

Introduction:

It is the year 899 in the common reckoning. Mankind is rebuilding and expanding once again, after the last cataclysm. Not much is known about what caused the destruction, but the evidence lies in ruins and in lands warped and twisted by unfathomable forces.

Opportunities abound for the brave adventurer. Treasures, riches, and powerful ancient magics await the strong and brave.

This is where your story begins.

The great river Okeanos carves the border between civilization and the wilds. The last outpost of humanity lies on the western shore of the great Tear Drop lake.

Fame, riches, power, and glory await you in the Eastwilds. But beware adventurer, things are not always what they seem, and there are fates that are worse than death....

History as it is commonly understood:

About 10,000 years ago Mages wielding powerful magics ruled over the lands. A new type of power was discovered, a power that allowed them to control everyone's minds. Psionics opened the pathway to severe enslavement, as no one had a way to defend against its terrible control. Gradually an uprising did occur and those that used psionics were put to death. The Mages sought to destroy all spells and knowledge pertaining to psionics, deeming it far too powerful and dangerous. An order of hunters were made to hunt down anyone suspected of psychic ability or using psychic magics. This eventually led to wars between the different world powers, leading to the near destruction of many nations and peoples.

In the aftermath of the Psionic Wars, a quiet ,sinister power was building. The most powerful of Mages, fearing extinction found yet another power, one that would make them immortal and almost indestructible. The greatest of these, Ka-Ren, ascended to the throne, overthrowing many lands and bringing them under her iron rule. She became known as The Litch Queen, a terrifying combination of power and un-death. Ruling the world was not good enough for Ka-Ren, she lusted for more, and in her bid to place her throne of power among the Gods, the world was almost utterly destroyed. It survived, scarred and forever altered.

It's been almost 2000 years since the Cataclysm. The Remnants, what remained of the different peoples have been rebuilding. Most hold magic in suspicion, as rare and unsafe, as if there were an ancestral memory telling them so. Most of the races choose to live

separately, trading and communicating as needed, but preferring to keep the peace at a distance.

World Facts

- *The world is ancient, having survived near destruction countless times. Ruins are buried deep below other ruins.*
- *Magic exists, but is difficult to come by. New spells will have to be purchased (expensively!), or found in treasure hordes and ancient tombs. An apprenticeship earns wizards their first few cantrips and one first level spell.*
- *Knowledge of history is sparse, and almost akin to old wives tales that the elderly tell.*
- *Most deities are local, the Old Gods are mostly remembered as fairy tales.*
- *The world has been altered in strange and dangerous way. These places are often referred to as 'Scars'.*