

REFORM

Lady Hanalyr

Fourth daughter of a landless knight, Hanalyr accepted from a young age that duty and responsibility were the price to pay for the many blessings she received in life. She trained to become a knight by joining the Knights of the Long Road to protect pilgrims. Her training complete, she travels the world, fighting for good and justice.

HANALYR

Female human paladin (3); Order of the Crown Medium, lawful good

Deity Church of the Wheel (Order of St. Willum)

Armor Class 19 (chain mail, shield)

Hit Points 28 (3d10+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	14 (+2)	10 (+0)	10 (+0)	14 (+2)

Saving Throws Charisma +4, Wisdom +2

Feats Regional Affinity (Therland)

Skills Athletics +5, History +2, Intimidation +4, Insight +2, Persuasion +4, Religion +2

Condition Immunities diseased

Senses passive Perception 10

Languages Draconic, Harang, Tharkonian, Therlander

ACTIONS

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. damage: 1d8+3 slashing damage or 1d10+3 slashing damage if used with both hands.

Light crossbow. *Ranged Weapon Attack:* +2 to hit, range 80 ft./320 ft., one target. damage: 1d8+2 piercing damage.

FEATURES

BACKGROUND FEATURES (KNIGHT OF THE LONG ROAD)

Pilgrim's Friend. As a member of the Order of the Long Road, people recognize you as a friend of pilgrims. People consider you a local regardless of whether you are or not. Local authorities treat you as one of "theirs" and defer to your judgment on minor crimes.

However, in lands where the Church of the Wheel is not welcomed, enemies of the church will target you first.

CLASS FEATURES

Channel Divinity: Per PHB



Channel Divinity: Champion Challenge (DC 12)

Each creature of your choice that you can see within 30 feet of you must make a Wisdom saving throw. On a failed save, a creature can't willingly move more than 30 feet away from you. This effect ends on the creature if you are incapacitated or die or if the creature is moved more than 30 feet away from you.

Channel Divinity: Turn the Tide (1d6+2)

As a bonus action, each creature of your choice that can hear you regains 1d6+2 hit points if they have no more than half their hit point total.

Divine Health. Per PHB.

Divine Smite. Per PHB

Lay on Hands. Per PHB

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Tenets of the Crown. You swore an oath of fealty to the Order of the Long Road.

- **Law.** The law is paramount. It is the mortar that holds the stones of civilization together and it must be respected.
- **Loyalty.** Your word is your bond. Without loyalty, oaths and laws are meaningless.
- **Courage.** You must be willing to do what needs to be done for the sake of the order, even in the face of overwhelming odds. If you don't act, who will?
- **Responsibility.** You must deal with the consequences of your actions, and you are responsible for fulfilling your duties and obligations.



UNDER THE RINGS

RHYM

PROFICIENCIES

Armor: heavy armor, light armor, medium armor, shields

Weapons: martial weapons, simple weapons

Tools: dice set, land vehicle (horse)

EQUIPMENT

Longsword, light crossbow

Bolts

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Tabard of the order, blanket, five torches, set of common clothes, set of maps of the Pilgrim Road, coin pouch, holy symbol of the Wheel, backpack, bedroll, mess kit, tinderbox, 10 torches, 10 days of rations, a waterskin, 50 feet of hempen rope

Potion of healing

100gp

NEW FEATS

REGIONAL AFFINITY (THERLAND)

(All bonuses already included above)

You have undergone intense training in the skills and weapons of your home region.

- You are proficient with the traditional weapons of your home region.
- You increase your regional favored ability by 1 to a maximum of 20.
- You become trained in your regional skill.
- You are proficient with the tools of your region.
- When dealing with your home region, you have advantage on any Charisma or Intelligence checks to know or learn about things about your region, such as knowledge or rumor gathering.

Humans using the variant human creation rules may take this feat at first level.

THERLAND

A feudal kingdom in northern Rhym, Therland is an ordered and organized society where duty and service to one's superior is paramount. This goes from the lowly serf to the king himself. Therland is a temperate land with warm summers and cold winters. Fairness and justice are two things Therlanders value greatly and seek to bring to all for the betterment of all.

CHURCH OF THE WHEEL

The Church of the Wheel is the greatest and most spread church of Rhym, its pantheon has nine major deities each represented by a saint that embodies their teachings and virtues.

ORDER OF ST. WILLUM

Saint Willum is the champion of the weak and a promoter of order and justice. Inspired by the Golden Man, he taught the principle of good and righteousness, and that the strong should protect and defend those who cannot do so for themselves.

Based in Therland, the Order of Saint Willum is a militant order of knighthood where novices serve under a mentor not unlike a squire under a knight.

Alignment: Lawful Good

Virtues: Justice, Order

Vice: Tyranny



REKRYM

Juri-Sho

From the day she was born, Juri-Sho was to be an entertainer in the lowest class of society but everything changed when she discovered her magical talents. She joined the Order of the Celestial Dragon a group of spell casters in the employ of the government. She became a spy, pretending to be an astrologer and soothsayer.

JURI

Female Cathar (human) Sorcerer 3 (Elemental Fire)

Medium, lawful neutral

Deity Church of the Wheel

Armor Class 11

Hit Points 17 (3d6+3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	16 (+3)	10 (+0)	16 (+3)

Saving Throws Charisma +5, Constitution +3

Skills Arcana +5, Deception +5, Religion +5, Stealth +3

Senses passive Perception 10

Languages Cathar, Draconic, Harang, Ignan, Tharkonian

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20 ft./60ft., one target. Damage: 1d4+1 piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80 ft./320 ft., one target. Damage: 1d8+1 slashing damage.

Spell Attack. *Ranged Weapon Attack:* +5 to hit, per spell

SPELLS SLOTS

1- O O O O

2- O O

SPELLS KNOWN

Cantrips- fire bolt, light, message, prestidigitation

1- chromatic orb, disguise self, shield, unseen servant

2- conjure elemental imp*, scorching ray

FEATURES

BACKGROUND FEATURES (SPY)

Criminal Contact. You have a reliable and trustworthy contact who acts as your liaison to a network of other spies. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.



CLASS FEATURES

Flexible casting. See PHB.

Metamagic. See PHB.

Careful Spell. Spend 1 sorcery point to have 3 targets automatically make their saving throw against a spell you cast.

Subtle Spell. Spend 1 sorcery point to cast a spell without somatic or verbal component.

Personify Element (Fire). Any time you cast a spell that inflicts damage, you may substitute the damage type for your element. Anytime you cast a spell, your eyes glow with a golden color. Any time you make a Charisma check when dealing with an outsider from the plane of fire, your proficiency bonus is doubled.

Sorcery Points. See PHB. You have 3 points

PROFICIENCIES

Armor: none

Weapons: daggers, darts, javelins, light crossbow, quarterstaves, sling

Tools: dragonchess set



REHOLM

EQUIPMENT

Two daggers, light crossbow

Bolts

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Set of dark clothes including a hood, backpack, belt pouch, bedroll, component pouch, crowbar, dragonchess set, mess kit, tinderbox, 10 torches, 10 days of rations, a waterskin, 50 feet of hempen rope

4x 1st-level sorcerer scrolls

10gp

CATHAR DOMINION

Located in southeastern Rhym, the Dominion is an old and powerful empire.

A mother's caste determines her children's place in society. The highest castes are made up of the royals and priests. Below them are the high castes composed of the military and the scholars. The low castes include healers, craftsmen, servants, sailors, merchants and humanoid mercenaries. Finally, the lowest castes are made up of entertainers, fishermen, farmers, unskilled laborers and herders.

Members of the Order of the Celestial Dragon are treated as members of the High Caste, regardless of their birth. However, its members are not allowed to hold any official office or military command.

CONJURE ELEMENTAL IMP

2nd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (A bit of the element called, glass of water, lit torch, etc.)

Duration: Concentration, up to 1 minute

You summon a single mephitis of your chosen type than may appear in any unoccupied square you can see. The mephitis acts on your initiative. It obeys verbal commands you give it (as a bonus action). If you do not issue any commands, it defends itself. If you lose concentration or it drops to zero hit points, the creature disappears.

Element Mephitis

Fire magma, steam

At Higher Levels: If cast at higher levels more summoned elementals appear. For each level higher one additional mephitis appears. Not all mephitis need to be the same type, but all must be related to your element.

MAGMA MEPHITIS

Small Elemental, neutral evil

Armor Class 11

Hit Points 22 (5d6+5)

Speed 30 ft., fly 30ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	7 (-1)	10 (+0)	10 (+0)

Skills Stealth +3

Damage Vulnerabilities cold

Damage Immunities fire, poison

Senses darkvision 60ft.; passive Perception 10

Languages Ignan, Terran

Death Burst. When the mephitis dies, it explodes in a burst of lava. Each creature within 5 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

False Appearance. While the mephitis remains motionless, it is indistinguishable from an ordinary mound of magma.

Innate Spellcasting (1/Day). The mephitis can innately cast *heat metal* (spell save DC 10), requiring no material components. Its innate spellcasting ability is Charisma.

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. Hit: 3 (1d4 + 1) slashing damage plus 2 (1d4) fire damage.

Fire Breath (Recharge 6). The mephitis exhales a 15-foot cone of fire. Each creature in that area must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

UNDER THE RINGS

REFORM

Idelgo

Idelgo was born on a ship; his parents were both sailors and merchants travelling the world. From a young age, he fell in love with the sea himself. Resourceful and charming, Idelgo is a man of many talents. From a previous captain, he learned the basics of magic, which he uses for his own gain and the profit of his crew.

As a sailor, he is affiliated with the Merchant's Guild.

IDELGO

Male Dorian (human) rogue 3 (arcane trickster)

Medium, neutral good

Deity Church of the Wheel

Armor Class 15 (jack)

Hit Points 21 (3d8+3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	15 (+2)	12 (+1)	12 (+1)

Saving Throws Dexterity +5, Intelligence +4

Skills Athletics +2, Investigation +4, Perception +5, Persuasion +3, Sleight of Hand +5, Stealth +5

Senses passive Perception 15

Languages Dorian, Tharkonian, Therlander

ACTIONS

Dorian Cutlass. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Damage: 1d6+3 piercing or bludgeoning damage.

Belaying Pin. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Damage: 1d6 bludgeoning damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20 ft./60ft., one target. Damage: 1d4+3 piercing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80 ft./320 ft., one target. Damage: 1d6+3 piercing damage.

SPELLS SLOTS

1- 0 0

SPELLS KNOWN

Cantrips- *blade ward, mage hand, shocking grasp*

1- *charm person, hideous laughter, shield*



FEATURES

BACKGROUND FEATURES (SAILOR)

Ship's passage. You can secure free passage on sailing ships for yourself and your adventuring companion. Because you are calling in favor, you can't command the schedule or the route taken. In return for passage, you are expected to assist the crew during the voyage.



UNDER THE RINGS



CLASS FEATURES

Cunning action. Once per round, you can take a bonus action to dash, disengage, or hide.

Expertise. (Bonus included) per PHB

Mage Hand Legerdemain. Starting at 3rd level, when you cast *mage hand*, you can make the spectral hand invisible and you can perform the following additional tasks with it:

- You can stow one object the hand is holding in a container worn or carried by another creature. You can retrieve an object in a container worn or carried by another creature.
- You can use thieves' tools to pick locks and disarm traps at range.

You can perform one of these tasks without being noticed by a creature if you succeed on a Dexterity (Sleight of Hand) check contested by the creature's Wisdom (Perception) check.

In addition, you can use the bonus action granted by your Cunning Action to control the hand.

Sneak Attack. 2d6, per PHB.

Thieves' cant. Per PHB.

PROFICIENCIES

Armor: light armor

Weapons: simple weapons, hand crossbows, rapiers, shortswords

Tools: disguise kit, poisoner's kit, thieves' tools

EQUIPMENT

Dorian cutlass, shortbow, belaying pin, studded leather arrows

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Backpack, bag of 1,000 ball bearings, 10 feet of string, 50 feet of silk rope, bell, 5 candles, crowbar, hammer, 10 pitons, hooded lantern, 2 flasks of oil, 5 days of rations, tinderbox, waterskin, a lucky charm, common clothes, belt pouch

Potion of healing

10 gp

DORIAN REPUBLIC

The Dorian Republic is a nation of guilds and merchants, making it a plutocracy. Its Senate is both elected and funded by the purchase of seats through an open bidding process. Because of the large sums required, only the guilds and the Church of the Wheel can pay for their seats.

Since most people belong to a guild or association, everyone, no matter their birth, participates in the running of the Republic.

REKRAM

Fahran

As a boy, Fahran quickly understood that he could not do everything by himself, so he joined a gang. He served many minor nobles as a goon, extorting and shaking down his clients. This let him to get noticed by the clergy of the Iron Lord and he joined the Order of Saint Iskandar. He loves being a priest as it grants him many privilege. He favors the legalistic aspect of his faith, as others are more receptive to its message.

FAHRAN

Male tiefling cleric 3

Medium, lawful neutral

Deity Church of the Wheel (Order of St. Iskandar)

Armor Class 16 (scale mail, shield)

Hit Points 24 (3d8+6)

Speed 20 ft. (base 30ft.)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	10 (+0)	15 (+2)	14 (+2)

Saving Throws Charisma +4, Wisdom +4

Skills History +2, Intimidation +4, Perception +4, Religion +2

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 14

Languages Infernal, Tarani, Tharkonian

ACTIONS

Javelin. *Melee or Ranged Weapon Attack:* +3 to hitreach 5ft. or range 30 ft./120 ft., one target. Damage: 1d6+1 piercing damage.

Mace. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Damage: 1d6+1 bludgeoning damage.

SPELLS SLOTS

1- O O O O

2- O O

SPELLS PREPARED

Cantrips - *guidance, sacred flame, spare the dying*

1 - *bless, cure wounds, divine favor, inflict wounds, sanctuary, shield of faith*

2- *magic weapon, silence, spiritual weapon*

FEATURES

BACKGROUND FEATURES (BRUTE)

Thug. You favor physical confrontation and assume people are going to resist whatever he asks of them. Untrained opponents tend to flee or avoid you rather than confront you. You may force people to give you a few coins to avoid being roughed up.



CLASS FEATURES

Channel divinity. Turn undead or guided strike (per PHB).

Channel divinity: Guided Strike. You can spend you channel divinity to gain a +10 to one attack roll. You make this choice after seeing the roll but before the GM says whether the attack hits or misses.

Ritual casting. You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

War priests (2/day) When you use an attack action, you can make one weapon attack as a bonus action.

PROFICIENCIES

Armor: heavy armor, light armor, medium armor, shield

Weapons: martial weapons, simple weapons

Tools: land vehicles

EQUIPMENT

Mace, javelin, scale mail, shield

alms box, backpack, blanket, candle (x10), censer, common clothes, holy symbol, incense (7 sticks), prayer book, vestments

3x 1st level cleric scrolls

15 gp



UNDER THE RINGS

RHYM

CHURCH OF THE WHEEL

The Church of the Wheel is the greatest and most spread church of Rhym, its pantheon has nine major deities each represented by a saint that embodies their teachings and virtues.

ORDER OF ST. ISKANDAR

Saint Iskandar was a man in full plate armor holding a spiked mace. A commander of men, he insisted on an iron discipline. During peace time, he became a notary and a jurist, focusing on the letter, rather than the spirit of any arrangement and contract.

The Order of Saint Iskandar exists for one purpose: to win wars. Its members constantly train for it and are highly sought by anyone in need of expert, highly-disciplined forces.

Alignment: Lawful Evil

Virtues: Conquest, War

Vice: Weakness

TARANI EMPIRE

The Tarani Empire occupies the western central Rhym is a very stratified empire where everyone has a defined place. However, mobility is possible for those willing to do whatever it takes, including but not limited to intrigue, backstabbing and murder.

The Empire is a powerful state always seeking to subjugate its neighbors. It controls or holds sway over vast sections of western Rhym.

The Empire is currently in a state of unrest as two pretenders are locking in a civil war that could set the whole empire aflame.





KORMAC

Medium, chaotic good

Deity Church of the Wheel

Armor Class 14 (leather armor)

Hit Points 25 (3d10+3)

Speed 30 ft.

Saving Throws Dexterity +5, Strength +3

Skills Animal Handling +4, Athletics +3, Investigation +3, Nature +3, Perception +4, Stealth +5, Survival +4

Senses darkvision 60ft.; passive Perception 14

Languages Dorian, Elvish, Giant, Kheldori, Orcish, Tarani, Tharkonian

ACTIONS

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150 ft./600 ft., one target. *Damage:* 1d8+3 piercing damage.

Short sword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Damage:* 1d6+3 piercing damage.

SPELLS SLOTS

1- 0 0 0

SPELLS PREPARED

1 - hunter's mark, longstrider, speak with animals

FEATURES

BACKGROUND FEATURES (SAVAGE)

Wanderer. You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.



Beast Master. You have an animal companion.

Favored Enemy. (Giants) Advantage on Wisdom (Survival) and Intelligence checks to know about enemies.

Fighting Style. (archery, bonus included)

Natural Explorer (mountains). per PHB.

Primeval Awareness. Per PHB.

RACIAL FEATURES

Fey Ancestry. You have advantage against being charmed and magic can't put you to sleep.

PROFICIENCIES

Armor: light armor, medium armor, shield

Weapons: simple weapons, martial weapon

Tools: bagpipes

EQUIPMENT

Longbow, two short swords, leather armor
arrows

Staff, hunting trap, trophy of great animal killed,
traveller's clothes, belt pouch, backpack, bedroll,
mess kit, rations (10 days), rope (hempen, 50ft.),
tinderbox, torch (10)

Potion of healing

5 gp



RHOM

ANIMAL COMPANION

DORMUD THE WOLF

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8+2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages -

Keen hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies are within 5 feet of the creature and isn't incapacitated.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5ft., one target. Damage: 7 (2d4+2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

KHELDORN

Kheldorn is a loose confederation of princedoms in north-central Rhym. It is a land separated between the rocky and fog-covered Highlands and the green and verdant Lowlands. The third group is the wood elves of the Sylvari forest, isolated from the rest of Kheldorn.

The Kheldori people enjoy their independence and only elect a leader in times of war. Any other time, princes both live with and fight each other.

ELVES OF RHYM

The elves of Rhym were some of the first people to rise to power after the fall of the Dragon Empire. Many elves trace their lineage hundreds of centuries, when they formed powerful families and ruled large domains. Their power eroded over the years and now only a few elven communities exist.

The high elves, eladrin, and even drow look down on other people and mingle with them as little as possible, preferring to isolate themselves away from those of lesser lineage.

The wood elves of Kheldorn are some of the least reclusive of all, but still rarely mingle with others. A large community of half-elves serves as go-betweens.



REDAIM

Nightshade

Nightshade grew up on the streets of a tiny settlement in the Bondi Plateau, descendants of escaped slaves from the Dragonlands. His parents gave him up to train with an ancient martial artist where he learned the ways of the ninja. He now travels the world seeking adventure, fame, and riches.

NIGHTSHADE

Male darkling (abyssal) monk 3

Medium, chaotic neutral

Deity None

Armor Class 15

Hit Points 21 (3d8+3)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Dexterity +5, Strength +3

Skills Acrobatics +5, Insight +4, Sleight of Hand +5, Stealth +5

Damage Resistances lightning

Senses darkvision 60ft. passive Perception 12

Languages Abyssal, Draconic, Tharkonian

ACTIONS

Short sword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Damage: 1d6+3 piercing damage.

Unarmed strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Damage: 1d4+3 piercing damage.

Dart. *Ranged Weapon Attack:* +5 to hit, range 20 ft./60 ft., one target. Damage: 1d4+3 piercing damage.

SPELLS PREPARED

Cantrip – *minor illusion*

FEATURES

RACIAL FEATURES

Demonic Rage. You are able rage as a barbarian. You must complete a long rest before you may rage again. Per PHB.

Mixed Heritage. You count as a drow and a fiend for fulfilling requirements.

Sunlight Sensitivity. You have disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.



BACKGROUND FEATURES (URCHIN)

City Secrets. You are very familiar with your home town. When not in combat you know your way between any two locations and can travel there twice as fast.

CLASS FEATURES

Deflect Missiles. (1d10+6) Per PHB.

Ki. DC 12, 3 points. Per PHB.

- *Flurry of blows.* Spend 1 ki to make two unarmed attacks as bonus action.
- *Patient Defense.* Spend 1 ki to make Dodge action as a bonus action.
- *Step on the wind.* Spend 1 ki to take Disengage or Dash as bonus action and jump distance is doubled.

Martial Arts. Per PHB. You may spend a bonus action to make one unarmed strike when you use the attack action.

Shadow Arts. Spend 2 ki to cast *darkness*, *darkvision*, *pass without trace*, or *silence*. Per PHB.

Unarmored Defense. Per PHB.

Unarmored Movement. (Calculated). Per PHB.

PROFICIENCIES

Armor: none

Weapons: simple weapons, short sword

Tools: cook's utensils, disguise kit, thieves' tools





EQUIPMENT

Short sword, 10 darts

Small knife, map of your homeland, pet mouse, token to remember your parents, common clothes, belt pouch, backpack, crowbar, hammer, 10 pitons, 10 torches, tinderbox, 10 days of rations, waterskin, 50 feet of hempen rope

Potion of healing

5 gp

DARKLING

Darklings are the unearthly offspring of drow and fiends or undead creatures. The birth of such offspring is considered a blessing from the Mother of Nightmares. Darklings closely resemble drow elves with horns, sharp teeth and long whip-like tails.

Most darklings seek to live freely, building their own little empires.

BONDI PLATEAU

Located in far southern Rhym, the Bondi Plateau is a land without a city. Its Neolithic society lives in the jungles away from civilization. The population is made of escaped slaves from the Deep Realms of the drow below or the Dragonlands to the east. They live a simple life, isolated from the rest of the world.

The Plateau is home to large predators, such as dinosaurs, megafauna, and dire beasts.

