



THE LOST CONTINENT

Illyria

A RENAISSANCE MAGITECK SETTING

ABOUT THE SETTING:

ILLYRIA IS A SETTING WHERE MAGIC, FANTASY AND TECHNOLOGY EXIST SIDE BY SIDE. MAGITECH. PORTALS AND MAGICAL SKYSHIPS, ESPERS AND ENGINEERS, SUMMONERS, AND GUNKNIGHTS. ILLYRIA IS AN UNFORGIVING MONARCHY WHERE THE BLOOD OF DRAGONS PROMOTE A PERSON'S IDENTITY AND SOCIAL STATUS. BUT STILL HEROES ARISE IN THE NAME OF THE QUEEN, OR IN THE NAME OF THE COUNTRY. NEVER BOTH.

MAIN INSPIRATIONS:

FINAL FANTASY IV, VI AND IX

NOTHING DEFINES MAGITECH MORE FOR ME THAN THE FINAL FANTASY SERIES. FINAL FANTASY VI HAD MANY REFERENCES TO AIRSHIPS, ESPERS, SUMMONERS, MAGITECH AND MAGICITE SUMMONING. AND FINAL FANTASY IX HAD A VERY RENAISSANCE FEEL TO IT. THIS SETTING IS ACTUALLY MY ATTEMPT TO IMPLEMENT A FINAL FANTASY SETTING INTO DND.

ALEXANDRE DUMAS NOVELS

THE NOVELS OF ALEXANDRE DUMAS (THREE MUSKETEERS, MAN IN THE IRON MASK, AND COUNT OF MONTE CRISTO) ARE ALL FILLED WITH HIGH ROLLIING ADVENTURE MERGED NEATLY WITH BAROQUE-STYLE POLITICS AND SUBTERFUGE. THESE ELEMENTS PRACTICALLY DEFINE ANY SETTING THAT DELVES ON SPANISH AND FRENCH NOBILITY.

OTHER INSPIRATIONS:

GRANADO ESPADA

MUSKETEERS, THE RECONQUISTA, THE NEW WORLD. WHILE NOT A MAGITECH SETTING, IF YOU STILL WOULD LIKE TO GET THE FEEL OF THE BAROQUE PERIOD, THE MUSIC AND VISUALS OF GRANADO ESPADA IS ENOUGH.

WARMACHINE

MAGITECH, WIZARDS AND MECHA. WHILE THE CHARACTER DESIGNS AND SCENERIES ARE MORE APT FOR MEDIEVAL MAGITECH – IT STILL GIVES THE GENERAL FEEL OF WHAT A MAGICAL WORLD WILL BE LIKE WITH THE SUDDEN ONSET OF TECHNOLOGY.

HISTORICAL REFERENCES:

ELIZABETHAN ERA

THE VIRGIN QUEEN, AND HER ATTEMPT TO KEEP HER MONARCHY FROM FALLING APART AGAINST COUNTLESS OF ENEMIES WAS A MAJOR INFLUENCE TO CREATING ANDALUSEA.

CROMWELL AND THE ENGLISH CIVIL WAR

A MAJOR INFLUENCE TO THE RECONQUISTA AND THE REBEL DIAS QUE AND HIS MOTIVES TO DESTROY THE MONARCHY.

COLONIAL PHILIPPINE HISTORY

THE KATIPUNEROS, THE ILLUSTRADOS, THE FRIARS, AND THE INGENIOUS REBEL SIMOUN, ARE ALL MAJOR INFLUENCES OF THIS SETTING.

GAME SUPPLEMENT
R. VELASCO

ANDALUSEA

CITY OF THE GODS

THE GODS WALKED the land of Andalusea. There, a divine race of conquerors and nobles was born – and to date, is the unmatched power in the land. These are the Dragonborn, people whose bloodline extends far beyond mortality and into the realm of the gods. Long ago, when the old gods had left the land – they left behind one legacy. And that legacy is Andalusea. Just looking at this beautiful classic city based in the richest of lands, is enough to convince anyone of this one single truth: “In Andalusea, the gods walked the earth.”

Many cities claim greatness – but only Andalusea has that boast as a historical fact. Because of this, Andaluseans have become a proud race, never mixing with other “lessers” in fear of polluting the divinity inherent in their race. Thus, marriage of love is rare among them, and instead, they choose their partners in accordance to the excellence of breeding. The closer the bride and bridegroom’s line is to their forefathers – the more appreciable the match. Andaluseans worship all the old gods to an extent, but revere Luca, the Mother of Andalusea, the most.

They can be noble as a race, but also cruel – because they feel superior, and treat other races as inferior. Among these inferiors are “The Forsaken” – Andaluseans with a ‘divine’ birth defect. The Dragon’s blood in their veins are usually too volatile that they become mutated into beasts. Because of this, and the danger they represent, they are killed at sight.

ANDALUSEAN GOVERNMENT

Andalusea is an Imperial Monarchy, often led by the family with the ‘purest’ bloodline. This bloodline is their connection to the lost gods, and they firmly believe that one day, the purest of their land can call these gods back to this world. The current rulers of Andalusea is the House of Aragon, where Esperanza Caterina du Aragon holds the supreme title of Empress.

There are many noble houses, but the eight most influential in Andalusea are House Aragon, House Valencia, House Majorca, House Sardinia, House Corsica, House Rosello, House Asturias, and House Andorra. The upstart merchant family House Castille however, is quickly gaining support because of their massive wealth in astral diamond mines. The Eight Houses function as a Council of Power, to keep the Empress in check. To balance power, these Eight Families also hold with each, an artefact of some power, to keep powerplays minimal.

BIRTH OF THE RECONQUISTA

In y.1601, a clever woman named Simone Que, became fed up with the nobility’s abuse of power. Herself a noblewoman, she made a public outcry by discarding her noble title (and giving it to a slavegirl) She called forth the people to rebel against the monarchy. She was summarily executed via burning at the stake as a heretic. This proved to be the trigger to the birth of the Reconquista, thus named for their re-conquest for justice. Dias Que, the husband of Simone, took the lead and, with his intelligence and crafty mind, became one of the most notorious enemies of the nobles. He has made a small army, and they know it is just a small matter of time until he makes his move. And everyone knows that Dias is not a man given to subtlety.



Andalusea (quick glance)

The richest and most technologically advanced among the seven cities. A city rich in its claim as being direct descendants of the old gods. They are called the *Chosen rulers of Heaven*, and the architecture of their palaces reflects this. Almost exclusively using Astral Diamonds as materials – their palaces shine like prismatic beacons of ancient beauty. Known as the *City of the Gods*.

Population: Massive (Humans 84%, Dragonborn 14%, Kobold 1%, Others 1%)

Government: Monarchy (Current Ruling Power: Esperanza, the Virgin Empress)

Defense: Massive army of Dragonborn and Humans. Dragon airships and Magiteck Weapons. Special units such as The Dragoons, and the Dragon Riders.

Commerce: Non-Andalusean merchants are given entrance, but only to the lower part of the city. Does constant trade with Elona and Doma.

Active Events: The Reconquista Movement, Establishment of the Church of Andalusea

Political Clime: (Allied with Elona and Doma, Neutral with the rest – but with a small enmity to Casa Sangre’s ‘questionable morals’)

Religion: The Church of Andalusea, Worships Lucea, the Lightbringer.

SPECIAL RULES

Special rules listed here do not cost the players anything – it is just alterations from the PHB, so that it would fit the setting of Illyria. If you still wish to use the rules as listed in the PHB book, clear it up first with the GM.

ANDALUSEAN PUREBLOODS

[ALL DRAGONBORN]

In the City of Andalusea, the dragonborn are the purebloods who trace their ancestry straight from the forgotten gods. Unlike the standard PHB race – Dragonborn in the setting are humans born with a divine bloodright. In human form, they look normal in all regards except for their cold reptilian gaze and a royal bearing.

Special Rules: **Change Form** – You are able to use the Dragon Form Power as an at-will ability.

Change Form

Racial Power

Your eyes grow red, and you burst forth from your human disguise like a beast ripping through its fleshy prison.

At will – Polymorph, Arcane

Minor Action

Target: Self

They may take their “divine form” as a minor action and turn into their Dragonborn form. They may not use the Dragonborn racial power while human.

Special: Also, while in Dragonform, they may revert back into human. These changes are permanent until this power is reused.

ANDALUSEAN FORSAKEN

[ALL KOBOLDS]

Sometimes the blood of the dragons are too strong for their mortal hosts, and thus creates the Forsaken, mutated Andaluseans that live in an isolated part of the city. They are considered the “Shame” of their race – and most are killed at sight.

Special Rules: **Mutated** – You have access to the Change Form ability, except your human form still looks horribly deformed.

REGIONAL FEATS

Regional feats are those feats only available to characters that choose this region as their home. You may only get one regional feat, and avail these only at level one.

ANDALUSEAN NOBILITY – The dragonborn’s high elites were born to be leaders. To rule and to be obeyed.

Prerequisite: Dragonborn, Leader-type class

Benefit: Your Healer’s Lore or Commanding Presence class features have their bonuses increased by 2.

ANDALUSEAN DRAGOON – The Dragoons of

Andalusea fly in the battlefield like the dragons they’re named after.

Prerequisite: Any Defender-type Class

Benefit: Once per encounter, when using Athletics to jump, you ignore armor penalties and gain a +10 to your jump result.

ANDALUSEAN HALFBLOODS – Halfbloods have diluted their divine blood so much that they are unable to take a more ‘divine’ form.

Prerequisite: Human, Half-elf, Halfling

Benefit: Halfblood Andaluseans, despite not being able to access their ‘divine form’ still have a limited form of draconic resilience. They add their constitution modifier to their healing surge value.

ANDALUSEAN DRAGONRIDER – Dragon-Riders are the elite of Andalusea – an honor given only to the nobility.

Prerequisite: Dragonborn Pureblood, Mounted Combat

Benefit: While riding a Dragonlizard(Giant Lizards), a Rage Drake, or a Dragonite (Wyvern) – your charge attacks deal an extra 1d6 damage.

ANDALUSEAN DRAGONCASTER – Dragon-casters are the other elite group of Andalusea, who uses their mount’s dragonblood to fuel their spells.

Prerequisite: Dragonborn Pureblood, Arcane or Divine Class

Benefit: Your Dragonlizard(Giant Lizards), a Rage Drake, or a Dragonite (Wyvern) mount spends a healing surge without gaining hitpoints. Your implement attacks deal an extra 1d6 damage for the entire encounter.

RECONQUISTA REBEL – Rebels led by Dias Que in an attempt to overthrow the current Imperial system. They are a self-sufficient underground community.

Prerequisite: None

Benefit: Choose a melee weapon. This melee weapon grants you an additional +1 proficiency bonus if you hold nothing in your off-hand.

RECONQUISTA CAPTAIN – The captains of the Reconquista movement

Prerequisite: Warlord

Benefit: When using Commander’s Strike – target ally may instead use an at-will power instead of a basic attack. You may use this once per encounter.

ILLUSTRADOS – A band of political rebels who do not believe in the violent means of the Reconquista, but instead in the power of communication.

Prerequisite: None

Benefit: When using Diplomacy, and your roll fails to reach the target number – you may use an action point to add +1d6 to your roll. If it goes beyond the target number, the roll succeeds.

ELONA

CITY OF NOBILITY

CHIVALRY IS NOT DEAD. It actually lives on in Elona, the land of knights, nobility, and honour. Elona proves that beauty is not only skin-deep, that it can actually run deeper into the very hearts of their people. Dubbed by many as the “Shining City” and “The City of Nobility” – it is a kingdom filled with knights in shining armor, paladins in their holy grail quests, and ivory castles filled with the holy songs of the Vasilica. Elona also boasts the most fairs, the most markets, the most trade – compared to any other city in Illyria. Eloneans are good and sociable people, and in fact, has been labelled as the City of Love in many works of Literature. Indeed, art, more than anywhere else, has flourished here – primarily because most Eloneans descend from Marseille, a country of art and poetry.

But do not mistake Elona as an overtly gentle city. Elona can be militant if the need arises. Nowhere else are they more vigilant against evil. Inquisitors, Templar Knights, and Witch Hunts occur all the time – seeking those that have been corrupted to the dark arts. They are also one of the most technologically advanced cities. Magitech Engineers and Artificers are spread throughout Elona – in search for the next great discovery.

In short, Elona is a city that is forever changing, forever evolving. New discoveries, new artistes, new songs, and new citizens all frequent this magnificent palace of ivory. And to everyone that visits, Elona’s nobility is nothing short of “contagious.”

THE VASILICA OF ELONA

Elona was, for many years, run by the Monarchy. Though, because of the incapability of some monarchs in ruling the land – the more important assignments for governing the City was given to a select group of individuals that would later be called the Parliament. But neither the Monarchs nor the Parliament hold the true power in Elona. The most powerful political group in the city is actually the least political one: The Vasilica of Elona, a religious organization promoting the worship of the goddess *Lucea* (which make them stalwart allies of Andalussea) Currently, the head of the Vasilica is the Cardinal General – Antoine Robespierre.

DISBANDMENT OF THE KNIGHTS

In y.1600, the Knight Order were recently disbanded by the Cardinal General – in response to a slight made by the head of the order, Sartre du’Ciel. The result was the summary disbandment of the Knights. Those that wished to maintain their station was ordered to swear a new allegiance to the Cardinal. Many refused, opting to fall into obscurity than to betray their former oaths. A new Knightly order was created in y.1601 – named the Templar Knights, which was under the direct supervision of Robespierre. To appease the people, Foquet VI (known as the puppet prince) was established into the throne.

In response to the mass disobedience of the Elona Knights, the Cardinal General had secretly established an alliance with Casa Sangre in hopes to borrow the power of their Eidolon Knights. Casa Sangre sent Raphael du Sangre – younger son of the Casa Sangre ruler. His genius created the Marionettes, a loyal band of mechanical soldiers. The Cardinal General, in fear of what the answer would be, did not ask how these Marionettes came to be.



Elona (quick glance)

A land of knights, honour, and the arts. Elona is a city filled with ambition and a vision to change the world. The citizens live a decadent and rich life, which makes the differences between social classes enormous. Its ivory walls are a testament to its claim to purity and beauty, and is often called "The Shining City."

Population: Massive (Humans 72%, Warforged 5%, Others 23%)

Government: Monarchy/Papal (Foquet VI/Antoine Robespierre, Cardinal General)

Defense: Massive army of Humans, and an elite troop of Marionettes. The richest in the use of Airships and other technological gadgets. Artificers function as special citizens, and a unique form of education.

Commerce: The richest City in regards to trade and tourism.

Active Events: Frequent Rebellions from Musketeres. The Inquisition's Witch-hunt.

Political Clime: (Allied with Andalusea and Casa Sangre, Unfriendly with Doma, Neutral with the rest.)

Religion: The Vasilica of Elona, Worships Lucea, the Lightbringer

SPECIAL RULES

Special rules listed here do not cost the players anything – it is just alterations from the PHB, so that it would fit the setting of Illyria. If you still wish to use the rules as listed in the PHB book, clear it up first with the GM.

ELONEAN MARIONETTES

[ALL WARFORGED]

Using the talents of the Sangrean technology, the Eloneans were able to craft the rare technology of creating the Marionettes. All Marionettes are subservient to their master, and Player Characters are considered to have escaped the mental dominion and programming of its masters.

Special Rules: **Mechanical Nature** – You get minor resistance against physical attacks. Gain Physical Resistance 1. You double this bonus at Paragon Tier, and triple it at Epic Tier.

MAGITECH ENGINEER

[ALL ARTIFICERS (SEE DRAGON 365)]

Magitech Engineers is a specialized class which are able to repair mechanical weapons and materials. For this reason, almost all marionettes and airships are under the protective eye of a Elonean Artificer.

Special Rules: **Magitech Engineer** – One of your healing infusions per encounter can only be used on a mechanical (Magitech) object. This healing infusion does not require the expenditure of a healing surge.

Note: All Artificers also gain the Magitech skill in addition to the Arcana skill.

NEW SKILL:

☒ **MAGITECH (KNOWLEDGE SKILL)**

You are able to handle better the more complicated Magitech weaponry and equipment that most others would fumble over or take years to master.

Note: This skill is available to all classes originating from Elona. Magitech Weaponry is the setting's version for Magic Items.

REGIONAL FEATS

Regional feats are those feats only available to characters that choose this region as their home. You may only get one regional feat, and avail these only at level one.

ELONA NOBILITY – The human nobles of Elona are masters of their chosen art. Most are masters of subterfuge (Bluff skill) and manipulating the strings of hierarchy.

Prerequisite: Human

Benefit: Elona nobles are skilled and intelligent elites, and gain a +2 bonus to a trained skill. Stacks with Skill Focus.

SOLGARDE (SHIELD KNIGHT) – The shining knights of Elona, who dedicated their lives to protecting their charge.

Prerequisite: Any Defender-type class

Benefit: The attack penalty of your Combat Challenge, Divine Challenge, or Aegis of Assault when your mark attacks another target other than you is increased by one.

LUNEGARDE (BLADE KNIGHT) – The counterpart of the shield knights. Duelists that dedicated their lives to defeat their opponents.

Prerequisite: Any Defender-type class

Benefit: When your marked opponent triggers your Combat Challenge, Divine Challenge, or Aegis of Assault – you deal 2 additional damage on your melee basic attack.

GUNGARDE (GUN KNIGHT) – The Gungarde, commonly known as the Musketeres. Acts as the knights, protectors, and elite soldiers of the royalty. Aside from the Sacregarde, they are the only people allowed to use Magitech rifles, due to their extensive training.

Prerequisite: Trained in Magitech

Benefit: When using Ranged Magitech weapons, you may spend a minor action to receive an additional +1 proficiency bonus that lasts until the beginning of your next turn.

SACREGARDE (MAGITECH KNIGHT) – The Sacregarde have also been trained in the use of Magitech equipment, but unlike the Gun Knights, are trained to defend with them.

Prerequisite: Trained in Magitech

Benefit: When using Melee Magitech weapons, you may expend a minor action to give yourself an additional +1 to AC and Reflex that lasts until the beginning of your next turn.

KNIGHTS OF VASILICA

(THE INQUISITION) – The Templar Knights, fanatical and religious militant order dedicated to fighting evil wielders of Arcane magic.

Prerequisite: Any Non-Arcane Class, Must worship Lucea

Benefit: You gain a +1 bonus to all your defenses against arcane effects.

LADIES OF FATIMA – The Ladies of Fatima, a religious sect that does not believe in violence but in salvation through peace.

Prerequisite: Female, Cleric or Paladin class, Must worship Lucea

Benefit: You may expend your Second Wind. When you use First Aid to heal an adjacent target in combat (see p185) the target does not expend his Second Wind for the encounter.

CASA SANGRE

CITY OF SUMMONERS

FORBIDDEN MAGIC in Casa Sangre is only an invitation to be explored. A land of hubris, lust for power, and underground research. Literally meaning “House of Blood”, it is most often called the City of the Horned Ones, so named after the Sangrean nobility – tieflings that sacrificed their hearts (literally) in order to gain great powers. Only in Casa Sangre are there Summoners – magic users able to channel their powers with such strength that they can summon their Pact Beasts to aid them. Each of these Pact Beasts are unique per caster, tiny familiars that reveal their true form once summoned forth. These beasts are only able to manifest themselves through the Summoner’s pure will – and they are among the most feared individuals in Illyria.

Casa Sangre is a land eternally stuck in twilight, where the dawn shies upon its very borders because of the sheer evil the city contains. Tieflings and Shadows walk in Casa Sangre as commonly as other races do. Arching gothic architecture spans through the entire city, and eerie silence is spread throughout the land. It was thus named the Land of Twilight for good reason. It is a land that is as peaceably quiet as it is dangerously horrific. Because in Casa Sangre, not everything is always how it seems.

THE SANGREAN GOVERNMENT

No one would think that there is any similarity Casa Sangre has to the beautiful Andalusia. But the truth is, there is many similarities between the two in many levels. For one, is the government of both. In Casa Sangre, the purer the “taint” in one’s blood – the higher you are in the Sangrean political ladder. Purebred Half-fiends are usually the ones who hold the utmost power in the city. The Sangreans, however, unlike the Andalusian’s Council – are incredibly loyal to one another. Casa Sangre’s government is perhaps most impressive because of its complete absence of politics. Like a cabal of infernal friends, the Council sits in silence as they listen to the Lord of Casa Sangre discuss important matters. There is no question or ambition, only sheer dedication to the Dark Art. The current ruler of Casa Sangre is the small green man named Nero de Medici.

THE CURSED OF CASA SANGRE

The assassins of Casa Sangre are one of the most remarkable creations they ever made. These are, like Elona’s Marionettes, Magitech-bred creatures but whose element derives more from solidified darkness than plasticity and metal. These are humans, mostly prisoners of war, that were used as guinea pigs in laboratories and transformed into dark-element killing machines. Raphael de Medici – the genius child of the Sangrean ruler, was their creator – and named them aptly: The Cursed.

THE WAR OF SOULS

Casa Sangre is infamous for its supposed War of the Souls, where to date, they declare war on a neighbouring nation just to “harvest” their souls for experiments. This neighbour is the Esper community of Avalon. The Sangrean nobles had discovered a fine way of using the soul of espers and transforming them into Magicites, which enable them to summon these creatures when used. Recently, the hunt has faded in frequency due to the scarcity of Espers within the region.



Casa Sangre (quick glance)

A city of forbidden magic, and a land of darkness, hubris, and necromancy. It is in a dark gothic land, with architecture full of guardian gargoyles and the like. It is commonly known as the Land of the Horned Ones, named after the infamous nobles of Casa Sangre which all appear with infernal horns in their heads.

Population: Small (Tieflings 74%, Special Races 24%, Others 2%)

Government: Council of Elders (Nero de Medici, Lord of Casa Sangre)

Defense: Small. Seven Councilors, Handful of Cursed and Eidolon Knights.

Commerce: None

Active Events: War of Souls, The Bloodknives

Political Clime: (Allied with Elona, Unfriendly with Andalusea, At War with Avalon, Neutral with the rest.)

Religion: None. A rare few believe in Vecna.

SPECIAL RULES

Special rules listed here do not cost the players anything – it is just alterations from the PHB, so that it would fit the setting of Illyria. If you still wish to use the rules as listed in the PHB book, clear it up first with the GM.

SANGREAN SUMMONERS

[ALTERNATE WARLOCK]

The infamous Summoners of Casa Sangre are able to summon their pact beasts to fight for them. Each pact beast is different per caster. Warlocks cannot access their warlock attack powers unless they release their pact beast. You still have access to your utility powers and class features as normal.

Special Rules: Pact Beast – Choose a skill. That becomes the affinity of your familiar, and dictates its nature. Its affinity grants you +1 to all rolls involving that skill. You also gain the Summon Pact Beast Power.

Summon Pact Beast

Class Feature

Your raise your hands, and utter the True Name of your Pact Beast. In a flash of light, smoke, and screams, it climbs out of the ground to aid you.

Encounter – Arcane

Free Action

Target: familiar

You may release your familiar into its true form: A Pact Beast. While in its true form, you gain access to all your Warlock Attack Powers. The Pact Beast's true form lasts until the end of the encounter.

Special: Your warlock powers all come from the Pact Beast. For example, Eldritch Blast is actually a Blast attack from your Beast, and so forth. You and your pact beast occupy the same square, and it cannot be targeted by your enemies.

SANGREAN CURSED

[ALL SHADAR-KAI]

The mechanical assassins of Casa Sangre, made from solidified shadow and the human remains of a prisoner of war. These Cursed are often subservient. Player characters are considered exceptional, and have somehow found a way to free themselves from this magic compulsion.

Special Rules: Mechanical Nature – You get minor resistance against physical attacks. Gain Physical Resistance 1. You double this bonus at Paragon Tier, and triple it at Epic Tier.

REGIONAL FEATS

Regional feats are those feats only available to characters that choose this region as their home. You may only get one regional feat, and avail these only at level one.

SHADOW EYES– The denizens of Casa Sangre are almost all used to the darkness of their surroundings.

Prerequisite: Wis 13

Benefit: You gain low-light vision. If you already have it, you gain darkvision instead.

SANGREAN BLOODKNIVES – The only criminal element in Casa Sangre, consisting of escaped Espers and Cursed that kill Sangrean citizens as vengeance. No longer fearing pain or death, they are a true danger to Casa Sangre.

Prerequisite: Eladrin, Genasi or Shadar-Kai, Non-evil alignment

Benefit: When performing an ability-based attack, you may expend a minor action and take damage equal to your ability modifier. If the attack succeeds, deal an equal amount of extra damage to your target opponent.

SANGREAN NOBILITY – The Nobility, descended from an ancient bloodline, are the elite among the summoners. However, they sacrifice their bodies for this, and are usually in constant pain.

Prerequisite: Tiefling

Benefit: Sangrean Nobles sacrifice their bodies for power. They only add half their constitution score to their starting hp, and gain 1 less hp per level. However they gain an extra Encounter Power from their class.

SANGREAN MAKER – The Makers, the infamous scientists and magicians of Casa Sangre that dedicates themselves to creating new abominations for their city.

Prerequisite: Artificer Class, Evil-alignment

Benefit: Casa Sangre Makers are able to create magical implements from the undead corpses they handle. The Maker's artifices have a resist 5 against physical damage.

SANGREAN SOULKNIGHT – The dead espers whose bodies are now used as magical material become Magicites. Soulnights are able to utilize these Magicites to their maximum potential.

Prerequisite: Defender-type class, Trained in Magitech, Evil-alignment

Benefit: You begin each encounter with a Magicite Soul minion unit (Unit with 1 hp) of the same level as you, and shares your initiative. This unit cannot attack, however it can flank and aid you as normal.

Special: It becomes level 10 at Paragon Tier, and Level 20 at Epic Tier.

New Creature: Magicite Soul

Level 1

Medium Shadow Humanoid (undead)

Minion

A ghostly image of an Eladrin appears before you, with a sadness etched in its eyes as it remembers its past life.

HP: 1 (Minions never take damage on a missed attack)

Defenses: AC 14, Reflex 14, Fort 14, Will 14

Immune: Disease Poison **Resist:** Insubstantial

Speed: 6, fly 6 (Hover)

Aid SoulKnight * At-will (Arcane)

Grant +2 to a single attack roll or +2 to all Defenses until the end of the turn.

Alignment: Any **Languages:** Elven, Common

Str 14 (+4) **Dex** 14 (+4) **Wis** 12 (+3)

Con 12 (+3) **Int** 12 (+3) **Cha** 14 (+4)

TRES IQUIS

CITY OF AMBITION

TRES IQUIS IS NOT A SAFE PLACE TO BE.

Ambition is aloft in this place, and everyones foot (or heart and head) is just another stepping stone to try and get ahead. This is the land of Three Guilds, thus the name of the city: Tres Iquis. It is a squandering place full of lowlives, degenerates, and criminals. It also happens to be the biggest port city – and one of the few that still uses water-borne transportation.

Tres Iquis began as a duchy owned by the Andalusean government, but was later abandoned due to the danger inherent in the city. Murderers, lowlives, and crimelords flocked to the relatively unlawful area. In time, so many came, that these crimelords began their own small organizations. These began to be called The Guilds.

Despite the danger inherent in the place, nowhere in Illyria can you find a place where almost everything you need is for sale. Like temptation itself, Tres Iquis, is splotched in the center of the map – a testament on how easy it is to enter this blackest of marketplaces. But leaving alive is another matter entirely.

GOVERNMENT OF TRES IQUIS

The city, aptly named Tres Iquis – is managed by the Three Guilds. While there are many guilds in the city – only the three most powerful ones become known as the Tres Iquis – taking the name of the city itself. While any guild may assault anyone else – the Tres Iquis is immune to such attacks... except against each other. Only a Tres Iquis can attack another Tres Iquis – this keeps the three very civilized and at the utmost respect with each other.

IQUIS AND THE BROTHERS' WAR

In y.1470, the Iquis family, a band of nobles from Andalusea, had migrated into this city. As the story goes, there were three brothers – Figaro, Midas, and Balmora – who all fought for the right of the duchy. The Andaluseans who were in the city, victimized by the brutality of the three brothers' private war, abandoned the city. To prevent any more abandonment by citizens, they created the first three Guilds. These Guilds are always in a state of war, albeit in a silent and invisible way. Assassins, poisons, and sabotage has become commonplace among the guilds – and in time, new guilds came to take the place of the fallen ones. As time came, there came a tradition that the Top Three Guilds would all hold the names of the First Three Brothers, in honor of that great guild war fought long ago. Thus, until now, the leaders of the three great guilds still hold the names Figaro, Midas, and Balmora.

RISE OF THE BLACK GUILD

In the eve of the 1500's, a mysterious family, The Guido, migrated into Tres Iquis – and no one knew then that they would be a major power until three years later. The Guidos are reputed to be masters of the Black Arts, because of the mysterious occurances in events that involve them. Most of these are old wives' tales, but they are feared enough that most of the populace regard them as The Fourth Guild.

The Three guilds have taken quite an interest in The Black Guild, but none are confident enough to actually declare war upon it. Bernelli Guido, the Black Guild's leader, remains an unseen power, and many call him 'The Black Hand of Tres Iquis'



Tres Iquis (quick glance)

A land formerly ruled by the Andalusian nobility, except it was constantly bound with strife and crime – that the peace loving nobles left them to rule on their own. The current three rulers are three major families that began as brothers at war.

Population: Large (Humans 72%, Others 28%)

Government: Unique (The Three Great Guilds)

Defense: Fifty-four Guilds, all of which will unite to defend their turf.

Commerce: Massive Black Market trade

Active Events: Inside skirmishes against each other. The Three Brothers' War. The Sea Wolves. The Black Guild.

Political Climate: None, what are you talking about?

Religion: Various and Individual faiths.

SPECIAL RULES

Special rules listed here do not cost the players anything – it is just alterations from the PHB, so that it would fit the setting of Illyria. If you still wish to use the rules as listed in the PHB book, clear it up first with the GM.

GUIDO NOBILITY

[ALL DOPPELGANGERS]

The Mysterious Guido family is an enigma to the people around them, and many curse them as Black Art users. However, the truth is far more sinister.

Special Rules: Guido Family Crest – All Guidos are marked with a family emblem as a large tattoo in the back of their necks, and this alone they cannot change by their shapeshifting.

WEREWOLVES OF TRES IQUIS

[ALL SHIFTERS]

The people whisper about Werewolves in Tres Iquis, and they're not exactly lying when they do so. These Werewolves come from the Black Guild, a subservient minor house to the will of the Guidos.

Special Rules: Guido Family Crest – All Guidos are marked with a family emblem as a large tattoo in the back of their necks, and this alone they cannot change by their shapeshifting.

PIRATES OF TRES IQUIS

[ALTERNATE ROGUE]

Pirates do not sulk in the shadows of Tres Iquis, instead, they bask in the daylight of their glory. Pirates are masters of smuggling, skulduggery, and swashbuckling.

Special Rules: Pirate Class – Pirates are rogues in all matters except for the following:

Pirate (Alternate Rogue)

Hit points, Defense, Healing Surges – As rogue

Trained Skills: Acrobatics and Thievery. From the class skills list below, choose four more trained skills at 1st level.

Class Skills: Acrobatics (Dex), Athletics (Str), Bluff (Cha), Dungeoneering (Wis), Insight (Wis), Intimidate (Cha), Perception (Wis), Stealth (Dex), Streetwise (Cha), Thievery (Dex)

Weapon Proficiencies: Dagger, hand crossbow, rapier, sling, short sword

First Strike, Rogue Tactics, and Sneak Attack – As rogue.

Rogue Weapon Talent - When you wield a rapier, you gain a +1 bonus to attack rolls.

Powers: As rogue

REGIONAL FEATS

Regional feats are those feats only available to characters that choose this region as their home. You may only get one regional feat, and avail these only at level one.

TRES IQUIS NOBILITY – You are what remains of the Andalusian nobles that fled this city. And to survive you have mastered the ability of looking useless and pathetic. To others eyes you look less of a threat than others of your team.

Prerequisite: Trained in Bluff

Benefit: Once per encounter, when an opponent targets you, you may instead force it to target an ally adjacent you. The ally need not be willing.

TRES IQUIS GAMBLER– You think Lady like smiles on you, and tempt fate at the worst of situations. Oddly, Luck does seem to be on your side – even if she never leaves you unscathed.

Prerequisite: None

Benefit: Once per encounter, you may expend a healing surge to reroll a failed skill check. You must keep the second roll even if it's lower. If you use this in combat, this counts as your use of Second Wind.

TRES IQUIS BRUTE– You will risk life and limb just to try and push your dagger one inch deeper. Yes, you are that sick.

Prerequisite: Rogue

Benefit: Once per encounter, you may expend a healing surge to reroll a damage roll. You must keep the second roll even if it's lower.

GUILD MEMBERSHIP – You are a member of a guild.

You gain benefits and responsibilities according to your choice.

Prerequisite: None

Benefit: Once per campaign you may ask your guild for aid, of which should cost them no more than your level x 100g. Remember that such favors are but loans, and they may ask something in return. In addition, you gain the following bonuses.

Guild	Benefits
FIGARO the Guild of Gamblers	Gain a +2 to Thievery. This stacks with racial, feat and class bonuses.
MIDAS The Guild of Merchants	Gain a +2 to Diplomacy. This stacks with racial, feat and class bonuses.
BALMORA The Guild of Thieves	Gain a +2 to Stealth. This stacks with racial, feat and class bonuses.
GUIDO The Black Guild	Gain a +2 to Disguise. This stacks with racial, feat and class bonuses.
VINCI the Guild of Alchemists	Gain a +2 to Arcana. This stacks with racial, feat and class bonuses.
SFORZA The Guild of Warriors	Gain a +2 to Intimidate. This stacks with racial, feat and class bonuses.
BERNELLI The Guild of Bounties	Gain a +2 to Streetwise. This stacks with racial, feat and class bonuses.
DONNA The Guild of Halflings	Gain a +2 to Acrobatics. This stacks with racial, feat and class bonuses.

AVALON ISLE

CITY OF LOST MEMORY

MEMORIES ARE FICKLE, and so is the city of Memory. And Avalon is just that, the final remnants of the memories of an old civilization. The Avalonians commit to an ancient way, and perhaps remember the old gods more than the Andalusians do, even if they do not revere them. Inherently a druidic and simple society, they do not study these ruins – for them, they are tools to divine the will of their goddess: The Great Fae.

This Island City is surrounded by the Lake of Memories, that wide expanse of water that gave the Isle its name. It is a clear lake, which may have been magical during its time, but is now a pale shadow of its former self. Once the Lake is crossed, there is a deeply fortified forest of devoid of leaves and with blackened trunks. To those that looked into the woods, they would see nothing within but the darkness. They call this the *Blackspire Woods* – because the woods did look like spires that extended straight up, devoid of life and leaf. And then, there is The Hedge. A great mist that protects this magical city from dangers. Those who do not belong in the Mist hear maddening voices that assault all their senses. First comes madness, then comes grief, then comes hopelessness, only then will *The Hedge* claim them.

And finally, there is Avalon Isle. A land where humans live side by side with the enigmatic “Espers” – the name humans gave to the elves, eladrin, unicorns, and all manner of fae. Those that have entered this mysterious community has never forgotten the experience. It forever haunts them even in their sleep.

THE DAUGHTER OF MISTS

The Great Fae (or the Feywild), was herself, one of the great old gods of Illyria – but whose influence had faded with the passing of time. The Great Fae, however, did not abandon her people. Time eventually came when she became too weak to aid her people, and could only exist through whispering her thoughts into the forest, and it troubled her so to not be able to aid her people.

She then sent The Daughter of Mists, who descended from the Tree of Life. A mortal woman that bore her very power in her veins. Some say it was her true daughter, born of godflesh, but some claim that she was a normal girl who was chosen and granted great power. Whatever the case, this tradition began the tradition of the rulership of Avalon.

WAR WITH CASA SANGRE

In y.1536, Nero de Medici of Casa Sangre travelled the borders of Avalon Isle by accident. The Hedge had almost killed the old man, and such a pitiful sound his scream was that the current Daughter of Mists then, Promethea – revealed herself and aided him. The single act of goodness would end up as a curse for the Espers of Avalon. Nero de Medici, realizing the power the Espers had over life and death – decided to “harvest” them, and research the secrets that eluded him.

Nero was an old man, and wanted to find a way to revive his vitality. And the man’s need to live was what began the decades long War between Avalon and Casa Sangre. The Avalonians can only guess what happens to their kindred that got captured. But fearing for their lives, they secluded themselves into their inner city, where none can harm them.



Avalon (quick glance)

A small endangered magical community of espers ruled by the Great Fae, hidden through the forests and glades near Casa Sangre. No one knows the exact location, which is part of the glamour that protects this mysterious city.

Population: Small (Humans 49%, Eladrin 18%, Elf 28%, Gnomes 3%, Others 1%)

Government: Druidic (The Speaker of Winds, Prometheus)

Defense: The Wild Hedge, The Mist of Ages, and an army of Speakers and Wardens, and The Hidden

Commerce: None

Active Events: Sangrean War

Political Clime: War with Sangre, Neutral with the rest.

Religion: The Order of the Life Tree, Worships the Great Fae.

SPECIAL RULES

Special rules listed here do not cost the players anything – it is just alterations from the PHB, so that it would fit the setting of Illyria. If you still wish to use the rules as listed in the PHB book, clear it up first with the GM.

THE ESPERS

[ALL ELADRINS, GENASIS AND GNOMES]

The Espers are what remains of the magic of old. Creatures of Old magic, they hold the true essence of magic in their bodies

Special Rules: You gain the Magicite Form power.

Magicite Form

Racial Power

As you utter your dying gasp, you extend your hand and utter a single powerful word that creates a small mystic transformation.

Encounter – Arcane

Immediate Interrupt

When you are reduced to zero hit points or less, you may activate this power. You transform into magicite form, and immediately teleport into a nearby target of your choice. You may still be healed as normal, as long as you are not yet dead. When you die and cannot use this power, you immediately turn into a “dead” magicite. (see below)

Special: You can return to your normal form as a minor action.

TRUE SUMMONER

[SPECIAL; HUMAN OR HALF ELF]

You are a human child of the espers. And chosen bearer of the power of True Summoning. (As with many Final Fantasy elements, there is always the protagonist that is THE True Summoner (Terra, Aerith, etc) This is a unique and special benefit, and in the world is World-shaking. Ask the GM before taking this benefit.)

Prerequisite: Any Class, Good Alignment

Benefit: You gain access to the Summoner class (See Casa Sangre) You however do not gain a familiar and gain this power instead of the listed one:

True Summoning

Class Feature

Your raise your hands, and visualizing the arcane symbols that appear in your dreams, you shout a word of power.

Encounter – Arcane

Standard Action

Summon a Creature of your level. This Summon is unique per caster, and you should design it beforehand in NPC fashion. The creature cannot travel more than 6 squares from you in any direction. You and the summon share the same pool of HP.

Sustain: Minor Action (You cannot use your class encounter and daily attack powers while the Summon is active.)

REGIONAL FEATS

Regional feats are those feats only available to characters that choose this region as their home. You may only get one regional feat, and avail these only at level one.

AVALONIAN NOBILITY – The Esper nobles are born with the charismatic power of their ancient people. They are also the defacto ruling class.

Prerequisite: Esper, Leader-type class

Benefit: Once per day, you may use your Healing Word or Inspiring Word an additional time per encounter.

SPEAKER OF THE MIST – The loremasters and diviners of the Avalonian community.

Prerequisite: Esper, Ritual User, Wis 13+

Benefit: When casting a ritual under the divination category, add 3 to your final roll.

TREE FRIEND – The secret healers that dwell near the Tree of Life, which exist in the center of Avalon.

Prerequisite: Cleric or Paladin, Must Worship the Great Fae

Benefit: Once per day, you may expend a Healing Surge, to expand the range of your Healing Word or Lay on Hands ability to include you as target.

KNIGHTS OF THE ROUND – The Knights of the Round are known for the ‘Kor Blades’ – a special maneuver where they all strike the opponent at the exact same time.

Prerequisite: Any defender-type class

Benefit: When you ready an action in response to an ally’s initiative action – you and that ally gain a +1 to the attack and damage of that attack. This stacks with similar effects if other knights participate.

ODINBLADE – An elite title for those great swordmasters in Avalon. You are trained to kill with a single blow at the cost of your health.

Prerequisite: Any class, Heavy Blade proficiency

Benefit: Once per encounter, when you are bloodied and attacking an enemy with a Heavy Blade, you may declare your attack to be a critical. You deal to yourself half the damage you deal your opponent.

THE HIDDEN – The silent defenders of Avalon, also known as the gnomes. They usually only appear when the city is in great danger, and survive underground in isolation.

Prerequisite: Gnome

Benefit: Once per day, by spending a healing surge, you may recover the use of your racial power. You do not gain hp through the use of this healing surge.

NEW MAGIC ITEM: Magicite Level X

This magic orb pulses in your hands as if it is a living heart. Thoughts burst through your mind, as the soul trapped in the magicite pleads for its release.

Level 1: You may summon the user back as a standard action, once per day. It remains in combat until the end of your next turn, then it returns to being a magicite.

Special: The one you summon is an automaton, no longer able to think on its own. It can only perform melee and ranged basic attacks, and is considered a minion.

DOMA

CITY OF THE THREE SPIRES

THE FORTRESS OF THE SPIRES. That was what Doma is called, and it probably doesn't give it any justice. Established in the peaks of the northern mountains, and whose walls were carved by the stone dwarves themselves – Doma is a sight that would make any warlord shy away.

A land of icy spires, freezing weather, and a long and cold river that leads to a maze of glaciers – Doma is indeed not a place for the weak of heart. Beasts and Giants infest the Ice Mountains, and Domean Knights must often keep their guard up in this most treacherous of places. This City-Kingdom is known for its Walls. Large walls of ice and concrete once created by a master mason of the ancient dwarves, this massive border is the only thing that stands between Doma and oblivion. These walls number in the hundreds, but the greatest and most formidable of these is named The Spires of Doma, named after a Great Knight that fell there.

BIRTH OF THE DOMEAN UNION

For many years, the Winter Elves, the Askari, had been blood enemies of the Domeans. The dwarven stronghold of the Frostwolf had often battled Doma as well, in their attempt to reclaim their Great Wall.

However, the recent rise of the Vaegran Horde changed everything. When the Vaegrans annihilated the Winter Elves' home in Ascarn, Doma was forced to take the threat seriously. The current ruler, and the Lord Knight of Doma at the time, Ivan VII – decided to mobilize an army to fight the invaders. When in his trek he encountered the surviving Winter Elf party dying from hunger, thirst the cold weather, he took these former enemies into his charge and treated them as equals. This kindness had forged the seed for The Domean Union. The long memories of elves had never forgotten it, and the Dwarves, noble creatures that believe in loyalty and clan honor – was impressed. That night, in Doma's very battle against the Vaegran Horde, when the humans were almost ready to die from the sheer power of their enemies – unexpected allies came to their rescue. The Askari, weaving winter-borne magic smashed through ranks upon ranks of the horde, and the Frostwolf Dwarves hammered (literally) to the center, slaying the Vaegran Captain.

Impressed by the results of this unexpected alliance. The leaders of the three communities forged a pact. The Winter elves needed a new home, and the dwarves needed the Wall of Doma. Signed in blood, the three races united themselves into a single flag, an event that has until now, not seen an equal. Three Spires was constructed as a reminder of this pact, one spire for each.

GOVERNMENT OF DOMA

The Humans of Doma are noble knights, The Dwarves of Doma were Warriors of the Clans, and the Askari were Sorcerers and Warlocks. So there came a time to ask, who was going to rule Doma. The Knights did not want the elves to gain the power for fear that their nature might destroy the honor they lived to protect, and the Dwarves were clanmen who only knew how to rule with Ale and Hammer. Thus, they created a Three-fold Council. The Executive Council was handled by the Knights, the Legislative Council was fashioned by the Winter Elves, and the Judicial Council was hammered by the Dwarves.



Doma (quick glance)

A land forever enveloped in winter – they managed to survive the cruel landscape and the frequent skirmishes with the barbarians by uniting with its enemies. The land of the Domean Humans, the Askari Winter Elves, and the Frostwolf Dwarves – they combine strength, nobility, cunning, and technology like no other ever had.

Population: Massive (Humans 37%, Drow(Askari) 27%, Dwarves 35%, Others 1%)

Government: The Three-fold Republic (Lady Anastasia Romanova, Premiere)

Defense: The Iron Dwarves, The Wall of Doma, the Winter Elves, The Domean Knights

Commerce: Frequent Merchant Caravans leave Doma to trade with its neighboring cities.

Active Events: Barbarian War

Political Clime: Allied with Elona and Andalusea, Neutral with the rest.

Religion: Domeans worship no god, but revere Ivan Romanov, an ancient swordmaster known as “The Spire.”

SPECIAL RULES

Special rules listed here do not cost the players anything – it is just alterations from the PHB, so that it would fit the setting of Illyria. If you still wish to use the rules as listed in the PHB book, clear it up first with the GM.

THE WINTER ELVES (ASKARI)

[ALL DROW]

The Dark Elves of Illyria do not live underground, but in icy spires from their homeland, Acarnn. It was destroyed by a Vaegran barbarian attack, and they live on through the hospitality of their former enemies in Doma.

Special Rules: You gain cold resist 5, but your vision changes from Darkvision to Low-light vision. You are also considered an Esper in regards to obtaining feats and abilities.

THE VAEGRAN ORCS

[ALTERNATE ORCS AND GOBLINOIDS]

A foreign horde that landed near Doma through an airship– they still insist in using traditional weaponry – however with a strength is enough to level the odds.

Special Rules: Exotic Weaponry. You may use a single Superior Weapon as if you were proficient with it, but you use it with one less proficiency bonus than normal.

THE VAEGRANS

[ALL GITHYANKI AND GITHZERAI]

The leaders of the Vaegran Empire. However, they are divided, with the House Jaeger (Githyanki) wishing for a New world conquest, while House Kreuz (Githzerai) wishes for peaceful contact

Special Rules: You look human in all respects, however, when you access your racial power, this glamour fades – and everyone sees your true nature. Your human disguise will reassert itself during the beginning of your next turn.

REGIONAL FEATS

Regional feats are those feats only available to characters that choose this region as their home. You may only get one regional feat, and avail these only at level one.

DOMEAN NOBILITY – All Doma-born humans have been trained in the art of using all types of weapons. This is an innate knack, and cannot be taught to anyone else.

Prerequisite: Human

Benefit: When wielding a weapon you are not proficient with, you gain a +1 proficiency bonus in doing so instead of none.

DOMEAN SWORDSMASTER – Doma breeds the best swordmasters in the land. Where each prior strike aids the next one.

Prerequisite: Human, Drow, or Dwarf

Benefit: When performing multiple attacks in a single round, each successful hit grants a +1 to attack and damage to your next one. This effect stacks with itself. This bonus resets to zero at the end of the round.

WINTER NOBILITY – All the Winter Elves are masters of politics and intrigue. Everyone that sees them weave their cold hands could only stand in awe.

Prerequisite: Winter Elf (Drow)

Benefit: When you fail in a Bluff roll, you may expend an action point to reroll that action with a +2 bonus.

WINTERWEAVER – These Askari are the most talented among their people, and has gained the ability to shape the ice of their surroundings according to their will.

Prerequisite: Winter Elf (Drow), Wizard

Benefit: Askari Winterweavers have learned to channel winter itself in their spells. When casting a spell, they may take 5 cold damage (that goes through all resistance effects) to transform that spell to gain the ‘cold’ keyword.

DWARVEN FROSTWOLF – The Domean

Frostwolves are a wonder to behold. These are the trained cavalry of the dwarves involved in training Worgs as mounts.

Prerequisite: Dwarf, Mounted Combat

Benefit: While may use tamed wolves as mounts. When so mounted, you gain an additional +1 to attack and all defenses.

DWARVEN GUNNER – The Domean gunners are known for being the only dwarves capable of discerning the secrets of “guns” in the most creative of ways

Prerequisite: Dwarf, Trained in Magitech

Benefit: Choose one at-will attack power. That power gains the “Weapon” keyword.

VAEGRAN WARLORD – The Vaegrans are known for cowering their servants with fear to instill some greater power in them.

Prerequisite: Vaegran, Leader-type class

Benefit: As a minor action, you may deal 2 damage to a target ally, that ally deals 2 more damage to all his attacks this round.