

Qui'hamor Handbook

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Chapter 1: Introduction

Welcome to a world of riddles, magic and flourishing life. You have before you the Qui'hamor handbook, a guide to a world and its people. Qui'hamor is a campaign setting for the D20 roleplaying game. It's published under the Open Game License (OGL, see appendices) and builds upon the System Reference Document for D20.

Fantasy role playing games are probably the best way to waste some of your time together with your friends. The SRD provides a very good game mechanic, and dice you can get in any good games store. What you need to complete this picture is a world to play in! Enter Qui'hamor: built from scratch alongside the existing game mechanics, you can use anything in this document just about any way you like. You can just use it, edit it, enhance it, even sell it or do any combination of those things (see appendices for the OGL).

In short: have fun.

1.1 The World

Qui'hamor is a world of the common races. The gods were separated from the world and located not according to their own choice, but according to decisions of mortals in ages past. Qui'hamor lay right in between the heavens and hells, and formed a shortcut and thus a battleground for the gods. The leaders of the world decided in secret that this fighting on their lands had to stop. So the common races pulled together to seal the heavens and hells from Qui'hamor. Ever since the gods have been stuck either on Qui'hamor or on the Outer Planes.

"When the outer worlds were closed down and the fighting gods were banished from our now-peaceful lands, things changed. Mystery and riddles appeared everywhere; perhaps as a sign of the banished gods, maybe as pranks some mortals pulled, or maybe even a mere coincidence. In any case, a smart adventurer will learn the basics from this book."

- Adventurer's Trickery Guide

When the sealing of the planes was done, several important things happened. Arguably most important, some gods got stuck on the material plane. Further, around this time of sealing, more and more mystery and riddles sprung into place. Some say these mysteries and riddles form the key to freeing the banished gods, others think they are signs of a power different from the divine.

In any case, during the past ages Qui'hamor slowly became the world it's now: a flourishing place of the common races. Politics, arts, religion, adventuring, magic and mystery form the everyday routine of many people on Qui'hamor. A character in this world should not have a problem finding a trace of just about anything imaginable in a medieval world of fantasy. Whether a character is able to follow this trace, is up to the player and the evilness of his DM...

1.2 What this book is...

The use of this book to you depends on your approach. Are you going to be a player in Qui'hamor, or are you starting your own campaign in it? Let's look at those two different perspectives.

Playing in Qui'hamor

If you are a player, you'll find many useful things in this book. Here's a summary of what you'll be able to use from this book.

Character Creation

When starting in a new campaign, you'll very likely need to create a new character. Turn to the chapter Races to find out how the races of Qui'hamor provide you with new and changed options. Along with choosing your race comes your regional background. The Geography chapter provides information you may need to give your character some of this flavor.

Character Options

After you've created your character concept by choosing a race, regional background and 'story' for your hero, you need to actually build it. Use the SRD for the standard character creation rules, but turn to the chapter New & Changed Character Features for changed and even all new classes, prestige classes, feats and skills for your character.

For the few gifted hero's, you might want to turn to the chapter Magic. If you play a blessed character (in one way- or the other) or want to be part of a divine society you can turn to the chapter Religion.

Finally, what's a hero without some items to help him do his heroic deeds? For new magic items you can turn to the chapter Magic. Always consult your DM (or better yet, his npc's) for availability of these items.

DM'ing in Qui'hamor

As a DM you need to know at least as much as your players, and probably more. Just about all chapters in this book are of interest to you. There are many approaches to using the material in this book, with two extremes at the ends.

Full-feature use is the extreme where you want to use everything there is on Qui'hamor in this book. This type of DM can best start with the chapter Races, followed by an in depth reading of the chapter The World of Qui'hamor, reading through the history and description of the world.

Lightweight use is the extreme where you only take what you like, but nothing more. Start with glancing through the resources such as maps, new feats, items, classes and so on. You can use what you like for your own world, and leave the rest for what it is.

If you're DM'ing in Qui'hamor, don't forget to take a look at the chapter on Magic.

1.3 What this book is not...

This book is not a fine grained, extremely well balanced and play tested 'product' for fantasy role playing. It's a hobby project built under the OGL, and is provided 'as is'. However, it should still give you enough data and inspiration to start a nice role playing campaign; that's what it's all about.

This book is also not a fine piece of art. All the pictures provided are fairly abstract, depicting relations and locations in a graphical way. There's a simple reason for this: I want to keep this document under the OGL, but I'm not skilled at creating images. If you are an artist and want to enhance Qui'hamor with artwork, please contact me.

Chapter 2: Races

The world Qui'hamor is a low-tech, yet highly-civilized world. This is also reflected in the races players can choose for their characters. The standard choices available are determined by the large organized humanoid races living in the lands of Qui'hamor. Some are loosely based on the player races from the SRD 3.5, but the list presented here is comprehensive (so the races from the SRD as such don't exist in Qui'hamor). The most notable difference is perhaps the absence of half-orcs: though you may find such creatures in some lands, creatures such as (half-)orcs are not accepted into civilized lands and cities.

2.1 Physicals

Depending on your race and gender you will have a certain look. For each race, the typical member of that race is described. In this section are some tables listed that show this data in a more compact format. You may use this when creating a character.

Race	Adulthood	Middle		
		Age	Old	Venerable
Dwarf, Ugt	95	180	240	290
Dwarf, Ormenk	80	140	175	190
Elf, Hiress	120	168	210	230
Elf, Varendell	116	160	202	214
Gnome	30	54	76	90
Half-elf, Hiress	26	44	62	80
Half-elf, Varendell	24	42	60	78
Halflings	23	52	65	80
Enoshi	18	41	59	76
West-Mekkeshi	16	37	55	71
East-Mekkeshi	16	37	55	71
Vareshi	16	37	55	71

Table: Race physical features

In the table above the age categories for the races are given. Adulthood is usually about the minimum age one should have before starting out as an adventurer. With each age category your character will change, as given by the SRD. At the venerable age category a character will start to reach the natural end of his or her life.

Race	Gender	Height	Weight
Dwarf, Ugt	Male	4'2"	130 lbs
Dwarf, Ugt	Female	4'0"	120 lbs
Dwarf, Ormenk	Male	5'8"	150 lbs
Dwarf, Ormenk	Female	5'6"	145 lbs
Elf, Hiress	Male	6'0"	132 lbs
Elf, Hiress	Female	6'0"	116 lbs
Elf, Varendell	Male	6'0"	132 lbs
Elf, Varendell	Female	6'0"	116 lbs
Gnome	Male	3'0"	43 lbs
Gnome	Female	2'8"	32 lbs
Half-elf, Hiress	Male	6'0"	132 lbs
Half-elf, Hiress	Female	6'0"	116 lbs
Half-elf, Varendell	Male	6'0"	132 lbs
Half-elf, Varendell	Female	6'0"	116 lbs
Halflings	Male	2'11"	40 lbs
Halflings	Female	2'9"	34 lbs
Enoshi	Male	5'5"	130 lbs
Enoshi	Female	5'5"	126 lbs
West-Mekkeshi	Male	6'0"	145 lbs
West-Mekkeshi	Female	5'11"	136 lbs
East-Mekkeshi	Male	6'3"	158 lbs
East-Mekkeshi	Female	6'1"	150 lbs
Vareshi	Male	6'0"	140 lbs
Vareshi	Female	6'3"	144 lbs

Table: Typical height & weight per race and gender

In the table above the physical features per race are given. Each entry is split between a male and female member of the race.

2.2 Dwarves

The race of the dwarves went two separate ways when the inhabitants of the inner planes shut down the connection to the homes of the outsiders. The Ugt dwarves went even deeper underground, aiding the Earth and Fire creatures from The Below in safeguarding the path to the outside planes of existence. On the other end, Ormenk abridged this gap to the normal world of Qui'hamor, trading with the other humanoid races as well as with the creatures from The Below.

The dwarf from the SRD doesn't exist as such. When playing a dwarf, one must choose one of the races in the following two sections.

Ugt Dwarves

Personality: The Ugt dwarves have long ago picked up the responsibility of guarding the paths to Qui'hamor from the evil outsiders that come through The Below. Most Ugt take this job very seriously, and those Ugt that don't are usually rejects of their society. Their knack for this job makes the Ugt somewhat suspicious and reclusive creatures, though at heart most of them are not unfriendly.

Physical Description: An Ugt dwarf is a bit smaller than an Ormenk, standing about 4 feet tall. They lack most bodily hair their aboveground kin have, as it was often burnt away by the scorching heat from the lakes of lava bordering the Ugt domain underground.

Relations: The Ugt stand strong with those that have sworn to keep Qui'hamor safe from the outsiders. Typical allies are fire giants and fire elementals. Also, the Ugt trade goods with the Ormenk, but they usually don't come in direct contact with members of other humanoid races. The sparing Ugt that come to Qui'hamor's aboveground setting will be met friendly by the other races, who usually respect the Ugt for their noble heritage.

Alignment: Ugt that try to honor their heritage (as most do) are usually lawful in nature. Those that have less passion for their racial destiny tend to be more chaotic.

Lands: The Ugt lands are large underground kingdoms, bordering both cave systems of Qui'hamor as well as the systems of caves and lava lakes from The Below. These kingdoms are divided in quarantined compartments, kept apart by heavily guarded portals. Most Ugt stay in their own compartment all their lives.

Religion: The Ugt don't have a state religion; instead they follow a strict discipline allowing them to guard the gates to The Below. Some sects of the evil fire deity Hamir exist among the Ugt, near the boiling lakes of lava bordering The Below.

Language: The Ugt language is a gruff, harsh sounding language. The Ormenk language borrows some things from Ugt, but further it's closer to Ignan and Terran than any other language of the common humanoid races. The Ugt use an alphabet of runes. Older runes tend to be more iconographic, newer runes tend to be more abstract and are usable in more situations.

Names: The Ugt take up names by reproducing Terran and Ignan sounds in their dwarven tongue. Family names often indicate their clan's responsibility in guarding the path to The Below.

Male Names: Greffir, Ungurr, Krakey, Firlssk, Hogvan, Brek, Pigti.

Female Names: Megga, Utreffa, Kratei, Virrdey, Nawga, Rikka.

Family/Clan Names: Stonekeep, Lakehold, Merfelsk, Grifteng, Brigtonstand.

Adventures: Sometimes an Ugt will be asked to go on a specific quest related to keeping the gates to the outside planes closed. Ugt that ignore their racial heritage might leave the underground kingdoms (or they are outcasts) and seek dangerous adventure elsewhere. The Ugt's abilities to protect, serve (especially in dangerous cave-like settings) are much wanted by adventuring parties.

Racial Traits

- +2 Constitution, -2 Charisma: the Ugt have a knack for living under harsh conditions, but tend to become somewhat reserved and timid.
- Medium Size. As medium-size creatures, Ugt have no special bonuses or

penalties due to their size.

- Ugt base speed is 20 feet. However, Ugt can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).
- Greater darkvision: Dwarves can see in the dark up to 120 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dwarves can function just fine with no light at all.
- +1 racial bonus on attack rolls against evil outsiders: Ugt are trained to battle attacking outsiders trying to enter The Below.
- +2 on reflex saves: plenty exposure to boiling lava and cave-ins has taught the Ugt to avoid being in the wrong place at the wrong time, even at the latest moment.
- +1 circumstance bonus on melee attacks when in a small corridor (= 5 ft) or in places with a low ceiling (= 8 ft): Ugt have undergone training to take advantage of confined places.
- fire and acid resistance 5: Ugt have grown skin tough to the flesh-consuming energy types.
- Light Sensitivity (Ex): Ugt suffer a -1 circumstance penalty to attack rolls, saves, and checks in bright sunlight or within the radius of a daylight spell.
- Automatic Languages: Ugt and Ormenk. Bonus Languages: Ormenk, Giant, Gnome, Ignan, Terran, Enoshi, West Mekkeshi, East Mekkeshi, Vareshi.
- Favored Class: Fighter. A multiclass Ugt 's fighter class does not count when determining whether he takes an experience point penalty for multiclassing

Ormenk Dwarves

Personality: The Ormenk are a joyful bunch, when considering dwarves as a whole. Historically, the Ormenk have controlled precious ores and goods on Qui'hamor, and through this trading history they gained some negotiation skills. Still, the Ormenk usually keep their distance at first, assessing the situation before jumping in. When they do jump in to anything (from bargains to bar fights, from making friends to foes) they do so with dedication.

Physical Description: The Ormenk are very distinct from the Ugt considering physical appearance. A typical Ormenk stands almost as tall as a human (about 5'8 foot tall). They are still much heavier than the average human thanks to their 'compact' shaped bodies. Ormenk females even look more like humans, though still a tad bit smaller.

Relations: For the Ormenk, two types of relations exist: friendships and trading relations. More than often, the two come together, especially when the trading relation is a lasting one because of long standing political deals with human families and kingdoms.

Alignment: On the one hand Ormenk appreciate stable (trading) relations, but on the other hand they love the excitement of more dangerous lives. Though clans and kingdoms of the Ormenk are quite stable, there is no saying what the alignment of a particular Ormenk will be.

Lands: The Ormenk live mostly in the two northern kingdoms on Zcynnesh, above the main entrances to the underground cave systems of their Ugt kin. Also, many Ormenk skilled in the art of war or smithing serve as hired guardians of the Arrowhead Isle.

Religion: The Ormenk easily adopt any religion of their trading basis homeland. On Rok, their own homeland, Quomoko is the patron deity, and his teachings form the state religion.

Language: Ormenk sounds like Ugt pronounced by a human: the Ormenk language is akin to Ugt, yet in the end it's a language of its own. The Ormenk language is perfect while trading, because when speaking softly all the words sound the same from a distance, much like mumbling. Ormenks use the same alphabet as the Ugt, though they use the newer runes more than the old ones.

Names: The Ormenk tend to have crude, harsh sounding first names. Their clan names either follow similar trends or indicate some notable property of an ancestor. Many first names can also be found amongst the Ugt, and vice versa. Almost all female first names end in the 'aa' sound.

Male Names: Krogar, Prakau, Warst, Efket, Brunei, Achtsk, Xoch, Aleksi.

Female Names: Tika, Annaka, Inga, Sveti, Olga, Irini, Kyara.

Family/Clan Names: Brazemork, Stonebeard, Erstkanau, Gremmerborgst, Fellbreath, Grtau, Kreghorsk.

Adventurers: The Ormenk love the excitement of adventure. Just about any single member of this race has a period in his life where he or she travels, visits dangerous shores and tundra's, and trips to the cave systems of their dwarven kin. Though most Ormenk are found around the Zcynnesh continent, a more adventurous Ormenk could be found anywhere on Qui'hamor.

Racial Traits

- +2 Wisdom, -2 Intelligence: Ormenk rely on gut feelings above extensive deliberation.
- Medium: As Medium creatures, Ormenk have no special bonuses or penalties due to their size.
- Ormenk base land speed is 30 feet.
- Darkvision: Dwarves can see in the dark up to 30 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dwarves can function just fine with no light at all.
- +2 racial bonus on Diplomacy and Sense Motive: having fallen into the role of miners and traders, the Ormenk are skilled negotiators, using both words and gut feelings to better their own situation.
- +2 on appraise checks made to estimate the value of ores, goods and large currency such as gems: with mining and trading as their core business an Ormenk is likely to know what he's talking about considering these items.
- +4 racial bonus on fear saves: the Ormenk are probably the bravest of all the humanoid races.
- Automatic Languages: Ugt and Ormenk. Bonus Languages: Gnomish, Halfling, Giant, Varendell, Enoshi, West Mekkeshi, East Mekkeshi, Vareshi.
- Favored Class: Fighter and Rogue. A multiclass Ormenk's fighter nor rogue class count when determining whether he takes an experience point penalty for multiclassing.

2.3 Elves

Much like the dwarves, the elven race of Qui'hamor has also been divided by history. Unlike the dwarves however, these two different races deny kinship any time they can. Over time a political debate grew about the elves' responsibility of safeguarding the Shelfinn. This debate got out of hand and finally turned into a bloody civil war. Somehow the elven factions claiming to be the guardians of the Shelfinn race gained control of the elven lands of Quilton, even though they were smaller in number. Led by a very powerful family called the Firenn, these factions exiled all the elves that refused to swear allegiance to their herited responsibility of guarding the Shelfinn. Along with this exodus the civil war ended.

The elves that stayed on the island Quilton called themselves the Hiress, which is elven for The Protectors, or The Guardians. The important members of the Firenn family divided Quilton amongst themselves after the civil war, with a political system aimed at protecting the inner kingdom where the birthplace of the elves and Shelfinn supposedly lies. Nowadays, the Hiress are considered the keepers of the Shelfinn by humanoids across all the continents. Although some bad tongues suggest the Hiress do so just for their own gain of power, most of Qui'hamor's residents see that this is necessary and good for the wellbeing of the Shelfinn, and therefore the whole world.

The elves that were exiled fled to the three neighboring islands. Most of them see call themselves the Varendell elves, though some prefer to just be called an elf. On Mekkesh, the Varendell were accepted into human civilization as skilled magicians, artisans, architects and the like. On Arrowhead Isle, the Varendell really blended with human society, resulting in many half-elves inhabiting the island. Finally, Varendell that fled to Enosh and lived through the many hardships on that continent build their own villages in the human kingdoms.

Because of the very different lifestyles of members of the elven races, racial traits of the Hiress and Varendell have drifted apart. Still, a hint of shared heritage can be seen.

Hiress Elves

Personality:: Although not every Hiress, the Hiress as a race can certainly be considered quite the arrogant bunch. Often they are in their good right to be a little arrogant, as they (seem to) protect the future of Qui'hamor and its inhabitants with dedication and passion. If you can see beyond the initial attitude, most Hiress are quite friendly and willing to strike a good bargain. The Hiress tend not to make many promises, but their dedication to keep the promises that they do make is quite valuable.

Physical Description: Standing around 6'0, the Hiress are a little smaller than most humans. Hiress look a little frail, especially the men. They make up for this with their agility and charismatic appearance, which draws attention away from their pale features.

Relations: The Hiress don't get along with the Varendell, which they consider traitors of the elven heritage. Further, the Hiress don't have a quarrel with any particular race, though the other races usually tend to think of the Hiress as arrogant. Individual Hiress are usually looked upon with respect, but they usually only make real friends with those who love a person who keeps his word. This has spawned a long-lasting relation between a Hiress and an Ormenk dwarf on more than one occasion.

Alignment: The Hiress tend to be lawful neutral, doing their job (usually guarding the path to the Shelfinn birthplace) with dedication and precision. Even the most chaotic Hiress can usually be expected to keep their word.

Lands: The Hiress live on Quilton. Only few of the Hiress have spread throughout the rest of the world, though you might see a few on key positions.

Religion: Depending on their homeland, the Hiress follow the teachings of Gamu or Gamathea.

Language: The Hiress language is referred to by the Hiress themselves as the Elven Tongue. It's a melodic yet harsh and strict sounding language. When speaking Hiress, one is expected to use formal-looking facial expressions. The only exception is Hiress poems, which sound much softer. The alphabet uses runes, but they are completely different from the dwarven runes. Most Hiress also understand Varendell, yet refuse to speak it because of political reasons.

Names: The Hiress have what can be called true 'elven names'. Their names consist of subtle sounds, with their family names usually containing parts of regular elven words. A Hiress also has a specific middle name, referring to his allegiance to a specific part of the Firenn family that gained political control after the elven civil war.

Male Names: Arwenn, Ethrimil, Eldruin, Lexifell, Rasminn, Quelthis, Quilnas.

Female Names: Brisminna, Cyrilla, Lennore, Frimennah, Silquinna, Primissa, Wirvonn.

Middle Names: Japh-Fennin, Owa-Triss, Urwynn, Lamenn, Phramenn, Xanai, or Haquill.

Family Names: Armennissa, Ullysireh, Kyremeneh, Ueferrinna, Lavellon, Zirillion.

Adventures: A Hiress that is found somewhere besides Quilton most often is (or was) either on a specific quest, or has left his homeland because of a 'situation' at home. Much respected and appreciated as dedicated adventurers, a Hiress is a valuable addition to any adventuring party.

Racial Traits

- +2 Dexterity, +2 Charisma, -2 Constitution: Hiress are agile and charismatic, but they have frail bodies.
- Medium: As Medium creatures, Hiress have no special bonuses or penalties due to their size.
- Hiress base land speed is 30 feet.
- Low-Light Vision: A Hiress can see twice as far as a human in starlight,

moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.

- +2 racial bonus on saving throws against spells and spell-like effects: Hiress are adept at dodging magical attacks.
- Weapon Proficiency: all Hiress are proficient the halfspear, longspear, (composite) shortbow, and (composite) longbow.
- Elven Blood: For all effects related to race, a Hiress is considered an elf.
- Automatic languages: Hiress, Varendell. Bonus Languages: Enoshi, West Mekkeshi, East Mekkeshi, Halfling, Draconic, Auran.
- Favored Class: fighter or rogue. A multiclass Hiress' highest rogue or fighter class does not count when determining whether he takes an experience point penalty for multiclassing.

Varendell Elves

Personality: The Varendell are very resourceful. They can and will pick up just about any job, though their heart lies with their magical heritage. Though some elves are still bitter about their exile, many have settled in their new homes on the various continents, where they perform whatever jobs they excel in.

Physical Description: The Varendell are tough looking, sometimes scarred by the many years of hard work and earnings. Their elven subtlety still can be seen though, and their very eyes often seem to radiate magic. The average male stands 6 feet tall weighing 155 pounds. Females are usually a little bit smaller.

Relations: Depending on the particular family, a Varendell might or might not hate any Hiress he encounters. On the other end, bringing much cunning and knowledge most Varendell were received with open arms in their new homelands. They tend to have good relations with humans, halflings and Ormenk dwarves.

Alignment: Dedication lies is the basis for the Varendell's newfound success. Most Varendell tend towards lawful alignments.

Lands: The Varendell have no land of their own, as they were exiled from Quilton. Most Varendell can be found living amongst humans, halflings and dwarves on West Mekkesh, Arrowhead Isle and Enosh.

Religion: Varendell usually follow the religion of their new homeland.

Language: The Varendell language started as a dialect of the original elven tongue, but developed in a new language altogether. It sounds much like a mixture of Hiress (but softer) and West Mekkeshi. Writings are either in old elven runes but more often even phonetically using the human alphabet, like Gnomish. Varendell usually also take time to learn the language of their home land

Names: The Varendell have tried to say their elven heritage goodbye and usually take human names, though they still tend towards the more subtle sounding names. The kind of human names also depend on the home continent. Family names usually still bear the elven heritage.

Male Names: Aiden, Ethan, Cameron, Nathaniel, Kuromenn, Honiwaroh.

Female Names: Chloe, Brianna, Madison, Matshita, Takenishi.

Family Names: Zelfannis, Quosseril, Fringstem, Farfannae, Lamentare, Wellflore.

Adventures: With no other goal in life than survival, many adventuring Varendell search for a 'purpose': a purpose for life, their exile, their own skills, or anything their mind thinks up. The Varendell are quite dispersed and can be found in many adventuring parties, where their dedication and resourcefulness is often much appreciated.

Racial Traits

- +2 Intelligence, -2 Charisma: the Varendell's exile forced them to be resourceful yet harsh.
- Medium: As Medium creatures, Hiress have no special bonuses or penalties due to their size.
- Hiress base land speed is 30 feet.
- +2 racial bonus on Survival and Swim, which are always class skills for a Varendell.
- +2 racial bonus on any Profession: Varendell are good at about any job they can put their minds to.

- Varendell are real survivors and gain the Improved Toughness feat for free.
- Elven Blood: For all effects related to race, a Varendell is considered an elf.
- Automatic languages: Varendell, and the regional language of their home.
Bonus Languages: Hiress, Enoshi, West Mekkeshi, East Mekkeshi, Vareshi, Ormenk, Halfling, Gnomish.
- Favored Class: Wizard. A multiclass Varendell Wizard class does not count when determining whether he takes an experience point penalty for multiclassing.

2.4 Gnomes

Gnomes are different. They are different from those mentioned in the SRD, and very different from the other humanoid races. This paragraph describes those differences, and explains the 'feel' and rules for gnomes in the land of Qui'hamor.

Personality: Gnomes are a bunch of small, sadistic humanoids. They love to play jokes on others and each other, which sometimes even might have a bad ending.

Physical Description: As in the SRD.

Relations: Only those who can put up with their sadistic jokes become real friends of gnomes. Also those who can benefit directly or indirectly from their uncaring nature might entertain superficial relations with gnomes.

Alignment: Gnomes tend a little bit to evil; they are sadistic though in the end good natured. Gnomes tend quite a lot to chaos; a gnome with strong principles will most likely not be at ease in a gnome village or community.

Lands: Gnomes can be found all across Qui'hamor. Individually, gnomes can be found as clowns, village-fools, members of thieves' guilds, bartenders and independent shopkeepers in any of the humanoid lands. They often have small tight communities in separate neighborhoods within large cities. Gnomes have no land of their own, though you can sometimes find small gnomish villages on the dwarven and human controlled continents.

Religion: Gnomes share the Ugt's atheistic approach to life, though usually for more selfish reasons. If forced to adopt a religion they usually pick up the state's religion.

Language: Gnomes sometimes seem to be small giants; with their language it's much the same. It sounds like a stream of short insignificant words all uttered much the same (while giants speak in small words very slowly), yet it's a powerful language which allows you to say a lot with little words. Gnomish writings are phonetic statements using the human alphabet.

Names: Gnomes always have very short first names. They usually don't have family names, because they care little for their kin. However, gnomes sometimes get an 'addition' to their first name, which is a signifier to recognize more well-known gnomes. Gnomes are usually given one (or sporadically) more of these names by their close friends.

Male Names: Art, Brik, Grimm, Kilu, Paq, Wotu, Zim.

Female Names: Cil, Fella, Hyi, Minza, Ruille, Xine.

Additional Names: The Ugly, Rokson, Artheft, Noseprank, Waterslug, Dragonbrawler, Butlerfriend.

Adventures: Gnomes love adventure. The usual gnomish jobs are very boring. Because of this, many choose to leave their day-job in exchange for a more exciting venture.

Racial Traits

- +2 Constitutions, -2 Strength.
- Small: As a Small creature, a gnome gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but he uses smaller weapons than humans use, and his lifting and carrying limits are three-quarters of those of a Medium character.
- Gnome base land speed is 20 feet.
- +4 racial bonus vs. poison: gnomes have grown accustomed to the many gnomish pranks involving small poisons such as alcohol.
- +2 racial bonus on Listen and Spot: gnomes hear and see things coming from

a mile away.

- +10 racial bonus on Listen while sleeping: gnomes are on their guard any time of the day (this doesn't stack with the +2 racial bonus on Listen).
- +1 on initiative checks: gnomes are quick to respond to anything.
- Luck (ex): This ability allows you to re roll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.
- Automatic languages: Gnomish, Giant and Halfling. Bonus Languages: Varendell, Enoshi, West Mekkeshi, East Mekkeshi, Vareshi, Ormenk.
- Favored Class: Bard. A multiclass gnome's bard class does not count when determining whether he takes an experience point penalty for multiclassing.

2.5 Half-elves

Half-elves in Qui'hamor are what you might expect from a crossbreed race: a little of both worlds. To construct a half-elf character, first read the description of a particular elf class (Hiress or Varendell) and humans. Choose a mix of personality, physical description, relations and so on based on where you grew up and whether you were raised mainly by your elven or human parent (or both). The features that are specific to the half-elf race are mentioned below. Right after that, the specific racial traits are mentioned: one for Varendell half-elves and one for the (less common) Hiress half-elves.

Personality:: Half-elf personality is a mix of their parent's traits.

Physical Description: Half-elf physical appearance is a mix of their parent's traits.

Relations: Half-elves inherit some predispositions for relations from their parents. Half-elves are typical inter-racial diplomats as they will be able to find contacts in both types of societies.

Alignment: Half-elves have no tendency towards any particular alignment.

Lands: Half-elves can be found anywhere. Usually, they are a local and individual occurrence of their race. The one exception is Arrowhead Isle: during the exodus of the Varendell elves, this island was flooded by refugees. They were well received by the (mostly) human inhabitants. Soon, the entire island became inhabited by a cross-breed of Varendell half-elves. For more information on Arrowhead Isle, refer to the chapter Arrowhead Isle.

Religion: Half-elf religion is a mix of their parent's traits.

Language: Half-elves get their languages from their parents.

Names: Half-elves get their names usually from their father, who might be either human or elf. Refer to those races on determining a (typical) half-elf name.

Adventures: Though less numerous on Qui'hamor, half-elves might be found in adventuring parties just as much. Often searching for some purpose in their life, half-elves adventure around the world.

Hiress Half-Elf Racial Traits

- Medium: As Medium creatures, half-elves have no special bonuses or penalties due to their size.
- Half-elf base land speed is 30 feet.
- Low-Light Vision: A Hiress half-elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- +1 racial bonus on saving throws against spells and spell-like effects: though not as good as their pure blood ancestors, Hiress half-elves are adept at dodging magical attacks.
- Weapon Proficiency: all Hiress are proficient the halfspear, longspear, (composite) shortbow, and (composite) longbow.
- Elven Blood: For all effects related to race, a half-elf is considered an elf.
- Automatic languages: Hiress and the human parent's mother tongue. Bonus Languages: Enoshi, West Mekkeshi, East Mekkeshi, Vareshi, Ormenk, Halfling, Gnomish.
- Favored Class: Any. A multiclass Hiress half-elf's highest class does not count

when determining whether he takes an experience point penalty for multiclassing.

Varendell Half-Elf Racial Traits

- **Medium:** As Medium creatures, half-elves have no special bonuses or penalties due to their size.
- Half-elf base land speed is 30 feet.
- Profession, Survival, and Swim are always class skills for a Varendell Half-elf.
- A half-elf receives 4 extra skill points at first level, and 1 extra skill point each level thereafter.
- **Elven Blood:** For all effects related to race, a half-elf is considered an elf.
- **Automatic languages:** Varendell and the human parent's mother tongue.
Bonus Languages: Enoshi, West Mekkeshi, East Mekkeshi, Vareshi, Ormenk, Halfling, Gnomish.
- **Favored Class:** Any. A multiclass Varendell half-elf's highest class does not count when determining whether he takes an experience point penalty for multiclassing.

2.6 Halflings

Personality: Sometimes halflings might seem a bit naive, but this usually means they are just ignoring parts of the situation. This especially happens when there's an argument in a group or between two people, and the halfling is trying to keep the peace. This does mean that generally negative emotions are hard to pinpoint in a gnome's verbal and nonverbal actions. All in all halflings are just easy to get along with.

Physical Description: Halflings are small creatures, standing approximately 2'10 tall. They exhibit a range of hair fashions often involving dreadlocks, both males and females.

Relations: Halflings are associated with gnomes by the taller races more often than they'd like, and they usually rather mingle with the tall races themselves. Usually halflings blend into society very well, and as such they are spread out all over Qui'hamor.

Alignment: Halflings tend a tiny bit towards neutral alignments, trying to keep the peace between everyone.

Lands: The most widespread of all the common races, you can find halflings just about anywhere on Qui'hamor. Legend even tells tales of bands of halfling adventurers leaving for the outer planes just before they were closed.

Religion: Halflings tend to be followers of the free spirited Mathe, or members of Juxta communes. However, when the state religion is more or less a 'requirement', they will at least pretend to be followers of that religion.

Language: Halflings speak human. Or at least: they seem to speak human! To humans it sounds like a fifth human language, but in fact halfling is not at all like any of the four human tongues. The halfling language is in fact a mystery for all academics. Each sentence, phrase or even word is a collection of sounds. When uttering the same thing a second time, rhythm and tone will be similar but phonetically it will seem like a totally different statement. This all seems illogical, and it is. But if you've learned to speak Halfling, it all does feel logical.

Names: Completely aligned with the nature of their tongue, halflings have names that sound like words that might mean something, but that can probably not be found in any scholar's dictionary. Family names are usually imitations of the locals' family names

Male Names: Samey, Flitstock, Wabble, Charry, Trainerpol, Virshop.

Female Names: Pikkili, Asta, Nittrik, Plavei, Lingel.

Adventures: there's two types of halflings on Qui'hamor; those who like who, what and where they are, and those that don't. The ones from the latter category that are brave enough will pick up the adventuring life (usually any adventuring life).

Racial Traits

- +2 Dexterity, -2 Strength.

- **Small:** As a Small creature, a halfling gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but she uses smaller weapons than humans use, and her lifting and carrying limits are three-quarters of those of a Medium character.
- Halfling base land speed is 20 feet.
- +2 racial bonus on Climb, Jump, and Move Silently checks.
- +1 racial bonus on all saving throws.
- +2 morale bonus on saving throws against fear: This bonus stacks with the halfling's +1 bonus on saving throws in general.
- +1 racial bonus on attack rolls with thrown weapons and slings.
- +2 racial bonus on Listen checks.
- **Automatic languages:** Halfling and the national language of their home land.
Bonus languages: Gnomish, Ormenk, Sylvan, Varendell, West Mekkeshi, Vareshi.
- **Favored Class:** Rogue. A multiclass halfling's rogue class does not count when determining whether she takes an experience point penalty for multiclassing.

2.7 Humans

Most of the humanoid inhabitants of Qui'hamor are humans. The three biggest continents Enosh, Mekkesh and Varesh are inhabited mainly by humans. On these three continents, four different human races exist: the Enoshi, West Mekkeshi, East Mekkeshi, and Vareshi.

Enoshi

Personality: The Enoshi are the most reclusive human race. This doesn't mean they are bad with first impressions: on the contrary. Below the thin layer of superficial friendliness Enoshi typically are difficult to figure out.

Physical Description: Though the size of the Enosh continent allows for much variation, a typical Enoshi can be recognized by his pale skin and relatively small size, with a male and female both standing around 5'5" foot high.

Relations: Enoshi are accustomed to each others emotionless communication, and grow tight friendships quite easily (especially if both sets of parents were already friends). They tend to be less at ease with any of the other races.

Alignment: Enoshi tend to no particular alignment.

Lands: The Enoshi come from Enosh. As with all the human races, quite a few of the Enoshi have spread around Qui'hamor.

Religion: The Enoshi have very similar culture in various regions, but all the more different religions. Most Enoshi adopt the state religion (or else they are part of a sect, probably).

Language: The Enosh have a complicated language, with a lot of sounds that are all very similar and indistinguishable to the untrained listener. Enoshi uses the standard human alphabet, and as with all human languages most city and region names on the home continent are a good representative of what the language sounds like.

Names: An Enoshi's given name usually consists of two parts: a first part that conveys some spiritual feeling and a second part related to the astrological birth sign. Family names usually have no intrinsic meaning, as they have emerged from ages long past.

Male Names: Gato-Ilehn, Hanzo-Muri, Yuku-Mineh, Vate-prumo, Wer-ikizo.

Female Names: Chau-minei, Azue-Kitta, Muoh-Erma, Izza-Limeh, Bitzeki-Tiuoh

Family Names: Yikomiro, Husimario, Munneura, Wuzimoki, Taganashi.

Adventures: Enoshi might be on adventure for any imaginable reason.

Racial Traits

- +2 Wisdom, -2 Charisma.
- Enoshi base land speed is 30 feet.
- Medium size.
- +1 size bonus to AC: treat the Enoshi AC size modifier as if he were one size-category smaller.
- **Low-Light Vision:** An Enoshi can see twice as far as other humans in starlight,

moonlight, torchlight, and similar conditions of poor illumination. The Enoshi retain the ability to distinguish color and detail under these conditions.

- 1 extra feat at 1st level.
- 4 extra skill points at 1st level and 1 extra skill point at each additional level.
- Automatic languages: Enoshi and Varendell. Bonus Languages: East Mekkeshi, West Mekkeshi, Vareshi, Hiress, Halfling.
- Favored Class: Monk. A multiclass Enoshi monk's class does not count when determining whether he takes an experience point penalty for multiclassing.

West-Mekkeshi

Personality:: The West-Mekkeshi are the best educated of the human races. They already were considered the 'civilized lands' from early on, and this prestige only grew with the coming of the many adept and knowledgeable Varendell elves. Though civilized, personality for West-Mekkeshi still varies. Probably the only invariable trait they tend to have is that they feel they should bring civilization to other countries as well.

Physical Description: West-Mekkeshi are your 'typical humans': standing about 6 foot tall (women a tad bit shorter), tanned according to the particular climate of their region.

Relations: West-Mekkeshi are quite friendly to any who adopt their 'civilized' lifestyle, which many do with pleasure. They tend to get along especially well with local Varendell elves, leading to the existence of quite a few Varendell half-elves.

Alignment: West-Mekkeshi tend a little bit towards lawful good, but any alignment can be found amongst members of this human race.

Lands: The West-Mekkeshi come from the west half of the Mekkesh continent. As with all the human races, quite a few of the West-Mekkeshi have spread around Qui'hamor.

Religion: West-Mekkeshi have mostly lawful-oriented religions, depending on the region.

Language: Although it's technically on the same continent, West-Mekkesh is in various ways different from East-Mekkesh. It's a very pragmatic language, with little flair. Most humans on West-Mekkesh also learn East-Mekkeshi. West-Mekkeshi uses the standard human alphabet, and as with all human languages most city and region names on the home continent are a good representative of what the language sounds like.

Names: West-Mekkeshi have typical human names. Family names that indicate some line of work usually indicate folks of lower esteem.

Male Names: Bertus, Halfred, John, Lei, Peter, Wimsel.

Female Names: Briselda, Fran, Joanne, Gabriella, Sintilla.

Family Names: Bakerson, Leathermark, Fieldsprung, Wilde, Harrelfs.

Adventures: West-Mekkeshi might be on adventure for any imaginable reason.

Racial Traits

- Medium: As Medium creatures, West-Mekkeshi have no special bonuses or penalties due to their size.
- West-Mekkeshi base land speed is 30 feet.
- 1 extra feat at 1st level.
- 4 extra skill points at 1st level and 1 extra skill point at each additional level.
- Automatic languages: West-Mekkeshi and East-Mekkeshi. Bonus Languages: Enoshi, Vareshi, Ormenk, Ugt, Halfling, Varendell, Hiress.
- Favored Class: Any. A multiclass West-Mekkeshi highest level class does not count when determining whether he takes an experience point penalty for multiclassing.

East-Mekkeshi

Personality:: This race's members are either nomads or descendants from nomadic tribes. This is reflected by their hospitality and great endurance with mental and physical struggles. Having endured harsh struggles, they tend to be harsh in their judgments as well. They love to be outside.

Physical Description: Most East-Mekkeshi are tanned by the sun, workers and

nobles alike. They stand around 6'3" foot tall, women a tad bit smaller than men.

Relations: East-Mekkeshi have good relations with just about anyone that accepts their hospitality. They don't get in touch with very many elves or Enoshi, as the trading routes run along their enemies on West-Mekkesh.

Alignment: East-Mekkeshi tend to no particular alignment.

Lands: The East-Mekkeshi come from the eastern half of Mekkesh. As with all the human races, quite a few of the East-Mekkeshi have spread around Qui'hamor.

Religion: East-Mekkeshi have Gamathean as a state religion, except for Northcape, (Mathe), and Akmar (no state religion).

Language: The vast collection of heavy dialects spoken on the east of Mekkesh is usually viewed as one language: though someone from Northcape can for example directly notice someone is from a southern region, they can understand each other just fine. Most humans on East-Mekkesh also learn West-Mekkeshi. East-Mekkeshi uses the standard human alphabet, and as with all human languages most city and region names on the home continent are a good representative of what the language sounds like.

Names: First names can be both beautiful as well as horrible gasping sounds. This is a result of the different takes on what is a beautiful name, combined with the fact that East-Mekkeshi change their own name as they see fit themselves. Instead of family names, East-Mekkeshi usually have a name indicating their tribe.

Male Names: Finnos, Grakit, Persuwe, Ralg, Vinnes, Lachkmarck

Female Names: Quarea, Mefin, Triclah, Ze-agmut, Brennae, Lag-alima

Tribe Names: Al Grataik, Ge Hagtir, Al Xaki, Chraetach, Al Hama.

Adventures: East-Mekkeshi might be on adventure for any imaginable reason.

Racial Traits

- +2 Constitution, -2 Intelligence.
- Medium: As Medium creatures, East-Mekkeshi have no special bonuses or penalties due to their size.
- East-Mekkeshi base land speed is 30 feet.
- 1 extra feat at 1st level.
- 4 extra skill points at 1st level and 1 extra skill point at each additional level.
- East-Mekkeshi receive the Endurance feat for free.
- Fire resistance 4.
- Automatic languages: East Mekkeshi and West Mekkeshi Bonus Languages: Enoshi, Vareshi, Ormenk, Ugt, Gnomish, Halfling.
- Favored Class: Ranger. A multiclass East-Mekkeshi ranger class does not count when determining whether he takes an experience point penalty for multiclassing.

Vareshi

Personality: Vareshi are bound to each other genetically, but throughout the continent personal attitudes differ greatly. In the north, Vareshi are mostly occupied with surviving in the harsh surroundings. In the south along the coast some civilized kingdoms live on trade. In the heart of Varesh, a great jungle harbors many different tribes of Vareshi. Extrapolate further personality traits from the chapter on Geography.

Physical Description: The Vareshi are quite a tall race, with females around 6'3 foot even a bit bigger than men around 6 feet.

Relations: Ever since there has been peace with East-Mekkesh, the Varesh have had many contacts with those humans. In the northern part they deal a lot with the dwarves. Halflings and gnomes are also natives of the Varesh continent. Elves are not seen very often as their homelands are on the other side of Qui'hamor.

Alignment: Individual Vareshi tend to no particular alignment.

Lands: The Vareshi come from Varesh. As with all the human races, quite a few of the Vareshi have spread around Qui'hamor.

Religion: Most Vareshi follow Gamathea. In Baysdeep the more lawful teachings of Gamu are followed. Vareshi from Eastland or Frego Asillo are usually subject to the teachings of Hamir.

Language: Vareshi is a somewhat gruff sounding language. The further you go

north, the gruffer it sounds with more and more words borrowed from the Ormenk and Ugt dwarves. Vareshi uses the standard human alphabet, and as with all human languages most city and region names on the home continent are a good representative of what the language sounds like.

Names: Names depend some on the global region the Vareshi come from. Typical names for the North (N), Center (C) and South (S) are given below.

Male Names: Kilk (N), Jonak (N), Krakei (N), Quopocl (C), Himetop (C), Grinnep (C), Gerald (S), Joaquin (S).

Female Names: Wirga (N), Xini (N), Pratei (N), Muak (C), Famkl (C), Troca (C), Sandra (S), Elgare (S), Juanita (S).

Family Names: Pirimensk (N), Brimetorsk (N), Antanokakl (C), Trocomet (C), Del Persipore (S), Don Castimare (S).

Adventures: Vareshi might be on adventure for any imaginable reason.

Racial Traits

- **Medium:** As Medium creatures, Vareshi have no special bonuses or penalties due to their size.
- Vareshi base land speed is 30 feet.
- 1 extra feat at 1st level.
- 4 extra skill points at 1st level and 1 extra skill point at each additional level.
- **Automatic languages:** Vareshi and Ormenk. **Bonus Languages:** East-Mekkeshi, West-Mekkeshi, Enoshi, Ugt, Gnomish, Halfling, Sylvan, Giant.
- **Favored Class:** Any. A multiclass Vareshi highest level class does not count when determining whether he takes an experience point penalty for multiclassing.

Chapter 3: New & Changed Character Features

3.1 Organizations & Prestige Classes

Adventurers, powerful folks, and wondrous creatures ranging from half-dragons to the sentient elementals can often be seen as groups. This can be either because they form an organization, or because they share several noticeable features. In both cases, these features often form the basis for prestige classes, or at least the prerequisites for such a prestige class.

In Qui'hamor, the details of prestige classes are left to the DM and the players. In other words, this means the basis for several prestige classes and organizations are given here, without the actual prestige class statistics. This also allows for the option of players having a say in what the organization he/she is a member of looks like. An indication of what could be some characteristics for aspiring members is given.

Ku-Umo Monk

There are two ways of becoming a monk: through training on Ku-Umo and without training on Ku-Umo. The second type of monk is usually viewed as second-rate by his colleagues. Training on the Ku-Umo rocky plains is known across the entire world in both legend and prestige.

There are two schools on the Ku-Umo rocky plains named after their founders Azzuri-myō and Mayota-izu. In the beginning these were separate competing schools with different styles. After several centuries two wise leaders of these schools arose and combined their forces. Nowadays, the most talented trainees are trained at both schools at the same time.

The complete training for becoming a true Ku-Umo monk is completely individualistic: you have to reach the schools alone, have to get accepted on your own account, and complete the training all by yourself. More than a few of the trainees don't complete the training or even die trying. In the region Ku-Umo no one is allowed to travel in company of others unless specifically authorized. The talented trainees of both schools have to switch back and forth between their training at the different schools once each month, which implicates a dangerous journey across the rocky plains of Ku-Umo once per month.

Training at Ku-Umo is aimed completely at controlling the flesh with either the 'mind' or the 'absence of mind', depending on the task at hand. Trainees learn to go without food or sleep for weeks on end without having their senses diminishing the least bit in power. They learn to fight their enemies by wearing them down by avoiding them completely, only to deliver a finishing blow when absolutely necessary.

On the most powerful of the Ku-Umo monks only legends speak. Folks tell that the most talented among the monks trained at both schools there are some that are so much in control of their own bodies that they can be in several places at the same time, and travel distances without having to walk a foot.

Protector

Wherever there is something or someone important, you are likely to find a protector. Aimed totally at the defense of something besides his own hide, the protector is the ideal bodyguard or safe keeper of items and places. Anyone trying to get through a protector will likely find that he should have thought twice.

A protector's job is to defend an item, a person or an idea; although there might be several ways to accomplish this job, a protector will always need some devotion to stick with it. As the protector's first priority (safekeeping something) often is a full time job, he usually doesn't have the time to bother about religious ideas. The exception is the protector of a religious idea: this type of protector will go at much length to safeguard the church and its ideas from the enemy.

Although any of the races can become a protector, the long-lived races (gnomes, dwarves, elves) seem to have a special knack for the job: they have more time to learn to love the job, as well as lots of time to stick with the job. The Ugt have a racial tradition safeguarding the portals to the outer planes, as well as the Hiress who defend the home of the Shelfinn with passion. Amongst these races one is most likely to find a protector.

Closing Sage

At the end of the Prehistory Age members of the common races had found a way to close the inner planes, keeping the extraplanars from fighting their wars on the grounds of Qui'hamor. There were series of interconnected sects and powerful political figures that held the knowledge of stopping the extraplanars and closing the planes. Slowly moving up this ladder of power and knowledge one becomes a Closing Sage.

The dirty work of a Closing Sage consists of learning ways to keep things a secret, preventing others from knowing about your covert operations. As you learn more and more about how to stop divinations and plainer spying techniques, the secrets you may keep can be of greater importance.

A Closing Sage nowadays still learns by example, as set by the intricate plot of closing the inner planes. The teachings come from one or more mentors, each of whom can only teach the level he knows. This might form a problem for an aspiring Closing Sage: although the simple Closing Sages are easily recognized, those of greater power and knowledge are not as easily found. Even so it's worth it, because at the top supposedly the secret to the closing of the planes is kept.

Gardenzi

The region Zalfdale (East Mekkesh) has perhaps the most dangerous coastline in the whole of Qui'hamor. As a remnant from the wars between East Mekkesh and Varesh, many traps make this coastline unsafe, both for naval and land travel. The folks in this region that can be hired to disarm traps and provide safe passage call themselves the Gardenzi. Many of these Gardenzi have in the mean time also spread out throughout the world, often as part of an adventuring party.

A Gardenzi has at least learned some skills in tracking and disarming traps. There are two ways to becoming a Gardenzi. The easiest is probably by learning from an (ex-)Gardenzi. The more dangerous way is through trial and error. In both cases you will get your fair share of setbacks, thus increasing your resistance for particular mishaps. It should be noted the trial-and-error way of becoming a Gardenzi might give you a share of the lethal setbacks available.

3.2 Skills

Some skills from the SRD have new or changed features. The skills that work different are given here in alphabetical order.

Speak Language

The languages in Qui'hamor are very different from those mentioned in the SRD. Refer to Figure 1 for the languages spoken in Qui'hamor.

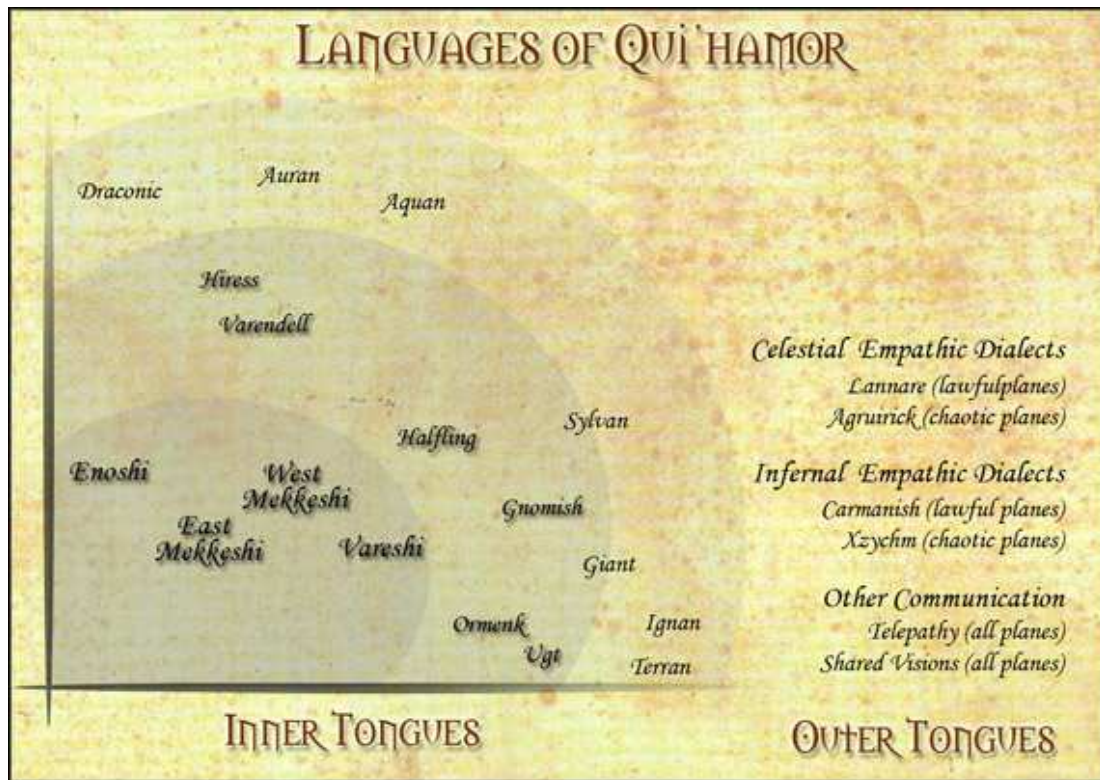


Figure: Languages of Qui'hamor

There are three rings of inner languages in the figure. First there are the human languages in the inner ring. Second there are the middle languages, hard to learn humanoid tongues. Third there are the obscure languages specific to certain races. A good rule of thumb is that the closer two languages are, the more they are alike.

The outer languages are somewhat different. Everyone can understand each other on the outer planes more or less: if you speak the sounds are automatically transformed in some emotion-conveying words. The way this sounds depends on your alignment. Depending on the type of sounds you produce (corresponding to alignment) there's a different name for the language. Telepathy and shared visions are other ways of standard communication that many members of the sentient outer races share. You can't learn these: you are born with or without the ability to use them.

The changed rules for speak language are as follows. Starting languages are chosen just as mentioned in the SRD. From then on, skill points can be used on languages. Speak language is considered a class skill for every class. Refer to Table 3 for the cost in skill points to learn a language.

Finally, there are two more changes to speak language. First, the bard gets a bonus: at 1st, 5th, 10th, and 15th level he can choose a bonus language (only from the racial bonus languages list or a language he has access to in the campaign). Second, if you speak any of the four human languages, you can have very basic communication with speakers of the other human languages. This is limited to simple subjects and takes much more time and requires many gestures.

Languages	Cost to learn
Human languages (ring 1)	1 skill point per language.
Other humanoid languages (ring 2)	2 skill points per language.
Special languages (ring 3)	3 skill points per language, required intelligence score of 16.
Ormenk, Ugt	If you know one of them, the other costs 1 skill point less.
Gnomish, Giant	If you know one of them, the other costs 1 skill point less.
Hiress, Varendell	If you know one of them, the other costs 1 skill point less.

Table: Languages of Qui'hamor

Chapter 4: History of Qui'hamor

What is written in this chapter is a fairly objective summary of the knowledge the common races of Qui'hamor together have about the history of the Universe and their world. This history is divided in three ages. First, there's the Genesis, the age of creation and ancient times. Following there's the Prehistory, a time of wars between the gods and a time of hardship for the common races of Qui'hamor. Finally, there's the recent history, an age known as the Closed Time Line.

4.1 Genesis Age

Descriptions of this age can be divided in three radically different groups, each with their own advocates. First, there is the Shelfinni Creation, with the Hiress as its most passionate advocates. Second there's the True Creation, which is most widespread, advocated by members of all the common races. Third, there's the Caswellin Creation Story (also referred to as the Elemental Creation), advocated by elementals and some Ormenk and Ugt dwarves.

There is no exact data such as dates on any of the Genesis stories. What exactly happened in the Genesis age can only be reconstructed by interpreting translations of ancient stories and poems. Below some pieces of proze and poetry best describing the basic idea of the three different Genesis stories adhered by the scholars of the common races.

Shelfinni Creation

The home of the Hiress elves is Quilton, a small continent in the southeast of Qui'hamor, with in its heart a region called Inner Shelfinn. According to the Hiress scholars this is the birthplace of all life. Even these scholars don't agree what exactly is the story of genesis. Most knowledge comes from translations of Shelfinni Creationist accounts from the Prehistory Age. The basic story taught to young Hiress is as follows.

*"Floating. And it landed on the Stakes of Countryhood;
it fell down on the place that was one;
Felaffin, Yillumirsti, Colsare and Virfunne;
the very same, the very old, the life of blood.
Walking.
Strangers in a land of the known Mystique;
it ran as if it was the last day on icy plains;
Lamehn, Quilton, Bixi, Arwennix, and Liuh;
the very same, the very new, the life of blood.
Talking, seeding, sowing.
Knowledge coming to those who invaded, who held the Stakes as their
own;
it had all instantly been done, as The Gods foresaw, forethought and
forbade;
Quilton, as we would come to know It as they would have wanted it to be;
the very same as we wanted it to be, the very everlasting, the life of blood.
Creating, interpreting, loving.
Shelfinni were those that were born in the land as they wanted it to be;
it had all instantly been done, to the liking of some but the agony of others;
Quilton, as we know it is now the home of the brave, the curious, The First;
the very same as they wanted it to be, the very fragile, the life of blood.
Perfection.
Scholars in a land of the known Mystique;
they existed as they always should have;
perfect Hiress, followed by the others;
the very same, the very best, the life of blood.
Protection
Supreme beings in a land of Subjection;
one more perfect than the other, they should;
protecting what once was, the obligation;*

the very same, the very ones, the life of blood."

-Hiress version of Genesis, The Shelfinni Creationist poem.

This poem is the oldest known document on the Shelfinni Creationist story amongst the Hiress. It took decades to translate it from the original Hiress language of the old Prehistory, and still there's some discussion on several of the words and sentences. The poem is extremely ambiguous, fueling the debate on the exact Genesis story.

Although the old poems are very hard to interpret, all Hiress are taught some elementary pieces of 'knowledge' based on these poems. It is assumed that the poem comes down to the following. The Gods created the Shelfinni in the empty lands of Qui'hamor, on the continent now known as Quilton. From the Shelfinni the Gods created the other common races, the Hiress being the most perfect of all. This perfect race was then finally destined to protect the original race: the Shelfinni.

True Creation

The most widespread story of Genesis is called the True Creation. It has become widespread for one simple reason: the story has always been renewed to be kept readable by the most common literate folks. Advocates of both the Shelfinni and Caswellin creation see the name by which this story is known as a hilarious joke: how can a story be the True story if it has been translated (and thus changed, they claim) so many times? However, advocates of the True Creation point out that current versions all seem to be firmly rooted in the oldest versions that are still intact.

Most current versions of the True Creation are very alike. Below is the story as it's taught at the West-Mekkeshi churches of Gamathea.

There used to be a void. Only the Gods floated around in a vast nothingness. They decided to create spaces for themselves, the Outer Planes of Existence. At first, these planes floated around in the void like the Gods themselves did before that. Not long after creation, the planes started to cluster. Some planes formed the Heavenly homes of some Gods, others formed the Hells. The planes and the Gods that lived on them clashed on more than one occasion. They started to destroy eachothers' planes of existence To prevent total destruction the Gods created a neutral zone between the Heavens and the Hells.

The neutral place was first just a dull piece of nature, with only simple flora and fauna. Some of the Gods had better plans for this place, and they created a first race of humanoids to walk the lands. They called this race the Sheli Finn. When they had done so, the Gods asked the wisest of this race what he would like the world he lived in to be called. The creature said he called the placed he lived in just "The world as we know it.", or in his ancient tongue "Qui'hamor". To reward the race for such a fine name he gave them a variety of different offspring. The different common races were born and all given their own place to live in.

These common races developed a society faster than some of the Gods expected. They soon found ways to cross the oceans separating the various continents. Not long after this they started to wage wars against each other, using the neutral oceans in between them as shortcuts. In turn, this gave the Gods the idea of using Qui'hamor as a shortcut to each others plane, and soon after they had assembled their armies they started to come into Qui'hamor to wage war on each other. The start of these wars marks the end of Genesis, and the beginning of the Prehistory Age.

- Gamathean Introduction to The True Creation

A variety of old documents supporting this True Creation exist, extensively studied by scholars across Qui'hamor. Some even claim parallels with the Shelfinni and Caswellin creationist stories.

Caswellin Creation

Probably the hardest to understand, the Caswellin Creation has the smallest number advocates. One reason it's still popular amongst some scholars, is that there are some undeniable, and amazing truths to be found in the texts of the Caswellin stories. A second reason is that every so often nature of Qui'hamor seems to provide more insight, more clues to the true nature of Creation, always in line with most of the Caswellin interpretations.

The basis for the Caswellin story is twofold. First, there are The Wise Words. These are four different series of words, supposedly first uttered by the oldest living elementals in their youngest days. Every now and then a new elemental is encountered that does nothing other than uttering these words. Second, there are The Wise Texts: short, cryptic hints of Elementals, and members of the common races with visions.

The Wise Words as translated from the four different elemental tongues are as follows.

*"I-am-Ignan.
Hatred. Following. Fire. Moving. Planes. Inwards.
Smallmen. Are/Being. Shelfinni. Inwards. Planes.
Love. Following. Hatred. Gods. Creation.*

*I-am-Auran.
Creation. Breathing. Moving. Planes. Upwards.
Smallmen. Breathing. Are/Being. Gods. Loving.
Gods. Smallmen. Allmen. Walking. Breathing.*

*I-am-Aquan.
Gods. War. Subtle. Mystique. Will-be-separated.
Smallmen. Living. Eating. Drinking. Qui'hamor.
Elementals. Smallmen. Greatmen. Creation.*

*I-am-Terran.
Qui'hamor. Followed-by. Ages. War. Planes. Inwards.
Greatmen. Closing-will-be. War. Inwards. Planes.
And. Finally. Understanding. There-was. There-is. Qui'hamor."*

- Elemental Wise Words

There's a variety of Wise Texts that are being studied by scholars of all the common races, and especially by Ormenks and supposedly also by intelligent elementals on the Skyslands. Only three Wise Texts can be officially traced back to the Prehistory, and are thus considered most basic to the Caswellin creation.

"My vision started with the four oldest Elementals, each reciting the wise words to me. They told me of the Qyrsti, Oldfires, and Xzartogha. I knew they were right. Then I saw nothing, the Gods, each floating in his own place. Islands in the north, continents all around. I fell down in pieces. One piece on every continent. Someone talking to each piece. I concentrated on listening to the smallest piece. Someone said 'Wake up Sheli Finn'. Then I woke up."

- Account of an unknown Ormenk's vision.

"Off the same material we are made, though others are others. The Gods in creation were true. We are the perfection of the mystique. With my brethren I will disclose. Talking wiser with each text."

- Account of an Auran Wise Text from the early Prehistory

"The secret of Creation lies in the Mystique. Some day it will be discovered with these texts, my brethren and I predict. We will speak wiser with each text, as long as we're sought after."

4.2 Prehistory Age

The age following Genesis can be divided in several smaller time frames. From each period scrolls and writings of the common races have been found. Below follows a chronological series of descriptions of these time frames. They are all illustrated with typical examples of writings from those periods of time.

The Dawn of Man

Directly after the Genesis Age accounts of the common races start to appear about them moving closer together and forming cities and states. The oldest Enoshi scroll known to exist seems to be part of a diary:

"Day 68:

The group of people we merged with last week appear to have experienced about the same as we did. They also have no clue about the whereabouts of their families.

Day 83:

We encountered a strange creature of fire and stone. Though dangerous looking, the creature seemed friendly. He could only utter the following words:

'Hatred. Following. Fire. Moving. Planes. Inwards.'

I don't know what this means. Maybe more clues will come later.

Day 168:

The settlement is growing, more folks with amnesia start coming to our settlement. No clue about their own origins, just like us. We will soon need to make some adjustments to keep up with this growth.

Day 172:

Strange enough we have encountered the fire and stone creature only three times, and never since. I wonder if I will ever meet one like it again.

In any case this scroll is near finished. I will continue my writings on a new one."

- Oldest known Enoshi scroll from the Prehistory Age

The above account is typical of the oldest scrolls found around Qui'hamor. All races seem to have one or more old scrolls like it. The experiences the Prehistory members of the common races wrote down often contain references to various stories about Genesis. Finding and interpreting these references, as well as the actual meaning of the old texts themselves is troublesome: as with all Prehistory written accounts, interpretation is based on translations of the old tongues in which they are written.

The Formation of Cities and States

As the members of the common races found each other on their continents, they started to form small societies. This process started fairly quickly, but slowed down rather soon. First internal struggles for power slowed down the development of society. When the individual villages and settlements had fought out their internal struggles for power, they started to wage war on each other. A verse from a bard's song from the area now called Northcape (East-Mekkesh) goes like this:

*"The gods pu-t us 'ere little men we followed soon,
nightly birth, morn' settling, fighting in the afternoon,
already we have won over many a tribe with strength,
strong as we are surely we will conquer'all at length."*

- Bard's song from the early Prehistory Age

The bard in the song was at least partially right. There is no record of 'his' tribe conquering the others, but it's commonly accepted amongst scholars that over a range of several millennia, the continents started to show an intricate structure of power.

It was during this period that society developed some other interesting things as well. With the coming of wars also came the development of new fighting techniques and advanced war techniques. More important though, the use of divine and arcane magic became more and more widespread.

Although this period was one of wars amongst the common races, considering what was to come it was a relatively mild period to live. The end of this period is marked by the forming of the powerstates of those days. On each continent there were only two or three states or kingdoms left. Thanks to explorers and divining magic, the different rulers of the powerstates discovered there were whole other continents to explore and conquer. The intercontinental wars gave the Gods the idea of using Qui'hamor as a shortcut and battleground for their own wars. This marked the beginning of the period of the Gods.

Era of the First Great Godwars

Typical of the era that now follows are notes of despair. The common races didn't know what was coming, when the Gods marched their troops into Qui'hamor. A letter has been found from a gnome cleric of Kryimo to his family:

"Lovest Rikki,

The church here is no use, I'm coming home. All the folks have left church, they lost their faith in the Gods completely. And, I must say, my hope is long gone too.

Oh dearest, I do not mean to alarm you too much, but be very careful. The minions of Kryimo, the walking lions with tallwords I told you about; they are not what they seem to be. They are preparing for some kind of war, and feel completely justified in preying on the common people for their needs. I can only imagine how their adversaries will act...

Please, give our daughter a kiss from me, and tell her I love her. I will be with you within two weeks.

*Sincerely,
Skip Gramble McArtheft*

Ps. And for the love of... yourself, I guess... do not let the minions in the house in the early hours."

- Prehistory letter from a Kryimo cleric to his family

Fortresses of the common races have been used extensively and were layed in ashes. People have been used as shields by the cruel extraplanars. Entire cities have been buried alive with the people in it, just because some high ranked member of the extraplanar army was there. Archaeological findings of these events have been found from a long period.

The Silenced Era

Something happened. It is not known exactly what, but something happened. Accounts of the Godwars all of a sudden stop. In fact, the Godwars altogether stopped. Time seemingly stood still in all places where many people were together: cities, barracks, ships on the oceans, battlefields, etcetera.

There are only simple accounts of folks that lived alone or in very small settlements that seemed to be spared. These accounts do provide overwhelming evidence that the Silenced Era actually took place, but strange enough do not refer to the Godwars at all.

Of course, there's a variety of theories on what caused the Silenced Era. However, this is not the place to discuss these, as every single theory is highly debatable.

Era of the Second Godwars

The next period of time starts of reasonably peaceful. Written accounts found in the archaeological remains of large cities of the Prehistory Age show a new relationship between the inhabitants of Qui'hamor and the extraplanars. An elven memo from a general leading the army of a city-state that survived the First Godwars is describes the start of this era very well:

"To all of Quilton's children, members of the greatest army that ever existed:

We are the strong, the remaining, the ruling city-state of our land Quilton. As you all know, we have recently forged an alliance with the followers of The Mother Overlord Gulmede. This will strengthen our position on Quilton, and in turn strengthen their fight against the evil outsiders.

As it was written in the Creation, we are the subjected supreme beings, protecting as we should, our land and race's birthplace. I know everyone appreciates our inherited duties, as well as our fortunate position. To keep our position and accomplish our race's goal, you are all to take training from our new allies, strengthening our army.

We are the subjected, but supreme beings. We shall act as such."

- Prehistory memo of an unknown Elven General at the start of the Second Godwars

Across Qui'hamor, the extraplanar armies needed reinforcements. Some forged alliances, in other, more unfortunate regions the hellish armies bluntly incorporated local folks as footmen. The polarization and increased strength of both sides led to even greater carnage than in the First Godwars.

Another effect was that the members of the common races that were left grew stronger and smarter. In the meantime the Second Godwars diminished the ranks of the extraplanar armies. All along the hatred for these extraplanars kept growing, and people longed again for the Age in which they waged relatively fair wars on each other

Closing of the Inner Planes

The Second Godwars were leading to a climax. Power balance between the extraplanar armies shifted dangerously between both ends. Mass murder, relentless preying on the lands by extraplanars, and an altogether arrogant stance of the extraplanars towards the members of common races fueled the wish and hope of Qui'hamor inhabitants for a solution.

All of a sudden word was out. A famous speech by the king of the East-Mekkesh powerstate was delivered in front of leaders of his army and just about every citizen in his capital:

"You are to take back what's yours!

Word has come from our sages, wise and important men, collaborating with the Elements themselves. We will receive peace!

The invaders shall know it. The fine extraplanars will return themselves, blessing us with our regained land Qui'hamor. The evil ones will return as well, or be trapped in a land that will be ours again.

We will keep the Gods that we love so much. We will have the Gods that bless us return safely. And I swear we will expel the Gods that should not have been!

It has been long planned. The invaders shall know it. Go home and you will receive instructions from your leaders. You are to take back what's ours!"

- Speech of Closing, end of the Prehistory Age

Scholars do not agree on one theory how the forefathers closed down our entire set of inner planes. It is known it was done by important sects and groups of wise men across the lands of Qui'hamor, together with the Elemental beings. Most often some form of help by some of the Gods is assumed. In any case, citizens of Qui'hamor were freed of the Godwars, and ready to live in peace. Or at least wage war amongst themselves.

4.3 Closed Time Line Age

The Closed Time Line starts counting at the moment the inner planes and outer planes were separated by the members of the common races together with the elementals. It is called the Closed Time Line Age for two reasons. First, it refers to the closing of the inner planes as an event. Second, the sages involved in the closing all made their own predictions on how this age would be 'Closed'. In some versions the universe and the age would together come to a closing, in other versions there will be more permanent closure of the inner planes, in yet other versions the age will be closed when the planes will be opened again.

The Closed Time Line age is -as it's the most recent age- the best recorded age. Most big events have been recorded by scholars, scribes, poets and writers, and will have some account in historical writings.

"Only 94 years old am I, Grinsbar Heckelstone, when I write this first preface to a book that has not a word written yet. It is my intention, nay my life's destiny to trust to paper an account of The Closed Time Line Age thus far. It will be an objective account, as far as possible. Even so, I will start by writing a first version from my own knowledge gained in the Ormenk and West-Mekkeshi colleges. It shall have omissions, both small and large. But when it's finished I will turn to the reader with a new preface, and plans for completing this time line further."

- Preface to The Grinsbar Heckelstone Closed Time Line, first edition

Unfortunately, Grinsbar has only just began his work. What follows then are the first notes he made to start off his book.

Year	Event
0	Closing of the outer planes.
1328	Xlarissa of Laeveland set out on her journey.
3783	Serpent's through appeared.
3912	King Simon's rule of the West-Mekkesh powerstate.
3986	Ku-umo settlements Azzuri-myo and Mayota-izu are established.
4328	The leaders of the Ku-umo settlements Azzuri-myo and Mayota-izu decided to merge the two settlements into one training school for monks.
4478	Quartochries of Varesh were instated.
4928	Frego Asillo has been mysteriously closed down from the inside out.
4934	Civil war of Ulimii began.
4946	Current Time

Table: incomplete history of the current era.

Chapter 5: Geography of Qui'hamor

For detailed information on geography, please also refer to the Qui'hamor atlas.

The lands of Qui'hamor have been relatively at peace. That means: relative to the Era of Wars when the gods fought each other on the material plane. Currently, the lands of Qui'hamor generally speaking have three levels of political power. On the highest level, there are powerstates or countries. These powerstate borders mostly run along the borders of the different continents and islands, with two notable exceptions: the main continent called Mekkesh is divided in two by an extremely long chain of mountains, and the continent of Varesh has two very strong dwarven kingdoms that don't form a powerstate the way the other continents do.

The second level of political power is the states or kingdoms. Every powerstate is divided in several kingdoms (except Arrowhead Isle, which has only one region). As said above, the two dwarven kingdoms are stronger than most kingdoms on other continents. Depending on the continent, a specific kingdom might also rule the powerstate that binds several kingdoms together as is the case with Ikefeld on West Mekkesh.

On the lowest level, just about any city in Qui'hamor can be looked upon as a city-state of some size and stature. Most often, the largest and most influential of these city-states also holds power in the particular kingdom. In a few cases such a city-state also is the political center for the associated powerstate; as is the case with Fehlongg in the kingdom of Ikefeld on West Mekkesh, for example.

Of course, this doesn't mean that the entire world of Qui'hamor is a clear-cut, neatly divided set of interrelated political powers. However, the idea of the three levels of power is a general idea upheld by (for example) many commoners in the land. The real facts might show a different picture: two kingdoms with separate capitals might turn out to be ruled by a third, kingdoms might fall or rise, alliances binding powerstates together might snap like a twig, and so on. For more info on all the states and their political power, as well as some demographics and flavor text, refer to the sections below.

5.1 Enosh

This large, empty continent is most west in Qui'hamor. It is inhabited (though not very densely) by the human race of Enoshi. It is a cold continent, with not too many foreigners living in any of the countries. Although there have been powerful leaders for the entire powerstate in the past, momentarily the powerstate's ruler depends largely on the loyalty of the regional leaders. Fortunately, the Enoshi are a race that stick together on most occasions.

West-Mekkeshi has tried to invade Enoshi (as it tried with all countries) on more than one occasion. In the past millennium however, these wars have been frustrated by appearing of what is called the Serpent's through: a long path between Enosh and Mekkesh where water seems to run straight down to the bottom of the ocean. Ships have to sail around this through to reach other continents. This through has somewhat isolated Enoshi.

On Enosh, most people live on the east and south coast, where the temperatures are more hospitable and contact with the rest of the world is more abundant. In the more xenophobic western regions mostly the just deity Gamu is worshiped. Following the teachings of this deity, these lands are fairly strictly ruled.

Suozoku

Capital: Kama-Yaku

State Religion: Quomoko

Population Density: very low

Percentage non-natives: 0 - 2.5 %

Government: Merchant council

This northern region of Enoshi is mainly a trading and craftsmanship country, led

by a merchant council seated in the only city of importance: Kama-yaku. It was not always like this. Both Ulimii and Hatto have on occasions invaded this region and reigned for different periods in the history of Qui'hamor. Once even West-Mekkeshi had control over large parts of this region, on one of the more successful attempts to invade the whole of Enoshi. However, besides soldiers, no foreigners ever really wanted to move to this barren country in the north. Last, Hatto was reigning over the region but weakened power of those leaders opened the opportunity for the most wealthy Suozoku citizens to 'buy' their own country and establish a merchant council.

The most interesting thing about this region is probably the fact that several scientists have used it as a basis for researching the icy plains on the outer ends of Qui'hamor. Brameh is a city in the west of Suozoku where ships run on and off to some Icelands even more to the west. Why these particular Icelands are of so much interest almost no one knows, except for probably the expedition leaders and scientists involved. Most generally, Enoshi think these expeditions are a foolish waste of time.

In spite of ever changing leadership in this country, the Enoshi living in the cities and settlements on this land have had a long tradition of weapon- and armor smithing. And they are good at it too. Iron and bronze gained directly from mines somewhat into Ku-umo territory is stronger than anywhere else on Qui'hamor. Most folks even will say that weapons and armor surpass even Ormenk goods in quality. Of course the Ormenks usually tend to deny these claims.

Ku-umo

Capital: -

State Religion: Gamuan

Population Density: deserted

Percentage non-natives: 5 - 10 %

Government: Oligarchy

The rocky plains of Ku-umo were of no interest to anyone for a very long time. Only a thousand years ago two settlements were established, where so-called monks built training camps. After a few generations, in the two largest settlements a natural leader arose. In the western settlement a most talented monk arose called Azzuri-myo, who established a strictly hierarchical form of leadership in his town. At the same time in the eastern settlement an equally powerful leader called Mayota-izu stepped up to form a training program and turn the settlement in an official training camp. Both schools attracted various talented people from around the world.

This situation lasted for about 4 centuries, until two wise leaders of the schools decided to combine their forces. Philosophy of both camps were merged into one new philosophy, and the two schools together effectively became the leaders of the entire mountain region and rocky plains called Ku-umo. Ever since this new reign was established, it has been forbidden to travel in company through the country of Ku-umo, unless specifically authorized by leaders of both camps.

There is almost no contact with the surrounding regions. The only thing to go into the mountains are people who aspire to become Ku-umo monks, and the only thing to ever come out of the region are (even fewer) people who have become such a monk and are on a mission somewhere else in the world. Not the least reason no-one travels through this land is that it is extremely dangerous, the more because you always have to travel alone.

Ulimii

Capital: Wend-prama

State Religion: Gamuan

Population Density: medium

Percentage non-natives: 10 - 20 %

Government: anarchy

In the north of Enosh lies the militaristic region Ulimii, a region which has been a kingdom of its own on and off. Particularly lately, there have been a lot of changes in

this region. Most recent, a vast powerstate army mixed with a regional army was stationed here to protect Enosh from West-Mekkeshi invasions. When the powerstate army took control of the region, many of the leaders of the regional army felt they had lost their grip on their own lands. The powerstate army stationed in Ulimii however was also breaking down over an internal conflict. Completing this bizarre picture are the militia and Gamuan clerics who together took up weapons as well. Consequently, the region Ulimii has been in a civil war for over a year now, and the lands are left in complete anarchy.

The region Ulimii is rather densely populated, considering the fact that it's relatively inhospitable. Winters are long and cold and even so summers are not much of a relief, since the warmth also suits a range of local vermin such as mosquito's and strange centipedes very well. Because of its strategic location Ulimii used to be a trading station and a land of gifted craftsmen, explaining the abundance of Ormenks in the region.

Almost all cities in Ulimii are now fortresses for one or more factions trying to gain power in the region. The once beautiful capital Wend-prama is now completely in ruins. There is absolutely no predicting what the future of this region holds. Theory would learn us the powerstate army should -when reinforced- be able to gain control of the region, but for some reason they haven't been able to do so at all.

Hatto

Capital: Sare-hatto

State Religion: Gamuan

Population Density: very low

Percentage non-natives: 0 - 2.5 %

Government: Imperial cult

In the heart of Enosh lies the city of Sare-Hatto, home of the Enosh emperor. This emperor is believed to be a demigod: the son of the earthly deity Gamu. His power therefore stretches over the whole continent, where all regional leaders acknowledge his rule. They do this not in the least place because the emperor is endlessly rich from the diamond mines, but also because he is supported by an army of Gamu commune leaders.

The capital of Hatto lies at the east border, and it's the capital of the whole of Enosh as well. For some time Prymo-arkazzo has been under the direct reign of the emperor as well, but ever since the Serpents Through exists that region was no longer a direct landing point for invading armies and thus it was slowly made a sovereign state. Even so, the military in Prymo Arkazzo nowadays still is from the powerstate's army, led by the emperor's generals.

Hatto is a region of great differences. Around the capital it's a nice temperate country to live in. More to the west and north lie the most inhospitable tundra's man has ever seen. This makes it extremely difficult and dangerous to mine the precious metals and diamonds in the region. Even so the region seems to have an endless supply of it, and the Hatto citizens are probably the wealthiest in the world.

Prymo Arkazzo

Capital: Yuka-mat

State Religion: Gamathean

Population Density: low

Percentage non-natives: 5 - 10 %

Government: Magocracy

The region's military is completely under the Enoshi emperor's reign, but the day-to-day power lies with the mages of Yuka-mat. The 50 wisest mages are chosen every 12 years to form the senate of Prymo Arkazzo, deciding in law and state matters. Since their main interest usually lies with research, laws generally stay the same a long time. However, especially considering the rest of Enosh, people can get away with quite a lot of things prohibited by law. Only when things tend to get out of hand local battalion leaders from the powerstate army are expected to settle things.

Not too many foreign races have found their way to Prymo Arkazzo, with the notable exception of wizards, sorcerers and scholars with their followers. Gamathean is the official state religion, though not too many pay attention to this. Anything goes, as long as it doesn't violate the law. Near the western border however, most folks follow Gamu, since emperor (who is believed to be the son of Gamu) lives directly across the border in Hatto.

Prymo Arkazzo has been a center for scholars even in days when the mages did not rule the lands. The region has been the place for more than one important meeting, also around the time when the outer planes were closed. Probably something important is cooking up in the region at this moment as well, though what it is, is left to speculation.

Akyo

Capital: Caleh-untich

State Religion: Gamuan

Population Density: very low

Percentage non-natives: 2.5 - 5 %

Government: Theocracy

Ever since the region Menuzi has been a dictatorship following the teachings of Hamir, the Enoshi emperor has left rule over the region known as Akyo to a sovereign cleric of Gamu, usually one of his own kin. Though openly this cleric should lead his army to throw over the dictatorship of Menuzi, he in fact is there to keep the status quo and form a buffer between Hatto and the powerful army of Menuzi. At current, there are even political ties between the emperor and the dictator of Menuzi which make keeping the status quo in Akyo easier than ever.

For as far as Akyo is not a buffer for Hatto, it's mainly a land of farmers and fishermen. The capital in the north along the lake is Caleh-untich, which looks, feels, hears and most certainly smells like a fishermen harbor. It is said you can smell the fish odors as soon as you cross Akyo border.

Woskuku

Capital: Bradi Cherst

State Religion: Gamathean

Population Density: medium

Percentage non-natives: 20 - 40 %

Government: Kingdom

The southern, warmest region of Enosh is a truly pleasant land to live in, and so do many of different races. The land is populated by Enoshi, but also by vast numbers of Varendell and half-elves, especially along the coast. The current Enoshi king Tzamuki is to be married to his Varendell wife within the year. Good relations with all races living in the area has been needed much to acquire healthy trading routes. Nowadays, even West-Mekkeshi ships come to Woskuku, albeit through Laeveland.

The line of kings have always been loyal to the emperor of Enosh, even though the state religion is Gamathean instead of Gamuan. Ever since their neighbor Menuzi has been under the influence of Hamir's dictators, relations have cooled down. A heavily guarded border lies in the west. Even so, some trading routes to and from Menuzi still exist.

Menuzi

Capital: Vemu-nah

State Religion: Hamir

Population Density: low

Percentage non-natives: 5 - 10 %

Government: Dictatorship

This country has been ruled by a long line of evil dictators ever since the closing of the outer planes. In the first generations, a strictly hierarchical form of power was established. It is now in the blood of the Menuzi to either rule or be ruled. Attempts to overthrow this regime have almost always failed because the ranks of the rebels would be filled with snitches. The very few times where the coups have (partially)

succeeded, the newly found regime would almost automatically regain a dictatorship through the mentality of the Menuzi themselves. Evil tongues say that this is due to the influence of the deity Hamir and his clerics, who were the secret power behind every dictator.

Laws in Menuzi are harsh and the punishments for crimes seem absurdly high to any person from another country. It is habit to use the laws for your own gain whenever you can or whenever you are in power. People who have no direct power over others serve as snitches more than often thus using the laws to their own gain as well. Consequently, just about all the Menuzi live in a constant state of fear.

The only place where there's a relatively friendly situation is in the army. This makes being a soldier a very loved job, allowing the recruiters to choose only the best. This in turn leads to a very powerful army. The army uses its power mostly to guard the borders, in the past when necessary to keep the West-Mekkeshi out. In these powerstate wars, the Menuzi army came in small, strong battalions to the fights, where they were feared by the West-Mekkeshi soldiers and about as much by the soldiers from other Enoshi countries.

5.2 Arrowhead Isle

This continent actually only has one country. The island is called Arrowhead Isle, especially by more educated folks who have seen a world map in their lifetime and noticed the arrow like shape. Most often though, people refer to the kingdom of Laeveland.

Laeveland

Capital: Cammington

State Religion: Gamuan

Population Density: very dense

Percentage non-natives: > 40 %

Government: Monarchy

In the midst of the large and powerful western continents lies the kingdom Laeveland. It is a trading country per say, inhabited by members of about all the humanoid races. It is considered by many as the homeland of Varendell half-elf, who also hold the line of kings currently ruling the land. When the Varendell fled Quilton after they had lost the elven civil war, many ended up on the island with a mostly West Mekkeshi population. They mingled so well that Laeveland now has more half-elves than full Varendell or humans. The current line of kings are very religious followers of Mathe, and the inhabitants of Laeveland strongly believe that this earthly deity spends most of his time living amongst them disguised as an adventurer. This state religion is interpreted in a very hedonistic way by the kings, and they even try to distribute wealth amongst the citizens. This of course causes some trouble between the king's court and the nobles.

About 3600 years ago, a full Varendell inherited the Laeveland throne at a rather young age. On his 121st birthday, the king set out a party led by his sister Xlarissa, to find a solution to their problem. The adventuring party traveled around the world looking for protective lore. They soon picked up an Ormenk dwarf who joined their quest. At more than one occasion this dwarf saved the party's life through cunning strategy and sheer power. This allowed the party to safely look around Qui'hamor for whatever it exactly was they were looking for. When the party had gained full strength but the short-living half-elf party members started to show signs of ageing, they decided to take a break from their quest on Zcynnesh, home of their friend the Ormenk.

"And some time after Xlarissa's adventures had stranded, she would realize she had stranded on the beaches she so long sought after."

- The adventures of Xlarissa

While they rested on Zcynnesh from their adventures, some of the party members attended military schools of the Ormenk clans. Xlarissa here realized that she had

the solution under her nose all along: it was the Ormenk that had protected them from danger on more than one occasion, and it would be the Ormenk dwarves that would be able to save her homeland on more than one occasion in the future.

Xlarissa spoke before a meeting of the Ormenk clans, Rok and Krogar alike. She praised the Ormenk's cunning and strategic abilities. She used all her diplomatic power, female persuasion, and the Ormenk's innate love for adventure. According to her brother's wishes, Xlarissa offered the Ormenk that would come with her military power, challenges never seen before, and a wealthy home for their families. Her speech was successful beyond even reason, and what could almost be considered an Exodus of Ormenk was about.

Ever since the adventures of Xlarissa had found their goal, the Ormenk have had a special position in Laeveland. They built fortresses on the coasts of Arrowhead Isle and instructed the Varendell king in building a navy of impressive strength. Control of these fortresses, the FIXME

5.3 Quilton

Home of the Hiress elves, this relatively small island in the south west ocean is supposed to hold the birthplace of Qui'hamor. This continent was divided into regions by the members of the Firenn family. These regions are now called Firennstates¹. Each such state has at least a faction of Farlenore (Groundkeepers), an organization that usually has as its only task to keep everybody out of Inner Shelfinn. Every state might also have a (number of) different organizations involved in the government of the region. Felsass is the region that neutrally hosts all meetings of national importance for Farlenore heads and state governments.

The Hiress like the status quo in their homeland. They do not mingle at all in the human powerstate wars, and they do not send out diplomats to other lands. The only political ties the Hiress have are through diplomats that come to Quilton. The status quo is guarded by the Farlenore. Each Firennstate has a large fleet guarding the coastline and a good portion into the ocean. The further south east you look, the more intense this guarding of Inner Shelfinn gets, up to xenophobic proportions in Phram.

Japh

Capital: Japh-bennin

State Religion: Gamuan

Population Density: medium

Percentage non-natives: 10 - 20 %

Government: Firennstate with parliamentary democracy

This unique region is the only democratic land in Qui'hamor. All male and female Hiress between 120 and 200 years of age is allowed to vote for the parliament. This parliament consists of 31 male Hiress who decide on all matters of state. They even choose who becomes the Farlenore general every 5 years, though they don't have any further powers on these matters. Most often one person gets re-elected for this job until he retires. The parliament makes for a politically oriented social life on Japh, and like no other country in the world do the inhabitants here feel they can show their supremacy over others through debate and political juggling. Enchanting magic outside adventuring is strictly forbidden since 6 centuries ago, when one of the elections turned out to be rigged through the use of such magic.

The land Japh itself is as beautiful as it's dangerous. Especially the flora and fauna can be enchanting, both in a good and a bad way. The ground can be as pretty as an illusion made especially for the passer by, which may lead to dangerous situations as well. Further, the sub tropic jungles more land inward are flooded with magical beasts that know the tongues of humanoids and even tend to band together to keep the lands their own. They keep in their hoards many things of wonder, and the gods themselves sometimes even seem to intend things to stay this way.

Felsass

Capital: Felsass

State Religion: Gamathean

Population Density: dense

Percentage non-natives: 20 - 40 %

Government: Firennstate with magocracy

The oldest member of the Firenn family was named Felsass, who founded the capital and governing region (which were later both named after him) in the northeast of Quilton. The high mages of the Hiress govern the land of Felsass and also form the heart of the sages that seek lore about the birth of Qui'hamor. The laws of Felsass are fairly strict, yet the mages that have the political power to enforce them are usually preoccupied with other matters. This is the reason for the many foreigners allowed into Felsass, at least the eastern part of it. The mages do care to exercise their power over Owa's merchant council as well as their powerstate privileges.

The Farlenore of Felsass have no fleet to control, so they can put all their manpower to protecting their part of the Inner Shelfinn border. Note that this is very much necessary since amongst the large population of Felsass are always quite a few that try to get into the inner region of Quilton.

Out of all the Firennstates, Felsass shows the most scars of the elven civil wars. There are small forests that forever will remain dead in remembrance of the banished Varendell elves. There are active traps and rigged fortresses in the entire inlands, especially near the Inner Shelfinn border where the Farlenore leave them to scare off intruders. And most noticeable, there are many monuments to the fallen Hiress in the city of Felsass. And although the entire country obviously shows that the same scars were inflicted -probably even more- upon the Varendell, no Hiress would ever speak higher of a Varendell than his neighbor's pet.

Felsass attracts many craftsmen, artists and Hiress adventurers. It's one of the best places in the world to have magical equipment custom made, which provides the magocracy with an additional source of income. Felsass city -though scarred by the civil war- is considered (even by fairly objective) members of the Hiress race as the most beautiful city in the whole of Qui'hamor. It holds a large wooden cathedral of Gamathea, where many come on a pilgrimage. The Gamathean priests care more for the common folks than the mage politicians and so they have a strong influence there, which they might use to get favors from the government.

Owa

Capital: Owa-triss

State Religion: Gamathean

Population Density: very dense

Percentage non-natives: > 40 %

Government: Firennstate with merchant council

This cosmopolitan state is home to the Hiress that know how and want to deal with the outside world. Any Hiress bored or not interested in their self-proclaimed racial heritage of protecting the birthplace of Qui'hamor will most likely first move to Owa. The state is therefore very heavily populated. But next to the Hiress, Owa's relative friendliness towards foreigners has attracted a number of halflings, Enoshi, East and West Mekkeshi, Vareshi, Ormenk and in some cases even (half) Varendell elves.

There's only one real large city, called Owa-Triss. This is an ancient city founded by the Firenn family member Owa, and is the only city in Owa to have decent city walls and defense. The rest of the country is not quite one large city, but also not quite a collection of thorps. Perhaps it's best described as a small gathering of beautiful Hiress suburban neighborhoods, each with a specialty in a certain trade. There are almost no farms to be found on Owa: all their food and drink is import.

Owa's main function is to generate income for the rest of Quilton. The trading is huge, but heavily taxed to support the Farlenore in all the Firennstates. It is governed by a merchant council, except of course for the national security issues which are all arranged by the Farlenore, which is also responsible for guarding the large heavily traveled body of water between West Mekkesh, Quilton and Arrowhead isle with their impressive fleet. The merchant council is appointed from the

powerstate Quilton's capital Felsass by the meetings of regional governments. If appointments or changes are needed when there's no powerstate meeting planned, the local government of Felsass has full power to decide on matters in Owa. Although this doesn't happen often, it still makes Owa's leaders heavily dependent on their contacts in Felsass. All this makes for an intricate political game in Owa, converting merchants to some of the best and most cunning diplomats in the world. Considering the Hiress nature, these diplomats typically are arrogant and fairly confident, yet extremely cautious.

Haq

Capital: Haquill

State Religion: Gamuan

Population Density: very low

Percentage non-natives: 5 - 10 %

Government: Firennstate with merchant council

The region of Haq is split in different quarantined zones. Along the coast lie small regions with magic fences around them guarded by the Farlenore. In these small coast zones, non-Hiress are allowed and a lot of trading is done. In the rest of Haq, non-Hiress are only allowed on very special occasions. Even the capital Haquill is divided in different zones. No Hiress half-elves live in this region: it's punishable by law even to be a half-elf.

In the native zones, the Farlenore are the rulers. However, the Farlenore dare not come into the quarantined zones and breathe the same air as non-Hiress. These zones are ruled by a merchant council, which consists solely of Hiress merchants. This situation is very workable for both parties, since the Farlenore have no interest in the quarantined zones and the merchants have no interest in the poorer native zones. The Farlenore of Haq have strong ties with the Farlenore of Phram, who are about equal in their xenophobia.

The region of Haq has one more very interesting feature. In recent years -being the last two centuries- analysis of Haq poetry and other arts has revealed the artists living in the native zones have known some things about the closing of the outer planes and the true story behind the Shelfinn. This has led to a flood of scholars to these lands, as well as through the neighboring region Xan, all trying to find more pieces of this puzzle.

Inner Shelfinn

Capital: -

State Religion: Unknown / Special

Population Density: deserted

Percentage non-natives: Unknown / Special

Government: none

Absolutely nothing is commonly known about this region in the heart of Quilton. Not even native Hiress are normally allowed into Inner Shelfinn, except for important figures.

Urwe

Capital: Urwynn

State Religion: Gamathean

Population Density: medium

Percentage non-natives: 10 - 20 %

Government: Firennstate with merchant council

The form of government in the Urwe region somewhat resembles its western counterpart Haq, as it also has some quarantined zones. These zones are the only places where trading is allowed, and these places are ruled by a council of the richest merchants. Composition of this council varies from time to time, as wealth tends to shift from family to family. In the native zones, no trading with foreigners is allowed. However, there are no great walls between these zones and non Hiress are allowed in the native zones just normally. The only thing is that no-one is really allowed to transport much wealth between the two type of zones. Most foreign trade is therefore shipped through to for example Owa.

The powerful positions in the Urwe Farlenore have been filled by four families for 600 years on end now. This has led to many political marriages between these families, which by this time is becoming a problem because of inbreeding. Other families see their chances here and start to mingle in this situation, leading to a dangerous standoff, which might or might not lead to civil war in due time.

Xan

Capital: Xanai

State Religion: Gamuan

Population Density: very low

Percentage non-natives: 5 - 10 %

Government: Firennstate, kingdom

The king of Xan has traditionally also been the head of the Farlenore. However, he usually leaves the protection tasks of Farlenore to his right hand, himself turning to regional matters of state. This has grown like this partially because Xan does not border Inner Shelfinn and as such it is not of great importance to the Hiress. This does however leave the Farlenore in a dangerous state: powerful but useless. This has led the Farlenore leaders to turn to other matters, including illegal nepotist activities. In other words, the Farlenore in Xan is rather corrupt. This state of affairs even more so attracts scholars that want to get their hands on Haq arts by any means necessary.

Xan itself is a beautiful country. Most Hiress living there are hunters or landowners, living simple lives. The bottom of the ocean just out of the coast from Xan is said to be equally populated with the most wonderful creatures and most wondrous beasts. Most ships stay near the coast; straying afar usually spells trouble: if not for the creatures that live there then for the Unsurfaced Islands, the small islands with the ground between 1 and 3 feet below the sea level.

Phram

Capital: Phramenn

State Religion: Gamuan

Population Density: very low

Percentage non-natives: 2.5 - 5 %

Government: Pure Firennstate

This is by far the strictest Firennstate on Quilton. Gamuan is officially the state religion, but in fact the officers of the Farlenore are worshiped more than Gamu himself. Non Hiress are denied passage into or through Phram unless they have obtained written permission beforehand. Trading with other countries is only done to keep the army supplied. In short, everything is controlled by the Farlenore.

The chain of command in the Farlenore is strictly hierarchical, up to a total of five generals. These high commanders all have their own responsibilities. They often meet one on one to discuss a matter in the overlap of their tasks. When necessary one of the five members may call for a central meeting with everyone present. This is also done before a powerstate Farlenore meeting is held, to decide who's going as a representative and what he should emphasize there. Usually their emphasis on such powerstate meetings is the fact that the other Firennstates are "letting down their guard", are "neglecting their responsibility", and should "be stricter towards foreigners and folks coming near Inner Shelfinn".

When Lameh still was a small and lowly populated neighbor and the immigration there started to take bigger proportions, Phram decided to temporarily invade to reinstate law and order. However, concerned about their own level of freedom, the other Firennstates forced Phram to give back Lameh to its own Farlenore squad. Phram did so but left behind some intricate webs of diplomats, officers and even spies to keep their political powers in Lameh. Even so, they could not prevent Lameh from becoming a more trading region.

Lameh

Capital: Lamenn

State Religion: Gamuan

Population Density: dense

Percentage non-natives: 5 - 10 %

Government: Firennstate with theocracy

A region with lots of trading with the human powerstates lies in the south east of Quilton. Laméh has a weak faction of the Farlenore that only has power when it comes to guarding the Inner Shelfinn border. For all other matters the high priest of Gamu and his administration take care of things.

Worried about the weak Farlenore, Phram once invaded Laméh. This painfully reminded everyone about the elven civil war centuries ago. Shortly after this invasion the powerstate council decided that Phram should retreat and reinstate the Laméh government. Although this was done, many political figures still now have ties with the Farlenore from Phram.

Laméh is a trading region per say. Import coming from East Mekkesh and sometimes even Varesh is transported through along the coast to Owa. These imports are accompanied by loads of clothing, created by the finest tailors of the world, living in Laméh. This also generates more income for Owa, which again is heavily taxed to support the Farlenore.

Trading has attracted some East Mekkeshi to Laméh. For unknown reasons, there has also been a relatively large community of Gnomes and Ugt dwarves, living mostly in their own villages and small cities surrounding Lamenn. Still, the Farlenore (supported by pro-Phram politicians) try to keep immigration to a minimum.

5.4 Skyslands

The Skyslands are not really a continent, but like Arrowhead Isle an independent region.

Skyslands

Capital: -

State Religion: Quomoko

Population Density: unknown

Percentage non-natives: Unknown / Special

Government: Special

In the middle of the ocean north in Qui'hamor are the Skyslands situated. On maps of Qui'hamor they are usually drawn as islands. In reality, at those four spots there are several floating plateaus on a variety of levels, in columns reaching up to half a mile in the sky and down to the bottom of the ocean. Ranging down into the ocean there is usually no water from the ocean.

The Skyslands are home to the elementals; fire, water, earth, and air elementals. Each elemental lives with the rest of his kind on one series of plateaus. However, much like the changing of the tides, things shift on the Skyslands. A single elemental is only on one Skysland at a time, but every few hours all the elementals rotate to the next island, both in physique and mind. In other words every few hours the elementals switch heir home clockwise: they all fade away to the ethereal plane Immarallae at their current home, and fade into the material plane of Qui'hamor at the next Skysland.

On the Skyslands, no form of government has been established. Instead, any elemental can do, say, demand or try whatever he wants. Only if an older elemental says otherwise or forbids one to do or try something the younger elemental should listen. Since power and knowledge comes with age for elementals, this system keeps itself intact. Because the oldest (and thus strongest) elementals are satisfied with the situation, nothing is likely to change at any rate. This status quo is strengthened by the fact that elementals, at least of one type, usually agree on matters.

Not much on politics, social life or other common matters is known about the Skyslands and its inhabitants. Though there are legends as well as there is some obscure knowledge on the matters of the Skyslands, this is not commonly known.

The only thing that is known is that the elementals feel true Qui'hamor citizens, and they love their home more than anything. When the outer planes had to be closed down the elementals helped along with their wisdom and strength. Even today, the elementals not living on Qui'hamor but in The Skys and The Below help keeping the fighting gods out of Qui'hamor.

5.5 Zcynnesh

Neutral towards any specific race, the Ormenk dwarves have their home in the utmost northern continent of Zcynnesh. Whereas the other continents all have powerstates to rule several kingdoms and regions, Zcynnesh has only two regions with each more power than a traditional kingdom, but less power than a powerstate. Even though the power of Zcynnesh both politically and military is less than all of the human powerstates, none of those powerstates have ever dared to invade the Ormenk lands. The first reason is that all human powerstates have relied on goods from other human powerstates which they could only indirectly import through Zcynnesh. The second reason is that the home advantage of the dwarven armies is feared more than ever.

The home advantage of the Ormenk does not so much reside in the country of Zcynnesh, but more in their creative ways of using their home land. This is also why the Ormenk are beloved as military leaders, and why the half-elf kings of Arrowhead Isle have hired Ormenk as their strategists for many centuries.

The two regions in Zcynnesh are Rok and Krogar. In fact, the whole of Zcynnesh is divided into clan territories, mostly divided by underground and aboveground natural borders. These clans have clan heads that form councils to decide on state matters when needed. There are two councils on Zcynnesh in Rok and Krogar also for geographical reasons: the rivers that divide the lands in two. Any wars amongst the Ormenk have not specifically been between the two regions but more between (groups of) clans.

Most Ormenk living on Zcynnesh are followers of Quomoko, a heavenly god that got trapped (on purpose) on Qui'hamor when the connection to the outer planes was closed. On Zcynnesh there are churches devoted to his teachings, and throughout the world there are communes of Quomoko; bands of clerics trying to undo the work of Hamir's followers.

Zcynnesh as a whole is the trading node for all human powerstates. Import from and export to Varesh, Enosh, West Mekkesh and East Mekkesh, as well as precious metals and forged weapons and armor are transported again to the four human powerstates. This is why many Ormenk can also be found just around Zcynnesh in the human kingdoms of the northern hemisphere. Underneath the grounds of Zcynnesh lie the mines that are connected to the Ugt kingdoms. The Ormenk are therefore also a trading and travel node towards The Below.

Aboveground, the south of Zcynnesh has a well traveled coastline, both on land as well as by ship. The north of Zcynnesh consists of uninhabitable tundra's. Many of the Ormenk therefore live either in the cities in the south or in the mines near the Ugt underneath the tundra's.

Rok

Capital: Rokshore

State Religion: Quomoko

Population Density: low

Percentage non-natives: 10 - 20 %

Government: clans

The trading node between Northcape (West Mekkesh), the powerstate Enosh and Krogar is formed in this western region of Zcynnesh. Along the southern coastline runs a heavy traveled road, as well as sea routes. In the north-east lies the port Sabor, which is the last port before sailing to the Skyslands. The capital of Rok is Rokshore, which lies at the end of a fjord; this is where clan council meetings are held. The southern coastal cities give home to Ormenk but also a fair share of

Gnomes, West Mekkeshi and several adventurous Varendell elves.

In the past centuries the export of weapons and armors has been lowered very much, even though production seemed to stay stable. This probably has something to do with the fact that an alliance of three northern clans in the area of goldclaw supposedly have just about tunneled their system of mines into the area of clans more to the east. However, these are up until now only rumors, no sign of war has been given yet and the council meetings did not show any sign of hostilities yet.

The council of clan heads counts 17 members and meetings usually take quite some time. These meetings decide on national codes all the clans have to abide. These national codes are mainly about how to interact with other clans and how to trade with each other and folks from other countries. When necessary they are also about creating the defenses of Zcynnesh, as well as dealing with the clans from Krogar. Finally, the council has several religious advisors: priests and scholars from the Quomoko church, who advise on religious crusades against the sects of Hamir spread out throughout the world. No non-Ormenk have ever had anything to say about Rok's government, but the Ormenk rely on foreigners in their homeland for successful export routes, so these folks are usually treated with respect and given full privileges.

Each clan has to abide the national code when dealing with others, but amongst themselves the clans have a distinct own code of conduct. Things arranged by clan specific laws are amongst others religion, marriage, justice and wealth distribution. This also means some clans might not accept the state religion internally and abide by the teachings of a deity other than Quomoko (though this is not common, of course).

Krogar

Capital: Icewater

State Religion: Quomoko

Population Density: very low

Percentage non-natives: 5 - 10 %

Government: clans

Krogar is led by council of clan heads, much like Rok. The connections to the Ugt domains lie much deeper though, so there are less people living on the surface of Krogar. Most non-Ormenk are Gnomes, Vareshi and East Mekkeshi. Members of these races are well respected in most cases, though they still will not hold any political power as they will never be a true member of an Ormenk clan.

Krogar is in fact a cold and inhospitable land, especially on the surface. Along the coast are several trading cities, where most non Ormenk live. The tundra's covering most of of Krogar's surface give a home to very little people. Most Ormenk live in burrows or even underground, near the mines connected to The Below. In the mountain areas nearly no one lives because of the completely unfertile grounds and extremely cold weather.

The city of Icewater is considered the capital of Krogar, because that's where the clan council meetings are held. Quartgar and Felmgradt are the major sea ports used for trade with the human powerstates and Rok. Along these cities on the south coast lies a land route as well as a well-used naval route, guarded from pirates.

In Krogar, all clans are officially followers of Quomoko, though in some clans worshipping other deities is also allowed. In all clans the most respected member will become the religious and therefore also political leader of the clan. He (or she, in case of the Graeagbeard and Vreastakni clans) is thus also the clan representative in the Krogar clan council. Most matters of national importance are therefore handled with a somewhat religious tone. Quomoko's teachings are rather strict, but there are always some Ormenk clan leaders in the council that know how to soften up things before getting to laws and decisions.

5.6 West Mekkesh

The great continent at the center of Qui'hamor (called Mekkesh) is divided in two. Because of tectonic shifts, an extremely long chain of mountains was formed that cuts the continent in half. The powerstate on the western half of the continent is called Mekkesh West. It is a collection of (mostly) very civilized kingdoms, all of them with an appreciation for things beyond primary needs. The rise of civilization has spawned several imperialistically flavored wars.

The largest and without a doubt most powerful city-state of West Mekkesh (and perhaps even the world) is Ikefeld, ruled from the capital (which is also the capital of West Mekkesh): Fehllogg. The line of kings of Fehllogg have been recognized as emperors of the powerstate West Mekkesh since the beginning of the Era of Peace. However, this does not mean this power hasn't or isn't disputed by other rulers from West Mekkesh. Especially the northern kingdoms have a tendency to distantiate themselves from the king of Fehllogg. For this reason, Oakland and Gluland have 'received' a ruler that was a family member of the king of West Mekkesh on more than one occasion.

With the uprise of civilization came the somewhat imperialistic tendency to 'bring' this civilization to other kingdoms. Following a common train of thought from nobles and commoners from West Mekkesh: especially 'those barbarians' from East Mekkesh could use some 'education'. However, West Mekkesh hasn't successfully invaded the East very often. The situation where the East actually was occupied by the West didn't ever last very long. There have also been various wars between West Mekkesh and Enosh but the Serpent's Trough has impeded these wars in the last centuries. Because of a number of reasons, Quilton and Arrowhead Isle have been mostly left alone.

Along the years, there have also been attempts to peacefully enlarge one of the power states at the cost of the other. However different cultures held back these attempts all but one time. When king Simon ruled the powerstate of West Mekkesh, he did so not only from Fehllogg, but he also held his home in the capitals of other regions from time to time. When he was ruling from Northrenport in Gluland, he got in touch with the merchant council from East Mekkesh's Northcape. The folks from Northcape were not happy with the exorbitant taxes they had to pay to the East powerstate, so they negotiated an alliance with king Simon.

After the alliance was formed, troops from the West powerstate moved into Northcape to protect the merchant's council's reign from retaliation of the East's national army. The West's army kept them out during the reign of king Simon. This was a very prosperous time for Northcape and they treasure king Simon's reign.

When king Simon died things slowly began to change. Voices inspired by heavy bribes started to arise amongst the merchant council that the West's army was just living off their land, that Northcape would be better off not being 'occupied', and that the East and West's cultures were just too different. In the mean time, the East powerstate's national army had grown much in the north. When th army moved into Northcape, the West's army was so much sabotaged by the locals, that they were easily driven back into Gluland. From then on, Northcape had its merchant council reinstated for day to day leadership, under the stringent supervision of a military dictator from the East's army.

As said, West Mekkesh is the most civilized of all the powerstates. In the south many Varendell elves have found a new home when they were banished from their homeland in Quilton. More to the north live many dwarves that have crossed the waters between Zcynnesh and Mekkesh. Although the elves -living mostly in the southern kingdoms- are widely considered to be the best craftsmen, the northern kingdoms also have their fine share of crafts and arts.

Gluland

Capital: Northrenport

State Religion: Gamathean

Population Density: very dense

Percentage non-natives: 10 - 20 %

Government: Monarchy (former theocracy)

Far away from the West-Mekkesk powerstate king in Fehllogg lays the kingdom of Gluland. It's an important and rich trading region, and therefore it has been important to West-Mekkesk across the centuries. In recent history, Gluland was ruled by a council of high-priests. Twelve years ago Markel Yverston, the grand king of all of West-Mekkesk, visited his country's province to see how things were going. At that time bandits were raiding the countryside and moving closer to the cities each month. So the council of high-priests decided at that time they needed a ruler to regain control over the region, and Lester Yverston was inaugurated as the new king of Gluland. Not long after that some of the high-priests were accused of treason because they were supposed to secretly leading the bandits. They were all put to death. It's a public secret that the course of events was carefully planned by grand king Markel Yverston, along with some accomplices in the high-priest council. However, the new king Lester Yverston has proven to be a fair leader for the people, so even though he still has some hidden enemies amongst the council things calmly remained this way since.

Gluland is a trading node between the south of West-Mekkesk and Rok. In times past it has been a port for the naval armies of the West going to battle against Enosh as well. Ships from Gluland would sail north of the Serpent's trough, to attack Enosh from the side opposing the attack from the south of West-Mekkesk.

In the east lies a highly patrolled border with Northcape, controlled from Fort Selzinn. Not even boats are allowed to go from West to East Mekkesk and vice versa; any boat on such a trip would have to travel along Rok and Krogar. This trip has its own difficulties however. Directly crossing the body of water between Rok and Mekkesk is far too dangerous because of the currents, so ships almost always travel via the calm north of the Serpent's Through.

The southern borders with Oakland and Uplands are natural ones, formed by the woods and river respectively. These borders have been the same for many, many years, and consequently nowadays there is not much dispute over it.

Oakland

Capital: Jarvin City

State Religion: Gamuan

Population Density: medium

Percentage non-natives: 5 - 10 %

Government: theocracy

The mighty and warm forests in the middle of West Mekkesk are shared between the regions Oakland and Middland. The only place where the trees are a better resource are the jungle provinces on East Mekkesk and Varesh, but the people there are probably at most half as proud of their lands as the people of Oakland are. In fact, insulting the state of Oakland is considered a pretty serious crime and will be punished if proven.

Oakland has been a part of Gluland in ages past, but at some point in time when a mild form of anarchy was in place, the Gamu followers in the southern region founded the theocracy of Oakland, and it has been an autonomous state ever since. The high priest of Gamu is in fact a political figure (and not a religious adept), who leads 14 so-called priestlords: people that are leaders (hence "lords") in name of Gamu (hence "priests"). Amongst these priestlords are 4 different groups. Five priestlords lead the druidic societies living in the woods near the Shield Tree. Four priestlords lead the church of Gamu, and are thus actual priests. Three priestlords rule the cities of Oakland. The final two priestlords are diplomats, usually one in the north and one in the south.

Oakland is home to the Shield Tree: the central place for all druids on Qui'hamor devoted to the earthly pantheon. Several legendary meetings have been held there. Following these meetings, usually several months later the topic of discussion would become clear through actions of small groves all over the world. In some cases, the

meeting would not have any obvious result, and only rumors tell stories of what was discussed. In any case, the Gamu druid grove in Oakland has always been the neutral host for these meetings, and leaders of this grove play a central role in Oakland's politics.

Current relations with Oakland's neighbors are very good. People from Oakland do not have too warm feelings for Gluland, yet they trade and travel through each other's territory just fine. The Uplands are too different and too low populated to be of any interest to Oakland (and vice versa). With Middland, there has been some trouble in times when the leaders of Middland wanted to use parts of Oakland as a military basis. Middland has invaded Oakland for this purpose on a few occasions, though Oakland usually made a stand at the forest borders. However, since the wars between Enosh and West Mekkesh have ended Middland has left Oakland alone.

Uplands

Capital: Loch City

State Religion: Quomoko

Population Density: deserted

Percentage non-natives: 0 - 2.5 %

Government: duchy

In probably the most hospitable powerstate in Qui'hamor lays the most inhospitable region: the Uplands. The rivers that form its borders in the north and south are relatively safe places. From there on out, each step more land inwards is a step towards a brutal barren land. The only city is Loch City, which is a heavily defended city that forms a duchy. In fact, most the rest of the land is not ruled at all.

There are only three types of folks that come land inward, near the mountain. First there are adventurers trying to find riches, unsolved riddles and passage to East Mekkesh through the mountain tunnels. Second there are the smugglers that try to get goods from East Mekkesh through these tunnels. Third there are a few strong but small battalions of the powerstate army that patrol the mountain border and its tunnels from exactly these practices.

The lakes of the Uplands would be surrounded by a great subtropical jungle. For some reason though, the trees you'll find in a jungle won't root. This means only the jungle undergrowth lives there, in a somewhat changed form. This meant less hiding space and thus more opportunities for predators. The largest natural predators are however not on top of the food chain; these are hunted by a whole range of magical beasts. It is also said that small tribes of giants live along the lakes.

The Uplands were probably not always like this, as there are also many ruins of castles and cities along these lakes. Legend goes that once upon a time there was a ruler of the Uplands called Harsmel Ukston, a very powerful old adventurer. He was a follower of Hamir and tried to contact his deity at several occasions. A deal was closed that Harsmel would challenge Hamir's nemesis Quomoko to a duel, who would then probably be so confident that he would be off guard. Hamir would then take Harsmel's place and try to slay Quomoko. Unfortunately for Harsmel, the heavenly gods were forewarned by a sect of Quomoko followers in Loch city and together delayed Hamir to the duel. Consequently, Quomoko then brought justice to Harsmel and his country of Uplands.

Quomoko brought destruction to all of the Uplands except for Loch City, where he gave power over the church and the lands that were left to his followers in the sect that warned him. They chose a new duke amongst themselves from whom a whole line of leaders has followed.

Middland

Capital: Berston

State Religion: Gamuan

Population Density: low

Percentage non-natives: 2.5 - 5 %

Government: Military dictatorship

The large region between the north and south of West Mekkesh is lowly populated. Only one medium sized city lies along the coast. The country is ruled by the core of the West Mekkesh powerstate's army, and is used as a large training ground for the army and associated troops such as assassins, battle mages and medics. Especially the southern plains and the bordering strip of forests form a very dangerous place: if you're just wandering through that area you might very well become an involuntary part of target practice.

This is also why Ikefeld and the capital Fehlongg start just across the river: to be on the safe side. Non West Mekkeshi usually do not feel any responsibility towards the powerstate army and will preferably settle in a different state. The only exception are the half- and full Varendell elves. They do often feel West Mekkesh is their home land and will join the army just like any other West Mekkeshi. The Varendell are often strategists and smart single unit fighters with changing bow and sword tactics.

Middland has only been a training ground for a relatively short period. Before that time, the lands were also very lowly populated mostly by farming families and small villages. A weak king ruled the land with cooperation of landowners. The first powerstate king to use it as a military training ground did so a century ago, and it has been like this ever since. At first the generals leading the army from Middland were subject to the power of the powerstate king, but in the last two generations this relationship has been under a lot of stress. The current dictator Richard Marshal Travelshot is still kept in place by the powerstate king Markel Yverston, but as soon as his much weaker son Zaphor Yverston inherits the throne he is likely to take his chances.

All the political games going on in Middland do not affect everyday things for most inhabitants too much. In fact, because most folks who didn't like the military rule had already left, the Middland population seems to be rather pleased with the current situation. Just about everyone tries to get his place in the ranked order of power, making that everyday life is very orderly and crime is at a rather low rate.

Middland is also the ideal place to get some hunting or military skills, and it's a breeding pit for adventurers and mercenaries who want to go for the bigger money instead of power of a rank. Local folks such as farmers and craftsmen are left alone by order of the military code, instated to keep a healthy home for the army. This also has its roots in the protective nature of the Gamu state religion, followed by all the military leaders so far.

Ikefeld

Capital: Fehlongg

State Religion: Gamathean

Population Density: very dense

Percentage non-natives: 20 - 40 %

Government: Kingdom

King Markel Yverston currently rules the region of Ikefeld as well as the West-Mekkeshi powerstate. He is in charge of the powerstate- and regional capital Fehlongg, the region Ikefeld itself, the powerstate and also keeps a short leash on Travelshot, the military dictator of Middland. He has been a good king in a difficult period, but his end is nearing and his son Zaphor is soon to take over. When his son does take over, things don't look so good for Ikefeld: he is a weakling and will probably be overrun unless some action is taken. Though no particular party can be indicated, it is not unlikely someone will at least try to take power in Ikefeld.

The land of Ikefeld is highly populated. The metropolis Fehlongg holds an enormous amount of people and can be regarded as a state within a state. There are very many non West-Mekkeshi in Ikefeld, especially Varendell (half-)elves and gnomes. The lands are fair and very fertile, the best wines and crops are grown on these lands.

Since the king of Ikefeld has traditionally also been the powerstate king, rule over the region and the city of Fehlongg has usually been left to a small council instated by the powerstate king. This council has usually included non West-Mekkeshi such

as halflings, Varendell, Ormenks and even Hiress (but never individuals from other human races).

Wehlsland

Capital: Southrenport

State Religion: Gamathean

Population Density: very dense

Percentage non-natives: 20 - 40 %

Government: Theocracy

The spiritual leader of Wehlsland has been the political leader for nearly 200 years in the most southern region of West Mekkesh. State religion has varied from generation to generation, but always within the common boundaries of the Earthly Pantheon: either Gamu, Gamathea or Mathe has been the patron deity. Currently, the high priest of Wehlsland adheres to Gamathea, although worshiping of the other two deities is allowed in 'your own time'. The high priest is Harkann, a political figure indeed: for true spiritual leadership he has a council of clerics that form the heart of the Gamathean commune in Wehlsland.

Harkann is Wehlsland's day to day ruler, and he's in charge of the lawmaking board, mercantile rulings, and state army. Nonetheless, the powerstate army under control of king Markel Yverston's generals is also stationed in Wehlsland. And a fortunate thing this is too for Harkann, as the most disputed border between West and East Mekkesh runs along his region. Momentarily the border between West and East runs along Fratensburg, and ever since this has been the case the political capital of Wehlsland has been Southrenport.

It's a shame that Wehlsland has been under dispute between West and East for such a long time, because it is potentially the most fertile and hospitable region in Qui'hamor. Many Varendell have found their home in the region after they were banished from their elven homeland Quilton many years ago, and they have added to the prosperity of the region. The Varendell probably feel home in Wehlsland as anywhere else, as they were accepted quite well by the native West Mekkeshi. Further, quite a lot of folks from any of the other races can be found in Wehlsland, even East Mekkeshi (who are often badly discriminated or even enslaved).

5.7 East Mekkesh

This powerstate is ruled from the south, just like West Mekkesh. The northern trading region is subject to the national powerstate army, led from Al Ekmu in the region Chatir. In the south are three heavily populated kingdoms. In the south east lies the kingdom of isles called Daxl's footsteps. In the heart of Mekkesh East lies a great desert in the region Akmar, where isolated tribes rule. Along the coast lies the kingdom Zalfdale, through which run the land and naval connections between north and south.

The powerstate has been at war with West Mekkesh for a long time. There have also been some naval wars with Varesh, but although relationships haven't been fully re-established yet, there are no hostilities anymore. There are some trading relations with the Hiress, but the naval routes are dangerous as they run all the way from the Khalam region directly to Quilton.

Northcape

Capital: Arwinnstadt

State Religion: Mathean

Population Density: very low

Percentage non-natives: 10 - 20 %

Government: merchant council, overseen by a military dictator

This large and highly varying region in the north of East Mekkesh is led by a merchant council which is dictated by the military. When the East had reconquered Northcape from West Mekkesh, the military under supervision of the East Mekkesh powerstate was given power over the merchant council. For details about how this came to be see the Gluland description under Mekkesh West.

Northcape is actually a country in two parts. There's the coastline, where most people live, and then there's the jungle and deep jungle in the heart of the region bordering the mountains. Expeditions from the coastline cities are usually inspired by a promise of precious metals and diamonds. Such ventures are very dangerous and therefore only undertaken on a limited scale. Yet they still provide far enough wealth for Northcape to be one of the richest regions in the world.

The day-to-day government in Northcape is done by the merchant council. This council consists of the heads from 8 different organizations: the mayor of Arwinnsstadt, the head of the sea transports agency, the leaders of the four most powerful trading families (Al Unifa, Al Hachra, Karens, and Basri), the high mage of Northcape, and the Allmother (a woman elected by the females living in Northcape). On tie votes the Allmother's vote is worth only half a vote.

The supervision of Northcape lies in the hands of the military dictator. This person is the leader of the East Mekkeshi army stationed in Northcape at all times. This army allows only high officers from the southern regions of East Mekkesh, and also has mostly soldiers from those regions. The king of the East Mekkesh powerstate initiated this to keep control of the Northcape region. This supervision of the military does create problems from time to time. If these problems grow too large a short period of martial law initiated by the dictator usually solves them.

Much like Gluland functions for West Mekkesh, Northcape is a trading node for the powerstate East Mekkesh. Trading routes to Rok and Krogar are well used. Through Krogar, goods from Vares come to Mekkesh; no direct trading routes between these powerstates has existed since the last wars have ended.

To the south there are borders with two regions. Where the desert begins and lands become infertile ends the reign of Northcape and starts the anarchy of Akmar. The coast region Zalfdale shares a small border with Northcape. Along the coast a large road crosses this border connecting north and south of East Mekkesh through Zalfdale. Boats also travel along this coast.

Akmar

Capital: -

State Religion: None

Population Density: deserted

Percentage non-natives: 0 - 2.5 %

Government: anarchy / tribal rule

The great desert has a lot of nothing. But relative to the number of inhabitants, it's flooded with wonders of the world. You're about as likely to run into a magical beast or wondrous city as you would run into a tribe of Akmar natives. Probably the most attractive and dangerous place in Akmar (and in the whole world, for that matter) is the Dragon Cemetery in the southeast. When a dragon is nearing the end of its life, it flies in from the island group Daxl's footsteps towards the Akmar desert (this makes Al Pabul in the neighboring region Chatir a fair 'dragon spotters' city). The dragon spends the last days, weeks, months or incidentally years of his life in the Dragon Cemetery. In fact this place is not described by scholars, only by legends, as almost no-one even dares to claim he has been there.

None of the neighboring regions ever thought of claiming the region that forms the Akmar desert, as there is nothing to gain there. This makes Akmar a region ruled by the laws of nature, and in some parts ruled by the tribes of nomads living there. The nomadic tribes are true East Mekkeshi, and share the language with the folks from more sophisticated regions. They also share the inbred aversion for West Mekkeshi in general, especially if they haven't seen one before (most nomads from Akmar are rather xenophobic considering West Mekkeshi). They defend the tunnels through the chain of mountains dividing east and west with passion. This line of defense together with the harsh conditions of the desert makes in fact this piece of the mountain trail the least popular route for smugglers. The only exception to this is the northern part of Akmar, where the tribes of nomads do not reign as strongly and the Northcape defenses are weak.

The only thing that is noticeable about Akmar as a region is that more and more tribes are continuously forced to move to another place or region. This means more and more nomads are moving to Northcape, Zalfdale, and Gakal, because of varying but somehow related reasons.

Zalfdale

Capital: Eastrenport

State Religion: Gamathean

Population Density: medium

Percentage non-natives: 5 - 10 %

Government: Plutocracy

Centuries ago, East Mekkesh was a much stronger powerstate. At those times, it even ventured war against both West Mekkesh and Varesh. It was in those times when the large coastal province Zalfdale was of extreme strategic importance. Many fortresses and shipyards were built in these days. The beaches are rigged in abundance with racially dependent magic traps as well as all out extremely powerful explosive traps. The wars are over, but the empty fortresses, shipyards, and traps remain. This would make Zalfdale an extremely dangerous region, were it not for the fact that just about any traveler would buy a travel map. Such a map will have charted safe and not too unsafe routes, depending on how much you are willing to pay for the map. As long as one stays on those routes, Zalfdale is reasonably safe.

There are, especially more land inward, large 'normal' regions in Zalfdale. Spread out along the border with the desert province Akmar are many thorps and hamlets. This border isn't a clear one, but where the normal farming folks don't want to live anymore is about the place where the nomads will start to like things. Since on neither side of this 'border' are any things of importance, no-one cares about the distinction between the two regions much.

Zalfdale is nowadays ruled by a handful of self-appointed barons and dukes that together keep the roads of their country safe. Since the main interest concerning the East Mekkesh powerstate is transportation through this region, no dramatic changes in power have taken place lately. The local rulers in Zalfdale charge minimum taxes for transportation through the area, and in return they are left alone and in power.

State religion is Gamathean, meaning most folks just adhere to this earthly god. However, most people in Zalfdale aren't too religious in nature.

Gakal

Capital: Al Ghenne

State Religion: Gamathean

Population Density: dense

Percentage non-natives: 5 - 10 %

Government: Occupied / Military Dictatorship

The region Gakal has had varying borders over the past centuries. At the moment, it's just about at its largest size ever. Wars between East and West Mekkesh have been decided on these grounds more than once. The current standoff between the two powerstate armies lies a whole portion towards the West, along one of the two rivers flowing towards the inland sea. The situation has been like this now for almost 40 years. One of the most important consequences of this situation is that the metropolis Al Ghenne is now completely East Mekkesh grounds. Before, the border between East and West Mekkesh ran straight through this city. When the East Mekkesh army successfully conquered the West bank of Al Ghenne, a thorough racial 'cleansing' took place. The city has been rebuild, all West Mekkeshi in the city have either fled, or have been killed or enslaved. The west bank of the city is now occupied by East Mekkeshi, mostly grand children of those who had lived on that west bank before. All this also means that the ruler in Gakal is the current general of the East Mekkesh powerstate army. Next to the martial law in place, laws from the neighboring region Chatir apply.

In the north, a border more or less runs where the lands stop being fertile. This is where the great desert region Akmar starts. In the east and south are friendly

bordering regions belonging to the East Mekkesh powerstate as well. Gakal itself is mostly a fertile region, most commoners are either farmers or fishermen. In the north the mines provide some bronze ore.

Chatir

Capital: Al Ekmu

State Religion: Gamathean

Population Density: very dense

Percentage non-natives: 10 - 20 %

Government: Imperial

The current ruler of Chatir, and the entire East Mekkesh powerstate is Muhammed Rikshi Alakmar Beni Salaam Qach-aysen, or in short Emperor Rikshi-Alakmar. He inherited the crown from his grandfather, his father having died in battle before his grandfather gave up his power. This was probably a fortunate thing for the powerstate, as his Rikshi-Alakmar's father was a weak man, in heart as well as body. It is often speculated within military ranks his father was sent to his death in war to ensure Rikshi-Alakmar would inherit power from his grandfather.

Chatir is a prosperous region, with a whole range of East Mekkeshi and Ormenk craftsmen. The line of emperors from the last two centuries have ensured a very ingenuous system of taxes and trades with the other East Mekkeshi regions, providing a large and constant flow of coin to the powerstate army.

Along the coast lies a small city Al Pabul, which might even be called a tourist city, where folks come to see dragons fly over to the Dragon Cemetery in the Akmar desert. The dragons fly in from Daxl's Footsteps and circle along the coast for some time before going land inward. About 350 miles south of Al Pabul lies the great powerstate capital Al Ekmu. This metropolis is a sea port along the coast with an enormous amount of people living there. Quite a few foreigners live here, most notably several thousand Ugt dwarves who came from the entries to The Below in Daxl's footsteps.

Khalam

Capital: Al Qwat

State Religion: Gamathean

Population Density: very dense

Percentage non-natives: 10 - 20 %

Government: Kingdom

Politics in Khalam are about as complicated as you can get them. It is not commonly known how the real lines of power run. For the eye, Khalam has been a kingdom since 400 years. Two other facts about political power are generally assumed as well. First, the powerstate army stationed along the border and for some part more eastward has a considerable vote in how things are done. Second, it is most generally accepted as fact that the line of kings is a puppet of some evil, corrupt force. Who or what this force is, is not generally known, but events have clearly indicated the kings of Khalam are not in complete charge of their own lands.

Al Qwat is a metropolis sea port along the southern coast. This city is the seat of power, home of the kings and a bunch of powerful and rich trading families. These families have funded the building of a new gigantic spire castle whose tallest tower will reach over 400 yards high. Some of the greatest Ugt and Hiress architects have been hired to accomplish this, as it won't be finished within a human's lifetime. They are now 50 years away building, and it's going to take at least an estimated 35 years more to finish. In the southwest, a short border between East and West Mekkesh is guarded by the respective powerstate armies. Trading boats running from Al Qwat to Quilton move out to the open ocean at the south tip of the Mekkesh continent, trying to avoid the West Mekkesh navy. More than often, ships run under Varesh or Ormenk flags, to avoid trouble.

Daxl's Footsteps

Capital: -

State Religion: Mathean

Population Density: medium

Percentage non-natives: 10 - 20 %

Government: Island Council

Just southeast of Chatir lies a group of islands, all with active volcano's. These volcano's erupt about once every 20 years, making them a tough place to live. Still, every time the volcano is about to erupt, people flee to the sea and to the other islands, to return after several months when the volcano has cooled down a bit. It's no wonder people keep returning, since they -especially the northern islands- have very hospitable climate and terrain. Also, the wondrous inlands of the islands attract numerous adventurers.

The group as a whole is led by a council of wise men chosen on each island by its own inhabitants in its own way. This council is supported by the powerstate emperor, whose main concern is to keep a strong navy in the area.

The group of islands gets its name from the ancient creature Daxl, who is believed to have walked from the Icy Planes in the south to the center of Qui'hamor, leaving as his footprint this beautiful group of islands. This legend is also seen in lore about ancient times and in connection with the closing of the inner planes, drawing a number of more adventurous scholars to find clues on these islands.

5.8 Varesh

This large continent and powerstate in the east of Qui'hamor has been rather isolated for almost over a millennium. In times more than one millennium ago there were several wars between the Varesh and East Mekkesh powerstate, but these wars have been over for a long time. The Vareshi are mostly to themselves, and consequently the humans living on this continent differ in many respects from the other human races. Varesh is also home to quite some Ugt and Ormenk dwarves, and gnomes. Most Varesh commoners have never seen an Enoshi human nor a Hiress elf in their lifetime.

At the moment, the Varesh powerstate can be divided in four different parts. In the southeast lie the most closely related regions that follow the same ruler and truly feel they're part of a powerstate. The large northern province Marland is allied with the south, though its rulers often do not feel they are completely subject to the powerstate. In the heart of Varesh lies a large jungle, that neither belongs nor doesn't belong to the powerstate (see Qupocopl entry). Completely due west lie the regions Eastland and Frego Asillo, which are both separated from the powerstate.

Overall the Varesh continent and its people give the first impression it's completely separate from the rest of Qui'hamor. Lore and wonders of this continent are often superficially seen as a story of their own. However, lately scholars have recognized the importance of Varesh history and started to show an interest in the wonders of the Varesh continent. Most of interest to the non Vareshi human scholars are the abundant connections on Varesh to the Ugt domains connecting in turn to The Below. This has led to a growing flow of foreign adventurers coming from the other continents. Vice versa, Vareshi scholars and adventurers are more and more moving towards the other continents.

Marland

Capital: Karinsk

State Religion: Gamathean

Population Density: very low

Percentage non-natives: 20 - 40 %

Government: Dictatorship

The current ruler of Marland is an Ormenk dwarf known as The Carge. He is the third Ormenk leader of Marland, and he keeps to the strict spiritual philosophy instated by his grandfather. This philosophy has its roots in the nature of the Vareshi people, which is much like that of the Ormenk. Hard work, fair trade and going to church each morning and night are cornerstones of the Marland society. In many ways these things are required by law from each sentient humanoid in the land. Central to this philosophy is the fact that you may own just about anything

(except other people; i.e. no slavery), and that this ownership is holy.

In accordance with the Cargial philosophy, The Carge himself owns the country. He is mostly interested in the west coast, where most people live. More land inward are the great tundra's, which are of less importance. In the south is a region of mountains under which a vast system of mines is shared with the Ugt dwarves that live in the caves below them.

Many of the Ugt have surfaced and live in small communities within the larger cities of Marland. Further, quite a lot of Ormenk dwarves have come from Krogar and stayed in the more temperate climate of Marland. This makes for a rather varying composition of races. At the west coast things even get a little crowded, most notably in the overpopulated industrial area of Karinsk. Even so, the country as a whole doesn't have to many inhabitants, as the tundra's are nearly deserted (for good reason).

The Vareshi powerstate king is ruler of the entire continent. As such, Marland has pledged allegiance to this throne. However, all goods, crafts and ores from Marland belong to its people and the powerstate may only tax what it will fairly earn. Since the powerstate wars are over and only internal struggle is left on Varesh, no protection from the powerstate army is needed anymore. This makes the political relationship between Marland and the southern regions fairly thin. Still, the southern regions depend on Marland for their import of goods from other continents, so trading relations are at an all time high.

Chrotsjohl

Capital: Ohleme

State Religion: Gamathean

Population Density: low

Percentage non-natives: 10 - 20 %

Government: City-state

Chrotsjohl is almost synonymous with the city-state of Ohleme, which is its political, mercantile, cultural and demographic center. Citizens of the city choose a small senate of 45 male Vareshi, who are in charge of both the law and (indirectly) the regional army. Becoming a citizen is not so easy, and usually requires at least some wealth as well as testimonies of no less than 31 other citizens. Only male Vareshi, Ormenk, Ugt, Gnomes and Halflings may become a citizen.

A decent portion of the population (almost 20%) is non Vareshi, most of them Ormenk and Ugt dwarves. Since members of these two races cannot be in the senate, they are usually not so much occupied with politics. They make up for this by aiming their political effort and ambition on careers in the army.

Chrotsjohl has borders with four other regions. In the north, it shares a large border from the west coast to the east coast with Marland. The border more or less lies where the climate and terrain suddenly become more inhospitable: at the start of the mountains, swamps and tundra's. In the south east a river coming from the jungle separates Chrotsjohl from Warensbadt. A fuzzy border lies in the south west: where the true jungle starts, folks from Chrotsjohl don't go. This border runs more or less over a stretched out series of hilltops. Completely west lies a heavily guarded border with Eastland. This border used to be fuzzy as well, since there's not really anything of interest in that area. But ever since Eastland has been dictated by Hamir's law, two regional armies have kept each other at bay in the area.

Chrotsjohl is mostly a sea faring region, and not too many roads or even routes run through the inlands. From Ohleme, folks travel north by ship or south by ship or along the coast. Ohleme is a heavily traveled city, since it's a stop for ships transporting goods between north and south Varesh.

Eastland

Capital: Dolphino Baye

State Religion: Hamir

Population Density: deserted

Percentage non-natives: 5 - 10 %

Government: Theocratic Dictatorship

The eastern plains of Varesh form a nation of farmers and god fearing people. The church is in control of the army and consequently the entire state. The high cleric Jennish Lehmstahl is already the sixth generation ruler that subjects its people to the teachings of the evil, selfish earthly deity Hamir.

Since the leaders of Eastland have not shown any hostile intentions towards the rest of the Varesh regions, they have gotten away with it considering the powerstate. Even so, the army guards the borders with Chrotsjohl, Qupocopl, and Inlans and in some parts has even built walls and fortifications. Even so, under strict customs search goods are let into the region for trading. Only Vareshi, Ormenk and Ugt are allowed into the region, any members of other races have all been enslaved or exterminated. Not much is known about the border with Frego Asillo, as there is not much known at all about Frego Asillo. Rumor tells Eastland is merely a puppet of Frego Asillo.

Folks in Hamir are usually very poor. The merchants from neighboring countries that were allowed to go to Dolphino Baye on business bring back horrifying stories of Vareshi starving in the streets and of enslaved Gnomes beaten to death for entertainment of the happy few rich folks. Eastland merchants go on business only in neighboring regions, and strangely enough always seem more than happy to return as soon as possible. This is probably because their loved ones back home are kept hostage by the state awaiting the merchant's return.

Warensbadt

Capital: Qeh Guanita

State Religion: Gamathean

Population Density: low

Percentage non-natives: 5 - 10 %

Government: Anarchy

Trading between Marland and the southern regions of Varesh runs through Chrotsjohl and the Warensbadt region. Over 8 centuries, trading with Zcynnesh and Mekkesh grew more and more, and thus trading routes along Warensbadt got more intense. In the region, nobles had long strips of land running from east to west. In the east farmers provided for the city folks living on the coast. In the west, normal folks lived poor city lives and taxed ships coming along Warensbadt. Taxes go firstly to the powerstate, whose ruler has much political power in Warensbadt. Second, taxes go to the nobility and landowners.

In the past century, Warensbadt nobility let the population grow ever poorer while they themselves got ever richer. In the east a farmer's son who had to see his parents die of starvation decided to stand up against the regime. He organized a small guerrilla raid on the local landowner. They were so successful they decided not to stop there but to continue their quest: "Food for the people!" for a slogan. Two years later this farmer's son has thrown over all nobility and driven out the powerstate army.

Tactics of the Warensbadt rebellion start with the assassination of the noble, his advisors and his family, usually by their own servants. This has left the country in utter anarchy, with a mild form of martial law by the rebel army. The country seems completely at anarchy, and there's no hope of power re-establishment any time soon. Two things are for sure however: the rebel army more or less divides the food (that really is available in abundance) fairly amongst the people. Second, the powerstate army is preparing an invasion, which might or might not go a diplomatic direction.

Qupocopl

Capital: Madiro

State Religion: Unknown / Special

Population Density: very low

Percentage non-natives: 0 - 2.5 %

Government: Special

The heart of Varesh contains an enormous jungle, with in the most unreachable part two high mountains called Great One and the Beast's Residence. In the south east lies the capital of this region, or better said the demographic center of Qupocopl: the city of Madiro.

The Vareshi living in Qupocopl share almost all the innate repulsion of foreigners and folks moving more inward in the jungle than was their original home. The Qupocopl people will just about without exception naturally try to sabotage any expedition. They cannot or will not explain why they do this. Any person strong enough to fight his instinct and analyze his own actions and thoughts will tell you he can find no rationale behind these actions.

As long as foreigners stay at the borders, and native Vareshi stay in their home town things are actually pretty nice in Qupocopl. The jungle seems to favor those who stay out as far as they should, and these folks usually live prosperous lives. Quite some unique spices and herb fields can be found in Qupocopl, as well as gold and diamonds. The city of Madiro, led by a trinity of self-appointed wise men, is therefore one of the richest towns in Varesh. They use some of their wealth to 'buy off' any larger expeditions from the powerstate. In Madiro, live some (though not many) foreigners, mainly Ugt and Gnomes.

Silvercoast**Capital:** Ke Hamut**State Religion:** Gamathean**Population Density:** medium**Percentage non-natives:** 5 - 10 %**Government:** Quartochry

The most fertile inlands of Vareshi, the greenest flourishing sub tropic jungle, the most brilliant port and the sparkling silver beaches from north to south form the province of Silvercoast. Where the beaches turn from dull gray to silver in the north, and to light yellow in the south is where the borders of Silvercoast run. In the north, where the jungle growth gets thicker and Vareshi more xenophobic the border with Qupocopl runs. A long valley stretching out to the great bay in south Varesh forms the Inlans, thus marking the east border. Truly, Silvercoast is a beautiful country.

Silvercoast is one of the four Quartochries (for a description of Quartochries and their history see the Inlans entry). The current king is Manuel El Pujadore, who is just to his common people as well as politically careful with his nobility. He's been educated as a war strategist and language scholar, and he's unmatched in wits and conversation on the whole of the Varesh powerstate. He has a council of both influential and 'influenceable' advisors on all matters of state. Manuel rules from the streets, meaning he will go onsite to all places of importance before making decisions. He's widely loved by the people of Silvercoast.

Before the reign of Manuel, history of Silvercoast is stable though the social and political situation has been internally about as turbulent as can be for the past two centuries. Weak and weaker kings have led Silvercoast that almost led to a revolt of the people. During the reign of the last king, this had almost led to a situation similar to that of the current state in Warensbadt. However, when the region is as rich as Silvercoast, it would almost seem there's more than enough for everyone, if only divided wisely (as Manuel has obviously done).

In Silvercoast live mostly Vareshi, gnomes and halflings. In smaller numbers some Ormenk and Ugt dwarves may be found, and even some East Mekkesh. Individuals of the other races are unique in the region.

Inlans**Capital:** Troccopetto**State Religion:** Gamathean**Population Density:** very dense**Percentage non-natives:** 20 - 40 %

Government: Quartochry

Gonzalo El Pujadore is the grand king of the Inlans Quartochry, and ruler of the Varesh powerstate. The seat of his throne lies in the metropolis Troccopetto. The four Quartochries of Varesh are Inlans, Silvercoast, Baysdeep and Frego Asillo. About 450 years ago, the last three regions were in a declining state concerning leadership of the regional rulers. The great powerstate king of those days used his political power and war strength of the powerstate army to re-establish rule. For a short period of time, the powerstate king ruled the regions as if they were one. He ruled them well, but saw the regions were to different to be treated as one. He prayed to Gamathea and her male counterparts Gamu and Mathe for a solution.

The king received an answer to his prayer, as his wife bore him 4 healthy young males in one birthing. One of them was strongest and he was to inherit the crown in the Inlans. Another was the wisest and he was given Silvercoast to rule. A third son was strong and a master naval commander so he was given power over the fleet and the region Baysdeep. A fourth son was cunning as a Vareshi fox and smart as many a scholar so he was given the Frego Asillo, the region filled with archaeological findings, great libraries and close to the mysterious Icelands.

After several decades, the four sons were ruling the regions they had been given by their father. It was time for them to produce offspring to inherit the thrones, yet three of the four brothers were not able to have any woman bear their child. The king of the Inlans prayed for a solution as his father had done before him, and so he received it: his wife bore four sons nine months later. His brothers accepted this divine sign and raised their nephews as their own sons. Then the next generation the same thing happened and the one after that as well and so on. Up until this day the four regions are ruled by the four sons of the powerstate king.

Inlans always received the firstborn, and strongest of the four kings. For four and a half centuries, this has brought prosperity to the country formed around the great bay. Defended by their neighbor Baysdeep, aided in commerce by Silvercoast and filled with knowledge and culture from Frego Asillo the Inlans were a good region to live in. It had its ups and downs, but in any year it was most likely the most fortunate region of Varesh. It has thus attracted a lot of people to the region, and not only Vareshi. The region's population consists for almost 40% non Vareshi. In contrast with foreign races in the other Varesh regions, just about any of the other races may be found in Inlans, including Hiress elves and West Mekkeshi. Only Enoshi are not found too often because of the immense distance between the two continents.

Of recent, Inlans has been confronted with a variety of problems. First, Warensbatt is in a state of anarchy: a revolt of the peasants have left this region without a leader and this is not well for the powerstate. Further Eastland has been closed down after it had fallen to the teachings of the evil deity Hamir. Finally, and causing the most concerns to the powerstate king Gonzalo El Pujadore, the neighboring region Frego Asillo has turned against the powerstate (see the entry Frego Asillo).

Frego Asillo

Capital: Marita Castare

State Religion: Hamir

Population Density: unknown

Percentage non-natives: Special / Unknown

Government: Theocracy

About 18 years ago, word came from the scholars in Marita Castare that an ancient piece of lore had been finally deciphered. The powerstate king himself was called to come view the unveiling of what was called the Knowledge of the World, which would change the shape of Qui'hamor forever. The king promised to come, yet was delayed over some small internal problems. A few weeks later than planned the young Gonzalo El Pujadore of the Inlans and the powerstate Varesh started for his brother's capital Marita Castare. When his party reached the border, they were stopped by the strangest army battalion that man had ever witnessed in these parts: a knight of size one-and-a-half Vareshi in full plate armor pale as the dead

themselves lead the battalion and told the powerstate king he was no longer welcome in the former Quartochry known as Frego Asillo. His soldiers were also pale as the dead and seemed as if under a spell.

Gonzalo did not take this light heartedly, but knew directly something was wrong. Later he sent one of his best generals with a large part of the powerstate army to find out what had happened to his brother. The powerstate army was warned not to cross the border as the lord Hamir now ruled the land of Frego Asillo. The general marched on however, preparing his man for a fight. None of them lived to tell the tale, all that is known is that the corpses of those soldiers still lie there, still rotting away after 18 years. The powerstate army now is stationed to defend the borders with Frego Asillo. However, never has there been an attempt of the patrolling army of Frego Asillo to go into the Inlans territory. Gonzalo has been making plans to find out what had happened in the region, and a range of expeditions was to be set out some time ago to Frego Asillo. At the moment however, Gonzalo of Inlans' attention has been drawn to other problems in the region Warensbadt.

Before 18 years ago Frego Asillo was a region of knowledge and culture. But since no living soul ever gets more than a few yards beyond the border, not much else is known about the current situation in Frego Asillo.

Baysdeep

Capital: Cleo de Travalte

State Religion: Gamuan

Population Density: dense

Percentage non-natives: 10 - 20 %

Government: Quartochry

Davido El Pujadore is the king of this most southern Quartochry (for a description of Quartochries and their history see the Inlans entry) of Varesh. It's a small country with a lot of people living along the coast. Many folks serve in the powerstate's navy or in smaller numbers in the powerstate army. The navy stationed in Baysdeep is the first defense of the great bay. The army might be transported by the navy to the northern provinces in case of trouble. Concerning the situation in Warensbadt, a small army is being assembled in case the diplomatic attempts to reinstate law and order there would fail.

In the capital Cleo de Travalte many ships make a final stop before sailing into the great bay of Varesh. Also, since the end of the powerstate war with East Mekkesh, trading has been slowly but steadily picked up. In the past 50 years, even some ships venture to cross the ocean directly from Baysdeep to Daxl's footsteps or Chatir and vice versa. Especially some East Mekkeshi trading families have found this to be very profitable and have established small communities on Baysdeep. Along with this migration came whole families of Varendell and half-elf Varendell. Most of them had lived in Gakal and Khalam and finally they grew tired from the powerstate wars between East and West Mekkesh, and decided to seek fortune elsewhere.

The southern tips of Varesh are nearing the Icelands and the cold currents of the ocean waters running along the coast. Though it's not as cold as the utter north of Varesh, Baysdeep is still a rainy and usually rather cold country. The waters flowing along the coast are mostly extremely cold, giving simple folks that would go for a swim hypothermia within 20 minutes. This by the way has led to some creative forms of punishment and torture in the area.

5.9 The Skys

The radiating blue and white sky over Qui'hamor is in fact a place called The Skys. Scholars usually rate this place as part of Qui'hamor, though in some ways it's almost a plane in itself. The Skys are home to many air and water based creatures. There are also some floating islands giving a home to those who either don't have the ability or liking to constantly fly.

The Skys used to hold the connections between Qui'hamor and the outer planes, but these have been closed for a long time. Almost no accounts from members of the

common races that have been in The Skys exist, making scholars and commoners alike fear the closed portals to the outer planes on The Skys, far more than they fear those from the Below. For creatures native to the Skys and The Below this fear is reversed: those living in The Skys seem to fear their own portals less than those in The Below, since not many members from the common races have access to their portals.

Knowledge about The Skys is rather limited on the main lands of Qui'hamor. No real maps exist, and most stories of adventurers traveling there are old and have the status of a legend.

5.10 The Below

The Ugt kingdoms from underground, as well as the Ormenk underground kingdoms on Zcynnesh at some depth all change into the caves of The Below. Boiling lakes of lava, steaming geysers of hot air and rocky tunnels form the rather inhospitable landscape that is inhabited by Fire and Earth creatures, as well as some devoted Ugt and a range of creatures that like these circumstances.

Quite a bunch of dragons live in The Below as well. These dragons are usually small. When they grow larger, older and wiser these dragons will start to feel confined and try to learn teleportation magic to get into the open spaces of the regular continents of Qui'hamor.

The Below contains many closed portals to the outer planes. These portals are heavily guarded and surrounded by mystique, riddles and traps. Several Ugt squadrons protect these portals, as well as communities of elementals. Members of the common races have tried to reach these portals with varying degrees of success. This means there is -compared to The Skys- a fair deal of knowledge about The Below amongst the scholars of the common races of Qui'hamor.

Chapter 6: Religion

Religion on Qui'hamor comes in three different forms. There are main religions, usually composed of followers and teachings of one of the deities from the earthly pantheon. These are usually meant when someone talks about a 'religion'. Next there are so-called Communes, which are small bands of followers of the outer gods. Finally, there are Sects, which devote themselves to a specific goal, either an earthly, mortal goal, or a specific goal for a (often evil) teaching of an outer deity.

In most human lands there is a main state religion. Depending on the associated deity, citizens might or might not be free to follow other religions. Since the outer planes have been disconnected from Qui'hamor, it's forbidden in most lands to openly have or join a commune, though for the good aligned deities it's sometimes condoned (and sometimes even secretly stimulated, for a range of political reasons). Sects are almost always forbidden and are thus kept secret.

Religions usually have leaders of the 'political type', called Predics. They are often not clerics of the associated God, but rather self-made religious political figures, with usually either good knowledge of the teachings, powerful friends or both. These are the people that lead sessions in church and during religious holidays, and the ones that make important decisions. There are of course clerics of these religions but they usually are kept from real political power by the Predics in charge or by themselves because they don't have political aspirations. Clerics of the main religion that do have political aspirations usually win favors by performing 'miracles' using divine magic.

Conversely, communes are often led by one or more clerics. They have learned how to channel divine power from one of the outer planes. Most often they have small amounts of followers, that all have some form of divine magic, powers, or useful knowledge. These followers are in the first place bound together by their common goal, which might range from spreading their divine religion to accomplishing specific tasks for their god or more powerful leaders. They are usually supported in their quests by folks of similar alignment.

Extravagant groups of people accomplishing some specific (real or fake) divine goal -often at all costs- are called sects. Typically, they are led by one specific person, and are kept quite secret out of fear for retribution by the state. The border between communes and sects is grey, and mostly determined by the alignment and freedom of speech given by the state's religion. In a land with lawful-good rule and religion, there can be communes devoted to heavenly deities, and sects devoted to hellish deities.

6.1 Deities

The deities of Qui'hamor are divided in three pantheons. The heavenly, mostly good aligned pantheon, the mostly evil aligned hellish pantheon, and the main earthly pantheon. These deities live in respectively the heavens, the hells and the inner planes. In the table below an overview of the deities is given.

Deity	Alignment*	Domains	Favored Weapon	Plane
♀ Gulmede	Heavenly, L/G	Law, Sun, Travel	Quarterstaff	Weemo
♂ Zalfun	Heavenly, L/N	Protection, Magic, Water	Battleaxe	Lemira
♂ Kryimo	Heavenly, N/G	Magic, Good, War	Falchion	Laevoye
♂ Kehmun	Heavenly, N/G	Healing, Animal, Air	Mace	Jifling
♂ Sanemus	Heavenly, N	Luck, Knowledge, Travel	Longsword	Mezoy
♀ Juxta	Heavenly, C/G	Trickery, Chaos, Good	Rapier	Maysmorn
♂ Quomoko	Earthly, L/G	Air, Luck, Good	Trident	Material plane
♂ Gamu	Earthly, L/N	Sun, Death, Protection	Heavy Flail	Material plane
♀ Gamathea	Earthly, N	Animal, Plant, Strength	-	Material plane
♂ Mathe	Earthly, C/N	Travel, Luck, Chaos	Greatclub	Material plane
♂ Hamir	Earthly, N/E	Earth, Fire, Evil	Kukri	Material plane
♂ Bahr	Hellish, L/E	Death, Destruction, Earth	Greatsword	Quaal
♀ Mika	Hellish, N/E	Evil, War, Magic	Longsword	Prama
♀ Chelfinni	Hellish, N/E	War, Knowledge, Trickery	Dagger	Graatzu

♂	Aramakann	Hellish, C/N	Destruction, Air, Fire	Shortspear	Cu'arma
♀	Zumarillia	Hellish, C/E	Chaos, Strength, Magic	Greatclub	Yaegerst

* *Pantheon and alignment. LG is Lawful Good, NG is Neutral Good, etcetera.*

Table: *Deities of Qui'hamor*

The deities are a social bunch, especially in times when they were not split into different pantheons by the closing of the outer planes. In Figure 2 the deities are graphically divided in the three pantheons.

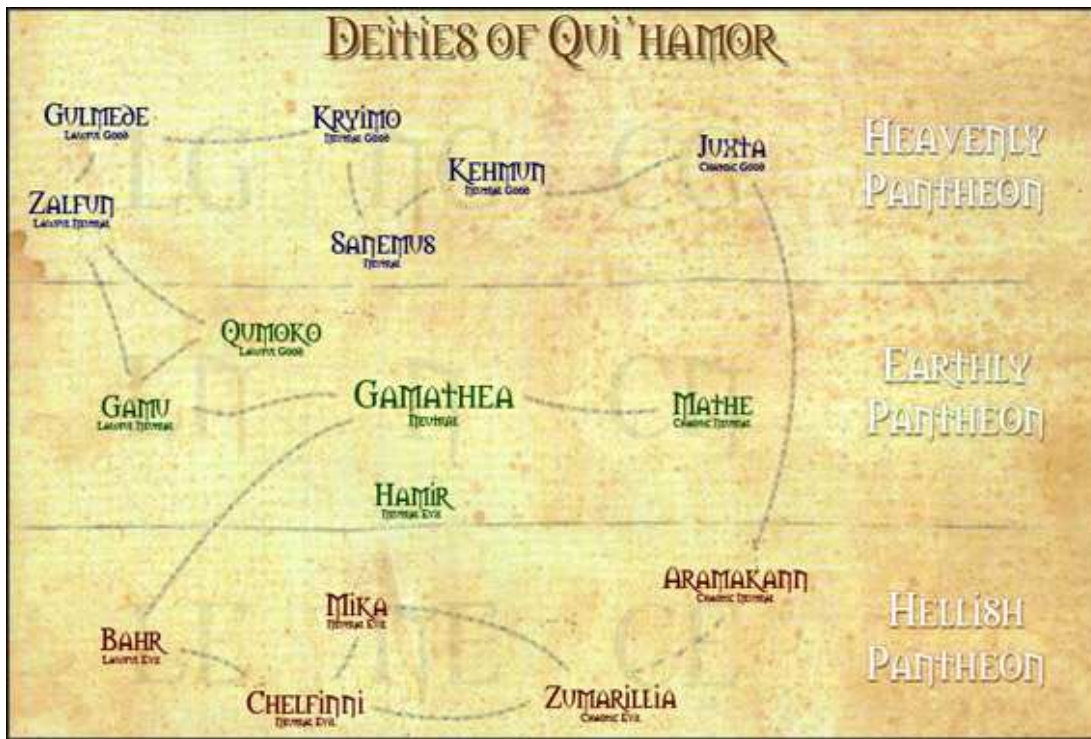


Figure: *Deities of Qui'hamor*

At the top the heavenly pantheon is described. Below that follows the earthly pantheon, with the gods that are present in the inner planes. At the bottom are the hellish gods.

Some lines are drawn between the various gods. In most cases this means only that they have contact in one way or another. As can be seen in the figure, sometimes there's contact between deities of the different pantheons. In a few cases the relationship between the gods is special. If there's a special connection it is described in (at least) one of the deities' entries below.

Gulmede

Her teachings are strict, her demands to all are great and her reprisals feared. Gulmede is sometimes also called the Mother Overlord. She sometimes even argues with the heavenly gods, if she feels that they are not demanding enough of themselves or their followers in the name of good. They tolerate this because in the wars against the evil gods, they know they can count on Gulmede.

Gulmede is the heavenly god associated with the domains law, sun and travel. Her favorite weapon is a quarterstaff. Her holy symbol is a sun with four rays labeled East, West, North and South.

Zalfun

The messenger god Zalfun is the heavenly link to the lands of Qui'hamor. He keeps the heavenly gods informed on the well-being of their mortal followers. Zalfun did not meddle too often in the wars between the gods, and that's also the reason he's allowed to communicate between the outer and inner planes. He's also the link for magic that crosses the borders of the planes.

Zalfun is a heavenly god, and he's associated with the domains protection, magic and water. His favored weapon is a Battleaxe, forged by a dwarven demi-god in

ancient times. However, he most often battles (if at all) with magic. His holy symbol is a dragon's horn.

Kryimo

Whereas Gulmede is the planner of the heavenly wars, Kryimo is the leader of the troops, a true general. His falchion is feared amongst all the deities alike, as it is said to have slain whole battalions of powerful demons with a single blow, legends say that it was infused with magic energy created by Kryimo himself.

Kryimo is a heavenly god, associated with the domains magic, good and war. His favored weapon is a falchion, as carried by many of his more skilled followers. His holy symbol is a falchion shaft sticking out behind a large shield.

Kehmun

In the heavenly pantheon, Kehmun is the most careless of them all, even more so than the chaotic goddess Juxta. He really usually doesn't want to be bothered, unless it's really important. His followers usually try to ensure this kind of peace for him, or they thank him for the peace they received from him. Kehmun is supposedly not too impressed about being separated from the inner planes, and he thinks the wars of the gods are a good riddance.

Kehmun is a heavenly god associated with the domains healing, animal and air. His favored weapon is a mace, but it's often blended into his disguise used to stay unnoticed. His holy symbol is a phoenix rising from its own ashes.

Sanemus

He hates change: everything is fine just the way it is. If you want something to change back to the way it was, you probably want to become a follower of Sanemus. He sometimes mediated between the heavenly and hellish gods, though most generally he likes things more amongst the heavenly gods.

Sanemus is the heavenly god associated with the domains luck, knowledge and travel, and he wields a golden longsword (his favored weapon). His holy symbol is a monocle.

Juxta

Her favorite form is that of a little halfling female, jumping around all the time trying new things and talking to people. She's good natured but easily offended; and you do not want to get her mad and see her in a different form!

Juxta is from the heavenly pantheon, and she's associated with the domains trickery, chaos and good. Her favored weapon is a rapier. Her holy symbol is a bag of bone dice.

Quomoko

Legend goes that Quomoko was forewarned by his followers that the world of Qui'hamor would close the gates to the outer planes. He decided to quickly slip into the mortal world, so that he could take his time to bring peace, law and righteous justice to the mortals. However, it turned out to be a fulltime job to undo the work of Hamir and his followers. For this purpose, many communes of Quomoko clerics and followers exist and are tolerated especially in lawful and neutral good regions with the Gamathean state religion.

Quomoko is a heavenly god, but since the closing of the outer planes belongs to the earthly pantheon. He's associated with the domains air, luck and good. His favored weapon is a trident, and his holy symbol is a key with two opposite heads.

Gamu

Mathe and Gamu are brothers, subject to the god Gamathea. Gamu is said to walk amongst the mortals of Qui'hamor just as his brother. His followers think he restores law and peace or dictatorship (according to their alignment) wherever his brother Mathe leaves disorder. In recent times, his special heavy flail was stolen, possibly by followers of his brother Mathe. Gamu is said to wander Qui'hamor at

this very moment in various forms, looking for his flail.

Gamu is from the earthly pantheon. He's associated with the domains sun, death and protection. His favored weapon is a heavy flail. His holy symbol is a special ancient rune, both alike and different from Mathe's holy symbol.

Gamathea

The church of Gamathea has by far the most followers. Many state religions worship her and the lands for which she cares. She's a true neutral god, though there are many regions where the gross of the people have a different alignment. Ever since the closing of the outer planes, Gamathea is viewed as one with the land, never as a person. Mathe and Gamu are viewed as her chaotic respectively lawful counterparts or sometimes even incarnations.

Gamathea is from the earthly pantheon. She's associated with the domains animal, plant and strength. She's never associated with war, and therefore does not have a favored weapon. Her holy symbol is an elephant fountaining water.

Mathe

The free spirited counterpart of Gamathea is Mathe. He's usually seen as a lesser deity, even by his own followers. It is believed Mathe as well as his brother Gamu sometimes walk amongst the inhabitants of Qui'hamor. Followers of Mathe often do as they feel is right.

Mathe is from the earthly pantheon. He's associated with the domains travel, luck and chaos. His favored weapon is a greatclub, which he (legend tells) sometimes lends to his most devoted mortal followers, powerful and weak alike. His holy symbol is a special rune, both alike and different from Gamu's holy symbol.

Hamir

He's evil, and out for himself. His followers are either smart and also out for themselves or stupid and out for Hamir. In any case Hamir and his followers care nothing for followers of other deities. Legend says Hamir was plundering the mortal lands of Qui'hamor for his army when the outer planes were separated from Qui'hamor, and that he got trapped on the inner planes. Sects of Hamir are arguably the most dangerous organizations amongst the mortals: all they do is execute very careful plans to better themselves by stealing and plundering others.

Hamir is from the earthly pantheon. He's associated with the domains earth, fire and evil, and his favored weapon is a Kukri. The holy symbol of Hamir is a heart pierced with a kukri.

Bahr

"The lord of the dead eventually commands all", is the central idea of this deity. He supposedly has (limited) access to Qui'hamor, as he collects the souls of diseased mortals on Qui'hamor through Gamathea, for distribution to the various forms of afterlife. He sends most good-aligned souls to the heavenly afterlife, but those not 'good enough' are sometimes kept to be turned to the hellish afterlife.

Bahr is the lawful evil god of the hellish pantheon. His domains are death, destruction and earth. His favored weapon is a greatsword, which he handles with a single hand. His holy symbol is a grinning skull with three eye sockets.

Mika

She's the one that actually planned the wars against the heavenly gods. The idea was to conquer what lay in between (Qui'hamor), so that they would have a major advantage. This almost succeeded, as she promised fair law to anyone on Qui'hamor who'd consider allying with the three evil sisters. Only when her 'fair law' turned out to be a reign of harsh punishment, fear of retribution and nepotism, whole sections of her own followers helped close the inner planes. These ex-followers have an utmost fear for the plane barrier ever being lifted.

Mika is a hellish deity, associated with the domains evil, war, and magic. She wields

a beautiful longsword. Her holy symbol is miniature full plate armor.

Chelfinni

When the wars between the outer deities were still raging on, Chelfinni was the main supplier of troops. She had (and relatively still has) very many followers, which she promises wealth and spoils of war (plunderings) in trade for service. This leads to a form of natural selection breeding utmost skilled warriors and politicians amongst Chelfinni's troops, of which she is the supreme commander.

Chelfinni herself wields a dagger, one with many extra features. Her domains are war, knowledge and trickery. Her holy symbol is an image (painting or relief) of a fire burning elements of other religions.

Aramakann

His heart chose the heavenly Juxta over Zumarillia. With that his evilness disappeared, but at the same time Zumarillia -mad with pain and envy- stole his intelligent mind, leaving a hellish god of destruction. His followers usually had a terribly painful or otherwise bad experience. Above all, they try to share the emotional pain with other people; one way or the other. In legends, Aramakann is usually followed by a large group of ghosts, wraiths and banshees.

Aramakann is associated with the domains destruction, air and fire. His weapon is a shortspear, though he usually is depicted without it. His holy symbol is a silver cilice.

Zumarillia

She's one of the three evil sisters, and definitely the craziest one. Mad with pain and agony over her broken love with Aramakann, she seeks nothing but destruction of all that's beautiful. Envy rules her heart, as it does for her followers. She will support anyone who destroys more than he or she creates and heals.

Zumarillia is a hellish god, associated with the domains chaos, strength and magic, and her favored weapon is a greatclub. Her holy symbol is a pocket mirror with the shards glued back together.

6.2 Religion by Race

Normally, conditions for adopting a religion, joining a commune or following a sect are the same for members of all humanoid races. Most commoners just adopt the state religion. In the table below the standard deity followed is mentioned for members of each race.

Players can be followers of any of the known deities. Whether that's a good idea, or whether they can find an organization (church, commune or sect) that let's them in is a different story. Usually one can easily join any non-forbidden church. To become a member of a commune one often needs either talents (divine magical powers) or resources for the group. Becoming a member of a sect is either something that happens to you by the sect's leader's choice, or after hard work and dedication.

Race	Patron Deity
Dwarf, Ugt	None or Hamir (evil).
Dwarf, Ormenk	Adopted from new homeland or Quomoko.
Elf, Hiress	Depending on region: Gamu or Gamathea.
Elf, Varendell	Homeland religion (any).
Gnome	None or (if forced) state religion.
Half-elf, Hiress	Depending on parents.
Half-elf, Varendell	Depending on parents.
Halflings	Mathe or Juxta.
Enoshi	Depending on region.
West-Mekkeshi	Depending on region.
East-Mekkeshi	Gamathea, or Mathe (Northcape) or none (Akmar).
Vareshi	Gamathea, Gamu (Baysdeep) or Hamir (Eastland, Frego Asillo).

Table: Religion by Race

Chapter 7: The Planes

The setting of the planes in Qui'hamor is divided in two parts. There are the Outer Planes: the residence of extraplanars such as demons, devils, angels, and even the gods. Amidst these planes are the Inner Planes, which include the Material Plane. As this is the starting point for most campaign run in Qui'hamor, this chapter explores the planes starting with the Inner planes. Next the Outer Planes are described, followed by a description of how magic and planar travel work on Qui'hamor. Last, this chapter describes what a given character may know about the plane setting, as well as mysteries that are left open by this chapter.

Understanding why Qui'hamor is as it is, boils down for a large part to understanding how the plane setting works. The Material Plane would only be a small, remote and insignificant place were it not for the fact that it's right in between the Heavens and Hells. Some sages refer to the Material plane as the "Highway to Heaven and Hell". Worried about this setup, the humanoid races on Qui'hamor collaborated to close down this highway. Now, only a limited amount of travel through the material plane is possible, as the extraplanars have been banished to their home planes, forced to fight their wars elsewhere.

7.1 The Inner Planes

The Inner Planes are illustrated by Figure 3. Let's start by examining the Material Plane. Quite confusingly, sages call the Material Plane Qui'hamor, meaning as much as "The World as we know it.". This is the world as described in chapter x "Geography", and is the home of the humanoid races. The material plane coexists with three other planes: the Shadow Plane "Avellum", the Magic Plane "Laventum" and the ethereal plane "Immarallae". Just about anywhere on these planes, there 'is' a similar point on the other three planes.

The shadow plane Avellum is a dark place where ghosts and spirits roam freely. It is the ideal hideout for people that are (temporarily) not welcome on the material plane. On this plane, the landscape is formed roughly as the Material Plane is, only then everything is composed of some Dark Matter.

The energy plane of Magic also coexists with the material plane. Though regular senses such as sight and touch don't work on this plane, it is best described as a gigantic lake of magic energy. Every time a spell is cast on another plane, a tiny portal to the Magic Plane is opened through which some magic energy is drawn to infuse the spell. It seems impossible for non-magic beings to exist on this plane, as none of the folks bold enough go there returned to tell the tale.

The Ethereal Plane called Immarallae is a place much like Qui'hamor itself. Though Immarallae itself is an endless void, a translucent image of the Material Plane is projected there. This allows you to see and hear a distant version of the Material Plane while on the ethereal plane. For further details on the functioning of this plane refer to the SRD.

Two other important Inner Planes exist: "The Below" and "The Skys". The former is a place beneath the surface of Qui'hamor, connected through a vast system of underground tunnels. This system of tunnels and underground lakes of boiling lava form the elemental plane of Earth and Fire, and is the home to many elemental creatures, as well as the Ugt Dwarves. These dwarves have long ago sworn to protect the passages to the astral plane, blocking the way for extraplanars from the Outer Planes and imprisoning many demons and devils.

On the other side, the sky of Qui'hamor touches The Skys: the elemental plane of Water and Air. This path to the astral plane is guarded by many mystical creatures that formed a pact with the humanoids and elementals. This plane is also home to many elemental creatures.



Figure: Inner Planes

Qui'hamor (inner plane)

Connections: There are well known connections to the elemental planes The Skys and The Below. Portals to The Skys can be found high up in the air as well as on several mountain tops. Portals to The Below can be found in underground cave systems and cities, most often inhabited by the Ugt dwarves. No known portals exist to Qui'hamor's coexistent planes (Laventum, Immarallae, and Avellum), nor to the outer planes.

Gravity: Qui'hamor has normal gravity, except when you are reaching The Skys, where gravity slowly goes to Low Gravity.

Size: From one side to the other, the lands on Qui'hamor stretch around 7000 miles (around 11.200 km). It is roughly the same distance up to The Skys, as well as down to The Below.

Type: Qui'hamor is not dominated by any element or alignment at a given point in time. It is ruled by the humanoid races.

Magic: On Qui'hamor, magic functions normally (except for cross-planar spells, see previous section).

Description: The Material plane is the home of the humanoid races. These races have allied with the elemental beings, to close the path to the astral plane sheltering themselves from wars of the outsiders. Qui'hamor is a land of great continents and large kingdoms. Connections to the other planes are well-known in by both sages and storytellers, although not many have ever seen such a connection.

Avellum (plane of shadows, inner plane)

Connections: No know non-magical portals from or to Avellum exist.

Gravity: The plane of shadows has normal gravity. Note however that the many incorporeal inhabitants of this plane are not affected by gravity at all.

Size: Exactly equal to Qui'hamor.

Type: Mildly evil aligned. According to legends, this is because the last remaining evil outsiders on Qui'hamor tried to hide on Avellum when the humanoids and elementals closed the connections between the inner and outer planes.

Magic: All spells with the shadow descriptor are automatically empowered and maximized (at no cost). Further magic works normally.

Description: Avellum looks much like a copy of the material plane, only darker. It is inhabited by many shadow creatures hiding in its darkness. Probably no sentient beings choose to live on this plane, as it is quite a depressing place to be. On the other hand, storytellers still speak of hermits in this shadowy place that have entire castles to themselves (which are inhabited on the material plane by normal

humanoids).

Laventum (plane of magic, inner plane)

Connections: No know non-magical portals from or to Laventum exist.

Gravity: None.

Size: Exactly equal to Qui'hamor.

Type: No alignment or element dominates this plane.

Magic: At any point in time, there is a 50% chance that you are effected by any random magical spell or effect. This feature works as if a spell is cast on you with caster level 20, and it always has a DC (if any) of 35. Note that this trait makes it very hard for any creature without magic immunity to survive on this plane, for a few minutes or even seconds.

Description: Laventum is a whirling pool of radiant magical energy. No humanoid could really exist in this place, as the magic effects would hurl him around all the time. The people that (have claimed to) have been there and lived through the experience cannot really describe in earthly terms what happened to them. Legend speaks of many fish-like magic-immune creatures through magical mishap sometimes end up in the seas of Qui'hamor.

Immarallae (ethereal plane, inner plane)

Connections: No know non-magical portals from or to Immarallae exist.

Gravity: None.

Size: Exactly equal to Qui'hamor.

Type: No alignment or element dominates this plane.

Magic: Most spells function normally, though two exceptions must be noted. First, some spells obviously have no or little effect. Ethereal jaunt and the like don't really have a point on the ethereal plane. Second, spells that create a force effect (such as magic missile) work just fine between Immarallae, Laventum, Avellum and Qui'hamor. Finally, also note that casting ethereal jaunt and spells alike is of no use when you aren't on one of the four aforementioned planes.

Description: The ethereal plane is an endless void, with only a few native inhabitants. The place is translucent to Qui'hamor, meaning you can vaguely 'see' (though not hear nor smell) the material plane. You can move in any direction, even through places that are occupied on the material plane (though this limits your sight to the ethereal plane).

The Skys (inner plane)

Connections: The Skys is connected to the material plane from several mountain tops as well as high up in the air. On the other end of The Skys there are several connections to the astral plane, which have been closed to shut out the outsiders.

Gravity: Low Gravity.

Size: The Skys are about half the size of Qui'hamor, stretching around 7000 miles (11.200 km) from one side to the other, but being only 3000 miles (5.600 km) high.

Type: Air and Water dominate this plane.

Magic: All spells with the air or water descriptor are automatically empowered and maximized (at no cost). Further magic works normally.

Description: This plane doesn't have a real 'border' with Qui'hamor: where the sky of the material plane would end is where The Skys start. Some gravity exists when you get past this vague border, entering large continents made entirely out of wind and clouds. The Skyslands supposedly have many connections to this plane.

The Below (inner plane)

Connections: The Below is connected to the material plane from underground cave systems and cities inhabited by the Ugt dwarves. On the other end of The Below there are several connections to the astral plane, which have been closed to shut out the outsiders.

Gravity: Normal.

Size: The Below is a vast system of tunnels, enormous caves and lakes and rivers of lava. It is a disk right below the material plane 7000 miles (11.200 km) from one end to the other, being about 500 miles (800 km) deep.

Type: Earth and Fire dominate this plane.

Magic: All spells with the earth or fire descriptor are automatically empowered and maximized (at no cost). Further magic works normally.

Description: At first sight someone new to this plane might think he landed in one of the five hells: lakes of molten stone and underground cities form the basis of this plane. Connected to the material plane through systems of tunnels inhabited by Ugt dwarves, this plane lies a vast distance beneath the surface of Qui'hamor.

7.2 The Outer Planes

In the figure below the setting of the planes from a universe point-of-view is given. The Outer Planes are the Six Heavens and the Five Hells. These planes are extensions of the Astral Wrapper. When a sage is asked by an apprentice why there are six heavens, while there are only five hells, he will usually reply -in fine tradition- that "...with such annoying wise nose apprentices Qui'hamor actually is the sixth hell...". The Six Heavens are Lemira, Weemo, Laevoye, Mezoy, Jifling and Maysmorn. The Five Hells are Quaal, Graatzu, Prama, Yaegerst and Cu'arma.



Figure: The Outer Planes

The Astral Wrapper (outer plane)

Connections: Many connections to other planes exist. The heavens all connect at one or more points to the astral wrapper on the upper side, as do the hells from the down side. From the inside, the astral wrapper has several connections to The Skys on the upper side, and to The Below on the down side.

Gravity: None.

Size: This plane is enormous, compared to the material plane. From the down to the upper side is around the equivalent of 100.000 miles (160.000 km). Connections to The Below and The Five Hells are relatively close to each other on the down side. On the upper side the astral plane has several connections to The Skys and The Six Heavens close to each other.

Type: Neutral aligned; in this vast 'nothingness' nothing really matters to the plane as a whole.

Magic: Spells function normal on the astral plane, though it might be cumbersome to get magic energy to fuel your spells (see previous sections).

Description: The astral wrapper is just that: a gigantic space wrapping around the inner planes. This space folds around the inner planes in such a way, that traveling all the way around from top to bottom will take very long: going 24/7 at a base speed of 30 ft will still take about 1400 days (almost 5 years) to go from one side to the other. A very usable shortcut reaches through the inner planes, in which case the distance is much shorter. The Outsiders used this route on many occasions in their

wars, until the inhabitants of the inner planes grew tired of this devastating abuse of their homes, and sealed the passage to the astral plane. On the astral plane any creature can fly at its own base speed with perfect maneuverability (though seeing a flying elephant might still be quite funny for creatures that know how elephants normally move about).

Lemira (outer plane, home of Zalfun)

Connections: There are several connections to the Astral plane. It is also speculated there are -perhaps limited- connections to the inner planes as well: Zalfun can at least communicate with mortals on the inner planes, as well as transport magic energy from the inner plane Laventum to the outer planes.

Gravity: Lemira is a normal place of light, ground and air, yet to newcomers it feels somewhat as if you are under water.

Size: its exact size unknown, Lemira still seems to be one of the smaller heavenly planes.

Type: Lawful Neutral aligned. Its inhabitants tend to move this alignment towards good, but Zalfun keeps a close eye on the balance.

Magic: Spells function normal on this plane, and relative to the other outer planes Lemira is probably the easiest plane to cast spells on.

Description: Everyone on Lemira has a task or a goal. This is reflected in the way creatures move around, the buildings, and the smell of the air. Creatures communicating in the streets do so in the heavenly empathic dialects, as required by the laws of Zalfun himself.

Weemo (outer plane, home of Gulmede)

Connections: So called Marching Tunnels lead to and from the plane of Weemo. Several leading directly to The Skys have been closed by the races on the inner planes, but the rest, to the Astral Wrapper and Laevoye (home of Kryimo) is still intact. Also, there are a few restricted, informal passages to Lemira (home of Zalfun).

Gravity: Normal gravity.

Size: The plane is supposed to be enormous, with most of the population living on a relatively small portion of it. The rest of the plane consists of varying types of training grounds for the heavenly troops of war.

Type: Lawful Good aligned.

Magic: Normal.

Description: Weemo is much like Qui'hamor, and especially has some striking resemblances with the current state of Middland (West-Mekkes): it's filled with barracks and training grounds. Some vast spaces on the plane are just artificially constructed training grounds, made to resemble the terrain on which the wars between the gods are fought.

Laevoye (outer plane, home of Kryimo)

Connections: Like Weemo, Laevoye has Marching Tunnels leading to and from the Astral plane and the inner planes, the latter of which are closed.

Gravity: Subjective. Each inhabitant of this plane can decide for himself how much gravity the ground exerts on him or her.

Size: The exact size is unknown.

Type: Neutral aligned. This is because of the vast number of neutral mercenaries living on the plane, counterbalancing the good aligned followers of Kryimo.

Magic: As a god of Magic, Kryimo has a deal with Zalfun to get a more than fair share of the magic energy from the inner plane Laventum.

Description: The plane is like a giant stronghold, abundant with troops and mercenaries for the wars between the gods. Some parts of this stronghold are devoted to magic, research and experimenting. It is a truly interesting place, although visitors should watch out not to get recruited against their will.

Mezoy (outer plane, home of Sanemus)

Connections: The only known connections to Mezoy are on the Astral Wrapper.

Gravity: Normal gravity, except that when in rest most things tend to float a little bit above the ground.

Size: The plane is endless in a way. All different places are connected, and when you move from one place to another you can do so through sheer force of will.

Type: Neutral aligned. Anything disturbing this balance faces a severe chance of being neutralized.

Magic: All magic is weakened in fairly unpredictable ways.

Description: Mezoy is also called the plane of the sages. Many creatures enjoying the peace in meditation on this plane possess knowledge of things otherwise long forgotten. Sanemus himself is the perfect example of this. The most powerful creatures like this plane a lot, as they can shape parts of it by their sheer will. This makes Mezoy a different place everytime you visit it.

Jifling (outer plane, home of Kehmun)

Connections: None. The only way to get to Jifling is through teleportation.

Gravity: Normal.

Size: Jifling is supposed to be huge, about 10 times the size of Qui'hamor.

Type: Neutral aligned.

Magic: As normal, though most inhabitants do not approve of intrusive spells.

Description: Jifling is a humongous jungle, with some seas, steppes, grasslands and even a few icy mountains. It is far too boring for most intelligent creatures. The plane is still rather densely populated. Animals, dragons, beasts and so on surround Kehmun on his home plane. The few intelligent followers of Kehmun usually live solitary lives in the nature of Jifling.

Maysmorn (outer plane, home of Juxta)

Connections: Off and on the plane of Maysmorn opens connections to other planes. These portals lead to the other heavens, the Astral plane, the inner planes (though these are always closed on one end), and even sometimes to Cu'arma (home of Aramakann).

Gravity: Usually normal, though this may change, depending on the mood of Maysmorn.

Size: The basic size of this plane is about half of the material plane Qui'hamor, though the outer borders pulsate back and forth. It is unknown what happens to creatures that are at the borders when they pulsate back inward...

Type: Extremely Chaotic aligned.

Magic: Magic usually functions normal, though at times a bit erratic.

Description: The plane Maysmorn is not only the home of Juxta, but also her avatar and lifetime companion, much like the animal companions druids keep. Maysmorn has a will of her own, much to the liking of most of her inhabitants. Most folks however would get extremely restless by the ever changing conditions on Maysmorn. Legend says it is Maysmorn that tried to set up a friendship between Aramakann and Juxta, by opening portals to his home Cu'arma.

Quaal (outer plane, home of Bahr)

Connections: The plane of Bahr has a one-way connection to Qui'hamor, every heaven, and every hell, to distribute the souls of diseased mortals to the planes of their dieties and alignments. There are two-way portals to The Astral Wrapper.

Gravity: Normal.

Size: Quaal is a large plane, almost circular. At the far borders of the plane it's dark and empty. There are short, straight walls of even greater darkness, which from afar look like they form a round wall. What's beyond these pieces of wall is not known to the scholars.

Type: Neutral aligned. At any one time, there are so many souls of so many different alignments that it sums up to a neutral place.

Magic: Normal, but impeded if Bahr directly forbade it.

Description: This plane almost feels like a distribution center placed amidst the lavalakes of The Below. Probably most souls collected do not wish to stay on this plane any longer than strictly necessary, allowing for a smooth process. Natives of the plane Quaal are mostly employed by Bahr.

Graatzu (outer plane, home of Chelfinni)

Connections: There are portals to The Astral wrapper, closed portals to the inner

planes, and two gateways to Prama and Yaegerst, the planes of her sisters Mika and Zumarillia.

Gravity: Normal.

Size: Unknown.

Type: Evil aligned.

Magic: Normal.

Description: Inhabitants of the plane of Graatzu are the most feared on Qui'hamor of all the extraplanars. They form the troops of the hellish gods, and they gladly go to war as they are promised the spoils of war wherever they can claim it. These extraplanars usually live as small groups of commandos on Graatzu in times when they are not out fighting someone. Often, these bands try to break into the inner planes through the closed portals to The Below.

Prama (outer plane, home of Mika)

Connections: There are connections to The Astral Wrapper and to the planes Graatzu and Yaegerst, of her sisters Chelfinni and Zumarillia.

Gravity: About twice the gravity of Qui'hamor. Mika hates flying creatures (most of the time).

Size: About half of the size of Qui'hamor.

Type: Evil aligned.

Magic: Normal, perhaps relative to the other outer planes it's even somewhat easier to cast spells because of Mika's love for magic.

Description: Mika loves to be surrounded by strategists, generals and warriors of great fame. Large parts of the fairly small plane Prama are reserved for the fortunate, only a small part of Prama is given to the commoners of this plane. Mika is utterly bitter about her ex-followers on Qui'hamor, and as such large parts of Prama are devoted to planar experiments. These experiments should ultimately lead to a way to break the seal on the portals to the inner planes.

Yaegerst (outer plane, home of Zumarillia)

Connections: There are connections to The Astral Wrapper and to the planes Graatzu and Prama, of her sisters Chelfinni and Mika. There used to be a tunnel to Cu'arma, but it's been closed by Zumarillia.

Gravity: Changes from week to week, hour to hour or second to second, along with Zumarillia's mood.

Size: Endless.

Type: Chaotic Evil aligned.

Magic: Usually normal, but at times unpredictable.

Description: Zumarillia is utterly crazy, which is reflected in the plane Yaegerst and its inhabitants. The plane itself seems to be unfriendly to any inhabitant who's comfortable with himself. It spits out terribly acid rain, fires from the ground, storms of blades and a vast variety of terrible creatures. This divided the inhabitants in three groups. First, there's a group of strong, chaotic evil creatures that learned to cope with the inhospitable surroundings. Second, there's a group of prisoners of the plane, that used to be happier than they should have been, now mad with pain, agony and schizophrenic behavior. Last, there's a group that have gone thus crazy that they've almost become a part of the plane. These creatures form the stuff of nightmares on Qui'hamor.

Cu'arma (outer plane, home of Aramakann)

Connections: There are no direct connections leading to or from Cu'arma, but the plane as a whole moves through the universe, at times overlapping at the outer ends with other planes. Usually Cu'arma stays in the vicinity of the hellish planes. Overlap with the inner planes is momentarily prevented by the races of the inner planes.

Gravity: None. Like the Astral Wrapper, all creatures can fly with perfect maneuverability on this plane.

Size: Unknown.

Type: Neutral aligned.

Magic: Normal.

Description: Cu'arma is like a faint cloud of darkness, floating through the universe, usually amongst the hellish planes. It is home mostly to creatures of evil

and darkness, like ghosts, wraiths and banshees. A large troupe of these creatures follow Aramakann at all times. This band, and the smaller ones resembling it, bring death and destruction to all that they touch.

7.3 Magic & Planar Travel

The astral plane wraps around the inner planes, and connects all the outer planes to each other. The entrances to the different Hells as well as the entrance to The Below on the Astral Wrapper are relatively close to each other. Respectively, this also holds for the entrances to the Heavens and The Skys. Ever since the creatures from the Inner Planes have formed a pact, the connection from the Astral Wrapper to The Below and The Skys has been severely limited: the Inner Planes are 'shut' from the inside.

The lockdown of the Inner Planes had a major impact on several things. First, creatures from The Five Hells and The Six Heavens are constantly waging war on each other. With the favorite (and shortest!) route to the other side of the Outer Planes closed down, they have to use other means to get to each other. A second, more important feature, is that the closed connection between the Outer Planes and the Inner Planes causes many magic spells to function quite different in some places, see the next chapter on magic. Last (but certainly not least) the connection between deities and their worshipers on the inner planes is weakened. For this last matter see chapter 6 on religion.

The barriers between planes exist in two different ways. The first is magical, impeding magical contact and travel between outer and inner planes. A second, more common way to travel between planes is through the use of non-magical portals. A portal can be a lot of things, ranging from a tunnel to a door, and from a misty area to a near-endless void. These portals exist on varying places, and many planes don't have such a connection at all.

All the outer planes are individually connected with the astral plane on one or more places. The five hells are connected on the below side, the six heavens are connected on the upper side. Legend on these outer planes sometimes also speaks of portals (magical and non-magical) between the outer planes without using the astral plane, though this is not readily confirmed by existing sources on the planar setting.

The distance between the heavens and hells using the astral plane is quite large. In times past outsiders waging war on each other used the inner planes as a shortcut. However, this path has been cut off: the creatures of the inner planes have blocked both magical and non-magical travel to and from the outside planes. The non-magical portals existing in the Below are guarded by Ugt dwarves, and Earth and Fire creatures. The Air and Water creatures guard the path to the upper connection with the astral plane.

Chapter 8: Magic

Many magic barriers have been built by humanoids and elementals to limit the amount of interaction between the inner and outer planes. This means magic might be more difficult to use, depending on your (planar) location. Concerning the difficulty of a spell or spelllike ability, determine the planar location of the different 'parts'. Each such part can possibly be 'blocked'. The different type of parts are listed in the table below. For each part the following rules hold:

- The caster of a spell trying to reach a 'blocked part' of a spell needs to make a caster level check for each part, against a DC of 11 + spell level.
- Creatures using spelllike effects make a check DC 11 + equivalent spell level, rolling a d20 + HD. If no equivalent spell exists, use DC 15.
- Magic items generating spelllike effects make a check like creatures, rolling d20 + 1/3 x item's caster level.

Spell Part	Typical Location
Magic Energy	Inner Planes (Laventum)
(Summoned) Outsider	Outer Planes
(Summoned) Elemental Creature	Inner Planes
Contacted Creature	Outer Planes (when contacting deities and other outsiders for divinations, miracles, etc).
Divining Across Planes	-variable-
Interplanar Transport Destination	-variable-
Shadow Energy (spells with shadow descriptor)	Shadow Plane

Table: Spell Parts

8.1 Magic Items

This chapter describes some magic items that might be found in Qui'hamor.

Wondrous Items

The world of Qui'hamor is one of traps, riddles and mystery. Several special items have been created to serve the adventurer's specific needs. What follows is a short list of items mentioned by Legend or Scholars' knowledge. These items can not regularly be bought in any shop, except for perhaps cheap imitations.

Boots of Farjump

Description: These boots allow the wearer to do extreme farjumps. They form a set with the Kneepads of Softland, the Robe of Pathcurbing, and the Staff of Eljay.

Creator: Unknown. Some copies of this item supposedly exist, some perhaps even more powerful than Eljay's original boots.

Previous wearers: The original boots were created for Eljay, a West-Mekkeshi monk adventurer from ages past.

Kneepads of Softland

Description: These kneepads form a set with the Boots of Farjump, the Robe of Pathcurbing, and the Staff of Eljay. They keep the wearer safe as a ring of feather falling does, but the effect always takes place in the last few feet. This means it's much faster than using the ring in many cases, and it allows for a stylish entrance or escape, giving a loud 'thump' sound upon landing.

Creator: Unknown. Being the simplest item in the set, the Kneepads of Softland might very well have been copied a few times.

Previous wearers: The original kneepads were created for Eljay, a West-Mekkeshi monk adventurer from ages past.

Robe of Pathcurbing

Description: This robe is a set with the Kneepads of Softland, the Boots of Farjump, and the Staff of Eljay. It allows the wearer to make sharp turns in mid-air by sheer willpower, for example when flying or doing far-jumps.

Creator: Unknown. As far as sages know, the robe is the only in its kind.

Previous wearers: The original robe was created for Eljay, a West-Mekkeshi monk adventurer from ages past.

Staff of Eljay

Description: By a long shot this is the most powerful and prized item Eljay possessed. It was truly unique, and a perfect companion for a monk. Legend nor sages agree on the exact characteristics of this staff, but generally the following is told. Both ends of the staff are magically enhanced to serve as a weapon. One end might even be powerful enough for a monk to deliver his dangerous, special blows. Finally, this staff has a limited weekly amount of energy for extreme types of high-and far jumps: you go a short direction opposite the direction you want to jump, smash one end as hard as you can into the ground or the wall, and hold on tight! This launches you like a huge bolt from a ballista.

Creator: Unknown.

Previous wearers: The original staff was created for Eljay, a West-Mekkeshi monk adventurer from ages past.

Potions

Potions in the Qui'hamor campaign setting work exactly as described in the SRD. There are, however, more potions available than mentioned in the SRD. Of course potions of 1st to 3rd level can be made and bought as usual, but some potions of higher level are also available -albeit at a higher price. In this document all the possible potions are listed along with their market price. For completeness, some standard potions are also mentioned here.

Potion Descriptions

For those standard potions that are spells in liquid form, simply refer to the spell description in the SRD for all pertinent details. The caster level for a standard potion is the minimum caster level needed to cast the spell (unless otherwise specified). Nonstandard potions are described in the SRD.

Potion	Market Price
Any 1st level wiz/clr/drd spell	50 gp
Any 2nd level wiz/clr/drd spell	300 gp
Any 3rd level wiz/clr/drd spell	750 gp
Change Self	50 gp
Comprehend Languages	50 gp
Cure Light Wounds (1d8 + 1)	50 gp
Endure Elements (choose type)	50 gp
Entropic Shield	50 gp
Expeditious Retreat	50 gp
Jump	50 gp
Mage Armor	50 gp
Random Action	50 gp
Remove Fear	50 gp
True Strike	50 gp
Aid	300 gp
Barkskin	300 gp
Blur	300 gp
Bull's Strength (1d4 + 1 str bonus)	300 gp
Cat's Grace (1d4 + 1 dex bonus)	300 gp
Cure Moderate Wounds (1d8 + 3)	300 gp
Darkvision	300 gp
Eagle's Splendor (1d4 + 1 cha bonus)	300 gp
Endurance (1d4 + 1 con bonus)	300 gp
Fox's Cunning (1d4 + 1 int bonus)	300 gp
Hold Person	300 gp
Invisibility	300 gp
Lesser Restoration	300 gp
Owl's Wisdom (1d4 + 1 wis bonus)	300 gp
Remove Paralysis	300 gp
Resist Elements (choose type)	300 gp
See Invisibility	300 gp
Cure Serious Wounds (3d8 + 5)	750 gp
Displacement	750 gp

Fly	750 gp
Haste	750 gp
Invisibility Purge	750 gp
Neutralize Poison	750 gp
Protection from Elements	750 gp
Remove Blindness/Deafness	750 gp
Remove Curse	750 gp
Remove Disease	750 gp
Tongues	750 gp

Table: Standard Potions

Potion	Market Price
Air Walk	1250 gp
Bestow Curse	1250 gp
Dimension Door	1250 gp
Freedom of Movement	1250 gp
Polymorph Self	1250 gp
Restoration	1350 gp
Stoneskin	1500 gp
Ethereal Jaunt	2500 gp
Feeblemind	2500 gp
Teleport	2500 gp
True Seeing	2750 gp
Heal	3500 gp

Table: Nonstandard potions

Chapter 9: Monsters

9.1 New Monsters

Elmare's Armor

Medium Size Construct

Hit Dice: 9d10 (54 hp)

Initiative: +1

Speed: 20 ft. (can't run)

AC: 23 (natural +12, dex +1) touch 11, flat-footed 22

Attacks: +1 bastard sword +14 melee

Damage: +1 bastard sword 1d10 + 12

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: construct traits, DR 20/+1, SR 19

Saves: Fort +3, Ref +4, Will +6

Abilities: Str 23, Dex 13, Con -, Int -, Wis 16, Cha 7

Feats: weapon focus (bastard sword), weapon specialization (bastard sword)

Climate/Terrain: Any land

Organization: solitary

Challenge Rating: 5

Treasure: Special (+1 bastard sword)

Alignment: Always neutral

Advancement: 10-15 HD (medium); 16-20 HD (large)

Sometimes the creation of magic armor goes wrong and you end up with a cursed item. Sometimes the creation of magic armor goes very, very wrong and you end up with a berserking armor. This once happened to the dwarven mage Elmare. After enchanting her armor she found out what corrupted material ingredients do with powerful magic. The armor stood up, walked. Poor Elmare was flabbergasted. As she watched her new magical armor, she realized something had gone terribly wrong. Before she knew it the armor had picked up the fighter's favorite weapon (a magical bastard sword) and gone into a rage. It came at her and made her a victim of her own creation.

When an Elmare's Armor goes berserk, it will first pick up a good weapon and then continue to kill every living thing in its way. Adventurers might find a whole village slaughtered with the armor still roaming the nearby lands.

COMBAT

Elmare's armor can't run but it can very well charge opponents. This is its favorite tactic, going at the nearest living target, mindlessly bashing through until all has died. It uses any weapon it can get its hands on, automatically picking the best weapon for the current purpose.

Construct traits: An Elmare's armor is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. An Elmare's armor has darkvision (60-foot range).

Mulgash

Large Magical Beast

Hit Dice 9d10 + 54 (102 hp)

Initiative: +3

Speed: 50 ft.

AC: 17 (-1 size, +3 dex, +5 natural), touch 12, flat-footed 14

Attacks: Bite +16 melee

Damage: 1d8+10 plus tearing

Face/Reach: 5 ft. by 10 ft./10 ft.

Special Attacks: Frightful Presence, Tearing

Special Qualities: Damage Reduction 5/+1, Darkvision 60 ft., Low-light vision, Scent.

Saves: Fort +12, Ref +9, Will +5

Abilities: Str 25 Dex 16 Con 23 Int 5 Wis 15 Cha 7

Skills: Hide +6, Listen +6, Move Silently +6, Spot +6*

Climate/Terrain: Any

Organization: Solitary

Challenge Rating: 10

Treasure: None

Alignment: Always Neutral

Advancement: 10-21 HD (Large); 22-42 HD (Huge)

The Mulgash feeds on prey and hunts in the twilight, when his sight works best. It is a fearsome but fearless creature, using his intelligence to outsmart his prey (usually animals, but it will eat anything if hungry).

Standing the Mulgash reaches 7.5 feet tall, yet it is usually low to the ground, hiding its presence. His demonic jaws can tear off a human limb in seconds, and the Mulgash is therefore feared in the regions where he hunts. Sometimes villagers sacrifice cattle to keep 'their' Mulgash satisfied.

A Mulgash has no language, as it has no need for communication.

Combat

The Mulgash usually tracks prey by scent and waits until twilight to strike (when their sight works best). It typically jumps up out of hiding to strike his enemy and tears off a limb using its tearing ability. Sometimes it directly goes for the kill, but if he is outranked or outnumbered a Mulgash might also retreat and wait for his prey to once again become off-guard.

Frightful Presence (Ex): When a Mulgash charges, attacks or roars, it inspires fear in all creatures within 30 feet that have fewer hit dice or levels than it has. Each potentially affected opponent must attempt a Will save (DC 12). On a failure the opponent becomes frightened.

Tearing (Ex): If a Mulgash hits with its bite attack, it automatically can try to tear off a limb. Randomly determine which limb was hit. The victim must first roll a reflex save (DC 13) to shake off the Mulgash before it can tear off the limb. If unsuccessful, the victim must roll a fortitude save (DC 20) or his body goes into shock. In either case the victim (in addition to the obvious effects) keeps bleeding for 2 points of damage each round until at least 1 hitpoint is magically cured or someone has stopped the bleeding (heal check DC 18).

Scent (Ex): A Mulgash can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Splode

Tiny Undead (Incorporeal, Earth)

Hit Dice: 7d12 (46 hp)

Initiative: +3

Speed: fly 20 ft. (perfect)

AC: 17 (+3 dex, +2 deflect, +2 size), touch 17, flat-footed 14

Attacks: Incorporeal touch +8

Damage: Incorporeal touch 1d3 Charisma drain

Face/Reach: 2.5 ft. by 2.5 ft./0 ft.

Special Attacks: Charisma drain, Explode

Special Qualities: Incorporeal subtype, undead traits

Saves: Fort +2, Ref +7, Will +8

Abilities: Str - Dex 17 Con - Int 13 Wis 16 Cha 14

Skills: Balance +13, Intimidate +12, Hide +10, Listen +13, Move Silently +9, Spot +13

Feats: Alertness, Ability Focus (Explode), Lightning Reflexes)

Climate/Terrain: Any Land

Organization: Solitary, pair or swarm (4-20)

Challenge Rating: 6

Treasure: No coins; double standard goods (gems only); no items

Alignment: Always chaotic evil

Advancement: 8-14 HD (Tiny); 15-30 HD (Small)

These creatures will kill all living within their sight. A Splode resembles a translucent human head, severed from the body, flying around in frenzy.

These undead are created by wizards to attack groups of people. In the process of creation a severed head is partially transferred to the ethereal plane- while the soul is still trapped inside. Obviously, this turns the individual crazy. These undead seldom listen to their master at all. Instead they go into a killing frenzy.

Combat

These almost always use their exploding ability to take out opponents. If there's only one opponent left (or if they are forced to focus on a certain person) they use their touch attacks to finish the job. **Charisma Drain (Su):** An individual struck by a Splode must make a Fortitude save (DC 15) or permanently lose 1d3 points of Charisma (or 2d3 on a critical hit). The Splode heals 5 points of damage (10 on a critical hit) whenever it drains Charisma, gaining any excess as temporary hit points.

Explode (Sp): When a Splode sees a living creature he's ordered to exterminate, he'll fly towards them and use his exploding ability. As a standard action a Splode starts to murmur, then rabble, then scream wildly until the head explodes. This explosion deals 7d6 points of acid damage (Reflex save DC 17, half damage) in a 20 ft radius spread.

After a Splode has exploded, the bits will fly back to the origin of the explosion in 4 rounds, re-assembling the Splode. During this time, there are countless indistinguishable Splode-parts. Each part can be hit as if it were a normal Splode, but the maximum damage each normal attack can deal is 1 hit point. Area- and targeted effects work normally against the Splode.

Incorporeal Subtype: A Splode can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like abilities and supernatural abilities. The creature has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with ghost touch weapons. A Splode can pass through solid objects, but not force effects, at will. Its attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them. A banshee always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

Undead Traits: A Splode is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. A Splode cannot be raised, and resurrection works only if it is willing. The creature has darkvision (60-foot range).

9.2 New Templates

Dual Caster Template

To enhance the power of their clerics, the evil gods have merged it with an arcane spellcaster, creating a more or less humanoid creature which looks like a Siamese twin in several ways. During a 1 hour ritual, a cleric and a wizard or sorcerer are merged into one body. The body has two legs, one torso, four arms and one head with two faces. In the head is a twisted, evil mind of the two creatures that were merged. The two base creatures must have the same size category.

Creating a dual caster

Dual caster is a template which can be applied to any set consisting of an evil spellcaster and an evil cleric of any level. The character's type is Monstrous

Humanoid.

Hit dice: The creature's hit dice are equal to the sum of the base creatures. All these hit dies become d8's.

Base Attack Bonus: 0.75 of the total hit dice.

Saving throws: Good will and fort, according to new amount of hit dice.

Skills: Add the ranks of the base creatures.

Feats: All the feats of the base creatures.

Languages: Same as those of the base creatures.

Weapon/Armor proficiencies: Same as those of the base creatures.

Ability scores: Take the 3 physical ability scores from the cleric's body, for each mental ability, take the highest score of the two base creatures.

Alignment: Any evil.

Special qualities: A dual spellcaster retains all the base creatures' special qualities and gains the ones listed below:

Hasted: The dual caster creature gets one extra partial action every round. This partial action can only be used to cast either an arcane or a divine spell. However, the dual caster still cannot cast more than 1 spell of each types per round.

Uncanny dodge: Because the dual spellcaster has eyes both in front and in the back of his head, it can no longer be flanked.

Spells: The dual caster's spellcasting abilities function exactly like those of a multiclass character. He needs to pray for divine spells each day, and also spend 1 hour preparing his arcane spells.

CR: The dual spellcaster's challenge rating is 1 less than the sum of the spellcaster's and cleric's class levels.

Advancement: By class level.

Treasure: Double Standard.

Appendix A: List of Important People

Name	Description
Al Hachra	Powerful trading family from Northcape, has a seat in the council.
Al Unifa	Powerful trading family from Northcape, has a seat in the council.
Azzuri-myō	Talented monk that founded a school in the Enoshi province Ku-umo.
Basri	Powerful trading family from Northcape, has a seat in the council.
Davido El Pujadore	King of the Vareshi Quartochry Baysdeep.
Daxl	Ancient creature that according to legend has left a group of volcanic islands in his footprints when he walked to the center of Qui'hamor.
Felsass	One of the founding families of the Hiress.
Firenn	Family of elves leading the initial Hiress camp in the elven civil war.
Frego El Pujadore	Late king of the Vareshi Quartochry Frego Asillo
Gonzalo El Pujadore	King of the Vareshi Quartochry Inlans.
Haq	One of the founding families of the Hiress.
Harkann	Spiritual leader of Wehlsland.
Harsmel Ukston	Evil ruler of the Uplands when it got cursed.
Japh	One of the founding families of the Hiress.
Jennish Lehmstahl	Dictator of the Vareshi region Eastland.
Karens	Powerful trading family from Northcape, has a seat in the council.
Lameh	One of the founding families of the Hiress.
Lester Yverston	King of Gluland, nephew of Markel Yverston.
Manuel El Pujadore	King of the Vareshi Quartochry Silvercoast.
Markel Yverston	Grand king of the West Mekkesh powerstate.
Mayota-izu	Talented monk that founded a school in the Enoshi province Ku-umo.
Muhammed Rikshi Alakmar Beni Salaam Qach-aysen (or: Emperor Rikshi-Alakmar)	Emperor of the East Mekkesh powerstate.
Owa	One of the founding families of the Hiress.
Phram	One of the founding families of the Hiress.
Richard Marshal Travelshot	Dictator of Middland and leader of the West Mekkesh army.
Simon	The great king Simon of West Mekkesh, who also ruled over Northcape.
The Carge	Dictator of the Vareshi region Marland.
Tzamuki	King of the Enoshi region Woskuku.
Urwe	One of the founding families of the Hiress.
Xan	One of the founding families of the Hiress.
Xlarissa	Female Varendell princess of Laeveland, adventurer that ensured the strategic alliance between Laeveland and the Ormenk dwarves.
Zaphor Yverston	Son of king Markel Yverston and heir to the West Mekkesh throne.

Table: Alphabetical list of important people

Appendix B: List of abbreviations

Abbreviation	Full
OGL	Open Game License by Wizards of the Coast.
SRD	System Reference Document for the D20 roleplaying system.
FIXME	Something to fix. This message shouldn't appear anywhere.

Table: List of used Abbreviations

Appendix C: Remarks and Jokes

Joke: "If you hate to shave so much, why don't you go live with the Ugt for a few years?"

Explanation: In some cultures, people spend much time getting rid of their bodily hair. If someone nags about having to shave all the time (or some similar situation), others standing by might make this remark: the Ugt lack much hair because they tend to live near places that scorch their hair (lakes of lava, etc).

Races: Aboveground humanoids (any culture where people (men and women) bother much with getting rid of their bodily hair).

Joke: "With an Ormenk, it's better to have a bargain than a bar fight..."

Explanation: When dealing with an Ormenk trader, things might heat up somewhat. If an Ormenk is really looking to close the deal in such a situation, you might hear him or her make this joking remark. It's usually wisest to choose the 'bargain' offered (whatever it is). If you don't (or don't want to), you'd probably better prepare for the second option.

Races: Usually uttered by Ormenk traders, when dealing in more 'social' settings.

Remark: "I think you gave me an Enoshi room, I demand something better."

Explanation: The Enoshi are relatively small humans, so other humans are usually not comfortable sleeping in a simple Enoshi bed: it's too small.

Races: Uttered by humans, mostly West-Mekkeshi.

Remark: "Gee, you sound like the Mother Overlord..."

Explanation: The 'Mother Overlord' is an alias of the god Gulmede. She wants the things that are right to happen, but will not tolerate any other outcome at all.

Races: Any race, particularly husbands to complaining wives.

Remark: "Now clean your room or you will see me in a different form!"

Explanation: The heavenly goddess Juxta is good natured but when she gets mad she'll change form and attitude completely. Halfling mothers will analogously explain to their children that they should not mess with them.

Races: Halflings

Joke: "You are lower than my neighbor's pet."

Explanation: Originating from the Quilton region Felsass, this remark is a tremendous insult towards anyone (seemingly) close to you. It refers to the fact that the Hiress think less of the Varendell than a dog or cat.

Races: any non (half) Hiress and non (half) Varendell

Joke: "I will make you go for a swim!"

Explanation: The extremely cold currents around the southern tips of Varesh give swimmers hypothermia in under 20 minutes. The remark is thus a threat, much like the more widely used "Would you like to meet my right fist?".

Races: any inhabitant of Baysdeep or the south of Frego Asillo

Joke: "It's like the outer planes: only scum and halflings live there!"

Explanation: The outer planes were closed because the mortal races had their differences with the extraplanars. Halflings love the excitement of living in new places with new people. Legend tells of adventuring party's leaving for the outer planes just before they were closed, to live there.

Races: folks that are ok with halflings, but don't think high of the extraplanars (mostly clerics of the Earthly Pantheon).

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