



Celadon

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Book Ten of the Lost Books of Talislanta

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Celadon: Seed of Worlds



Celadon: Seed of Worlds details a world wherein Man is an outsider, a new-comer whose actions have earned him the enmity of those around him. Celadon is in some ways an allegory of Nature itself – wondrous, beautiful, and strange. It is neither good nor evil; such concepts are in some ways more a matter of individual or societal point-of-view. When Mankind first discovered Celadon, they took it to be a paradise in all sense of the word in part because it was so close to the source of Creation and in part because of its breathtaking, pristine nature. In your own games, Players may make similar mistakes. Let them. Celadon is a reflection of the natural world, and like the natural world it contains unrefined beauty, astounding potential, and astonishing destructive powers.

Celadon is a fantasy setting that is very different from our own world. Aside from the indigenous population, creatures, and plants, the most notable difference is a large green sun that

provides light during the day and a number of small moons that provide a pale glow during the evening hours. Furthermore, with the presence of magic, or perhaps even because of that presence, there are places in Celadon where the very nature of the environment is altered. Thus, travelers can expect to find mountains of metal, trees of crystal, and even creatures seemingly made of glass.

The name Celadon itself means “silvery-green,” and some extra-planar travelers confuse this world with the Green World itself. There are some similarities between the two locations, and given that many of the indigenous species call Celadon “the Green,” confusion is bound to appear.

The world of Celadon is comprised of two main bodies of land separated by the Celadian Straits. Travel between the two is not uncommon, but travel via sea around the northern continent is difficult in the best of times.

Celadon's Heavenly Bodies

The inhabitants of Celadon believe that there are multiple worlds, other realities, existing elsewhere. Called the Omniverse, they believe that their world, and others, floats in the Aetheric Sea. Travel to those other worlds or planes is possible from Celadon; however, the few known locations that facilitate magics that allow travel between planes, or allow easy access to the Aetheric Sea, are closely guarded by the inhabitants of Celadon who fear invasion or corruption by outside forces.

Celadon's sun has no single name. Called the Green Sun in general conversation among Celadians, all of the races except the Dendrads each have their own name for the Green Sun amongst their people. To the Chrysalids, it is known as *Mour'an*; the Manrak call it *Lawkohn*. Among the Aeriad, it is called *Ch'karat*, "She Who Sails Above All". And to the Imperions and their Neomorph servitors, it is referred to as *Verdigral*.

In contrast, the names of the four moons orbiting Celadon remain constant, no matter the speaker. *Acarius* is the smallest of the moons, as well as the dimmest. She shines with a pale yellow light during the winters, but is often indistinguishable the rest of the year because of the glow of other heavenly bodies. *Nageli* is considerably larger than Acarius as well as the being the brightest of the moons. The silvery-grey light of Nageli is common throughout the spring, but dims during other seasons. *Laest* has a white glow and is fullest during the summer months. The final moon, the deep red-orange *Gunnerus*, is brightest during the fall season, but the auroras that routinely radiate from this heavenly body are visible at all times during the year.

Weather

Southern Celadon experiences tropical summers and very mild winters. As one travels north, however, this changes. The coastal regions along the southern continent receive cool breezes from the seas while the interior experiences a variety of storms and, on occasion, harsh winters. The strange geography of the North makes it harder to draw such simplistic distinctions. A harsher natural landscape still undergoing volcanism, the seas along Celadon's mid-section frequently boil and steam. The seas around far northern Celadon tend to be cooler; when they mix with the heat that comes from the volcanic activity of the island, they frequently cause strange currents and storms to erupt.

Generally, currents circle the world of Celadon in a counter-clockwise motion. The seas push in towards the land, sweeping up the south-eastern coast until they reach the heat from the Celadian Straits which push the waters out and away. Another current boils up from this point and sweeps north towards the cooler seas there where it meets resistance. A northern current from the Hydran Sea pushes south against Celadon, splitting and passing unhindered down the north-western coast until it batters against the Shallow Sea and turns away from the continent. Another current moves in from the western horizon but pushes slowly and gradually towards the southern islands.



Reaching Celadon

Celadon is a rich, verdant world located not too far from the Green World, a higher plane where all that exists in the Omniverse originates. Comprised of two large continents surrounded by the Aetheric Sea, outsiders can reach Celadon by any one of the three magical gateways. One of these gateways lies on the southern island of Terrestria. This rocky, muddy, ash covered island little resembles the rest of the world. The Terrestria Gate is a simple, irregular archway of stone that lies in a cave deep underground. A second gateway lies somewhere within the Primal Forest of the southern continent. The exact location of this gate remains somewhat mysterious because the appearance of the gate itself changes over time. Recently recorded descriptions of the Primal Gate each describe it as being an archway of trees, a ring of mushrooms, or a veil of hanging vines. A third and final gate lies at the opposite end of the world, on a spur of land to the north of the Inferno. Out on the cold Hydran Plains there are supposedly fierce windstorms that can sweep up the unwary and whisk them away to another world. The least reliable of the three, the Northern Gate is located in a shallow valley over-looking the sea.

Seeds: A History of Celadon

Much of the early history of the world of Celadon is now largely forgotten, or at best is simply remembered in the half-dreaming state of its eldest inhabitants, the Dendrad. In fact, the very name Celadon, which in the Elder Tongue is most closely rendered as "Silver Green," is derived from the name of the Dendrad's own country. While some Dendrad argue that their area of control extends to the entirety of the world and that there is therefore no ambiguity in the name, other inhabitants of Celadon fiercely dispute that fact. However, it is clear that the Dendrad, a vegetative race, are the world's oldest inhabitants; therefore, sages wishing to understand the world of Celadon often venture deep into the vast forests and jungles of the south in hopes of attracting the attention of a benevolent Dendrad. Some of these lore-seekers make it out alive, their minds filled to bursting with new insights and understandings; others are never seen again.

The Dendrad

The sentient vegetation of Celadon are collectively known as Florans. Originally distinct species, the various ethnic groupings have long since merged and melded into one sole group, known as the Dendrad. According to the epic poems of the Dendrad, the world of Celadon sprang from the gardens of the Green World. Just as some seeds use the power of the wind to carry themselves far a field, so too did Celadon sail away on the winds of the Aetheric Sea to find fertile soil and give birth to a new world. Similarly, the four moons which change with the seasons are thought by the Plant-Folk to be dormant seeds, seeds that did not take root. While non-Dendrad wise men have long argued over the poetics of these statements, the Dendrad themselves accept them as fact.

There are some similarities between Celadon and the Green World, but travelers are cautioned not to make assumptions about Celadon based on

such trivialities. While Celadon does seem to contain numerous intelligent creatures, not everything here is sentient. There are numerous elemental entities here; yet not all of them are truly elementals, but instead are creatures of flesh, if stone and crystal, wood and resin can truly be called flesh. Perhaps this is the greatest difference of all; unlike the Green World, the majority of inhabitants of Celadon are not elementals or spirits at all, but are living, sentient creatures. And of these creatures, some of the oldest are the Dendrad.

The Dendrad do not claim to know precisely who the first plant to Awaken was, but they do all agree that the first Awakening took place in near what is known as the Tree of Life. The Tree of Life is a unique life form, a tree whose branches and roots somehow pierce time and space. While the Tree can be said to exist solely on Celadon, it has branches that form separate trees and roots that give birth to lesser growths on other planes, in other places, at other times. Because of this fact, the Tree is effectively immortal. It draws sustenance, of many kinds and sorts, from across the Omniverse and in doing so has spread itself across time and space. It is unlikely that the entirety of the Tree could be destroyed. On the other hand, the primary root and trunk of the Tree are here.

If the Dendrad and their descendants can be said to have a god, the Tree of Life is it. Some Dendrad cults believe that the Tree was the original Seed that created the world as well as the progenitor of their own species. Others claim that not only is the Tree sentient, but that it is responsible for the birth of life everywhere throughout the Omniverse.



The Awakening

The ability of the Dendrads to appear as normal plants during the day, but to become ambulatory and communicative at night, is called Awakening. It is a widely held belief amongst the Plant-folk that the plants of other worlds, assuming that other worlds do indeed exist, also have the power to Awaken just as they themselves do.

According to the Dendrads, all plants spend the daylight hours in a state not unlike that of a dream. While they are moderately aware during this time and will respond to the vagaries of sunlight, wind, and rain, they are not consciously fully aware of their surroundings. During the hours when the sun travels beneath the horizon, the minds of plants awaken; however, many chose to spend this time pondering the nature of reality and the pushing the limits of natural philosophy. The Dendrads go on to claim that many plants are quite skilled in a variety of metaphysical pursuits and often send their minds wandering the Omniverse. It is only in Celadon, they claim, that conditions are so fully ripe for the Awakening of so many plants.

Not every plant in Celadon exists as a Dendrad. The Dendrads are, in fact, far outnumbered, not only by other races, but also by other plants. However, to the Dendrads, who believe that all plants have the ability to Awaken, believe that all plants are therefore Dendrads. Although other races make a distinction between the sentient Dendrads and the seemingly non-sentient lives of other plants, the Dendrads distinguish only between “those who speak” and “those who dream,” and accord all plants the same respect that they give their peers. Thus, when the Archæns tried to determine how many Dendrad there might be in Celadon, they could never get a clear answer.

When the first plants began to Awaken in Celadon, they were for the most part sedentary creatures, rooted in one spot. However, their ability to articulately converse combined with a contemplative and inquisitive nature brought them to the attention of the various elemental entities

that frequented the area. These elementals were fascinated by the plant-folk and began to undertake various small tasks for them: carrying messages to other plant-folk, delivering seeds to distant regions, altering the landscape to allow for better irrigation, and so on. However, the plant-folk eventually learned how to Awaken other plants, and when they did so, they frequently set their new charges about these tasks. The elementals, always busy with tasks and contemplations of their own, were surprised by this turn of events, but quickly accepted it. This first evolutionary jump has come to be called the First Flowering, and it marked the beginnings of a series of changes that would alter the plant-folk.

Although the plant-folk at this time had no uniform appearance, the differences between the sedentary and contemplative beings and the ambulatory and instinctual ones were vast. It was perhaps at this time that the plant-folk first developed their tendency to qualify beings based on their capabilities, rather than appearance. Those plant-folk who spent their entire lives rooted to one spot came to be known as Suldrad, which in Elder Tongue means “rooted”; those who were ambulatory were called Denlyon, which translates to “lightness-of-form.” Each of the long-lived Suldrad presided over a number of Denlyon as well as many of the Denlyon’s descendants. However, this was not a case of slavery despite how later races would come to view it. Instead, the oldest, and presumably wisest, Suldrad ruled over a Court whose members typically consisted of its own descendants and the Denlyons who tended them. Typically, age was used as a demarcation of power amongst these Courts, but wisdom was highly favored; however, the wisdom of youth is typically viewed as folly by the tradition-loving aged.

The Suldrad and the Denlyon lived by and large in a variety of symbiotic relationships. The Denlyon recognized the wisdom and experience of the Suldrad, and therefore went to them for the purpose of ordering disputes, solving difficult problems, and learning about the Omniverse. The Suldrad conversely strongly depended upon the Denlyon for many of the tasks that the elementals

had once performed. While Suldrad still bred in the manner of plants everywhere, they had used the elementals to spread themselves according to design rather than by chance. In fact, many Denlyon were relied upon to carry seeds or pollen not only from plant to plant, but also between Suldrad. In such a manner were the Denlyons seen as a necessary part of the continuation of the Suldrad families.

The First Gardens and the Age of Seeding

For the most part the Suldrad were solitary, but as time went on, charismatic leaders began to emerge. These Suldrad leaders gathered around them a cove of followers. These bands of Suldrad, along with their numerous Denlyon companions and cohorts, established the first Gardens. The Plant-folk developed a philosophy and way of life that were harmonious with nature. However, despite their similarities, they were not a unified people. While some did maintain Gardens, many of them struggled not only with the indigenous plant-life but also with one another for space and the necessities of life. These Gardens were essentially tiny empires, and in time the Gardens began to struggle with one another, each vying for fertile territory. These exertions were conducted rather slowly as terrain was claimed by the encouraged growth of specific breeds of plants. However, while this ponderous style of warfare was underway, Gardens would also send emissaries to one another, plying diplomacy, intrigue, and misinformation in attempts to forge alliances and isolate foes.

After spreading beyond the boundaries of Hulumale Island, where the Tree of Life grows, the Denlyon attempted to find new places for the Suldrad to root and grow. Eventually, the Denlyon found ways to cross the Celadian Straits and bring their Suldrad masters to the milder southern continent. The spread of the plant-folk across the Narrow Sea marked the end of the first age of Celadon, called the Age of Seeding.

Over time, the Suldrad and the Denlyon mingled, passing certain attributes on to their offspring. These offspring often carried the best of

Gardens and the Wild

Scattered about the southern regions of Celadon are a number of areas in which plants grow in orderly ranks or in aesthetically pleasing arrangements. These Gardens are the result of a group of Dendrad coming together to live in large family groupings. While visitors are often welcome here, the Dendrad will go out of their way to persecute any trespassers who willfully destroy the ordered beauty these Gardens contain. By contrast, there are some Dendrad who see the existence of Gardens as a frivolous waste of space and that these preserves should be set aside to grow naturally. While there is little in the way of overt hostility between these groups, the tensions continue to simmer beneath the surface of Dendrad society.

both their parents – high intelligence and ambulatory power. Known collectively as the Dendrad these plant-folk spread throughout the world of Celadon, shaping the land and its plants. The first Dendrad were neither as intelligent, nor as strong and sturdy as their forebears. As they moved, they listened to the plants, and from time to time would stop and dream alongside their charges. Since the Plant-folk recorded distinctions in their species based on a groups capabilities and not their appearance, it is hard to track exactly how many and what kind of plant-folk there are. Considering that even the Dendrad spend part of their lives ‘dreaming’ in the manner of normal plants, it can sometimes be quite difficult for non-Dendrad to determine whether or not a given plant is a sentient being or not.

At first the Dendrad retained a great deal of their past society, especially as concerned the Gardens. While the Suldrad and the Denlyon were no longer truly distinct species, numerous sub-species of Dendrad emerged to fill a variety of niches to fill Gardens and Courts.



The Age of Sprouting

The spread of the Dendrad as a separate species distinct from their forebears was perhaps hastened by the spread of the Plant-Folk out from Hulumale Island. The northern continent of Celadon was little to the liking of the Suldrad. Much of the soil was rocky, metallic, or crystalline; the climate was generally hotter and drier; and furthermore, the native life in the north tended to be more predatory and savage. Only the hardest Suldrad could survive, and those that did adapted to the Cobalt and Glass Jungles. The Denlyons and Dendrads, however, with the ability to move from place to place with ease were able to thrive to some degree in the north.

The Suldrad suffered their inevitable decline during this time. Although it was possible for them to relocate, such tasks were difficult; this was all the more so for the aged, many of whom had grown to prodigious size. Finding few places in which new Suldrad could grow, the cross-pollination breeding with the Denlyons increased. It is said that there are still a few ancient Suldrad living in remote parts of Celadon, ruling over archaic Courts.

Some of the Suldrad Courts, especially in the fertile southern regions of Celadon, began to suffer internal strife. The Suldrad were blessed with a prodigious life-span, especially when compared to the Denlyons and Dendrads. As a result, in many southern Courts, the eldest often wound up being pushed to one small corner, left to tend a Garden perhaps, while the Dendrads took control. The paucity of viable soil in the north led to the death of numerous courts as warfare erupted amongst them. Eventually, large Courts began to form out of coalitions of those shattered by disputes both external and internal. In time, some of these Courts came to be as large as an entire region. In order to mediate disputes, most commonly over territory, the Dendrads created an organization known as the Council of Trees. Resembling an oligarchy, this Council was made up of a variety of Dendrads, but was still predominately made up of the aged and the wise.

Over the next ten centuries, the Courts spread throughout the length and breadth of Celadon,

diverging into numerous sub-species that have adapted to the various environments and locales of the world. In doing so, the Dendrads began to discover, and sometime nurture, other sentient species. These discoveries marked the end of the second age of Celadian history, and the beginning of the Third, known as the Age of Growing.

The Age of Growing

Almost as numerous as plants, are insects. On Celadon as on other worlds, insects play a crucial role by helping maintain a balance through both aiding the spread of plant-life through pollination as well as feeding upon plants at every stage of their life-cycle from seeds, to young shoots, to full grown trees, to dead and decaying life. As the Dendrad became more widespread across Celadon, the creatures that lived in harmony with them also began to change. The first creatures to change were a species of insect native to Celadon. As larvae, these insects fed upon a variety of plants before undergoing a metamorphosis into an adult which would later tend to the plants around the insects' central hive. These insects grew not only in size, but also in intelligence.

The Chrysalids

The Chrysalid creation story largely parallels that of the Dendrads; they believe that Celadon is a paradise world, specially created by a seed from the Green World. However, the Chrysalids claim that in their racial infancy they were part of an Empire that spanned a large portion of the Omniverse. During this early, pre-historical empire, the Chrysalids were in a larval-state, existing as large, bloated worms many times their current size. Their empire's sole purpose was to find a world suitable enough for the race to evolve further. The world that was eventually found was Celadon, and it was here that the first Chrysalid eggs were laid and hatched. Others have questioned this myth, wondering where evidence of this grandiose empire or even pre-Chrysalid larval forms can be found. The Chrysalids claim that such things are no longer important; that after coming to Celadon, they out grew the need for

their empire and their larval forms, and that keeping evidence of those things would only have held them back. This assertion also leads to the next step of Chrysalid belief – that they themselves will one day evolve again into a final, adult form.

Monura, as the Chrysalids called their land, covered a wide expanse of savannah dotted by copses of trees and the large hive-mounds in which the Insect-people live. At one time, Monura was likely the site of extensive forests; however, as the Chrysalids grew in size, so did their appetites. The Chrysalids are omnivorous, although plants and vegetative-matter do make up the majority of their diet. Coupled with the fact that the Chrysalids frequently use wood in the construction of their Mound homes, the western forests of Celadon soon vanished from the land.

Chrysalid Evolution

The Chrysalids believe strongly that species evolve; that each species has its own stages of growth, changing from one form to another as the entirety of the group matures. Some colonies of Chrysalids believe that each successive generation is reborn and that that is how the species as a whole develops.

The Chrysalids have learned much about breeding and manipulate a breeding stock. With this knowledge, they have developed an entire economy and culture that uses other living creatures as tools. While the majority of the specialty life-forms that the Chrysalids use are insects, a number of plants are also utilized. The Chrysalids frequently make use of these other species in the same way that other races use domesticated animals or even tools.

Some Chrysalid Mounds have advocated the study of breeding programs on Chrysalids, a position that is not yet widely embraced. Those who favor it point to the biomantic hybridizations that the Plant-Folk have undergone as a justification for the capture and enslavement of other Chrysalids. Critics of this belief point out that none of the Mounds who have undertaken such radical steps with Chrysalid evolution have not yet had any successful experiments that have lived out a normal life-span or been capable of reproducing.

Territorial by nature, the Chrysalids occasionally war amongst themselves, but they have always bonded together when threatened from outside. Historically, such an occurrence has happened but a handful of times, most notably when Man first came to Celadon, but the possibility always exists. As a result, the Chrysalids harbor a long-standing grudge against Man as well as for their age-old enemies, the Manrak, both of whom they blame for seizing and occupying Chrysalid lands.

In the past the Chrysalids have attempted to expand the borders of Monura in different directions. To date, the Dendrads have prevented Chrysalids depredations across the Emerald River; however, the Dendrads do not prevent the Insect-people from occasionally harvesting from the borders of their territory nor from venturing into the Primal Forest as they understand that despite the destruction the Chrysalids may cause, they are vital to the life of the forest. Across the Celadian Straits, the Sulphur Swamp is a region where the Chrysalids commonly hunt prey; however, the land there is too moist and unstable to support a Chrysalid hive-mound. Further north, the Chrysalids established a few hive-mounds, but these were invariably attacked, overrun, and destroyed. A number of subterranean Mounds supposedly still exist in the north; however, the Chrysalids of the Monura do not know whether or not the northern Mounds are still active or if they have all died out.

By and large, Chrysalid society is ruled by the female of the species. Females tend to be larger and stronger than their male counterparts. However, both genders share many of the roles in society. Young are raised as part of the collective, so individual Chrysalid likely will not know whom their parents are. Chrysalid society places a large emphasis on the success and survival of the Mound, but there is still some room for individuality. Each Chrysalid has a place in society determined largely by their caste; however, each caste is broken up into a hierarchy allowing for individuals to rise and fall depending on their abilities and accomplishments.

The Chrysalids live in large structures called Mounds that are like huge enclosed cities, stretching up as well as out and down. From the outside, a Mound is a fortress, reaching up into the sky to provide a vantage point to survey all the surrounding territory while protecting its inhabitants behind thick, stable walls. On the inside, a Mound is a hive of activity, with both communal chambers for its residents to work, dine, and socialize as well as private rooms for individuals as needed. While the Chrysalids do rely on the land surrounding their Mounds for fodder and building materials, most Mounds maintain a cache of harvested supplies and food-stuffs that can support the entirety of the Mounds residents and livestock for a fair amount of time.

Culturally, each Mound is its own small city-state. Around the outside of each Mound is usually an accretion of buildings of a semi-permanent nature where Chrysalid Merchants keep their wares and where visitors often stay. Most Celadian outsiders find the interior of the Mounds to be somewhat claustrophobic, particularly most Dendrads and Aeriads.

The Manrak

The Manrak are another insectoid race native to Celadon. Although clutches of Manrak have managed to somehow navigate the Aetheric Sea to plague other worlds, the northern continent of Celadon is their original home. There are two distinct species of Manrak, one that builds nests below ground and one that dwells above ground in hive-mounds not unlike those of the Chrysalids. The Manrak, regardless of species, are more destructive than the Chrysalids as well as much fiercer. While there are far fewer Manrak, their natural ferocity and poisonous attacks make them a formidable group.

The Manrak do have a civilization and culture all their own. The Manrak view territory as highly important; perhaps even more so than the Chrysalids. In comparison to the other insectoid races, the Manrak place importance on both individual achievement and the community's survival. These two markers of status are often tied closely together. For example, a Manrak warrior who can hold and defend a sizable piece of territory can then hunt freely within it, providing food and forage for both himself and his colony.



Chrysalids defending the hive-city of Khiton from attack by Manrak.

Despite their differences, the Manrak and the Chrysalids share more than a common ancestry; many aspects of their cultures are quite similar. Both races share an unswerving devotion to their extended family groupings and their land; so much so, in fact, that individual members of each are often quite willing to sacrifice themselves for the greater benefit of their tribe, home, or people. Where the two differ, however, is that the Chrysalids are occasionally at odds with one another over what exactly the greater good may be, while the Manrak unswervingly obey their Queens.

Each Manrak colony has a single female who acts as a ruler, a breeder, and a priestess. Through a special scent that she excretes, all other females in the nest have their sexual and reproductive tendencies strongly repressed. Should the Queen die or be injured, the other females in the colony will descend upon her, ending her life before they struggle amongst themselves and move out to form new colonies.

In a Manrak colony, if you are not the Queen, you are a warrior, regardless of gender or ability. The Warriors obey the dictates of the Queen, compelled by other scents that she produces. When outside of her presence, a stronger sense of individuality comes to the fore; it is not unknown for two Manrak warriors from the same colony to attack one another over territory or rivalries. The Warriors spread out from a colony, staking out hunting grounds. They struggle each day to find enough food to not only feed themselves, but also their Queen and as much of their colony as they can. Each night, the Warriors take turns boasting of their hunts during the day, emphasizing success and downplaying any failures.

Besides food, Manrak warriors also bring back trinkets and trophies with which to provide proof of their tales and, hopefully, impress their Queen. In disputes between Warriors, the Queen has the right and responsibility of deciding who is in the right. She hoards the trinkets, treasures, and trophies that her Warriors bring back to the colony; sometimes she rewards these to her favorites amongst the colony.

Demonic Origins

When Man first arrived on the world of Celadon, he was heavily preyed upon by the Manrak. Given the fearsome appearance of Manrak and the fears of the explorers, it was perhaps natural to expect Man to demonize the Manrak. While the Manrak are ravenous and destructive, they still serve to keep the population of other dangerous creatures in check. These early explorers did not understand this however; as a result the two species fought viciously whenever they chanced upon one another.

The habit of claiming a demonic origin for their fiercest foes persisted for sometime amongst the newcomers. However, the appearance of true demons in Celadon is quite rare, and habitually a cause for unity amongst the native races.

In addition to strength and the ability to provide for the colony, the Manraks highly value storytelling. A Warrior who can provide food and trophies but cannot weave an entertaining story around their acquisition is not as valued as one who can do both. Additionally, the Manrak keep their histories and pass them on through stories. These histories are passed down verbally from one generation to another; as such, they often seem somewhat fantastic and unrealistic to modern listeners.

The Raknids

The Raknids are the third major insectoid race on Celadon. The Raknid however generally lack the high intelligence and organization of the Chrysalids as well as the culture, however barbarous it may be, of the Manrak. The Raknids do not tell stories, they do not worship, they do not dream. Despite this, however, the Raknids are undeniably intelligent. They are cunning. Not only do they create traps for prey, but they also apparently have the capacity to learn from their mistakes, and carry long memories of past injuries.

For centuries, the Raknids were of little threat to the other races of Celadon. Although the Raknid could be found almost anywhere from the

mountains, to the forests, to the shallow coastal waters, they were hardly numerous. For the most part they were very limited in their depredations, as they were preyed upon by the other Insectoids and the Aeriad. In regions where the Raknid are unopposed, they tend to breed rampantly and consume voraciously until they begin to cannibalize themselves or starve.

Furthermore, there are numerous other insect species throughout Celadon; however, these other species lack the sentience, the organization, or the capacity for societal grouping that the Chrysalids and the Manrak do.

The Aeriad

Almost simultaneously with the Insect-peoples, a race of man-like avians appeared on Celadon. From their original nesting places in the Temesian Mountains of the north, the Aeriad spread throughout the world of Celadon. Comprising a number of sub-species, the Aeriad people all share common characteristics: beaks, clawed feet, and metallic plumage, the color of which varies depending on their breed. Like the Insect-peoples, the Aeriad fill an important ecological niche by preying upon other species; they also help to spread the native plants and trees.

Throughout the Age of Growing, the Aeriad proved time and again to be among the most dissimilar of the natural races of Celadon. Unlike the other races, the Aeriad do not naturally form tight-knit groups. While there are large Aeriad settlements, most Aeriad groupings are small and rarely number more than a dozen individuals of a single sub-species. The smallest of these groupings is called a **Clutch**, and typically numbers no more than five or six individuals. A **Nest** is larger than this, made up of various families. An average Nest consists of three or more Clutches; while Nests of as many as 30 Aeriad are not unheard of, a Nest is most commonly made up of about 15 to 20 members. All of the Nests in an area that are allied together, either through familial ties or pledges of honor are called a **Flock**. When Aeriad of different Flocks act in concert, whether there are as few as two or as many as a hundred, they are called a **Flight**.

All Hail The Queen!

All three of the major insectile species in Celadon - the Chrysalids, the Manrak, and the Raknids - use pheromones or some sort of mind control to keep their colonies in line. In all three, there is a central, singular Queen in whom rests all power. This does not mean that each colony is monolithic and of a singular mind, however.

The Raknid are perhaps closest to this state. Raknid Queens use a powerful willpower and telepathic control to guide and direct their colonies. In some ways, this is as much of a hindrance as it is a benefit. While the entire colony can be guided and directed towards a singular goal and purpose, it also can mean delays. If one or two raknid warriors are fooled or bypassed, the rest of the swarm may not realize until the intruders are within range of the Queen's telepathic abilities. Archaen mentalists tried several times to break this control, to simulate it, or to subvert it. Rarely were the results satisfactory for a great length of time.

Manrak queens do not control their hives in such a manner. Instead, cultural and social imperatives keep their subjects in line. The pheromones produced by a Manrak queen keep her subjects from reaching sexual maturity until she is ready to mate. Her mates are chosen from those with whom she is most pleased. Too, her pheromones allow a limited form of control over both all Manrak in her hive. However, outsiders have pointed out that such control seems to be incomplete. Not only does such control not extend to Manrak from outside the hive during times of invasion, but each hive regularly produces shamans who are shunned by the community at large and wind up living outside the hive for long periods of time.

The society of the Chrysalids is also stratified; while the Queen does exert some control via pheromones, her subjects fall into caste-based distinctions in a society that advances benefit for the group rather than the individual. While Chrysalids naturally defer to those higher than them in station, there are numerous instances where members of a Mound act independently without fear of reprisal.

No one truly knows the origins of the Aeriad. According to Dendrad legend, during the Age of Seeding a flock of huge avians used to nest in the northlands. These enormous creatures were all apparently comprised of crystals and minerals. Upon their demise, the carcasses of these colossal avians formed the rocks and stones of the Temesian Mountains. From the mineral rich rocky hills and valleys later emerged the race of the Aeriads, born from the cracked and scattered boulders.

As time passed, factions emerged amongst the Aeriad. Unlike the other races, the Aeriad did not struggle with one another over territory, but rather fought with the other races. Spreading from the foothills of the Temesian Mountains, the various leaders of the highly religious Aeriad pushed their flocks to attempt to seize neighboring lands. This exodus from the mountains would come to be known as the First Great Migration.

As the Aeriad migrated, the various sub-species flocked together into co-operative pairs. The Cerulean Blue Aeriad, pushed by their stark Black priests, eventually managed to drive most of the Dendrads from the northern continent before returning to the Temesian Mountains. The Golden-yellows and Reds settled in the plains, meadows, and coastal regions throughout both the northern and southern continents. The Green and Silvery-White Aeriad settled in the temperate forests.

For the most part, the Aeriad shared a common culture, but as their cooperative pair groupings spread further apart from one another, new traditions and beliefs arose. The **Blues** and **Blacks** were by and large the most warlike as well as the most fervently devout in their beliefs. Inhabiting the mountains and hills south-west of Inferno, a volcano of both immense size and highly unusual properties, the Blacks made pacts with strange otherworldly beings from beyond the Northern Gate. Eventually, these pacts and dealings became not only a way of life, but a religion in and of itself. The Blues meanwhile developed a mercenary outlook on things; an individual was defined not only by what they could do, but also

by how much those actions could bring to their Flocks.

The **Reds** and **Yellows** developed a nomadic culture that largely prized artistic endeavors. Over many many years of following the nomadic herds of branch-horns across the plains from the forests to the shore, the Reds were able to begin domesticating them to some degree. In so doing, they developed a wide variety of songs, calls, and cries that mimicked the sounds of their charges. The Yellows, meanwhile, settled along the shores and developed great skill at hunting fish and crustaceans. Every season, the Yellows host huge festivals that stretch out along the shores; the songs of which can be heard echoing for miles in every direction.

The **Greens** and **Silvers** who settled amongst the forests and jungles quickly learned to deal with the Dendrads. A large number of the Greens were possessed of a natural curiosity and an intense desire to learn. As such, many of them took on the roles that the Denlyons had in ages past, spreading seeds and pollen from place to place and watching over the growth of the land's trees. The Silvers thrived as well; however, they became so numerous that they began to become as territorial as the Insectoids, ceaselessly patrolling the borders of the forests for intruders and savagely dealing with any outsiders that they found.

The Wars of Feather, Wood, and Scale

Throughout Celadon, the Aeriad faced strong resistance as they migrated out. The Insect-people were the fiercest opposition. Eventually, wide-scale war erupted between the Insectoids and the Aeriad. As these races each vied with one another, their battles destroyed huge swaths of fertile land as their magics poisoned both air and water. The Dendrads, who at first had attempted to stay neutral, were dragged into the conflict in order to preserve their own way of life.

Aeriad society was strongly influenced by both the need to survive and the pressures of supporting the familial Flocks; as a result, the diet of these man-like avians began to change during the Wars of Feather, Wood, and Scale. While many of the Aeriad had previously survived on seeds, berries,

small game, and fish, in the course of time they began to feed off of the bodies of slain foes, Insectoid or Floran.

As the Wars of Feather, Wood, and Scale came to end, so did the Age of Growing. The beginning of the fourth age, alternately known as the Age of Healing or the Age of Germinating, found the Dendrads all but expelled from the northern continent. Several gardens remained behind in the north, but these gradually became more and more xenophobic and cruel. The Monura of the Chrysalids likewise shrank to a small core on the southern continent, despite legends that a solitary hive was left behind, buried under the Temesian Mountains. The Manrak adapted to the harsh new realities of the north, continuing to prey and be preyed upon by the Aeriad. Numerous Aeriad attempted to flee by flying west. Notable among these departures was a combined flight of Greens, Blues, and Blacks that were united under the leadership of small nest of magician-priests. Future generations would call this the Second Great Migration, but no record of its success or failure ever returned to the Aeriad of Celadon.

Having established dominion in the northern-half of Celadon, Aeriad culture began to flourish. The co-operative pair groupings established early on grew so strong that three separate empires grew in the lands of the Aeriad. Territorially, these empires overlap somewhat. Culturally, they are all distinct and separated by vast gulfs. In the far north, the K'tcharti Theocracy overlooks the lands surrounded by the Hydran Sea. Vulkirk is its acknowledged capitol, but Cree sees far more visitors. The Obsidian Black Aeriad are common here; Blues are held in high regard as warriors, often hiring out as mercenary bands or patrolling the area for those the Priesthood of Charyx deems heretical. The Sittaki Oligarchy consists of three Aeriad cities on the Eastern coast of Celadon: Roasburg, Kryee, and Telochorus are its major population centers. From these cities, the Crimson Red Aeriad fish, hunt, and venture out following herds of native fauna. The Yellows are typically found in these cities. The priesthood of Ki-ya welcomes visitors, especially those who come in

peace and bring prosperity, while the more militant priesthood of Aeos continually strives to encourage great hunts. The Arkasoar Confederacy is made up of three city-states. Two of these, Tasseri and Malachon, are found at opposite ends of the Animate Forest, while the third, Tch'kra is situated at the northern end of the Lower Cobalt Jungle.

The Coming of Man

The Age of Germinating was first marked by a period of quiet as the native races of Celadon spent time recouping their losses, licking their wounds, and forming quiet alliances amongst one another. It was during this time that the Chrysalids established the Hive-City of Khiton when several hive-mounds were united under the rule of a single Queen. This unification made the Chrysalids a stronger force. Many Mounds had been lost to the Manrak, destroyed by the Aeriad, or severely weakened by the Dendrad.

It was also during this time that the Race of Man first arrived in Celadon. The first Man to visit Celadon was a powerful wizard with an interest in horticulture named Viridian. What Viridian may have been looking for is unknown, but it is known that Viridian arrived in Celadon by way of a magical portal located on the southern island of Terrestria. This portal had previously been used by numerous elementals traveling to and from Celadon from the Green World. According to later reports by Viridian, this portal could also be used to reach other worlds, albeit with some difficulty.

Viridian was from a distant civilization of Men known as the Archaens. These men had wrested the secrets of magic for themselves and established a far-ranging empire, crushing those who opposed them by advantage of their magical might. Viridian, however, was interested in neither conquest nor power, but sought to understand the secrets of nature. Altruistically, Viridian was interested in altering plants, harvesting their amazing abilities to adapt, sustain themselves, and provide food, shelter, and raw materials for other living organisms. Back on Archaeus, the home of the Archaens, Viridian had already met with some success. While studying under his mentor, the

archmage Koraq, Viridian managed to learn the secret language of plants from exotic specimens of Koraq's garden. From his conversations with plants, Viridian learned much about the nature of the Omniverse, including the existence of the both the Green World and Celadon.

All of his studies however did little to prepare Viridian for the wonders of Celadon. Upon reaching the mainland, he found an astounding variety of plant-life. Already capable of understanding the secret language of plants, Viridian was able to escape many of the innate dangers of this new world. Using his skills and plant-based magic, which he called Botanomancy, Viridian was able to create shelter and food for himself before he began to explore the wonders of Celadon.

Not long after arriving, he began to hear of something called the Council of Trees from a number of the plants that he investigated. Curious, Viridian set out to find this mysterious group. Unbeknownst to Viridian, however, the Council of Trees was already debating the arrival of this otherworldly visitor. After a series of strange encounters, Viridian did indeed find the Council of Trees, much to his own dismay and amazement. While Viridian had long preferred the company of plants to that of men, he was not prepared for the advanced sentience and culture of the Dendrad. He was even more surprised to learn that the Dendrad who made up the Council of Trees already knew something about him, his work, and his research.

All of this began to change the way that Viridian saw the plants around him. Even though he knew the secret language of plants, he had continued to experiment upon them. This was in part due to his Archaen up-bringing. While many of the Archaens were arrogant in their power and magical-might, Viridian was far less so; however, he still saw the plants that were the subject of his research as less-than-human. His encounter with the Council of Trees changed that. He learned a great deal from the Dendrad.

The Dendrad was particularly interested in Viridian's work. While the Council of Trees had

been debating the value of Viridian's accomplishments and what the appearance of Man in Celadon might mean, some of the Dendrad factions secretly began plotting to take advantage of Viridian's work. Of particular interest were Viridian's formulae to increase the growth and aging of plants, as well as his notes about cross-pollination and the breeding of new species. While the Council continued its long debate, two of these factions approached Viridian hoping to gain an advantage against their adversaries. At first Viridian was appalled by their urgent insistence that he begin altering them, but when they offered Viridian a Garden of his own to rule and experiment in freely, he agreed. After a year, the balance of power in Celadon began to shift. Viridian's alliance had allowed a small number of Gardens to begin expanding at a prodigious rate, even into areas controlled by Chryasids, Manrak, and Aeriad.

Viridian's early Botanomantic experiments in Celadon had not all been successful. Some of his early experiments had in fact caused a number of the ancient Suldrad to grow ill. Upon learning of this from the Council of Trees, Viridian set out to fix the harm he had already done in Celadon, throwing himself into his work once more with a vigor matched only by his desire to never harm another living creature, be it plant or animal. As time passed, Viridian succeeded in a number of astounding projects, many under the direction of the Council or various Courts. During his wandering across Celadon he established a place on the edge of various territories where other Archaens could come; come, he hoped, to learn, to study, and to grow with the natives of Celadon.

Other Men

Viridian's contact and communication with other Archaens was limited. While Viridian had some foreknowledge of his destination, other Archaens had no such knowledge of Celadon or the secret language of plants. However, they were able to find copious notes detailing Viridian's theories on botanomancy, the Green World, and were eventually able to deduce Viridian's plans.

The Green Mandarin Speaks of Viridian

The Archaen archmage Viridian once described the center of the Omniverse as “the Green World” in his famous treatise on the nature of what we call reality. By giving his most famous work the same name as what he called “the literal Heart of the Omniverse,” one may assume that Viridian was something of a braggart with an over-inflated opinion of himself. In fact, were one discussing any number of Archaens of Viridian’s time, one would likely be quite correct. However, time and again Viridian proved to be remarkably insightful. In any case, the Green World is a realm from which life abundantly springs. This is an important fact to remember when considering other worlds that may lie near it in the Aetheric Sea.

In attempting to map the metaphysical nature of reality, the Archaens made many errors. Notable among these were their descriptions of what lay closest to the Green World. Early in their fumbling explorations of the Omniverse, the ancients claimed to discover a wondrous paradise where they could find exotic plants with magical properties, plants that duplicated the effects of their own powerful magics just waiting to be plucked. This land they called Celadon, and it was obviously very close to the Green World given its abundance of phenomenal vegetation.

Much later, as arrogance and pride caused their doom and decline, a logbook from an Archaen settlement reached the center of their civilization somewhere far off in the Aetheric Sea. This account described a world of horrors that were nearly unimaginable, of demonic forces arrayed against the settlers, and how the very land itself seemed to reject their presence. The Archaen settlers themselves never returned, but their account of the land of Temesia made an impression upon their compatriots back home. Scholars used records from the logbook and its frightening descriptions of what seemed a maliciously sentient land to deduce that Temesia must lie close to the Green World as well.

As it turns out, the Archaens were wrong. Viridian had given them a clue long, long ago in “The Green World.” In that text, he told them that Balance was the key. Celadon and Temesia are one in the same. The Archaens mistakenly attempted to describe these worlds as being alternately “good” or “evil” when in truth, Celadon simply is. Like nature itself, it exists and there is no other explanation for it.

- Excerpt from “The Teachings of the Green Mandarin.”



Celadon as depicted by the Alcedian explorer Tamerlin.

Furthermore, Viridian's former mentor, Koraq, was able to contact Viridian across the vast distances of the Aetheric Sea through magical means. While such communication was difficult at times for reasons that neither Koraq nor Viridian had yet deduced, the Archaens soon learned of Celadon and the abundance of natural resources existing there. Ever in need of new resources with which to build and fuel their expanding empire, the Archaens were interested in Viridian's newly discovered realm.

Archaen explorers brought a number of neomorphs with them. These magically created living servitors were used as heavy labor by the Archaens – some were militant warriors bred for battle, and others were bred as servants used to fell timber and construct buildings. From time to time, many of these bands of neomorphs would spot Viridian at a distance as he went about his work in Celadon. However, no one was ever able to find him or his tracks. In truth, the Council of Trees had assigned a group of Denlyons to watch over Viridian; it was these who kept his tracks and trail from being found.

Near Viridian's Garden, above the neutral territory he had found, the Archaens built the floating citadel of Imperion. This sky-city was at first a home, but rapidly became a floating research center. From here the other Archaens began to collect and experiment on the strange life-forms that they found. Many of the strange new things that were found were sent back to Archaeus, either through the magical gates or by other strange and arcane means. Imperion itself was a wonder of magical engineering and Archaen skill. Mankind utilized the resources of Celadon to create a paradise suited to their own whims and aesthetics, then set it to hover above the world so that the Archaens could see everything that they believed they ruled.



When the Archaens came to Celadon, they found the place a virtual paradise, warmed by the light of the Green Sun. Starting outside of Viridian's Garden, the Archaens attempted to bring the wilderness of Celadon under their own control by cutting down entire forests for timber, burning wood for fuel, eating the fruits of its Gardens and hunting every kind of animal that they could find, either for food or to send back to Archaeus as examples of life in the wilderness.

These issues forced the Council of Trees to take action before their debates were finished. Since the actions of other Dendrads had violated the fragile peace with the other races, the Council first sought to prune the excesses of their fellows before dealing with the unrestrained behavior of Man. This proved to be a disastrous mistake; while the other Dendrads took advantage of Viridian's knowledge, Man brought true devastation to Celadon.

The Archaens loved the wondrous beauty of Celadon's trees and flowers; however, they were also part of an expansionist culture. The Archaens quickly established a number of residences throughout the middle of Celadon. Around these, they felled trees for lumber, dug mines for Celadon's buried wealth, and hunted its creatures both for game and for sport. As the Archaen presence in Celadon grew, the need for an extension of its governance grew as well. As the manors, farms, and plantations of Man grew and extended out from Imperion and the original Archaen territories, they of course encountered the native Celadians. Most of the Archaen-Celadian interactions were between Man, the Chrysalids, and the Aeriad. Of the Dendrads, Man was largely ignorant. For the most part, this was due to the Dendrads nocturnal cycle of activity, but the Dendrads own experience kept them apart from the Archaens.

Men took advantage of the Celadians and the strife that existed between them, and were able to carve out their own empire. However, in so doing, they also brought about their own downfall.

The Dendrads and Viridian

The Dendrads were initially mistaken in their concept of Man largely due to Viridian. This was not, however, any grand ploy or imperialistic deception on Viridian's part, but rather a miscommunication of ideas between two vastly different species. While the Dendrads had some experience with expansionistic and opportunistic governments, they were largely unprepared for the rapidity and zeal of Man. Viridian, though a dedicated and sometimes obsessed botanomancer, knew the secret language of plants and was generally respectful, considerate, and appreciative of nature. While not all Dendrads are the same, they still saw Viridian as an exemplar of his people and culture rather than an exception. Too, the Dendrad nomenclature meant that when Viridian said he was an Archaen, they assumed that all Archaens would share similar qualities. Thus when Man arrived in Celadon, the Dendrads turned their attention elsewhere, a decision that they would come to regret.

The Fall of Man

A number of crucial mistakes and misinterpretations led to the decline of the Archaens on Celadon. In large part this was due to the arrogance of the Archaens, the surety that they were not only conquerors, but also that their powerful magics would be able to protect them from what they saw as the primitive aboriginal species.

Man largely saw the Insectoids as inferior. While a number of Chrysalids were hired to work in Imperion, or other Archaen settlements, they were seen as merely primal savages. Even the elaborate mound cities of the Chrysalids were dismissed. This was primarily because no Man had ever entered one of these; from the outside they resemble merely huge accretions of mud, plant fiber, and refuse. While they did resemble huge pyramidal structures, the Archaens dismissed this fact as an example of Nature imitating civilization.

The Manrak were thought by the Archaens to be demons related to plant demons, or grues. At

first, the Archaens wanted to eliminate all of the Manrak in order to preserve the vast wilderness of Celadon; after all, if numerous grues were running loose, then the vibrant beauty and numerous resources of the world were in great danger. However, after destroying several Manrak nests, the Archaens found themselves in direct opposition with the Manrak and largely unable to anticipate the ferocity and nature of their attacks. As a result, many of the villas, plantations, and farms of the Archaens were destroyed.

For a time, the Archaens managed to stave off Manrak depredations by hiring Chrysalid warriors to attack them. For the Chrysalids, this was advantageous for not only were they able to expand their own territory into lands previously held by the Manrak, but they were also paid with numerous magical items and books of lore that they had no access to previously. Nevertheless, as both the Chrysalids and the Manrak were weakened, the Raknids grew in ferocity and began to overwhelm both the other Insectoids and Man.

Chrysalid mercenaries were only a temporary measure. Several Archaen sorcerers had already begun experimenting on the Insectoid races. Fueled by Viridian's prior successes with the sorcerous hybridization of plants, these magicians began conducting biomantic experiments to alter the Insectoid races of Celadon; while such experiments were in part an attempt to create a series of slave-races to carry out labor and defense of Archaen interests in Celdaon, the hubris of the Archaens often pushed them too far and monstrosities were the result. As the Raknid threat began to grow, Imperion sent its soldiers out in an attempt to divert their depredations from the sky-city and the lands beneath it. In that attempt, the Archaens leveled forests and burned large tracts of land in order to provide a measure of security. Such wanton and negligent destruction angered the Dendrads, whose Gardens quickly united against the nation of Man.

Cloaked and hooded in green, Viridian came to Imperion at the cusp of what seemed to be the start of war. Upon returning to "civilization," Viridian was astonished. He now saw the cruelty upon which the Archaens had built their civilization. He

pleaded, he begged, he cajoled. As Viridian began to rant about the 'living trees' who had spoken with him, about the murders committed by Imperion when its soldiers felled and burned the nearby forests, the Archaens simply thought that he had gone mad, spending too much time in the jungle sun and heat away from the creature comforts of home. As the extent and depth of his apparent psychosis was revealed, the Archaens took to locking Viridian away. However, every morning he was free again, the neomorphs who had been watching over him vanished without a trace, and Viridian could be found wandering the streets of Imperion alternately weeping and cursing its inhabitants.

Eventually, Viridian's Nightmare as it came to be called was discovered to be real. Viridian's perennial escorts were seen in the city. Two of them were captured and, despite Viridian's pleas, dissected. Once the creatures' nightly cyclical nature was discovered, Viridian's recent behavior came under a new light. Hysteria gripped the city of Imperion and its inhabitants destroyed its once lovely and impressive gardens in the span of days.

It was during this time that Viridian escaped. He returned to the Council of Trees, weeping uncontrollably and muttering about genocide. The Council, although worried about Viridian's safety, nonetheless sent him back to Imperion multiple times in an attempt to stave off full-scale war between Man and the natives of Celadon.

These troubles would be exacerbated by the arrival of another group of Archaens. A band of explorers from the distant world of Elandar crossed the Aetheric Sea in a small fleet of windships, and, following some unknown trail, landed in the Sulphur Swamps of the North Country. This small settlement violated previous treaties that had been struck between Imperion and the Confederacy of Temesia. When the Chrysalids complained that Imperion was infringing on previously agreed upon hunting grounds and attempted to destroy the settlement, the Archaens saw their preconceptions of the Insectoids baser natures confirmed. Canceling all prior treaties, the Archaens prepared to begin eliminating all Insectoid life from Celadon.

Temesia: The Trials of Man

During the time Man spent in Celadon, he made many enemies. While the Archaens did help in some small ways, and Viridian's knowledge of Botanomancy was a great boon to the Gardens of the Dendrads, their presence was also both disruptive and destructive. Eventually a coalition of empires allied against the Archaens formed. These groups unified under a charismatic Nest of Aeriad whose members all shared a passionate hatred for Man. Eventually, these guerrillas formed their own nation in the North Country and called it Temesia.

The Dendrads had long been concerned about the presence of Men in Celadon. While they were sure that Man was a natural creature from somewhere in the Omniverse, he was definitely not native to Celadon. Slowly, they came to realize that Viridian was not like the other Archaens. The Council of Trees tried the race of Man for his crimes against nature: the felling of her forests, burning her wood for fuel, the consumption of her fruits, and capture and ill-use of her native creatures. Viridian was present for this trial; the evidence brought forth against Man dismayed him, but for a long time he held out hopes that a peace could be struck between Floran and Man.

When the Dendrads learned of this latest instance of Archaen treachery, they quickly sought to minimize the risk of destruction. They knew from experience that if the Insectoids were removed completely from any area of the land that the land and its plants would suffer as well. Too, they did not doubt that the magical might of Man would wreak great havoc and destruction upon the Insectoid races before the Insectoids would be able to bring their armies to bear on Imperion.

When Viridian arrived, himself horrified by the prospect of full-scale war in Celadon, he was able to confirm the power and ferocity of the surrogate armies that the Archaens would likely bring into the conflict. The Council of Trees quickly came to the conclusion that Man would have to be expelled from the Green.

With Viridian's Botanomancy at their disposal, the Dendrads were largely able to expel Man from Celadon. For the most part this took the form of soporific spores to dull the senses of the Archaens and their servitors, followed by escorting the Archaens in mass to the very edges of the world and either casting them out into the Aetheric Sea or through one of the magical gateways to other worlds.

There were, inevitably, groups of Archaen survivors who fled into the Green. These groups managed to carve out small kingdoms, each calling upon older alliances with one of the other races in order to stay in Celadon. Conversely, there were also numerous Archaen allies that accompanied the exiles from the Green; notable among these were several Dendrads, a Swarm of Manrak, and a large number of Aeriad. Among the Aeriad who remained behind, the departure of Man was marked as the Third Great Migration.

In order to prevent any plans of retaliation that the Archaens may have had, numerous arcane and powerful magics were cast during the Exile of Man. This was one of the few times that nearly all of Celadon's sentient races worked together towards a common goal; in this case, both the expulsion of Man but also the sealing of Celadon's borders.

The occasion was not without its tragedies however; besides the tears shed for the horrors Man had inflicted upon Celadon and the ones cast for those Celadians who would accompany Man into the Omniverse, a number of the incredibly ancient Suldrad died immediately afterwards. Coincidentally, the same Suldrad who perished were also ones that cautioned against the attempt to seal the borders of the world. According to the records of contemporary sages, the Suldrad warned that sealing Celadon was tantamount to cutting it off from the very sources that gave it life, possibly with disastrous results not only to Celadon, but also to other worlds in the Omniverse. Whether or not their death-bed prophecies will bear fruit remains to be seen.

Furthermore, with the closing of the magical gates, magic itself was somewhat diminished in Celadon, but the Dendrads saw this as an acceptable loss when compared with the destruction that the continued presence of Man would inevitably bring.

Viridian: Traitor or Councilor?

The assistance that Viridian provided to the Council of Trees when they finally decided to remove Man from the world was incalculable. Although it often seemed that the Dendrads were able to rid themselves of these foes overnight, Viridian had long been feeding information to the Dendrads, not only about Imperion but also many other smaller Archaen settlements. Those Archaens who were sent away never truly knew how or even why they were barred from Celadon. All that they brought back were two different sets of stories: wondrous tales about the beauty of Celadon, and horror stories about their conflicts with Temesia. The few Men who managed to remain behind in Celadon would come to call Viridian a traitor to mankind, but the Dendrads instead gave him a seat of honor at the head of the Council of Trees. As the Green Mandarin, he has presided over the rulings of the Council for ages since.



The Green Mandarin

The Age of Blooms

After the expulsion of Man, a long period of peace settled on Celadon like the calm of a warm, summer afternoon. There were brief moments of destruction that punctuated the seasons, but many of these could be laid at the feet of Man; disasters left behind only waiting to ripen. The worst of these was the Fall of Imperion.

Imperion, though emptied of Men, was not deserted. The Archans had left behind a small number of servants as well as numerous hidden cells filled with either prime examples of native life or altered experimented samples of such. The neomorphs were too few and too unskilled to maintain the magics that kept the Archana stronghold aloft; as a result, the fortress began to drift, and eventually plummeted from the sky crashing into the Chrysalid city of Khiton. The Chrysalids had little advance warning of the impending disaster.

After Khiton was nearly destroyed, the surviving Chrysalids not only had to deal with numerous quasi-magical fires fueled by spilled alchemicals and left-over magical devices, but also with the numerous escaped creatures freed during the crash. Adding to the despair after the disaster was the death of the Chrysalid Queen; although not young, her death was unexpected and there was no planned line of succession. One of her past mates was not present in the city at the time of the disaster; it was he who marshaled the surviving Chrysalids of Khiton and began the rebuilding. Khiton was eventually rebuilt, over both its own ruins and the remains of Imperion, but now it had both a Queen and a Prince.

Meanwhile, in the north, the growing country of Temesia came to be controlled by a clutch of Aeriad. These rulers, continually fueled by their hatred for Man and fearful of what might have been left behind, set about expanding the borders of the land they controlled. Within its own borders, the Aeriad set up a country where they could begin to exploit all that they had learned and stolen. Their magical might and skill grew, and as it did the Aeriad began to change, to become more like Man in many ways. Some of their numbers even began to forsake the skies and walk upon the

ground. No matter how they traveled, however, by land or sea or sky, the Aeriad did their best to preserve their borders. Once these were well established and held, Temesia turned inward on itself, focusing its skill and power. In time the distrust the Aeriad held for Men would slowly be transferred to the Insectoids and Florans as well.

As the Dendrad were restricted in the Temesian territories, the forests and jungles within returned to a wilder, more primitive nature. A capital city, also known as Temesia, was built in the mountains. Perhaps fittingly, the Aeriad and Chrysalids who originally built the city used a variety of techniques and tools that were Archana in origin. However, the city of Temesia rests secluded in the mountains. There are roads that lead to it, but they wind through deep valleys, dark and unlit tunnels, and around high mountain peaks. The Aeriad Roc-riders do not have to use these roads, but they do watch over them from high above.

The Dendrad once again split after the exile of Man. While the Council of Trees retained a great deal of prestige and honor, and the word of its leader, the Green Mandarin was accorded great wisdom and respect, the individual Courts, Copses, Groves, and Gardens grew distant from one another and each kept its own counsel in matters of individual governance. Still the policies, traditions, and laws put in place by the Green Mandarin before the Age of Blooming lingered; each settlement sent regular reports to the Council of Trees. The Council in turn gathers this information and attempts to formulate policies that will ensure the continued existence and survival of all species in Celadon. There have been many Dendrad who have decided to venture out to other worlds, some perhaps seeking vengeance against Man, others looking for new paradises and Gardens of their own, others still just feeling the need to explore, study, and learn.



New Roots: The World of Celadon

Formed of two huge continents filled with innumerable varieties of insects, avians, and other types of living creatures, Celadon is a lush and vibrant land rife with countless varieties of vegetation, from ancient deodars towering 500 feet in height, to lush gardens overgrown with hanging vines and wildflowers. Copses of giant thornwood, spiny creepers, and giant mantrap dot the landscape providing layers of natural defense against the depredations of those who would seek to spoil the natural order of life.

The Northern Territories

The northern of the two Celadian continents is a volcanic, mist-hung continent thick with fields of acid plants and jungles of cobalt-blue iron trees. Silver dragon-flies glide overhead while tropical breezes drive the iron-tree leaves to clash and strike one another, sending up crimson sparks into the night-time sky. Despite these things, the forces of nature have bred life-forms capable of thriving amid the hazards that exist here.

The Hydran Plains

The northern most reaches of Celadon are the Hydran Plains, a region of gently sloping hills that descend from the edges of Inferno down to the Hydran Sea. While there are certain rare specimens of flora here, such as prophet trees and groves of deadwood, they tend to be far outnumbered by bands of gall oak, scimitar bushes, whipweed and chokeweed. Amid these various plants, live a variety of vermin, such as chig and vennin, as well as more substantial dangers such as vasp and land dragons, both of which prey upon the huge roaming herds of monoryx. Periodically, the Hydran Sea rises up and washes across this area, turning it into a region dotted by islands and archipeligos. During such events, the numerous

water raknid and sea scorpions that live off the coast swarm into the interior to feast. Such occasions are also marked by a struggle between roaming bands of aqua demons and the occasional drought demon trapped by the rising waves.

The Hydran Sea

The cool waters of northern Celadon are known as the Hydran Sea. The Suldrad claim that in their youth a strange aquatic race once dwelled somewhere in the dark, frigid depths of these waters, established a thriving culture, and even traveled great distances. However, in recent Ages, no one has seen one of these “Hydrans,” and now only a few places still bear their name. Sailors find the Hydran Sea a dangerous place to venture. Aside from the dangers of such things as aquatic vasp, sea dragons, and water raknid, boats face the added danger of huge coral reefs that lurk beneath the surface of the waves. Some sailors claim that golden towers, crystal spires, and other fanciful formations can be seen beneath the crests of the waves, but none of these rumors has ever been confirmed.

The Hydran Ruins

Dotting the low-lying areas of the Hydran Plains are a number of ruins that serve to draw the curious and treasure-seekers to the region. Formed from mixtures of coral, land coral, and stone, these buildings date back to the earliest days of Celadon, according to the few Suldrad savants who are knowledgeable about such things. Many of the walls of these structures are covered in strange carvings of a now unknown language known as Piscine. The very name Hydran is somehow tied to these writings – but as none now living can read the strange flowing carvings, the precise nature of these Hydrans remains a mystery.

Despite the presence of drought demons, which can frequently be found haunting these ruins, treasure-seekers often attempt to find an as yet undisturbed chamber where they might find caches of pearls of all colors and sizes, as well as other rare gemstones. Imperion explorers claim to have found chambers beneath several of these ruins whose walls are lined with a durable, gold-like metal. Many of these chambers are flooded with sea-water. If that was not enough to discourage exploration, the presence of water raknid and aqua demons along with other, stranger things, often does.

Speaker's Vale

In a secluded valley on the eastern end of the Hydran Plains dwells an ancient Suldrad known as the Speaker-In-Dreams. This towering being is taller than any other known Suldrad, standing an astounding eighty-foot high. This ancient organism is something of a mystic; in fact, one of the most wide-spread mystic cults in Celadon is based around his teachings that individuals, through self-enlightenment and strenuous training can control the form into which they will eventually re-incarnate. However, few of the Speaker's most capable students can explain the strange ebony-skinned, ivory-haired individuals who call themselves "Seekers" and that are frequently found at its feet.

The Northern Gate

In a shallow valley lapped by the chilly waters of the Hydran Sea lies a mysterious area known simply as the Northern Gate. Reputedly a gate between the worlds of the Omniverse, there is nothing here, physically, to warn the unwary away. As a result, even many of the creatures native to the area avoid this place because it is not uncommon for the violent storms that frequently lash Celadon's northern coast to batter the incautious, washing them into the valley never to be seen again. Whether these unfortunates wind up victims of the water raknids, sea scorpions, the occasional sea demon, or whether they are actually blown away by the storms to another world, no one really knows.

The Seekers of the Speaker

The Mystic cult that has sprung up from the Speaker-in-Dreams teachings has spread across Celadon and even bridges racial divides, boasting not only Dendrad followers, but many Chrysalid, Neomorph, and Imperion students as well. By far the strangest of the Speaker's followers, however, are the strange beings who call themselves "Seekers." In the Speaker's name they wander the entirety of the world, asking probing questions, solving problems peacefully, and learning what they can. While several domains find the Seekers' ability to discover the most unlikely of secrets somewhat distasteful, none turn them away due to the knowledge they bring of other places. Some savants even claim that the Seekers know of other worlds in the Omniverse and that the Seekers' home was one of those other worlds, long since destroyed in a cataclysmic flood. Perhaps the most disturbing quality about the Seekers is that there are so few of them – barely more than a handful at any given time. No one knows where they come from, or where they go; their presence is a mystery that the Speaker-in-Dreams will not reveal.

Coral Castle

Out in the Hydran Sea rises a strange accretion of coral, shipwrecks, and detritus. On clear days, the spires and walls of Coral Castle can be seen from the shores of Temesia, but frequently sea spray, mists, or fog obscure sight of this strange island. Rising from a bed of coral, the island juts out of the pounding sea like a fortress. Closer examination shows that its lower walls are largely shipwrecks and debris cast up from by the sea while its towers and spires are a mix of dry coral and sparse, stunted trees. Occasionally tales make it back to cities further south claiming that strange lights are seen amongst the heights and towers of the Castle, passing ships report hearing strange crooning songs in the area, and sometimes dead sailors wash ashore clutching strange golden coins in their cold hands.

The Mountains of Temesia

Running through the center of the Northern Territories are the Temesian Mountains, an intermittently active string of volcanic mountains. Despite the harsh climate, ash-filled skies, and crumbling narrow gorges, a wide variety of both plants and animals can be found here. In the distant past, the Archaens came here to fell ironwood, whitewood, gall oak, crystal dendron and prism plants. In turn, depredators, raknid, vamps, and crag spiders feasted upon both the Archaens and their neomorph servitors. In the various crevices and crannies, vennin and chig dwell among brown scourge and deadwood, while avir fly overhead and monoryx lope about the lower slopes.

Temesia

The Aeriad city of Temesia sits in the center of the mountain chain that shares its name. Huge blocks of brass and stone form the impressive exterior walls of this city. Inside grow a number of huge trees interspersed by towering pyramids covered in sheets of gold and silver. The Aeriad who dwell here use the pyramids to focus heat from the Green Sun down into hidden nests where they incubate the boulder-like eggs of Great Rocs. Other Aeriad hunt the surrounding mountains and valleys, tend small farms, or work with the cast off treasures from Inferno. Temesia was built on a grand scale, even considering that many of its current inhabitants have large wingspans. A few dwellings still survive that are clearly intended to be used by Chrysalids and Dendrads, but many of them have been torn down, overgrown by trees and vines, or left abandoned.

Choritae

Burrowed into the rock and metal of the Temesian Mountains is an insular Chrysalid Mound known as Choritae. Long isolated from their southern kin, the Chrysalids here labor under harsh conditions. The workers frequently must rebuild new tunnels that have collapsed, or work to shore off others from incursions of Manrak and Raknid. The Choritae remember the Imperions;

many of their Hive Guardians still use tools and weapons passed down from an ancient alliance. Above ground, Choritae resembles a domed castle surrounded by crenellated walls and buttresses upon which its Hive Guardians patrol and Rangers soar out from. Beneath, however, Choritae is a twisting maze of corridors and passages surrounding its paranoid and suspicious Queen.

Choritae is also notable for another reason besides its location. The Chrysalids of Choritae don't have access to the same plants and flowers that their southern kin eat. Long ago, the Chrysalids here had to turn to other sources of food. They have become omnivorous, in part. After capturing living prey - every thing from avir or prong-horns up to intelligent 'prey' such as Imperions, Manrak, and Aeriad - they subdue it, then feed upon the creature's fluids. Unlike stinging insects which drink blood, the Chrysalids do not have a needle-like proboscis and therefore must restrain their victims first, make an incision with a blade of some kind, and then insert their long curling tongue in order to feed.

Inferno

Dominating the center of the Temesian chain is a single volcanic cone of gigantic proportions, known as Inferno. Also known as the Mountain of Brass, this volcano has the unique ability to spew forth a wide variety of strange substances: white-hot sulphur, boiling acid, molten brass, spheres of poisonous gasses, and even the geode-filled boulders from which young Megaliths are born. A ten foot thick layer of copper and brass covers the volcano's peak and slopes, although occasional eruptions of magical quicksilver have threatened to change its coloration.

Many of the magical elements that come forth from Inferno flow into an ancient river bed, now known as the Chimerical River, which runs the length of the continent to the surrounding seas and oceans. Falling ash from multiple eruptions has managed to seal over large portions of the waterway, creating a sluice above which natural water often runs. From time to time, the desperate, curious, and scavengers will attempt to break through this crust in order to draw forth some of

the unimaginable substances within. At the four mouths of the rivers, molten lava frequently mixed with magical quicksilver cascades down cliffs or pours through deltas. Where these rivers meet the seas, huge clouds of mist and fog are thrown up into the air. Lava, Earth, and Drought demons are a periodic danger along the length of the Chimerical River, a fact that does not always dissuade fortune-hunters from seeking rare and exotic substances here.

South-west of Inferno lays the largest arm of the Temesian Mountains. Much of this range is buried beneath a patchwork of metals and strange alchemical substances from past eruptions. Furthermore, eerie green lightning produced by the acidic condensation from the clouds interacting with the strange deposits of aberrant alloys plays across the metallic surfaces of the peaks. However, a number of Aeriad find the atmosphere here pleasant, their metallic feathers providing them some protection from the storms.

Kyreechik

Nestled in a high valley overlooking the Hydran Plains, rests the Aeriad city of Kyreechik. Populated by Blue and Black Aeriad, Kyreechik is the last bastion of civilization for those traveling north. Still, Kyreechik receives few visitors due to its isolated locale; there are too few stable passes through the Temesian Mountains for traders to make the dangerous journey. The population here survives primarily from hunting everything from vermin in the mountains to land dragons down on the plains. Beneath the surface, Kyreechik has a number of tunnels, shafts, and passageways going down into the mountains. The Blues use these abandoned shafts as their own private hunting grounds, stalking and tracking both native creatures as well as those that they have captured elsewhere and released here. Kyreechik's outward appearance is a mixture of pitted and scarred metal towers that predate the arrival of the Aeriad, and multiple wooden and stone structures built around these like branches radiating from a tree. The original builders of these towers are unknown, but each one caps the top of one of the mine-like shafts that descend down beneath the surface.

Occasionally explorers find their way into these abandoned shafts and tunnels from the outside. Once within, they must contend with not only the Aeriad hunters but also the various creatures they've released here. However, the wary might manage to emerge with a variety of prizes: bargains with the Aeriad themselves, lost loot and supplies from other expeditions, or perhaps lost lore from the ancient Hydrans that might still exist deep within the earth.

Vulkirk

Overlooking the Chimerical River is another settlement of Aeriad. Sheltered from Inferno's wrath by the bulk of a huge blue ironwood tree, Vulkirk has come to be viewed by the Black Aeriad as something of a holy site. The reasons why are mysterious, but perhaps have something to do with the grove of deadwood that lies in a hidden valley somewhere nearby. The presence of several nearby rivers provide a rich abundance of food for the inhabitants of Vulkirk, while the clouds of noxious steam produced where the rivers empty into the Chimerical River serve as an airborne barrier that somehow serves to hamper any magical attempts at scrying this location. From Vulkirk, the Aeriad can watch the northern extremities of the Upper Cobalt Jungle. From Upper Cobalt, they are able to harvest a wide variety of materials which they sell to wandering traders and merchant caravans.

The Emerald Cliffs

Stretching along the edge of the Glass Jungle lay a series of precipitous cliffs seemingly made entirely of huge blocks of emerald and quartz. During the evening, as the Green Sun sets across the Far Seas, the displays of light reflecting from the water, to the Jungle, to the Cliffs is astonishingly bright and blinding. When the light is in just the right position, it is possible to see immense bodies trapped deep within the shafts of emerald that make up the cliffs; who these entities are, if they are alive at all, is unknown. Further investigation of this mystery is hampered by the ever present threat of crag spiders and glass dragons; while normally preying upon one another,

each will eagerly attempt to snare less dangerous quarry when available. The Suldrad claim that the encased figures are as-yet-unborn elementals of great power and as such should not be disturbed until they have reached the appropriate state of maturity.

Buried In Green

The Archaens at one time harvested huge blocks of emerald stone from these cliffs in order to entomb the wealthiest among them. Rumors persist amongst the survivors of the Exile that there are actually tombs buried deep within the Emerald Cliffs; however, precisely whom is buried there is unknown. Few, if any, Archaens remained in this part of Celadon as the Southern Territories were more hospitable climes; still, artifacts are found from time to time in the mountains that would seem to indicate that the Archaens, or at least their servitors, ventured here in the past.

The Cobalt Jungles and North-Eastern Coast

Separated from the Hydran Plains by the swiftly running Batrachian Stream, the Cobalt Jungles stretch along much of the north-eastern coast of Celadon before terminating along the edges of the Chimerical River. The flora of this region, including the steely blue iron trees, copper deodar, acid plants, silverthorn, and creeping mantrap, are incredibly perilous for the unprepared. When the metallic branches possessed by much of the vegetation here clash together, great showers and sprays of sparks are sent skyward with every breeze. Given that there is almost constant wind from clashing tropical sea breezes and the dry parched air from the Temesian Mountains, these dangerous displays of pyrotechnics are a constant threat. Metallic creatures, such as iron wasps and silver dragonflies, are common in this area as are the glass terratoids who come here to feed on the metallic and crystal foliage.

The Burning Delta

A branch of the Eastern Fork, heated from its passage over the Chimerical River, runs along a sharp ridgeline that divides the Cobalt Jungles into their Upper and Lower halves. The warm waters of the Eastern Fork split and sub-divide where the ridgeline descends to meet the sea, creating a wide, marshy area known as the Burning Delta. The steam thrown up by the heated waters striking the much cooler waters of the deep bay make navigating the marshes a difficult proposition, even in the best of conditions. Such attempts are also thwarted by the presence of flits, ikshada, both iron and silver dragonflies, neuromorphs and neurovores.

The deep bay of the Burning Delta is home to a large group of aquatic Dendrads who dwell amongst the yellow aqueor. Known by the simple name of Burning Bay, this settlement suffered greatly during the Age of Germinating, when Man first came to Celadon. Although in some ways stronger now than they were, these Dendrads still cling to a dangerous, adversarial philosophy that claims a right to strike first if danger or disaster seems eminent. Even though Burning Bay exists beneath the waves, an elemental cult venerating the cleansing power of fire has a strong presence here, and as such visitors to the region should do their best to avoid any outward displays of hostility.

The Upper Cobalt Jungle

Of the Cobalt Jungle regions, the Upper jungle is both the larger and more dangerous of the two. Waters heated by fire and flame deep within the ground bubble to the surface, creating pools which breed all manner of disastrous pest and parasite, while metallic trees send up fountains of sparks into the heavens.

In the north-west, groves of deadwood thrive along the banks of the Chimerical River, while huge rolling hills of copper deodar run down to the sea. Amid these copses of silver deodar, ironwood, and blue ironwood rise high into the air, while creeping mantrap and spider moss stalk amongst the prism plants and spiting crocuses. Given the dangers of the local flora, it is perhaps

The Pirates of Burning Bay

The aquatic Dendrad of Burning Bay witnessed first hand the destruction wreaked by the Archans as they nearly stripped the Lower Cobalt Jungle. Numerous barges, laden with blue iron wood, plied waters poisoned by the alchemical run off created by the widespread use of magical quicksilver. Those few Dendrad adapted to the dark blue depths altered the yellow aqueor and coral of the bay in an attempt to make the passage so hazardous as to be unprofitable. When that failed, a young faction of Dendrad attempted a more direct means of dealing with the problem: piracy. Not for profit, nor for glory, but simply to strike back at their foes, these Dendrad would wait in the depths before swarming a vessel. The crews of these captured vessels became fertilizer for the jungles, their cargoes secreted away, and the ships themselves scuttled and used as anchors for new coral growth.

These days, when a vessel disappears along Celadon's eastern shores the Pirates of Burning Bay are often blamed, whether they had a hand in the disaster or not. Many suspect that there are fortunes hidden beneath the waves of the Hydran Sea and Azure Ocean, as few Dendrad pirates cared much for the magical or alchemical creations of their prey.

unsurprising that the local fauna contain species best avoided; besides poisonous serpis, depredators, silver dragonflies, ironshrike, and glass terratoids can all be found in abundance here.

Unfortunately, the majority of Dendrads and Chrysalids were long ago driven from these lands; as a result, there are numerous raknid mounds dotting the jungle. The Manrak once attempted to establish a hive here; however, even after repelling numerous attacks from outside sources, the hive eventually succumbed to an unseen foe. Manrak warriors who later investigated claimed that the hive was tunneled into and attacked from beneath where its defenses were weakest. These Manrak also claimed to have found numerous Chrysalid-made artifacts, weapons, and armor amongst the destroyed hive, a curiosity given that there are no

Chrysalid mounds anywhere nearby. Also of a curious nature are the occasional bits of shattered Chrysalid shell and exoskeleton. Many can be found buried not far beneath the soil; when unearthed, they all bear one curious commonality - strange writing burned into the very surface of the carapaces.

Cree

Located in the northern end of the Upper Cobalt Jungle at the mouth of a wide, shallow bay is the Aeriad city of Cree. Originally settled by a band of Blues, Cree has since become a veritable metropolis by Aeriad standards. From Cree numerous Aeriad sailing vessels set sail to carry goods to southern ports and cities. Aeriad of all colors can be found here, a situation quite uncommon in Aeriad settlements; the locals attribute this to the abundance of huge standing stones in the local reaches of the Cobalt Jungle. These standing stones are treated with almost religious reverence, and it is not uncommon to find at least a small flock of Aeriad near one at any given moment. One of the more cosmopolitan Aeriad settlements, Cree enjoys frequent trade and visitors year round. This occasionally puts them at odds with other cities further south as trade ships attempt to navigate what others see as their sovereign waters.

Aukustine

Located amid the rocky stretches along the Chimerical River in the south-western Upper Cobalt Jungle is an Imperion settlement known as Aukustine. Named for an Imperion lord of war who led the remnants of his fighting force here, Aukustine has yet to adjust to the Exile. Surrounded by high walls topped with spikes, the townsfolk here make a living by harvesting goods from the jungle and siphoning alchemical supplies from the river. The Mentalists of Aukustine, recipients of a long standing tradition of psychics, work ceaselessly to hone their talents alongside bands of highly trained swordsmen. Aukustinians widely believe that it is possible to reopen one of the aether-spanning gates and seek to find as many Archael relics as they can in order to learn the

secrets of opening them. Unfortunately, they are preyed upon almost constantly in the jungles that surround their city. Farming is difficult and much of the food for Aukustine is purchased from merchants who brave the Temesian Mountains or the Burning Bay.

The Lower Cobalt Jungle

Separated from the Upper Jungle by a ridgeline extending from the Temesian Mountains and a branch of the Batrachian Stream, the Lower Cobalt Jungle was heavily forested by the Archaens. Many of its native blue iron wood trees were long ago felled and never truly replaced. Instead, vast copses of silverthorn, thornwood, and stranglevine have overgrown the remaining trees. Much of the same fauna exists here that does in the Upper Cobalt Jungle, but many of the species here tend to be larger and longer-lived. Furthermore, unique specimens of existing creatures, some with branching horns, differently hued skin, or such abilities as darkvision and flight are often found beneath the twisting, writhing boughs of the Lower Cobalt. While some folks attribute this to the nearby presence of the Tree of Life, others lay the blame on alchemical residues left throughout the area by the Archaens.

There are rumored to be a number of abandoned settlements scattered throughout the Lower Cobalt, left behind when the Archaens were Exiled. The exact number and location of these sites is unknown as most of them have been overgrown and buried beneath a verdant canopy of green and silver; however, there are likely older Celadian Neomorphs that would know the locations of many of these places.

Tch'kra

Originally located in the cliffs separating the Upper and Lower Cobalt Jungle, Tch'kra is reported to be one of the oldest Aeriad settlements according to legends. However, the cliff dwellings of Tch'kra are no longer used except by Aeriad priests and historians. Instead a huge sprawling city lays across the canopy of the Lower Cobalt here. The few scattered rope bridges are the only concession made to those who cannot fly; instead,

the tops of the trees are trimmed and shaped and pruned to allow room for avians and Aeriad to move easily about the city, provide spectacular views, and conceal much of the bulk of the city from the ground below. Mainly inhabited by Silver-White Aeriad who hunt the jungle or soar out to the Burning Delta or the Hydran Sea beyond to hunt for fish. The Tch'krans frequently struggle with the Imperions of nearby Aukustine whom they feel are an almost constant threat.

The Eastern Fork

Running along the southern borders of the Lower Cobalt Jungle is a wide and rapidly moving branch of the Chimerical River. Numerous little rivers flow into the comparatively shallow gorge and stir the strange solutions that have survived long enough to reach this area. A number of insects have adapted to take advantage of the mineral rich layer of water that skims the top of the Eastern Fork, particularly gold bugs, iron wasps, and silver dragonflies. From time to time, it is possible to find Dendrad in shallow-bottomed leaf boats skimming the surface of the water as well. Many of these individuals belong to the Court of the Elemental Tree; their visible presence along the waterways is typically a warning to intruders that their existence has been noticed and is censured.

Roasburg

Originally an Archaen settlement on the edge of the jungle overlooking the sea, the palatial manor was long ago seized by the Aeriad who have since made this place their own. While the outlying buildings once used by slaves and servitors have been overgrown by the encroaching jungle, the central spires with their multiple terraces, balconies, and interlacing bridges are somehow resistant to the clinging vines and stone-shattering brambles. From vantage points along the height of the towers, the Golden Yellow Aeriad dwelling here can watch the borders of their domain from behind impenetrable stone. With each changing of the moons, bands of nomadic Crimson Red Aeriad, studious Emerald Greens, and nomadic Silvery-Whites arrive in Roasburg,

swelling the local population and almost filling the numerous rooms within. Cause for a raucous festival, these periodic infusions of trade and commerce make Roasburg an important settlement along the eastern coast.

The Animate Forest

Bounded on all sides by the forks of the Chimerical River and the sea, this region is known amongst the Dendrad as Hulumale Island. The forks of the river are difficult to cross, even in shallow, fordable areas, essentially isolating this region from its neighbors. A heavily wooded region, the Animate Forest has never been adequately mapped, due in part to the highly mobile vegetation that thrives here. Creeping mantrap, crawling, needleleaf, spider moss, spitting crocus, and stranglevine are all common varieties of the multitudinous dangerous plant-life that hungrily stalk any creature that enters their domain. Despite the lush and verdant beauty of the place, there is little in the way of natural fauna that dwells here. Occasionally, avir nest amongst the highest part of the canopy, while small vermin scramble amongst the branches hunting for insects. Steam and mist frequently flow over and between the foliage, blown in-land by tropical breezes from the Azure Ocean, making visibility poor while simultaneously providing warm, moist air throughout the region.

Tasseri

Awash in steaming clouds of vapor, drenched in the condensation dripping from the forest canopy, the city of Tasseri sits adjacent to the Wash at the northern end of the Animate Forest. A number of the Green Aeriad who live here produce alchemical products while others work to preserve and alter the native life that springs up in these harsh conditions. Many merchants pass through this area on their way north. Tasseri therefore exists as twin cities. One on the forest floor for merchants and their cargoes, and an upper city in the lower canopy of the forest where the Aeriad citizens dwell.



Malachon

Located in the south-western end of the Animate Forest, Malachon is home to both Aeriad and Dendrad. Those who live here carry on a long tradition of preservation. Some of the most ardent opponents of the Archaens and the Imperions, the Malachonites frequently travel to other cities and Gardens to continue the pressure against the remaining Imperions. While some of their work has shifted to the political and philosophical realms, many of those who live here are also warriors. The teams of Silver Aeriad and Dendrad who range the lands of Southern Hulumale Island are considered even by their own people to be a harsh and unforgiving group. It is rumored that many of the Archaens who crashed in Temesia were eventually captured and taken to Malachon. Certainly, the Green Aeriad and Dendrad sages here are the keepers of lore and knowledge that is virtually unknown elsewhere in the region. It is rumored by those outside of Malachon that part of that lore includes ways to circumvent the soporific spores released by the Tree of Life.

The Wash

At the northern tip of the Animate Forest, the Chimerical River tumbles down the cliffs of the Temesian Mountains into a huge, roiling basin that serves to mix and dilute the strange substances that manage to flow down from Inferno with water from numerous, myriad smaller streams. From the Wash, as this basin is commonly known, the river splits into three large branches, and though each branch has a slightly different composition, each tends to be scalding hot as it leaves on its journey to the seas surrounding Celadon.

The Magma Mists

At the terminus of the Great Eastern Fork, liquid rock and metal stream from a sluice-way underneath the river pour over rocky shoals into the sea. The superheated waters above this sluice serve to churn the surface of the shoals, keeping the Great Eastern Fork from backing up and overflowing its banks. Furthermore, the steam and mists created here serve to cloak much of the interior from view. The constant heat and supplies of mineral wealth make the waters an ideal environment for aquatic crustaceans. While a number of these are poisonous, the rest are a prized food source, especially amongst the Aeriad and Imperions. In fact, they normally fetch such a high price as to draw numerous merchants and fisherfolk to dredge the shallow waters with nets hoping to harvest enough of the crustaceans, along with fish, as to make the journey profitable. Unfortunately, amid the vast diversity of smaller crustaceans that grow in these warm tropical waters are also larger, more dangerous varieties such as water raknids, sea scorpions, and aquatic vasp.

The Tree of Life

This great tree is believed to have existed since time immemorial. According to the savants who follow the Speaker-in-Dreams, the tree's roots extend throughout this world and into many others, while its branches reach upward to pierce the very heavens. Amidst the very cracks and boughs spring other, smaller trees whose seeds have been carried here on the winds. Once a year, the Tree of Life produces a single fruit, the juice of which can supposedly be used to concoct all manner of potent elixirs which produce such varied and amazing effects as: restoring life to those who have lost it, no matter the time; producing shattering and evolutionary changes in living creatures; creating life in inanimate substances; even producing shattering insights into the nature of reality. Other variegated fruits are produced irregularly throughout the year from the myriad other growths sprouting from the Tree of Life, but such harvests are farless potent than that of the Primal fruit. The blossoms of the Tree of Life produce a calming, almost soporific scent that serves to pacify most forms of life within miles.

The Court of the Elemental Tree

A huge Court of Dendrad dwells in the Animate Forest and worships the Tree of Life as a deity that unifies the disparate energies of natural elements. This Court believes that the wondrous powers displayed by the Tree of Life are visible signs to its intent and guidance. For this reason, the Court does its utmost to enforce an area of peace and tranquility around the Tree itself. Members of the Court take turns patrolling the borders of the Animate Forest watching for intruders, few of whom they allow to offer explanation for their trespass. Indeed, trespassers not only face risks for setting foot in the Animate Forest, but may also find themselves followed, pursued for violating the sanctity of the Elemental Court.

Layelore

A small city adrift on the waves of the Azure Ocean, the land of Layelore was created ages past. Originally created by the Denlyon as a floating island from various sea plants, such as yellow aqueor, it was used to transport fragile Suldrad seedlings across the waves to new homes. Later, the Archaens acquired the property from a group of Manrak in exchange for a variety of magical trinkets of varying potency. At some point after that, the Archaens managed to ground the structure on the shoals south of the Magma Mists. Abandoned, the island managed to become overgrown within a few months. After the Exile, a band of Imperion refugees and neomorphs found the island. Now, the inhabitants of the island have constructed a habitat that largely blends in with the native foliage. By skimming off metals, minerals, and alchemicals from the Magma Mists and Demons' Breath, Layeloreans are able to distill various metals without having to strip the land. Although the Dendrads do not actively pursue the Layeloreans, the islanders do their best to maintain a low profile.



The Azure Ocean

Celadon's south-eastern waters are known as the Azure Ocean. Tropical waters of a crystalline blue color, the Azure Ocean supports a wide variety of life. Close to shore, much of the Azure Ocean is very shallow; its gentle slopes running from a variety of beaches down through various reefs and shoals. Far from shore, however, the slope drops precipitously, plunging down in to deep cerulean darkness.

The Glass Jungle

Delicate seeming crystalline and glass plants, such as the crystal dendron, prism plants, and crystalline versions of other trees and shrubs, overrun the Glass Jungle; although the wilderness appears fragile, it has withstood centuries of storms and eruptions from the volcanoes that line the Temesian Mountains. A strange vibrating hum is created when winds blow through the transparent foliage, and at sunrise and sunset, the light here is nearly blinding as it is refracted into thousands upon thousands of rainbows.

The Aeriad prefer to avoid the Glass Jungle as their hunting cries can cause the crystal vegetation to shatter, producing explosions of razor-sharp leaves. However, they do find the indigenous glass terratoids to be a delicacy. Similarly, glass dragons – another native species – regard the Aeriad as a delightful meal as well.

Mellyphera

A young mound, Mellypheran Chrysalids patrol the Glass Jungle in small bands. Many of them work alongside the Western Fork, sifting for gold to sell to traders in other lands. The must be cautious and careful; not only is the area around Mellyphera dangerous on its own, but the presence of Chikarat in the region means that predation by Manrak is a constant threat. Mellyphera is slowly becoming known for its glasswork. Mellypheran merchants carefully transport it long distances in order to trade it for food, metal, and wood as the natural foliage of the Glass Jungle is harder for the Chrysalids to break down.

The Edge of the World

If one sails too far out into any of the waters surrounding the continents of Celadon, one risks falling off the edge of the world and sailing right into the Aetherial Sea. There is little to definitively demarcate the edge of the world but endless waves, but there is no denying that those who sail too far risk not only their lives, but the ability to ever return home again. The very nature of the Aetherial Sea is a matter of debate amongst scholars, sages, mystics, and mendicants. Accounts of those who claim to have journey upon these strange waters are often unique and frequently disturbing.

The Western Fork

A swift moving current of water forms the southern border of the Glass Jungle. Its current carries along a variety of metals in its sparkling clear waters; many of these can be sifted out from the rich silt of the riverbed. A series of rapids, waterfalls, and rocks serves to filter out toxins and leave the Western Fork a potable source of water utilized by numerous native creatures, such as monoryx and glass terratoids. Besides silver, gold, and blue iron, small crystals and gemstones are commonly found here, a fact that frequently draws treasure-seekers.

The Cauldron

Overlooking the Shallow Sea is a huge cliff that the Western Fork cascades down. As the mineral-laden waters rush past they throw huge clouds of sparkling mist out in a shower that continually lashes the surrounding area with water, flakes of metal, and small shards of crystal. This continuous onslaught has carved out not only a deep chasm in the sea floor beneath the falls, but also created numerous caves and fissures in the rock behind them. These caves are rumored to hold numerous secrets placed there by Manrak shamans over the centuries; however, the presence of vennin, pseudomorphs, and both black and grey ikshada serve to dissuade idle curiosity-seekers when the lashing spray does not.

Strange Fruit

The trees of the Glass Jungle bear strange fruit within their gem-encrusted skins. Many of the brightly-colored, opaque fruit are not only wondrous to behold but have remarkable tastes that are unique to each tree. Some of these trees produce fruit that mimic alchemical solutions, so care must be taken when biting into one lest the consumer find himself with a mouthful of quick-silver. Supposedly, the local Dendrad keep extensive maps detailing which trees produce what.

The Far Seas

The entirety of the western shores of Celadon are washed by the Far Seas, a bodies of water so named because of ancient legends claiming that other lands, other worlds, lie far beyond them. Breezes move across the Far Seas and carry both moisture and warmth to much of Celadon, resulting in lush forests and jungles that march down to the coast to the shore.

Chikarat

At the northern end of the Glass Jungle there lies a narrow band of low-lying hills that plateau up towards the Temesian Mountains. Rising above these hills is the Manrak hive of Chikarat. This pyramidal structure is home to one of the most voracious and dangerous bands of Manrak in the Northern Territories. From their towering home, these Manrak are able to watch nearby mountain passes descending to the hills, movement in the nearby Glass Jungle, and activity along the shoreline of the Far Seas.

Chikarat is also one of the more innovative Manrak mounds – the interior rooms here are well-lit, and ventilated. Passages bored down from the surface allow the breezes of the Far Seas to permeate interior chambers, while great bands of crystalline roots from the nearby Glass Jungle funnel down light in numerous hues. It is rumored that the Manrak have also developed a way to store the light that streams down through the roots of the Glass Jungle, using it to not only illuminate their home at night, but also storing it in portable shards of glass for night-time hunts.

The Glass Court

Deep within the Glass Jungle dwells a band of mysterious Dendrad mystics who call themselves the Court of Glass and Light. Seemingly made of crystal, glass, and silver like much of their surroundings, these reclusive individuals are rarely seen by outsiders. Exceptions to this occur when the Court wishes to trade for supplies not readily available within their seclusion; at such times, a handful of its residents will journey to distant settlements to trade a variety of gems, crystal sculptures, and products made of glass.

The Shallow Sea

A huge sunken plain sheltered from storms by an encircling ring of coral reefs, the Shallow Sea is treacherous to traverse by foot due to the presence of innumerable sinkholes amidst the submerged, marshy ground. Similarly, boats are not to be trusted due to the ever-shifting hillocks and bands of silt that tumble and move with the tides. Megaliths stalk through the waves, keeping the various sea scorpions and water raknids at bay.

The Crystal Atolls

Along the northern end of the Shallow Sea are a string of reefs seemingly made of solid crystal and gemstone. The emerald, sapphire, and diamond formations are difficult to sea amongst the surging waves, but the occasional spire of ruby, obsidian, or topaz serve as markers for those who know their way amongst the razor-sharp outcroppings. Both sea and glass dragons frequent the deep pools and shallows here, dining upon both fish and the occasional unwary miner of precious stones.

The Marble Reefs

Curling up from the Stone Forest, a line of coral reefs composed of gleaming polished marble form the western borders of the Shallow Sea. As hard as they are slick, these huge stones have been carved and polished by the waves into innumerable and fanciful shapes. The Neomorphs of the area claim that these great rocks are megaliths in the process of being born from the

womb of the sea, and that when they finally emerge from the waves, then the entirety of the Shallow Sea shall wash away with the waves.

The Shorewood

Where the Shallow Sea rises up to the Southern Territories a small forest of trees rises up out of the water. Great arching roots rise stilt-like from the waves supporting the great bulks of the trees. Avir, such as shriekers and ironshrikes, nest among the branches and dive down to spear small vermin and fish. The Shorewood serves as a barrier against such sea-dwelling predators as water raknids and sea scorpions that have difficulty moving their bulk through the dense stands of roots.

The Bandits of Shorewood

The Dendrad of Leesloch and Shorewood frequently conduct raids on their neighbors, stealing anything and everything that they can before vanishing again into the waves and woods. Many of these goods wound up being sold back to the very communities they were taken from, sometimes at a remarkable discount. What little profit the Dendrad make frequently goes into paying for mercenaries to patrol the Narrow Sea or for information that the Dendrad cannot readily attain on their own.

Leesloch

Situated between the Northern and Southern Territories is a wide extension of the Shorewood which marks where the plateau of the Shallow Sea drops away into the deep trough of the Cauldron and the Celadian Straits. This stand of trees is home to a small Court of Dendrad that claims an ancestral responsibility for guarding the passages between the two continents; now, however, their numbers are so reduced that it is hard for them to preserve the borders of the Shallow Sea. Most members of the Leesloch Court, who call themselves the Cinnabarians, realize that their numbers are small and have turned to guerrilla tactics in order to accomplish their goals. These

secretive Dendrad pay well for reliable information, a fact not lost on numerous Red Aeriad, Chrysalids, and Neomorphs who utilize messenger-avir trained by the Dendrads. In order to acquire the funds necessary for these campaigns, some Cinnabarians wander the world as traveling musicians, earning a living and supporting their militant brethren back home.

The Wavesingers and Shoredancers

Two foreign cultures have sprung up amidst the flats and shallows of the region. The Wavesingers are a group of Imperions concerned with the study of Aeromancy and Aquamancy. From their broad, surface-skimming boats, the Wavesingers spend a lot of time singing chants to the elements that blend in with the sound of waves and wind. The Wavesingers seek to impose their own wills onto the elements, but as subtly as possible. Still, this attitude does little to win them any allies among the native races.

The Shoredancers are a group of neomorphs in the area who spend most of their time close to shore, spearfishing. The Shoredancers are masters of a traditional dance that allows them to move across the waves and slippery mud of the Shallow Sea. As well as being a method to instruct the young in how to move, it also teaches them how to use the long spears that the Shoredancers are famous for creating. Besides these talents, the Shoredancers also work in a symbiotic fashion with the Wavesingers, acting as intermediaries between the Elementalists and the mainland.

The Sulphur Swamp

A wide and marshy morass of low lying hills, plains, and moors, the Sulphur Swamp has long been regarded as a dangerous area, even by native Celadonians. Despite the dangerously high amounts of sulphur permeating the region, many species of both flora and fauna make their homes here. Barge trees float across the region, moving from one copse of deadwood to another, while giant mushrooms, glowing fungoids, neurozoids, and tube mosses line the shallows. And

everywhere the ubiquitous sulphur tree, for which the region is widely known, grows, pushing up out of the murky waters to anchor and purify the soil. Amongst these, however, also grow giant mantrap, scarlet sporozoid, and spider moss. Iron and silver dragonflies dart from place to place, occasionally fighting with ironshrikes for dominance in the air; both prey on the ever-present flits, ikshada, and neurovores who dwell amidst the boggy soil, roots, and branches. The region is also home to uncountable numbers of pseudomorphs, water raknids, swamp demons, and vennin.

Somewhere in these boglands are the ruins of the sole Archaen settlement ever established in the area. Built by the survivors of a failed expedition, the settlement, whose name is lost to time, has long since been overgrown and taken over by the swamps. The soggy, unstable ground of the region is unsuitable for building, preventing long-term settlement of the area. During the spring and fall, Aeriad frequently come to the area and build large expansive nesting camps by lashing together multiple barge trees. These temporary shelters serve as mobile hunting camps while the Aeriad hunt for the glowing water raknid eggs known as scintilla.

The Southern Fork, Quicksilver Falls, and the Demons' Breath

Emerging from the Wash and separating the Animate Forest from the Sulphur Swamp is a wide, slow moving river. This fork of the Chimerical River commonly carries a variety of noxious chemicals that the swifter Eastern and Western Forks avoid. Combined with the run-off from the Sulphur Swamp, the waters along much of this body are a thick and noxious yellow. However, they are still capable of supporting life, including a voracious species of metallic fish with glittering crystalline teeth.

At the end of its run, the Southern Fork plummets hundreds of feet down the Quicksilver Falls. Here, sheets of magical quicksilver plunge downwards, while a misty spray of water produces huge clouds of smoky spray. Huge clouds of sulphurous smoke billow from the roiling spray when the Southern Fork reaches the cool waters of

the Azure Ocean. Known as the Demons' Breath, it is possible to snare small particles of both amber and gold from these noxious clouds with exceptionally fine mesh nets. Currently, the only producers of such netting are the Imperions of Layelore who continue to make a small fortune selling their goods to merchants and traders.

The Court of Fungal Blooms

Hidden somewhere within the bogs and moors of the Sulphur Swamp is a Court of Dendrad. Dwelling amongst the variety of mushrooms and fungi that feed off of other plants, this Court is home to many Foresters and Water-bearers, who have formed a mystic cult of their own. Silent and hooded, these mystics wander the swamps meditating on the various mysteries of life and death. From time to time they also harness barge trees and sail from the Sulphur Swamps in order to travel the world, seeking wisdom and dispensing their own.

The Hooded Mystics

One of the secrets kept by the hooded mystics is a sacred grove deep in the Sulphur Swamp. Ringed round with giant mantrap and thorny stranglevine, the center of this elevated island is home to a stand of prophet trees. Many of the hooded mystics regularly consume the strange red fruit of these trees, and later confer with one another about the visions they have seen. While few others know of this grove, many can sense the subtle signs of addiction and madness upon the mystics they encounter.

A second secret kept by the mystics concerns the strange dark skinned disciples of the Speaker-in-Dreams. The Seekers are, according to the Mystics, a race known as the Druas and they did indeed arrive in Celadon from a distant world. However, the hooded mystics have sworn to never reveal the true origins of the Druas, nor their ultimate purpose in Celadon.

The Mushroom Forest

Stretching along the northern edge of the Sulphur Swamp lays a mist-enshrouded stretch of coast known as the Mushroom Forest. While there are numerous giant mushrooms here, the vast majority of the foliage here are parasol trees and fernwood. Still, there are numerous smaller fungi dotting the hills; the glowing fungoids lend the area a strange light that many find simultaneously compelling and frightening.

The Sunken Swamp

Towards the coast a wide stretch of the Sulphur Swamp is daily washed by the rising tides. Many avir stalk among the fragrant floating flowers of the region while their long legs prod the bottom for the small crustaceans that they feed upon. As the tide recedes strange things are often left upon the winding shores of the region. Sometimes strange and bloated carcasses of unknown sea creatures wind up beached here providing a ready meal for scavengers; at other times, strange artifacts of crystal, an unknown golden metal, or shell are washed ashore.

The Celadian Straits

Running between the Northern and Southern Territories is an expanse of water known alternately as the Celadian Straits or the Narrow Sea. This deep channel serves as a natural barrier between the two continents. Its dark waters are a continual wash of salty-ocean waves and purified waters from the Western Fork; their turbulent mixing is not the only danger to ships traversing the straits. Crag spiders lurk in caves where the Celadian Mountains overlook the region, while aquatic vasp stalk water raknid along the opposite shore.

Chainkara

Nestled along the shore of the Celadian Straits is a small settlement of Imperions and Neomorphs. Fish from a small nearby bay provide much of the sustenance for the small village that is here. Masters of Geomancy, the Chainkarans routinely summon earth elementals to reconstruct

the walls of their community as well as drive off the dangerous predators who continually attempt to prey upon the villagers. Neomorphs from the city work in the swamps, dredging the murky soil for amber and gold, much of which is used for various alchemical purposes. Many of the neomorphs believe that their masters are actually searching for a treasure greater than gold, but what it may be they do not know.

The Southern Territories

The southern continent of Celadon is rich verdant place filled with an amazing diversity of plant and animal life. In some ways it is a utopia, a land of plenty washed by gentle breezes and warm showers; however, only the naïve or the foolish let down their guard for there are numerous dangers lurking here.

The Celadian Mountains

Erosion has softened the peaks and cut deep valleys in this ancient mountain range, but the Celadian Mountains still appear majestic, draped in their forest robes of greenery. Many species of flora and fauna are found here, particularly species of predatory and ambulatory plants.

The most unusual specimen of flora said to inhabit this elderly mountain range may be the Sunstalker, a plant mentioned in the annals of Viridian. This animate bush is said to seek out sunny meadows and clearings amid the woods, whereupon it laps up the light of the sun and plunges the surrounding area into darkness. Viridian never managed to acquire a Celadian Sunstalker, leading some to suspect that the plant was merely legendary. However, there are numerous small valleys and meadows amidst the Celadian Mountains that remain cloaked in darkness even on the brightest days.

The Emerald River

A scattering of tributaries in the western Celadian Mountains drain into the swift moving Emerald River; this shimmering green waterway nourishes the entirety of the central continent and is rumored to possess wondrous properties. A

single vial of the green water can reportedly make any plant grow to its full height overnight, cure any ailment, or quench any thirst. Along its length, the Emerald River runs through a wide variety of locales, therefore it should be no surprise that many individuals use the river as a preferred means of travel through the continent.

Numerous predatory plants derive their sustenance from both the Emerald River as well as those who come to drink from it. While stranglevine and giant mantrap are common, occasionally strange new species of plant appear as well.

Aydees Depths

Beneath the verdant valleys and peaks of the Celadian Mountains are a series of gemstone-lined caves and tunnels. Some of these were long ago stripped of their wealth at the direction of the Archaens; while a number of the vast, bowl-like chambers are capable of regrowing their crystalline wealth, the time it takes to do so means that their light has been dimmed for quite some time.

Rising above these twisting caves and the winding tunnels bored by neomorphs is a single tower constructed of highly polished crystal and glass. Inhabited by a band of Imperions who call themselves the Aydeans, this tower seems to present no entrance to the outside world save for a scattering of narrow windows high above the peaks. In truth the entrance lies far beneath the surface, through the mines and depths. From these regions the Aydeans draw water, sustenance, and wealth. Practitioners of Astromancy, the Aydeans seek to discern the secrets of the aether, the heavens, and the lost lore of their Archaen forebears. Rarely leaving their tower, the Aydeans rely upon intermittent trade with the Aeriad who visit the soaring heights of their tower, or upon the neomorphs who still dwell in the Depths.



Aydean Neomorphs

The neomorphs of the Aydees Depths have developed a number of characteristics over time that allow them to thrive in the lightless, endless dark beneath the mountains: some of them have eyes that can see in the dark; others do not rely on sight at all, instead using other senses to hunt for food or tend the great hidden gardens; still other neomorphs have developed great clawed hands and feet for scaling the variety of cliffs and pits. In spite of, or perhaps because of, the advantages granted by these adaptations, the neomorphs' Imperion masters continue to regard them as bestial, sub-human creatures.

The High Perch of Kryee

At the southern end of the Celadian Mountains overlooking the Azure Ocean is the Aeriad city of Kryee. Over the centuries, the Aeriad of Kryee have carved the cliffs and natural caves of these mountains to resemble the flight of a huge flock of gigantic avir; the view from the water is breathtaking. The numerous holes, crevasses, and carvings produce a variety of whistles; combined with the variety of calls of the Aeriad themselves going about their daily lives, the area is a cacophony of sounds. Situated on a cliff-side plateau beneath Kryee that is accessible by way of a road winding up from the south is a large tent-city where non-flyers come to trade with the Aeriad who live here. Kryee is the source of a great number of aquatic and plant-based products. Furthermore, Kryee is home to a number of exceptional Aeriad carvers, sculptors, and architects.

The Rheina Valleys

Along the eastern coast of the Southern Territories, in the shadows of the Celadian Mountains, lay the Rheina Valleys, a gently sloping region full of plainsgrass, wildflowers, and stands of fernwood. In the distant past, these valleys were full of huge trees fed by hundreds of tiny streams; however, much of the land was stripped bare due to repeated harvesting by bands of Chrysalids, Manrak, Aeriad, and Archaens.

When the Wars of Feather, Wood, and Scale occurred this was a highly contested region because of the highly fertile nature of the soil. Since those days, life has returned in abundance to the valleys and plains. There is still a Chrysalid mound here, and bands of roaming Aeriad are a constant presence, but the Dendrad from the Garden of Celadon incessantly wander the area, tending and planting. Now, branch horns, avir, serpis, and insects of all types roam areas once frequented by demonic entities.

The Coastal Bays

Along the shore of the Azure Ocean are a number of large waterways – bays and coves filled with all manner of wildlife. Many of these are the seasonal homes for a number of Aeriad who spend their time here fishing, hunting, and learning how to handle watercraft. The few settlements that do exist in these areas tend to be solitary and remote; a number of them predate the Aeriad, strange spiraling constructions raised above the shore and water on thick stilts of stone.

Telochorus

Centered off the Coastal Bays in the Azure Ocean is the city of Telochorus. Taking the example of Layelore in the north, a Flock of Red Aeriad commissioned the Dendrad to help construct this artificial island off the coast. Here a copse of barge trees, yellow aqueor, and viridia form an island. Passageways to the calm cove at the center of the island can be found between the stilted roots and fronds at low tide. As a curious effect, the roots and vines that make up the thick ring of the island serve to filter out much of the salts from the surrounding sea and leave the cove in the center relatively potable. Still, fresh water is a vital resource here, and the few scattered boab amongst the barge trees are precious commodities. The Golden Aeriad who live here are adept at boat construction and repair, while the Reds hunt the Azure Ocean and Coastal Bays.

The Wavering River

Although there are now no true rivers in the Rheina valleys, there are many small streams and brooks. None of these, however, are as impressive as the phenomenon known as the Wavering River. Created by a wide swath of wavering sunblossom that runs almost the entire length of the Narachon Plain, and kept energetic by the presence of numerous fan ferns that dot the hillsides, it frequently seems as if there is a river of rapidly flickering colors that flows from the Naro Stream down to the coastal bays.

The Naro Stream

Forming a natural border between the Narachon Plain and the Garden of Celadon, the Naro Stream is a slow moving tributary of the Emerald River. Along its banks, thick stands of plainsgrass and whipweed grow, while brightly colored fish dart through its waters and loud avir fly raucously overhead. Small river-craft of the Dendrad are frequently seen along the Naro. Created from fallen leaves and vines, such flimsy craft are rarely suitable for the swift moving Emerald River, but serve well for navigating smaller, calmer waters.

Santorum

Where the Naro meets the Emerald rises the Free City of Santorum. Established by a band of Neomorphs, Santorum welcomes any and all visitors. Slavery is prohibited here, and the Neomorphs strive to build an enlightened society. There are a number of sages and magicians from other races here who have either voluntarily come to help the Neomorphs or that have been hired for a season or two at a time. Santorum strives to remain modest in size so that they do not have to clear too much of the surrounding plains for food.

Radical elements in the city occasionally hire mercenaries to help them raid Imperion settlements where Neomorphs are still owned in an effort to free as many of them as possible and bring them back to Santorum. The more conservative citizens see this as detrimental: not

only do more freedmen require more food, but there are also the risks of war with the Imperions - a war the Freedmen of Santorum cannot afford.

The Narachon Plain

Running from the Emerald River down to the Azure Ocean is a single unbroken plain of grasslands. The site of a major battle between the Chrysalids and the Archaens in the distant past, the Celadian Mountains once witnessed the heroic, fatal, last charge of the first band of Chrysalid dragonfly-riders. While none of them survived, the lessons learned from the attempt led to the later success of Chrysalid breeding and training programs.

Naruchi Point

This verdant outcropping of rock is a prominent feature of the eastern coast, used by many as a point of reference. From the peak of this towering spire it is possible to see for many miles on clear days. The luminescent fungoids that grow on the peak are particularly potent; their glow can be seen clearly on dark nights, creating a natural beacon for those in the area. Some botanomancers come here to collect these fungoids, hoping to harness their properties or at the very least sell them as natural lighting sources. Storm demons also frequent the heights of Naruchi Point, especially during the months of spring, while aquatic vasp commonly lurk in the waters below.

Khakarhan

A large Chrysalid mound dominating the plains north of the coastal bays, Khakarhan is renowned for its craftsmen. Dragonfly-riders from Khakarhan range over a large area, even venturing far over the Azure Ocean where they hunt large fish with spears and nets. Visitors to the region quickly learn that the iridescent presence of a giant dragonfly on the horizon can mean that a swift response will meet any untoward behavior.

The Monura Plains

Wide regions of plains extending from the Emerald River down to the Far Seas, the Monura Plains are the ancestral home of the Chrysalids. Numerous varieties of wild flowers, such as wavering sunblossom and spitting crocus, and plainsgrass blanket the district, while thickets of harpwood, sickleweed, whipweed, and willowood stand out. While there are dangerous predators here, for the most part they have learned to shun humanoids as a result of the constant vigilance of the Chrysalid.

The Chrysalid have colonized numerous Mounds throughout the Monura, some of which now stand abandoned as a result of the ravages of conflict or poor long-term planning. Each Mound requires a great deal of land to draw from, especially since its inhabitants normally live in such close connection with the natural world. Frequently, individual Mounds come into conflict with one another over territorial rights to certain thickets or fields of wildflowers.

Elyton

A sizable Chrysalid mound sitting astride the southern Monura, Elyton is renowned for its scholarship and mastery of magics. Sages from other mounds are frequently sent here to study under the auspices of the Elyton court. The local Queen welcomes the prestige and honor, but still charges a high price for such honored students: knowledge. In exchange for tutelage, petitioners to her court are required to bring books of lore, be able to recite compelling stories or ancient tales, or demonstrate some skill not currently possessed in the Queen's domain.

The most common predators stalking the edges of the Monura are raknid; raknids have been known to struggle with Chrysalids and even go so far as to take over a Mound to make it their own, while down by the coast, water raknid dwell in the shallows, laying their eggs near the shore and preying upon those who come too near.

The Hive City of Khiton

The largest of the Chrysalids' Hive-Mounds is Khiton, a towering edifice over 200 feet in height. Resting in the shadow of the Celadian Mountains, Khiton differs from other Chrysalid mounds in that it incorporates ancient Archaen construction. When Imperion, the great sky-city of the Archaens, plunged from the heavens, it crashed into Khiton; the devastation was almost entire. Unfortunately, after the death of the Queen, the struggles amongst the royal caste for dominance threatened to throw Chrysalid society into disarray. Civil war amongst the Chrysalid was averted when a hive guardian managed to rally a sizable army, seize the remnants of Khiton, and ordered his people to rebuild it. When the sacred mound was rebuilt, a new Queen appeared, paraded triumphantly into her new home.

Now, Khiton is an amalgam of traditional Chrysalid construction and Archaen sensibilities; pieces of Imperion that survived jut from the pierced walls of Khiton both bracing its structure and lending it an otherworldly appearance.



Khiton and Other Mounds

There are other Hive-Mounds in the Monura besides Khiton, but none are as large or as important. Khiton retains a place of prominence in Chrysalid culture; it is regarded as the first mound where the first Chrysalid evolved. All other mounds are thought to derive from Khiton; as it grew, it could no longer hold its entire population, and so individual queens left to establish mounds of their own.

Some mounds have formed niches for themselves by tunneling and burrowing beneath the ground. The soil that they pull up is used to bolster the walls of their mounds. Such mounds often trade or barter with raw gems and metals that they pull from the ground.

Silk Bay

Northwest of Khiton lays a tropical bay lined with numerous trees; silk wyrmmms live in many of the trees of this bay. The silk these worms produce often streams out in the wind or winds up floating in the waters. As a result, travelers across the water face several dangers: strands of silk in the water can prevent easy movement; blown silk in the wind can obscure vision or tangle limbs; and perhaps more dangerous than these are the water raknid who dwell nearby, always looking for a meal.

The Riverlands

Along the southern end of the Monura are a series of brooks, creeks, rills, and rivers that drain the Monura and carry the waters through the Chrysalin Forest down to the Emerald River. The wooded hills of the Riverlands are home to numerous insects of all shapes and sizes, from tiny flits to the hundred-meter long ferrovore. There are also a number of small neomorph bands that live a nomadic lifestyle amongst the hills and rivers; from time to time, one of these bands will erect a small fortress out of felled trees and stone. Such structures do not stand up well to wood-boring insects, nor do the neomorphs do well at withstanding the presence of creeping mantrap and needleleaf that cover many of the hillsides.

The Stone Forest

The Stone Forest is an area rich in mineral wealth replete with such strange growths as shrubs of land coral, rock-like trees which bear fruits of semi-precious stones, and crystalline flowers. Megaliths sometimes come here to muse about days past, while Dendrad continually chisel and shape the trees into shapes pleasing to the eye. Despite the beauty of this region, there are still dangers to be found; glass dragons, ironshrikes, and monoryx are all common in this area.

The Crystalline Orchard

The quiet Garden of a group of Dendrad Gardeners, the Crystalline Orchard is an area of gently rolling hills whose valleys conceal exquisitely beautiful carved trees. Smaller stunted blue iron trees and carefully arranged silverthorn exist along side crystal dendron, prism plants, and juharbor trees with their precious fruit.

The true treasure of the Crystalline Orchard, however, lies beneath the surface. The juharbor trees draw rock and minerals from the soil around them; the cavities formed by this activity are supported by the roots of the trees creating a series of vaulted chambers pierced by pillar-like roots. Within these chambers, the Crystalline Court resides. By hoarding the softer soil that the trees do not collect and tapping the roots for water, the Dendrad are able to sustain themselves. Indeed, the Crystalline Court could support a much larger population than currently reside in the Stone Forest.

The Olive Mound

A towering edifice of pale green stone, the Olive Mound rises above the vegetation of the Stone Forest like a revered grandfather surrounded by his many grandchildren. No one truly knows exactly what the mound is. While its outer layer is a thick covering of malachite, beneath it lays an impenetrable core of black iron.

Atop the Olive Mound is a single ruined structure left behind by the Archaens. Upon discovering the mound, they believed that metallic core of the mound must be a covering for something else and set out to penetrate its secrets. However, they were never able to tunnel down more than a few feet from the surface. The small tower at the mound's peak covers their abandoned attempt at mining. From time to time, others venture here to mine black iron for various endeavors, but such undertakings rarely last more than a few weeks before disaster strikes.

The Rocky Shore

Curving towards the interior, stretching from the Marble Reefs out towards Sorcerer's Point, is a region known as the Rocky Shore. The beaches here are comprised of stones of various sizes and shapes. The largest of these tend towards the eastern end of the area, south of the Marble Reefs. Here, the stones tend to take on geometric shapes, each ranging from one to three meters in width. Further west, the beaches are made up of innumerable small polished stones. The noises made as these rocks are rolled across one another by the waves is said to be especially pleasing to both megaliths and sea dragons.

The Chrysalian Forest

While a sizable portion of Imperion crashed into Khiton long ago, the original site of the sky-city was above the Chrysalian Forest. When Imperion fell from the heavens, many artifacts landed amongst the vine-draped canopy of this region. Towering deodars threaten to block out the light of the Green Sun, while far below their leafy canopy grow fan ferns and club mosses grow in great profusion. The Chrysalian Forest is largely inhabited by dragonflies, giant snaels, and hundred-foot long moss wyrmmms.

The Arva Brook and Upa River

Two main waterways penetrate the dense Chrysalin Forest. The smaller and slower of these is the Arva Brook. In ancient times, the Arva provided water for the Archaen settlement of Imperion; primarily this was due to the remarkable nature of the Arva spring. The Arva enters the world by means of a huge geyser which periodically shoots a fountain of water hundreds of feet into the air while at other times merely trickles out a small, but warm, stream of water. The Archaens took advantage of the Arva springs through sorcerous means; some think that such sorceries are still in place and merely waiting for their owners commands to gush forth with endless fountaining bursts of water.

The larger waterway in the Chrysalin Forest is the Upa River which gathers together the waters of

many numerous streams and books from as far away as the Riverlands in the Monura and sends them rushing at great speed down numerous rapids to the Emerald River. Due to the speed and intensity of the Upa it is largely thought to be impassable except at the occasional rocky ford.

The Ruins of Imperion

Few know that not all of Imperion crashed at Khiton. Hidden deep within the Chrysalin Forest are a number of structures, long since overgrown and concealed by vegetation. Scattered across a large area of the forest, a number of these structures created deep shafts when they fell. These pits have since become a haven for all manner of creatures as many of them are now spontaneous wells gathering the frequent rains. Treasure-seekers should be wary for not only are the vine covered cliffs leading down to these structures treacherous, but not all of the defenses left behind by the Archaens were destroyed.

Primitive Tribes

Within several of the shafts created by the Imperion's fall dwell remnants of the Archaen neomorph servitors. These isolated communities are small and self-sufficient, but also somewhat xenophobic. Long separated from their Archaen masters, cut off from other civilizations, these Neomorph survivors carve their homes into the cliff faces, gather rainwater, and hunt such game as can be found in their sheltered homes. While such primitive tribesmen are scoffed at by those unfamiliar with them, the local Chrysalids have learned to fear them for the neomorphs often carry strange magical weapons and devices.

Krysalit Mound

Rising over the Emerald River at the southern end of the Chrysalin Forest is Krysalit. This Hive-Mound is well-known for its animal tamers, handlers, and breeders. Not only do other Chrysalid mounds send buyers here looking for giant snaels, dragonflies, and the like, but many Aeriad and Dendrad also come here to purchase these exotic wares.

The Garden of Celadon

The north-eastern end of Elderwood is commonly known as the Garden of Celadon. In this lush paradise, a riot of color and perfumes assault the senses, lulling visitors and native inhabitants alike into a peaceful serenity. The peculiar soothing qualities of this place often render individuals incapable of offering violence to one another. Almost every variety of plant, tree, shrub, moss, and fungus can be found somewhere here; it is assumed that if a species does not grow here, it either does not exist in Celadon or it has been removed for a specific reason.

The Elder River

A wide, swift moving branch of the Emerald River forms the western border of the Garden of Celadon. Known as the Elder River, this waterway shifts in hue the further it travels from the Emerald River, from a rich verdant green to a pale thin yellowish-green by the time it empties into the Azure Ocean. A number of natural bridges, such as stone arches, intertwined trees, and braided vines, cross the Elder River as it passes by the Garden of Celadon. Such crossings are usually completely safe despite their often fragile appearance; visitors had best pay close attention to the presence of the local Dendrad, a threat far more dangerous than a plunge into the frothing river below.

Viridian's Grave

A large bier of semi-precious stones, overgrown with moss and vines, purportedly marks the spot where Viridian met his demise. Flowers of all types grow around this bower, and several walkways of carefully trimmed grass wind throughout the area. Otherwise, there are no markers or signs to detract from the natural beauty of this place. Occasionally it is possible to find ancient Denlyon moving carefully near this area, many of whom will gladly recount stories of Viridian's life. Of particular note is the tale wherein Viridian at last decided that his Archaen compatriots were complicit in the destruction of thousands of vegetative life-forms and renounced all ties to his former kin and home.

The Mandarin's Palace

Endless mazes of hedgerows, hills covered in wildflowers, shady copses concealing private glades, and numerous small brooks that cascade over rocks and around bellflowers to produce soft dulcet tones; all of these are present in the Mandarin's Palace. A huge sprawling estate belonging to the Green Mandarin and his court, this place is a frequent destination for Dendrad from all over the world. Visitors of other races are frequently welcome here, so long as they heed every command and whim of the Mandarin. Those Dendrad who make their home in the Garden of Celadon frequently call themselves the Mandarin's Court. These Dendrad tend to the numerous plants that form the Palace for while there are numerous physical structures recognizable to other species, all of them are formed from living plants that have been carefully coaxed and trained to such a formation.

The Primal Forest

Everything in the Primal Forest grows to immense proportions, including both plants and insects. Chrysalid hunters come here to capture giant dragonflies and snaels, as well as to harvest several varieties of giant fungus, some of which possess magical properties. The Primal Forest is a wondrous place; many of its trees are large enough to support small ecologies all their own. Travel on the ground is well-nigh impossible at times due to the overwhelming profusion of vines, creepers, and undergrowth. Fortunately, there are numerous intertwined branches and vines that the foolhardy or daring can use as living bridges, moving from tree to tree at a slow but steady walk. However, the upper canopies have other dangers for the unwary, the least of which is a long, deadly drop to the ground hundreds of feet below.



Courtly Intrigue

The perfumes and pollens of the region go a long way towards stifling any violent responses that could occur amongst visitors to the Mandarin's Palace; however, many visitors fail to realize that few, if any, of the Mandarin's courtiers are even affected by the plant-based soporifics that lace the air. While the Mandarin has a long standing edict forbidding the slaying, intentional or accidental, of any living thing within his demesne, his courtiers obey out of choice, not compulsion. Courtly intrigues often play off pliable outsiders, some of whom later awake to find themselves stranded outside of the Garden of Celadon in some less than hospitable locale. Those who can survive in the Green often return home with harrowing tales, whereas others simply do not make it back at all.

Sorcerer's Point

Along the southern tip of the Primal Forest is a long peninsula devoid of any plants larger than a shrubbery. Known as Sorcerer's Point, the terminus of this stretch of land is the dwelling place of a small band of Imperion survivors. Long isolated on this stretch of rocky coast, they by and large believe themselves to be the only surviving heirs of Imperion's legacy. While they have encountered others from time to time, the head of this secretive cabal has decreed that such meetings are a combination of wishful thinking and adept trickery on behalf of the primitive savages who populate the world.

The intolerant beliefs of these sorcerers, coupled with their inclination to protect their towering domiciles with summoned demonic servitors, cause this to be an infrequent destination for visitors and a place the locals studiously avoid.

The High-born

Amongst the highest canopies of the Primal Forest dwells a Court of Dendrad that calls themselves the High-born. Claiming descent from an ancient Suldrad pair who still dwell somewhere in the region, and an equally ancient group of Denlyon who still stalk amongst the trees, the

High-born claim rulership over all forms of life within their perceived domain.

From their tree-top gardens, the High-born watch the heavens for signs of what is to come in part because of a belief that height denotes power. At some point in their distant past, the High-born were able to develop wings. Mimicking perhaps the Aeriad or the Chrysalid dragonfly-riders, the High-born also resemble dragons with their strong-elongated jaws. Many amongst the High-born belong to either the Forester or Arborist creeds; resultantly, travel through the Primal Forest for those that they do not recognize as friends is a risky proposition at best.

And the Lowly

Along the forest floor another culture thrives, literally below the up-turned noses of the High-born. Here dwell another court of Dendrad, somewhat more amicable to outsiders while simultaneously more somber. While the High-born Snapdragons dwell amongst the heights, the Court of Willows lives beneath and tends to the mated pair of Suldrad who gave them birth. These two ancient Suldrad live at opposite ends of the Primal Forest, and sadly both are ailing: their Denlyon servants have outgrown them, and much of their Dendrad offspring have deserted them. The Court of Willows makes its home along the shore of the Emerald River, spending much of their days collecting the waters and transporting them to their charges. Bedecked in crowns of trailing whipweed, members of the Willow Court do not begrudge the High-born their freedom, but do believe that the High have gazed too long at the heavens.

The Primal Gate

One of the three magical gateways in Celadon, the Primal Gate is difficult to find because of the very nature of the Primal Forest and its own magical energies. The very appearance of the gate itself shifts and changes over time, although it is always has a natural appearance. Commonly heard reports describe the gate as a veil of hanging vines, a ring of oddly colored mushrooms, an

archway formed by a pair of ancient trees, a pool of water shimmering in the sunlight, or even a large standing stone etched by wind and rain.

Because of the changing nature of the gate, sages and savants once argued that there were, in fact, multiple gates in the Primal Forest. In time, however, many of these stories were collected and it was ascertained that there was only one gate present, albeit a very strange and very powerful one. Modern savants now believe that the appearance of the gate gives some clue as to the destination it may deposit those who attempt to use its powers; however, few have attempted to carry out the dangerous experimentation that would be needed to prove this assertion.

The Western Shore

Along the western shore of the Celadon, under the eaves of the Primal Forest, are a number of deep bays, grottos, and inlets. Due to the presence of innumerable bellflowers and shaped harpwood trees, the coastal breezes produce haunting melodies to counterpoint the rhythmic susurrations of the waves. Travelers in the area often recall seeing lean, shadowy forms watching from the woods, but none recount having actually encountered anyone on these deserted beaches.

Elderwood

The oldest woodland on this world, Elderwood has remained virtually untouched for thousands of years. This dense tropical rainforest is home to countless varieties of flora, many of which are found only in this primordial woodland. The oldest stories and myths of the Suldrad originate in Elderwood, despite the fact that the Tree of Life grows so far away. The Suldrad used to claim that the Seed of Worlds from which Celadon sprang forth was buried deep beneath the Elderwood; today, however, there are only a handful of Suldrad alive who remember such stories.

The Aenotal River Basin

Running through the center of Elderwood are a series of shallow valleys through which spring a number of silvery-green rivers. All of these tributaries flow together into the Aenotal River, a silver wash of crystalline waters that empty into the Emerald River with a splashing roar.

At the mouth of the Aenotal River is a wide lagoon that is somewhat sheltered from the turbulent mixing of the Aenotal, the Emerald, and the Seas. This peaceful lagoon is a frequent destination for the scattered Denlyon who live in southern Celadon, and their alternately mournful and joyous music can be heard for miles around whenever two or more of them gather here.

The numerous and distant springs of the Aenotal are often given remarkable powers; although many of these are similar in nature to the waters of the Emerald River, the waters of the Aenotal are also thought to prolong life, renew vigor, or even restore youth. By the time the sparkling waters reach the Emerald River, their potency is much reduced however, a fact that often sends the desperate into the primordial interior of the Elderwood.

Hemelyton

The Chrysalid mound along the Aenotal retains some distant ties to its northern roots, but has developed its own culture since its inception. Many Hemelyton young travel far and wide through Southern Celadon. It is not uncommon to find a swarm of them as far south as Primordius or bartering for goods at Empurion. In return, they are some of the most renowned and respected guides to the far southern regions of the world.

The Ancient Grove

The sanctity of Elderwood is preserved by a dedicated group of Dendrad who also call this land their home. Although occasionally divided politically, particularly over adequate responses to attempted incursions by their Imperion neighbors to the east and the west, the Dendrad of the Ancient Grove are all firmly dedicated to the preservation of Elderwood and its secrets.

Members of every Dendrad sect all dwell in the Elderwood. As such, rivalries and alliances here are convoluted and arcane things that stretch back for decades and are perhaps rivaled in complexity only by the Court of the Garden of Celadon itself.

The Primordial Source

Somewhere in the dense, thick interior of Elderwood is the fabled Seed of Worlds, a fragment of the Green World that gave birth to the entirety of Celadon. Although many discount such stories as mythical, there is indeed a strange ancient tree that grows at Elderwood's center. Thought by some Dendrad to be a scion of the Tree of Life, this monstrous tree rises above the highest canopy, spreading its limbs across a wide area. In its crooks and between its bark, other trees grow from where their own seeds fell in ages past. This tree is sentient, but is not a Suldrad. It calls itself Promir and may in fact be an elemental of incredible age. Unfortunately, despite Promir's wisdom and power, it is also incredibly old. While it is not losing its wits just yet, it does often confuse one speaker for another, frequently for penitents who came seeking wisdom years, decades, even centuries before. As such, the cryptic answers received from Promir are seldom what one wishes to hear.

The Archaen Isles

Near the southern end of Celadon in the mouth of the Emerald River lay two large islands now known as the Archaen Isles. These two islands remain under the control of Imperion settlers, descendents of a group of Archaens who built lavish sprawling gardens, manors, and research facilities here long ago. Above the larger eastern isle floats a manifest symbol of Archaen might and magical superiority, the sky-city of Empurios.

Empurios

Although far smaller than its predecessor, Imperion, the sky-city of Empurios is still a marvel of Archaen sorcerous might. Connected to the grounds below by a shaft of bright green light, Empurios floats above a much larger compound on the Eastern Isle.

In truth, Empurios is less of a city, and more of a solitary manor. Each of its rooms are filled with the finest things that Celadon has to offer, beautiful hardwood floors and decoratively carved wooden walls, shimmering gemstones and rich pelts, glittering scales and brightly colored feathers. Only the finest of Empurios' magical students and masters actually live in the floating fortress, the rest spend their days below.

Since the Exile, though, there have been no shipments or communications with the other worlds which the Archaens had conquered; consequently, there have been no shipments of the rare and valuable magical artifacts that keep the city of Empurios aloft. Although there are no signs of deterioration, the Empurians cannot construct any new sky-cities – a fact which earns them much undeserved resentment from other Imperion colonies.

The Eastern Isle

The larger of the two Archaen Isles is situated below the floating city of Empurios. Here rests a large compound, covered in blocks of green jade, malachite, and emerald, that contains the true power of the Empurians. Contained within its walls, the citadel houses magical devices which hold Empurios itself aloft on a column of magical light. Beams of this magical radiance are also reflected throughout the citadel providing the populace with the magical energies needed to power a variety of “civilized” devices that produce light, environmental temperature control, water, and so on. Aside from the citadel, the rest of the island is given over to the production of edible crops that the Empurians carefully monitor.

The Western Isle

The smaller of the two Archaen Isles has been preserved as a type of wildlife refuge. From the shallow slope of its western shore to the high eastern cliffs that face the citadel opposite, the Western Isle teems with a huge variety of animal life. From time to time, the Empurians do come here to hunt its denizens for sport, but such hunts are risky. Furthermore, the Archmagi of Empurios wish to preserve as many samples of native life as they can and therefore discourage the frivolous destruction of creatures that were so hard to originally attain.

Achon Jungle

The southern tip of Celadon is covered in tropical jungles and rain-forests. An extension of the Elderwood, Achon Jungle crosses the southern peninsula, enshrouding it like a shield. Towering trees rise up through layers of canopy, lashed together with vines as thick as a humanoid torso. Irridescent avir dart from place to place, while the ground below is hidden from the light of the Green Sun. At one point, the Archaens of Imperion had cleared huge tracts of land here, felling trees that had stood untouched for centuries. Now the jungle has regrown, reclaiming lost land, and obscuring the scars inflicted upon it by the men of Imperion.

The Last Navy

The Citadel is perched over the Archaen Straits, the narrow channel between the two islands. From this vantage point, it can oversee the approach of any ships to the small secluded bay below. This bay not only serves to receive the ships of foreign dignitaries and traders, but also houses the scant few aquatic vessels left behind by the Archaens after the Exile. Tirelessly maintained by the Empurians, these ships have each been carved into a variety of fanciful shapes, dragons, serpents, and great avir are common. Only sent out under the command and guidance of master sailors and captains, the Last Navy is still a power to be reckoned with on the seas and oceans of Celadon.

The Council of Trees

The most ancient Dendrad in Celadon, some of whom claim to be old enough to remember the time before the Exile, reside in the grove known as the Council of Trees, where they converse with one another in hushed tones, speaking the secret language of plants. Calling themselves the Lalanthia, these Dendrad long ago agreed that no language except those natural and native to the forest would be uttered here; so far, they have managed to uphold that edict as few visitors ever reach this secluded place.

Many of the Lalanthia are tall, even for Dendrad, reaching heights of ten to twelve feet or more. This does allow them to better blend in with the native growth on the floor of the Achon Jungle where there are few shrubs, but numerous slender trees attempting to grow in the weak light that filters down through the upper branches.

Sea Dragon Bay

Along the eastern shore of the Achon Peninsula lays a long stretch of shallow sandy beach. During the late summer months, as the white glow of Laest begins to fade and the deep reddish-orange of Gunnerus moves to its fullest, sea dragons from the surrounding waters all come here to mate, lay eggs, and swap stories of past years. Although rivalries do persist among such powerful creatures, they tend to regard this as a time of private celebration and view intruders with great displeasure. Despite this, numerous thrill-seekers, bravados, and mendicants come here to attempt to steal the newly laid eggs, hoping to sell the newly hatched wyrmm that eventually emerges. The eggs are also considered a delicacy for such creatures as sea scorpions and water raknids, either of which may lie in wait for the eggs to be stolen instead of attempting to fight an enraged sea dragon mother.

The Shanchion Swamp

Situated on the north-eastern coast of the Achon Peninsula, just south of the Garden of Celadon, is a marshy region bounded by a number of small bays and streams. This low-lying region suffers frequent flooding from high-tides, storm-blown waves, and frequent rainfall. Perhaps because of this, it is also frequented by raknid of both varieties. Although they have learned to be careful in their depredations because of the constant vigilance of the Mandarin's Court, they continually pose a danger to those attempting to travel to the Achon Forest either overland or by sea. The Chrysalids of Khakarhan have attempted to convince the Green Mandarin that the raknids of Shanchion Swamp should be exterminated for the greater good, to date they have not been able to convince him or his court of the validities of their claim.

Buried Treasure

Numerous items were left behind in the Achon Jungle when the Archaens were forced out. Furthermore, many of the Archaens and those that followed them were marched south, through the Achon Jungle to the Terrestria Gate, and they too lost valuable trinkets and artifacts. Tales of such things frequently draw the curious and the desperate to the southern junglelands in the hopes of finding treasure under the blanketing vines, waving fronds, and high branches. Many of them search in vain, not knowing that the Dendrad long ago gathered up such relics as they could find and cast them to the waves of Sea Dragon Bay. Beneath those seasonally turbulent waters, such treasures could not rest well; sea dragons, often enamored of both the magical and the beautiful, took many of those items away secreting them in lairs, undersea grottoes, and amidst the coral reefs surrounding Celadon.

Terrestria

Situated off the southern coast of Celadon, the island of Terrestria is populated entirely by para-elementals of earth, stone, and mud. The inhabitants are quite young, in elemental terms, perhaps only one or two thousand years old. Much of the island little resembles the verdant life common elsewhere in the world; covered in rock, mud, and ash, this volcanic island frequently gives birth to new land as its numerous small volcanoes erupt with some frequency.

The Terrestria Gate

Situated on the northern shore of Terrestria is a rocky outcropping that hides the Terrestria Gate in a cave deep underground. There is a submerged land-bridge that runs across the Terrestria Strait to Achon Jungle, but it is a difficult crossing to make even when the tide is low.

Although the Gate is hidden, a number of megaliths and para-elementals maintain a constant vigil on the cave entrance. Many on the mainland claim that they keep watch at the request of the Green Mandarin in order to keep anyone from tampering with the gate; a few, however, cite the infrequent but periodic appearance of demonic entities in the area and wonder if perhaps the watchfulness is to prevent things from coming out of the cave.

Other Caves, Other Worlds

There are numerous cave complexes dotting the volcanic island of Terrestria, many of which have never been fully explored. They not only gyre through the bones of the island itself, but also bore down below sea level into the bowels of the world. Some of the younger para-elementals, telling tales around the lava-pits at night, claim that the tunnels go on forever, reaching down not only through rock and soil, but through the very bones of the Omniverse itself. If one was brave enough, the stories go, one could leave this world behind and travel to another.

The Council of Stones

Although it is seldom said that elemental entities of stone and rock are quick to make decisions, the para-elementals who dwell on Terrestria are typically young and full of life and fire. Long ago they formed the Council of Stones, perhaps to act in counterpoint to the Council of Trees that once advised Viridian. In the ashy cone of a long-dormant volcano, a series of huge plinths of stone have been positioned, marking the seats of the eldest, wisest, quickest, and most successful of the islands inhabitants. From this place the very fate of the island is decided: pronouncements on the course of lava flows, assessments of how rapidly or slowly the young of the island are progressing, and judgments are pronounced on those caught stealing ore or gemstones from the island are handed down. Additionally, there can often be found at least one delegation from somewhere on the mainland, commonly sent to seek wisdom or glean a piece of lore long since lost to those with shorter lifespans.

The Tower of Glass

Rising off the shore of Terrestria is a huge soaring structure seemingly made out of smoky black glass. The local populace seems to despise the place and do not talk of it, except in hushed, gravelly whispers. It is rumored to be the haunt of a trio of Archaen sorcerers who not only managed to cheat Exile, but death as well. From time to time a strange inner light seems to shine forth from the depths of the tower, and strange elongated silhouettes can be seen moving within. However, there are no obvious entrances, windows, or openings into the structure which both rises to the heavens and plunges deep beneath the waves.

Primordius

The southern-most landmass on Celadon is not an island at all, but a huge monolith. He claims to be the oldest monolith in the world, and may well have existed since the Age of Seeding. Many legends claim that such a monolith in the southern seas possesses the answers to mysteries which have puzzled scholars for centuries, but the same

tales warn that monolith may take more than a single lifetime to answer such questions.

Unlike other monoliths, Primordius retains a vaguely humanoid-shape, albeit one that is overly obese and weathered by time immemorial. The indistinct shapes and forms of its body are used by others as both landmarks and navigation aids.

The Encircling Bay

A huge sheltered region formed by one out flung arm resting on its deeply submerged lap, the Encircling Bay is the first destination of many visitors to Primordius. So many wisdom-seekers come here that a flock of insightful Aeriad long ago built a small village here out of driftwood and imported stone. There are numerous berths for ships of all sizes as well as a number of taverns and inns. There is also a dense amount of foliage here, growing in numerous cracks and crannies, as well as planters brought by visitors.

The Uplifted Plateau

Primordius' other arm is fully extended, palm up, and extends out over the waters of the Azure Ocean for miles. Reached by way of a precarious path up Primordius expansive torso, the cliffs of his shoulders, and then a harrowing journey in the high winds along his arm, the plateau in the palm of its hand is filled with Celadian soil. Here grow trees, wildflowers, and vines in profusion, tended by both Dendrads and Aeriad. This wind-swept grove sheds its seeds into the winds where they sail out across the oceans and seas to land in far distant soil.

It is here that penitents and curiosity-seekers alike come to formulate and pose their questions to Primordius. Since the locale is so far-removed from the monolith's head, a huge funnel of crystal, created by some long-ago savant, rests here. All one needs do, aside from making the perilous journey in the first place, is place their head inside the smaller end of the funnel and shout their question into the winds. Should Primordius deign to answer, everyone nearby can clearly hear.

Those Nearby

In the waters around Primordius are a number of other monoliths, stretching off in a chain towards the west. However, many of these entities are far less gregarious as Primordius. A great number of them have sunk beneath the waves in recent centuries so as to better avoid what they perceive as the constant annoying swarm of scurrying, fragile life.

The Crown

At the summit of Primordius lies a hidden grotto where a small group of Dendrad dwells. Known as the Thrasino, these small people rarely reach more than four feet in height; however, they are quite limber and adept at climbing. Many of them live in the giant d'oko plants that adorn Primordius' head and shoulders; a symbiotic relationship for both the Thrasino and the d'oko. The Thrasino do periodically venture as far down as the Outstretched Bay, but such journeys are rare. This is not because the trek is particularly strenuous or difficult for the Thrasino, but rather because they prefer the heights where they can feel the wind and watch the waves.

New Growth: Characters of Celadon

The Dendrads

Dendrads are a sentient species of plant that live a divided existence; for most of them, the daylight hours are spent in a torpid state, during which they so strongly resemble natural flora that they are virtually indistinguishable from normal plants. During the night however, the Dendrads awaken and strongly resemble human mortals for the most part, but tend to bear several plant-like characteristics. Green and brown skin tones are common, as are such features as spiky, grass-like or thick, moss-like hair; multiple branching fingers; elongated features; and thick, knobby joints.

As Dendrads age, these characteristics become more and more prominent, until in their old age, an ancient Dendrads seems little more than an animate plant or tree that has had human-like shapes carved into it.

The Dendrads are a vegetative race; as such their biology is vastly different from that of humans. Many of them have an innate toughness that makes them hard to injure through most normal means, but many environmental effects, such as fire, ice, and wind, can be very destructive to them.

The Dendrads do not need to eat or drink in quite the same manner as other races; the time spent resting, rooted in the soil during the day is enough to nourish them. However, if they stay rooted to one spot for too long, or if too many Dendrads gather in one area for too long, they can deplete the nutritive value of the soil. Should insufficient soil exist in a given area, a Dendrad can survive for some time with only rainwater and the light of Celadon's green sun. While this is not always pleasant, it can sustain a Dendrad when times are harsh.

Dendrad Physiology

Excerpt taken from book found in ruins of Imperion:

"...upon dissection it was discovered that the strange plant-demons did indeed have an internal skeleton comprised of hard wood. Layered above that were successive layers of vegetative tissue interspersed with conduits containing thick sap and water. Tuber-like growths that seemed to mimic internal organs were also found inside. These were removed from one specimen for further study. The second specimen will undergo a separate series of experimental surgeries to determine the purpose of each of these internal growths..."



For the most part, Dendrads are gentle creatures who are slow to anger and loathe harming other natural creatures. Furthermore, their innate connection to the world around them and introspective inclinations mean that many of them are adept at one or more fields of magical study. Dendrads have also developed the ability to dwell under the waves of the Celadian seas, and there are several small aquatic territories that have been founded.

Ancestry

The Dendrads are the descendents of two other vegetative races, the Suldrad and the Denlyons. Some Dendrad claim that the Green Mandarin himself was responsible for the creation of their race from the disparate natures of their forebears, while others claim that their lineage stretches back to the First Age of Celadon and the influence of the Tree of Life.

Due to the nature of Dendrad physiology, there are not any permanent Dendrad cities. Instead there are large areas cultivated and shaped by the loving hands and watchful attention of the Dendrads. Every piece of ground is vitally important to their survival, and so every piece of ground is cared for and cultivated, tended and watched over.

Society

Dendrad society is fairly loose, but each of its members is dependent on others. Society is broken up in a very hierarchical way with each citizen performing a task that is vitally important, however minor it may seem.

The smallest unit of Dendrad society is the individual. Many individuals are charged with watching over a particular piece of territory; normally enough to live off of, but sometimes much larger. When several Dendrad whose territories border one another combine their land, taking turns to watch over the area while the others work towards improving themselves or their skills, the group and their land are called a Copse. Sometimes these groups are bound by familial ties, in other cases they are united by a common interest and share any work or discoveries amongst

their compatriots. A group of Copses who unite for political or philosophical reasons form a Garden. A community of Dendrad roughly analogous to a large city or even a city-state, its members specializing in different tasks and chores who then trade their surplus with one another, is called a Grove. Typically, the elders of a Grove form rule over the rest and make decisions that affect the group as a whole.

Customs

The Dendrads are a philosophical, pastoral people. They do not need necessarily to kill other creatures in order to survive, but they do have to compete with one another for space in which to live and grow. As a result, conflict between Dendrads tends to consist of a great deal of posturing and verbal assertions until one party backs away and either compromises or leaves. Many younger Dendrads often attempt the same behavior when confronting other races, occasionally with disastrous results.

Dendrad society is largely nocturnal. During the day, Dendrad fall quiescent, meditating or sleeping while garnering all the nourishment they need from Celadon's green sun, fertile soil, and the wind. Known as Slumbering, this practice is fairly central to Dendrad existence. However, Dendrad do not have to Slumber. Those that do not, however, fail to receive nourishment and must consume food and drink like other sentient species.

In Seed Comes Fruit

While the Dendrad do enjoy intimate physical contact with one another, reproduction amongst the species is carried on in a more vegetative way via the production of fruits, seeds, pollen, and flowers much like plants throughout the Omniverse.

Dendrad intimacies are normally multi-party affairs, a custom that goes back to their Suldrad and Denlyon forebears. From time to time, a Dendrad will become enamored of a mortal of another race for one reason or another. While it is possible for intimacies to be shared, Dendrad only reproduce with other Dendrads.

Furthermore, a Dendrad cannot Slumber in the same place for an extended period of time. Their roots are fairly shallow and for them to continue to draw nourishment from the soil, it must either be replaced yearly or they must seek new places to rest. Some Dendrad are not above using the bodies of the dead to enrich and nourish the soil; the best of these simply bury those already dead, the worst actually hunt down victims in order to sustain themselves.

Government

The Dendrad as a whole tend to place great value on both age and wisdom, and their government reflects this. The eldest Dendrad in a Grove are typically its rulers; in turn, these Dendrad from across a large area gather together at least once per season as a Copse. Each Copse typically represents a large piece of territory in a particular region. The region itself is overseen by a Court, made up of the eldest members of each Copse. The Courts of Celadon in turn are each represented in the Council of Trees where the Green Mandarin presides.

Although the eldest and wisest are the ruling bodies, they are each supported by a number of other individuals; individuals chosen for their willingness and skill to accomplish necessary tasks. Often called Ministers, these Dendrad are frequently too young to hope to ascend to the positions that they serve; however, they often garner enough influence, knowledge, and power to assure their futures later in life.

Much of Dendrad governance involves a communal style of living. The Dendrad are acutely aware that each living thing contributes to the whole, and as such they work to support one another. Still, there are numerous instances where an Elder will make a decision based on preserving the existence of its community over the lives of other beings in the area. Furthermore, the decisions that an Elder or group of Elders make is only as good as the information that they are given by their ministers. A cabal of young ministers convinced of the rightness of a cause could, and

have, easily result in a elders making decisions that later seem horrendous or foolish. When such things happen, the elders are often turned aside by the community, their status and influence vanishing seemingly overnight.

The nominal ruler of all Dendrad is the Green Mandarin, an organic entity of unknown origins. From a wealthy topiary palace in the center of the Garden of Paradise, the Green Mandarin holds court along with the Council of Trees. It is said that the Green Mandarin holds little love for the ways of “civilized” races and is swift to condemn those who commit crimes against Nature and Celadon. In some ways it could be claimed that the Green Mandarin’s rule extends over all of Celadon; while it is true that his reach extends the length and breadth of the world, other races only follow his dictates loosely, and then out of fear of Dendrad reprisals.

Magic and Religion

The Dendrads are typically an introspective people; as such, they have developed a number of philosophical and religious outlooks on life. Despite their differences, all of these are committed to a reverence of natural life; where they tend to differ greatly is each tradition’s definition of “natural life.” The largest philosophical groups are as follows:

The Gardeners: Believers in the Gardens hold that Celadon is a paradise, but one that exists to be tamed and guided by careful and concerned hands. Gardeners tend to organize the plots of land on which they live, planting in careful rows so that each plant can grow to its fullest potential. Alternately, they will organize the flora of their area into fanciful but aesthetically pleasing shapes and forms. Gardeners tend to be receptive to the idea of visitors, provided the visitors are respectful and careful where they walk. On the other hand, they can be quite fierce in defending their cultivations from those they see as destructive influences.

The Foresters: Foresters believe that there is a natural order to life; a cycle of birth, death, and decay that should not be interrupted. They feel that ordered and cultivated Gardens are a waste of space, resources, and time; that plants and animals should be allowed to grow free of the constraints of "civilization." The Foresters were some of the staunchest opponents of Man and worked diligently with the Green Mandarin to expel as many of them as possible from Celadon. Many Foresters tend to be xenophobic, violently preserving the borders of the lands that they hold. Furthermore, Foresters feel that no life is complete until after death; only through decay can an individual give back all that it has taken and consumed in order to live.

The Arborists: Arborists believe that the Tree of Life is in fact a living deity. Furthermore, they claim that since the Floran races are all descended from Tree of Life, that they are capable of achieving the same kinds of miraculous dimension-spanning and life-giving phenomenon as the Tree itself. Arborists tend to see flora and Florans as the pinnacle of life; not only as the earliest and most perfect of races, but also as the top of the hierarchy of natural life. Other races and species should be protected, they claim, because it is the obligation of those with age and wisdom to guide and shelter those that serve.

The Courtiers: Some Dendrad feel that the Green Mandarin himself is a divine prophet. Despite his apparently corporeal nature, they point to his astounding Botanomantic abilities and the magical knowledge that he brought to Celadon. The Courtiers aspire to the Courts of the Dendrad in order that they might be closer to the Green Mandarin, and despite their prophet's own pacifistic nature, they would willingly commit violence in order to carry out his desires. These Dendrad justify what others call their meddling natures by pointing out that the Mandarin himself came from another world, in a non-Floran form, to bring wisdom, enlightenment, and change to Celadon. Surely, they should follow his example

and work to improve the lives of all life throughout the Omniverse.

The Awakeners: The Awakeners believe that every living thing has its own spirit and shape. By contacting those spirits, they can draw upon their inherit power to enact great change. The traditions of the Awakeners seem quite ancient; however, there is debate even amongst its members as to its precise origins. Some of them claim that the knowledge of Awakening came from the Tree of Life itself; others claim that the knowledge was taken from the Archaens; a third group claims that the knowledge grew naturally amongst the flora and fauna of Celadon.

The Water-Bearers: Part of an Elemental Cult, the Water-bearers are aggressive pacifists who seek to emulate what they perceive as the nature of Water itself. When faced with an obstacle, Water-bearers will seek to wear it down, but in as many non-confrontational ways as possible; for example, when the Council of Trees deliberated the fate of Man in Celadon, the Water-bearers advocated seeding all of the Archaen soil with chokeweed and thornwood in the hopes that the Archaens would be so consumed with cutting back these cumbersome pests that they would have no time left at all to pursue any other destructive goals they possessed.

The Seed-Bearers: One of the Elemental Cults of Celadon, the Seed-bearers strive to become like Wind itself, moving around obstacles freely and without hindrance. Many Seed-Bearers are passionate about flight and speed in all of its various forms. In recent centuries, leading Seed-bearers have advocated attempts to travel beyond the borders of the world in order to carry their message and offspring to fertile lands. However, none of them have yet been able to travel to another world and return to tell the way.

The Fire-Bearers: A Celadian Elemental Cult, the Fire-bearers believe that destruction is sometimes necessary in order to promote growth. They point to the semi-regular fires that occur every decade or

so that cleanse prairies and small forests to allow new growth to flourish as a natural model that should be emulated. Fire-bearers believe that while fire is destructive, that it also leads to healing. In a mirroring of this, they often espouse direct courses of action, occasionally punctuated with violent outbursts and ideas. Given the complacent nature of most Dendrads, it is little wonder that this sect has but a few passionate adherents.

The Arts

Artistic pursuits amongst the Dendrads are as varied as the Florans are themselves. Many great sculptors exist among them who work in the mediums of clay, stone, and even dead wood. Others are landscape artists who attempt to create moving displays of beauty by altering the growth and spread of plants and animals in an area. Dendrad music, poetry, and song reflect the land in which the creator lives; swooping melodies, searing chords, thunderous finales, and sweeping harmonics are all common. Painters, working with dyes and inks drawn from natural sources, use the living bark of trees and plants as canvasses. Clothiers work with the skins of reptiles, fish, and birds to create multilayered artistries that ebb and flow with the slightest breeze or movement. Among the Dendrad even art plays a role in society; recognizing the ability of art to focus the mind and senses, to rouse passion, and even to instruct and convey complex ideas, Dendrad artists are often accorded the time and resources they need.

Language

The vast majority of Dendrads are bilingual. Amongst themselves, they speak Florere, the secret language of plants. Florere is sibilant, and highly tonal; two words that are largely similar may carry different meanings depending upon the tone that it is spoken in. This tongue is highly guarded; while all plants seem to recognize it instinctively, it is largely unknown amongst outsiders. When dealing with others, however, Dendrads often speak Elder Tongue, an ancient language that has long been used amongst the various species of Celadon. After the coming of

Man to Celadon, many of the Dendrads learned Archaen as well, but rarely with any fluency.

Cultural idioms in Florere largely tend to deal with location in relation to others or situations: to rise above; to spread one's reach; to shelter under one's arms; and the like.

Dendrad names tend to be short; however, they also have a love of titles and formalities. Personal names are often three syllables or fewer and end with a rising tone. Formal names however, tend to be descriptive of the bearer's appearance, status, or accomplishments.

Commerce

The various Gardens and Groves of the Dendrad engage in frequent trade with one another. Typically the goods exchanged in this way are such things as artwork, harvested skins or fallen wood, woodcraft, and Botanomantic supplies. There is also a brisk trade in the biological spores and seeds of the Dendrad. For the most part, trade amongst the Dendrad consists of barter with one set of goods being exchanged for another. However, such an exchange may easily be a long term endeavor with one set of goods or services being rendered and an exchange of payment not being made for a season or more. Merchants tend to keep extensive records because of this fact.

In addition, the Dendrad also trade with other races; however, when trading with the other races, the Dendrad will sell their goods and services for the coins of other realms. Most often the coin collected from such trades winds up in directly in the hands of the elders of the Grove who either dole it out to their communities for use of trade or pass it on to the Court of the Green Mandarin. What the Green Mandarin does with the wealth is unknown.

Worldview

The Dendrads view themselves as being as much a part of the world as they are stewards of it. They have learned that there is a balance to the natural world, and that that balance is sometimes quite fragile. They frequently see themselves as being the experts on such matters, acknowledging

no other authorities on matters of preservation of life. Possessed of longer lives than most Celadians, the Dendrads often seek to claim dominance in many matters, even on occasion those that they know little about.

Physical Description

Dendrads exist in a great range of physical forms, from the diminutive Thrasino to the towering Lalanthia. Skin tones run a range from a pale green to a dark, earthy brown. Eyes tend to be bright, vibrant shades of green and gold. During the day, Dendrads take the form of fauna native to their birth-place; as such, in Celadon they can be found in the forms of shrubs, bushes, trees, kelp, and even crystalline or metallic formations.

The Chrysalids

The Chrysalids are one of the oldest and most advanced Insectoid races, and in some ways are very much like the races of Men. Many of them gather together in large cities; they produce works of art and science; they are capable of horrors and atrocities. Where they differ however, often lies in their worldview and in their societal behavior.

The Chrysalids naturally adhere to a strict caste-system that defines an individual's role almost from birth. While there is some room for political advancement or social recognition, an individual Chrysalid remains in one caste from the onset of adolescence until death. Such a rigid social structure is biologically innate to the Chrysalids, and as such there are rarely any instances of major social or political upheaval in their history. From time to time, as new cities are born, a burgeoning philosophy that could not gain a foothold elsewhere will take root and rapidly spread throughout the new settlement, but such occurrences seem to be a mass movement of intellectual thought and not at the insistence of any one individual.

By and large, the Chrysalids believe that races evolve. Masters of animal husbandry and breeding, they acknowledge the ability of a species to change over time; in a similar vein, they believe that entire sentient species likewise grow and

adapt. As such, they feel that their own race is changing and adapting and will one day become something altogether different.

Ancestry

The Chrysalids believe that they are the descendents of a once mighty empire that stretched across multiple worlds of the Omniverse. This slug-like race first emerged on a long forgotten world and began to first conquer its neighbors militarily and then commercially. However, this nascent empire-building race was only concerned with its own well-being and the consumption of resources. When a significant portion of them were able to rise above that state, the race in its entirety was reborn on Celadon.

Over the course of history there has only truly been one important Chrysalid sovereignty – the land of Monura – ruled over by a Chrysalid Queen. However, there have been multiple break-away dominions when a member of the Royal line has departed to rule over a different Mound. While the different Mounds do owe their ultimate loyalty to the High Queen in Khiton, many have become independent city-states of their own.

Society

The Chrysalid's insectoid tendencies are reflected in the structure of their society. Colonies are carefully organized, with each individual having a specific function. Heredity, rather than free choice, is the primary factor determining which function a member of society will have. Efficiency and cooperation are of utmost importance to all members of this species. Society is broken up along strict lines of caste. While there is a strict hierarchy of command throughout Chrysalid society, there are also considerable degrees of prestige amongst each line of caste; this causes some overlap wherein an individual may be of low prestige within their caste and resultantly be lower in status than an individual of a lower caste with great prestige. For the most part, such matters are trivial, but they arise frequently enough that Chrysalid cities frequently have laws against open brawling between its citizens.

At its hatching, a Chrysalid infant is blind and incapable of taking care of itself. Young are raised in communal hatcheries; however, the frequency, amounts, and types of food that young are fed are all believed to play a role in their development. At the age of adolescence, a Chrysalid hatchling strongly resembles an adult, except coloration tends to be muted. It is at this stage that the individual's caste becomes apparent as each caste differs from one another in form.

There are rare instances of individuals displaying a proficiency in the duties of another caste, but such happenstances are not seen as a deficiency, but an adaptation that tends to lead to great prestige within the individual's own caste. Gender is typically not an issue amongst the Chrysalids, although typically females are both larger and stronger than the males.

The Chrysalid caste system is broken down in the following manner, with Merchants as the lowest caste and royalty being the highest:

Merchants: Merchants do little to actually produce anything for the colony, instead gathering surplus from the colony's stores to sell or barter with other colonies and races. Furthermore, contact with outsiders often leads to adaptation of foreign ideas. While the Chrysalid race does seek to evolve, they think that change must be internally driven.

Workers: The Workers are a proud caste, and with great reason. It falls upon the Workers to actually do much of what allows Chrysalid society to function: they grow and gather food; construct and maintain Mounds; and produce numerous goods. Typically, Workers accomplish their assigned duties by means of teamwork, but there are numerous instances of individual Worker craftsmen in larger colonies.

Herdsmen: Herdsmen are responsible for the care and breeding of the numerous animals utilized by the Chrysalids on a daily basis, from trained giant dragonfly mounts to nectar-producing beetles. Herdsmen and Workers are two closely tied castes, one often highly dependent upon the other; the

Herdsmen manage the burden beetles used to carry Worker goods, but not without the straps and harnesses that other Workers produce under instruction from the Herdsmen.

Rangers: Rangers are scouts who venture great distances from their Mound homes. Though a given band of Rangers may not return home for days at a time, they still work for the colony as a whole by providing a constant patrol of the territorial borders. In such a way, they provide frequent news of both available resources and potential threats to the Mound. Like Workers, Rangers are capable of producing goods and providing food; however, they do not do so on the same scale as the Workers do, instead capable only of fashioning personal tools, weapons, and hunting small game.

Hive Guardians: Chrysalid Warriors are charged with the defense of the Mound, a job they take very seriously. Viewed as somewhat paranoid by others, Warriors are hyper-vigilant and ready at a moment's notice to sacrifice their lives for the continued safety of the colony. Warriors are also capable of leading and organizing lower castes into a defensive fighting force of limited ability, a capability that invaders would do well to remember.

Sages: A highly intelligent strata of society, the Chrysalid Sages are not only capable and proficient at magic, but are also frequently responsible for directing large segments of the population. While this is made easier by through the application of specialized pheromones and the highly structured nature of Chrysalid society, it can still be a daunting task. Highly prestigious Sages are often consulted by other castes, including the Royal caste, on numerous matters.

Royals: The pinnacle of Chrysalid society is a caste into itself. Typically each Mound is ruled by a single Queen; however, in practice there are numerous siblings who, while kept from reaching sexual maturity by the specialized pheromones of the Queen, are still capable of indulging in

political machinations and betrayals. Typically, all of the Royals, both male and female, are genetic duplicates of one another, more akin to clones than siblings. However, from time to time one Mound may receive a Royal from another; such an affair often leading to a frenzied flurry of activity as prestige rankings are rearranged and sorted out. Exiles from the Royal caste occasionally leave to found Mounds of their own; doing so can be a perilous undertaking, however, and is therefore rare.

Chrysalid society, by and large, exists symbiotically with its environment; by nature neither wasteful nor destructive, Chrysalid workers spend as much of their time tending to plants and animals as they do harvesting the detritus their charges cast off.

Customs

Chrysalid customs can occasionally differ from Mound to Mound and region to region. By and large the biggest differences in custom often apply to how members of a given colony perceive the evolutionary pressures around them.

Government

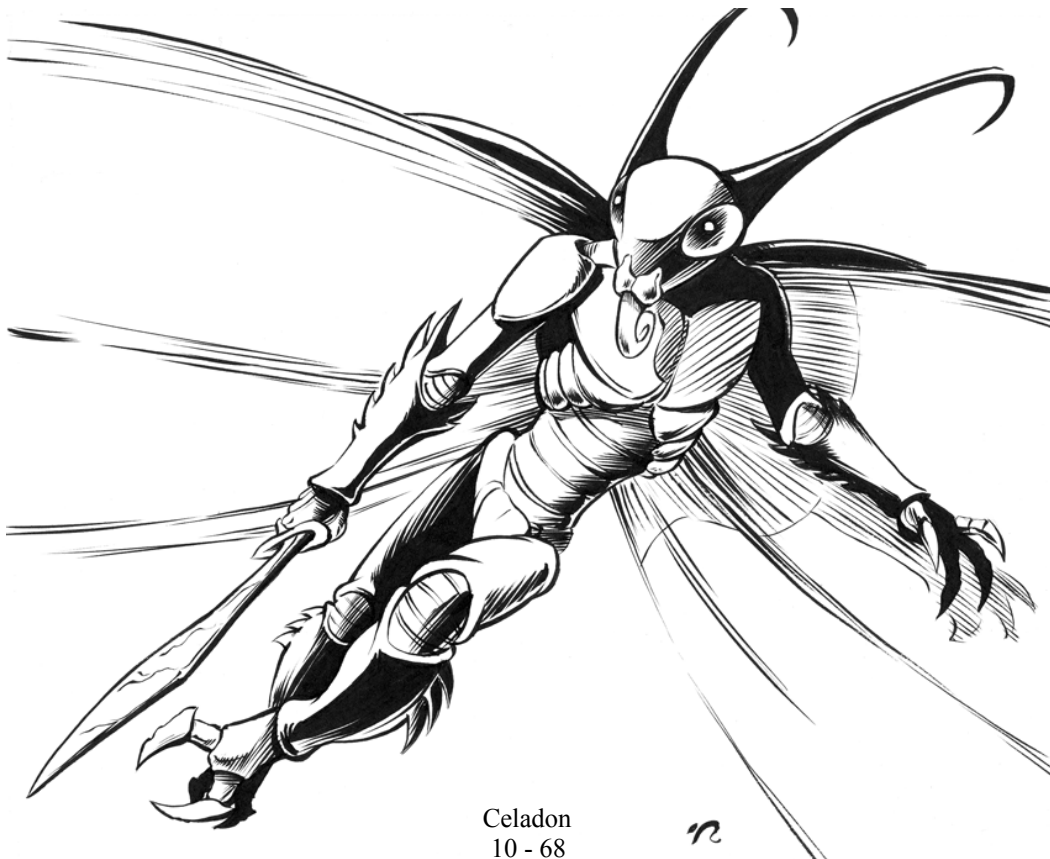
The Hive City of Khiton is the seat of Chrysalid governance in Celadon. While it is not the first Mound ever constructed, it is the one that has been inhabited the longest. From here the Great Queen Mother reputedly oversees the entirety of her people; in practice, however, many Mounds honor the Great Queen only with baubles and trinkets instead of the loyalty and obedience that she demands.

Individual Mounds, although ostensibly linked to one another through bonds of family, often compete for resources with one another and with outsiders, such as the Manrak and Aeriads.

Magic and Religion

If the Chrysalid can be said to have a religion, it is evolution. Chrysalid proselytizers often admonish other races to "grow up," in essence, encouraging them to advance past what the Chrysalid see as immature thoughts or actions.

Very few Chrysalids actually practice magic; while theoretically all of its members could learn the practice and application of magic, typically few of them have the time to spend doing so.



Notably only the most prestigious members of the highest castes are accomplished magicians, but sometimes low prestige Chrysalids will endeavor to master the secrets of magic in order to raise their prestige.

The Arts

The Chrysalids are knowledgeable and capable, but by and large somewhat passionless artists. Much of their work is seemingly designed for the education and edification of societal morals. However, their work tends to be highly skilled, and therefore often commands a high price amongst foreign collectors.

Chrysalid architecture and sculpture is constructed from wood paste. Chrysalids take wood, masticate it into a pulpy substance mixed with their own saliva. Artisans occasionally chew berries to add a natural color to this otherwise pale and pasty substance. Regurgitated and moist it is capable of being shaped and molded, but once it hardens it takes on a stone like consistency that requires great effort to crack or shatter.

Several Mounds make use of existing natural features - be they caves, ancient span oaks, or cliff faces - to serve as an anchor and starting point for their construction.

Chrysalid Husbandry

In addition to physical wares, the Chrysalids spend a great deal of time breeding and interbreeding various natural species of both plants and animals. While they are aware of botanomantic and biomantic hybridization, the average Chrysalid is not well-trained in such esoteric skills.

Nevertheless, many Chrysalids of all castes spend their spare time tending elaborate flowers, colorful fish, trained avir, or skilled insects. It is a matter of pride to show off the pedigree of such possessions, and the focus of much discussion and even intrigue in Chrysalid Mounds. High caste botanomancers and biomancers will often seek out single specimens in order to procure them for their own stables, often vying with one another for a particular entity that displays new or astounding characteristics.

Language

The Chrysalids speak a complex language known as High Speech. While the language is made up of a vast number of words, it is also supplemented by what the Chrysalids call Low Speech. Low Speech is a more primitive form of communication that is based off of a variety of subtle chemical scents that the Chrysalids secrete, as well as the motions of their antennae. While it is possible for these scents to be rubbed vigorously onto bark, parchment, or stone, they rarely have the potency to last long enough to transmit their messages over a great span of time.

Low Speech is capable of transmitting a wide variety of information, including everything from an individual's emotional state, simple imperative commands, to layers of information that can convey a short, but complex message.

Much of Chrysalid interaction is non-verbal and relies heavily on these pheromones. Not only are these chemicals capable of transmitting information, but they are also integral to the very basis of Chrysalid society. The higher castes utilize their own pheromones to exert a subtle, but undeniable control over those beneath them in station.

Chrysalid names tend to be multisyllabic, staccato utterances containing multiple consonants. Flikkarat, Chikkasuk, Bikabik, and Xattaka are all common examples.

Defenses

Each Chrysalid Mound is both a city and a fortification. From the exterior, many resemble a mountainous step-pyramid constructed of a variety of materials, predominately wood and mud. The fibrous blocks used are largely composed of fallen leaves and dead bark, chewed into mulch and mixed with a liquid secreted by Chrysalid workers. This material is malleable so long as it remains moist, but once it dries it displays great tensile strength and durability while remaining lightweight. Riddled throughout these massive structures are an entire community, including not only private residences, but also large training halls, markets, and communal dining areas. Further protection is provided by the near constant

movement of Chrysalid scouts who wander the territories surrounding each Mound. When these fail to report in, well-armed and armored Chrysalid warriors are sent out to patrol the area assigned to the missing scouts.

Commerce

The Chrysalids conduct a steady trade, not only amongst themselves, but also across the length and breadth of Celadon. Chrysalid caravan trains are a common sight in the wilderness, each carrying a variety of goods from a multitude of places. These caravans also provide an outlet for the numerous excess goods that Chrysalid craftsmen produce.

Worldview

Often claiming to be neutral in regards to other sentient beings, the Chrysalids are in practice very predisposed to care for their own species self-interests before those of others. As a culture, they value anything that will preserve and advance a species beyond its current capabilities. They maintain strained relations with the Dendrads and Manrak, but are often indifferent towards the Aeriad. The remnants of the Archaeans often suffer the scorn of the Chrysalids, but they are not turned away from trading if they can meet the suddenly elevated prices.

Physical Description

Standing between five and six feet in height, Chrysalids are a slender people weighing only about 100 to 125 pounds each. Their bodies are covered with a glistening exoskeleton that comes in a variety of shades from dusky grays to vibrant reds to mottled greens to brilliant yellows. Atop their heads stretch a pair of extremely long antennae, each often three to four feet in length. These structures not only serve as extremely sensitive sensory organs, but they also serve to display emotion and give emphasis to speech in the same way that other creatures use their hands to gesticulate.

Chrysalids also have a pair of large compound eyes that are quite efficient for detecting motion; at a great distance, however, their eyes are somewhat

weaker than those of other species. The mouths of the Chrysalids are quite small; on the other hand, they are possessed of an extremely long and retractable tube-like tongue through which the Chrysalids' largely liquid diet is consumed. Some castes of Chrysalids have wings. The lower classes never have wings, and Queens typically remove their wings after finding a suitable location for a new colony or assuming the leadership of one.

Chrysalid Queens lay eggs that hatch into larvae. Nurse workers determine caste at this stage through a variety of means, often consulting sages and other royals for direction. The diet fed to the larval forms determine what caste the adult Chrysalid shall become. The larvae enter another stage as pupae after which they emerge as adult Chrysalids. Adult Chrysalids no longer molt, except in extreme cases such as the loss of limbs. Internal tissues are healed normally, but the exoskeleton can not be.

Molting chambers within the mound are set aside. Such rooms tend to be highly humid; specially chosen herbs are selected for these sauna chambers to help stimulate the molt. Molting can be accomplished in one day, but usually requires another three to four days for the exoskeleton to harden and darken with coloration pigment.

Chrysalid Queens only mate once every seven years or so. They allow the males that exhibit the best qualities that she finds befitting to the Mound's current position and future plans she may have to approach her. Queens have been known to live for over 120 years, but each must continually work to keep herself in good condition in case a young, upstart queen decides not to leave the Mound to start one from scratch and insteads tries to take over the existing Mound.



A Chrysalid sword

The Manrak

The Manrak are a species of winged insectoids evolved from airborne insectoid hunters. In Celadon, these barbaric people have grown and developed a culture of their own. Largely an oral cultural tradition, stories and storytelling are highly important to the Manrak. Aside from tales, the Manrak are only really concerned with two things: survival and freedom. Outsiders often mistakenly believe warfare is the sole reason for the existence of the Manrak; in truth, however, the Manrak only go to war in order to claim or keep territory, which they see as vital to their survival. The expression of Manrak's freedom emerges in countless ways; from the way an individual warrior crafts his armor to the very deeds of which the sagas of the Manrak are told.

Ancestry

Thought by some to be a fearsome hybridization of Man, Insectoid, and Demon, the Manrak are in fact related to the Chrysalids. According to the legends of the Manrak, the Chrysalids are Manrak who have forgotten the twin demands of territory and hive, turned aside from their true heritage by the poisonous lies of other races. Of their own origins, the sagas tell little. There are plenty of stories about legendary heroes amongst the Northern Territories, but few of them delve into the origins of the Manrak or of Celadon.

From time to time, a Manrak is born who is a throw-back to a more primitive breed. Such individuals often possess stronger insectoid traits: huge compound eyes, additional limbs, or clacking mandibles are not uncommon.

Society

Deep within each Manrak hive resides a Manrak Queen. Here she is protected from her enemies and attended by several dozen consorts of both sexes, who feed her and move fertilized eggs to special breeding chambers. Every other Manrak within the colony is a hunter-gathering warrior who spends their days hunting for food, forage, or the inspiration for grandiose tales of struggle and honor with which to sustain the colony and please the Queen.

Customs

Manrak value anything that can sustain life and provide for the continued security of their Hive. For the most part, that means that the Manrak respect strength and cunning. There exist brief mentions in their native sagas of powerful shamans; however, these mysterious individuals are often outsiders, long shunned by the Hive, who return to triumphantly save their fellows from destruction. After a victorious celebration and time of ease, these shamans are invariably cast out again.

Although the Manrak enjoy the freedom to pursue nearly any endeavor, there is only so much that one individual can accomplish. Furthermore, each colony is rather small when compared to the settlements of the Chrysalids or Aeriad; therefore, many of the Manrak depend on one another for the overall survival of the Hive. For that reason, freedom to the Manrak means freedom to scrape out a living for themselves – through theft, craftsmanship, murder, or bargaining.

The presence of a Manrak Queen is compelling enough to enforce peace amongst the others of her Hive. The chemical scents she produces, similar in some ways to the pheromones of the Chrysalids, are compelling; however, the guiding control they enforce fades rapidly as distance increases.



Government

There is nothing resembling a unified government amongst the Manrak. Instead, each individual Hive is ruled independently by its own Queen. This has often led to problems with other races as treaties with one Hive are scoffed at by another. Amongst themselves, the various Manrak hives occasionally engage in outright warfare, especially if a nearby Hive displays any signs of weakness or internal decay.

Magic and Religion

The Manrak themselves do not actively practice a religion. Many of them do not see the sense in paying homage to an unseen power, no matter how strong its believers claim it to be. Others point out that if the gods are so much more powerful then they should have already subjugated lesser mortal races.

Still, there are rare Manrak who display some ability at what the Archaens called primitive religions and magics: the magical Orders of Shamanism and Witchcraft. Manrak shamans are often shunned for their lack of martial prowess and ability to consistently provide for the Hive.

Insect Shamans

Shamans amongst the Manrak are similar to shamans elsewhere throughout the Omniverse – they call upon the spiritual representation of fauna to empower themselves and seek wisdom. However, among the shamans of the Manrak it is believed that the metaphysical dream-state that study enables them to reach is preferable to the real world; thus, Manrak shamans often spend long periods of time in specially prepared cocoons focusing their thoughts on the movements of the Dreamrealms.

Totems typically approached by the Manrak naturally tend toward the insectoid, but there are abundant tales of shamans cunningly tricking rivals by calling upon such unexpected Totems as hunting avir, fish, or reptiles.



The Arts

Adept storytellers, the Manrak have few artisans. Most Manrak artisans produce primitive carvings, and crude metalwork. A great number of these works are unique looking weapons and armor that serve to individualize Manrak warriors. Manrak leather, wood, and metal work all tend toward small, but highly decorated pieces such as small carvings, weapon hafts, or small weapons. Manrak chitin-work, however, tends towards a larger scale, with pieces such as entire suits of armor being quite common. Some Manrak even go so far as to carve and etch the chitin covering their own bodies in much the same way that those with flesh may tattoo and pierce themselves.

Prominent amongst the Manrak are long poetic sagas that detail the important deeds of numerous generations leading up to a recent accomplishment by the sagas orator or composer. It is considered immeasurably rude to interrupt a saga once it has begun, unless it is to interject appropriate exclamations of awe, wonder, or amazement at the deeds related.

Language

The majority of Manrak speak either Elder Tongue or Archaen; the former is an ancient tongue learned from the Dendrads, whereas the latter is the language of Celadon's invaders.

Although the Manrak are capable of learning the subtle nuances of Chrysalid High Speech, they lack the ability to produce the complex chemical scents needed to fluently speak it. Furthermore, their antennae are much more rigid than those of the Chrysalids. However, it is likely that High Speech has its roots in a language once spoken by all the Insectoid races.

Manrak names tend to be modeled after a combination of both High Speech and Archaen, with emphasis placed on the second syllable; Charkaka, Wiltamay, and Sarakat are some well-known figures from Manrak sagas.

Defenses

All Manrak are capable of flight. As such, they typically spend a large portion of their days aloft, scouring the land beneath for signs of prey or danger. Equipped with both claws and fangs, Manrak also produce powerful paralytic venom. Victims of this poison are often incapacitated and then eaten alive, the attacker leaving some of the meat to be taken back to the Hive along with any attractive belongings.

Around each Hive, a number of these airborne sentinels move in constant flight. Furthermore, Manrak Hives are constructed with frightening ramparts, distorted crenellations, convoluted towers, twisting bridges, and misshapen machicolations. These serve to both disorient invaders and provide cover and hiding places for defenders.

Commerce

There is little that the Manrak actually produce, but many of them are enamored of the fanciful and exotic goods that traders sometimes bring to their Hives. In order to purchase these things, Manrak will from time to time hire themselves out as mercenaries; however, when away from their Hives for extended periods of time, Manrak tend

to become more and more agitated. This leads to the Manrak either forming a community with other like-minded individuals or becoming so aggressive as to be dismissed. When merchant caravans arrive or when visiting foreign cities, Manrak will often sell off undesirable spoils from their own hunts. While others will invariably claim that these goods are ill-gotten through theft or murder, the Manrak do not see such distinctions; obviously any previous owner was neither sufficiently strong nor cunning enough to keep them.

Worldview

The Manrak view themselves as a beleaguered people. While they cannot deny that other races have survived, thrived, and prospered, they also believe that it is only strength and cunning that will enable long-term survival. Those who fall back on the tools of magic to accomplish their survival will inevitably bring about their own destruction.

Physical Description

Standing between six and seven feet in height, with a set of iridescent wings spanning fourteen feet from tip to tip, Manrak are encased in a thickly armored exoskeleton ranging in color from dark violet to bright crimson. Young Manrak are not highly different from Chrysalids, the main exceptions being a difference in coloration and thickness of the exoskeleton. As they move towards adulthood, they frequently carve their exoskeletons into different configurations to display their personal and tribal history. Their visage is a frightening mask reminiscent of a scowling demonic face replete with thick jaws filled with sharpened fangs, bony horn-like protrusions emerging from forehead and chin, and deep set crevices from which peer menacing eyes.

The Aeriad

The Aeriad are a man-like race of avians who have taken to dwelling upon the ground. Although there are a number of different sub-species of Aeriad, they are uniformly slender with sharp features, a crest of feathers running from the forehead to between the shoulders, and a pair of wings, jointed at the wrist. Their features tend to be a mixture of avian and reptilian with glistening, metallic-hued skin.

Rarely are single Aeriad encountered; many times they travel together in pairs or large groups. This instinctual banding activity even occurs on a large scale: each sub-species of Aeriad typically pairs together with another one to form a natural symbiotic group with each half providing for the other's deficiencies.

Ancestry

That the Aeriad are descended from avians is unarguable. However, their exact ancestry is unknown. One legend says that they are descended from the first rocs, born from their very skin, bones, and blood. Another legend states that the race migrated here entire, flying across the Aetheric Sea from lands unknown. No matter their origin, however, the Aeriad have long since made Celadon their home. There can be little doubt that both the Aeriad and Celadon have changed one another. The Aeriad have become more reptilian over the centuries, whereas Celadon itself has been shaped by the presence of a migratory, flying predator, some with the knowledge of magic.



A "Panic Demon"

A Demonic Heritage

While some of the Aeriad have a gregarious nature and were, for the most part, amiable with the other races of Celadon, some of them, notably the Blacks, Blues, and Silver-Whites, were so aggressive that they were occasionally seen as a completely separate species.

The Blues were thought to be a degenerate breed of Aeriad as many of them were obsessed with hunting and stalking prey. The Blacks, who so often followed or led the Blues, were similarly fanatical in their tendencies. However, the Blacks were by and large carrion-eaters, feasting off of the leavings of the Blues. In time, caught up in their own religious beliefs, the Blacks would contact strange entities from the other worlds, other planes of existence. Such practices were alien to Celadian life, and as such the Blacks earned themselves a reputation as dark as their plumage.

The Silvery-Whites were demonized by others due to their vocal mastery. Long accustomed to hunting prey larger than themselves, the Silvery-Whites ability to manipulate the emotions of their prey earned them the name Panic Demons.

Society

Aeriad society is built around small groups. Typically individuals form such groups for a variety of reasons, family relationships being the most common. Other instances include groups who vow to watch out for one another, normally driven by a single strong leader. Even most family groupings have a single leader that could be either male or female. Groups are normally divided along color lines; Aeriad sub-species pair and co-mingle in certain specific ways, for reasons unknown even to the Aeriad.

Each of the Aeriad sub-species is traditionally found living in close-contact with one other sub-species. While there is little in the way of prejudice amongst the various breeds of Aeriad, these co-operative species pairings are integral to Aeriad survival and well-being. Each half of a species pair provides skills and talents that the other lacks. Additionally, each sub-species is

cross-fertile with the other species that it pairs with; however, any children take on the coloration of their mother and are typically raised by her species.

This cross species fertilization is of great importance to Aeriad survival preventing their highly mobile, but insular, communities from becoming too stagnant over time. Few outsiders even suspect that such activity occurs amongst the Aeriad. However, some Aeriad soothsayers have issued dire warnings in the past, claiming that if any half of a co-operative pair were to die out, the results for their other half would be equally disastrous.

Aeriad have strong family ties, but primarily for the purposes of child-rearing. Once an egg has hatched, and the hatchling reared and able to fend for itself, the immediate family – mother, father, and siblings – typically separates, but remains in close contact. While siblings will occasionally go on with their peers to form another group, normally siblings break away from one another to find both new companions and territory.

Aeriad villages tend to consist of numerous homes and shops; however, residents of these structures tend to be temporary, moving from place to place as suits their whim. While the inhabitants or other Aeriad do not find this disconcerting, visitors of other races often wonder why a particular shop that was present during their last visit has closed down only to seeming reopen across town since their last visit.



Customs

Aeriad hold honor in high esteem; however, the different Aeriad cultures of Celadon reward its members in different ways and for different things. Status in Aeriad society is measured by honor in all its myriad incarnations. Some factors that are commonly used by the Aeriad to ascertain an individual's honor include the following:

Lineage: Individuals who are descended from highly honored parents are expected to act accordingly. If a youth acts dishonorably, it reflects badly upon the parents, their parents, and so on. As such, parents are often quite involved in the lives of their offspring, even if from a distance, in order to pressure them to make proper choices.

Knowledge: What an individual knows is of great importance. Because of this, knowledgeable mentors are accorded great respect. However, such individuals do not frequently share their knowledge with the community at large; if such was the case, then their honor would be lessened because everyone would know what they know. Thus, knowledge becomes a secret that is passed down to those who swear oaths of service to the wise.

Deeds: The accomplishments of an individual, or a group of individuals, are a vital part of honor. Sometimes, even the absence of action can be honorable, too, if restraint shows some degree of wisdom.

Duty: Closely related to Deeds, an Aeriad's Duty are things that he has sworn an oath to do. By upholding oaths, an Aeriad shows that he is both trustworthy and capable of accomplishing what he claims he can do.

Individually, Aeriad can be quite brave, but as a society the Aeriad as a whole are cautious, even cowardly. Should a Flock be convinced that destruction is upon them, one or two Clutches of Aeriad may attempt to prevent things while the rest would flee to greener pastures.

Aeriad society is full of seeming contradictions to those not brought up within it. Even the Aeriad themselves have trouble fulfilling all the demands that their society places upon them. Because of the complex nature of their culture and its strong demands upon the individual, Aeriad frequently find partners with whom to share their burdens.

Government

While Aeriad governance is never a permanent thing, traditionally the charismatic ruler of a Flock is given the title of Tsha. Most Tshai are wielders of magic, formidable warriors, or both. A Tsha will hold together a Flock for as long as he or she can with a combination of personality, successfully providing for its members, religious interpretation, and promises of future well-being.

Magic and Religion

Of all the races of Celadon, the Aeriad are perhaps the most devout. Most Aeriad believe in a small pantheon of deities whom they credit with everything from the creation of the world, the sending of favorable winds, to bountiful harvests or game. Aside from various Invokers, there are numerous Aeriad astrologers, elementalists, and witches. Many of these magic-users also practice other magical skills such as alchemy, biomancy, or botanomancy.

The Arts

The Aeriad are often reputed to be the finest artists in the world, capable of presenting new facets and perspectives on things long thought commonplace. Given that this is so, many savants wonder precisely why the Aeriad do not turn their creativity towards other intellectual pursuits. Some have posited that the Aeriad simply do not see things in quite the same way as others; given that the Aeriad spend much of their time aloft, this is perhaps not far from the mark.

Language

The Aeriad all speak a common tongue, known as Artua. This language seems to consist of numerous trills, twitters, squawks, caws, and other avian sounds and is considered to be quite pleasant to listen to – even if the meaning is unknown. Given the amount of magical knowledge that the Aeriad acquired from Imperion, it is perhaps unsurprising that many of them also speak the language of the Archaens. However, when speaking Archaen, many Aeriad display a slight stutter, most prominent on words containing hard “C” or “K” sounds.

Aeriad names tend to imitate the calls of avir, as in Kree-Kya, Cha-Chir, Kee-Ree, and so on.

Defenses

While not every Aeriad is a capable warrior, many of them have the duty to watch over and defend their homes and communities. For some, this means fleeing at the first sign of danger in order to warn the community at large so that those capable of handling the threat are alerted. The Aeriad do not see this as cowardice, however, but rather as wisely upholding a promised duty.

Commerce

The Aeriad maintain an open air marketplace in each of their communities where not only Aeriad, but members of any race can come and sell their wares. The Aeriad themselves often sell a wide variety of things from foodstuffs, decorative crafts, scrolls and books, trained beasts, and alchemical trinkets.

Worldview

Although the various sub-species of Aeriad are herbivorous, carnivorous, or both, they are all scavengers to one degree or another. This nature comes through very prominently in much of the Aeriad approach to the rest of the world; they are quite content to let other cultures and races develop new ideas, skills, or magical knowledge before wresting it from them and making it their own. Time and time again, the Aeriad have done this, taking what they see as the most valuable knowledge of others.

Physical Description

There are six different sub-species of Aeriad: cerulean Blue, iridescent Green, golden Yellows, silvery Whites, flaming Reds, and obsidian Blacks. Each of these bears metallic hued feathers that come in a narrow variety of colors dominated by that of their sub-species. All Aeriad however are between five and six feet in height, with weights ranging from 80 to 160 pounds. Crests of metallic feathers run cover their head and shoulders, and they possess vestigial wings jointed at their hands. Most Aeriad possess talons on their feet, claws on their hands, and beaks of amazing sharpness, but not all of them are adept in using them as weapons.



The Imperions

Descended from the Archaen inhabitants of Imperion and other scattered settlements, the Imperions are the last “True Men” in Celadon. Scattered and divided, the Imperions have done their best in the time since the Exile to eke out an existence.

Ancestry

All of the various cultures of Man are descended from the Archaens, a race of Man from a distant world who arrived in Celadon by way of sorcerous means. The Archaens had a long and proud history filled with conquests over numerous foes; it was always through bravery and the liberal application of magic that the Archaens were able to survive.

After the fall of their floating sky-city, Imperion, and the Exile of the vast majority of their kin and companions from the Green, the surviving Archaens left behind took the name of Imperion for their own. They did this in part to remind themselves of their past and in part to distinguish themselves from the Archaens who were not strong enough to remain behind.

Society

Imperion society is varied, but tends to be polarized when it comes to attitudes towards the other races. Since the Exile, the Imperions have created several distinct civilizations in various parts of Celadon, and each of these has developed its own societal trends. The basic root of Imperion society tends to be the family, with each community acting much like a large extended family.

Many of the Imperion settlements use slaves, serfs, or servants in order to maintain themselves and perform manual labor. In large part this is a hold-over from their Archaen roots when various servitor races, called neomorphs, were created. After the Exile, several Imperion groups managed to capture and enslave members of the other races. Those captives, and others taken since, have been kept as slaves in many Imperion settlements. However, very few Imperions can truly afford to maintain any number of servants for very long; therefore, those unfortunate few who still live in Imperion care are often rented out by others, and sold when times are rough.

Since there are too few slaves for all of the Imperion’s needs, Imperions themselves have to fill in and do the same types of tasks. Many of them find this demeaning and often run away in search of fortune and adventure that they feel befits their status as heirs of the Archaens.

Customs

Most Imperion customs revolve around status, magical knowledge, and power. These three things make up the axis around which Archaen society revolved, according to the Imperions.

Status is a measure of how wealthy an individual is and how well they treat those who depend on them. In the past, Archaens had numerous servitors; now the Imperions have very few. Instead, many take on other young Imperions as wards and put them to work “to build character.” Mentors who do not take good care of their servitors or wards are often met with scorn and disgrace.

Magical knowledge is something that the Imperions see as a birthright. Much of magical esoteric knowledge of the Archaens was lost with the Exile, and many pieces of magical equipment were lost with no one to care for or maintain them. Many of the current Imperion settlements are built around some fragment of lost knowledge, the preservation of a magical Order, or a philosophical ideal about the fundamental nature of reality and the metaphysics of magic.

The Imperions remaining in Celadon were not so much humbled by the Exile as they were shocked. Instead of banding together, various small groups of Imperions tried to place the blame on others to alleviate any feelings of shame or guilt. These divisions still linger, with each band of Imperions attempting to gather enough power to achieve their own disparate goals.

Government

Each Imperion community is self-governing, although many of them have allied with neighboring powers out of necessity. If there is any overarching governing body of the Imperions, it is status amongst their most powerful and knowledgeable of magicians. While these individuals rarely meet together in person out of their own petty disagreements and fears, they are often responsible, directly or indirectly, for the decision of any widespread concerns amongst the Imperions.



Magic and Religion

The Imperions are a society that places a great deal of emphasis on magic. While not every Imperion can cast spells, almost all of them at least understand magical theory and practice. The Imperions are responsible for the preservation of a number of magical Orders that are by and large unused amongst the other races. The Orders of Wizardry, Astrology, and Necromancy are almost solely practiced by the Imperions, and the Orders of Mysticism, and Elementalism were largely expanded upon by their presence.

Several Imperion communities are built around the presence of a magical institution where others come to apprentice themselves to various masters of the arcane arts. Even what the Imperions see as “lesser Orders,” such as Shamanism and Witchcraft, are studied and recorded in some of these locations.

The Arts

Artisans amongst the Imperions are responsible for a variety of works. Imperion artifacts, apparel, weapons, and armor all tend toward the ornate, gaudy, flashy, and ostentatious. Despite this, they do tend to be very well made and their high quality causes them to be in great demand in the various markets of Celadon.

Knowledge, in and of itself, is also considered a form of art to the Imperions. Scholars, sages, and savants are valued members of a community.

Language

Imperions speak and write in the language of the ancestors, Archaen. While some of them do make it a practice to master the languages of other cultures, few Imperions bother speaking in other tongues instead insisting that others speak to them in Archaen. As a result, Archaen is widely used among traders and merchants.

Archaen names sound archaic and pompous to others; Ochimandius, Aukustas, and Octayphios are all samples.

Defenses

Imperion communities tend to be overly protected by multiple layers of spells; divination spells to detect danger, wards to prevent damage to structures or individuals, illusions to distract attackers, and so forth.

Furthermore, the early Imperions were able to use some of the knowledge of the Archaens to erect fanciful structures before the effects of the Exile caused such magics to be impossible and impractical. Many of these crystalline towers, floating observation platforms, and camouflaged walls now lie either at the center of Imperion colonies or are lost amid the overgrowth of the wilderness.

Commerce

The various Imperion communities produce all manner of alchemical and magical supplies and equipment in addition to a wide variety of highly ornate crafts that are sold and traded throughout Celadon. In return, the various Imperion communities import a vast majority of the raw materials and foodstuffs needed to support themselves.

There are only a few Imperions who are both knowledgeable and capable enough to brave the Green in order to transport goods to other places; by and large, the Imperions sell their goods to the same wandering Chrysalid or Aeriad merchants from whom they buy food and alchemical ingredients. Those few Imperions who do undertake the dangerous journey often wind up being very wealthy and powerful indeed.

Worldview

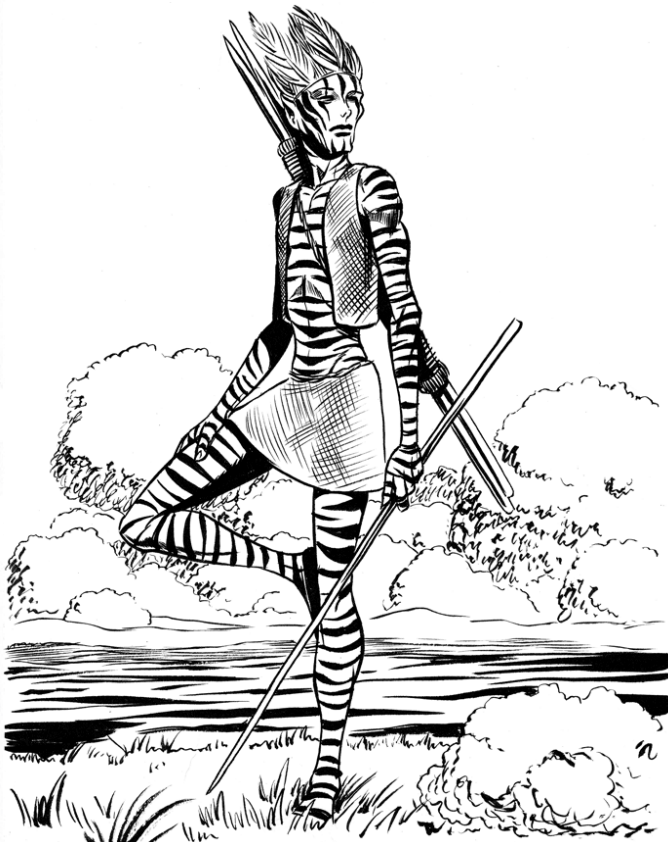
Arrogance. Haughtiness. Pride. All of these are ways that the Imperions have been described by others in the past. It is undeniable that the Imperions feel that they have a destiny that they have earned by right of magical conquest. That the vast majority of their kin have been expelled from Celadon is merely a “temporary setback” that culled the weaker members of their society, in their eyes. Too, many Imperions place a great deal of confidence in their magical ability; a trait that often lands them in a great deal of trouble.

Physical Description

As the original Archaens were highly enamored of altering their bodies cosmetically with various alchemical and biomantic applications, it is not surprising that the Imperions come in a variety of hues and sizes. However, coloration tends to be bright and highly noticeable from a distance; an Imperion in the Green rarely, if ever, blends in. Imperions tend to range from five to six and a half feet in height, and vary from 90 to 250 pounds.

The Neomorphs

At the height of the Archaens power, magical knowledge was used to break the laws of nature and create new life. While numerous beasts of burden in all manner of fanciful shapes and descriptions were created for the Archaens' amusement, a number of sentient races were also formed. Each race was given certain specific talents that the Archaens found useful – some were able to carry huge amounts of weight, others were created to be masters of the martial arts and to obey their Archaen commanders, some were made to explore the wonders of music and song, and some were made to toil for days on end without tiring. When the Archaens came to Celadon, they brought their servants with them. However, over time, many of the neomorphs they had either escaped into the wild, were abandoned, or were simply left behind when the Archaens were Exiled from Celadon.



Ancestry

Descended from the different varieties of servitor creation brought to Celadon, the current breeds of neomorph have adapted to the Green far better than their former masters. Freed from their overbearing, sorcerous masters, the neomorphs wandered aimlessly through the Green for some time. Eventually, a sizable number of them managed to find themselves together at the edge of the Celadian Mountains where they then established a settlement of their own that they named Santorum. Although originally only able to breed with others of their own kind, the primal nature of Celadon has somehow altered the neomorphs allowing them to interbreed with one another. As a result, while many of the neomorphs are still highly specialized, they now no longer are locked into highly stratified distinctions.

Society

Neomorph society is a fairly peaceful one. Many of the early neomorphs were aided by one or more of the native Celadian races at some point during their lives, and so the neomorphs who were able to rebel against their Archaen masters did so long ago and adopted the ways of the native peoples.

Descended from artificial life designed to do specific tasks, early neomorph society was highly dependent on doing the same things over and over – namely felling lumber, clearing land, planting food-crops, and transporting materials over rough terrain. However, as time passed, the naturally brief lifespan of the neomorphs coupled with unknown magical qualities of Celadon itself allowed the neomorphs to intermingle. Many neomorphs now pursue different crafts, such as weaving, carving, painting, and animal husbandry. Most neomorphs endeavor to emulate one or more of the native races to some extent.

Customs

Neomorphs were bred to work and to serve. These traits come through in their daily lives and the way that they approach a task. No neomorph ever seems to do anything half-way; they

completely commit to a task once they have begun and will work diligently at it until its completion. Whether the task is digging a hole, weaving a basket, or forging an agreement for peace between two factions, a neomorph will see that the work is done.

Acquiescence and obsequiousness seem traits built into the neomorphs. Rather than enter into a conflict willingly, a neomorph will attempt to either give in or find a way around. Still, there were a number of servitor warriors amongst the creatures that the Archaens created; the neomorphs will grudgingly follow someone else into battle and throw themselves into the task with all the skill that they can muster.

Government

By and large, each neomorph is left to his, her, or its own devices and there is little in the way of a government that tells them what to do or how to act. Santorum does have a group of older neomorphs who act as an advisory council, passing out judgments in disputes, preserving wisdom, and acting as intermediaries with outsiders. However, seats on the council are filled by whoever is available and best suited for the task on any particular day.

Magic and Religion

None of the neomorphs are capable of learning magic. Some of them have endeavored to master the secrets of the arcane arts in the past, and while it is possible for a neomorph to understand the lore and theory of magic or to practice a quasi-magical skill such as alchemy, no neomorph has yet been able to cast a spell.

The Arts

Neomorphs can be competent artists, but outsiders tend to find their work a trifle bland. While not uninspired, as the neomorphs obviously love and care for their new home, the work does little to inspire others.

Neomorph buildings tend to be rather bland and utilitarian as well, consisting of solid geometric shapes built from whatever materials are

at hand. While neomorph goods do not often fetch a high price, they are sought after when quality and function, rather than appearance, are desired.

Language

Like their forebears, the neomorphs speak Archaen. As their masters did not expect to find other sentient races on Celadon, they brought few servants capable of mastering foreign speech or diplomacy; therefore, few neomorphs speak or write anything but Archaen still.

Neomorph names tend to be one or two syllables in length; Martus, Lutan, Yoha are common examples.

Defenses

Santorum is defended by a stout wood and stone wall on all sides. One end of the settlement is overshadowed by a huge cliff of the Celadian Mountains, whereas the other sides all slope down into the Emerald Plains.

Commerce

The neomorphs conduct a sizable trade with others all over Celadon. Although they rarely use conveyances, a team of neomorphs on foot can cover a great deal of ground while carrying a sizable load upon their backs. Thus, most goods that are sold by the neomorphs are rarely larger than a large pack.

Worldview

The neomorphs view their new lives as a gift. While some of them do miss the structure, routine, and safety of servitude, a greater number have come to realize that their lives are better now than when they worked for the Archaens.

However, the neomorphs have also come to understand that they are not a part of Celadon. They have done their best to create a life for themselves and their offspring here, but worry that they will never truly be at home here. Some of them have begun to wonder if there might be some other place, perhaps even another world, out there somewhere that would be a true home.

Physical Description

Celadian neomorphs range in size from the woodsmen who are upwards of six feet tall and 300 pounds, to the rivermen who rarely reach five feet and 115 pounds. However, all Celadian neomorphs are a monochromatic black and white in coloration. They completely lack body hair, and some of them have a “cowl” of scaly skin circling their shoulders and torsos. In all other aspects, they appear to be Men.



The Tersichora

The Tersichorans are an elegant and refined people. Lithe, nimble, and quick, the Tersichora love to express themselves through music, song, and dance. Others in Celadon occasionally disparage them for their apparent lack of visible concern for worldly affairs, but in truth the Tersichora are quite concerned. However, they do not wish to overburden their souls with too much grief, strife, and struggle.



Woodsmen, Rivermen, and Herdsmen

For the most part, the Archaens brought three types of servitor with them to Celadon: woodsmen, rivermen, and herdsmen. The Woodsmen were fairly slow and ponderous, but were possessed of inordinate strength for the felling and carrying of lumber. Herdsmen were also gifted with great strength. Long of limb, they were also quite fast; typically they were employed in all sorts of manual labor, the capture and taming of wild beasts, and the restraint of other neomorphs. Rivermen, however, were undeniably the more intelligent of the three. Typically left on their own for long periods of time, the Rivermen were responsible for moving goods that the Woodsmen and Herdsmen brought in from the fields.

Ancestry

The Tersichorans originated in some other pleasant woodland realm. Though their origins are somewhat shrouded in mystery; it is suspected that there might be something magical in their foundation, but it is known that they evolved from an ancient race of forest nymphs and sprites. They did not arrive with the Archaens, but did arise sometime thereafter. However, their facility with magic means that they are not Neomorphs. Since their arrival in the Green, they have served to bring joy and happiness into the lives of the Republic.

Society

Though they seem to have few permanent structures or homes in their temperate woodland realm, the Tersichorans are somewhat reliant on either nature or magical effects to provide for the basic necessities of life. Somewhat averse to physical labor, the Tersichorans who have left their homes often find the comforts of city life quite to their liking.

Customs

Introspective by nature, Tersichorans can often be found lost in thought, tapping a foot to the beat of some unheard melody. While they are beautiful songwriters, in everyday speech they often seem somewhat distracted, often referring to things in

seemingly nonsensical ways. In truth, the Tersichorans have synesthesia - i.e. their senses of sight, hearing, taste, touch, and scent are commingled. This leads to their musical compositions and speeches containing wondrous descriptions and apparent metaphors that others find insightful and astounding. Among their own people, religion, government, and art all commingle in celebratory revels called *gorseth*.

Government

Tersichorans have little in the way of a centralized government. Frequently, they host private revels where important matters are debated back and forth through intricate uses of song and dance. The group or individual whose viewpoint is not accepted are sent to represent the desires of the more eloquent group to the rest of the world.

Commerce

Aside from performers, the Tersichorans frequently hire themselves out as negotiators and mediators between groups. Alternately, Tersichorans can be found outside their realms aiding lost travelers or inspiring wandering minstrels and musicians.

Magic and Religion

For these woodland contemplatives, magic and religion are quite nearly intertwined. They find magic to be another layer of sensation that is almost indescribable to non-synthesists.

Typically, they worship the Creator and claim that all the myriad worlds are the notes of some great cosmic composition. While their theories of the "music of the planes" is quite entertaining, most Celadonians find it confusing.

The Arts

As could be expected, the Tersichorans are primarily musicians, dancers, and orators. Frequently there have been a number of other artists as well in their past - primarily painters and sculptors - but due to the nature of their senses, Tersichoran visual artists find few appreciative audiences.

Tersichoran Synesthesia

The senses of the Tersichoran people are very nearly comprehensible only to themselves. Perceiving the world around them as a beautiful tapestry of sound, listening to the colors of others' speech and song, and tasting the subtle textures of clothing can lead to a very strange outlook on life as well as some interesting speech patterns. All that aside, it does lend credence to some of the Tersichoran claims that they can detect lies, ferret out the identities of imposters, and sense poisons from afar. Unfortunately, the Tersichorans find intrigue and danger as something to be avoided whenever possible. Recent years however have brought changes to the world. The Tersichorans may have to learn such skills in order to survive.

Gorseth Revels

Tersichorans revere nature and their own place within it. Within their own communities they treat song and dance as reverential activities. Typical Tersichoran dancers get so caught up in the music that they experience that they often fall into a meditative state, contemplating the wonders around them while their bodies swirl and writhe to the sensations of the music. Musicians likewise get caught up in the experience, turning the world around them into a musical kaleidoscope of sounds on a myriad selection of instruments of both Tersichoran design and those of other cultures.

However, visitors to the woodland province of the Tersichorans should beware. They have been known to get quite upset over having their private revels interrupted by outsiders, going so far as to accuse said interlopers of spying or worse. And while Tersichoran justice is often quite a bit less harsh than that of other peoples, those afflicted by the varying degrees of dissonance that Tersichoran musician-magi can induce rarely care to repeat the experience.

Worldview

Peaceful and contemplative by nature, the Tersichorans would have been content to spend their years awaiting enlightenment in dance and song and pleasure. Recent years have seen a number of them turn their songs to a martial beat and their dancers to dervishes. The elders of the Tersichorans find themselves shouted down by cruder jibes at revels and fear for their peoples future.

Language

Tersichorans speak Sylvan, a language they claim originated with them and their culture. Additionally they are often capable of speaking Elder Tongue, in addition to a knack for picking up a variety of other languages in their travels.

Typical Tersichoran names have an archaic, pastoral feel to them: Aquala, Verdanis, Sylwa, Agricolae.



Celadian Character Archetypes

Aeriad

A race descended perhaps from avir, the typical Aeriad stands between five and six feet tall. Their coloration varies little among each sub-species, but as a race covers a variety of hues in the spectrum. As would be expected, the Aeriad are capable of flight. While doing so, they can use their clawed feet in much the same manner as others use their hands. Some Aeriad occasionally turn to the use of magic to keep themselves temporarily aloft when they feel the need to use their hands and feet for a task, but such occasions are infrequent. Of all the races of Celadon, the Aeriad are perhaps the ones who best adapted to the presence of the Imperions. Although the Aeriad are technically one race, the different breeds display slightly different physiologies.

Burning Red Nomadic Herdsman

"From hill to c-c-coast, we move like the shifting c-c-clouds. Roam with me a while."

Each of the moons rise and fall in their season, the branch-horns and monoryx migrate from the hills to the shore, and you follow their journeys as well. The animals you follow are like a part of your flock and like young hatchlings, they cannot fly. Thus it is up to you to watch over them, whether from above so that you can see predators approaching, or on the ground where you can fight off dangerous plants and vermin. Along your journey's route you occasionally detour into various settlements in order to buy what nature can't provide, but always you return to the shifting nature of migration. You follow the cycles of life in nature, whether it be a herd of branch-horns, a flock of avir, or even schools of fish, bringing your beasts near to cities and settlements where you then hunt the weakest to be sold at market or the youngest who are trained for various purposes.

Appearance: 5'6"-6'6", 80-160 lbs. Bright red skin and plumage with metallic sheen, slender stature, sharp bird-like features; fanged beak; crest of feathers, sixteen foot wingspan.

STR +1	PER +2	CR +3
DEX +2	CHA +1	MR 0
CON -1	WIL -1	HP 20
SPD +2	INT 0	

Skills: Aerial Combat+2, Spear +4, Scimitar +3, Administrator +2, Animal Handler +3, Animal Husbandry +3, Artificer +3, Barter +2, Etiquette +2, Evade +2, Naturalism +2, Song +2

Languages: Artua, native; Archaen or Elder Tongue, fluent

Special Abilities: Flight at SPD +8; Talons are DR 4 +STR; Bite for DR 4 +STR.

Equipment: Short tunic, loincloth, and cloak of viridian linen or spinifax; leaf-blade scimitar; coral-spear; belt pouch; gourd flask of vinesap

Cerulean Blue Scout

"I am a hunter. Do you seek t-to place yourself before me as my p-p-prey?"

You will work for any settlement that can meet your price. In return, you use your skills to keep your employers safe from harm by doing what your heart demands: roaming the wilds and gliding on the winds. It is a matter of honor for you that those who employ you remain safe. You gladly put your life on the line for the sake of that honor, not out of respect for those who must pay for eyes while they travel, but because your honor and skill are a reflection upon yourself and your people.

Appearance: 5'6"-6'6", 80-160 lbs. Blue skin and plumage with metallic sheen; slender stature; sharp bird-like features; crest of feathers; fanged beak; eighteen foot wingspan.

STR -1	PER +2	CR +3
DEX +4	CHA 0	MR +1
CON -1	WIL 0	HP 20
SPD +2	INT 0	

Skills: Spear +5, Crossbow +3, Brawling +1, Aerial Combat +5, Evade +2, Assassinate +1, Guard +2, Scout +3, Stealth +2, Tactics +2, Tracking +3

Languages: Artua, native; Archaen, fluent

Special Abilities: Flight at SPD +7; Talons are DR 4 +STR; Bite is DR 4 +STR.

Equipment: Short tunic, loincloth, and cloak of viridian linen or spinifax; dagger; crossbow and 10 quarrels; coral-spear; belt pouch; gourd flask of vinesap

Defender of the Land

"Th-there is a cycle to all th-things. Just as your ancestors harmed the land, so t-t-too shall you be harmed."

According to some of the ancient tales and stories, the Aeriad came to Celadon from somewhere else. That may well be true, but you regard this land as your home for it is the only land you have ever known. While you weren't around when the Imperions first came to Celadon, you have seen firsthand what their presence did to the land: whole forests cut down, hills excavated and stripped of their wealth, alchemical poisons dumped into rivers and lakes. Yes, the land has recovered, but what will stop the same thing from happening again? You will. Though it take all your skill and every last breath in your body, you will make sure that the land stays whole and pure. You have learned the secrets of the Great Songs and use them as part of your arsenal against the defilers of the land. You have honed your body in the skills of combat. Trained your mind as a weapon.

Appearance: Varies by breed

STR +2	PER +2	CR +3
DEX +1	CHA +1	MR +2
CON -1	WIL 0	HP 20
SPD +1	INT -1	

Skills: Hunting Calls, choice of Mode +3, Aerial Combat +2, Song +2, Stealth +2, Tracking +4

Languages: Artua, native; Archaen or Elder Tongue, fluent

Special Abilities: Varies by breed

Equipment: Short tunic, loincloth, and cloak of viridian linen or spinifax; choice of weapon; belt pouch

Choice of Breed:

Cerulean Blue Hillscout

Add +1 to CHA, +1 to WIL, -1 to MR

Spear +4, Deception +3, Diplomacy +1, Espionage +2, Intimidate +3, Choice of Thieving skill +2

Burning Red Plainsrunner

Add +2 to CON, +1 to INT, -1 to CR

Scimitar +4, Animal Handler +2, Evade +3, Sabotage +3, Choice of Performing Skill +1

Silvery-White Jungletalker

Add +1 to SPD, -2 to CHA

Brawling +1, Assassinate +4, Intimidate +4, Evade +3, Sabotage +5, Choice of Wilderness Skill +1

Golden Yellow Nestbuilder

"Sp-sp-spare me the usual quibbles about us b-being as d-demanding of gold as our f-feathers shine. Do you want it f-fast? Go p-p-pick some grasses and harden th-them yourself. You want qu-quality? Then let me work."

Generally among the smallest of the Aeriad, the Golden Yellows are renowned as craftsmen. Filled with knowledge and practical experience, they build great nests for their people blending them into whatever the land has to offer. From huge woven-grass longhouses to elaborate tree spanning villages to breath-taking cliff dwellings, the Golden are the Aeriad behind it all. Many of them focus their energies into two or three goods; however, they all seem to possess an innate grasp of the alchemical arts. Prior to the coming of the Imperions, such skills were relegated to herbal mixtures and remedies mixed from the various plants brought to them by the Greens. These days they construct innumerable exotic potions, salves, and tinctures in addition to artworks and trade goods.

Appearance: 5'-6', 80-120 lbs. Golden yellow skin and plumage with metallic sheen, slender stature, sharp bird-like features; single monocular eye; crest of feathers; twelve foot wingspan.

STR -1	PER +1	CR +1
DEX +3	CHA +1	MR +2
CON -1	WIL -1	HP 15
SPD 0	INT +2	

Skills: Aerial Combat +1, Scimitar or Spear +2, Alchemy +5, Haggle +3, Artificer +5, Artisan +5, Etiquette +2, Song +4, Choice of Performing Skill +3, Choice of Scholar or Trade Skill +3

Languages: Artua, native; Archaen or Elder Tongue, fluent

Special Abilities: Flight at SPD +5; Talons are DR 2 +STR; can see minute detail at PER +3; can focus on distant objects to detect precise details at ranges of up to one mile.

Equipment: Short tunic, loincloth, and cloak of viridian linen or spinifax; leaf-blade scimitar or coral-spear; belt pouch; gourd flask of vinesap



Iridescent Green Herbalist

"There are many secrets hidden in the world. Nature is a c-c-crafty mistress, b-but I am her p-p-paramour."

You are a skilled and knowledgeable herbalist. Whether your practice is marked by the ancient secrets of the Dendrad or the hard won knowledge of the Imperions, it is filtered through your own peoples legends and traditions. You move about the forests and jungles as unobtrusively as possible; your small size and stature mean that you would be an easy target for predators.

You have a symbiotic relationship with the Silvery-White Aeriad; they help to keep your territories free from prying eyes, they keep predators away from your nests, and in return you help to fashion cures for them when they fall injured or devise devious poisons and alchemicals for them to use against those who would seek to turn them against you and drive you from your nests.

Appearance: 5'-6'6", 80-160 lbs. Iridescent green skin and plumage with metallic sheen, slender stature, sharp bird-like features; crest of feathers; twelve foot wingspan.

STR -1	PER +1	CR 0
DEX +2	CHA +1	MR +3
CON -2	WIL +1	HP 15
SPD 0	INT +3	

Skills: Choice of Wizardy Order or Natural Magic, two Modes +2, Botanomancy +3, Alchemy +3, Haggle +4, Healer +5, Herb Lore +4, Stealth+3, Song +5, Choice of Wilderness Skill +1

Languages: Artua, native; Archaen or Elder Tongue, fluent

Special Abilities: Flight at SPD +5; Talons are DR 2 +STR.

Equipment: Short tunic, loincloth, and cloak of viridian linen or spinifax; belt pouch; gourd flask of vinesap; five amberglass vials containing various plant samples

Obsidian Black Cerement

"Charyx comes for us all. At the end, there is only darkness. B-b-but it is not yet our t-time and we are n-not yet in Charyx's embrace."

Your cousins, the Blues are often seen as savages for their hunts. However, others look down upon you for your scavenging. You follow the Blues, not too closely for you do not wish to injure their honor with the appearance of stealing a kill. But you follow, and when they kill, you feast. You have another duty as well; you are a Cerement, a tender of the dead. Whether it is one of your own flock, or that of another Aeriad, you are responsible for seeing that their bodies are nested in the highest treetops for scavengers to find and so that their spirits can soar into the skies. Sometimes you speak to the whispers of their songs, and for this others shun you. But death is a part of life, and you have your own song that makes up the melody of the world as well. If you are a Lithargist, you spend your time preserving the knowledge of the past through song, you tend to the bodies of the dead, and you pay reverence to those who have flown before. If you are a Petrefactor, then you are work to defend your flock from the horrors that lurk out there. Death is but one more tool, and you do not fear it for you know that others shall come and tend to your body when you too fall.

Appearance: 6'-7', 140-180 lbs. Shimmering black skin and plumage with metallic sheen; sharp bird-like features; clawed talons; horns; crest of feathers; twenty-foot wingspan.

STR 0	PER +3	CR +2
DEX -1	CHA -2	MR +1
CON 0	WIL 0	HP 18
SPD -1	INT +1	

Skills: Aerial Combat +2, Dagger +1, Brawling +2, Coerce +2

Languages: Artua, native; Elder Tongue, fluent

Special Abilities: Flight at SPD +5; Talons are DR 4 +STR; night vision; detect carrion by scent at range of five miles; vision at PER -2 in daylight.

Equipment: Short tunic, loincloth, and cloak of viridian linen, spinifax, or animal hide; belt pouch; gourd flask of vinesap; coral spear

Choice of Profession:

Lithargist

Add +1 to INT, +2 to WIL, +2 to MR, -1 to STR

Necromancy Order, three Modes of choice +2, Artificer +3, Healer +2, Music +3, Song +3, Stealth +5, Survival +3, Theology (Aeriad Pantheon) +2

Petrefactor

Add +2 to STR, +1 to CON, +1 to CR, -1 to INT

Spear +5, Assassinate +4, Deception +3, Stealth +5, Survival +3, Tracking +4, Traps +4, Weaponer +3

Priest of the Flock

"The winds c-carry us and we see much th-that goes on below. Who flies above us?"

At a young age, you were initiated into the mysteries of the gods. Since then you have learned the rites, the sacrifices, the songs. Now you lead your flock along the pathways of the winds. You are a leader among your people, but at the same time you often fly alone, listening to the voice of the gods in the winds. The other races do not hear, cannot fly so high. Sometimes, for that, you pity them. But all too often they scorn the teachings of the gods, do not understand the sacrifices you make. One day, they will come to know. They will feel the wind on their faces, or perhaps see the mystery and beauty in a flock of circling avir, maybe even hear the harsh cry of a carrion-caller. That's when they shall turn to you. You shall be ready. The gods have made it so.

Appearance: varies by breed

STR -1	PER +3	CR +1
DEX +1	CHA 0	MR +3
CON -1	WIL +1	HP 18
SPD -1	INT +2	

Skills: Dagger +1, Spear +1, Oratory +3, Song +3, Theology (Aeriad Pantheon) +3

Languages: Artua, native; Archaen or Elder Tongue, fluent

Special Abilities: varies by breed

Equipment: Short tunic, loincloth, and cloak of viridian linen or spinifax; coral-spear; dagger; belt pouch; religious vestments

Choice of Breed:

Obsidian Black Priest of Charyx

Add +1 to CR, -2 to CHA

Invocation (Charyx) Order, three Modes of choice +3, Necromancy, two Modes of choice +2, Aerial Combat +3, Coerce +3, Doctrines (Charyx) +5, Torture +1

Golden Yellow Priest of Aeos

Add +2 SPD

Invocation (Aeos), three Modes of choice +3, Aerial Combat +1, Astrology +3, Doctrines (Aeos) +4, Song +2

Iridescent Green Priest of Chuelli

Add +1 INT, -1 STR

Invocation (Chuelli), two Modes of choice +4, Aerial Combat +1, Botanomancy +3, Arcane Lore +3, Doctrines (Chuelli) +5, Herb Lore +2, Naturalism +1, Song +3

Silvery-White Soulsinger

"<screeeeching wail> T-t-trespassers. Interlopers. Flee before your death."

Your ancestors cautioned against the coming of Man. Somehow they foresaw the destruction and chaos that would come. Calling upon the secrets now long lost to time, they perfected the Great Songs: the Songs of Fear, Songs of Clouded Eyes, Songs of the Unseen. Those songs and calls were passed down, used against the Archaens who settled here, unwanted and unannounced. The songs work just as well against others. Your people guard the secrets of the Songs, and use them to defend your tribal lands and those of your allies. The Archaens who remained tried to turn the others against you, calling you Demon and worse. But those are not true names, not true songs. You keep the Great Songs secret. You share them with your prey. Your prey does not share them at all. If you are a Panikos, you have dedicated your life and talents to learning the ancient Great Songs and you use them to drive others from the lands of your flock. If you are a Syrinx, you instead spend more time stalking your prey, never quite letting them truly see you until fear grips them and they fall into your clutches.

Appearance: 6'-7', 140-180 lbs. Shimmering silvery white skin and plumage with metallic sheen; sharp bird-like features; clawed talons; crystalline monocular eye; fanged beak; crest of feathers; twenty-foot wingspan.

STR +2	PER +2	CR +2
DEX +1	CHA +1	MR +2
CON -1	WIL 0	HP 20
SPD -1	INT -1	

Skills: Aerial Combat +3, Brawling +4, Intimidate +3, Song +5

Languages: Artua, native; Elder Tongue, fluent

Special Abilities: Hunting Calls; Flight at SPD +5; Talons are DR 4 +STR, Bite for DR 4 +STR; night vision; vision at PER -2 in daylight.]

Equipment: Short tunic, loincloth, and cloak of viridian linen, spinifax, or animal hide; belt pouch; gourd flask of vinesap;

Choice of Profession:

Panikos

Add +2 to SPD, -1 to WIL, +1 to MR

Hunting Calls, two Modes of choice +5, Evade +3, Stealth +4

Syrinx

Add +1 to CON, +1 to STR, +1 to CR

Hunting Calls, one Mode of choice +5, Tracking +4, Stealth +3, Assassinate +5

Roc-Flier

"What d-d-do you kn-know of life, you who have n-never st-st-striven for breath while the world lay spread beneath you like a little egg?."

With a lifetime of study and a great deal of luck, you managed to not only acquire a rare roc-egg, but have also been able to raise one of the great beasts. Your wings can carry you far, but the wings of a roc can carry you from one end of the world to another. Part of you wonders if the ancient legends are true, if the roc can carry you to meet the gods themselves or even carry you to another world. One day you may try and find out, but for now you use your roc for the benefit of your clutch. One day you may be filling harnesses with huge bundles to carry to a distant settlement, the next you may be watching a clutch of warriors departing from the back of your roc to plummet down on unsuspecting foes. No matter what comes, you'll meet it with the wind in your face.

Appearance: varies by breed

STR 0	PER +2	CR +2
DEX +2	CHA +1	MR +2
CON -1	WIL +1	HP 20
SPD -1	INT -1	

Skills: Aerial Combat +3, Mounted Combat +4, Animal Handling +5, Animal Husbandry +2, Ride (Roc) +5, Song +1

Languages: Artua, native; Elder Tongue, fluent

Special Abilities: varies by breed

Equipment: Short tunic, loincloth, and cloak of viridian linen, spinifax, or animal hide; belt pouch; gourd flask of vinesap

Choice of Breed:

Burning Red or Golden Yellow

Add +2 to SPD, +1 to WIL

Scimitar +4, Astrology +3, Deception +3, Diplomacy +1, Artificer +1

Cerulean Blue or Obsidian Black

Add +1 to DEX, +1 to STR, +1 to CR

Spear +2, Coerce +2, Command +1, Evade +2, Herb Lore +2, Tactics +1

Iridescent Green or Silvery White

Add +1 to PER, -1 to CHA, +1 to MR

Brawl +3, Crossbow +3, Evade +3, Healer +1, Intimidate +3, Naturalism +1

Chrysalid

The Chrysalids are a race of giant insectoids that in some ways resemble men. Standing between five and six feet in height, these individuals are stratified into a rigid caste society. Each caste has a slightly different build and body structure; while there is room for individual improvement within each caste and within society as a whole, the individual remains a part of their caste from adolescence until death.

Traveling Merchant

"One can surely help you with a purchase. What is it that you require? One can easily find it for you and return with the season."

Along with a small cadre of your fellows, you represent an entire hive. You travel from place to place, riding high atop a snael-pulled cart. When you finally complete your circuit and return home, you bring not only a wide variety of goods, but also a wealth of stories and coins from places that the rest of your hive will likely never see. Except through your eyes, through your stories. Yours is an awesome power and responsibility; the rangers understand it somewhat, but lack the vision to see past the horizon. Many of the nobles look down on you for spreading such tales, but even the sages come to you for information.

Appearance: 5'-6', 100-125 lbs.; Dusky-grey to mottled green exoskeleton; three foot long antennae; large iridescent green compound eyes

STR 0	PER +2	CR +1
DEX 0	CHA +1	MR -1
CON +3	WIL 0	HP 20
SPD +1	INT +1	

Skills: Choice of Weapon +2, Appraiser +5, Barter +3, Bribe +3, Conveyance +4, Cryptography +2, Deception +2, Diplomacy +2, Etiquette +4, Gambling +3, Haggle +5, Merchant +5, Ride (Snael) +3, Choice of Trade skill +3

Languages: High Speech, native; Low Speech, native; Elder Tongue, fluent; Archaen, fluent

Special Abilities: Exoskeleton, PR 2; Scent; Night Vision

Equipment: Animal hide harness and belt; belt pouches; choice of weapon; snael; snael-cart; assorted trade goods

Industrious Worker

"Yes, Lord. Yes, Lady. It shall be as you say. If not by this one, then by some one."

You are a lowly worker. Though others always come to you to have something built or crafted or made or constructed or formed. If you can't create the exact craft they require, you likely know someone in your caste who can. Your days are filled with toil, be it mastering the knowledge to construct and repair buildings or taming and herding the creatures that keep the Mound alive to roaming the local swamps, woods, or plains in the search for food and precious stones. But your expertise, your joy, is in crafting and building. When the Mound is attacked, you take up blade-spear to defend it. Afterwards, you'll be there to rebuild. There's always building to be done.

Appearance: 5'-5'6", 100-125 lbs.; Dusky-grey to bright green exoskeleton; three foot long antennae; large iridescent green compound eyes

STR +3	PER +1	CR +1
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STR +3	PER +1	CR +1
DEX +2	CHA +0	MR -1
CON +3	WIL -1	HP 18
SPD -1	INT -1	

Skills: Spear +1, Agriculture +2, Animal Handler or Dredging +4, Appraise +5, Artificer or Laborer +10, Barter +3, Engineering +2, Etiquette +1, Herb Lore +3

Languages: High Speech, native; Low Speech, native; Elder Tongue, fluent

Special Abilities: Exoskeleton, PR 2; Scent; Night Vision

Equipment: Animal hide harness and belt; belt pouches; craftsman's tools;

Chrysalid Craftsman

"Clearly one has created another spectacular wonder. Surely you must agree."

Although many from the other races look down on your status in Chrysalid society, you know that you are among the most numerous of all castes and that you and your brothers and sisters wield great power. You were elevated, chosen by fate from among the Worker caste to learn the skills of another Crafter. Your skill at crafts, your domestic abilities, and the work of your hand, head, and heart are what enable the hive-cities of your people to reach to the skies. You aspire to become a master at your chosen craft, so skilled that your presence is in demand at other hives where you will teach others, to be a Crafter like the one who taught you. You have already been required to leave the safety of the hive from time to time, and the sights you saw were amazing. You wonder what tomorrow will bring, but you do not doubt your ability to build something wondrous out of the tools you are given. One day, you might even aspire to learn one of the skills brought here by the Imperions.

Appearance: 5'-5'6", 100-125 lbs.; Dusky-grey to vibrant green and yellow exoskeleton; three foot long antennae; large iridescent green compound eyes

STR +1	PER +1	CR +1
DEX +3	CHA +1	MR +1
CON +2	WIL 0	HP 18
SPD +0	INT +1	

Skills: Spear +1, Animal Handler or Artisan +5, Appraise +5, Artificer +4, Barter +3, Engineering or Laborer +5, Etiquette +3, Locks +4, Traps +4, Choice of two Trade skills +1, Choice of one Scholar skill +2

Languages: High Speech, native; Low Speech, native; Elder Tongue, fluent

Special Abilities: Exoskeleton, PR 2; Scent; Night Vision

Equipment: Animal hide harness and belt; belt pouches; craftsman's tools; family blade-spear

Herdsman of the Monura

"This one moves with the swarm, guides them, cares for them. And you seek to harm them? To cull from the swarm without permission? This will go very bad for you, but the swarm must be maintained."

Every day you roam the Riverlands, guiding your herd of insectoids from one grazing spot to another, monitoring their growth and protecting them from harm. It is a demanding life, constantly maintaining the various harnesses, watching for predators, and occasionally milking your charges for a variety of substances that others use for alchemy and arcane purposes. Yet, you would not trade your life for anything. As a herdsman you not only serve your people, but you are out in the wide, wild world, witness to sights beyond imagination and compare.

Appearance: 5'-5'6", 100-125 lbs.; Vibrant green to yellow or bright red exoskeleton; three foot long antennae; large iridescent green compound eyes

STR +1	PER +2	CR +2
DEX +1	CHA +1	MR 0
CON +2	WIL +3	HP 20
SPD -1	INT -1	

Skills: Brawling +2, Scimitar +3, Spear +3, Mounted Combat +3, Animal Handling +7, Animal

Husbandry +7, Barter +4, Evade +4, Healer +2, Herb Lore +3, Intimidation +2, Ride +1, Traps +2

Languages: High Speech, native; Low Speech, native; Elder Tongue, fluent; Archaen, basic

Special Abilities: Exoskeleton, PR 2; Scent; Night Vision

Equipment: Animal hide harness and belt; belt pouches; harnesses, hooks; family blade-spear or leaf-bladed scimitar

Ranger of the Southern Woods

"<low buzzing drone> What is the business you have here? You are not of the Mound, the colony. State your purpose, and begone."

Krysalit Mound, your home, overlooks the Emerald River and is a frequent destination for merchants from across the Southern Territories. It is also a frequent target for poachers as the herds of beasts watched over by its handlers. That is where your job begins. You watch the borders, from the forests to the river to the plains, and make sure that only those with legitimate business get close enough to the city or to the herds. When you do find unwanted interlopers or dangerous beasts that beyond your own abilities, you send word back to Krysalit as rapidly as you can so that the hive guardians can be dispatched. You are the eyes, ears, and feelers for the colony and you shall not fail them.

Appearance: 5'-6", 100-125 lbs.; Vibrant yellow to crimson red exoskeleton; four foot long antennae; large iridescent green compound eyes; membranous, concealable wings.

STR +1	PER +3	CR +3
DEX +2	CHA 0	MR 0
CON 0	WIL -1	HP 22
SPD +3	INT 0	

Skills: Scimitar +5, Spear +3, Choice of weapon +2, Aerial Combat +3, Animal Handling +2, Climb +2, Etiquette +2, Evade +3, Intimidate +2, Scout +2, Stealth +5, Tracking +3, Traps +5

Languages: High Speech, native; Low Speech, native; Elder Tongue, fluent; Archaen, basic

Special Abilities: Exoskeleton, PR 3; Scent; Night Vision; Flight at SPD +5

Equipment: Animal hide harness and belt; belt pouches;

Hive Guardian

"If you threaten the colony, then you threaten this one. This one takes threats very seriously."

You are a guardian, chosen from amongst your kin for your size, your strength, and your dedication to the Mound. You patrol its walls and ramparts, always alert and watchful, knowing that disaster can strike at any moment. You might be called upon to destroy a demon coming too close to the herds, to settle a dispute amongst workers, or to drive off a swarm of Men. You might guard and direct workers building a new dam, or defend the Mound itself from attack by Raknids. Whatever the danger might be, you will face it. Side by side with your kin, or alone. As long as the Mound endures.

Appearance: 5'6"-6', 100-125 lbs.; Vibrant yellow exoskeleton to bright red; four foot long antennae; large iridescent green compound eyes; membranous, concealable wings.

STR +3	PER +2	CR +3
DEX 0	CHA +1	MR -1
CON +2	WIL +1	HP 25
SPD +1	INT -1	

Skills: Scimitar +5, Spear +5, Choice of weapon +3, Aerial Combat +3, Mounted Combat +3, Command +4, Diplomacy +2, Etiquette +3, Evade +3, Guard +3, Intimidate +3, Tactics +5, Weaponer +2

Languages: High Speech, native; Low Speech, native; Elder Tongue, fluent

Special Abilities: Exoskeleton, PR 3; Scent; Night Vision; Flight at SPD +3

Equipment: Animal hide harness and belt; belt pouches; scimitar; crystal spear; choice of weapon.

Dragonfly Rider

"This one and this mount - one and one, do you see? But when we take to the skies, we are more than just one and one."

Like your ancestors who fell at the Battle of the Narachon Plain, you are a dragonfly-rider. You caress the winds like a lover, watch over the lands below like a parent, and strike out against your enemies like lightning from above. Your mount is your steadfast companion; you raised it from an egg, and now it is like another sibling to you. Along with other hive guardians you stand ready for anything.

Appearance: 5'6"-6', 100-125 lbs.; Vibrant yellow exoskeleton to bright red; four foot long antennae; large iridescent green compound eyes; membranous, concealable wings.

STR +2	PER +3	CR +3
DEX +2	CHA 0	MR 0
CON +1	WIL +1	HP 25
SPD +2	INT -1	

Skills: Scimitar +2, Spear +3, Short Bow +4, Choice of weapon +2, Aerial Combat +5,
Mounted Combat +5, Etiquette +2, Evade +3, Guard +1, Intimidate +3, Ride +2, Scout +3,
Tactics +3

Languages: High Speech, native; Low Speech, native; Elder Tongue, fluent

Special Abilities: Exoskeleton, PR 3; Scent; Night Vision; Flight at SPD +4

Equipment: Animal hide harness and belt; belt pouches; scimitar; crystal spear; choice of weapon.

Imperial Sage

"While one does not think that you are mistaken, one does feel that there are other avenues yet to be properly explored."

You maintain a series of chambers deep beneath the hive-mound that you call home. In these tomb-like rooms you conduct numerous studies, plumbing the depths of knowledge and understanding. As a result, you are frequently interrupted in your studies to answer the questions of others: rangers who have seen unknown animal, guardians seeking to know the best formation to use against their foes, nobles desirous of how best to proceed in matters of state. Your true love however is utilizing magic to understand nature herself. You may have learned your skill at magic from the hands of the Imperions or a Dendrad mentor or even from tomes of lore unearthed from ancient ruins, but where ever you learned it, you use it for your own advancement. You are part of the Mound, but you also recognize that you have a vision for it's future.

Appearance: 5'-6', 100-125 lbs.; Dusky grey to bright red exoskeleton; four foot long antennae; large iridescent green compound eyes; membranous, concealable wings.

STR -1	PER +1	CR -1
DEX 0	CHA +1	MR +3
CON 0	WIL -1	HP 18
SPD 0	INT +3	

Skills: Administrator +5, Animal Handling +1, Diplomacy +3, Etiquette +3, Choice of Perform skill +1,
Choice of Scholar skill +1

Languages: High Speech, native; Low Speech, native; Elder Tongue, fluent; Archaen, fluent

Special Abilities: Exoskeleton, PR 3; Scent; Night Vision; Flight at SPD +2

Equipment: Animal hide harness and belt; belt pouches

Choice of Magical Path

Wizard

Add +2 to WIL, +1 to MR

Wizardry Order, Choice of one Mode +4, Choice of two Modes +3

Elementalism Order, choice of Earth or Fire

Choice of three Modes +2, Alchemy +5, Biomancy +2, Espionage +2, Interrogate +3, Choice of Scholar skill +3

Sorcerer

Add +1 to CHA, +1 to PER, +1 to CON, -1 to SPD

Natural Magic Order, Choice of one Mode +5, Choice of three Modes +3, Astrology +5,
Botanomancy +5, Herb Lore +5

Geomancer

Add +2 to CON, +2 to STR, -1 to SPD

Elementalism (Earth) Order, Choice of one Mode +5, Choice of three Modes +2; Natural Magic Order, Choice of two Modes +2, Staff +3, Animal Husbandry +4, Healer +3, Ride +2

Engineer

Add +1 to INT, +1 to PER, +1 to WIL, -1 to CHA

Technomancy +5, Cryptography +5, Command +3, Engineering +5, Locks +4, Sabotage +2, Tactics +5, Traps +4

Royal Successor

"Greetings, stranger. Welcome to my home."

The right word in the right ear can affect an entire nation, but sometimes the wheels of state are not moved by words that are spoken. Sometimes what is not spoken is just as meaningful as what is. You are adept at the unspoken word, the meaningful glance, and subtle scents. Like your sisters before you, you intend to one day be queen of a hive-mound. For now, however, you begin to ease the way, gathering support and favors, allies and servants, so that one day when you are ready and everything is in place you will step into power as easy as a whisper into an ear.

Appearance: 5'6"-6', 100-125 lbs.; Vibrant green to bright red exoskeleton; four foot long antennae; large iridescent green compound eyes; membranous, concealable wings.

STR -1

PER +1

CR 0

DEX 0

CHA +3

MR +2

CON 0

WIL +1

HP 18

SPD 0

INT +1

Skills: Dagger +3, Administrator +3, Animal Handling +2, Bribe +3, Command +2, Deception +3, Diplomacy +5, Espionage +2, Etiquette +5, Forgery +1, Seduction +5, Choice of three Perform skills +3, Choice of two Scholar skills +3

Languages: High Speech, native; Low Speech, native; Elder Tongue, fluent; Archaen, fluent

Special Abilities: Exoskeleton, PR 3; Scent; Night Vision; Flight at SPD +2

Equipment: Animal hide harness and belt; belt pouches

Dendrad

The Dendrads of Celadon vary in size and coloration as much as the races of Men do on other worlds. Typically ranging from three to seven feet tall, they are capable of blending in with their natural environments. All Dendrads possess a number of remarkable abilities. First, and perhaps the most notable, is their ability to Slumber. In such a state, they are virtually indistinguishable from normal plants. Secondly, all Dendrad can speak and understand the secret language of plants. In addition, they are able to influence plants while speaking in this tongue. On rare occasion, outsiders have learned the language hoping to be able to influence plants in a similar manner; however, it seems that the ability to speak and understand this language and the ability to influence plants are two separate abilities, however closely they may be linked.

Furthermore, all Dendrad possess superb night vision, a boon to their nocturnal life cycle. Fire is particularly dangerous to Dendrad, no matter what state they are in and does double damage to them.

Ancient Grove Courtier

"Within these bounds, the forces of wind, water, and fire rule. Which do you hold communion with?"

You and your copse work to keep the bounds of all of Elderwood safe. The Imperions are sequestered off of your coasts so your patrols and studies must be supremely vigilant. Occasionally you still trade or barter with the Race of Men, but usually you send things up-river to other Dendrad communities or to the distant Chrysalids. Sometimes disputes arise amongst your Court, disagreements over the nature of the Elemental Tree, politics, or simply over growing rights. Dendrad from other Courts come here to study and learn, and sometimes you might return with them to their homes.

Appearance: 4'6"-5'6", 75-150 lbs.; Rough, bark-like skin; tangled, twig-like hair

STR +1	PER 0	CR 0
DEX 0	CHA +1	MR +1
CON +1	WIL 0	HP 18
SPD 0	INT +1	

Skills: Deception +2, Etiquette +3, Choice of Scholar skill +1, Theology (the Elemental Tree) +3

Languages: Florere, native; Elder Tongue, fluent

Special Abilities: Influence Plants, Natural Camouflage ability (+5 to Stealth when in natural setting), Night vision, Slumbering

Equipment: Pants of woven moss; shirt, vest, and hat of viridian linen; cloak and hood of spinifax. Choice of spear or spellbooks bound in bark and moss.

Choice of Profession

Hedge Warden

Add +1 to STR, +1 to SPD, +1 to CR

Spear +5, Choice of weapon +2, Assassinate +2, Coerce +2, Command +2, Intimidate +3, Stealth +5, Traps +2, Torture +2

Petitioner

Add +3 to MR, +2 to WIL, +2 to PER, -2 to STR

Natural Magic Order, Choice of two Modes +3, Choice of Mode +1; Elementalism Order, choice of element, Choice of one Mode +2; Doctrines (the Elemental Tree) +3, Doctrines (choice of Elemental Cult) +3, Naturalism +1, Artisan +5

Savant

Add +2 to INT, +1 to PER, +1 to MR, +1 to CON

Botanomancy +5, Choice of Alchemy or Biomancy +1, Spear +2, Administrator +2, Artificer +3, Herb Lore +2, Doctrines (the Elemental Tree) +3, Doctrines (choice of Elemental Cult) +2, Choice of two Trade skills +1

Burning Bay Pirate

"Down you go to feed the fishes and the trees. Look your last on the stars."

When the Imperions came, they preyed upon your lands. They stripped them of the ancient trees, they mined the hills for gems, they dredged the swamps for amber. Fearing for their lives, your ancestors fled to the waters. They beseeched others for help, only to be cautioned, asked to wait, pleaded with to be patient. Patience only carries so far. Now you defend your territories with spear and flame, driving out interlopers.

Appearance: 5'-6'6", 90-150 lbs.; Slender build, skin the color and texture of faded grass, Bright red eyes, mane of yellow-green kelp-like hair.

STR 0	PER +2	CR +1
DEX +1	CHA +1	MR +1
CON 0	WIL 0	HP 20
SPD +1	INT 0	

Skills: Aquatic Combat +2, Net +2, Climbing +3, Pilot (Choice of craft) +1, Swim +3, Torture +2

Languages: Florere, native; Elder Tongue, fluent

Special Abilities: Influence Plants, Natural Camouflage ability (+5 to Stealth when in natural setting), Night vision, Slumbering

Equipment: Net of woven aqueor, coral spear. Fire-bringers also have a spellbook constructed of aqueor-pages in a coral binding.

Choice of Professions:

Raider

Add +2 to STR, +1 to SPD, +1 to CR, -1 to WIL

Spear +5, Coerce +2, Deception +3, Interrogate +2, Torture +2, Stealth +3

Fire-bringer

Add +3 to WIL, +1 to INT, +2 to MR

Pyromancy Order, two Modes of choice +2, Assassinate +2, Evade +2, Doctrines (Fire-bearer) +3

Cinnabarian Castanetta

"Another song, sir? Perhaps after you've had another glass of wine; then you can sing along."

Most folks see you as a wandering minstrel, playing a variety of instruments for pay. They see your jolly smiles, your dancing eyes, and they think no more of you. But this is how you prefer it. Your various percussion instruments can be used to beat out messages that carry through the air; your wild dancing conceals attempts at stealing glances. While you are not an assassin, you will kill to keep your secret. Through your efforts you know that the invaders of your world are hampered and that the Narrow Sea remains free. Your songs are songs of freedom, your music the sound of resistance.

Appearance: 5'-6', 120-200 lbs.; Pale green skin, frond-like leafy dark green hair; luminous green eyes.

Appearance occasionally altered through the use of natural pigments.

STR 0	PER +1	CR +1
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STR 0	PER +1	CR +1
DEX +2	CHA +3	MR +2
CON -1	WIL 0	HP 18
SPD +2	INT 0	

Skills: Dagger +2, Artisan +2, Cryptography +2, Dance +2, Deception +2, Espionage +4, Forgery +2, Locks +2, Music +4, Song +2, Stealth +3, Choice of Thieving skill +1

Languages: Florere, native; Elder Tongue, fluent

Special Abilities: Influence Plants, Natural Camouflage ability (+5 to Stealth when in natural setting), Night vision, Slumbering

Equipment: Various costumes and clothes, carved bark mask, leaf-blade dagger

Courtier of the Elemental Tree

"You trespass here upon sacred ground. Save your protestations; your offense is unforgivable."

You dwell in the Animate Forest close to the Tree of Life. While your beliefs about its divinity may differ from those of your fellows, there are others who feel the same. Despite your differences, you still band together to keep the Tree safe from all who would approach it. You have learned from stories about the treachery of others and swear that none of them shall reach the sacred copse.

Appearance: 6'6"-7", 160-180 lbs.; Gnarled woody skin; green, leafy hair

STR +1	PER +1	CR 0
DEX +2	CHA -1	MR +1
CON 0	WIL 0	HP 18
SPD -1	INT 0	

Skills: Command +1, Diplomacy +2, Intimidate +2, Herb Lore +2, Theology (The Elemental Tree) +3

Languages: Florere, native; Elder Tongue, fluent

Special Abilities: Influence Plants, Natural Camouflage ability (+5 to Stealth when in natural setting), Night vision, Slumbering; Thick bark, PR 3

Equipment: Vine-woven shoulder pack; spear or club; spellbook bound in carved bark or blowgun

Choice of Profession

Hedge-guard

Add +1 to STR, +1 to CON, +1 CR

Club +2, Spear +2, Blowgun +4, Etiquette +3, Evade +3, Stealth +5, Torture +3, Tracking +5, Traps +1

Elementalist

Add +1 to WIL, +1 to MR, -1 to DEX

Elementalism Order, choice of Aquamancy or Aeromancy, Choice of one Mode +5, Choice of two Modes +4, Doctrines (Elemental Cult: Water-Bearers or Seed-Bearers) +5, Naturalism +4, Oratory +3, Choice of Scholar skill +3

Arborist

Add +1 to INT, +1 to PER, +1 to MR, -2 to DEX

Natural Magic Order, Choice of one Mode +5, Choice of three Modes +3, Doctrines (Arborists) +5,
Healer +4, Naturalism +3, Choice of Scholar skill +2

Awakener

Add +2 to WIL, +2 to CHA, +1 to MR

Mysticism Order, Choice of two Modes +5, Choice of one Mode +3, Choice of one Mode +2, Doctrines
(Awakeners) +5, Meditation +3, Choice of Scholar skill +3

Courtier of the Fungal Blooms

"Life is a great wheel. It lifts some up, crushes others underneath. All have their moment. Next time, ponder this."

Life in the Sulphur Swamp is a harsh one at times. Still, you live here in your court and ponder the mysteries of death that all must come to recognize. Many find you unsettling and disturbing. They simply do not yet understand. Life is to be lived to its fullest. To that end, you have already prepared for your death. Once you accepted it, many other things became clear while others became unimportant. The changes wrought upon the land by the Imperions were disastrous, but they were not a disaster. Death clears the way for new things to emerge. And there is always something waiting to be born.

Appearance: 4'6"-5'6", 85-150 lbs.; Pale white to grey skin; hood-like cowl over head in a variety of colors from muddy brown to a muted red.

STR -1	PER 0	CR -1
DEX 0	CHA -1	MR +3
CON +2	WIL +4	HP 18
SPD -1	INT +2	

Skills: Blowgun +2, Evade +3, Meditation +2, Stealth +4, Swim +1

Languages: Florere, native; Elder Tongue, fluent

Special Abilities: Influence Plants, Natural Camouflage ability (+5 to Stealth when in natural setting),
Night vision, Slumbering

Equipment: Vest and cloak of spinifax; belt and pouches of woven viridian; vials of soporific poison;
blowgun and darts

Choice of Profession

Sage

Alchemy +6, Botanomancy +5, Deception +4, Doctrines (Water-Bearers) +5, Naturalism +2

Mystic

Natural Magic Order, Choice of Mode +6, Choice of two Modes +3, Doctrines (Foresters) +5,
Tracking +2, Traps +4

Crystalline Courtier

"Welcome to my Garden. I trust that you have enjoyed it so far. Now if you'll be so kind as to state your business here?"

You dwell amidst the splendour of a Garden, carved and tended with care. You have a home beneath the soil, out of sight, where you can meditate in peace and solitude. When you are not working on tending the Garden, you perhaps travel, trading your skill and knowledge for other specimens to bring back and beautify your home and the rest of the world around you. Life is to be appreciated; it is your job to make it beautiful as well.

Appearance: 5'-5'6", 125-200 lbs.; Metallic blue skin; spiky blue needle-like hair

STR 0	PER +1	CR +1
DEX -1	CHA +4	MR +2
CON -1	WIL +1	HP 18
SPD +2	INT +2	

Skills: Botanomancy +5, Club +1, Agriculture +1, Artisan +5, Doctrines (Gardeners) +5, Etiquette +3, Haggle +2, Herb Lore +2, Mining +2

Languages: Florere, native; Elder Tongue, fluent

Special Abilities: Influence Plants, Natural Camouflage ability (+5 to Stealth when in natural setting), Night vision, Slumbering

Equipment: Viridian woven vest, belt, and belt-pouches; shirt, pants, and hat of spinifax;

Courtier of Glass and Light

"There is a sound on the breeze. We must hide."

Your court is a secretive one, hidden amongst the strange foliage of the northlands. There are dangerous all around, but you still find time for happiness and peace. But joy comes only with vigilance. You hide away so that you might be safe. You occasionally venture out to other lands to trade for things you need or desire. When outsiders enter your lands, you try to lure them away if possible. They always seem to chase after things that glimmer and shine. When all else fails, you turn to your poisons and potions.

Appearance: 4'6"-6', 75-150 lbs.; Slender silvery-body, crystalline shards in a crown-like formation on head

STR 0	PER +2	CR 0
DEX +2	CHA +3	MR +2
CON -2	WIL +1	HP 18
SPD 0	INT +1	

Skills: Spear +2, Blowgun +1, Alchemy +5, Artisan +3, Etiquette +2, Evade +3, Stealth +4, Survival (Glass Jungle or Temesian Mountains) +3, Choice of Performing Skill +3, Choice of Scholar skill +2, Choice of Trade skill +1

Languages: Florere, native; Elder Tongue, fluent

Special Abilities: Influence Plants, Natural Camouflage ability (+5 to Stealth when in natural setting), Night vision, Slumbering

Equipment: Vest of spinifax; belt of viridian vine; belt pouches with poisons and alchemicals

Highborn

"Decide now your fate: submit to your better or breathe your last"

You dwell amongst the tree tops in the canopy of the Primal Forest. All others are beneath you, figurative and literally. Among the Dendrad, your people alone have taken to the winds. Like seeds and pollen, you drift and hover, watching the world pass beneath you. Your court watches for incursions and disruptions for you have your eyes on everything from your arboreal perches.

Appearance: 6'6"-7', 125-175 lbs.; Elongated jaws; crest of colorful petal-like blades; pale green skin.

STR +1	PER +1	CR 0
DEX 0	CHA +2	MR +2
CON 0	WIL 0	HP 18
SPD +1	INT +1	

Skills: Deception +1, Doctrines (Forester or Arborist) +5, Etiquette +3, Survival (Primal Forest) +4

Languages: Florere, native; Elder Tongue, fluent

Special Abilities: Influence Plants, Natural Camouflage ability (+5 to Stealth when in natural setting), Night vision, Slumbering, Bark PR 1, Wing-like blades (Glide for up to 150' at SPD +1), Bite DR 2 +STR

Equipment: Vest, pants, and slippers of spinifax; cloak of viridian linen; belt and pouches of woven moss; Leaf-blade spear; Longbow;

Choice of Profession

Drake

Add +1 to STR, +1 to DEX, +1 to CR, -1 to INT

Spear +4, Long Bow +2, Aerial Combat +2, Guard +2, Evade +3, Tracking +4

Savant

Add +1 to INT, +2 to PER, +1 to MR

Spear +2, Botanomancy +4, Astrology +4, Diplomacy +2, Navigate +1

Hooded Mystic

"This life is but one of many just as the tree is reborn in flower and seed."

You dwell in the forbidding valleys that spill out onto the Hydran Plains where you contemplate the mysteries of nature. Under the guidance of the Speaker in Dreams, you practice the skills necessary to hone your will into a magical force, guiding and shaping the world around you. One day, your death will come; but you are ready. The doctrines of the Speaker have taught you how to subtly manipulate the flows of aether around you so that you might be reborn almost instantly as a newly planted seed in the wilds of the Celadon. Others could learn these skills if they wished, but concerned as they are with temporal matters, they do not see the possibilities that ultimately lie ahead of them.

Appearance: 6'6"-7', 150-175 lbs.; Tall and slender, skin the color and texture of faded grass, Bright green eyes, mane of yellow-green leaves.

STR +1	PER +1	CR -1
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STR +1	PER +1	CR -1
DEX -1	CHA 0	MR +2
CON +3	WIL +2	HP 18
SPD -1	INT +2	

Skills: Choice of Mysticism or Natural Order, three Modes of choice +3, Choice of Mysticism or Natural Order, two Modes of choice +2, Staff or Spear +2, Club +1, Barter +2, Climbing +3, Doctrines (Awakeners) +4, Etiquette +2, Healer +2, Swim +3, Survival (Hydran Plains) + 2

Languages: Florere, native; Elder Tongue, fluent

Special Abilities: Influence Plants, Natural Camouflage ability (+5 to Stealth when in natural setting), Night vision, Slumbering

Equipment: Oak staff, club, or coral-tipped spear

Lalanthia

"These woods are not for you or your kind. You can leave on your own, or we can silence your voice forever."

Secure in the Council of Trees, you have grown strong and tall. Occasionally you have to work to keep outsiders from your sacred soil, but on rare instances you meet with them at the borders to the Grove. Although many come to the jungles of Achon to test themselves against the dangers within, you fill with confidence that you are among the strongest and wisest in the area. Long of limb, strong and quick, you hone your skills to not only defend the Council but also to preserve the history of the past, so that none forget what might have happened to your world.

Appearance: 7'-12', 250-500 lbs.; Slender, elongated features; long limbs, fingers, and toes.

STR +5	PER +1	CR +2
DEX -1	CHA 0	MR +2
CON 0	WIL +2	HP 25
SPD +1	INT 0	

Skills: Longbow +5, Spear +4, Appraiser +2, Etiquette +3, Evade +2, Herb Lore +2, Intimidate +3, Traps +2, Choice of Scholar skill +3

Languages: Florere, native; Elder Tongue, fluent

Special Abilities: Influence Plants, Natural Camouflage ability (+5 to Stealth when in natural setting), Night vision, Slumbering; manual dexterity and fine manipulation at DEX +3; Bark PR2

Equipment: Loincloth and vest of woven moss; belt and pouches of viridian linen; longbow; spear

Leesloch Bandit

"Time for you to give back what you've taken."

Once your people roamed the Celadian Straits, keeping dangerous predators from moving between the continents. The depredations of the Imperions changed that. Reduced in numbers, you rarely dare to venture too far from Shorewood. Instead you use trained avir to deliver messages and to spy. Occasionally,

the Cinnabarians send you word as well. You trade this information amongst the others of your court, keeping tabs on those who travel through your former territories. One day, you might venture forth to claim your ancient rights. But for now, you wait, you watch, you remember.

Appearance: 5'-6', 120-200 lbs.; Pale green skin, frond-like leafy dark green hair; luminous green eyes.

STR +1	PER 0	CR +2
DEX +2	CHA -1	MR +1
CON -1	WIL 0	HP 18
SPD +2	INT 0	

Skills: Scimitar +3, Spear +3, Net +2, Animal Handler +3, Coerce +3, Cryptography +3, Deception +3, Evade +3, Stealth +5, Swim +2, Tactics +2, Traps +3

Languages: Florere, native; Elder Tongue, fluent

Special Abilities: Influence Plants, Natural Camouflage ability (+5 to Stealth when in natural setting), Night vision, Slumbering

Equipment: Belt and pouches of viridian linen; dark grey cloak of spinifax; scimitar-bush leaf; coral-spear; woven vine-net

Member of the Mandarin's Court

"How interesting to find you here. Perhaps after I help you out of this predicament, you can help me as well."

A regal member of the Mandarin's Court, you have made deals with all manner of creature and spirit in order to further both the goals of the Green Mandarin and to fulfill your own desires. Always remember that others envy your position and would gladly see you fall from the grace of the Green Mandarin. You are proud of your station and the constant work it takes to maintain it; others may call you vain, but when it is apparent that you are best suited for this place and this time, is it truly a matter of vanity?

Appearance: 4'6"-6'6", 75-275 lbs.; Smooth skin in various shades of green; mane of yellow-green leaves

STR 0	PER 0	CR 0
DEX 0	CHA +3	MR +2
CON 0	WIL +1	HP 18
SPD -1	INT +2	

Skills: Choice of Club, Staff, or Blowgun +1, Diplomacy +3, Etiquette +4, Choice of Scholar skill +2

Languages: Florere, native; Elder Tongue, fluent

Special Abilities: Influence Plants, Natural Camouflage ability (+5 to Stealth when in natural setting), Night vision, Slumbering

Equipment: Robes and slippers of spinifax; choice of weapon; undergarments of woven mosses; belt of woven vines; decorative crowns/headpieces of flowers

Choice of Profession

Honor Guard

Add +2 to STR, +2 to SPD, +1 to CR

Spear +3, Command +1, Guard +5, Intimidate +3, Tracking +2

Scholar

Add +1 to INT

Alchemy +3, Administrator +4, Agriculture +4, Cryptography +3, Healer +2, Choice of two Scholar Skills +1

Savant

Add +2 to PER, +1 to MR

Botanomancy +6, Natural Magic Order, Choice of Mode +3, Choice of two Modes +2, Doctrines (Courtier) +4, Herb Lore +3

Courtier

Add +1 to PER, +1 to CHA, +1 to DEX

Dagger +3, Administrator +2, Artisan +3, Deception +4, Forgery +1, Seduce +4, Stealth +1, Choice of Perform skill +1

Thrasino

"You come a long way seeking wisdom. But will you even be able to understand the message you receive. From what spring does wisdom flow?"

Life on Primordius differs slightly from life on the mainland, or so you are told. You do not often wonder about these things, content to bask in the wind and waves, to enjoy the sun and the warm nights. From time to time, you crest the hill above your grove to stare down at the city crooked in Primordius' arm. You may venture there one day, to see what there is to see and to bring back stories and wisdom to your grove.

Appearance: 3'6"-4', 40-75 lbs.; Dark green skin; pale to bright green hair; golden-green eyes

STR -4

PER +2

CR +1

DEX +4

CHA 0

MR +2

CON 0

WIL 0

HP 15

SPD +3

INT +3

Skills: Acrobatics +2, Climbing +4, Etiquette +1, Evade +3, Guide (Primordius) +3, Herb Lore +1, Stealth +3, Choice of Perform skill +1, Choice of Scholar skill +1

Languages: Florere, native; Elder Tongue, fluent

Special Abilities: Influence Plants, Natural Camouflage ability (+5 to Stealth when in natural setting), Night vision, Slumbering

Equipment: Loincloth made of woven moss ; trinkets carved of stone and driftwood

Wandering Minstrel

"I've faced the Western Shore. I've met the Imperion Overlords. There are still stories to tell."

You travel the world, needing nothing but the ground you rest upon. You move from court to court, land to land, with a song on your lips. Your songs embody all manner of things: traditional ballads and lays that instruct and inform and improvised lyrics that carry recent events, jibes and gambols about current rulers. Your very life is one long song, and you do your best to avoid sour notes.

Appearance: 5'-6', 85-175 lbs.; Lean and narrow features; pale yellow skin; crest of tufted grass-like hair

STR 0	PER +2	CR +1
DEX +3	CHA +3	MR +2
CON +2	WIL -1	HP 20
SPD -1	INT +1	

Skills: Staff +1, Barter +2, Deception +3, Diplomacy +1, Etiquette +2, Herb Lore +2, Music +3, Oratory +2, Song +3, Seduction +2, Stealth +3

Languages: Florere, native; Elder Tongue, fluent; Archaen, Basic

Special Abilities: Influence Plants, Natural Camouflage ability (+5 to Stealth when in natural setting), Night vision, Slumbering

Equipment: Pants and shirt of viridian linen; cloak and hood of spinifax; belt of woven moss; sandals carved from driftwood; choice of musical instrument

Weeping Willow

"Do you think to stop me? I carry the words of one born before your entire race. Nothing you can do shall stop them from their destination."

The Court of Willows is your home, nestled beneath the boughs of the Primal Forest. Crowned with whipweed, you are a somber individual. While others spend their days and nights flitting about on personal errands, you have important cares and concerns weighing you down. You bear the sorrow of mortality, the daily knowledge that all life, all things must come to an end. While this fills you with sorrow, it also fuels your purpose. You exist to serve, carrying out the desires of the ancient Suldrad just as their Denlyon servants once did. In their name you wander the length and breadth of the continent, carrying and retrieving messages, witnessing events, and performing services. It is a demanding task, but one that you take pleasure in.

Appearance: 5'6"-6'6", 115-185 lbs.; Narrow features; pale greenish-yellow skin; long braided tendril-like hair

STR 0	PER +2	CR +3
DEX +5	CHA +1	MR +2
CON -2	WIL +1	HP 20
SPD +1	INT 0	

Skills: Whip +4, Net +1, Choice of weapon +1, Cryptography +1, Deception +2, Diplomacy +1, Doctrines (Foresters or Gardeners) +2, Etiquette +2, Guard +2, Healer +1, History +1, Stealth +2, Choice of Thieving skill +1, Choice of Scholar skill +1

Languages: Florere, native; Elder Tongue, fluent; Archaen, basic

Special Abilities: Influence Plants, Natural Camouflage ability (+5 to Stealth when in natural setting), Night vision, Slumbering

Equipment: Loincloth of woven moss; Cloak and hood of spinifax; whipweed whip; woven vine net; water gourds; belt of viridian vine

Willow Courtier

"We serve the old trees, speak for the old trees. Your presence is not required here. I suggest that you leave.."

There are some among your Court who travel widely, roaming the Primal Forest and much of Celadon itself, carrying the words of the Suldrad. That is not your task. You stay close to your Suldrad charges, tending them, caring for them. It is not a task that receives much in the way of honor or recognition, but then, it needs none. You carry water, you trim back old growth, you sooth with your songs and stories.

Appearance: 5'6"-6'6", 115-185 lbs.; Narrow features; pale greenish-yellow skin; long braided tendril-like hair

STR 0	PER +2	CR +2
DEX +5	CHA +2	MR +3
CON -2	WIL +1	HP 18
SPD +1	INT +1	

Skills: Alchemy or Botanomancy+3, Artificer +2, Artisan +2, Diplomacy +1, Evade +1, Healer +5, Stealth +2, Swim +1, Choice of Performing skill +2, Choice of Scholar skill +1

Languages: Florere, native; Elder Tongue, fluent

Special Abilities: Influence Plants, Natural Camouflage ability (+5 to Stealth when in natural setting), Night vision, Slumbering

Equipment: Loincloth of woven moss; Cloak and hood of spinifax; water gourds; belt of viridian vine

Winged Snapdragon

"You seek to find the Highborn Court? It is within these woods behind me. Did you think to escape my notice?"

You grew amongst the treetops, lording over all you could see. Now you are free to roam, serving any court that can meet your fancy. From the towering green spires of the Primal Forest, your wings can carry you ever higher in your quest to reach the stars. Hovering amongst the clouds, you can watch over your domain, keeping out interlopers and defilers. You are proud of your abilities, unique amongst the Dendrad in your power to take to the skies. Such power makes you not only unique, but confers upon you a responsibility to counter the power of the Aeriad and the Manrak. Don't allow others to forget that, because you never can.

Appearance: 6'6"-7', 125-175 lbs.; Elongated jaws; crest of colorful petal-like blades; pale green skin.

STR +2	PER +1	CR +2
DEX +2	CHA +1	MR +1
CON 0	WIL 0	HP 20
SPD +2	INT 0	

Skills: Spear +4, Choice of weapon +2, Aerial Combat +2, Doctrines (Forester, Arborist, or Seed-Bearer) +5, Etiquette +2, Evade +3, Guard +2, Stealth +2, Survival (Primal Forest) +4, Tracking +2

Languages: Florere, native; Elder Tongue, fluent

Special Abilities: Influence Plants, Natural Camouflage ability (+5 to Stealth when in natural setting), Night vision, Slumbering, Bark PR 1, Wing-like blades (Glide for up to 150' at SPD +1), Bite DR 2 +STR

Equipment: Vest, pants, and slippers of spinifax; cloak of viridian linen; belt and pouches of woven moss; Leaf-blade spear; choice of weapon

Imperions

The descendants of the Archaens who first came to Celadon, the Imperions come in a wide range of hues and coloration, and stand between five and six and a half feet tall. Enamoured of magical skill and ability, most Imperions have at least passing knowledge of the theory and practice of magic if not the ability to wield it directly themselves. As a culture, they have not dealt well with their exile in Celadon; some of them have managed to adapt to life here while others retain their imperialistic tendencies.

Aukustinian Mentalist

"This battle has already been fought a dozen time whilst you prattled on. I assure that I shall defeat you. In fact, I already have."

The mind is a blade. You and your compatriots drill and train daily in order to hone your blades. This is a dangerous world, an adversarial one that will strike any time you let down your guard. The mind is a shield. The settlement of Aukustine was created long ago, carved out of the jungle and rock. From this place your people have dug in to make a last stand. Some harvest goods from the jungle while others practice martial skills in order to defend the city and its people. And some, like yourself, sharpen and harden their minds. From time to time, you'll venture out into the world in order to test yourself, doing battle against the forces aimed against you. Eventually, you'll be ready to lead a force of men out to retake all that your people have lost.

Appearance: 5'-6', 125-200 lbs.; Golden skin decorated with tattoos; dark blue to black hair; bright green eyes.

STR 0	PER +1	CR 0
DEX 0	CHA 0	MR +1
CON +1	WIL +1	HP 18
SPD 0	INT +2	

Skills: Dagger +1, Arcane Lore +2, Etiquette +2, Intimidate +1, Meditation +3

Languages: Archaen, native

Special Abilities: None.

Equipment: Pants, shirt and vest of spinifax; Belt and boots of hide; belt pouch; ornamental dagger; longsword

Choice of Profession:

Animus

Add +2 to WIL, +1 to MR, +2 DEX, -1 to STR

Mysticism Order, Choice of one Mode +4, Choice of three Modes +2, Longsword +2, Cryptography +3, Espionage +2, Tactics +2, Choice of two Scholar skills +2

Gladius

Add +1 to STR, +2 to DEX, +3 to SPD, +2 to CR, -1 to INT

Longsword +4, Shield +2, Assassinate +2, Command +3, Evade +2, Guard +1, Tactics +3

Aydean Astromancer

"The law is against you. The heavens cry out 'nay' and we are obliged to obey."

You carry on the true legacy of the Imperions. Your crystalline towers in the Celadian mountains strive to reach the heavens. Somewhere out there is hidden the knowledge that will allow you to pierce the very fabric of the sky and return primacy to the race of Man. The ancient Archaens once taught students as far afield as lost Simbar how to sail the skies. You covet such knowledge. There are small indications here and there; rumors in books, strange pictographs on ruined walls. One day you too shall return to the stars.

Appearance: 5'6"-7', 150-250 lbs.; Deep ruby to cinnabar skin; pale yellow to golden hair; skin decorated with mystical symbols and arcane marks.

STR -2	PER +1	CR -1
DEX 0	CHA 0	MR +3
CON 0	WIL +1	HP 18
SPD -1	INT +3	

Skills: Astromancy Order, Choice of Mode +4, Choice of three Modes +2, Administrator +3, Alchemy +5, Arcane Lore +3, Artisan +2, Astrology +5, Astromancy +5, Command +1, Diplomacy +4, Litigator +4

Languages: Archaen, native

Special Abilities: None.

Equipment: Robes and slippers of spinifax; elaborate headdress of spinifax and fine wire; spellbook bound with gold wire; quarters in an Aydean Tower.

Chainkaran Bioculturalist

"The Archaens came here to further their empire. The Imperions built a new civilization in the midst of wilderness. We shall forge a new creation from their ashes, shed of the dross of their failures."

Chainkara is seemingly beset on all sides, but from adversity are new heroes forged. One day, you shall earn enough, be strong enough, to raise a new tower in the city. The neomorphs in your charge mine and dredge the swamps, bringing back the occasional find of amber or gold. But you've heard rumors that somewhere out there are ancient Archaen settlements. Should one of your neomorphs find one, surely the secrets it might hold would elevate you above the muck and silt.

Appearance: 5'-6', 125-250 lbs.; Deep orange to bright yellow skin; thick red hair; sunken black eyes.

STR -1	PER 0	CR -1
DEX 0	CHA 0	MR +2
CON +1	WIL +2	HP 18
SPD 0	INT +1	

Skills: Alchemy +3, Agriculture +3, Appraiser +2, Arcane Lore +1, Choice of Spear, Sling, or Short Sword +1

Languages: Archaen, native

Special Abilities: None.

Equipment: Pants, boots, and belt of animal hide; shirt and cloak of spinifax; broad-brimmed cloth hat; deadwood staff; wooden scroll tube containing notes and writings; spellbook bound with deadwood.

Choice of Professions

Geomancer

Add +1 to STR, +2 to CON

Elementalism Order, Geomancy, Choice of Mode +4, Choice of three Modes +3, Staff +3, Climb +2, Locks +3, Engineer +3, Choice of Trade skill +2

Biomancer

Add +1 to INT, +1 to PER, +1 to SPD

Biomancy +6, Staff +2, Animal Handling +3, Herb Lore +2, Naturalism +3, Stealth +2, Tracking +3, Choice of Wilderness skill +3, Choice of Trade skill +2

Empurian Magister

"The skies are still ours, we are conquering the seas. The lands below cannot help but fall at our feet."

You are one of the true heirs to the Imperion legacy. You have honed your mind and learned what skills you can of the lore of the Ancients. You dwell in the last sky-city in existence. However, life is not easy. There are always others who would love to take your place. You must constantly prove your worth and your value. So, you spend your days in the vast libraries researching the secrets of the past or collaborating with others to find some breakthrough. From time to time, you may even dare to venture to the mainland to test some theory or in hopes of making a new discovery. Perhaps some future Empurian will carry your name in legacy of your success.

Appearance: 6'-7', 200-275 lbs.; Regal bearing; bright fusha skin; thick cerulean hair; bright amber eyes

STR -1	PER +2	CR -1
DEX -1	CHA +1	MR +3
CON 0	WIL -1	HP 18
SPD 0	INT +4	

Skills: Wizardry Order, Choice of Mode +5, Choice of two Modes +3, Choice of three Modes +2, Choice of Alchemy or Technomancy +3, Administrator +3, Agriculture or Animal Handler +2, Engineer +2, Etiquette +3, Naturalism +2, Choice of Scholar skill +3, Choice of Scholar skill +1

Languages: Archaen, native

Special Abilities: None.

Equipment: Robes, undergarments, and slippers of spinifax; Boots, belt and gloves of animal hide; various pouches; amberglass vials; spellbook bound in black-iron, plated with brass, silver, and bronze.

Empurian Captain

"Welcome. You can call me captain, Lord, or sir. This ship is my kingdom and when you stepped aboard you became my serf."

You command one of the last Imperion naval vessels still afloat. While your sisters spent their days listening to sorcerers and wise men, you spent your days hanging around the docks, listening to the sailors. They spent days mastering arcane formulae, you spent your days mastering rudder and knot. Your parents are proud of all their daughters, true, but you believe that you have a special place in your father's heart. Anyone can master magic; you however have proved capable of mastering a crew, a ship, and the horizon.

Appearance: 6'-7", 200-275 lbs.; Regal bearing; bright fusha skin; thick cerulean hair; bright amber eyes

STR 0	PER +1	CR +1
DEX +1	CHA 0	MR +1
CON +1	WIL 0	HP 20
SPD 0	INT 0	

Skills: Short bow +3, Pilot (choice of vessel) +2, Choice of Scholar skill +1, Choice of Trade skill +2

Languages: Archaen, native; Elder Tongue, fluent

Special Abilities: None.

Equipment: Pants, shirt, and vest of spinifax; short bow and quiver of 12 arrows; spear; Captains also own collections of scrolls that serve as spellbooks, maps, and collected notes

Choice of Profession

Sailor

Add +1 to STR, +1 to SPD

Spear +4, Choice of weapon +3, Artillerist +2, Bribe +2, Coerce +1, Deception +2, Evade +3,

Gamble +3, Haggle +3, Intimidate +1, Lip-reading +2, Locks +2

Sky-Captain

Add +1 to STR, +2 to DEX, +1 to WIL, +1 to MR

Elementalism (Aeromancy) Order, Choice of Mode +5; Wizardry Order, Choice of two Modes +1; Pilot (wind-ship or wind-skiff) +3, Spear +3, Command +2, Evade +2, Astromancy +1, Cartography +1, Haggle +2, Navigate +1, Tactics +3

Sea-Captain

Add +1 to DEX, +1 to SPD, +1 to CR, +2 to PER, +1 to MR

Elementalism (Aquamancy) Order, Choice of Mode +4, Choice of Mode +2; Wizardry Order, Choice of Mode +2, Astromancy +2, Diplomacy +3, Cartography +1, Merchant +2, Navigate +2, Pilot (schooner or skiff) +3, Swim +1

Layelorean Alchemist

"The mists hide many things, many dangers. But there is profit to be made as well. One must simply be cautious."

Hidden in strange clouds of mist and smoke, your home of Layelore is a strange paradise. The homes you dwell in are themselves hidden amidst the foliage; some of them were constructed in ages long past. You have learned from things from the world around you: how to be subtle, how to blend in, how use poison to warn off others and to lash out at those who get too close. Traders from the world travel to your shores seeking to purchase your creations. One day you may travel with them, leaving the mists behind to finally see the world. But you will always carry the lessons you have learned with you. Be cautious, be wary, and be alive.

Appearance: 5'-6', 125-175 lbs.; Weathered and ruddy ochre skin; faded blue hair; washed out golden eyes.

STR -1	PER +1	CR 0
DEX +1	CHA -1	MR +3
CON +1	WIL +2	HP 18
SPD 0	INT +3	

Skills: Wizardry Order, Choice of three Modes +2, Choice of one Mode +1, Alchemy +8, Acting +2, Barter +1, Deception +3, Diplomacy +1, Dredging +1, Evade +2, Haggle +3, Healer +2, Stealth +2

Languages: Archaen, native

Special Abilities: None.

Equipment: Pants and vest of woven kelp; shirt of spinifax; belt and boots of hide; belt pouches, amberglass vials of various herbal samples, alchemicals, and cures.

Sorcerer's Point Demonologist

"The natives are very treacherous; they use camouflage and guile, assassination and poison. Well, what they can do, we can do better."

When Imperion fell and the Archaens were routed from Celadon, your ancestors managed to hang on to a series of towers. Isolated and alone, they still managed to hold out against the fierce and aggressive creatures of this once seeming paradise. From time to time you see phantom ships on the horizon, obvious illusions created by those who wish to lure you from the safety of the lands surrounding your tower. In order to preserve what little they had left, your ancestors decided to fight fire with fire and began the practice of summoning various demonic entities. These horrific beasts are brutal, but cunning. Through them you may one day regain some influence over this brutal world. In the name of your people and for the honor of your ancestors, you must.

Appearance: 5'6"-6'6", 150-350 lbs.; Pale lemon yellow skin; sparse crimson hair; sunken dark blue eyes

STR 0	PER 0	CR 0
DEX -1	CHA -1	MR +2
CON 0	WIL +1	HP 18
SPD 0	INT +1	

Equipment: Pants, shirt, and vest of spinifax; belt and boots of animal hide; black iron longsword; skimmer; coral-bound spellbooks.

Skills: Arcane Lore +2, Astrology +1, Command +1, Deception +3, Intimidate +2, Torture +1, Choice of Scholar skill +1

Languages: Archaen, native

Special Abilities: None.

Equipment: Robes of spinifax, patched with viridian linen; boots of hide; Deadwood staff; black iron dagger; black iron bound spellbooks

Choice of Magical Profession

Warlock

Add +1 to STR, +1 to CR, +1 to WIL

Elementalism Order, choice of element, Choice of Mode +5, Choice of three Modes +3, Staff +3, Dagger +2, Agriculture +1, Barter +2, Etiquette +4, Herb Lore +2, Naturalism +1

Demonologist

Add +1 to INT, +2 to SPD, +1 to CR, +1 to MR, -1 to STR

Necromancy Order, Choice of Mode +4, Choice of two Modes +2; Wizardry Order, Choice of two Modes +2, Choice of Mode +1; Assassinate +5, Dagger +2, Litigator +3, Coerce +3, Stealth +1

Arch-wizard

Add +2 to INT, +1 to WIL, +2 to MR, -1 to STR

Wizardry Order, Choice of two Modes +4, Choice of three Modes +2, Staff +2, Administrator +4, Haggle +2, Interrogate +3, Diplomacy +2

Wavesinger Elementalist

"Look sharp. The winds and the spray can blind you, and you won't want to miss this."

From the deck of your boat you float between wind and wave and with the arcane lore gleaned from your predecessors you tame them to your will. You humbly and reluctantly acknowledge that the Imperions were beaten back, forced from this world. However, you feel that in the past the Imperions used brute force where subtlety and guile would have worked better. Just as you bend water and wind to your will with refinement and dexterity, one day you will bend the other Imperion remnants to your command. After that, perhaps you will reestablish the preeminence of your people.

Appearance: 5'-5'8", 100-160 lbs.; Bright white hair; deep red skin; glistening blue-black eyes.

STR 0	PER +1	CR +1
DEX +2	CHA -1	MR +2
CON 0	WIL +1	HP 18
SPD +1	INT +1	

Skills: Longsword +3, Aquatic Combat +1, Elemental Order, choice of Aeromancy or Aquamancy, Choice of two Modes +4, Choice of Mode +2; Elemental Order, choice of Aeromancy or Aquamancy, Choice of Mode +3, Choice of Mode +1, Arcane Lore +2, Cartography +2, Deception +3, Navigate +3, Pilot (skimmer) +4, Choice of Song or Oratory +1, Choice of Thieving skill +1

Languages: Archaen, native

Special Abilities: None.

Manrak

A species of intelligent, winged insectoids, the Manrak are thought by some to be a hybridization of Man, Insectoid, and Demon, although their true origins are lost to time. They stand between six and seven feet in height. Culturally, the Manrak are a predatory people, relying on hunting and scavenge to provide for their needs.

Warrior Poet

"You are many and you are strong. Tell me your names so that you might be remembered in song!"

You are a warrior of the Manrak, proud and confident in your abilities. You can wrestle a raknid to the ground, find suitable food and forage for a dozen, and then compose a ballad about your skill and accomplishments. What's more, you do this every day, the various ballads you compose part of the epic of your life. And your life is but one thread in the tapestry of culture of your people. You know your place. It is a place of honor as a hero, a warrior of the Manrak.

Appearance: 6'-7', 250-300 lbs.; Thick, dark violet to bright crimson exoskeleton; fangs; horns; clawed hands and feet; concealable insectile wings with 14' wingspan

STR +4	PER +1	CR +5
DEX +2	CHA -2	MR -2
CON +2	WIL -1	HP 25
SPD +1	INT -1	

Skills: Long Sword +3, Spear +3, Aerial Combat +3, Brawling +5, Deception +3, Evade +2, Intimidation +2, Oratory +4, Song +2, Stealth +2, Survival (choice) +4, Tracking +2

Languages: Elder Tongue or Archaen, fluent; High Speech, basic

Special Abilities: Paralytic Venom, DR 2 per round, CON roll at -5 to resist paralyzation, paralyzation lasts for 10 minutes; Flight at SPD +5; Claws DR 6 +STR; Fangs DR 2 +STR; Thick exoskeleton, PR 4

Equipment: Imperion-made long sword, leaf-blade spear; vine-belt, viridian loincloth and shoulder pack

Shaman of the Hive

"The Queen does not sing to me, but do not think I am weak. The Hive does not hold me, but do not think I am alone. I sing to the spirits, to the trees. I shall cast you down before my feet."

You are not strong like the warriors, not cunning like the scavengers, not eloquent like many of the hive. But, you know secrets they do not. You can speak to the spirits of the world and can learn from them. You can borrow the strength of the dragon, the cunning of the crag spider, or the eloquence of the wind through the river-rushes. Your secrets, and the secrets of the spirit-world, are always your own, however, and never shared with the rest of the hive. As such, they often think of you as more powerful than you really are. That is but one more secret to keep.

Appearance: 6'-7', 250-300 lbs.; Thick, dark violet to bright crimson exoskeleton; fangs; horns; clawed hands and feet; concealable insectile wings with 14' wingspan

STR 0	PER +2	CR +2
DEX 0	CHA -3	MR +2

CON 0

WIL +2

HP 20

SPD +2

INT +2

Skills: Brawl +1, Assassinate +2, Deception +3, Healer +1, Oratory +1, Song +1, Stealth +3, Survival (choice) +2, Choice of Thieving skill +1, Choice of Scholar skill +1

Languages: Elder Tongue or Archaen, fluent; High Speech, basic

Special Abilities: Paralytic Venom, DR 2 per round, CON roll at -5 to resist paralyzation, paralyzation lasts for 10 minutes; Flight at SPD +6; Claws DR 6 +STR; Fangs DR 2 +STR; Thick exoskeleton, PR 4

Equipment: Spellbook made of bark and scavenged paper; vine-belt, viridian loincloth and shoulder pack

Choice of magical path

Shaman

Shamanism Order, Two Modes of choice +4, One Mode of choice +2, Animal Handling +2, Scout +3, Salvager +2, Traps +2, Artificer +2

Witch

Witchcraft Order, Three Modes of choice +3, One Mode of choice +1, Herb Lore +3, Tracking +2, Dredging +1, Guide +4, Traps +1

Wilderland Scavenger

"We have not reached the end of the journey. More trials and trouble lie ahead. Perhaps more than you can handle. Let us lie quiet a while, concealed, and see what may be seen."

Some of the warriors in the hive look down on you; call you a coward and a weakling. Perhaps they are right. You would certainly rather sift residue from the Chimerical River than face down a raknid warrior. But your life is fraught with dangers of its own; you are simply a hero of a different kind. Cunning. Creative. Intelligent. You create traps, sniff out forgotten treasure, steal from those who attempt to take too much, and trick the unwary.

Appearance: 6'-7', 250-300 lbs.; Thick, dark violet to bright crimson exoskeleton; fangs; horns; clawed hands and feet; concealable insectile wings with 14' wingspan

STR +2

PER +1

CR +4

DEX +2

CHA -2

MR 0

CON +2

WIL -1

HP 25

SPD +1

INT +2

Skills: Scimitar +2, Dagger +2, Aerial Combat +2, Brawling +3, Appraise +2, Climb +1, Deception +3, Dredging +1, Evade +2, Herb Lore +2, Oratory +2, Salvager +3, Song +1, Stealth +3, Survival (choice) +1, Tracking +1, Traps +4

Languages: Elder Tongue or Archaen, fluent; High Speech, basic

Special Abilities: Paralytic Venom, DR 2 per round, CON roll at -5 to resist paralyzation, paralyzation lasts for 10 minutes; Flight at SPD +5; Claws DR 6 +STR; Fangs DR 2 +STR; Thick exoskeleton, PR 4

Equipment: Leaf-blade scimitar and dagger; vine-belt, viridian loincloth and shoulder pack

Neomorphs

As Neomorphs were artificially and magically constructed, they mature early, have a long middle age, then rapidly decline and die. Neomorphs come in a variety of shapes and sizes, but share a few common characteristics. Neomorphs are not colorful; skin tones tend toward white with black markings or a pale gray. Some Neomorphs attempt to mimic the native races to what degree they can, painting or dyeing their bodies, or wearing clothing that imitates native life. Some Neomorph groups have continued to adapt and change over the generations they have been in Celadon; as a result, occasionally a Neomorph youngling is born that displays characteristics unusual for their breed.

Aydean Mine-dwellers

"Down here in the dark, they can't see you. Hide and rest, we'll come back for you."

You still serve your Imprion masters up above. But you've helped to carve out your own world down below in the mines. There are other things down here occasionally; things you hunt, things that hunt you. Occasionally, you'll take back a body to your masters. Sometimes you sabotage the shipments going up the mountain. One day, you and your fellows shall be free. Maybe then you'll leave the mines. Maybe you'll stay. You hear the world is bright and dangerous. It's dark and dangerous here.

Appearance: 5'-6', 175-250 lbs; Coal black skin dotted with pale gray markings; thick, heavy-set build.

Possible enlarged eyes, claws, or elongated ears.

STR +1 **PER** +2 **CR** +2

DEX +1 **CHA** 0 **MR** -1

CON +1 **WIL** -1 **HP** 20

SPD 0 **INT** -1

Skills: Artificer +2, Barter +2, Mining +4, Laborer +3, Salvager +2, Stealth +2, Espionage +1

Languages: Archaen, native

Special Abilities: Thick skin, PR 1. By Breed. Scouts: Night vision. Farmers: Scent, excellent hearing.

Hunters: Night vision; claws, DR 3 +STR.

Equipment: Tattered viridian linen pants and shirts; sandals; belt and belt-pouches; tattered map hastily sketched on linen.

Choice of Breed

Scout

Add +2 to PER, +1 to DEX

Brawling +1, Dagger +2, Club +2, Animal Handler +3, Climb +3, Cartography +4

Farmer

Add +1 to INT, +1 to CHA, +1 to PER

Club +1, Agriculture +4, Artisan +3, Haggle +2, Herb Lore +5

Hunter

Add +2 to STR, +1 to CR

Spear +3, Dagger +1, Brawling +3, Animal Handler +2, Climb +3, Traps +2, Weaponer +1

Chainkaran Swampdweller

"The earth moves. We toil and work. The earth moves."

You still work for your Imperion masters, but life is not so bad. You spend your days dredging the nearby swamps for gold, amber, and occasional odd bits of strange pieces of metal. Occasionally one of your brethren will disappear in the swamps, but life is not so bad. Your Imperion masters are overbearing, pushing you harder every year. They even refuse to give you the weapons you need to defend yourself in the swamps, but life is not so bad. Just the other week, you encountered something in the swamps. A presence, buried somewhere beneath the muck and mud and grime; it spoke to you and called you by name. Life is not so bad.

Appearance: 5'-6', 175-250 lbs.; Elongated cranium; stratified black on white skin; elongated fingers and toes.

STR +4	PER 0	CR +2
DEX -1	CHA 0	MR -2
CON +4	WIL -2	HP 20
SPD -1	INT -1	

Skills: Brawling +3, Appraiser +1, Artificer +5, Barter +2, Climb +3, Conveyance +5, Dredging +5, Laborer +5, Mining +2, Salvager +4, Stealth +2, Swim +2

Languages: Archaen, native

Special Abilities: None

Equipment: Woven aqueor pants and vest; Layelorean mesh-net; shoulder pack.

Layelorean Skimmer

"We live to serve. But in order to live, we must learn caution and hiding."

You live on Layelore with your Imperion masters. These days, however, you coexist with them in a symbiotic manner. You skim materials from the water, harvest food from the sea, trade with the occasional outsider who comes to your island. In return, the Layelorean Imperions take care of you, build the equipment you need, and fight off the dangerous predators that stalk the seas. Occasionally, the strange plant-demons that your masters are so afraid of come and talk to you in the evenings. They try and convince you to rebel, or at least leave your island home. The world is wide and dangerous, however. Who would keep you safe?

Appearance: 5'-5'6", 115-125 lbs.; Thin build; ivory white skin with black striations along back and head

STR +1	PER -1	CR +1
DEX +3	CHA 0	MR -1
CON +2	WIL -1	HP 18
SPD +2	INT -1	

Skills: Staff +2, Appraiser +1, Artificer +2, Climb +3, Dredging +5, Laborer +5, Mining +3, Navigate +2, Pilot (skimmer) +4, Salvager +3, Swim +5

Languages: Archaen, native

Special Abilities: Ability to hold breath for up to five minutes, CON roll required.

Equipment: Viridian linen pants; kelp-weave vest and cloak; aqueor mesh-net

Neomorph Seeker

"I speak for the trees. Whom do you speak for?"

You know that something is missing in your life. The ancient Imperions who made your people left something out, and while your brothers and sisters can survive here, you want more. Maybe you heard the voices in the woods at night. Maybe you met one of the strange ebony-skinned wandering Seekers. Maybe you stumbled upon a Dendrad court. Whatever the cause, you found yourself drawn to the teachings of the Speaker-in-Dreams. You wander from settlement to garden, trying to learn more, trying to teach your brethren. You still feel as if something is missing, but now you feel you're on the path to finding it.

Appearance: 5'-6', 150-300 lbs.; Ivory white skin with black markings along the scalp and back; cloak and hood of spinifax; pants and shirt of viridian linen.

STR +2	PER 0	CR +1
DEX +1	CHA +1	MR -1
CON +1	WIL -1	HP 18
SPD 0	INT -1	

Skills: Club +3, Climbing +3, Deception +1, Diplomacy +4, Doctrines (Awakeners) +3, Etiquette +3, Herb Lore +3, Healer +2, Meditation +2, Swim +3, Survival (choice) +4

Languages: Archaen, native; Elder Tongue, fluent

Special Abilities: Night vision

Equipment: Wooden club; shoulder bag; belt and pouches; assorted herbal remedies

Shoredancer Spearfisher

"The tides are singing. Come, dance with me."

You dance an ever-shifting line along sand and wave. Your feet move across the shallows finding purchase where others cannot. In this way you have forged your own culture and society. No longer under the command of the Imperions, you now work with them, as equals, mediating between them and the natives. From time to time you feel that both the natives and the Imperions look down on you, but you endure. You still retain some loyalties to your old masters; after all, they created you. But now you are ready to stand on your own, and your feet have never been surer.

Appearance: 6'-7', 200-250 lbs.; Dusky grey skin with pale white markings along arms and legs; webbed feet; tall, thin build

STR 0	PER +1	CR +2
DEX +2	CHA 0	MR -1
CON 0	WIL -1	HP 18
SPD +3	INT 0	

Skills: Spear +4, Net +2, Brawling +1, Aquatic Combat +2, Acrobatics +1, Artificer +1, Barter +2, Dance +5, Dredging +2, Evade +3, Etiquette +2, Scout +1, Swim +4, Weaponer +3

Languages: Archaen, native

Special Abilities: Swim at SPD +4

Equipment: Clothing of woven aqueor; Shoredancer spear; Layelorean mesh-net

Santorum Freeman

"We are civilized here. But we remember the whips of the past so as to avoid the chains of the future."

Santorum is a city built from the desire for freedom. But not chaos. There are orders and laws and regulations to follow and guide. They make life safe and secure. Life outside the walls can be perilous. Still, there are reasons to venture forth; treasures and lost secrets to be found, goods to be traded. It is a challenge to feed so many in the city, but it is a challenge that shall be met with honest work, chosen freely.

Appearance: 5'-6", 125-250 lbs.; Pale white to pale gray skin.

STR 0	PER 0	CR 0
DEX 0	CHA +2	MR -1
CON +2	WIL -1	HP 18
SPD 0	INT +2	

Skills: Choice of Technomancy or Alchemy +3, Short Bow +3, Dagger +2, Barter +4, Deception +3, Diplomacy +3, Etiquette +2, Haggle +4, Merchant +3, Streetwise +3, Choice of Scholar skill +4, Choice of Scholar skill +2, Choice of Trade skill +3

Languages: Archaen, native

Special Abilities: None

Equipment: Pants and shirt of spinifax; vest of viridian linen; belt and belt pouches; dagger

Woodsmen

"Shhh. We trespass here. You have to sneak up on the trees if you hope to harvest them."

Your people were brought to this world ages ago and set upon its forests and jungles to harvest wood. Wood is your life and your livelihood, whether you are felling mighty trees to build homes, carts, or walls or if you're simply carving sculptures to pass the time. But here, some of the trees fight back. During the day, it is safer to harvest lumber. After dark, however, it is safer to huddle in groups and be alert for any sound. From time to time, you and your compatriots travel to a nearby settlement to sell the wood you've harvested.

Appearance: 5'6"-6'6", 175-300 lbs.; Dark gray skin darkening to coal black at extremities; Thick, muscular build.

STR +6	PER 0	CR +2
DEX -1	CHA 0	MR -2
CON +5	WIL -3	HP 25
SPD -3	INT -1	

Skills: Battleaxe +5, Brawling +3, Agriculture +1, Artificer +2, Artisan +3, Climb +3, Engineer +2, Herb Lore +3, Laborer +5, Scout +1, Song +1, Stealth +2, Survival (forest) +3, Survival (jungle) +3, Traps +2

Languages: Archaen, native; Elder Tongue, basic

Special Abilities: Scaly skin, PR 1.

Equipment: Pants and vest of viridian linen; axe; belt and belt-pouches; harness, straps and hooks for hauling lumber

Rivermen

"The river carries all things: good and ill, Man, Beast, and Plant. The river cares not for your petty squabbles. Nor do I."

You travel the rivers and streams of the southern continent, poling your barge from settlement to settlement. Trading and bartering for things that turn up along the shore, you manage to support yourself and occasionally manage to put a bit aside. The river is like a home to you, murmuring quietly throughout your days. You have allies up and down your course, friends you stop to see, friends in all shapes and sizes. Like the river, sometimes things are rough and rocky, but there is always clear sailing somewhere ahead.

Appearance: 4'6"-5', 85-115 lbs.; Pale gray skin with mottled white and black spots.

STR +1	PER 0	CR +1
DEX +2	CHA +1	MR -1
CON 0	WIL -2	HP 18
SPD +1	INT +2	

Skills: Crossbow +3, Dagger +1, Spear +1, Appraise +2, Artificer +3, Artisan +2, Barter +3,

Dredging +2, Etiquette +2, Healer +3, Laborer +4, Merchant +3, Pilot (barge) +3, Salvager +1

Languages: Archaen, native; Elder Tongue, basic

Special Abilities: None

Equipment: Pants and vest of viridian linen; hat of woven reeds; reed armor; crossbow, spear; river barge

Herdsmen

"Come. We can find shelter by nightfall. The sun is a blessing that shall come again tomorrow."

You are part of a small band of neomorphs that roam the Riverlands. Freed long ago from your Archaen creators, you and your people do your best to eke out an existence on the plains. You have adapted well, however, to your new life as a free-man. You occasionally trade with the Chrysalids or the Aeriad, rarely with the Dendrad. You travel across the hills with scavenged wagons and stolen snaels, following herds of branch horns and giant insectoids. You live off the land, and life is good.

Appearance: 6'6"-7', 175-250 lbs.; Ivory white skin, striped with black; long legs and arms; lean build.

STR +4	PER +1	CR +3
DEX -1	CHA 0	MR -2
CON 0	WIL -3	HP 20
SPD +5	INT 0	

Skills: Brawling+1, Battle-axe +4, Javelin +3, Mounted Combat +2, Animal Handling +3, Caravan

Master +1, Conveyance +3, Herb Lore +2, Salvager +1, Tracking +3, Traps +3, Choice of Performing skill +3

Languages: Archaen, native; High Speech, basic

Special Abilities: Scent

Equipment: Woven grass kilt and vest; headdress of long fern fronds; battle axe, three javelins; battered hand cart or riding snael

Tersichoran

Thought to have arisen from a group of forest nymphs and sprites from other worlds, the Tersichorans of Celadon are introspective much like the Dendrad; concerned with music and song much like the Aeriad; and communal in ways much like the Manrak. The Imperions found them to be a source of amusement at the best of times, and demonized their wildness and trickery at their worst.

Tersichoran Traditionalist

"We do not run from you, but we hide so you do not hurt yourselves."

The older Tersichorans all share a love of new experiences, and pass along their wisdom in song and dance. You follow those traditions; for even in this troubled time, you do not want to forget who and what you are. All the old adages are true - you must be wary of strangers lest their almond-scented words entangle you with the cold of white sheets.

Appearance: 4'6"-6', 75-175 lbs.; Thin, lithe physique; skin ranging from pale blue to light peach; white hair dyed with mud and berries into shades of brown and red; gossamer wings

STR -2	PER +3	CR +1
DEX +3	CHA +2	MR +2
CON -1	WIL +2	HP 18
SPD +2	INT 0	

Skills: Choice of weapon +1, Aerial Combat +1, Acrobatics +2, Etiquette +3, Diplomacy +3, Evade +1, Stealth +2

Languages: Sylvan, native; Elder Tongue, fluent

Special Abilities: Synesthesia; Flight at SPD +3

Equipment: Clothes of spinifax; cloak and hood of viridian linen; choice of weapon; spellbook bound in shaped bark

Choice of Profession

Dancer

Mysticism Order, Choice of three Modes +3, Dance +5, Meditation +3

Choralist

Natural Magic Order, Choice of five Modes +2, Song +4, Music +3

Tersichoran Scout

"I smelled your voices on the wind. Felt your presence like a sour fruit. Now you shall hear my vengeance."

When your people first came to this world, it was a peaceful idyll or so the stories say. In the ages since, things have changed. You respect the forest and the land, but know deep in your heart that if you are to save them from the ravages of Demon and Imperion that action must be taken. Songs are useless if there is no one to watch them, dances are futile if there is no one left to hear.

Appearance: 4'6"-6', 75-175 lbs.; Thin, lithe physique; skin ranging from pale blue to light peach; white hair dyed with mud and berries into shades of brown and red

STR 0	PER +3	CR +2
DEX +3	CHA +1	MR +1
CON -1	WIL 0	HP 20
SPD +2	INT 0	

Skills: Choice of Mysticism or Natural Magic Order, Choice of Mode +3, Choice of two Modes +1, Spear +2, Staff +1, Choice of weapon +1, Aerial Combat +2, Acrobatics +2, Etiquette +2, Evade +3, Scout +4, Stealth +3, Tracking +2, Traps +5, Choice of two Performing skills +3

Languages: Sylvan, native; Elder Tongue, fluent

Special Abilities: Synesthesia; Flight at SPD +3

Equipment: Clothes of spinifax; cloak and hood of viridian linen; choice of weapon; spellbook bound in shaped bark

Fruit: The Mechanics of Celadon

Skills

Animal Husbandry

Animal Husbandry differs from Animal Handling in that it primarily deals with domesticated animals. Using Animal Husbandry, an individual can train a domesticated animal (as per Animal Handling), care for a herd of animals in their care (up to ten animals per rank), and breed animals together for desired traits. Breeding animals takes one week per rolled attempt, with a difficulty determined as per Biomancy. A success means that the resulting offspring born from the attempt after sufficient gestation is closer to the desired result, while a critical success yields the desired result.

Cost to Acquire: 50 xp

Training Period: 50 weeks

Attribute Modifier: INT

Astrology

By studying the configurations of the sun, moons, and stars, practitioners of this skill can determine if the signs are well-aspected (favorable) or ill-aspected (unfavorable), and may thus be able to divine the outcome of future events. An astrologer may make one divination attempt per night, modified by the difficulty of the divination attempted and any pertinent weather conditions. Astrology must be conducted outside with an unobstructed view of the heavens.

Cost to Acquire: 25 xp

Training Period: 25 weeks

Attribute Modifier: PER

Theology (specific)

The in-depth study of one particular religion or philosophy. Knowledge of theology includes the ability to recite passages of important texts or orations, explain critical teachings, describe underlying symbolism, identify relevant relics, cite historical examples, and so forth. Theology has several sub-skills, each tracked separately. Each sub-skill exists for a different religion in the game world. These sub-skills include: Arborists of the Tree of Life, Courtiers of the Green Mandarin, the Elemental Cults, and the Aeriad Pantheon.

Cost to Acquire: 25 xp

Training Period: 25 weeks

Attribute Modifier: INT

Theology and Invocation

The Order of Magic known as Invocation involves worship, supplication, and favors from alleged deities; it is not, however, a substitution for the Theology skill. The two traits are linked in a variety of ways. A character with a high rating in the Theology skill does not necessarily have to even be capable of casting spells; such a character is highly knowledgeable and possibly devout. A character with a high rating amongst Modes of the Invocation Order likely has at least a few ranks in Theology to represent knowledge of the various rites, rituals, and ceremonies to placate, beseech, and praise the source of their magical prowess. It is possible that a character could have the Invocation Order with no ranks in Theology; such an occurrence could be an example of an individual given insight into the workings of the gods, an uneducated prophet, or a simple person of faith upon whom great power has been bestowed.

Biomancy

Biomancy is a quasi-magical skill that is primarily concerned with the creation of new lifeforms, and to a lesser extent the modification of existing lifeforms. For this reason the student must understand the principles of magic before attempting to study Biomancy, but does not necessarily have to be an actual spell-caster.

Practitioners of Biomancy long ago developed the means to analyze existing lifeforms and to determine their precise component parts without harm to the creature. These vital components, the essences, could then be extracted from the aetherium using the essence accumulator, measured to exact specifications, and infused into a biomantic chamber. The end result was a new lifeform created according to the biomancer's designs. Biomancers created new types of plants, animals, and insects; the ancient Archans even created neomorphs, sentient races designed to serve.

The procedure for Biomancy is as follows:

Step 1: The desired lifeform must be designed, with the seven most important traits calculated to give a Base Difficulty. The Base Difficulty is equal to the starting Ability Level of the lifeform at "birth", plus the following:

- Each plant +0
- Each insect +3
- Each simple animal (no spine) +6
- Each complex animal (with spine) +9
- Two different categories of creature +3
- Every 2 levels of "growth potential" +1
- Each point of positive attribute +1
- Each two points of negative attributes -1
- Each unique special ability (poison, fast maturing, unique sense, etcetera): +1

For example, a Chrysalid Noble wishes to create a stout tracking beetle. He assigns it a starting Ability Level of 2, with a potential max Ability Level of 10 (+4 difficulty), Strength +3, Constitution +2, Speed +7, Int -4, Per +4, with all other attributes at 0. She wants it to have the ability form an empathic bond with the owner (+1 difficulty), and to reach full maturity in one year

(+1 difficulty). She is attempting to create this hybrid from the qualities of two existing beetles.

The total Degree of Difficulty is -28.

Step 2: The essential components comprising the desired lifeform must be determined. This is done by means of biomantic analyzer, a handheld device that operates on the principles of thaumaturgy. This requires a Biomancy roll with a Degree of Difficulty equal to the Base Difficulty of the desired lifeform.

Step 3: The essences are gathered and measured using an essence accumulator. This process takes 1 week.

Step 4: The essences are placed in a biomantic chamber. One week later the chamber may be opened. Roll a Biomancy check with the following results:

- **On a mishap**, the new lifeform is an abomination. A result of mishap means the hybrid has resulted in something utterly unintended, an abomination. Such results often end with the death of the alchemist or the assistants (whoever opened the vat) and the destruction of the lab as the horrible creature lashes out in pain and madness. Such abominations rarely live more than a few minutes, though there are exceptions.
- **On a failure**, the new lifeform did not quicken in the chamber, and thus was never alive.
- **On a partial success**, the new lifeform lives, but it is flawed in some way – choose one trait at random (an attribute, a special ability, or lifespan) that is much worse than intended.
- **On a full success** the lifeform is as intended.
- **On a critical success** the lifeform is everything the biomancer intended, plus some unexpected benefits.

Cost to Acquire: 100 xp

Training Period: 100 weeks

Attribute Modifier: MR

Botanomancy

Botanomancy is a quasi-magical skill similar to biomancy and alchemy, but concerned solely with plants. The following are abilities known by everyone who learns the botanomancy skill:

CREATE HERBAL MIXTURES

The botanomancer can use herbs and plant products to create medicinal mixtures, narcotics, and plants based poisons as an alchemist of the same skill level.

SHAPE PLANTS

Botanomancers can cause living plants to reshape themselves to any desired form. By touching special pressure points, pouring swiftly acting additives on the soil, and applying herbal extracts directly to the plant, botanomancers can reshape plants to any reasonable form. Botanomancers can transform a tree into a sheltering hut or a cluster of sturdy vines into a bridge across a nearby chasm. However, the plant remains a natural plant of its type; botanomancers cannot use this ability to alter a plant's size or substance. When a tree is made into a hut, it bends over, forms its branches into a shelter, and tightly overlaps its leaves to keep out rain. However, it remains a tree. Similarly, when vines are made into a bridge, they remain a group of interwoven living vines.

The difficulty of manipulating flexible plants like vine or ferns is 0, while the difficulty of controlling woody plants like trees is +3. In all cases, the botanomancer must touch the plant to affect it and the transformation takes between 15 and 30 minutes – the more complex the transformation and the less flexible the plant, the longer the transformation takes. Normally, these transformations are temporary and last between one hour and one day; the exact duration is based upon the botanomancer's wishes.

Alternately, the botanomancer can make this transformation permanent; doing so adds +5 to the difficulty of the roll and requires the botanomancer to spend at least eight hours working with the plant.

Although *shape plants* can be used to create elaborate snares and traps, it cannot be used as a direct attack, since the plants move far too slowly to be a danger to anyone.

The soil additives and herbal extracts used to reshape plants are herbal mixtures that any botanomancer can create. These mixtures can be applied to any plant and need not be specially made for specific plants. A standard kit of herbal mixtures that weighs 2 lb., and contains chemicals sufficient to reshape up to a dozen plants costs 10 g.l. and can only be used by botanomancers.

COMMUNICATE WITH PLANTS

Botanomancers are taught to feel the subtle reactions that plants have to all forms of contact. By carefully touching and examining a plant, a botanomancer can initiate limited degree of communication with it. In addition to this communication being rather inexact, plants only know what their limited senses can perceive. A plant could easily tell the botanomancer about soil conditions or about how long ago and how hard the last rain was. However, asking a tree about a broken or cut branch typically reveals little more than that the branch was broken four days ago, in the morning, by three blows from a hard, sharp object like a sword or ax. Botanomancers can communicate freely with all intelligent or semi-intelligent plants.

Cost to Acquire: 100 xp

Training Period: 100 weeks

Attribute Modifier: MR

Special Skills

Hunting Calls

The calls and cries of the Aeriad are an ability that has enabled them to thrive as fierce hunters no matter where they find themselves. Using a hunting call of any type requires training and practice; otherwise it is merely the cry of a predatory bird. While the Silvery-White Aeriad are widely renowned as the masters of the Calls, any Aeriad can learn to utilize their voices in this way. While Calls can seem to mimic sorcery, they are not spells.

Hunting Calls mimic Influence, Illusion, Attack, and Defend Modes. Practitioners get a bonus of +2 to Influence or Illusion, but have a -2 to Attack and Defend.

Prerequisite: Must be Aeriad.

Cost to Acquire: 100 xp

Training Period: 100 weeks

Attribute Modifier: MR

Slumbering

The ability of the Floran races to meditate and rest during the hours the Green Sun is in the sky. While in this state, a Dendrad resembles a native plant. Personal belongings such as clothes and weapons are magically transfigured along with the entity. Successfully reaching this meditative state means that the Dendrad Slumbers during the daylight hours. This time is sufficient enough to provide them with the nutrients and rest they need. If a Floran wishes, they can slumber throughout the night as well; doing so doubles the rate of their healing. A Dendrad who does not Slumber, for whatever reason, can remain awake during the day but will experience a growing hunger and thirst. Dendrad who do not Slumber tend to be omnivorous, but selective eaters. Fresh fruit and decaying vegetative or animal matter make up the bulk of their diet as they do not cook any of their food.

Prerequisite: Must be Floran.

Cost to Acquire: 25 xp

Training Period: 25 weeks

Attribute Modifier: CON

Scent

Among the Insect races, the ability to communicate with one another via chemical markers and tracers is often known as Scent. Chemical traces rubbed into bark, vegetative matter, hides, or pottery can last for a number of weeks equal to the individual's CON score. Others can make PER rolls to detect these scents and interpret their meanings.

In face-to-face conversation, many Chrysalids rely upon Scent to carry additional layers of meaning. Where other races may focus upon facial expression for emotional import to utterances (sarcasm, excitement, fear), the Chrysalids can instead impart this information, as well as other things, chemically through the air. Such displays hang in the air afterwards and can be used by others as subtle clues as to whom was present. Races such as the Manrak and the Raknid are capable of learning how to interpret and leave scent, but are usually not as innately proficient as the Chrysalid.

Prerequisite: Must be Insectoid.

Cost to Acquire: 50xp

Training Period: 50 weeks

Attribute Modifier: PER

Synesthesia

Tersichorans' senses of scent, smell, touch, taste, and hearing are all commingled and combined into sensory experience unlike any other. Tersichorans are able to see, hear, smell, taste, and feel their surroundings up to a range of about 300 feet. They are acutely aware of their nearby surroundings, to the point that they can sense poisons, detect minute changes in those around them, and are aware of nearly everything around them within range of their senses.

This translates to a +5 bonus to all Perception related rolls out to the range of their senses and a -3 to everything beyond that.

Unless a means of concealment affects all senses, it typically fails where the Tersichorans are concerned. Minor illusions fail, but items sealed away (inside a vessel or bag) may be hidden.

New Orders of Magic

Astromancy

This magical field governs all aspects of the suns, moons and stars of the skies. It is related to the field of astrology and concentrates upon the art of reading star signs, predicting and controlling the weather and similar uses. Astromantic magic is often used to reveal the future, divine the past or quite often, to attempt to control or alter fate, be it personal or more general as in meteorological control. Just as Elementalists harness and manipulate elemental powers, Astromancers draw upon the latent magical energy of the Aetheric Sea and Astral plane. It is from this source that Astromancers draw their power and as such, many Astromancers are also scholars of metaphysics and other planes of existence.

PHYSICAL COMPONENTS

Astromancers require star charts and other astrological devices in order to work their magics. In order to manipulate the ebb and flow of aetheric energy, most Astromancers employ astrolabes, sextants and other astromantic tools in addition to charts and tables.



ADVANTAGES

Not unlike Witchcraft, Astromancy tends to be more efficacious in open spaces. When the Astromancer is under (or in) the open sky, the GM may award a casting roll bonus of +2 to +5 depending on the circumstance (in a city street might yield a +2 while being upon a mountain top might receive the full +5).

LIMITATIONS

Astromancers suffer a -2 to -5 penalty to their casting roll when underground or otherwise separated from the open sky. (-5 in a cavern or mine, -2 in a building).

MODES

Not Available: Manifest

Bonuses: Sensory +3, Kinetic +3

Penalties: Illusion -3, Manipulate -3

Manipulate Effects: An Astromancer may alter any quality that has a corresponding relationship with a dimension (*Oblivion, the Green World, the Demonrealms, etc.*).

Summoning Effects: Like Mystics, Astromancers have the special ability to use the Summon Mode as a means of leaving their physical body and moving about on the astral plane. Unlike Mystics however, Astromancers may not use this Mode for any other purpose (no summoning of spirits, etc.).

ENCHANTMENT

Astromancers typically enchant items that aid them in their works or talismans that bring good fortune to their wearers. Some examples include:

- A feather-charm infused with Astromantic energy that brings good fortune to the person wearing it (+1 to all skill rolls due to good luck).
- An enchanted Astrolabe that gives the Astromancer a +3 bonus to all navigate skill rolls.
- Sword of Scorpius: An enchanted sword infused with the powers of the constellation Scorpio. The sword causes an additional DR 4 poison damage.

Invocation

Practitioners of Invocation call upon a variety of powers, some of them beyond the sphere of Celadon and some of them actual physical entities dwelling within the world.

The Tree of Life: Manipulate and Sensory +2, Attack and Move -2. The Tree of Life, also known as the Elemental Tree, is a living sentient entity. However, it rarely directly communicates with those around it, even those who speak the secret language of plants.

The Green Mandarin: Influence and Manipulate +2, Attack and Summoning -2. The Green Mandarin is not a deity, or so it claims. Still, its followers point to a variety of miraculous deeds directly attributed to the Green Mandarin, deeds that it does not deny.

The Elemental Cults: Manifest and Summoning +2, Illusion and Influence -2. Closely related to the practice of Elementalism, invokers of the Elemental Cults actually worship and beseech elemental entities for aid and succor.

The Aeriad Pantheon: There are a number of deities in the Aeriad Pantheon, from the dark carrion-god Charyx and the fearsome huntress Aeos, to the joyous singer Kharee and the nest-mother Ki-ya, to the fearsome lord-of-the-winds Chuelli.

Aeos: Manipulate and Defend +2, Heal and Summoning -2. Aeos loves the hunt, the feeling of soaring and the rush of wind when chasing prey.

Charyx: Attack and Move +2, Heal and Influence -2. Charyx is a lord of carrion and the dead.

Chuelli: Influence and Move +2, Heal and Defend -2. Chuelli is master of all the winds, even the storms of passion that dwell within.

Kharee: Influence and Manipulate +2, Defend and Attack -2. Kharee is the joy of song, even when those songs are sung in sorrow and loss.

Ki-ya: Defend and Heal +2, Summoning and Illusion -2. Ki-ya is the nest mother, and watches over all of her flock from egg to wing.

Equipment

In addition to the lists of equipment provided in the Talislanta rules system, there are a number of tools, weapons, and conveyances that are unique to the Celadon setting; these are listed below.

Currencies

There are a number of currencies traded regularly in Celadon, the most prominent of which are listed below. In addition to these, gemstones and metallic scales, feathers, and leaves are commonly traded in exchange for goods based on their rarity and weight.

Gold Lumen: A standard of currency introduced by the Archans, the gold lumen is now commonly used throughout Celadon. Gold does occur in Celadon, but in comparatively small amounts. Therefore, the lumen is highly valued. There are periodic rumors of hidden caches of lumens left behind during the Exile; many of these are false leads, misremember tales, or outright lies.

Silver Bits: Small irregular shaped chips, silver bits are worth about a tenth of lumen. Formed from sculpted pieces from different trees native to Celadon, such as the silver deodar and silverthorn tree, these coins are common amongst Dendrad courts and Chrysalid mounds where raw bark is carved and pressed into a variety of shapes and forms.

Copper Dar: Similar in some respects to silver bits, dar are pressed from the bark of copper deodar trees. A single dar is usually worth about a tenth of a bit.

Scale Marks: Crafted from the scales of dragons, scale marks are a form of currency commonly used amongst the Manrak where they are the equivalent of a gold lumen; other settlements typically value marks at half to a tenth of that rate, if they accept them at all.

Animal Based Equipment

Scintilla: Small translucent orbs, scintilla are the eggs of water raknids. While submerged in liquid, the eggs emit a faint glow; out of water and removed from their translucent casings, these orbs brighten to the equivalent of torchlight, illuminating a 20' radius for four to six months. Since they give off no heat, they are safe to use in heavily wooded areas.

Dragonfly Wing Sword: Fashioned from the lightweight, crystalline wings of dragonflies, the curving edge of a dragonfly-wing sword can cut through most hides with ease. DR 10.

Aeriad Arrows: Aeriad archers often use arrows tipped with the razor-sharp quills and feathers of shrikes. Upon initial impact, these shafts inflict damage identical to that of normal arrows; however, the fragile shaft of the feathered tips can be difficult to remove. A successful Dexterity or Healing skill roll must be made or the wounded suffers an additional point of damage when removing the shaft. DR 6

Plant Based Equipment

Ceremonial Masks

A cultural hold-over from the Age of Germinating, ceremonial masks carved from wood and decorated with berry juice, feathers, or scales were popular amongst both the Dendrad and the Chrysalids. Aside from concealing the wearer's appearance, some of them are also a simple form of armor. PR 1

Cloths

Fern Felt: A soft thick cloth made from the growths of ferns.

Spinifax: A soft cloth made from plant fibers.

Woven Aqueor: Woven sea-weed, this fabric is water resistant.

Reed-basket work: A stiff, thick weaving of various reeds and plant fibers.

Layelorean mesh-net: A woven net of aqueor, alchemically treated plant-material, and occasionally thin wire.

Viridian linen: Cloth made from viridian plants. Commonly used throughout the continent.

Kelp & Chain armor: Armor made by weaving damp aqueor through large chain links. The resulting armor is heavy, but supple enough to wear while swimming. PR 3

Reed Armor: Crafted by weaving reeds into decorative patterns, this armor can withstand a few solid blows but must usually be discarded after combat. PR 1

Coral Items

Coral-tipped spear: Long shaft tipped with a wedge of coral. DR 8.

Coral sword: Wooden shafts lined with coral. DR 6.

Coral arrows: Arrows tipped with carved coral. DR 6.

Dendron Crafted Items

Versions of Dendron crafted items instead made from Prism-plants also exist.

Dendron-arrows: Small arrowheads crafted from budding dendron leaves. DR 4.

Dendron-spear: A wooden shaft topped with one of the broad leaves of a crystal dendron. DR 8.

Dendron-blade: A small blade crafted from one of the narrow leaves of a crystal dendron. DR 4.

Dendron-staff: A shaft carved from a crystal dendron; occasionally these staves are carved and inlaid with other ornamental woods or metals. DR 6.

Plant Based Weapons

Deadwood-staff: A staff carved from a branch of deadwood. Those typically created by Aeriad craftsmen are ornately carved, but such carvings are invariably scenes of torment, strife, and conflict. The Aeriad claim that they merely allow the spirit of the wood to show itself and do not choose the subject matter of the carvings. DR 6.

Glass-arrows: Clear leaves from the crystalline plants of northern Celadon, glass-arrows frequently chip and shatter. This poses a hazard not only to their users, but also their targets as well.

Glass-arrows can not only splinter upon striking a target requiring a successful Healer check to remove them so that the wound can heal, but they also may send shards flying if they miss a target.

Near misses (a partial success on the Action Table roll) do no immediate damage, but do inflict DR 2 damage to every target in a three foot radius. DR 6.

Mamoo-blade: A long stalk of the tree-like mamoo-grass, a mamoo-blade is a weapon akin to pole-arms, spears, and staves. Typically reaching lengths of 15', when a stalk of this grass is picked and carefully-treated with various herbal mixtures, its edges harden to razor-sharpness while the inner shaft remains pliable. As a result, a mamoo-blade can be use as a lance or two-handed spear without fear of it snapping under strain. DR 9.

Needleleaf-caster: A small hand-held crossbow that uses quills made from the spines of the needleleaf plant. DR 4 + needleleaf toxin.

Scimitar: A sword crafted from one of the long, thin leaves of a scimitar bush used as short slashing blade. DR 6.

Sickleweed: A small hand-held blade crafted from a braided tuft of sickleweed grass. DR 4.

Whipweed: A long vicious whip created by braiding numerous strands of both whipweed and plainsgrass together. DR 4.

Arcane Equipment

Essence Accumulator: The essence accumulator resembles a complex network of crystal tubing housed within a silver framework about four feet in height. Individuals trained in the proper use of such devices can extract pure essence, the basic stuff from which all matter is composed, from the aether.

Biomantic Analyzer: A handheld device comprised of numerous crystal tubes held within a network of silver wire. A skilled practitioner of biomancy can utilize one of these devices to determine the attributes and abilities of a nearby living creature or plant. The creature to be analyzed must remain still during the examination which also means that such specimens must first be captured and restrained; however, the specimen must be alive for an accurate reading to be made.

Biomantic Chamber: A huge construction, a biomantic chamber is constructed from crystal tubes, silver frames, and a variety of dials, switches, levers, clamps, and sieves fashioned from gold, brass, silver, and adamant. In the center of this expensive and delicate contraption is an enclosed chamber that focuses the aetheric essences for the creation of new lifeforms.

Botanomantic Kit: A small collection of herbal mixtures, tinctures, and chemicals, a biomantic kit is necessary for a number of botanomantic operations.

Transportation

In addition to traditional fantasy-era craft such as wagons, sleds, rafts, reed boats and the like, there are some conveyances that are unique to the Celadon setting.

Aeriad Sailing Craft

Some of the largest craft plying the waters around Celadon are those of the Aeriad. Basically fashioned after huge barges, anchored by barge trees, the Aeriad sail these unwieldy craft across the waves moving large amounts of cargo from place to place. From the sail-strewn branches that surmount these craft, the Aeriad can fly out across the skies, either individually or in large numbers.

Size: Up to 50' in diameter

Crew: 25 sailsmen, 50 oarsmen

Cargo: Up to 30 tons

Speed: Cruise at +2; top speed +4

Hull: 500 HP

Armor: PR 20

Armaments: None

Cost: 5,000 lumens

Viridian Barge

These vessels are grown and crafted from viridia plants and will stay green and alive as long as they are kept in the water. A transport barge can carry four wagons, while the smaller passenger barge will hold twenty people. Viridia barges are designed as river craft and are not suited for ocean use.

Size: Up to 75' in length.

Speed: Cruise at -2 (9 mph); top speed +1 (14 mph).

Size: Up to 75' in length

Crew: 5 or more

Cargo: 2000+ lbs.

Speed: Cruise at -2; top speed +1

Hull: 150 HP

Armor: PR 8

Armaments: None

Cost: 500+ lumens.

Dendrad Skiffs

Small skiffs crafted by lashing together numerous leaves, then coating the whole construction in the natural waxy secretions of certain trees, these Dendrad craft are more than capable of carrying weight across small waterways. Supple but strong, these shape of these craft actually bend and flex depending on their cargo and the waves around them. While only the most skilled, daring, or desperate would dare to take one of these upon the open seas, they are common sights on the rivers, streams, and coastlines worldwide.

Size: Typically 15' long, although larger examples exist

Crew: One to three

Cargo: 500 pounds

Speed: Cruise at +5; top speed +6

Hull: 50 VP

Armor: PR 10

Armaments: None

Cost: 50 lumens

Imperion Skimmer

These flat-bottomed boats are capable of carrying a sizable amount of weight, but are best suited for calmer rivers and coastlines. Typically carved from wood, there are notable versions crafted from yellow aqueor as well.

Size: Typically 15'-25' long, although larger examples exist

Crew: One to three

Cargo: 1000 pounds

Speed: Cruise at +2; top speed +3

Hull: 50 HP

Armor: PR 8

Armaments: None

Cost: 250 lumens

Imperion Schooner

Graceful, sail-powered ships built to sail the seas around Celadon, they are generally constructed of solid oak planks. They tend to come in a variety of sizes depending on their purpose: transporting cargo, conveying passengers or troops, and in warfare. Those used for militaristic purposes are often equipped with catapults or light ballistae. Occasionally, they are also stocked with alchemically-treated armor plates that can be hung from the sides for additional protection.

Size: Typically 50'-80' long.

Crew: Three to eight

Cargo: 250-2000 pounds

Speed: Cruise at -1; top speed +5

Hull: 150 HP

Armor: PR 15

Armaments: light ballistae or catapult

Cost: Usually not sold.

Imperion Trireme

These metal-hulled vessels are propelled both by sails and by humanoid slaves, rowing in three banks on each side of the ship. The prow of the trireme is fashioned into various likenesses: giant idols, demonic leering faces, vicious draconic heads, and so forth. The vessels are armed with a variety of weaponry and are typically only used for warfare or protecting smaller trading vessels.

Size: Up to 180' long, 40' wide

Crew: Minimum sailing crew of 10-24, plus rowers below decks.

Cargo: 2000-4000 lbs.

Speed: Cruise at -1; top speed +3

Hull: 250 HP

Armor: PR 15

Armaments: light ballistae, catapults, etc.

Cost: Usually not sold.

Floran Ark

Thought to be the antecedent of such things as viridian barges and Aeriad sailing craft, the Floran ark is large sailing vessel crafted from living plants and built to carry sizable cargos.

Size: Up to 100' long, 50' wide.

Crew: Minimum sailing crew of five.

Cargo: 2 to 5 tons.

Speed: Cruise at -3; top speed 0

Hull: 500 HP

Armor: PR 10

Armament: Usually none.

Cost: Usually not sold.

Snael-Cart

Large wooden carts drawn by pair of giant snaels, these heavy cargo wagons are used by the Chrysalid as both merchant conveyances as well as military chariots. Constructed of wood and typically layered with strips of various hides, chitin, and scale, snael-carts tend to be as durable as the beasts the pull them.

Size: Typically 20' long

Crew: One

Cargo: Up to one ton

Speed: Cruise at -2; top speed +0

Hull: 100 VP

Armor: PR 6/6/6/2

Armaments: None

Cost: 1000 lumens

New Diseases, Toxins, and Alchemical Creations

Along with each of the following diseases, poisons, and toxins is a listed level. This level serves as difficulty modifier for all Action Table rolls to create or cure the listed affliction.

Arboreal Poison

Level 5

Crafted by the Dendrads, Arboreal poison blends several plant extracts together. Victims are stunned for 3 rounds unless a successful CON roll is made at -5.

Creep Fluid

Level 10

This anethetizing poison can be extracted carefully from certain plants. Injected into a victim, it numbs the skin preventing sensation. It can be resisted with a successful CON roll at a -10 penalty.

Blow Tube

Level 4

A potent narcotic derived from the toxic spores of tube moss, blow tube is a powder that users inhale in order to experience incredibly real hallucinations. Long term users or those who take unrefined blow tube frequently suffer from severe nausea.

Chokeweed Toxin

Level 10

The extract of the chokeweed plant can be resisted with a successful CON roll at -10. Victims have their throats close up, making breathing impossible. These suffer DR 4 every round until they either expire, an antidote can be administered, or healing magics can be applied.

Crocus Spit

Level 1

Acidic fluid that can cause blindness for up to 10 minutes on a failed CON roll. Inflicts DR 1 against skin.

Euphorica/Mantrap

Level 5

This narcotic is derived from the beguiling scent of mantrap pollen and bestows upon its users a feeling of intense pleasure that can last for up to two hours.

Mantrap Extract

Level 6

The raw extract from the Mantrap plant is not only narcotic but also poisonous. It can stun an individual for 5 rounds unless a WIL roll is made at -6.

Needleleaf Toxin

Level 5

This toxin causes a painful burning and itching when injected into a victim. A successful CON roll at -5 can resist the toxin which causes its victims to suffer a -5 to all Omni Table rolls due to the distraction for ten minutes.

Venomwood

Level 15

Derived from the extract of the venomwood plant, venomwood is a highly potent poison that causes searing pain when injected into a victim. The virulent sap causes widespread internal damage as muscles begin to atrophy and rapidly decay; victims suffer -1 to all STR rolls each hour until an antidote is obtained. When a victim reaches STR -7, the vital muscles required to sustain life fail and death is instantaneous. Also causes DR 8 per hour with a failed CON roll (made at a -15 penalty).

Vennin Venom

Level 10

A deadly toxin derived from the secretions of vennin, this contact poison inflicts dizziness, hallucinations, and finally a coma-like state prior to death. Fortunately, vennin venom is also used in the making of vennin antidote; unfortunately, nothing else, not even magic, is effective at curing the debilitating and deadly effects of this poison.

A Celadian Bestiary

Flora

Acid Plant

Among the stranger plants indigenous to Celadon is a variety of small shrubbery known as acid plants. Actually comprising a small range of species, acid plants pull all manner of harmful substances from the soil. The plant converts a number of these toxic essences into harmful acids that are then stored within the fleshy stalks and leaves. In time, the soil in which the plants grow is generally safe and hospitable for other plants. Additionally, the acidic nature of the plants' sap prevents pests from both feeding on the acid plants and tends to serve as a deterrent for other plants nearby.

Barb Berry

This thorny shrub is found primarily in mountainous regions. Its bright-red berries are edible, but well protected by the plant's sharp, spiny branches, which grow in great profusion. Barb berries are a common foodstuff among both the Chrysalids and the Aeriad; the Manrak dismiss barb berries as being too bitter to be palatable, whereas the Dendrad find the notion rather amusing.

Barge Tree

The barge tree is an unusual species of squat, stumpy limbed tree native to the Sulphur Swamp.

Notable primarily for its flat-edged roots, barge trees actually float upon the surface of their murky surroundings. Though incapable of independent movement, these organisms are propelled to some extent by the prevailing winds and so tend to drift slowly from one place to another. Barge trees are sometimes home to certain species of avir, who roost in their branches and feed on the tree's succulent fruits. These trees are also of benefit to

travelers wishing to pass through the Sulphur Swamps, who may rest in relative safety amidst the barge tree's low-lying limbs. The spongy leaves of the barge tree are exceptionally buoyant, and can be used to create makeshift "rafts" to keep equipment and other necessities from sinking in the mire.

Bellflowers

This variety of flowering plant produces a thin, sticky sap that eventually coats the entirety of the plant in a thin crystalline sheath; the plant can still survive while so encased, but tends to be somewhat fragile. At such a point, the large bell-shaped flowers tend to droop downward and will produce an astonishing array of beautiful notes, especially when the plant is blown in a gentle breeze. The discordant sounds produced by a large creature stumbling through a patch of bellflowers is typically alarum enough to warn off nearby prey and alert any predators in close proximity.

Brown Scourge

Brown Scourge is a fast growing variety of slime mold that dissolves most types of metal, upon which the organism feeds. A tool, weapon, or piece of armor exposed to brown scourge will be riddled with pits and discolorations in just an hour or two; if exposed for eight to twelve hours, the implement will generally be damaged so badly that it can no longer be used. It is widely believed that the Green Mandarin created the first colonies of Brown Scourge in order to combat the armies of the Archaens.

Chokeweed

This spikey-leaved plant grows wild throughout the Hydran Plains and certain parts of the Celadian

Mountains. The stem and leaves contain a noxious resin which, when ingested, can cause asphyxiation with ten minutes' time (hence the plant's name). Dull-witted beasts sometimes graze on chokeweed, often with fatal results. It is possible to isolate the plant's resin for use as a poison, an arduous practice which is seldom undertaken except by the Manrak.

Club Moss

Tapered, pendulous masses which grow beneath a number of trees throughout Celadon, club mosses come in a variety of colors ranging from ruddy ochre to a pale pink to a muted blue-grey. If broken off and allowed to dry, one of these hanging masses can be used as a serviceable, if somewhat fragile, club. However, many of these masses are also home to a variety of pestilential insects which can make the selection of such a tool an interesting proposition.

Coral, Land

Formed of multiple identical plants living together as one entity, land coral is a tough, rock-like growth. Over time, many of these plants grow together to form huge natural stone walls, arches, and bridges. However, care must be taken around land coral; each of the individual plants that make up one mass, which can be as wide as ten feet and easily twice as high, are both razor-sharp and extremely fragile. Thus, creatures attempting to scale a wall of land coral, or move along its top face not only the hazard of immediate injury from the swirling, rough-edged patterns on its surface, but also a deadly, slashing barrage if they fall.

Crystal Dendron

A species of crystalline plants that come in many shapes, sizes, and colors, and are valued for their great beauty. The broad leaves of the plant are often cut and used for such things as spear heads, arrow points, and small knives. Common in the Glass Jungle and Stone Forest, crystal dendron crops up in small patches throughout the world.

Crystalline Flowers

A species of flowering, fruit-bearing trees, crystalline flowers come in an astonishing variety of colors. From the brilliant crimson dewdrop to the dazzling diamond plum, these crystalline plants are as fragile as they are beautiful. A variety of creatures eat the crunchy rinds and thick liquid paste of the fruit which falls around such plants, while others actually devour the sharp, flaked leaves.

Deadman

A pale white plant which thrives only in darkness, deadman is commonly found in caves, the hollows of rotting trees, or in tombs. The leaves of this plant exude a lethal toxic contact poison, a single touch of which can be sufficient to cause death in two to five minutes time. Deadman sells for a high price in various black markets of the continent and its poison is a favorite of assassins.

Deadwood

Deadwood is a variety of gnarled and twisted tree found in such desolate regions as the Hydran Plains, the steppes of Inferno, and the Sulphur Swamp. The organisms produce no leaves or fruit, and appear to require neither water nor sunlight; deadwood trees have even been found in underground regions. The Dendrad believe that these plants have roots that originate from the lower planes. They believe that deadwood trees are both sentient and sinister, exerting influence over nearby living creatures; some even claim that the trees may serve as spies in the service of certain lower planar entities. Weapons made of deadwood can be used to kill plant demons, though it may be unwise to keep such items upon one's person. Most natural forms of plant-life exhibit an adverse, and even hostile, reaction to deadwood.

Deodar, Copper

A metallic variant of spreading conifer found in the Cobalt Jungle, Copper deodar possesses a lustrous brassy bark and bright copper leaves that change color throughout the seasons from a bright, gleaming copper to a dull, lackluster green. Copper deodar branches are commonly used for all manner of alchemical tasks as well as used in the creation of certain biomantic devices.

Deodar, Silver

This large (up to seventy feet) variety of spreading conifer is native to both Celadian continents. It is valued for its durable and fragrant wood, which is extensively utilized for construction by the Chrysalids, Manrak, and Aeriad.

Denlyon

The Denlyon are an ambulatory and intelligent species of plant found only on Celadon. Resembling huge fern-like shrubs and trees, the Denlyon were a subservient race that looked to the wisdom of the Suldrad for guidance and direction. Unlike the Suldrad and the Dendrad, the Denlyon continue to grow throughout the entirety of their lives; as a result, the eldest Denlyon are giants that tower over the local plants and animals as they go about the business of tending to the Gardens of Celadon.

Size: 3'-600' tall; 3 to 3000 pounds

Attributes:

INT -3	PER +2
WIL -3	CHA +0
STR +3	DEX +1
CON +5	SPD +1

Ability Level: 1-50

Attacks/Damage: Lashing vines, DR 2 (+STR); Fist, DR 4 (+STR)

Special Abilities: STR and CON increase by +1 for every Ability Level

Armor: Thick Bark, PR 3

Hit Points: 10 +2 per Ability Level

Habitat: Throughout Celadon

D'oko

The d'oko is a species of giant lotus found in the rain forests of southern Celadon. Employed as living plant-houses by the Dendrad, d'oko are hardy perennials, growing new blossoms during the spring of each year. Having been tended by Dendrad for so many generations, these great flowering plants no longer possess the ability to reproduce by themselves. Rather, it is the interaction of Dendrad moving from plant to plant that is said to perform the function of pollination for the d'oko. In return, the Dendrad obtain nourishment from the d'oko's pollen and nectar and shelter, constituting a symbiotic relationship that is beneficial to both species. In some ways this is reminiscent of the relationship once shared by the Suldrad and the Denlyon.

Fan Fern

A species of deciduous tree, the trunk of a fan fern can reach prodigious heights of eighty feet or more, while the huge fan-shaped crest of foliage can easily span forty-feet from end to end. The sight of numerous fan-ferns waving in the breeze is said to be a breath-taking one; not only because of the sheer beauty of such a sight, but also because the foliage can quite literally suck the air from a nearby area as it waves back and forth.

Fernwood

The fernwood is a deciduous tree native to temperate woodlands and sub-tropical forests. It resembles a giant (up to sixty feet tall) fern, and is valued primarily for its fragrant wood, which is used in the making of the most common types of incense.

Fire Lily

A water-loving plant that bears brilliant red flowers, fire lily is commonly found in the warmer tropical climates of northern Celadon. Aside from its aesthetic beauty, the flower is also of some use to alchemists and mages in the preparation of potions that confer a resistance to heat.

Fungoid

Fungoids are a type of giant fungus native to the Sulphur Swamp as well as parts of the Cobalt Jungle and the Primal Forest. These organisms grow in a variety of shapes, colors, and sizes, including pink puffballs, translucent orb fungoid (up to ten feet in diameter), branching yellow fungoid, grey discs, orange fan-shaped fungoid, and a hundred others. Some fungoids are mildly poisonous, though most are benign. All possess phosphorescent properties, and cast an eerie glow by night.

Gall Oak

This variety of deciduous tree is indigenous to many temperate forests and mountainous regions. The blister-like galls found growing from the bark of these trees contains a blue-black secretion which is used in the making of inks and dyes. A single tree will generally yield up to a dozen fist-sized galls per year, each containing about six drams of inky secretion.

Giant Mushroom

These umbrella-shaped fungi are commonly found in the Primal Forest, as well as the Sulphur Swamps. They range in size from the smaller 2-6 foot types, to massive specimens which stand up to eighty feet or more in height. Small creatures, such as insectoids, avians, and vermin, often make their home in the stems and caps of these giant fungi, which emit a phosphorescent glow at night.

Grey Baobab

This variety of fruiting tropical tree grows to a height of about twenty feet, and has a thick trunk which can measure up to ten feet in diameter. Its squat appearance is such that the grey baobab is commonly known as the "barrel tree;" an appropriate name, for the baobab's hollow trunk often contains up to forty gallons of potable water, which the tree absorbs through its roots. Among the other virtues of the grey baobab are its bark (used in the making of rope) and its five-pound fruit (which contains a sweet, nutritious pulp).

Harpwood

This flowering tree is found in certain sylvan woodlands. Its curved branches and resonant wood are much favored for use in the making of the finest harps, trioles, and other musical instruments.

Incense Tree

The incense tree is found primarily in Elderwood and the Primal Forest. It is prized for its aromatic wood, which is used in the making of the finest incense and magical fumes. According to legend, these were some of the first plants exported from Celadon.

Ironwood

A variety of deciduous tree notable for its steely-grey leaves and bark, the ironwood is found in temperate forests across the Celadian continents. It is valued for its wood, which is nearly as hard as iron; Chrysalid woodsmen employ saws and axes coated with an acidic solution of magical properties excreted from specialized beetles when cutting these trees for timber. The ancient Archans once used alchemical quicksilver for the same purpose, but the surviving Men left in Celadon have precious little of that magical substance left.

Ironwood, Blue

Derivatives of the deciduous Ironwood, Blue Iron trees are metallic vegetation that thrives primarily within the Cobalt Jungle and are one of the primary sources of blue iron in Celadon. The Aeriad do a brisk trade in blue ironwood with the Chrysalids.

Jabutu

Jabutu is a tropical plant found only in Elderwood and notable for its curious properties.

The plant grows from a seed, sprouts into a flowering vine, and then changes form into a fruit-bearing shrub. Once the plant has reached maturity the metamorphosis occurs in reverse, until the plant has reverted to its original, seed-like form.

At this point the seed goes dormant for a short period before beginning the entire process again.

It is said that jabutu plants undergo many such “reincarnations” and that a single plant may live for several centuries. Another unusual property of the jabutu is the claim the plant has a “soul,” visible to those who are able to see spirit-forms as a ghostly image.

Juharbor Tree

The juhabor, or rock tree, is a species of fruiting crystalline flower thought to be related to the acid plant. Much more durable than most crystalline flowers, juhabor bark is actually comprised of metal, crystal, and stone. Veins of these substances run through the rest of plant, including its metallic leaves, and crystalline fruit. The fruit of the tree is not edible, unlike other crystalline plants, but actually consists of semi-precious stones drawn up out of the ground below.

Mantrap, Creeping

A giant flowering plant closely related to the Giant Mantrap, creeping mantrap lacks the former's potent scent but is borne aloft by multiple ambulatory tendrils. Although it cannot move with speed, its mobile nature allows it head off in search of prey in times of scarcity. Skilled Botanomancers have also been known to ‘train’ creeping mantrap to patrol a designated route, thus ensuring that their sorcerous studies remain undisturbed.

Size: 6'-10', 120-200 lbs.

Attributes: STR +3, SPD +2; all others negligible

Ability Level: 4-8

Attacks/Damage: Asphyxiation: DR 10 per round

Special Abilities: Irresistible scent (WIL roll at -3 to resist or be drawn to the source in a semi-conscious state)

Armor: None

Hit Points: 12

Habitat: Temperate forests and jungles

Mantrap, Giant

The mantrap is a giant flowering plant originally native to the Sulphur Swamps; later it was modified by the Green Mandarin and used by the Dendrats in an attempt to ward off Men and other dangerous predators. This dangerous organism exudes a scent that is irresistible to most living creatures, and may be borne on the wind for distances of several miles. Once an affected creature or individual approaches the mantrap, the plant enfolds the unwitting victim in its petals. Death by asphyxiation typically results within three minutes' time, after which the mantrap gradually begins to dissolve and digest its prey.

An hour later, the plant will disgorge any inedible materials (cloth, metal, bone, etc.) that it has swallowed. Despite the considerable risks, certain entrepreneurial sorts are known to hunt mantrap for its pollen, a narcotic substance called euphorica.

Size: 6'-10', 120-200 lbs.

Attributes: STR +3, SPD -1; all others negligible

Ability Level: 3-7

Attacks/Damage: Asphyxiation: DR 10 per round

Special Abilities: Irresistible scent (WIL roll at -5 to resist or be drawn to the source in a semi-conscious state)

Armor: None

Hit Points: 12

Habitat: Sulphur Swamp and Southern Territories

Moss, Tube

This type of moss is found in colonies of long, hollow stalks, typically a mottled black and white in color. The smaller varieties range from 1-4 feet in height and 1-2 inches in diameter, while the largest may stand up to fifty feet tall and have a diameter of five or six feet. Some types of tube moss expel clouds of noxious spores that can cause drowsiness, nausea, or hallucinatory visions (CON roll to resist, hallucinations and nausea inflict -4 penalties on all actions). Others are benign, but may serve as hiding places for various vermin, avir, or serpis.

Needleleaf

One of the more dangerous Celadian plants, the needleleaf is found in temperate forests such as the Chrysalian Forest, Elderwood, and the Animate Forest. The plant is sensitive to vibrations occurring within a ten foot radius of its location.

In response to such stimuli, the plant launches a shower of inch-long, barbed needles. The needles contain a mild toxin that causes a most unpleasant burning and itching sensation. Worse yet, permanent blindness can result if the plant's spiny projectiles strike a creature's eyes. A mature needleleaf may have sufficient needles to launch up to a dozen such attacks, a period of about ten days being required before the plant can manufacture a new supply of ammunition.

Size: 2'-8', 4-40 lbs.

Attributes: PER +1, DEX +2, SPD +2 (all other attributes negligible).

Ability Level: 3

Attacks/Damage: Needles: DR 2 at range of 10 feet (causes a painful burning/itching which causes a -5 to all Action Table rolls for up to 10 minutes that is resisted with a successful CON roll at -5)

Special Abilities: None

Armor: None

Hit Points: 4

Habitat: Temperate forests such as Elderwood and the Animate Forest

Neurozoid

Neurozoids are a rare and bizarre-looking form of ambulatory fungus found only in the Sulphur Swamps. These organisms resemble great masses of pulsating brain tissue. Despite appearances, the fungus is not a sentient entity. Neurozoids graze on slimes and moulds, moving slowly across the terrain. They are quite harmless, and in fact are of some use to horticulturists and gardeners.

Size: 1-4' diameter, 8-16 lbs.

Attributes:

INT -15	PER -5
WIL +0	CHA n/a
STR -10	DEX -2
CON +0	SPD -3

Ability Level: 1

Attacks/Damage: None

Special Abilities: None

Armor: None

Hit Points: 3

Habitat: the Sulphur Swamp

Parasol Tree

This colorful variety of giant palm tree is common to tropical rain forests and jungles. It is notable for its size (up to a hundred feet in height), and for its spreading crimson foliage, which resembles a great umbrella or parasol in shape.

Prism Plant

This rare variety of crystal dendron is found in certain woods and forests from the Stone Forest to the Glass Jungle. The plant is notable for the prismatic properties of its leaves and blossoms, which refract light in all the colors of the rainbow.

Collectors and botanists will often pay up to a hundred and fifty gold lumens for a healthy prism plant.

Prophet Tree

This rare and ancient variety of fruiting tree can be found in certain isolated woods and forests.

The tree produces a tempting red fruit which, when eaten, confers visions of future events. The nature of these visions is unpredictable; the portents may be favorable, unfavorable, or utterly incomprehensible. Overindulgence in the fruit of the prophet tree is said to lead to madness. The trees cannot be transplanted, and are difficult (-10) to cultivate from seeds or cuttings. The fruit is particularly perishable; losing its efficacy soon after it is picked.

Scarlet Sporozoid

The scarlet sporozoid is a blood-red variety of mushroom found only in dark, damp environs such as swamps, ancient crypts, and other regions. If disturbed or approached carelessly, the fungus will expel a cloud of crimson spores. Each of these tiny spores is a living, feeding organism that will greedily devour organic substances of any sort,

including hide, flesh, and even bone. The spores feed continuously until the unfortunate victim is dead, at which time new scarlet sporozoids begin growing from the unwitting host's corpse. Fire will kill a sporozoid or its malignant spores, though a medicinal purge is the preferred treatment for victims of a sporozoid attack. Radiant magical light, cast directly upon a scarlet sporozoid, will render it temporarily unable to expel its deadly spores.

Size: 2"-12", 1-6 oz.

Attributes: All negligible

Ability Level: 1

Attacks/Damage: Spores: DR 4 per round

Special Abilities: Rendered impotent by radiant light; spores harmed only by fire/acid/anti-parasitic purge

Armor: None

Hit Points: 1 (mushroom)

Habitat: Swamps, caves, and underground areas

Scimitar Bush

Scimitar Bush is indigenous to hills, plains, and wilderness regions. It is quite aggressive, and will lash out at creatures or individuals who approach too closely. In this respect, the plant is aptly named, for its leaves are as long and nearly as sharp as scimitars, and are capable of delivering a nasty wound. Unlucky creatures who happen to run into (or try to hide in) a scimitar bush may suffer up to a dozen attacks, and may be cut to ribbons. Scimitar bush is exceptionally rugged, and can survive even in such hostile regions as the Northern Plains or the slopes of Inferno.

Size: 3-7' in height, up to 6' in diameter

Attributes:

INT -15 PER -10

WIL -10 CHA n/a

STR +1 DEX -5*

CON +0 SPD -1

*when attacking; otherwise, DEX -15

Ability Level: 1-3

Attacks/Damage: Scimitar-like leaves: DR 4

Special Abilities: None

Armor: None

Hit Points: 12 +2 per Ability Level

Habitat: Continent wide

Sickleweed

This grassy plant grows wild in many wilderness areas, and is particularly common on the Monura Plains. It is named for its wiry, curved leaves, which resemble sickle-blades. A "blade" of sickleweed can, in fact, be used to saw through rope, cloth or similar materials in a pinch.

Silverthorn

A vine-like tree indigenous to the Northern Territories, silverthorn trees are huge, sprawling growths. Silverthorns are covered along their entirety, from the thick trunk to the thinnest twig, in innumerable razor-sharp thorns. Furthermore, the plant is covered in a layer of silver, gleaming bright along new growth or a tarnished grey-black along its older trunk and branches. This silver coating soaks up sunlight, funneling enough down inside the plant to sustain growth while simultaneously reflecting excess light into the shadowy undergrowth beneath. The shimmering bands of light and shadow around a silverthorn tree make it easy for predators to lurk in wait undetected. Such dangers must be taken into account by those who would seek to fell these trees for their metallic content and needle-like spines.

Sorcerer Tree

This rare coniferous tree is found only in isolated woodland regions. It is notable for its 'mantle' or dark green foliage which gives the tree the semblance of a tall, hooded man. The wood of the sorcerer tree is often used in the making of enchanted items, particularly staves and wands, and is thought to possess magical virtues. Dendrad and Chrysalid magicians habitually only use fallen or shed branches for such creations, increasing their rarity. The Imperions, however, were known to harvest entire copses of the tree drastically reducing their numbers. Rumors persist of a variety of magical items, including everything from wands up to an entire sailing vessel, made from Sorcererwood that are secreted away in hidden caches that the Imperions never shipped away.

Spider Moss

This parasitic plant is native to swamps, jungles, and woodlands across the continent. The plant is aptly named, for it resembles a 2-4 foot tall shambling spider, and is capable of moving about from one place to another in a slow (SPD -4) creeping fashion. Except as pertains to other forms of plant-life, spider moss is harmless. The Dendrads have learned to be wary of this plant, which is stubbornly aggressive and feeds on vegetable matter by injecting it with a caustic chemical solvent then absorbing the nutrients through its fibrous roots. It has long been thought that Spider Moss is not a natural form of life, but rather a sorcerous hybridization created in Imperion before the Exile of Man.

Size: 2-4' long

Attributes:

INT -15	PER +0
WIL +4	CHA n/a
STR -15	DEX -10
CON +0	SPD +0

Ability Level: 2-5

Attacks/Damage: Caustic spray DR 3

Special Abilities: None

Armor: None

Hit Points: 5

Habitat: Continent wide

Spiny Creeper

A large, thorny vine, spiny creeper can frequently be found coiled in upon itself, basking in the sun. However, this ambulatory vine can move about, undulating across the forest floor in search of prey. Sometimes mistaken for the giant constrictor serpis commonly found in jungle regions, spiny creeper is distinguished by the length of sharpened spiny thorns along its length. When constricting around prey, these thorns serve not only to give the creeper purchase, but also a means for draining the vital fluids of its victim.

Size: 6" to 10' long, 1 to 30 pounds.

Attributes:

INT -10	PER +0
WIL +0	CHA n/a
STR +5	DEX +5
CON +0	SPD +2

Ability Level: 1-19

Attacks/Damage: Vine lash/body slam DR 6;

Constriction DR 8

Special Abilities: None

Armor: None

Hit Points: 5 +2 per Ability Level

Habitat: Tropical jungles

Spitting Crocus

This noxious variety of wildflower is found in wooded and jungle regions of all sorts. The flower is named for its habit of "spitting" at creatures or individuals who pass within a five foot radius of its location; no doubt, an effective deterrent to creatures who might wish to devour its succulent and nourishing fruit. The plant's acidic spray can cause temporary blindness (lasting from 1-10 minutes), but generally does no permanent harm.

Size: 6" to 1' tall

Attributes: INT -15, SPD +1 (all other attributes are negligible)

Ability Level: 1

Attacks/Damage: Acidic spray DR 1 (can cause blindness for up to 10 minutes on a critical success)

Special Abilities: None

Armor: None

Hit Points: 1

Habitat: Continent wide

Stranglevine

Stranglevine, or hanging vine, is a rugged species of parasitic plant found along the Emerald River and many jungle and forest regions. In its native environment the plant is difficult to detect, for it intertwines itself in the branches of other trees and shrubs. When an animal or other creature passes within a few feet of a stranglevine, the plant sends forth a whip-like tendril in an attempt to ensnare its prey. If successful, the plant drops more tendrils about its victim, seeking to immobilize and strangle it in its tough, fibrous coils. Only the strongest creatures can hope to break free once entangled in this manner, for the vines are resistant to cutting and, to a lesser extent, burning. The plant's root system is far more

vulnerable to damage, though it can be difficult to locate in a crisis. Stranglevines draw nutrients directly from the decomposing corpses of slain victims, the remains of which often provide a grim clue as to the location of these dangerous plants. A mature stranglevine can have as many as six tendrils; an ancient plant, up to twelve.

Size: 10'-80'+, 1 lb. per ft.

Attributes: STR +3, SPD +1 (all other attributes are negligible)

Ability Level: 3-5

Attacks/Damage: Constriction: DR 9 per round, one attack per tendril

Special Abilities: Limited motility

Armor: Tendrils, tough bark PR 4; Roots, None

Hit Points: Tendrils: 6 points each; Roots: 8

Habitat: The Emerald River and surrounding areas

Suldrad

The Suldrad are a form of sentient tree that claim to be the oldest sentient race in Celadon. In most respects, the Suldrad resemble large, ancient, deciduous trees that inexperienced observers can easily mistake for more common varieties of vegetation. Close examination, however, will reveal the gnarled facial features characteristic of the Suldrad. Although capable of speech and of moving their upper branches at will, the Suldrad are a stationary species who must remain rooted to the soil. They are capable of communicating with other forms of plant life using a quasi-magical form of telepathy as well as the secret language of Plants. Through these means they are able to learn much of what transpires in what they perceive as their domains. As Suldrad are capable of living for centuries, they often possess a great deal of knowledge and wisdom.

Size: up to 40 feet in height and several hundred pounds

Attributes:

INT +10	PER +6
WIL +6	CHA +2
STR +6	DEX -3
CON +5	SPD -5

Ability Level: 10-60

Attacks/Damage: Limb, DR 6; Roots: grapple or trip

Special Abilities: Communicate telepathically with nearby plants and trees (range: 1000 feet per Ability Level)

Armor: Thick Bark, PR 3

Hit Points: 10 + 2 per Ability Level

Habitat: Throughout Celadon

Sulphur Tree

This acrid-smelling tree is notable for its bright yellow foliage, bark and roots. Sulphur trees are highly flammable, but are of no use as tinder, for the reason that they give off a noxious smoke. The tree is found only in the Sulphur Swamp where it grows abundantly.

Tanglewood

A giant, animate variety of deciduous tree, Tanglewood has long been noted for its singularly malicious tendencies. These trees seem to possess the instincts of a deranged killer and will attack anything that comes within the reach of its coiling branches. This attack customarily occurs as attempt to ensnare a creature or object and lift it high above the ground. The victim or object is then held until the onset of the winter months when the tree sheds its leaves. At such a time, anything that the tree still holds in its branches is dropped to the ground. Creatures held aloft often slowly expire due to hunger, thirst, or exposure to the elements. It is unknown whether the tree does this for the small nutritive benefit of the decomposing bodies or simply a murderous intent.

"Viridian's Florilegium," an authoritative work on horticulture and Botanomancy, warns against any attempts to cultivate these trees either from seeds or cuttings. To quote the author, "Cuttings made from the Tanglewood tree display an alarming degree of animation and perhaps even sentience. If transported in a glass container, the stems expand until the glass cracks under pressure; if a metal chest is used, the cutting will sprout root-like tendrils which actively seek egress through keyhole, hinge, or any other small aperture; wood is similarly ineffective as the

plant's tendrils seem capable of penetrating this substance as if by osmosis. The seeds of the Tanglewood are, first of all, difficult to obtain: the tree makes its seeds but once each year, dispersing the spiny pods into the air within hours of their appearance. More importantly, the seed-pod explodes from the internal pressure generated by germination, sending its four-inch spines hurling through the air like deadly missiles. The force of the seed-pod's explosion is sufficient to shatter glass, crystal, or wood containers, and to blow open all but the sturdiest or largest metal chests; at close range, the pod's spines can penetrate even metal armor."

Size: 25'-50' tall; weight unknown

Attributes:

INT -10	PER +0
WIL +0	CHA +0
STR +3	DEX +0
CON +0	SPD +1

Ability Level: 3-4

Attacks/Damage: Entangling tendrils DR 6;

Seed-pod explosion DR 12

Special Abilities: Entangle, STR check at -2 to escape

Armor: Tough Bark PR 5

Hit Points: 30-40 plus tendrils have 8 points each

Habitat: temperate forests, woodlands, sub-tropical swamps

Thornwood

A giant species of vine, Thornwood can be found in regions across Celadon. The tough spiny branches of the thornwood are highly resistant to both fire and cutting implements normally used for clearing brush; furthermore, the prodigious rate of growth of this vine leads most to describe it as a nuisance. Although it can be used as an efficient hedge to surround a property, providing a measure of both privacy and security, the constant need to keep the plant from over-growing its bounds and taking over the rest of the landscape often discourages any but the Dendrad from using it for this purpose.

Venomwood

The venomwood tree is a rare variety of tropical plant found on the southern and western coasts of Celadon. Its wood exudes a virulent poison that is thought to protect the tree from boring insects and root grubs. The Manrak and some Dendrads frequently make "poison arrows" (as they are most aptly called) from the branches of the venomwood. Victims hit by a poison arrow first experience searing pain in the area surrounding the wound, followed swiftly by a noticeable loss of strength. Unless an antidote can be obtained, even the slightest wound from a poison arrow will result in death within two to eight hours.

Violet Creeper

Violet creeper is a species of ambulatory shrub native to temperate forests and jungles. It is easily recognized by its dense purple foliage and can reach a height of up to seven feet. Inactive by day, this shrub uproots itself at night and creeps about, searching for warm-blooded prey. When it comes upon a sleeping or helpless creature, the creeper sends forth a dozen or more wormlike shoots that exude an anesthetizing fluid. The plant then roots itself in the hapless victim and feeds on its vital fluids, leaving the area just before the light of day. If attacked before it is finished feeding, a violet creeper will shamle away.

Unlike most forms of plant life, violet creepers have a fair degree of intelligence and are capable to some extent of reason. They fear fire and will flee if threatened with torches or magical flame. If one approaches during daylight, it is supposedly possible to uproot young violet creepers and take them into captivity, though one should exercise caution with regard to the transplanting and maintenance of these shrubs, especially during the evening hours. Many Dendrads keep a small copse of violet creepers as mobile roaming guardians near their homes in much the same way that Imperions keep guard animals.

Size: 3'-7' tall, 60-250 lbs.

Attributes:

INT -3	PER +0
WIL -9	CHA -17
STR -1	DEX 0
CON -1	SPD -1

Ability Level: 1-3

Attacks/Damage: Blood Drain, DR 2 per minute

Special Abilities: Shoots exude anesthetizing fluid (attacks cannot be felt)

Armor: Bark, PR 2

Hit Points: 2, +2 per Ability Level

Habitat: Temperate forests, jungles, marshlands

Viridia

A hybrid plant with many practical uses, viridia was developed in ages past by the legendary botanomancer, Viridian. Seeking to create the ideal cultivated plant, Viridian spent over forty years isolating, categorizing and combining plant essences. The result of the fabled magician's labors was a plant of uncommon virtues. All parts of the viridia plant are useful. The root is a nutritious tuber, and can be ground into flour for baking. The tree discards a fourth of its older branches once a year, yielding a plentiful supply of wood for construction or fuel. The young leaves can be boiled to make an herbal tea, and the old ones used as roofing material or compost. The viridia's six foot-long pods are of use as one-man skiffs and the fibrous down found in these pods can be woven into a fine, supple linen. Perhaps one of Viridian's finest achievements, the viridia plant is not without certain minor flaws. Developed to be hardy and long-lived, viridia grows with wild abandon, sometimes forcing out other forms of vegetation. Viridia bark is resistant to fire, and its root system grows so deep in the soil that the plant is practically impossible to remove or kill once it has attained a height of four feet or more.

Wavering Sunblossom

This colorful wildflower is found primarily on the Monura Plains, where it grows in great abundance. The flower derives its name from its uncanny propensity to shift in color, according to the prevailing breezes. There are few sights as breathtaking as a field of wavering sunblossoms, fluctuating in myriad hues with the movement of the wind. The rich nectar of the sunblossom is a staple of the Chrysalid diet, and it is not uncommon to find at a band of Chrysalid workers harvesting nectar from them. However, the sunblossom is a strangely delicate plant, resistant to transplantation and cultivation.

Whipweed

This insidious plant grows both on land and underwater, and can be found across much of the continent. It can cover large areas in a fairly short amount of time, and is quite dangerous. Individuals or creatures attempting to pass through a patch of whipweed will be instantly attacked by dozens of slashing, leafy tendrils (damage: d8 per round). Whipweed is easily mistaken for common plainsgrass; an error which may yield fatal consequences.

Whitewood

Whitewood is an ivory-colored variety of coniferous tree found in mountainous, hill and forest regions. The handsome wood of this tree is prized by woodcarvers for its ornate beauty and durability. Both the Aeriad and the Chrysalid favor whitewood for use in the making of staves and bows.

Willowood

This tree, with its characteristic hanging foliage, is native to the banks of rivers, lakes, and swamps. The flexible twigs of the willowood are used in the weaving of baskets, mats, and furnishings of various sorts.

Yellow Aqueor

A giant species of kelp that can grow up to five hundred feet in length, yellow aqueor is an important natural resource for the Yellow Aeriad, who consider it the most useful of all sea-plants.

The aqueor's massive trunk, cut into sections and dried in the light of the Green sun, takes on tensile strength comparable to good hardwood. The leaves are edible, and the fibrous stems can be used to make rope, parchment, mats, baskets, and even a type of coarse cloth. Furthermore, all products derived from the yellow aqueor are highly resistant to rotting and water-logging.

Yellow Stickler

The yellow stickler is a peculiar plant native to various temperate forest and jungle regions of Celadon. Standing up to five feet in height, the stickler's long, golden leaves exude a remarkably adhesive sap. The plant feeds on insects of all sorts which become stuck to its leaves and eventually die. The decaying insect then provides nutrients which the plant absorbs by the process of osmosis.

Fauna

Arbolest

A species of giant herbivore, the arbolest carries on its back a large armored shell constructed of wood and stone into which it can draw its scaled and slimy body. This shell is pierced at one or more locations by large protruding tubes, typically formed from a log coated in the slime of the arbolest and allowed to harden. Typically feasting on low-lying plants and grasses, the arbolest invariably consumes large chunks of rock and soil as well. These indigestible clumps are shifted by means of excretory tubes into the logs, where, after building up an explosive mass of digestive gasses, they are expelled at great speed and with astounding force.

Size: 3-5 feet high, 4-6 feet long; 25-100 pounds

Attributes:

INT +0	PER +1
WIL +0	CHA n/a
STR +2	DEX +2
CON +6	SPD +1

Ability Level: 3-5

Attacks/Damage: Hurling stone, DR 6T, attacks at SPD +6

Special Abilities: None

Armor: Thick shell, PR 5, can withdraw into shell at SPD +6

Hit Points: 16 +2 per Ability Level

Habitat: Forests in the Southern Territories

Avir

Avir are the most common of avians and are found throughout the continents. They nest in treetops and feed on insects, fruit, and seeds.

There are hundreds of different varieties of avir, ranging widely in color and native habitat. The more colorful varieties are valued for their feathers, which are used for decorative purposes and in the making of ornamental attire.

Size: Wingspan averages from 1'-4', 2-8 lbs.

Attributes:

INT +0	PER +3
WIL -2	CHA n/a
STR -10	DEX +12
CON -8	SPD +12

Ability Level: 1

Attacks/Damage: Beak DR 1T, Talons DR 1T

Special Abilities: Flight

Armor: None

Hit Points: 1

Habitat: World wide

Brown Leech

Perhaps the most common specimen of leech in Celadon, the brown leech has striped brown and sepia skin and a small pin-like head. The bite of the brown leech numbs its victim so that the leech can feed unobtrusively.

Size: 1" to 6" long, 1 to 6 oz.

Attributes:

INT -15	PER +1
WIL -3	CHA n/a
STR +0	DEX +0
CON +2	SPD +1

Ability Level: 1

Attacks/Damage: Blood Drain DR 1/day

Special Abilities: Anesthetic bite

Armor: None

Hit Points: 1

Habitat: Swamps, jungles, rivers

Caravan-bugs

Caravan-bugs are social insects native to Celadon's temperate woodlands and semi-tropical forests. These tiny (1-2 inch tall) creatures travel in bands of as many as two hundred individuals, carrying small parcels of food and other goods wrapped in leaves and strapped to their backs.

Surprisingly intelligent (INT -6), caravan-bugs have a primitive language of sorts and are known to trade with others of their kind; some caravans are said to have regular dealings with such creatures as Dendrads and Manrak, trading nut-husks of blossom nectar and rare herbs for tiny quantities of spices, roasted meats, and other delectables. If threatened, the male bugs will protect the members of their band using sharpened twigs to stab at their attackers. Otherwise, they are generally benign.

Size: 1-2" long; 1 oz.

Attributes:

INT -6	PER +5
WIL +0	CHA n/a
STR -2	DEX +8
CON -10	SPD +9

Ability Level: 1

Attacks/Damage: None

Special Abilities: Limited language

Armor: None

Hit Points: 1

Habitat: World wide

Chig

Most destructive of all Celadian insects, the chig is native to wastelands and wooded areas world wide. Prodigious leapers, they are able to span distances of up to ten feet at a single bound. Their curved pincers are capable of piercing all but the toughest types of hide. Chigs usually prey on small avians, reptiles, and vermin, and in this respect they are sometimes beneficial to Celadians.

They are seldom found in numbers, except at such times when it is their nature to spawn, which occurs once every six or seven years, on the average. When spawning, chigs reproduce at such a frightening rate that massive swarms can appear practically overnight. It is then that chigs are most dangerous, for in large numbers they will attack and devour all living creatures in their path. Such infestations generally last three days, after which most of the newly-spawned chigs suddenly die.

The discovery of a bloated, egg-laden chig is often the only warning that a spawning is about to occur in a given region.

Size: 6" long; 8 oz.

Attributes:

INT -15	PER +6
WIL +0	CHA n/a
STR -2	DEX +11
CON -10	SPD +11

Ability Level: 1

Attacks/Damage: Bite DR 3T

Special Abilities: None

Armor: None

Hit Points: 1

Habitat: Wilderlands continent wide.

Crag Spider

Crag spiders are monstrous, twelve-legged predators that make their lairs amidst cliffs, caves, and abandoned ruins. They are frightful looking creatures, the largest reported specimens measuring over fifteen feet across. Their bodies are covered with glistening scales, their horrid visages marked by rows of cold, unfeeling eyes and venomous fangs. Like common arachnids, the crag spider is able to produce strands of webbing from its abdomen.

Its usual method of capturing prey is to simply wait until a victim becomes ensnared in its sticky web, whereupon the spider will leap forth and entangle the unfortunate creature in more webbing. This done, the crag spider injects its prey with a potent, paralytic venom. Once its venom has taken effect, the spider injects the victim with gastric fluids. These have the effect of slowly dissolving the victim's inner organs into a liquid, upon which the crag spider can later feed, at its leisure.

Crag spiders are notoriously difficult to kill, the undersides and eyes being the only truly vulnerable areas on these creatures. They are surprisingly swift and agile for their size, and can climb even the sheerest surfaces with ease. Crag spiders are also quite intelligent, and are capable of moving with great stealth. The multiple eyes which these creatures possess function well in darkness, but are believed to be incapable of discerning details or small objects with any degree of accuracy.

Size: 15' + from end to end, 300+ lbs.

Attributes:

INT +0	PER -1
WIL +0	CHA n/a
STR +4	DEX +2
CON +5	SPD +2

Ability Level: 2-8

Attacks/Damage: Bite DR 8T + paralysis (successful CON roll to resist duration: d20 minutes), Web: entangle (successful STR roll to break free)

Special Abilities: Night vision, superior climbers, web-spinning, stealth +12

Armor: PR 4/5/5 (eyes and underside: none)

Hit Points: 20 +4 per Ability Level

Habitat: Mountains, caves, chasms, wastelands

Demons

Demons are creatures of destruction, having no morality, and no sense of good or evil. They are agents of entropy, no more "evil" than a disease or a hurricane. They are part of the grand scheme of the Omniverse, their chaos and destruction perfectly balancing the ordered creation of the elementals. They are, as the Archaen scholar Thystram put it, "anti-elementals." Abilities and limitations common to all demons include:

Speaking in Tongues: Demons may evince this talent to a greater or lesser degree, based on their age, intelligence and degree of power.

Immunity to Non-Magical Harm: Demons are immune to harm by non-enchanted weaponry, with the exception of silver weaponry. Non-magical weapons of this type inflict full damage vs. demons, and enchanted weapons of these types do full damage plus any magical bonus that they possess. Weapons imbued with elemental properties inflict double damage against demons of opposite nature.

Susceptibility to Opposing Elemental Forces: Demons comprised of elemental energies such as fire, water, and earth take double damage from elemental attacks of opposing nature, such as a fire-based attack made on a water-based demon.

Detect Living Presences: Due to the antithetical nature demons possess in regards to natural life energies, they are capable of detecting living presences at a distance (up to several hundred feet, depending on the type of demon).

Primal Dissolution: When destroyed, a demon's physical form returns to the inanimate substance it was before the demon inhabited it. For example: Smoke demons will dissipate into thin air, rock demons will crumble to dust, and lava demons will collapse into a pool of molten rock. Amid the remains will be the demon's heartstone - a black diamond possessed of magical qualities, one carat per Ability Level of the departed demon.

Demonic Forms: In their "natural" state, demons have no physical form, being a swirling maelstrom of negative elemental energy. Demons derive their physical form from their environment, taking whatever elemental substance is at hand and perverting it to their own use. Thus there are as many types of demon as there are elemental substances.

Aqua Demon

Aqua demons (or sea demons, as they are sometimes known) are the curse of ocean-going vessels and aquatic life, aqua demons are sometimes known to infest tropical isles, coral reefs, and sunken ruins. They are practically invisible in water, and they possess the ability to

change into liquid form or create whirlpools and dangerous undercurrents. Aqua demons are uncomfortable out of the water and are pained by heat and fire.

Size: 7'-7'8", 300-450+ lbs.

Attributes:

INT +2	PER +2
WIL +6	CHA -6
STR +7	DEX +1
CON +10	SPD +4*

*in water; SPD -4 on land

Ability Level: 4-11+

Attacks/Damage: Claws: DR 13S, two attacks

Special Abilities: Aquamancy or Dark Arts with four Modes at Ability Level, almost invisible in water (-8 to detect), adopt liquid form, create whirlpools and undercurrents.

Armor: Elemental water, PR 1/3/3

Hit Points: 22

Habitat: Extra-planar, seas, oceans

Drought Demon

These ghastly entities resemble emaciated, horned humanoids with hideously wrinkled brown hide. They are generally found only in arid regions, though groups of drought demons that wander into fertile areas can turn such places into barren wastelands. Drought demons emanate an aura that can kill all types of plants and fungi, turning arable land into desert. The deadly touch and bite of these demonic entities can quickly drain the moisture from a living creature's body, leaving behind a dry, desiccated husk. Drought demons are vulnerable to life-based magic, such as healing spells and spells of Natural Magic that encourage the growth of plants.

Size: 6'6"-7', 75-100 lbs.

Attributes:

INT +5	PER +3
WIL -3	CHA -6
STR -3	DEX 0
CON +4	SPD -1

Ability Level: 3-10+

Attacks/Damage: Claws: DR 6S, Bite: DR 4T, both attacks also inflict dehydration damage equal to the demon's Ability Level.

Special Abilities: Aura of drought with a radius equal to 5' times the demon's Ability Level (small plants and fungi wither and die within a matter of minutes, larger plants can take several hours to die)

Armor: Papery Hide, PR 2/1/2

Hit Points: 20

Habitat: Extra-planar

Earth Demon

Earth demons are negative elemental entities that sometimes gain access to the Celadian reality through rifts in the dimensional fabric. In repose, they may be mistaken for great, craggy boulders. Such is not the case when an earth demon chooses to move, for these creatures can tunnel through earth and stone at will, producing a substantial amount of seismic activity, noise, and dust. Earth demons subsist on a diet of rocks and minerals, voiding gemstones, which they cannot digest. They possess an aversion to water and strong winds, and are susceptible to spells of Aeromancy, which do twice the normal damage vs. Earth Demons.

Size: 6'-6'2", 1,000+ lbs.

Attributes:

INT -1	PER -2
WIL +5	CHA -6
STR +8	DEX -5
CON +10	SPD -2

Ability Level: 6-13

Attacks/Damage: Fist: DR 19B; six limbs, up to three attacks

Special Abilities: Elemental Magic (Geomancy) or Dark Arts with four Modes at Ability

Level; pass through earth and stone at will

Armor: Stony exterior, PR 8/8/8

Hit Points: 40

Habitat: Extra-planar

Lava Demon

These entities resemble smoldering, misshapen hulks, essentially humanoid in form, but comprised of magma. They stand up to eight feet in height, and leave deep, smoking footprints in their wake. Lava demons emanate heat and toxic vapors, and can immolate flammable objects by

touch. They experience discomfort from cold, and from water.

Size: 6'-8', 750-1,000 lbs.

Attributes:

INT +0	PER +0
WIL +6	CHA -6
STR +7	DEX -2
CON +10	SPD -2

Ability Level: 3-10+

Attacks/Damage: Fist: DR 16B

Special Abilities: Elemental Magic (Pyromancy: Magma) or Dark Arts with four Modes at Ability Level; ignite combustibles by touch; emanate intense heat and toxic vapors in a 10' radius (victims must make a CON roll or suffer a -4 penalty on all combat rolls due to heatstroke and nausea).

Armor: Magma Crust, PR 4/4/6

Hit Points: 42

Habitat: Extra-planar

Plant Demon

Plant demons (also known as plant grues or woodgrues) are entities who feed upon the life energies of plants, trees, and other living things.

Passing through gates or holes in the dimensional fabric, these insidious creatures follow the root systems of ancient trees upwards into the material plane, drawn to the life-force that emanates from woodland regions. Here, a plant demon will establish its lair, typically in the bole of a large, dead tree. Once it has established itself, the demon will begin to absorb elemental energies from the life-forms that inhabit its surroundings, with deleterious effects. All forms of vegetation within the plant demon's sphere of influence will gradually mutate, wither, and die; living creatures will begin to fall sick, developing strange ailments or aging at an unnaturally rapid rate. Meanwhile, the demon grows in power, as it absorbs the life energies of its victims.

Size: 4'-5', 70-90 lbs.

Attributes:

INT +5	PER +6
WIL -2	CHA -6
STR -3	DEX -2
CON +3	SPD -1

Ability Level: 3-10

Attacks/Damage: Touch: DR 2T per Ability Level (successful CON roll to resist results in half-damage); or as per spell-like ability employed

Special Abilities: Natural Magic or Dark Arts with four Modes at Ability Level; regenerate damage from non-enchanted weapons (two points per level, per round); sense living things (range: 100 ft. per level); susceptible to fire (inflicts double damage)

Armor: Bark, PR 4/3/4

Hit Points: 30

Habitat: Extra-planar

Pyro Demon

Pyro-demons are fearsome entities that emerging from fissures in the earth and from volcanoes. Pyro-demons are highly volatile in nature and are prone to violent and destructive behavior. These fierce creatures are comprised of solid flame and are sometimes mistaken for devils by inexperienced observers. They are able to breathe fire or smoke at will, and they can ignite combustibles at a touch. The presence of a pyro-demon is seldom difficult to discern, for the creatures radiate a good deal of heat and give off a stench of burning sulfur. Pyro-demons possess an extreme aversion to water, which can be fatal to them, and to cold, which causes them great discomfort. They are also susceptible to spells of Aquamancy.

Size: 6'10"-7'2", 260-300+ lbs.

Attributes:

INT +1	PER +1
WIL +7	CHA -6
STR +6	DEX +2
CON +9	SPD +3

Ability Level: 3-10

Attacks/Damage: Claws: DR 12S, Tail: DR 10T, Fiery breath: DR 12

Special Abilities: Pyromancy or Dark Arts with four Modes at Ability Level; ignite combustibles by touch; breathe fire or smoke at will

Armor: Scaly hide, PR 2/2/2

Hit Points: 36

Habitat: Extra-planar

Slime Demon

These squat, brutish entities resemble misshapen horned humanoids seven to eight feet in height, their bodies dripping with muck and mire. They emit a horrible stench reminiscent of decaying vegetation and brackish water, and leave a trail of brownish green slime in their wake. Slime demons kill by engulfing their victims within their viscous forms, where they are eventually dissolved and assimilated into the demon's own substance, a sight said to be horrific in the extreme as the victim's struggles are visible within the murky depths of the creature. They are most often found in swamps and bogs, or along the banks of lakes and rivers. Slimes demons are susceptible to fire-based attacks.

Size: 7'-8', 400-500 lbs.

Attributes:

INT -1	PER +1
WIL +6	CHA -6
STR +7	DEX -2
CON +10	SPD -1

Ability Level: 5-13+

Attacks/Damage: Slam: DR 8B, two attacks

Special Abilities: Caustic Embrace (if the slime demon succeeds in making two consecutive slam attacks on the same target, in the same round, that target is completely engulfed by the demon. The victim starts to drown and dissolve in the demon's foul form, taking damage each round equal to the demon's Ability Level. The demon can still continue to fight normally while engulfing a victim, and all the victim's actions are penalized with a -4 penalty)

Armor: Crusted Muck, PR 1/1/2

Hit Points: 36

Habitat: Extra-planar

Storm Demon

Storm demons are frightful winged entities that radiate negative electrical and elemental energies. They are able to cause wind, rain, and thunder, and can hurl shards of lightning like javelins. Their very touch is sufficient to electrocute lesser creatures, metal armor affording no protection from this form of attack. Groups of storm demons acting in concert are purported to be able to create tempests sufficient in intensity to capsizes even the

largest sea vessels. They are powerless to affect structures of earth or stone, however, and are susceptible to damage from spells of Geomancy.

Size: 7'6"-8', wingspan 20'+, 600-700 lbs.

Attributes:

INT +1	PER +2
WIL +7	CHA -6
STR +7	DEX +1
CON +10	SPD +7*

*in air; SPD -3 on ground

Ability Level: 8-15

Attacks/Damage: Thunderbolt: DR 3 per Ability Level (range: 10 ft. per level), or Touch: DR 2 per Ability Level (electrical damage, no protection from armor)

Special Abilities: Aeromancy or Dark Arts with five Modes at Ability Level, flight, hurl thunderbolts (one per Ability Level, per day)

Armor: None

Hit Points: 45

Habitat: Extra-planar

Depredator

Depredators are monstrous, one-eyed avians thought to be created through biomantic hybridization by the ancient Archans to combat Manrak. Their powerful forms are encased in an exoskeleton of dark purple chitin that confers virtual immunity to claw and fang. Their long, serpentine tails terminate in a knot of spikes resembling a mace and they are equipped with sharp fangs and curved horns. The depredator's metabolism allows it to regenerate at an astounding rate. Depredators are strong flyers who prefer to prey on other avian or insectoid species. Depredators are forever gliding on the winds in search of prey, alighting on the ground only to mate and lay eggs. They will dive down and snatch prey from the ground, but only in areas that are clear of trees or other ground cover.

Size: 8+ ft., 700+ lbs.

Attributes:

INT -2	PER +2
WIL +3	CHA -5
STR +7	DEX +2
CON +7	SPD +6*

*airborne; +1 on land

Ability Level: 1-12

Attacks/Damage: Bite DR 8T, Claws DR 10S,
Tail DR 16B

Special Abilities: Regenerate 2 hit points per
round

Armor: Armored exoskeleton, 4/5/5 points

Hit Points: 18, +2 per level

Habitat: Skies above Celadon

Dragons and Wyrms

Naturalists divide dragons into two types: the great dragons, which are now quite rare, and the generally less-imposing larval form known as wyrms. All begin life as larval wyrms, which look like legless newts covered with segmented, exoskeletal carapace. They hatch from eggs, deposited and abandoned in subterranean tunnels and caverns by the fecund females of the species. The wyrms emerge from their rock-like egg casings in a foul mood, their only thought to obtain food. If they are captured and cared for at this stage, it is sometimes possible to tame and train the vicious little beasts. The rock-like eggs of dragons can lay dormant for centuries before hatching – a fact that has resulted in a number of unfortunate accidents throughout history.

Land Dragon

Land dragons are massive reptilians indigenous to the Northern Plains and Southern Savannahs.

The largest and most powerful of these creatures are known to attack raknid colonies, tearing through the fibrous hives in search of juicy eggs and larvae. Land dragons are often captured and “broken” by the Manrak, who use them in warfare. Aggressive by nature, the giant quadrupeds are well-suited to this type of activity, and can easily batter down stone fortifications.

Size: 40’-50’+, 6-10 tons

Attributes:

INT -9	PER -5
WIL +8	CHA n/a
STR +12	DEX -4
CON +8	SPD -3

Ability Level: 6-12

Attacks/Damage: Bite: DR 22T, Trample: DR 28B, Tail: DR 32B, Battering Attack: DR 42B

Special Abilities: Impervious to heat and flame

Armor: Body plates, PR 8/8/8; thick hide
underside, PR 5/3/3

Hit Points: 75

Habitat: Wilderlands

Glass Dragon

Sinuous crystalline reptilians found in the regions of the Stone Forest and the Glass Jungle, the transparent nature of the glass dragons can make them difficult to see whether they are lurking amongst the foliage or hovering aloft. Although not capable of true flight, glass dragons are able to hoist themselves into the air where they spend part of each day basking in the light of the Green Sun. From this position, Glass Dragons can often see prey approaching long before they are seen. Once an unwitting victim traverses beneath one, the dragon will plummet to the ground with great speed, pinning their prey to the ground with their bulk. Once prey is so trapped, the Glass Dragon can then bite off the tenderest parts at its leisure. The multi-faceted eyes of these creatures are made of exquisitely clear diamonds – a fact that frequently draws hunters seeking to make their fortune.

Size: 60’-70’, 6-10 tons

Attributes:

INT +0	PER +6
WIL -1	CHA -1
STR +7	DEX +5
CON +5	SPD +4

Ability Level: 10-25+

Attacks/Damage: Bite: DR 25T, Constrict: DR 17B per round, Slam DR 30B

Special Abilities: Immunity to poisons; limited flight (at SPD -5), hover aloft for an hour per

Ability Level

Armor: Glass and crystal Scales, PR 5/4/4

Hit Points: 75

Habitat: the Stone Forest and the Glass Jungle

Sea Dragon

The sea dragons of Celadon are great serpentine creatures covered with iridescent green scales that dwell in deep waters around both continents. The bane of oceangoing vessels, they

are capable of crushing the hulls of even the largest ships in their coils, and they are attracted by disturbances in the water, which they can sense from miles away.

Sea dragons are not particular with regard to their eating habits. A remarkable attribute of sea dragons is their ability to ingest materials of all sorts without suffering apparent harm; stories of this sort may be responsible for the accounts of sea dragons keeping stores of sunken treasure, a belief that is without basis in fact.

Sea Dragons are also noted for their keen intellect and ability to converse in the tongues of civilized creatures. Some savants posit that this is because the Sea Dragon is capable of traversing the Aetherial Sea where it learns all manner of things; Sea Dragons do not dispute this claim, but neither do they often spend time talking when their hunger is upon them.

Size: 50'-60', 6-10 tons

Attributes:

INT +2	PER +3
WIL +1	CHA -3
STR +9	DEX -3
CON +6	SPD +2

Ability Level: 8-16+

Attacks/Damage: Bite: DR 25T, Constrict: DR 19B per round

Special Abilities: Swallow man-sized prey whole (on critical success); converse in ancient tongue; immunity to poisons

Armor: Scales, PR 6/5/5

Hit Points: 86

Habitat: Seas and oceans of Celadon

Wyrmm

Wyrmmms are not a true species of creatures, but are actually the larval young of great dragons. Though they are quite uncommon, wyrmmms may be found throughout most areas of the known world. Like great dragons, wyrmmms are reptilian in appearance. Their bodies are covered with a scaly hide that ranges in color from dark grey to black. The head and upper carapace are protected by rows of sharp spines, occasionally augmented with barbs or crests of hard, chitinous material. Unlike their adult counterparts, wyrmmms are wingless, and have neither legs nor arms.

Upon hatching, a young wyrmm will usually measure close to ten feet in length, and will weigh nearly 400 lbs. These hatchlings grow at the rate of approximately one foot per year, attaining maximum length and weight (20 feet, 2000+ lbs.) after about ten years. Young wyrmmms spend all their time burrowing beneath the earth and feeding on all sorts of subterranean creatures. They are the particular bane of burrowing Raknids, Manrak, and Chrysalids, and often invade the underground fortresses and hideouts of these humanoids. The disappearance of Chrysalid mounds in the Northern Territories is occasionally attributed to wyrmmms.

After the ten-year growing period has passed, wyrmmms instinctively begin to search for an isolated cave or cavern in which to hibernate. Once a suitable place has been found, the wyrmm will encase itself in a "cocoon" made of earth and small stones. A long period of hibernation (some say 50-60 years) then ensues, during which time the wyrmm gradually undergoes a strange metamorphosis. After the period of hibernation is concluded the former wyrmm emerges, transformed into a great dragon.

Though wyrmmms are not adult creatures, they can be most dangerous. Their powerful jaws are capable of inflicting horrible wounds, and can penetrate even plate armor with little difficulty. Wyrmmms are also able to wrap around victims, and crush them in their coils. Unlike adult great dragons, wyrmmms are fairly unintelligent, and act more through instinct than conscious thought. They attack only in order to appease their constant urge to feed, and will break off combat in order to devour slain or fallen individuals or creatures. As feeding is their only real motivation, wyrmmms will seldom retreat from a combat situation. The chitinous carapaces of wyrmmms are said to be useful in the making of high-quality shields. A typical wyrmm will yield materials sufficient to create one or two shields.

Size: 10-20 ft., 1,000-2,000 lbs.

INT -3	PER +3
WIL +1	CHA -3
STR +4	DEX +0
CON +4	SPD +2

Ability Level: 2-8

Attacks/Damage: Bite DR 7T; Constriction DR 12B per round

Special Abilities: Burrowing: 10 ft. per minute

Armor: PR 7/7/7

Hit Points: 20 + 2 per ability level

Habitat: Subterranean

Dragonfly, Iron or Silver

The Iron Dragonfly is a species of insectoid that is native to certain tropical jungles and rainforests on the Celadian continents. The creature is named for its iridescent wings and carapace, both of which contain high concentrations of a substance similar to blue iron. Adult specimens can grow to a length of up to four feet, and attain a wingspan in excess of sixteen feet.

The male of the species is deep metallic green in color, and evinces a lustrous sheen. Females tend to be less colorful, ranging from dull blue to grey in hue. They lay their eggs in water, the young emerging from their sacs as vicious, six-inch larvae. Iron dragonflies feed primarily on serpis, avir, and varieties of insectoids. They are very aggressive, however, and have been known to attack larger prey, such as humanoids and some of the slower avian species. Their preferred method of attack is to dive upon prey from above. They then hold the victim in place with their spiny legs while they attempt to crush the victim's head and neck with their powerful mandibles. These creatures also augment their diet by sifting bits of iron ore from streams and ponds. This appears to be beneficial to their digestive processes.

Iron dragonflies are among the swiftest and most maneuverable of all air-borne creatures. They are able to hover in place, and they can change direction with startling speed. The Chrysalids use the delicate but durable wings of dead dragonflies to make exquisite ornamental swords and cutlasses. It is possible to derive as much as two pounds of raw blue iron ore from the body of an adult iron dragonfly, though the process is said to be tedious and time consuming. A sub-species, known as the silver dragonfly also exists, but

possess a mixture of both silver and magical quicksilver in its veins.

Size: Up to 4 feet long, with a wingspan of up to 16 feet.

Attributes:

INT -8	PER +3
WIL +0	CHA n/a
STR -2	DEX +9
CON -2	SPD +9

Ability Level: 1

Attacks/Damage: Bite DR 3T

Special Abilities: Hover; change directions with great speed.

Armor: None

Hit Points: 2-5 points.

Habitat: Tropical forests, jungles and swamps

Dragonfly, Iron (Giant)

Nearly identical to the common lesser Iron Dragonfly, the Giant Iron Dragonfly is a giant version bred long ago by the Chrysalids. Numerous Giant Iron Dragonflies have, over the years, found their way to freedom. In the wilderness, they have been able to thrive by preying on lesser creatures. Most commonly, however, they are found in use by the Chrysalids as aerial mounts.

Size: Up to twelve feet long, with a wingspan of up to fifty feet.

Attributes:

INT -6	PER +5
WIL -1	CHA n/a
STR +4	DEX +6
CON -2	SPD +5

Ability Level: 4 to 16

Attacks/Damage: Bite DR 8T; Tail bash DR 4B

Special Abilities: Hover, change directions with great speed

Armor: Chitin PR 3/4/4

Hit Points: 10 + 2 per Ability Level

Habitat: Temperate to tropical forests and jungles

Elementals

Sub-elementals are lesser entities that originate from the elemental plane. On their home plane, these elemental beings blend into their

surroundings, adopting the forms of trees, boulders, pools of mud, clouds of mist or dust, sand dunes, wisps of smoke, or other aspects of nature. Close examination will reveal that these seemingly innocuous substances are alive and capable of movement and speech.

Lesser elementals begin life as minor elementals, growing in size and power with the passage of time. Those who are able to survive and prosper for many thousands of years may eventually attain the stature of greater elementals. Servants of the elemental avatars, they help to invest the myriad worlds of the material world with the creative force of nature.

Viridian's fabulous topiary palace, located in the Garden of Celadon, was said to have been built by a pair of plant sub elementals who completed the construction in less than a day. In return for their assistance, the magician allowed them to reside in his enchanted garden, where they were treated as honored guests, their every need attended to by a team of specially trained gardeners. All sub-elementals possess the following characteristics and abilities:

Elemental Force: Create an area that consists of the elemental force from which they are composed, up to 10 feet in diameter per level.

Come when Called: May be summoned to the material plane by magic. If summoned, sub-elementals may take the form of a ten-foot humanoid composed of ambient elemental energy, or may appear in its natural form.

Immune to Non-Magical Weapons: Immune to all forms of attack except magical weapons, opposing elemental forces, and negative energy.

Size: 1 foot in height per level up to 10 ft. tall, in humanoid form; volume is 1 cubic ft. per level

Attributes:

INT -4	PER +5
WIL +5	CHA +0
STR +5	DEX +5
CON +5	SPD +5

Ability Level: 1-16

Attacks/Damage: Energy Attack DR 2 +1 per level, by touch

Special Abilities: Natural magic or Elementalism Order with attack and 4 modes at ability level, plus abilities stated above

Armor: None

Hit Points: 2 +2 per Ability Level

Habitat: Extra-planar

Minor Elementals

Minor elementals are nature spirits that inhabit both the Elemental Plane and the Celadian continents. These benign entities blend into their natural surroundings and are almost impossible to detect. Yet every blossom, blade of grass, pebble, or other bit of natural matter harbors a minor elemental. They are as numerous as grains of sand, or the countless dew drops that speckle every forest of every world on the material plane.

If summoned by magic, or by one who knows how to commune with the natural world, minor elementals will make their presence known. They generally appear as tiny imps or sprites, one or two inches in height, identical in coloration to the organic matter that they chose to inhabit. All are comprised of ambient elemental energy, and they possess talents related to their natural forms. All minor elementals possess the following characteristics and abilities:

Elemental Force: Create an area that consists of the elemental force from which they are composed, up to 1 foot in diameter per level.

Come when Called: May be summoned to the material plane by magic. If summoned, minor elementals may take the form of tiny, imp-like creatures 1-2 inches in height.

Immune to Non-Magical Weapons: Immune to all forms of attack except magical weapons, opposing elemental forces, and negative energy.

Size: 1"-2"

Attributes:

INT -2	PER +2
WIL -2	CHA +2
STR -5	DEX +2
CON -2	SPD +10

Ability Level: 1-5

Attacks/Damage: Energy Attack by touch at Ability Level DR

Special Abilities: Elemental Magic or Natural Magic with Attack and two other Modes at Ability Level plus abilities stated above.

Armor: None

Hit Points: 1 per Ability Level

Habitat: Extra-planar

Ferrovore

A gargantuan insectoid with hundreds of legs, the ferrovore feeds entirely upon metallic ore. However, if hungry enough, it will readily attack metal-wearing individuals. Typically ferrovores nest in small groups, but will spend days ranging the countryside or burrowing beneath the soil search-ing for their next meal.

Size: 20-300' long, 80-1200 pounds

Attributes:

INT -5 PER +1

WIL +0 CHA n/a

STR +10 DEX +3

CON +2 SPD +10

Ability Level: 5-25

Attacks/Damage: Bite DR 12S

Special Abilities: Burrow through soil and rock at SPD -5

Armor: Chitinous Hide, PR 5

Hit Points: 20 +2 per Ability Level

Habitat: The Riverlands, the Stone Forest, underground caverns and caves

Flit

Flits are small, winged insectoids that infest the coasts and swamps of the Celadon in great numbers. They feed on the blood of birds, lizards, and vermin, and are a great nuisance to travelers and their mounts. Using their barbed legs, flits latch onto their victims and begin to feed (Blood drain: DR 1 per hour, maximum of 3 points per insect, per day). While the bite of a flit exudes an anesthetizing fluid and is not painful, the real danger posed by these pests is that they are carriers of swamp fever, a disease that can cause madness. Flits are repelled by whispbane and by the bitter juice of the mung-berry. Smoke causes them to release their barbs and drop harmlessly to the ground.

Size: 1"-2" long, 1 oz.

Attributes:

INT -15 PER +6

WIL +0 CHA n/a

STR -15 DEX +11

CON -10 SPD +11

Ability Level: 1

Attacks/Damage: Bite DR 1T

Special Abilities: Flight; Blood Drain DR 1 per round

Armor: None

Hit Points: 1

Habitat: Sulphur Swamps, low-lying coastal regions

Fungal Worm

A carrion-eating invertebrate common to coastal areas and swamps, these creatures have been known to reach sizes of up to three feet in length. When at rest or feeding, the fungal worm resembles a large tubular mushroom. Only when disturbed will a fungal worm uncoil from its natural camouflaged form and attempt to escape by burrowing into nearby soil. Should this fail, the fungal worm may bite whatever predator has disturbed it in an attempt to get away.

Size: 6" to 3' in length, 1 to 6 lbs.

Attributes:

INT -15 PER +0

WIL -3 CHA n/a

STR +1 DEX +0

CON -1 SPD -1

Ability Level: 1-6

Attacks/Damage: Bite DR 2

Special Abilities: Natural Camouflage ability

Armor: none

Hit Points: 3-12

Habitat: Coastal low-lands, swamps, and bogs

Giant Water Bug

There are hundreds of different varieties of giant water-bug native to the Celadian continents, from the foot-long, water-skimming "boatsman" to the six-foot tall "swamp mantis." Most of these feed on tiny crustaceans, insect larvae, and the

eggs of other aquatic creatures, although some are scavengers that consume rubbish or carrion.

Although the swamp mantis is the only type that poses any substantial danger to larger creatures, most giant water-bugs will bite or sting if threatened. As these creatures live in areas where a variety of diseases are common, such injuries should be promptly treated. The Aeriad, the Manrak, and the Chrysalids all commonly use these creatures as food.

Iron Wasp

The flat gray appearance of iron wasps derives from the rocks and minerals upon which it feeds. An aggressive defender of its territories, the sting of the iron wasp is incredibly painful and can penetrate even thick hides. The thick, meter-high nests of these inch-long creatures resemble misshapen stone dolmens, but are largely hollow inside. The tell-tale sound of hundreds of metallic wings thrumming the air inside is often the only warning victims receive.

Size: 1"-2" long, 1 oz.

Attributes:

INT -15	PER +6
WIL +0	CHA n/a
STR -15	DEX +11
CON -10	SPD +11

Ability Level: 1

Attacks/Damage: Sting DR 2

Special Abilities: Flight; Sting ignores up to PR 5

Armor: None

Hit Points: 1

Habitat: The Stone Forest, the Cobalt Jungle, mountainous regions

Ikshada

Ikshada are grisly parasites found in the Sulphur Swamp, abandoned hives and lairs, and other isolated locales. There are three known varieties: yellow ikshada, which inhabit the succulent fruit of the barge tree; black ikshada, which feed upon carrion and are frequently encountered in tombs, crypts, and underground habitats; and gray ikshada, an aquatic species. It is the habit of all three species to attack from hiding:

yellow ikshada from within the melon-sized fruit of the barge tree, black ikshada from coffins or under rocks, and gray ikshada from beneath the ocean floor or inside the hulks of sunken vessels. When a living creature approaches, the ikshada springs forth, biting with its powerful, fanged jaws. If it succeeds in latching onto its prey, the ikshada attempts to inject the victim with its spawn, using its hollow tail-stinger. The frenzied attack of an ikshada is such that the victim may not even notice that it has been stung; a highly unfavorable situation, for the spawn become hatchlings within two to eight hours after being injected into a host. The tiny creatures begin to feed, slowly devouring the host from within. Death may result within four days. A purge or strong anti-parasitic will usually rid a victim of ikshada, with early diagnosis and treatment affording the best chance of survival. Some claim that by ingesting noxious or even poisonous substances, one can force the horrid parasite to abandon its chosen victim. Such remedies, besides being uncertain at best, are also not without a substantial degree of risk.

Size: 9"-12" in length, 1-3 lbs.

Attributes:

INT -8	PER +1
WIL +3	CHA n/a
STR -4	DEX +3
CON +1	SPD +4

Ability Level: 4

Attacks/Damage: Bite: DR 2T, Sting: DR 1T plus injection of parasitic larvae

Special Abilities: Sting injects victim with 1-4 parasites, each capable of doing one point of damage per round when fully developed (gestation period is 2-8 hours)

Armor: Exoskeletal plates, PR 4/6/6

Hit Points: 3

Habitat: Barge trees (yellow ikshada), tombs, crypts, subterranean (black ikshada), oceans and lakes (gray ikshada)

Ironshrike

A smaller relative of the shrieker, the Ironshrike is a metallic-plumed avian native to the Sulphur Swamps, the Cobalt Jungle, the Glass

Jungle, and the Stone Forest. Unlike its larger cousin, the ironshrike feeds primarily on ikshada and other pests; it is a beneficial rather than destructive creature. They nest in the high branches of barge trees, hunting for ikshada by day and sleeping through the night. The ironshrike's metallic plumage renders it immune to the vicious bite of the ikshada and other small vermin.

Ironshrikes mate for life, and usually produce a clutch of two to three young per year. The eggs are a metallic blue in color and very durable: for most young ironshrikes, emerging from the egg is a trying experience that can take as long as twelve hours. Once free of its metallic prison, the hatchling is prepared to endure the rigors of existence in Celadon. The metallic feathers of the ironshrike are of some use in making blue iron, a metal valued for its lightness and strength. However, the relatively small size of these avians makes it more efficient for metallurgists to hunt the larger shrieker for such purposes.

Size: 3 ft. long, 80-100lbs

Attributes:

INT -6	PER +4
WIL +1	CHA -9
STR -6	DEX +5
CON +1	SPD +6

Ability Level: 1-3

Attacks/Damage: Beak DR 3T

Special Abilities: Metallic plumage affords protection from biting insects (including ikshada); loud call can be heard up to 2 miles away

Armor: Metallic plumage, PR 2/3/2

Hit Points: 3, +1 per level

Habitat: Sulphur Swamps, Cobalt and Glass Jungles, the Stone Forest

Manx

A violent predator combining traits of both insectoids and reptiles, manx are six-limbed, possess a long, prehensile tail, and fly by means of four thin, membranous wings. Living throughout forests and jungles across the world, manx are raiders who scout individually, but attack en masse. A single manx will fly erratically, flitting from place to place, until it finds a suitable source of prey, thereafter it will dart back to its nest by the

most direct route possible, returning with as many as a dozen of its fellows. Many travelers learn to hide at the first sign of manx in an area, to attack if spotted, and flee themselves if the manx escapes.

Size: 3-6 feet long, 30-60 pounds

Attributes:

INT -10	PER +5
WIL +0	CHA n/a
STR -3	DEX +6
CON +1	SPD +4

Ability Level: 3 to 6

Attacks/Damage: Bite DR 5P; Claws DR 6S

each; two attacks per round

Special Abilities: Flight

Armor: Scaly skin, PR 4/4/4

Hit Points: 26 +2 per Ability Level

Habitat: Forest and Jungles

Megalith

Megaliths are a type of elemental entity comprised of rock, stone, or crystal. Resembling animate statues, megaliths are much faster than their larger and more ponderous cousins, the Monoliths. Typically humanoid in form, for reasons the megaliths claim not to know, these strange silicate beings can be found in rocky areas worldwide. Seemingly drawing substance from the very soil upon which they tread, Megaliths produce little; however, their innate abilities allow them to easily mine gems, crystals, and precious metals from deep within the ground. They sell such things to outsiders in exchange for information about the world at large. From time to time, stories emerge of a wondrous realm belonging to the Megaliths, but hidden from view deep underground. The Megaliths will not state whether or not such tales are true, but they do seem to possess a level of knowledge and sophistication that would indicate a high degree of civilization.

Size: 8' to 16' in height, 1000 to 5000 pounds

Attributes:

INT +2	PER +0
WIL +6	CHA +0
STR +10	DEX -5
CON +10	SPD -5

Ability Level: 5-20+

Attacks/Damage: Crystal-studded fist, DR 20B
Special Abilities: Immunity to magical control/influence; possible magical ability (Geomancy with 5 Modes at Ability Level)

Armor: Stony exterior, PR 15/10/10

Hit Points: 20 +2 per Ability Level

Habitat: Temesian Mountains, Glass Jungle, Shallow Sea, Stone Forest, Terrestria and Primordia

Monolith

Monoliths are mountainous elemental entities native to the isle of Terrestria. Comprised of stone, they are slow to take action, moving only as the mood suits them, which is often not at all. Monoliths claim to be as old as the world itself, and they are said to possess nearly infinite stores of knowledge. They can be convinced to impart a portion of their wisdom to those patient enough to await a reply, though a waiting period of several days or even weeks should be expected when dealing with these lethargic beings, whose conception of time is not affected by the urgency displayed by mere mortals. The performance of a small favor (such as the removal of an irritating opteryx's nest from a monolith's ear) has on occasion been known to add a mild degree of impetus to a monolith's thought processes. Most monoliths are passive and implacable, though some are prone to outbursts of violence, generally expressed by means of some volcanic or seismic display. Extremely violent volcanic activity may signal the birth or death of a monolith, or so some scholars believe.

Size: 100'-2,000'+ in height, weight unknown

Attributes:

INT +10	PER +2
WIL +10	CHA +4
STR +15	DEX -10
CON +15	SPD -18

Ability Level: 20+

Attacks/Damage: See Special Abilities

Special Abilities: Cause seismic/volcanic disturbances at Ability Level; immunity to magical control/influence

Armor: Stony exterior, PR 30/35/35

Hit Points: Unknown

Habitat: Isle of Terrestria

Monoryx

A slender, graceful, and blindingly swift quadruped, the beast's hide and Y-shaped horn are formed from thick metallic plates of glittering silver, while its hooves bear two sharp claws of a black, iron-like substance. However, by far its most bizarre trait is the creature's single crystalline eye, a large, and smooth, round orb of perfect clarity. The Monoryx feeds exclusively on glass, crystal, and metal. The crystal eye of the creature is greatly favored by some oracles and diviners for use as scrying devices, and a single Monoryx eye can fetch a small fortune in certain locales. The creature's metallic, silvery hide may be sold for a similar amount, is considered quite decorative, and may even be forged into attractive partial plate armor. Only the Monoryx's staggering speed and agility have prevented it from being commonly pursued by enterprising hunters.

Size: 5'-6' long, 3'-4' at the shoulder, 200+ lbs.

Attributes:

INT -6	PER +5
WIL +0	CHA n/a
STR +0	DEX +8
CON +3	SPD +15

Ability Level: 3-9

Attacks/Damage: Horn: DR 6T, Claw: DR 4S

Special Abilities: Night vision

Armor: Metallic Hide, PR 6/7/7

Hit Points: 20

Habitat: Stone Forest, Temesian Mountains, Glass Jungle, and the Cobalt Jungle

Mosswymmm

Resembling larval dragons grown to immense size, mosswymmms commonly rest in the boughs of trees, coiling and coiling upon themselves. Mosswymmms have numerous protrusions along the length of their bodies; these protrusions serve as camouflage causing the creatures to blend in with the moss and bark around them. From these hidden vantage points, these creatures can lunge at passing creatures below, snatching prey from the ground and lifting it high into the air where it is subsequently wrapped in the coils of the mosswymmm. Once the prey is immobilized in the

constricting coils, the mosswyrmm slowly feeds from it. However, the mosswyrmm also will keep large prey alive for a great deal of time, allowing it to feed upon small avir, vermin, or serpis that the mosswyrmm can catch. This enforced symbiotic relationship means a continuous supply of food for the mosswyrmm while the captured prey slowly starves.

Size: 50-150 feet long, 50-200 pounds

Attributes:

INT -3	PER +5
WIL +0	CHA n/a
STR +10	DEX +5
CON +5	SPD +0

Ability Level: 10-20

Attacks/Damage: Bite, DR 12T; Constriction, DR 5B

Special Abilities: Once prey is bitten, it must make an opposed grapple check against the mosswyrmm's STR or be wrapped in the coils of the creature and immobilized

Armor: Scaly hide, PR 5/5/5

Hit Points: 30 +2 per Ability Level

Habitat: Chrysalin Forest, Primal Forest, and Elderwood

Neuromorph

Neuromorphs are bizarre creatures that closely resemble the ambulatory fungi known as neurozoids. Posing as these benign organisms, neuromorphs attack prey by surprise, rending with fang and claw.

Size: 1' - 4' diameter, 30-120 lbs.

Attributes:

INT -7	PER +0
WIL +0	CHA n/a
STR +1	DEX +2
CON +0	SPD +4

Ability Level: 2-5

Attacks/Damage: Horn DR 6T

Special Abilities: Leap up to 10' out of the water

Armor: Scaly skin, 2/2/2 points

Hit Points: 6-18

Habitat: Seas, oceans, rivers, lakes (rare)

Neurovore

Neurovores (or sappers) are small, bat-winged parasites measuring only an inch or so in length. With their bulging orbs, tentacle-like feelers, and clawed appendages, these creatures are certainly unattractive to behold. Neurovores feed on the faint electrical impulses which course through the brain cells of intelligent creatures. These the neurovore absorbs through its sensitive feeler, the process involving direct contact with the victim's cranium. As neurovores are timid and physically unimposing, they usually prey only on sleeping or unconscious victims. They are most attracted to highly intelligent or psychic individuals, whose synaptic activities are more pronounced than creatures of lesser intellect. The effects of a neurovore's feeding are often not readily apparent. Their feelers do no physical damage, and leave only a faint, circular mark which disappears several hours after the parasite's attack. Victims of a neurovore typically experience some memory loss, which may range considerably in extent. Actual mental impairment is seldom noticeable except in extreme cases (attack by several neurovores, or long exposure to a single, famished neurovore). In neither case are the effects of permanent duration, though full recovery from a neurovore's attack may take from one to twelve weeks, depending on the extent of the damage done.

Size: 1"-2', 1-2 oz.

Attributes:

INT +0	PER +0
WIL +0	CHA n/a
STR -10	DEX +6
CON +0	SPD +6

Ability Level: 1-2

Attacks/Damage: Feelers: drain one point of INT per hour of feeding (A Neurovore's attack may cause mental impairment leading to partial memory loss, exhibited by the victim's inability to remember detail, skills, known spells, etc. The effects are temporary and generally last from a few days to twelve weeks in extreme cases only.)

Special Abilities: Flight

Armor: None

Hit Points: 1-2

Habitat: Tropical forests, jungles, and swamps

Pseudomorph

Pseudomorphs are sorcerous aberrations, artificial life forms thought to have been created by the wizards of Imperion, who often dabbled in such procedures. Exactly what the early Archaens were attempting to accomplish by creating these potentially dangerous entities remains unclear; however, pseudomorphs were likely being bred as living weapons to be used against the Chrysalids or the Manrak.

Pseudomorphs are comprised of magically animate protoplasm and lack a true bodily form. They are fairly intelligent and are able to alter the shape and form of their substance at will, and to project illusions. In combination, the pseudomorph's natural abilities allow it to mimic the appearance of practically any creature, individual, or inanimate object. These anomalies are unable to mimic or reproduce sounds, however, nor do they possess the talents of true shapechangers; pseudomorphs can only approximate other forms, and must disguise their actual appearance by the use of illusions.

Pseudomorphs attack by engulfing their victims in protoplasm, causing them to suffocate to death. By struggling to break free, the victim usually becomes more and more entangled in the pseudomorph's viscous substance. These creatures feed on the vital fluids of their victims, leaving a withered corpse. They prey upon living creatures of all sorts and are extremely dangerous. Pseudomorphs are harmed only by acids, magic, and enchanted weaponry and cannot be confined except in sealed vaults or airtight containers.

Size: Average volume is 125 cubic ft. (5'x5'x5')

Attributes:

INT +5	PER +2
WIL +6	CHA +0
STR +1	DEX -4
CON +5	SPD +4

Ability Level: 1-10

Attacks/Damage: Smother DR 5B per round

Special Abilities: Ability to alter bodily form and project illusory images at will; harmed only by acids, magic and enchanted weaponry

Armor: None

Hit Points: 12 +2 per Ability Level

Habitat: Wilderness, wastelands, swamps and marshes

Raknid

Raknids are a menacing insectoid native to Celadon. There are four distinct types of raknid, each having a specific responsibility within the rigid confines of their hive-society. Warrior raknids are humanoid in form, with a heavily armored carapace, hooked talons, and a tail stinger capable of injecting a potent, paralytic venom. These creatures are employed in defense of the hive-colony and to gather food for the hive's inhabitants.

Raknid queens are so huge and bloated that they are practically incapable of movement and require the constant attention of the hive's workers and drones. However, they possess extraordinary psionic powers and can communicate telepathically with raknids from their own hive or read the minds of other sentient creatures. Each raknid colony has a single queen.

Raknid drones are blind, multi-legged insectoids whose soft bodies are protected by a hard, spiked shell. Driven by the instinctive urge to mate, they plot and scheme, seeking ways to win the favor of their queen. Drones will torture and interrogate captive creature, hoping to gain useful information with which to impress their sovereign.

Raknid Workers are mindless giants, performing their limited duties through instinct alone. These huge creatures maintain the colony's hive-complex, which they construct from a pulpy substance extruded from their palpi. When dry, this material becomes tough and fibrous.

The evil hive-mentality of a raknid colony fosters but a single goal: to preserve and propagate their vile species. All other life forms are considered to be either enemies or a potential source of nourishment. More precisely, living organisms are enemies until they have been slain, whereupon they become food. Among their greatest foes are land dragons, wasps, and the Chrysalids and Manrak; the latter groups often burn raknid nests whenever possible. As the Chrysalids and the Manrak depart an area, however, the Raknid population often grows.

RAKNID WARRIOR

Size: 6'-6'8", 200-300 lbs.

Attributes:

INT *	PER +2
WIL +5	CHA n/a
STR +4	DEX +2
CON +6	SPD -2

*controlled by psychic emanations from Queen

Ability Level: 3-15

Attacks/Damage: Claws: DR 8S, Tail stinger: DR 10T +paralysis (CON roll to resist, duration: 20 rounds)

Special Abilities: Leap up to 20 feet, immunity to magical influence and control

Armor: Exoskeleton, PR 3/3/3

Hit Points: 30

RAKNID QUEEN

Size: 20'-40' in length, 1,500-3,500 lbs.

Attributes:

INT +10	PER +10
WIL +10	CHA -6
STR -6	DEX -18
CON +0	SPD -17

Ability Level: 20+

Attacks/Damage: Psychic assault: cause pain or stun, DR 16 +Ability Level (range: 10 feet per level)

Special Abilities: Detect presences (range: 1000 feet), immunity to magical influence or control, control hive colony by psychic emanations (range: 100 feet per level)

Armor: None

Hit Points: 60

RAKNID DRONE

Size: 8'-10' in length, 500-600+ lbs.

Attributes:

INT +2	PER +2
WIL +5	CHA -5
STR -1	DEX -4
CON +2	SPD -4

Ability Level: 1-10

Attacks/Damage: Claws: DR 3

Special Abilities: Can completely withdraw extremities into armored shell

Armor: Shell, PR 7/7/7; body unarmored

Hit Points: 12

RAKNID WORKER

Size: 16'-20'+, 1-2 tons

Attributes:

INT *	PER +1
WIL +7	CHA n/a
STR +8	DEX -8
CON +8	SPD -8

*controlled by psychic emanations from Queen

Ability Level: 1-3

Attacks/Damage: Bite: DR 18T, entangle intruders in strands of fibrous pulp (STR roll at -4 to resist, range: 20 feet)

Special Abilities: Extrude fibrous pulp

Armor: Exoskeleton, PR 7/7/7

Hit Points: 33

Raknid, Water

Water raknids are an aquatic species of the common land raknid that make their hives in the shallows of the coastal waters, lagoons, and grottoes of the coastal regions of Celadon. Like their land-dwelling relatives, they are ruled by a queen, who is served by water raknid drones, warriors, and workers. Water raknids have both rudimentary gills and lungs and are able to survive in or out of the water. The same cannot be said for water raknid spawn, which do not develop gills until they are several days old.

Because their spawn must begin life on land, the colony's drones must convey their queen's eggs in protective sacs, distributing them along the shoreline - typically, among the dense patches of marshweed that grow just beyond the tidal line. While the eggs are maturing, water raknid warriors patrol the shallows to protect them from harm. Even so, many egg sacs are stolen by opportunistic predators and Aeriad hunters. Also known as scintilla, the eggs emit a wan luminescence and are valued for their use as light sources. The Aeriad also consider scintilla to be a delicacy and will pay handsomely for the freshest eggs. The surviving spawn head instinctively for their nest as soon as their gills have developed, to become part of the colony. Size and statistics for water raknids are the same as for their land-dwelling kin.

Size: As per Raknid counterpart

Attributes:

As per Raknid counterpart except SPD +3*

*In the water, SPD -5 otherwise

Ability Level: 3-15

Attacks/Damage: Claws: DR 8S, Tail stinger: DR 10T +paralysis (CON roll to resist, duration: 20 rounds)

Special Abilities: Leap up to 20 feet, immunity to magical influence and control

Armor: Exoskeleton, PR 3

Hit Points: 30

Roc

Rocs are immense predatory avians formed of living crystal found in certain warm, fertile climes. With a wingspan which can extend from 150-300 feet or more across, the roc is fully capable of picking up a small dragon and carrying it off for food. They have cruel, hooked beaks and sharp grasping talons.

Like other predatory avians, rocs are solitary carnivores. A single roc requires a range of at least 150 square miles of fertile land to support itself. They are highly territorial in nature, staking out a region and fighting off potential rivals. During the mating season, potential mates are tolerated within territorial boundaries, but this is the only instance when a roc may be seen in the company of others of its kind without engaging in a death struggle.

As their population is low and their development to maturity particularly slow, rocs are growing increasingly rare. Encounters with these immense predators are infrequent, and are generally limited to wilderness areas far from settled realms. Every so often, reports come in of rocs killed near a settlement. Such events are the cause for great celebrations and feasts, for the crystalline bodies of the roc are considered to be quite attractive and valuable; additionally the veins of liquefied metals that run through a roc can provide material for several suits of armor and multiple weapons if it is harvested quickly enough.

Size: 60 ft., 16,000 lbs.

Attributes:

INT -5 PER +4

WIL +0 CHA -3

STR +10 DEX +0

CON +3 SPD +8

Ability Level: 7-9

Attacks/Damage: Bite DR 18T; Talons DR 18S

Special Abilities: Flight

Armor: Crystalline hide PR 8/10/10

Hit Points: 50 + 2 per ability level

Habitat: The Primal Forest, Chrysalin Forest, and Elderwood

Root Grub

These eyeless, fanged larvae live below ground throughout many woodland and jungle regions. They feed on the roots of large plants and trees, and they pose a threat to cultivated crops, vineyards, and orchards. An adult root grub may grow up to two feet in length, with a diameter of eight inches or more; a truly repulsive sight, which the creature's deathly pale coloration does little to diminish. Dendrad often employ trained avir to locate and kill these subterranean vermin, which are responsible for a considerable amount of damage throughout Celadon each year.

Size: 2' to 5" long, 2 to 4 oz..

Attributes:

INT -15 PER +0

WIL +0 CHA n/a

STR -15 DEX +0

CON -8 SPD -3

Ability Level: 1

Attacks/Damage: Bite DR 2T

Special Abilities: None

Armor: None

Hit Points: 2

Habitat: Subterranean, world-wide

Sea Scorpion

The sea scorpion is a giant species of aquatic insectoid found throughout the Azure Ocean and the Far Seas. These fearsome monsters commonly attain lengths in excess of forty feet and may grow to even twice this size. Sea scorpions normally

prey on other large aquatic creatures, such as sea dragons, though they have also been known to attack ocean-going vessels of all sizes. A sea scorpion's pincers can crush wooden masts and timbers with ease, and its long stinger can penetrate even the thickest wooden hulls. If the creatures have a weakness, it is that their vision is extremely poor. In fact, it is possible that they attack sailing vessels only by mistake, thinking them to be living entities. The giant skeletal jaws of sea scorpions grace the walls of many Manrak feast-halls; however, most are likely found after being washed up on the shore after a storm, rather than as a result of a braggart's heroics, regardless of claims to the contrary.

Size: 40'+, 4-6 tons

Attributes:

INT -10	PER -4
WIL +5	CHA n/a
STR +9	DEX -6
CON +8	SPD +2

Ability Level: 14-20

Attacks/Damage: Pincers: DR 30B, mandibles: DR 20T, sting: DR 25T; total of two attacks per round

Special Abilities: None

Armor: Exoskeleton, PR 6/7/7

Hit Points: 88

Habitat: Oceans and seas

Serpis Leech

Long, a ghoulish white in color, and generally shaped like a serpis, the carnivorous serpis leech stakes out a territory of its own and will attack nearly anything that enters it. Once it successfully bites with its circular maw of over-sized bony teeth, the muscles around its maw begin to constrict. While the serpis leech does this in order draw out blood and tissue, it has the added effect of clamping its teeth down and locking them in place. After its victim dies from blood loss, the serpis leech will drag away the body. Once secreted in the hollow of a tree or submerged within a bog, the body will become food for the serpis later should prey become scarce.

Size: 6" to 2' long, 6 oz to 2 lbs.

Attributes:

INT -15	PER +2
WIL +0	CHA n/a
STR +2	DEX +0
CON +1	SPD +1

Ability Level: 1-5

Attacks/Damage: Bite DR 5 +Blood Drain DR 2 per round; successful DEX or Healing roll needed to remove or victim suffers additional 1 HP damage from fangs.

Special Abilities: Locking jaw - victim must make a STR check at -5 in order to open the bony jaws of the leech.

Armor: Thin hide, PR 1

Hit Points: 12

Habitat: Swamps, jungles, rivers

Shrieker

Shriekers are fierce avian predators who haunt the forests of the Northern Territories. With its heavy plumage of sharp metallic feathers, the bird is not a good flyer. For this reason, shriekers hunt by diving from the high branches of trees, impaling prey with their pointed, three-foot long beaks. Few creatures possess hide or armor strong enough to afford protection from a shrieker diving at full speed from high altitudes. The metallic feathers of the shrieker are much in demand in the Manrak and Chrysalid lands. In addition to their ornamental uses, the feathers are used in the making of arrows and are smelted down to obtain the extraordinarily light metal known as blue iron. A smaller relative of the shrieker, the ironshrike, is a native of the Sinking Land in Talislanta, feeding primarily on ikshada.

Size: 6'-7' in length, 12'-14' wingspan, 160-200 lbs.

Attributes:

INT -4	PER +1
WIL +0	CHA n/a
STR -4	DEX +0
CON +0	SPD +4*

*SPD +8 while diving

Ability Level: 1-3

Attacks/Damage: Beak: DR 12T if diving, DR 4T otherwise

Special Abilities: Diving attack, loud call can be heard up to two miles away

Armor: Metallic feathers, PR 5/6/6

Hit Points: 12

Habitat: Cobalt Jungle and surrounding regions

Silk Wyrmm

Silk wyrmmms are segmented insects that resemble tiny, larval dragons. They are among the most beneficial of Celadian insects, producing a fine silk of excellent quality. Silk wyrmmms can be trained to follow colored patterns on a loom, thereby “weaving” bolts of finished silkcloth of great beauty and intricacy. Training and tending silk wyrmmms is said to be something of an art in itself, extensively practiced by the Chrysalids.

Size: 1”-2” long, 1 oz.

Attributes:

INT -15	PER +6
WIL +0	CHA n/a
STR -15	DEX +11
CON -10	SPD +11

Ability Level: 1

Attacks/Damage: Bite, DR 2T

Special Abilities: Bite can ignore up to PR 5

Armor: None

Hit Points: 1

Habitat: Chrysalian Forest and the Bay of Silk

Snael, Giant

Snaels, both mundane and giant, are found throughout the forests, jungles, and swamps of Celadon. Normally feeding upon decaying vegetable matter, snaels are slime-covered invertebrates that carry around a huge artificial shell. These shells are typically made of hardened slime, discarded leaves, bits of twigs, bark, and pebbles; giant snaels use comparatively larger materials such as entire branches, saplings, hunks of crystal and rock. The Chrysalids commonly capture and train giant snaels, using them as beasts of burden and mounts.

Size: 8’ long; 6’ diameter shell; 300-500 pounds

Attributes:

INT -10	PER +2
WIL +0	CHA n/a
STR +15	DEX -3
CON +10	SPD +0

Ability Level: 1-10

Attacks/Damage: See special abilities

Special Abilities: Can grapple prey, constricting it and coating it in slime (This causes suffocation for as long as the prey is grappled, and for as long as they remain covered in slime. The slime is thick and difficult to remove without a liberal application of salt-water); Can withdraw into shell at SPD +5; can travel for days on end without stopping for sleep.

Armor: Shell, PR 8

Hit Points: 10 +2 per Ability Level

Habitat: Forests, jungles, and swamps.

Sniper Bug

A denizen of the Primal Forest and Celadian Mountains, the sniper-bug is named for its uncanny habits. Armed with tiny spears made from bits of wood, rock, and glass, these diminutive insects lurk in hiding, waiting to ambush unwary prey. Quite intelligent (INT -7), sniper-bugs usually travel in “platoons” of up to two dozen adults, each carrying one or more larval young on its back, along with a plentiful supply of spears. Their platoons generally prey on small avians, reptiles, and other insects, but they are quite fearless and will attack larger creatures as well.

While their small weapons are capable of doing only minor damage to humanoids, sniper-bugs can be dangerous when encountered in large groups.

They are almost impossible to get rid of once they have marked a territory (part of a clearing, a path, home, basement, etc.) as their own. Wars between competitive bands of Snipers are waged frequently, with prisoners-of-war being exchanged between colonies or sold to Caravan Bugs as heavy labor.

Size: 1”-3” long, 2oz..

Attributes:

INT -7	PER +8
WIL +0	CHA n/a
STR -15	DEX +10
CON -8	SPD +8

Ability Level: 1

Attacks/Damage: Tiny weapons DR 1

Special Abilities: Limited language

Armor: None

Hit Points: 1

Habitat: From the Primal Forest to the Celadian Mountains

Swamp Lurker (or Swamp Demon)

Swamp lurkers are solitary creatures that dwell in bogs, marshes, and swamplands edges of the Northern Territories. A full-grown lurker may measure over seven feet tall, though their size is often difficult to determine due to their habit of lying in shallow water or mud, with only the tops of their heads and eyes exposed to view. When lurking (hence the name) in this fashion, the creature's head can easily be mistaken for a partially submerged stone, often with tragic results. Swamp lurkers normally prey upon giant mollusks, fanged eels, and vermin, but they are known to attack humanoid beings as well. The grasp of their suckered tentacles is said to be nearly impossible to escape. Although occasionally called Swamp Demons, Lurkers are not demonic in origin.

Size: 6'8"-7'6", 300-500+ lbs.

Attributes:

INT -7 PER +3

WIL +4 CHA n/a

STR +6 DEX +3

CON +3 SPD +3*

*in water; SPD -3 on land

Ability Level: 9-19

Attacks/Damage: Tentacles: DR 10B each (three attacks possible per round), Grasp: STR roll at -6 to resist

Special Abilities: Amphibious

Armor: Scaly hide, PR 4/2/2

Hit Points: 60; Tentacles: 8 points each

Habitat: Swamps and marshes

Terratoids

Terratoids are huge ground-dwelling creatures resembling a mixture of scarab and reptile. These six-limbed creatures can cause a great deal of damage in forests as their huge, bony shells scrape and abrade the surrounding foliage. Commonly, these creatures rub and scrape at tree trunks until

the tough outer bark is gone before they begin to gnaw at the pulpy interior with their sharpened mandibles. Often such trees wind up falling, thus providing more sustenance than the terratoid can eat, but providing decaying plant matter that wind up feeding other creatures and the forest itself. Other types of terratoid exist: sea terratoids that dwell in the Shallow Sea, the Azure Ocean, and the Far Seas; and glass terratoids who dwell in the Glass Jungle and Stone Forest.

Size: 4-6' tall, 8-12' diameter; 500-1200 pounds

Attributes:

INT -2 PER +0

WIL +3 CHA n/a

STR +10 DEX -2

CON +15 SPD -2

Ability Level: 1-15

Attacks/Damage: Bite, DR 15T

Special Abilities: Bite can ignore up to PR 5; Can withdraw into shell at SPD +3; Immune to poison, acid, and natural extremes of heat, cold, and pressure

Armor: Shell, PR 6

Hit Points: 25 +2 per Ability Level

Habitat: World wide.

Vasp

The vasp is a giant, predatory insectoid native to the Hyrdan Plains and slopes of Inferno. Despite their size, vaspas are surprisingly quick and are capable of leaping up to forty feet at a bound. Solitary by nature, vaspas hunt alone, often after dark. Their favored preys are Raknid or Manrak warriors who have wandered too far from their hive. A vasp will usually attack by leaping upon its chosen prey, holding it down with its pincers, and stinging its victim to death. The creature's sting can penetrate even metal armor and exudes caustic venom which dissolves the victim's flesh and internal organs. While the toxin is taking effect, the vasp wraps its prey in a silken cocoon and drags it back to its cave or tunnel lair, to be consumed at its leisure. These insectoids are distinguishable by a characteristic clicking of the mandibles, audible at distances up to fifty feet.

Size: 9'-10' in height, 500-600 lbs.

Attributes:

INT -12	PER +3
WIL +7	CHA n/a
STR +7	DEX +6
CON +6	SPD +4

Ability Level: 14-22

Attacks/Damage: Pincers: DR 17B, Sting: DR 11T +venom (DR 4 per round for 10 rounds) or Mandibles: DR 13T, Webbing (STR roll at -5 to resist)

Special Abilities: Leap up to 40 feet; night vision; webbing

Armor: Metallic scales, PR 6/5/5

Hit Points: 46

Habitat: Inferno, Northern Plains

Vasp, Aquatic

Larger relative of the land dwelling vasp, the aquatic vasp is a giant, predatory insectoid that haunts coastal regions and deep swamps all along the Celadian Straits. Like their landborne relatives, aquatic vasp are nocturnal creatures. They emerge from their watery lairs to prowl the shallows, hunting for Water Raknids and other aquatic prey.

It is the nature of these creatures to leave fine lines of webbing in their wake, demarcating their territories. When another creature touches the sensitive web line, the vasp is alerted to its presence and leaps to the attack. Once the victim has been subdued, the vasp will drag it below the water, where it can feed upon its prey undisturbed.

Size: 11'-12' in height, 600-800 lbs.

Attributes:

INT -12	PER +3
WIL +7	CHA n/a
STR +8	DEX +4
CON +6	SPD +3

Level: 12-20

Attacks/Damage: Pincers: DR 20B, Sting: DR 12T +venom (DR 3 per round for 10 rounds), or Mandibles: DR 16T, Webbing (STR roll at -5 to resist)

Special Abilities: Aquatic, night vision, webbing

Armor: Metallic scales, PR 6/5/5

Hit Points: 50

Habitat: Celadian Straits

Vennin

Vennin are aberrant life-forms of uncertain origin. Serpentine in form, the creatures display a daemonic and sinister visage, replete with horns and a forked tongue. Vennin average a mere 10-12 inches in length, and are a bright crimson in color. Prospective naturalists should not be misled by the vennin's lack of stature, however, for these creatures are among the most poisonous of all known life-forms. Vennin exude a deadly toxin that is odorless and almost impossible to detect. Anything a vennin touches or rubs against will become tainted with this substance, which acts like a powerful and insidious contact poison. Exposure to even an infinitesimally small amount of vennin toxin is sufficient to cause dizziness, frightful hallucinations, coma, and eventually death. Vennin evince a diabolical cunning which some claim masks true intelligence.

Size: 10-12", 10-12 oz.

Attributes:

INT +2	PER +1
WIL +2	CHA -4
STR -6	DEX +0
CON +0	SPD -1

Ability Level: 1-4

Attacks/Damage: Bite DR 1T plus poison

Special Abilities: Exude a deadly toxin (acts like contact poison. Victim must make a CON roll with a penalty equal to three times the vennin's Ability Level. Failure results in the following symptoms: dizziness for 1-4 hours, hallucinations for 1-2 hours, coma for 24 hours, plus-or-minus 1 hour per point of the victim's CON, and finally, death. The only cure is a poison antidote made from vennin toxin (Alchemy skill required); even magic is ineffective at dealing with vennin venom); capable of speech; some vennin may possess Alchemy equal to their Ability Level

Armor: None

Hit Points: 3 + 1 per ability level

Habitat: Dry rocky areas worldwide