is usually dark although not black and some castes within society favour ritual tattooing. The male members of society usually grow beards although they are neatly trimmed and not allowed to grow wild.

To a non speaker of Dhamesh, the Dhamjel language, the people sound as if they are talking very fast. They always appear to use more words than most languages would. This is an inherent trait of the language and descriptive terms seem to litter their speech in abundance.

Possessions and Material Wealth:

The Dhamjel love political power and prestige above most things in life. Certainly a male member of society with a bit of money behind him will aspire to have such items bestowed upon him. The people also have a passion for horse racing. A good horse is worth more than a kingdom to some people. Many Dhamjel are merchants and the sale of spices, fine cloths and superb wines are their area of expertise. The Dhamjel pride themselves on their knowledge of such items, especially spice which they seem to be able to use in the most unusual and tasty ways.

It is legal for a male member of society to carry a pistol and/or a sword in public as long as the weapon remains sheathed or holstered in some way. Many Dhamjel take great pride in their weapons and most will always try to purchase the best quality they can afford. Female Dhamjel are not permitted to carry weapons nor is it classed as acceptable behaviour, it is, however, common knowledge that most women do carry a concealed weapon of some sort.

Due to the hot environment that the Dhamjel live in, armour is very rarely worn. When it is required to do so then it is usually cloth.

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Homes and Dwellings:

The Dhamjel take great pride in their ability as civic engineers. The vast majority of Dhamjel cities and towns have proper sewers, fine architecture and large parks. The civil buildings are almost always very ornate with beautiful arches, tiled floors and painted walls. Most larger buildings have "hidden" gardens buried deep within them where family, friends and associates can sit and drink cold tea away from the fierce sun.

The most common building materials used in construction are wooden framed buildings with plaster walls. Having said this almost all major buildings e.g. forts, palaces, libraries etc are made of cut stone that has then been plastered over.

It is usual for a Dhamjel family home to house the family, any immediate relative and roughly twice that in slaves and servants. Obviously if the people who own the house are poor then there will be no slaves or servants.

Calendar:

The Dhamjel measure the time in a manner unique to the majority of the Domains – Water Clocks. The clocks were created by the most learned of men almost 600 years ago and many have actually never stopped since. The larger clocks found in royal palaces and civic buildings measure the passing of years as well as months, days and weeks. The smaller clocks either attached to the large clocks or operating independently actually break the days down into measurable increments used by the Dhamjel in their everyday life.

Social Skills and Relationships:

The Dhamjel are very accepting of almost all other races. Dhamjel society is based around a very complex but fair system of law and taxes that does not discriminate against any of different race or ethnicity. The Dhamjel themselves are in general a friendly people who enjoy nothing more than drinking wine and eating good food with friends and those who may become friends. They are themselves driven by a need to go forth into the world and expand their nations prosperity. The Dhamjel Empire stretches for hundreds of miles and crosses deserts and oceans along the way. For them to have gotten so far and not collapsed requires them to always maintain cordial relationships both internally and externally. Tolerance is a key virtue of almost all Dhamjel. It is not uncommon to see such races as orcs walking the streets of a Dhamjel city, however, like all people they are expected to obey the law.

Strangely the Dhamjel do not take to change very kindly. They see their society as being a model for all others. The thought of changing their ways to gain respect from another is totally abhorrent to them. To a Dhamjel change is something that is only done if after great deliberation the previous method was proven to no longer work and it therefore required that the whole of society change to the newer better solution.

The Dhamjel are a very respectful people. They show respect with elaborate bows and hand gestures to those who are deemed to be of a higher status than themselves. This can include everyone from a civic dignitary up to a Prince. Interestingly the Dhamjel do not give quite as much respect to a female member of society of a higher rank as it is deemed improper to do so.

One thing to remember of Dhamjel society - it is made up of hundreds of minor noble houses each vying to be the next emperor elect. As such there is much political manoeuvring taking place in the majority of Dhamjel cities and towns.

Diet:

The Dhamjel have a great love of food. One of their biggest pleasures in life is to sit down with friends and family and eat their way through feasts of food and wine. The Dhamjel diet consists of meat stews, sweet pastries, fresh fruit and vegetables especially olives, oranges, lemons and avocado's. They have a hundred different ways to cook bread if you believe their bakers and 10 fold that amount in recipes for meat dishes. Although seafood is available to them throughout the empire they don't tend to eat much of it. As a race they developed from desert nomads and as such never had access to such food until the founding and expansion of the empire. They prefer to eat beef or mutton cooked in richly spiced sauces. One staple vegetable

that is found on many tables is rice. Usually slightly spiced with sultanas and other fruits served in it.

The Dhamjel have developed an excellent system of farming communities that are used to support major urbanised areas. Farms tend to be operated by "employing" a slave workforce that in turn is well kept to ensure that they're able bodied enough to work fields etc. Large herds of cows and sheep are kept as well as goats, chickens and geese in other farms. Fruit is a major part of the Dhamjel diet and orchards can be found everywhere within the Empire. In the more humid regions rice is produced in abundance. In the more mountainous regions the lower lying areas are terraced and crops such as olives and almonds are produced.

During part of the year for a period of 40 days the Dhamjel fast during daylight hours. This is part of a religious penance. At the end of the 40 days a great festival is held over a 3 day period during which the finest food and wine is served to all.

The Dhamjel enjoy red wine. It is not uncommon to see breakfast served with a glass of wine accompanying it. In non alcoholic drinks the people enjoy juice of various fruits or goats milk is also popular.

The Dhamjel eat with their hands and very rarely use utensils of any kind other than a spoon with some broken up bread. It is normal for all the males to eat together and the women to sit separately. This kind of eating arrangement goes right down from the top of society to the very bottom. Food is usually placed on large platters or in deep bowls and put in the centre of the room. Each person sits on large cushions around the food and are expected to simply "tuck in".

Fashion and Dress:

The Dhamjel wear ornate flowing robes that in many cases are covered in ornate patterns embroidered in gold or silver thread. The robes are usually worn over the top of some lightweight pants and are usually accompanied by either sandals or light boots. Men usually wear a hat or turban and Dhamjel women are encouraged to cover their lower face until they are married. Women wear almost identical clothes to men except they usually wear less ornate clothing. The women's robes are usually black or some other dark colour, however, there is usually a show of some gold or cheaper material in the form of jewellery used to decorate the clothing.

The clothes are normally made of woven cotton although where it can be purchased, and indeed afforded, silk is the preferred material. In colder climates within the Empire cloaks made of wool are also worn.

Colour is key to all Dhamjel fashion. The style has hardly changed for thousands of years. As stated above male clothing is nearly always very bright and ornate whereas women's is usually dark and accented with jewellery.

Robes made of gold cloth are only worn by those of the highest station within society e.g. Lord, Kings, Emperors.

Education:

The Dhamjel believe very strongly in a good education for all male members of society. Although females are occasionally schooled it is a rare event and usually paid for privately. Different to many cultures the Dhamjel teach maths and "science" before any martial skills are shown to the pupils. All male children are taught to read and write from an early age. The Dhamjel pride themselves on having a true system of education with schools, colleges and in big cities universities. Many male Dhamjel travel throughout the empire in pursuit of a good education.

Dhamjel females are usually expected to be the "leader" of the household. In this capacity it is imperative that the female understands totally all the nuances in running a household to the best of her ability. Usually females learn to manage kitchens, slaves & servants and also the day to day chores of a well run home.

To be male and not able to read and write in Dhamjel society carries quite an amount of social stigma.

Communication:

The dominant language used by the Dhamjel is Dhamesh. In addition to this many Dhamjel also know the trade tongue of Common. It is not uncommon to find many males in society who have also taken the time to master at least one other language of any nation or race who also live within or near the vicinity of his home.

Although Dhamesh is recognised as the official language of the Dhamjel there are many separate dialects and even "sub dialects" of it in existence. The languages grew up from a time millennia ago when the Dhamjel were a tribal people and although they are now almost all extinct some are still spoken in suburbs of cities and away from mainstream society.

In the "less friendly" regions of society there are many slang terms in use to describe non Dhamjel. The most common one in use is "jerdah" – literally translated mean "unworthy". Although the Dhamjel are a tolerant race and usually accepting of all they still have elements of racists and fanatics amongst them that believe in far "darker" ideals.

In Dhamesh if an item or object can be physically touched then it has a name. If it is not able to be touched then until proven otherwise it is a phantom. The Dhamjel, however, do accept that some "phantoms" can be harmful to them they simply do not name them as anything other than a "phantom".

The Dhamjel take great care to bind anything that they wish to be favourable on the love of the Great Spirit. This bind is used throughout daily society even when wishing someone a safe journey home after a visit to a market stall.

The opposite of the bind mentioned previously is when a Dhamjel wishes that someone or something suffers the wrath of the Great Spirit for a period of time.

The Dhamjel are an emotionally driven people and as such hand gestures play a massive role in almost every conversation held by them. This is even evident in small children. A normal conversation can appear as an argument to those of other races as hands and arms move around with such rapidity it almost appears as if a fight will start at any second.

The Dhamjel show respect for each other with a simple, but sharp, bow of the head. This is the standard gesture for a greeting as well a goodbye. Those whom serve in the military add a simple salute to this by touching their forehead with their right hand as they lower their head. This stems from the fact that by tradition their right arm is the sword arm, if it is touching their forehead then it cant be drawing a weapon.

Professions and Skills:

Dhamjel society, despite its obsession with science, has more than its fair share of magi and other dabblers in the arcane arts. The Dhamjel are famed especially for the knowledge and ability to create magical constructs like golems etc. Many a civic building and palace has a magi with "pet" as guards. The Emperor is reputed to have many magi serving the court as advisors and guards so it is only natural that such people inhabit all aspects of Dhamjel life.

The Dhamjel warrior is proud figure indeed. The Dhamjel empire has been both forged and defended with the blood of thousands of the empires soldiers. The Dhamjel have a very well organised military and as such many ex soldiers still wander the empire in search of adventure. It is common place throughout the empire therefore to see those who most fit the title of "Warrior".

One particular profession that has well and truly been driven underground is one of thief. The standard punishment is the removal of the right hand in a public mutilation. These are regularly held on festival days when great crowds attend. This punishment, although a strong deterrent, has not however stopped theft at all. Most towns and cities have a well organised criminal organisation of some sort hidden in its darker corners.

Medicine and Healing:

With no natural ability to regenerate wounds other than long term bed rest the Dhamjel put a lot of faith into the work of those members of society who have taken up the profession of healer. With the scientific mindset of the Dhamjel the healers within society are famed for their published knowledge garnered from years of work.

The Empire is not short of herbal resources and the healers make good use of them. Herbs are brought from all corners of the empire or obtained from other regions to aid the healers in their work.

The Dhamjel healers are renowned for their abilities. It is not uncommon to find many of them working together in larger towns and cities to provide a service to the community. When war or disease strikes the empire then the healers are always close at hand to tend to the sick or wounded.

One specialised area of Dhamjel healers are those who prepare the dead. The "Necromorts" as they are known prepare the body for the funeral unless the body has been transferred over to them by the family. If the body has been transferred then the Necromorts spend hours studying the corpse to better understand how "it works". It is not uncommon to find magic being used in such studies to aid in the gaining of knowledge. Although actually animating the corpse is severely frowned upon it has been known to happen.

Due to the high profile that healers in Dhamjel society get they can usually be located in every small town and above. On the edge of the empire many healers actually travel from village to village providing aid where possible. Many a healer has eventually settled in some small forgotten village after having first visited there whilst travelling.

A person wishing to become a healer will usually start after being apprenticed at about the age of 7. Over the next 10 years or so they will travel and live with whomever they have been apprenticed to until the day the master allows them to take up the role of healer in their own right. During their apprenticeship they learn many aspects of the role including actual healing skills, herb lore and knowledge of the body and how it works.

One item of note is that the Dhamjel have no restriction on who can become a healer it is purely the choice of the master as to whether someone is accepted as an apprentice.

Those patients deemed to be insane by the healers are usually passed over to the clergy. This is because the Dhamjel believe the insane are actually in direct contact with Baqaydir and are in fact blessed with their madness because of this. They feel that the clergy are best placed to aid these people till their communication has finished.

Social Factors:

In Dhamjel society there are many aspects of life that are "governed" by the observance of religious practices. One aspect of life, however, that is not, is family honour and personal honour. The Dhamjel believe strongly in respect for each other and especially friends and family and it is their honour that drives this sense of duty.

Don't be mistaken however into believing that the Dhamjel will always be truthful and honest because of their honour. It would be an affront to their honour if they saw an opportunity to better themselves and their family and didn't take it because they had to spread a little bit of misinformation.

Society is tolerant of all races, religions and non Dhamjel in general provided that they obey the law and pay the taxes levied on them. If however you are a "foreigner" in the Empire then be aware you may be asked to pay higher taxes, gate tolls etc than locals. The Dhamjel do not see this as unfair, merely as a way for them to recoup the costs for providing you, the foreigner, with the benefits of Dhamjel society.

The Dhamjel are a polygamous society – that is, a man can have many wives. It is usual for a man to have as many wives as he can support, however, if for some reason a man can no longer support his wives then he must divorce them to allow them to go to a man who can. Do not mistake this system as one where women are subservient to men, this is not the case by a long way and the vast majority of men only have one wife.

In Dhamjel society courtships are usually only really carried out for a mans "first" marriage. This is usually because it is this marriage where love is the driving force. For second and subsequent marriages it is quite normal for their to only be a brief introduction prior to the wedding as they are normally arranged marriages. Many marriages that are arranged are done for

political and economic reasons. It would bring great dishonour to both the prospective wife's family and her future husbands family if she was to run away from such an arrangement.

Religion:

The Dhamjel are a reasonably pious people and have a firm belief in their own worth in Baqaydir's eyes.

The Dhamjel pray to Baqaydir every morning and evening prior to rest. Throughout the day it is a common occurrence to hear them give praise to the Baqaydir.

The Dhamjel are tolerant of almost all other religions believing them to be false gods and nothing that can particularly effect them. The only exception to this is those whose believers follow practices of evil e.g. murder and sacrifice etc. If any such instances are found within the Empire then swift retribution follows and the worshippers are hunted down and executed by the authorities.

To aid them in their religious observances the Dhamjel build many temples dedicated to Baqaydir. These buildings are usually ornate in design and the walls are usually inscribed both without and within with religious scripture.

The mainstay of the religion are those men and women who have dedicated themselves to Baqaydir. They live and work in and around the temples ensuring that those who have come to worship follow the correct observances and understand the scriptures.

Religion overall plays a significant part in the vast majority of peoples lives. All Dhamjel make an effort to pray at least once per day and will usually ensure they have done both morning and evening. Most cities have at least one large temple and will normally have several smaller ones scattered around.

Death is not seen by the Dhamjel rather a beginning. Death is merely the vessel through which those who have lived a pious life use to ascend to the afterlife. Those who have not lived a pious life and/or follow false spirits will have no chance of this afterlife and are doomed to become fodder for the "fallen ones". The "fallen ones" are those races Baqaydir created to punish the non pious.

Rules:

- Dhamjel are essentially a human sub race - as such use the rules for humans from the PHB.
- Languages known at start of play are Common and Dhamesh.

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MYTHIC DOMAINS

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The Bakerans

Background and History:

Prior to the modern calendar being introduced in Bakera hundreds of tales and events were documented in Bakeran history. Many of these tales and events were recorded for posterity and stored in the great library at the royal palace in Ubayran.

The Bakeran story is one of a militaristic society that eventually brought about its own downfall. For several centuries the Bakeran way of life hardly changed until King Ussai came to the throne. Ussai's belief that the Bakeran's were truly the chosen of the Spirits led him to lead his people on a campaign of conquest and domination of their neighbours. The eventual and inevitable confrontation with the small but rapidly expanding Dhamjel nation resulted in the destruction of the old Bakeran way of life.

Bakeran's changed their whole society from a militaristic one to a far more passive one. Although a standing army is still maintained, with the exception of the occasional border skirmish with Keimukan nomads, the Bakeran's have not been involved in battle since the fateful destruction at the hands of the Dhamjel.

Physical Appearance:

Bakeran's are an offshoot of the human race. Like all humans many shapes and sizes of physique are evident. Many of the race have the dark hair and brown eyes that is prevalent in their part of the Mythic Domains. Unlike many human races in the region the male's of Bakeran society do not have facial hair and indeed a great emphasis is placed on shaving daily to avoid such hair growth.

The relatively high standard of living enjoyed by most Bakeran's has led to increased weight of many older Bakeran's. They themselves point out that such obesity amongst the population is merely a sign of a prosperous and successful nation.

The Bakeran's have no independent language of their own other than local dialects. The majority of Bakeran's speak the Trade tongue and it is not uncommon in larger cities and towns to find speakers of other languages.

Possessions and Material Wealth:

The typical Bakeran places family above all monetary and material wealth. This can shock many foreigners who travel in Bakera as no matter how great a deal is on offer in 99% of cases a Bakeran will turn it down if it could adversely affect a family member.

The majority of Bakeran men do own a weapon, typically a sword, although these are always kept inside the house. This makes foreigners and adventurers stand out as invariably they carry weapons openly.

The ownership of land is seen as a status symbol within society. In addition to this those who do own do not allow it to grow idle. Vegetables and fruit are grown whilst all manner of domesticated beasts use the land. The Bakeran mindset also includes self-sufficiency. As a nation they typically store foodstuffs in various preserved forms. Bakeran jams and chutneys are famed across the region.

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Due to the large volumes of cattle, kept in the north of the country, leather is a good selling commodity within many markets. Bakeran tradesman turn the hides into a whole range of useful items.

Homes and Dwellings:

Houses are usually large and spacious. Traditionally built only on one floor although in cities where space is slightly more constrained it has become more common to start building up rather than out. The central room of a Bakeran home is the kitchen. Most houses are built with the kitchen being the central room and all other rooms leading off it.

The favoured building material is combination of stone foundations and lower walls with a wooden shell and timber framework on top. Out in the more "wilderness" areas of Bakera houses are built from whatever materials are available to them, however, they still follow traditional Bakeran design.

It is not uncommon to find Bakeran families consisting of 12 or more members and all of them tend to live in the same building. As such many Bakeran homes are slightly larger than those found in other cultures. Great emphasis is placed on spacious family areas like a communal room and kitchen.

Social Skills and Relationships:

In general the Bakeran's are a friendly and open people. Bakera has rebuilt itself upon trade and arts not the wars of the past. Traders and travellers from across the domains can be found crossing Bakera.

Due to the tumultuous change in Bakera's history the people have become very open to change and openly embrace ideas that can improve their lives. As such Bakeran's are an adaptable race that is able to not only work within their own society but also capable of fitting in with almost any society within the Domains given time.

Above many other items respect is the key to understanding the Bakeran's. Respect is one of the highest social "gifts" the people give each other as well as non Bakeran's they interact with. To not show someone respect in Bakeran society is a terrible insult. Even those who oppose you should be given respect.

Diet:

The Bakeran diet is as varied and diverse as it can be imagined. They will eat most things and all manner of food is sold from thousands of street vendors that line the streets of the towns and cities. Essentially the Bakeran's class eating as a major part of their enjoyment of life.

Food is grown in the farmlands of the south whilst much hunting is available in the mountain and harsher northern regions. With its reasonable length of coastline sea food is also seen as a major part of many Bakeran's diet.

Over the years the Bakeran's desire to try eating most things has resulted in a few mistakes e.g. poisonings ! The result of this over successive generations is a natural resistance to poisons albeit in a minimal way. (See rules)..

Bakeran's enjoy wine and ale with most meals. There are no vineyards in Bakera however there are breweries. All wine is imported and as such is usually a little more expensive than normal. It is not uncommon to see children being given a small quantity of wine or beer when they are having their meals – "its good for their digestion" is the usual reason.

Meal times are important to Bakeran's. It's the time the family comes together. There are usually 3 meals in a day the 2 key ones being breakfast and evening meal. The lunch meal is usually little more than some bread and meat or soup and is eating at work etc. The family is always together for the evening meal where possible and it may go on for several hours with numerous dishes served up on an open platter where people can simply help themselves.

The people of Bakera like their food preparing in as many different styles as can be imagined e.g. raw smoked, roasted etc. A

favourite delicacy is a cured ham that is left to hang for several months usually in a smoke house.

Fashion and Dress:

The predominant clothing worn is that of pants and tunics. Women usually wear long, but light material dresses. For those in positions of importance it is not uncommon to find "ceremonial robes" are the normal thing to be wearing. Above all else Bakeran clothing is usually practical.

Normally clothing is made from cotton although silks are occasionally seen about major cities. Silk is not cheap in Bakera so only those who are financially well off are normally seen wearing it.

The most important thing that Bakeran's look for when buying new clothes are durability and wear ability. If an item is practical and made of a good material it is far more likely to serve its purpose. If an item is not so then a) it will not last and b) its owner will be seen as foolish.

The most vibrant colour usually seen in Bakera is Orange –it is also the rarest. Only the King and members of the Royal Household usually wear this colour. The dye used to make the robes is also expensive which also restricts its use amongst the general populace.

Education:

Away from the cities the male population is firstly taught how to hunt and farm the land. They will also develop reasonable basic trade skills. It is most common for the males to learn the trade skills of their father e.g. smithing, miller etc. If a person wishes to seek other knowledge, a rare occurrence, then they usually have to head towards towns and cities.

Womenfolk of the land traditionally look after the home duties of the family including cooking, cleaning etc. However they are also expected to manage their families finance including their husbands day to day monetary dealings.

The ability to read and write is seen as vitally important for the countries future. In towns and cities such study is commonplace with many schools being available for children to attend, however in the rural communities it is now as easily obtainable and many times it is left to parents who themselves are not totally literate.

Communication:

The dominant language in use today within Bakera is that of Trade Speak. Throughout the country there are of course numerous slang terms that have crept into the language as well as the local accents. It is still reasonably common to find people speaking Old Bakeran but it is slowly dying out as a language. Common should to a normal human being.

Similar to most other languages around the Mythic Domains everything in life is named. Whether that name be formal or not is neither here nor there the important aspect is that it is named. To here a Bakeran say "what is that ?" generally means they either they haven't got a name for such a thing within the Bakeran version of Trade Speak or that quite simply they have never seen one before and therefore are not sure what it is.

A common way of pledging allegiance in Bakeran is to swear an oath on the respect and well being of your family. All matters of business are sworn on this in both written and quiet commonly written form. Only the most strong of bindings is sworn in the name of the King. If such an oath is sworn though it would be almost unheard of for it to be broken.

Another method for indirect communication in use within Bakera is that of Hand Gestures. Although no official hand sign language is in use many common hand signals are understood. Interestingly many officials are taught not to use their hands whilst talking as it can give off the wrong signals.

One thing to note in Bakera is how rude it is perceived to talk over another. Only in the most extreme circumstances would you

normally find a Bakeran doing such a thing. Also worth noting is that raising your voice in public is also seen as a lack of self control unless such an act is necessary for your profession e.g. trader, militiamen.

Almost all children in Bakera attend school in one form or another. Reading and writing are seen as very much a way to improve the nation. It enables the students to learn from the mistakes of the past and hopefully in turn move the country forward in the future.

One final item of note is that in Bakera it is traditional to introduce any females you may be with prior to introducing any males. Race in this case is not an issue it is purely sex that counts. This is even in the presence of the King who would introduce his wife and daughters ahead of himself or his sons.

Professions:

The King's love of all things arcane has helped promote the role of arcane magic users within Bakera. Throughout Bakera, Academies devoted to arcane studies have started to be built. It is a great day indeed for the typical Bakeran family if one of theirs is accepted into such an academy..

In Bakera there is a standing army comprised of 90% "national service" soldiers. Every male in Bakera is expected to serve a minimum of 2 years in the army. Indeed it is still seen very much as a rite of passage by some people. The only exception to such service is made for those who have been accepted into an academy to study magic.

Although a "profession" of rogue does exist and is out there in the towns and cities they are not seen as a big problem.

The one profession totally outlawed within Bakera is that of Necromancer. This is strictly enforced by the army and local civil militia's. On most occasions those caught studying such a profession are exiled from the country however it is also common for them to be punished in a more physical manner. Those in the know however have implied that a secret college of Necromancers works directly for the Royal Household but that has never been proven.

Medicine and Healing:

Due to the acceptance of magic within Bakeran society it is not uncommon to find magical healing available albeit at a price from most hospitals in urban areas.

Outside of the towns and cities the more traditional healing methods using medicines and salves is still common place. Even in such areas small "hospital" facilities will be built that usually will serve several communities.

If in the unfortunate case that someone dies within Bakera the relevant funeral etc is normally presided over the leading local official or nominated individual. Such "services" are usually very informal with little reverence to the spirits other than to thank them for the life of the individual who has died and for the things they have done for society during their life.

It is worth noting that throughout Bakera the hospital facilities are usually provided free of charge. It is expected however that donations will be made. Many times donations are not coin and in fact it is more common for food and material goods to be offered in donation.

There is no distinction made by Bakeran's as to who can become a healer. No matter what sex or race if you can do the job then its yours!

Social Factors:

In Bakera the exposure of sexual organs in public is seen as a very serious offence. To do such a thing not only embarrasses the individual but also everyone around him/her. Although some clothing is revealing it not seen as being "sexy". This reluctance to show naked flesh in public has driven such professions as prostitution very much underground within Bakera. It is

rare indeed to find a Bakeran actually doing such a profession and in reality it is nearly always outsiders who take it up.

Adultery in Bakera is seen as a potential capital offence. If an adulterer is discovered their partner can request that the offender be put to death.

The key in Bakera is respect. This is for yourself, others around you and the state. Those who have respect and give respect in Bakera can go far.

Lying is seen as crime albeit non punishable by death. To lie in certain circumstance can get you jailed. As such most people avoid lying at all costs as it simply isn't worth it and also can cost so much in respect.

Interestingly prior to the age of 12 children are exempt from criminal punishment with the exception of murder or treason. It is seen that should a child commit a crime then the damage to the child's parents respect is usually punishment enough.

Within society all those who work no matter what the profession, provided it's legal, is considered to be of vital importance to the continued well being of the nation. Within that group certain careers carry more respect than others namely healers or those who use magic.

Bakera although not overtly rich is in general comfortable in life. There is very little poverty and markets are usually bustling affairs. To say a Bakeran is rich would not be true to say they are better off than many people of the Mythic Domains is very true.

Religion:

The Bakerans are not an overly religious people. They do however still like to keep the gods appeased and so they still have many small shrines and temples dedicated to those gods most commonly worshipped.

It is without any doubt however that gods such as Sabkha also have a presence within the country hidden in its dark places.

Rules:

Bakerans are humans and therefore receive no racial modifiers. The only language at start of play is Trade Speak.

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Mythic Domains Theology:

Qaydir progenitor of the pantheon created for himself two children, Smarata and Ghatma. Smarata was god of all land, air and law whilst Ghatma was goddess of water and chaos.

Smarata and Ghatma in turn were united and they too had 2 children. A son named Khatfir who was god of destruction and a daughter Khatfa who was goddess of weather.

Smarata and Ghatma also loved each other deeply and in turn they begat 4 children. Kabirran, Smabala, Birakkha and Sabkha. At this time Qaydir forbade the Smarata and Ghatma from having any more offspring.

The children of Smarata and Ghatma are the most important to the current Pantheon within the Mythic Domains.

The son of Birakkha and Kabirran, Batra, eventually ascended to claim the throne of Qaydir and in doing so absorbed the very essence of Qaydir to become Baqaydir.

Birakkha also had a son with Smabala, Makama, who plays an important role in the afterlives of all living beings within The Mythic Domains.

Smabala also bore Sabkha a child before splitting from her husband's evil ways. The child born was Sahja, also known as the Beast God.

After ascending to his great great grandfathers throne Baqaydir also created for himself two daughters, Harna and Khemtar. Each of the daughters were married to gods from who had chosen to support Qaydir in his formation of the pantheon. These marriages for the first time brought "foreign" blood into the pantheon. Harna married Babama and Khemtar married Aitrem. Whatever their original origin these two gods have lost all contact with their former pantheons.

Several other dieties stand outside the family group. Kabiramis was born a mortal and ascended to godhood. Asada was "born" from the same primordial origins as Qaydir and Ubay is a being of pure evil who has existed since time began. In addition to these there are numerous lesser dieties.

The older generations of dieties – Smarata, Ghatma, Khatfir and Khatfa – are still alive. They are now so remote from the Mythic Domains that few remember their existence and now worship them. Ruins of temples are the only reminder that they once were all powerful.

Mythic Domains Cosmology:

The cosmology of the Mythic Domains as understood by the typical lay person is simple. The Domains sits in between 2 final destinations within a persons life –Heaven or Hell. These are named as Paradise and Purgatory accordingly.

Surrounding the Domains and providing a cushion between these two places are The Reckoning Fields. It is within here that we

start our review.

- **The Reckoning Fields:**

The Reckoning Fields are where every individual first goes when they die. Ordinarily they are assessed by minions of the gods and their souls are sent to Paradise or Purgatory based upon their actions in life. Occasionally souls become lost here and become the Undead within the Mythic Domains. Yet others are pulled back by Necromancers and other foul creatures and finally there are those who are resurrected by priests. It is worth noting that once a person has been sent forth into Paradise or Purgatory there is no known reference to any of them having returned.

- **Paradise:**

As it says... Paradise is the final destination of those whom the gods believe have served them well and to the benefit of those around them. Please remember that this is of course subjective. A person who commits what society dubs an evil act may still end up in Paradise for carrying out the wishes of their religion or holy order etc.

- **Purgatory:**

It here that the dead face up to their sins made whilst alive. All manner of horror awaits those who are sentenced to an eternity in Purgatory. The home of demons, devils and fiends Purgatory is a place no sign person would ever want to see nor it it somewhere the would wish to stay for all time...

Mythic Domains Pantheon:

Name:	Domains:	Alignment:	Favoured Weapon/s:	Portfolios:
Baqaydir	Good, Sun, Nobility, Strength	Lawful Good	Mace	Sun, Light, Strength, Nobility
Makama	Death, Law, Repose, Evil	Neutral Evil	Longsword	Death, Underworld, Judgement
Ubay	Death, Evil, Fire, Trickery	Neutral Evil	Scythe	Death, Murder, Evil, Darkness
Khemtar	Chaos, Protection, Good, Travel	Chaotic Good	Claws	Travel, Protection, Good
Babama	Luck, Protection, Trickery	Chaotic Neutral	Short Sword	Luck, Music, Protection
Harna	Community, Good, Charm, Luck	Neutral Good	Dagger	Love, Music, Beauty
Kabiramis	Artifice, Knowledge, Earth, Fire	Neutral Good	Warhammer	Crafts, Smithing
Smabala	Chaos, Good, Protection, Repose	Chaotic Good	Mace	Death, Grief
Birakkha	Air, Earth, Good, Law, Plant, Repose	Lawful Good	Flail	Harvest, Nature, Underworld
Aitrem	Creation, Knowledge, Law, Travel	Lawful Neutral	Mace	Craft, Knowledge, Secrets, Travel
Sabkha	Air, Chaos, Darkness, Destruction, Evil, Strength	Chaotic Evil	Short Spear	Darkness, Evil, Night
Sahja	Animal, Evil, Moon, Stength	Lawful Evil	Short Spear or Claws	Bloodlust, Hunters, Assassins
Asada	Knowledge, Magic, Rune, Trickery	Neutral	Quarterstaff	Wizards, Sorcerers, Scholars, Sages
Kabirran	Good, Air, Water, Community, Animal	Neutral Good	Natural Weapons	Fertility, Birth, Love

Mythic Domains Deities By Race:

- Human
By class and alignment
- Dwarf
Birakkha, Aitrem or by class and alignment
- Elf
Khemtar, Smabala or by class and alignment
- Gnome
Babama, Harnor, Asada or by class and alignment
- Half-Elf
Khemtar, Smabala or by class and alignment
- Half-Orc
Khemtar, Sabkha or by class and alignment
- Halfling
Khemtar, Babama, Harnor or by class and alignment

Mythic Domains Deities By Class:

- Bard
Babama(CN), Harnor(NG), Kabirran(NG), Asada(N)
- Barbarian
Ubay(NE), Khemtar(CG)
- Cleric
Any
- Druid
Ubay(NE), Kabirran(NG), Aitrem(LN), Sahja(LE)
- Fighter
Khemtar(CG), Baqaydir(LG), Sabkha(CE)
- Monk
Makama(NE), Birakkha(LG), Aitrem(LN), Baqaydir(LG), Sahja(LE)
- Paladin
Baqaydir(LG), Birakkha(LG)
- Ranger
Ubay(NE), Khemtar (CG), Kabirran(NG), Smabala(CG), Birakkha (LG), Sahja(LE)
- Rogue
Ubay(NE), Khemtar(CG), Babama(CN), Sabkha(CE)
- Sorcerer
Kabirran(NG), Aitrem(LN), Asada(N), Sabkha(CE)
- Wizard
Kabiramis(NG), Kabirran(NG), Aitrem(LN), Asada(N), Sabkha(CE)

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The Ruined Smith by Stephen Moore

Now there is a story of smith who found a book, an old book in a foreign tongue, a book of smithing. Some said it was their fate to find each other.

He studied the book to decipher its secrets but non it gave up - save for one picture - a picture of a straight hand and a half sword. Non to that design had been made before and the book seemed older that the printing process that had produced it....

The smith went about his business, and his life, but could not put the book with its picture and strange text from his mind. His wife started to find him troubled, his children notice him distracted. He poured over the pages night by night whilst his nights grew longer and days grew shorter. His wife ceased to wait for him seeking her sleep alone.

But he must read on - the words were coming, he did not stop to think how, but the book drew him in. It filled his dreams with the strange scrawl writhing over the pages and more than once he awoke with a start - having been pierced through the heart by the fabulous weapon - the straight hand and a half sword.

His obsession grew and with it the life drained from him, he became in active for long periods, sitting in shadows. His friends spoke to his wife of his absence. His work became a chore and he only partially fulfilled it with a deep resentment.

But bit by bit, little by little, the words came. Meaning unfolded, images haunted him, meaning were on the tip of his tongue. Then one day it came. His mood snapped, the damned energy unleashed like a flood, and he understood. He must make the sword.

Night and day he slaved at his forge, his mood rose and fell with the heating of the blade. He felt himself drawn into it. A clarity previously unknown in his life - he was the hammer pounding, he was the anvil supporting - he was the fire melding the steel. Bit by bit, he was the sword too. He felt a kind of pain, a sort of anguish each time it was pounded, an unbearable pressure as it was heated, and a release as it was quenched. Again and again he did it - and gradually the mettle was changed - and gradually his own mettle was changed.

It was on the second night when he collapsed in the dark and took water that he noticed the deep bruising down his left side - he touched his ribs and winced. They felt broken. Could it be? Was he in sympathy with the blade? No. He had struggled with the left edge, it had been reluctant to take its temper and he had worked it hard. No. Couldn't be.

He fell into sleep and dreamed he was at the anvil, working. He woke and he was at the anvil pounding the red hot blade. It had him!

The blade was finished by morning's first light. The handle bound and the sword finished by sunrise. His children found him crying and asleep at their waking hour - he was spent, and the sword was gone. They say only the love of his wife and children returned him to health, and that he took to making tools and shoes for the farriers.

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Briana by David Jenkins

Through the shadows of the night she glided across the rooftops. Knowing that the world below was busy with its own worries, she could get on with her business. Not far now from her prey. Looking across the few roofs that remained she saw something moving in the moonlight. It was a guard, she laughed inside. One guard on the roof was what she expected, what she had been told and what she was going to kill.

Gisol inhaled on his pipe, it was the only thing that kept him warm on the night shift. He stopped next to the door, looking down he spied the silver coin that was there. For the past few nights a silver piece had been left by the door. Gisol looked at it puzzled he knew that the day guards wouldn't leave something like this alone so where could it have come from? Bending down to pick the up the coin.....

.....he was smoking on the pipe. He stood there for a moment and then he took the bait. For the past few nights she had placed a silver piece in the same spot. The guard bent over and picked it up, greed; yes greed was what the guard had. It is what she had, that's why she was here. As he was about to stand up she made her move. In one swift move the dagger slipped between the gorget and his helmet. With a gurgling sound he tried to shout, but blood had already oozed into his throat. Briana shed one tear. Another person had died by her hand and so would many more.

The door of the bedroom slowly swung open, Briana could hear the sound of heavy breathing, and she knew her prey was asleep. Approaching the bed with the stealth that she was famed for she was aware that something was not all together right with this situation. Although she had already killed four guards and patrols were running as normal she had a gut feeling that there was something wrong with this situation.

Briana paused and surveyed the scene before her; the room was dark all around apart from the bed. The bed appeared to be bathed in pale moonlight. Yes she saw now what was happening, she had been a fool, it was a trap a very clever trap that would have fooled the greatest of assassins. No sooner had she realised it was a trap the figure on the bed started to rise.

"Fool! You thought it would be easy to walk in here and kill me?" spoke the figure. "I thought you had more sense!"

"DIE!" shouted Briana as in one swift move a dagger was flung from her hip. Briana thought that she was seeing things in her mind. But she wasn't, the dagger really was just slowly spinning towards its target.

"Ha! Again you make me think that you are stupid. You come to kill me Merilton! The greatest of all Wizards! And you only bring daggers!!!!" he said as he waved his hand. The dagger flew straight back in Brianas direction at a tremendous speed.

Her speed failed her this time the dagger dug deep into her arm. With a pained look she grabbed the dagger and pulled it free. She again tried to throw the dagger at him, driving to the floor and throwing a second dagger aswell. She felt something fly over her head.

"My dear, you must be able to see that no matter how many of those daggers you throw at me they wont hurt me! I can control metal like no other man on Earth!"

Mentally thinking allowed she screamed with frustration. It looked like she would have to find a new way to kill this prey without the use of metal. That would be hard as all of her weapons were made of the finest composite metals, the best that money and life could buy. Quickly scanning the room for anything she could use. Out of the corner of her eye she noticed the curtains rising

as if some invisible force was in the air. Then it hit her with the power equal to a kick from a horse. Two of her ribs shattered instantly, her arm broke as she flew a good thirteen feet backwards into a large wardrobe.

Barely able to catch her breath she looked in the direction of Merilton. A grin on his face said all she needed to know. He had thought he had won the battle with his twisted rage wizardry. "You stand there with your smug grin, you stand there thinking that you have already won, but you do not know me I will not die without a fight!" she hissed in his direction.

"My child, you have lost and I have won there is nothing left for me to do but finish this pleasurable act" Merilton replied as he started to spin his hands through the air in an intricate pattern.

Briana spun the dagger from a concealed compartment on her jacket. She launched the dagger through the air knowing that it would do nothing but buy her a moment. Merilton concentration broke as he flung the dagger away with a wave of his hand. That was all the time Briana needed as she launched a large piece of the shattered wardrobe through the air. The wood shard pierced Merilton's forehead splattering his lifeblood across the bed chamber floor. His last expression was one of shock.

He may have been a great Rage Wizard but he was no telepath. Merilton had not seen that she was going to follow up an attack with wood whilst he was distracted. She had aimed for the wood to maim him; her miss throw had created a better result though. Any way lady luck had smiled on Briana, even though she was one of the greatest, if not the greatest assassin ever she still needed luck sometimes.

Briana staggered to her feet, looking around at the scene and smiling. She swiftly decapitated Merilton's corpse and wrapped the head in a blanket. Moving cautiously out of the building she set off to claim her reward and to have some well-earned rest. She had nearly made a fatal mistake in taking this job but it was worth it, her pride swollen. Briana lived to hunt more prey.....

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That Fateful Day by Scott Rutherford

And so the day began. Sun filled and full of promise. Little did they know that for two of their number it would end in misty, blood stained darkness.

On deck, Nandhra stood taking in the fresh breeze. He supported himself on his staff as his wounds had yet to fully heal. Asir had done fine work, but his more serious wounds still opened and bled if he pushed himself too much.

Over breakfast it was agreed that the companions would search the island with half of the ships crew. Longboats were lowered and the crew armed.

After a quick circle of the island, a likely group of buildings was spotted on the coast. The boats and crew set off and rowed towards them. It soon became apparent that the collection of buildings was nothing but a shipyard, capable of holding possibly 2 boats. Just then, Belmir saw the ship wrecks we were rowing over and the glint of gold. We decided to come back for it later. A quick search of the buildings revealed a grizzly discovery. Under the floor of one of the rotten buildings, Nandhra found several skeletons, bleached white, with gnaw marks of human teeth on them. It was decided that these bones were here first and that the buildings were built over them.

The sailors decided that they would stay on the beach whilst the rest of the party made headway up the stream. After a hard trek through the 2ft deep water, the stream ended and we began to circumvent the 30ft tall rock face. It was here that Nandhra made his second discovery of the trip. A 7ft tall pillar, covered in pictograms, made of some strange black stone/metal combination. A quick search of the area discovered no others like it.

By this time it was getting dark. The vote was cast and the decision made to make for the top of the second hill. This uncovered an ancient and derelict temple-like building made of the same substance as the pillar. The party spread out and approached. Nandhra, again in the lead, was suddenly surprised by a large ghostly mouth appearing in front of him at the top of the steps and laughing wildly. He was so shocked he staggered back off the steps and lost his footing, crashing to the ground. As the rest of the group gathered around him, several bloated and rotting creatures erupted out fo the main doors of the building and came charging down the steps towards the group. The foul smell of rot and sea water accompanying them. Arrows flew at the creatures but due to either the darkness, or the surprise, none hit. Suddenly the whole area was filled with mist that seemed to spring from out of nowhere. A creature loomed out of the fog towards Nandhra and viciously cut him down. The last thing he saw, as he lay bleeding into the damp dark earth of the strange and haunted isle, was the creature stomp off into the mist to look for his companions. His final thoughts went to his failure in his duty, the king's killer escaping justice and that his keifer and equipment would never find their way into the hands of his son, Norazir, who had been born 2 days before his departure from The Barrens.....

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The Inner Sanctum by Roger Nicholls

Twelve nervous looking people sat around the large stone table positioned in the middle of the room. Trickle of sweat slowly crawled their way down their furrowed brows before dripping off. Each glanced uneasily towards the figure stood facing away from them in the far corner.

The oppressive heat and humidity barely touched the cold interior of the fortress. The room was only dimly lit by small, almost burned out candles, the thick dust covered drapes blocking all light from the outside. Such a light would have been blasphemous in this dark sanctum. The scent of slightly rotted books and other items pervaded the room and the drip, drip, drip of a puss yellow liquid the only sound.

The figure in the corner moved for the first time in a graceful manner towards the large table that dominated the centre of the room. As the figure walked into the "light" no evidence of features could be seen, all were shrouded in a thick dark robe and hood. Slowly and deliberately the figure proceeded to walk around the table taking each step slowly and resting on an ornate staff whilst taking each step. Lightly touching each person on the shoulder, it sent shudders down their spines.

"One of you has betrayed us.....".

The figure spoke in a quiet feminine voice from deep within the folds of the hood. Each person at the table frantically started thinking back over their actions of the past few days - was it them she was referring to ?

"A simple task gone wrong has brought us to the attention of those from whom we should stay hidden.... quite simply the act of a fool. Yet instead of coming and telling me, even though you know me to be merciful, you chose instead to hide it....."

The figure continued to walk until slowly coming to a stop behind the young magi - Telliros.

"Telliros..."

The young magi looked round, his eyes pleading from mercy and visibly shaking in fear. The dark depths of the figures hood stared back at him.

"... are you sorry for your actions ?"

The magi nodded his head.

"Good." The figure replied, as a several streaks of searing blue-white light lashed across the magi from the tips of the skeletal fingers protruding from the robe.

"I'd hate to think I'd killed the wrong person..."

She said as the burned husk of Telliros fell to the floor with a thump.

The smell of burned flesh now filled the room as the Lich slowly returned to her studies.

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Basic Racial Template

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(Please delete above info before submission.)

(Insert Name Here)
By: (Insert Info Here)
Date: (Insert Info Here)
Edited by: (Insert Info Here)

Description: (Insert info here)
Nourishment: (Insert info here)
Sleep Pattern: (Insert info here)
Size: (Insert info here)
Stamina: (Insert info here)
Commonly Encountered: (Insert info here)
Mental Aptitude: (Insert info here)
Movement Type: (Insert info here)
Movement Speed: (Insert info here)
Morals/Alignment: (Insert info here)
Average Life Span: (Insert info here)
Habitat: (Insert info here)
Climate Found: (Insert info here)
Tactical Information: (Insert info here)
Fighting Prowess: (Insert info here)
Armor: (Insert info here)
Attacks: (Insert info here)
Damage/Attacks: (Insert info here)
Unique Attack(s): (Insert info here)
Unique Defenses: (Insert info here)
Magic Immunity: (Insert info here)

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(Insert City Name Here)

By: (Insert Info Here)

Date: (Insert Info Here)

Edited by: (Insert Info Here)

Location: (Where is the city located in the world?)

Year Founded : (What year was the city founded in. (Remember that sometimes, cities appear before kingdoms...))

Ruler : (Who is the official leader of the city? Not necessarily the most powerful.)

Population / Demographics : (What is the population and racial percentages for this city?)

Government Type : (What type of government rules here? Ex. Democracy)

Languages : (What languages are commonly spoken in this city?)

City Colors : (What are the city colors / banners?)

Natural Resources and Manufactured Goods : (What resources or goods does this city produce?)

Allies : (Who are this cities allies? (Other cities, local despots/warlords etc.))

Enemies : (Who are this cities enemies? (Other cities, local despots/warlords etc.))

Fortifications : (What major fortifications does this city employ? If any. See below for details.)

Tech Level : (What technology level is the city in? Ex. Dark Ages.)

Primary Religion : (What religion is practiced by those in power?)

Other Religions : (What other religions are permitted in the city?)

Climate : (What is the climate in the immediate region of the city? (May differ from kingdom climate.))

Terrain : (What is the terrain in the immediate region of the city? (May differ from the kingdom terrain.))

Description : (Give a description of the city and it's people. Are they rich or poor? Friendly or Hostile? Is the city clean or crawling with rats? What are the attractions that would actually draw someone here, or keep them away – remember, they don't have to be positive to be attractive...)

Government and Public Establishments : (What sort of institutions are offered to the public? Are there schools? Are there ample wells? What about street cleaning? Policing? Fire fighting? Garbage disposal? Medical aid?)

Law and Order : (Who enforces the laws? Are they honest? Bribable? How hard would it be to pay them to look the other way? What are common sentences faced by those arrested and convicted? Are there even courts?)

Religious Centers : (Where are the main temples located? Is there a religious quarter? A square dedicated to the gods? What does this area of town look like in comparison to the rest of the city?)

Unique City Features : (What features make this city unique? Are there grand sculptures? Thousand foot high cliffs? A university? What makes it special?)

Important People : (List the 'important' people in the city. Town leaders, clergy, knights, gangsters etc...)

Shops, Guilds, and Organizations : (What special shops are found here? Are there specific guilds/organizations that do or do not operate in this city?)

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(Please delete above info before submission.)

(Insert Name Here)

By: (Insert Info Here)

Date: (Insert Info Here)

Edited by: (Insert Info Here)

Description: (How does it look as if viewed for the first time in an anthropological viewpoint. Some minimum requirements are suggested.)

Nourishment: (Omnivorous, herbivore)

Sleep Pattern: (Diurnal, nocturnal)

Size: (4-5' tall)

Stamina: (poor, average, very, incredible, god-like!)

Commonly Encountered: (self-explanatory)

Mental Aptitude: (Human intelligence, animal intelligence, god-like)

Movement Type: (bipedal, fly, swim, crawl)

Movement Speed: ((applicable equiv.) human, horse, light speed)

Morals/Alignment: (Neutral, good, lawful)

Average Life Span: (50 years)

Habitat: (This will describe where and how the creature may be found. Listed are the minimum requirements to include.)

Climate Found: (Desert, swamp, underwater, rainforest)

Tactical Information: (Data that will convey the offensive/defensive capabilities of the creature.)

Fighting Prowess: (Above average, terrible, awesome, untouchable)

Magical Prowess: (How powerful is it's magic ability?)

Armor: (If the creature does not wear armor indicate an equivalent armor type. I.e.: None, Chain mail)

Attacks: (1, 2, 3, 4)

Damage/Attacks: (Equiv. to shorts word, spear, dagger.)

Unique Attack(s): (Describe what they are and their effects. Blinding ray: If hit a target will suffer blindness if they do not resist the magic.)

Unique Defenses: (stench (negative to attack))

Magic Immunity: (bonus to fire-based, negative to electrical attacks)

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(Name of Deity)

By: (Author's name)

Date: (Date developed)

Edited by: (Insert Info Here)

Deity Name: (What is the name of this deity?)

Pronunciation: (How is this deity's name pronounced?)

Areas of Influence: (From what aspects does this deity draw strength? I.e. - War? Love? Magic?)

Pantheon Affiliation: (With what Pantheon is this deity affiliated?)

Worshipped by: (What classes worship this deity?)

Perceived Persona: (What is the perceived persona of this deity? Are they considered a loving god, deeply concerned with the well being of their followers? Arrogant? Spiteful?)

Real Persona: (What is the actual persona of this deity? Not what the people are told the deity is by the temples.)

Goals: (What are the goals of this deity?)

Harmonious Relationships: (With what other deities does this deity have a particularly harmonious relationship? In other words, who's goals and areas of influence compliments this deity's own and therefore could be found working together with this deity's followers?)

Rancorous Relationships: (Which deity's goals and areas of influence are opposed to this deity's? What is the likely outcome of any meeting between the two groups of followers?)

Favored Incarnations: (When this deity appears to their followers, how do they normally appear?)

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(Insert Info Here)

By: (Insert Info Here)

Date: (Insert Info Here)

Edited by: (Insert Info Here)

Type: (Insert Info Here)

Common Name: (Insert Info Here)

Regional Name: (Insert Info Here)

Availability: (Insert Info Here)

Habitat: (Insert Info Here)

Temp Zone: (Insert Info Here)

Size: (Insert Info Here)

Reproduction: (Insert Info Here)

Description: (Insert Info Here)



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By: (Insert Info Here)

Date: (Insert Info Here)

Edited by: (Insert Info Here)

Type: (Insert Info Here)

Common Name: (Insert Info Here)

Regional Name: (Insert Info Here)

Availability: (Insert Info Here)

Habitat: (Insert Info Here)

Temp Zone: (Insert Info Here)

Size: (Insert Info Here)

Reproduction: (Insert Info Here)

Description: (Insert Info Here)

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Kingdom Template

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(Please delete above info before submission.)

(Insert Kingdom Name Here)

By: (Insert Info Here)

Date: (Insert Info Here)

Edited by: (Insert Info Here)

Year Established: When kingdom first started.

Ruler: Primary Ruler or Group.

Ruler's Titles: Official Titles.

Capital: Where to ruling power lives.

Population: Total kingdom population.

Government Type: See "government types" below.

Government Stability: See "government stability" below.

Climate: General climate and conditions.

Languages: All spoken languages in the kingdom.

Currency: Names of currency and type.

Technology Level: See "technology levels" below.

Wealth: Just a general description. Ex. poor, wealthy etc...

Allies & Alliances: All allies of note.

Enemies & Rivals: All enemies of note.

Demographics: Percentage of races that live within the kingdom.

National Colors: could be colors or a symbol etc...

Natural Resources and Manufactured Goods: List all resources or goods of note.

Primary Religion: Usually follows ruling power but could be anything.

Other Religions: List the others here.

Terrain: Basic description of type. Ex. could be desert or grasslands etc... These are some more fields that need to be filled in for more details.

Description: A brief write-up about what type of kingdom it is. Whatever details you think make this kingdom unique.

Geography: Here you can put any major geography descriptions. Major mnt's or lakes for example.

Flora/Fauna: Some description about this should be included.

History or Timeline: Either a write-up of the history, generate a timeline or a timeline if you have one could go here.

Government: Details about the government, How it was formed etc...

Legal System: What are the laws of the kingdom etc...

Military: Details about military strength, fighting styles etc...

Economy: What makes this kingdom an economic power or flop etc...

Social: What are the values of the people and leaders etc...

Important People of Note or Heroes: Details description of people that we should know about.

Cities of note: Either just the names or names and brief description.

Towns of note: See above

Villages of note: See above

Below this point all information is for the top of this file...

Government Types:

•

- **Autocracy** - One leader with absolute power. This person is often supported by a powerful military or bureaucracy. They would be considered Dynastic Rulers, with rule being passed to their children.
- **Bureaucracy** - While there might be one single person who is designated as 'leader', however, power resides with the various departments who actually run the land. In a land that is ruled by Bureaucracy, it is not unusual to find departmental heads, or Ministers, in charge of everything.
- **Confederacy** - Each town, city or province rules itself and contributes to a central body with the idea that 'together we are stronger than alone'. Depending on which town, city or province you're discussing, attitudes about the central body may vary in the extreme.
- **Democracy** - The leadership of a land under the flag of democracy, is elected by the populace as a whole. Actual bureaucrats might do all the work, but the leadership is elected.
- **Dictatorship** - Exactly the same as Autocracy, except that rule is not necessarily Dynastic.
- **Feudalism** - Your typical Fantasy setting government with Kings, lords, and serfs.
- **Gerontocracy** - A land ruled by the elders of the land. Elves are a good place to look for this sort of leadership.
- **Gynarchy** - A government formed strictly by women. This system of government is often paired up with another system.
- **Hierarchy** - A feudal or bureaucratic system that is controlled by organized religion.
- **Magocracy** - A government controlled by magic users. Wizards may rule directly as Oligarchs or feudal lords, or they may participate in another form of government such as a bureaucracy or democracy.
- **Matriarchy** - A government reserved for the eldest or most important females, often as council of the most important women of the land.
- **Militocracy** - A nation run by the military under a state of martial law.
- **Monarchy** - A nation ruled by a single hereditary leader, whose powers are limited by the law and he/she usually serves as the head of another governmental form, such as democracy or militocracy.
- **Oligarchy** - A group of absolute rulers who share power, usually controlling a city or province. A good example would be the powerful adventuring party who takes over a country.
-

Pedocracy - A government made up of scholars and wise men and women. Usually associated with another governmental form.

- **Plutocracy** - A government made up of the rich and powerfully elite of the society.
- **Republic** - A Land Owner's only democracy. Those without land, have no say in who is elected. Greatly favors the land owners!
- **Satrapy** - A land ruled by a government that has been put in place by a conquering land. This form of government can be linked to another, however, the government is there to wield power for the conquering nation and not the conquered.
- **Syndicracy** - A government formed by the various guilds and syndicates in the land.
- **Theocracy** - A direct representative, or representatives rule in the name of a divine power as a dictator.

Government Stability:

- **Very Unstable** Small shifts in power are frequent (such as assassination attempts, mergers between groups, dissolution of groups, etc) and the likelihood of the government collapsing or being overthrown within the next five years is high. Such a government has a tenuous hold on the military at best and is hated by the population, keeping them in line with threats and martial law.
- **Unstable** An unstable government usually involves conflict between internal groups and may involve a population that dislikes the ruling class and a military which occasionally resists government authority. Such a government faces hard times ahead and there is a good chance that there will be changes in the politics of the nation some time in the next 10 years.
- **Stable** This is the "average" among the nations. A stable government is one which has firm handle on the military and grudging respect from the people, even if they do bemoan their taxes. It is likely that this government will stand for at least the next 25 years.
- **Very Stable** The government is rock solid and is built upon traditions and rituals that have last for many generations. It is highly unlikely that such a government will undergo any significant change in the next 50 years. Such governments are usually strong and have full support of the military and the people.

Technology Levels:

- **Ancient Real Word Date 5000 BC to 0**
Agriculture Simple Farming, Animal Husbandry, Herbal Healing Armor Leather, Furs,

Padded Crafts Simple Pottery, Clay Bricks, Potter's Wheel, Clay Tablets, Papyrus Economy Trade and barter Metallurgy Gold, Silver, Copper, Tin, Bronze Science, Astronomy and Mathematics Simple Calendar, Geometry, Algebra Religion Nature cults Weapons Bronze weapons, Simple bows

- **Dark Ages Real Word Date 0-700AD**

Agriculture Cotton, Irrigation, Crop Rotation Armor Splint mail, Ring mail Crafts Stone Bricks, Crude Lead Glass, Vellum Economy Crude coins Metallurgy Lead, pewter, Crude Iron Science, Astronomy and Mathematics Sundials, Water clocks, Advanced Calendars, Calculus Religion Polytheistic Weapons Greek fire, Pole arms, Long bows

- **Middle Ages Real Word Date 700AD-1200AD**

Agriculture Silk, Sammite, Thread combination, Weaving Loom Armor Chain mail, Plat email Crafts Complex glasswork, Stained glass, Paper Economy Advanced minted coins Metallurgy Iron Science, Astronomy and Mathematics Standard Measures, Magnetic Compass, Hooded Lanterns Religion Regional Monotheism Weapons Shipboard rams, Simple crossbows, Recurved bows, Catapults

- **Pre-Industrial Equivalent Real Word Date 1200AD-1500AD**

Agriculture Treated fibers Armor Fieldplate, Full Plate Crafts Advanced types of glass Economy Paper bills of credit Metallurgy Crude steel alloys Science, Astronomy and Mathematics Base 10 Measurement, Crude Steam Engine, Telescope, Copernican Theory Religion Regional Monotheism Weapons Heavy crossbows, Cannons, Ballista, Gun Powder

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Magic Template

(Name of the magic item)

By: (Author's name)

Date: (Date developed)

Edited by: (Insert Info Here)

Creator: (who created the magic item)

Creation Date: (when was it created)

Creation Location: (where was the item created)

Specifications: (How was the item created? From what type of materials?)

Purpose: (Why was the item created?)

Description: (Sensory data. What does it look like? Smell like? Feel like? Does it evoke an emotion?)

History: (Where has this item been? Who are its previous owners?)

Powers/Abilities: (What does the item do?)

Consequences (if any): (Is the item cursed in some way? Is it protected In some way from casual use by just anyone?)



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(Name of the organization)
By: (Author's name)
Date: (Date developed))

Name of Organization: (Insert info here)
Location: (Insert info here)
Type of Members: (Insert info here)
Number of Members: (Insert info here)
Demographics: (Insert info here)
Primary Location(s): (Insert info here)
Leader: (Insert info here)
Year Founded: (Insert info here)
Symbol: (Insert info here)
General Description: (Insert info here)
History: (Insert info here)
Goals and Motivation: (Insert info here)
Allies and Enemies: (Insert info here)
Oaths and Codes: (Insert info here)
Rank Structure: (Insert info here)
Notes: (Insert info here)

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(Name of the Person)

By: (Author's name)

Date: (Date developed))

Titles: (Insert info here)

Birthdate: (Insert info here)

Age: (Insert info here)

Hair: (Insert info here)

Eyes: (Insert info here)

Attribute bonus(s): (Any relevant notes of above or below average attributes or skills.)

Physical Description: (Insert info here)

History: (Insert info here)

Goals and Motivation: (Insert info here)

Allies and Enemies: (Insert info here)

Quirks or flaws: (Insert info here)

Notes: (Insert info here)

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Religion Template

(Name of Religion)

By: (Author's name)

Date: (Date developed)

Clergy: What classes are open to the clergy?

Available Classes: Clergy, Crusader, Druid, Specialty Priest, Monk, Mystic, Shaman, Fighter, Paladin, Ranger, Wizards (all classes), Abjurer, Conjuror, Diviner, Enchanter, Illusionist, Invoker, Necromancer, Transmuter, Spellslinger, Thief, Bard. (Plus any others you can think of...)

Clergy Alignment: Members of any class that are part of the clergy must be of one of these alignments...

Turn Undead: List the various clergy ranks and whether they can turn Undead...

Command Undead: List the various clergy ranks and whether they can control Undead... Start with paragraphs describing, the publics regard for this religion, typical details of temples or shrine construction, and how well they exist in the society they are designed for. Just give basic details regarding the religion at this point.

Dogma: Detail the beliefs, tenants, doctrines and sayings of the religion.

Organization: What are the different levels of the clergy called? (ie. Novice, Adept, Cleric, etc.) What are the functions of these different ranks? What classes would normally be associated with each rank?

Day - to - Day Activities: Typical activities of the church are discussed here. This covers what the church actually does, as compared to what it preaches. Should also discuss what followers and priests are to tithe to the church, or sacrifice to the deity.

Important Ceremonies / Holy Days: Self Explanatory.

Major Centers of Worship: Describe major centers of the deity's worship. These may be the largest temples, those with the most far reaching influence, or those with historical importance to the religion...

Affiliated Orders: Knightly and Military orders affiliated with the religion. Touch briefly on what classes of characters are in the orders, and what the orders duties are. Are their any affiliated wasn't known for a long time after his death and the traditions surrounding him were already established and couldn't be taken away.

Priestly Vestments: Discuss the ceremonial clothing of the priests of this deity and how the clothes differ with the kinds of priests and different ranks. Typical colors and materials should be touched on as well as holy symbols...

Adventuring Garb: Describe the typical priests adventuring garb and discuss the differences in their garb for various types of priests in the same order.

Secret Doctrine: Many religions have a secret doctrine, which the faithful at large are not aware of. If this temple does, explain what the dark secret is, who knows, and what would happen if the secret were revealed to the temple at large. Examples of this might be one of the most revered saints of the church, who is constantly held up as an example that the rest should live by, who before his death, turned against the god. This perhaps wasn't known for a long time after his death and the traditions surrounding him were already established and couldn't be taken away.

New Spells: List and describe any new spells associated with this religion, separate them by levels. These are not necessarily confined to just the specialty priests.

New Magical Items: List and describe any new magical items associated with this religion, separate them by type. (ie. Clothing, weapons, etc.)

Holy Relics and Books of Great Power: All religions have their holy relics, describe what weapon, relic or holy books exist and what makes them so special. (List any spells that can be found in the weapons, or books, etc.)

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(Name of the Spell)

By: (Insert Info Here)

Date: (Insert Info Here)

Edited by: (Insert Info Here)

History of Spell: Explain when and why the spell was created and by whom. Add any information that adds color and interest for the reader.

Description: This is the meat of the template. It gives the general description of the spell and imparts the general effects of the spell without dipping into the other fields below.

Components: Explain any materials that are needed for the spell to be successful cast. Remember that id you include a plant or animal component that has a write up on the site to include the link as well.

Casting Time: If the spell takes a specific amount of time mention it here. Remember that most games have set cast times while in the tactical/melee phase. This should primarily be used for rituals that take place outside of the tactical phase. If the spell is strictly a type that is cast while in combat it would be best to include an entry such as "per your game system."

Spell Duration: How long does the spell and/or its effects last.

Area of Effect: When the spell is successful cast how large of an area does it effect? Does it encompass a 10 foot diameter per level of the caster? Perhaps it impacts a single man-sized target.

Limitations/Restrictions: Does this spell only occur in a certain areas, times, temperatures, or the like?

Casting Complexity/Level: Entries should relate if the spell should be available to beginning mages, intermediate, the highest arch-mages etc.

Notes: Add anything in here you feel does not fit in the fields above. If this field is not used please delete it.

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Harka Ketfi

Titles: Marshal Of The Provost Jirfir

Age: Late 30's

Hair: Black. short

Eyes: Dark brown

Attribute bonus(s):

Very charismatic and intelligent. Harkha Ketfi's mere presence has been known to bring a peaceful outcome to situations. His ability to spot deception is second to very few and his loyalty to the city of Jirfir I apparently unswerving.

Physical Description:

A tall man with a muscular frame Harkha can be physically imposing. His square set jaw is pockmarked, signs of a childhood disease perhaps. Jet black hair that is always kept immaculately trimmed - a trait he actively encourage amongst The Provost. Usually wears loose, but not flowing, robes with the red sash that signifies Provost.

History:

Very little is know of Harkha Ketfi prior to his role as Marshal. He apparently visited the council of Jirfir one morning and the Provost was "born from there". It is surmised that he is from the Dhamjel region as his mannerisms indicate such yet he swears no allegiance to any including any of the Merchant Houses. During the 10 years he has been Marshal crime rates in the city of Jirfir have been contained although there has been no significant reduction. The Provost under his direct command has gone from strength to strength. Originally a loose group of people still with loyalties to the very Houses he has moulded them into a reasonably efficient outfit that is capable of defending the interests of Jirfir on a local basis.

Goals and Motivation:

Total loyalty to Jirfir is what appears to motivate him. His desire to better the city and eradicate elements that could cause harm to the city seems to drive Harkha almost to the point of fanaticism.

Allies and Enemies:

Numerous. Especially amongst the pirate communities of The Scattered Isles. On several occasions he has ordered the canons within Jirfir to be used on pirate vessels just off the coast and even in the harbour. Locally he has offended more than one Merchant House at least once in his sometimes over zealous approach to eradicating potential problems for Jirfir.

Quirks or flaws: He acts quickly and decisively with all the authority his role brings. He never really seems to think about the consequences only whether it is right or wrong at the time.

Notes:

Locally he has developed an aura of mystique. His Provost Guards give him total respect. The Merchant Houses accept he his necessary and the local people acknowledge what he has achieved withn Jirfir. The criminal element fear him.

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