



A Land Divided

Lands in Shadow for Shadow of the Demon Lord

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Long before the Empire, created by the Kalasans after they defeated the dread Witch-King whose wicked legions had plunged the continent into darkness, an ancient people known as the Edene ruled over the land. Like the Kalasans so many centuries after them, the Edene were also bold conquerors who arrived on the shores of the continent, fleeing the destruction of their homeland far across the Auroral Ocean. They arrived in Rûl, handily defeating the First People and their faerie allies who had called the continent home for centuries, and founded a new civilization in the ruins of the one that came before. The Edene claimed their empire would last a thousand years, but like so many fledgling empires since the dawn of time who believed the same, the Edene themselves were drowned in the ebbing and flowing tides of history, yet another civilization of grand ambition lost and mostly forgotten.

Ruins and remnants of the ancient Edene still litter the lands of Rûl. One can find their works across much of the Empire, from crumbling castles jutting up from the high hills of the Holy Kingdom, to broken statues and indecipherable cenotaphs scattered about the countryside surrounding Caecras.

A revealing glimpse into this civilization can be obtained more easily than one might think simply by traveling east to the newly independent kingdom that calls itself Old Edene. This entry into the *Lands of Shadow* series explores this kingdom, built in no small part upon the values, traditions, and cultural artifacts of the Edene civilization that once existed before it was nearly wiped out by the Witch-King. Here you will find information about the history, peoples, and major figures of contemporary Old Edene to help you explore these lands in your own *Shadow of the Demon Lord* campaign.

Conquest

Cave paintings and pottery left by the First People tell of the Edene's arrival. From thousands of ships loaded with the battered survivors from some distant calamity, the Edene swarmed the shores where they made landfall, swiftly spreading inland to carve new lives for themselves from the unspoiled landscape. At the time of their arrival, the First People knew little of war or strife, having prospered under the faeries' rule for centuries. But the Edene would bend no knee to the immortal monarchs who had wrested their own kingdoms from the hated trolls an age before—and thus the stage was set for terrible conflict. When Umessa, the God-Queen of the Edene, rode her chariot at the head of her vast army, her soldiers armed with bronze spears and shields marching in perfectly ordered phalanxes, the First People were completely overwhelmed, and those who were not slain on the battlefield or did not flee for their lives found themselves doomed to live out the rest of their lives as slaves to the Edene.

As wave after wave of Edene swept across Rûl, the First People beseeched their gods for aid, calling upon them to bring their divine might to bear against the invaders. But instead their gods remained silent, doing nothing to aid their worshipers in their direst time of need. Even Titania, the Queen of Summer, stayed her hand, seeing Umessa the God-Queen as a harbinger of death and doom for the future of her and her peoples. The Edene invaders were beyond counting, their ferocity unlike anything seen since the ancient times of the troll wars. Rather than sacrifice their immortality for these short-lived humans whose souls would be reborn, the Queen of Summer and the other gods began to quit the world, leaving their forlorn subjects to fend for themselves.

Not all of the Summer Children were willing to go into exile, however, and one voice rose in opposition to their queen. Ilenfar, the Summer Queen's eldest son, had lived too long among the mortals to abandon them so readily, and refused to allow them to be killed or enslaved without a fight. He broke with his mother and roused the elf lords and ladies, as well as other faeries, and fell upon the Edene, hoping to drive them back into the sea. The Summer Queen named her son "the Betrayer," cursing and forsaking him and the breakaway nobility, and abandoned them to the doom they seemingly craved. She and nearly the entire Faerie Court vanished from the world into the hidden kingdoms where she and the other old gods remain to this day—where the name of Ilenfar is never uttered or used, and he is forever remembered as "the Betrayer."

Ilenfar's first forays against the Edene offered hope to the First People, the elf lord's initial onslaught catching the Edene by surprise. Along with the remnants of the First People who chose to fight by his side, Ilenfar's armies had magic, monsters, and more to aid them. From hulking leshies leading armies of animated trees to the veritable menagerie of wee folk who tricked and tormented their foes, Ilenfar's armies raided Edene outposts and razed their settlements to the ground, and never failed to rout the mortals whenever they met in open battle. Each fae victory came at a steep price, though: whenever an immortal fell, they were lost forever, their essence dissipating into the Void.

Faced with rapidly diminishing numbers, Ilenfar beseeched his mother to come to his aid, to lend her magic to his cause. She refused to answer him, stonily resolved to leave him to the fate he chose. His desperation grew as Umessa rallied her armies and began the bloody work of wresting the lands back from the faeries and the First People. Knowing he was doomed to fail, Ilenfar turned to the only god who was willing to listen: Diabolus. Bargaining his life in exchange for Hell's aid, Ilenfar mustered his forces and marched out for one final battle against Umessa and her armies, relying on the Devil to unleash the forces of Hell to help him wipe out the Edene.

But that help never arrived. Diabolus stalled and made excuses, and only a trickle of support arrived instead of the flood he had sworn to let loose. In the end, Umessa cornered Ilénfar on the battlefield, after having surrounded his forces and utterly crushing them. She herself put an end to Titania's son, forcing him to his knees before running him through with her enchanted sword *Hate*, decapitating him, and then mounting his head on her chariot as a trophy.

Spoils of War

With the renegade faeries defeated and the First People conquered, the Edene set about the business of making Rûl their new home. Umessa consulted the oracles she brought from her homeland and established the seat of her power on a soggy island at the center of a sluggish river, the same place that would one day become the imperial city of Caecras. Naming the place "Rathros," the Edene word for "carnage," she set her slaves to clearing away the forests around the city for farmland.

Wise enough to realize she could not control the whole of her massive territory, she divided the lands into twelve kingdoms, bestowing eleven of them unto prized lovers and champions in exchange for oaths of fealty, and keeping the last for herself. With the foundations of governance established, the lands of the Edene flourished. Those First People who fought against the Edene and survived were enslaved, but their children were freed and became citizens. The Edene cultivated the realm, built cities, paved roads, and established trade routes across the continent, reaching as far south as the tribal lands of the Bhal and Grenn.



The God-Queen

If one were to believe the few surviving accounts from this time, the God-Queen might truly have been divine, as the Edene chroniclers claim she lived for centuries, possessed of great and terrible magic she used to vanquish her enemies. Modern historians, however, suggest the title "God-Queen" and the name "Umessa" passed from the first so-named to her descendants, and that the Umessa of legend is in fact an amalgamation of a dozen or so figures over time.

Whatever the truth, the name Umessa looms large in history, her likeness still adorning silver coins used in several city-states in the Confederacy, with statues of her standing in town squares and cities across Old Edene. Each shows her as a fierce warrior, with long flowing hair, a tall shield strapped to one arm, and *Hate*, her cruel curved blade, held high in her hand. She is often shown in the company of two eagles and two lions, majestic beasts that, legend holds, fought by her side.



The Splintering

The God-Queen's grip on her vast realm weakened as conflict broke out between its various minor kingdoms. With her forces pressing south to add new territory to lands already under her nominal control, Umessa lacked the military might to maintain order in the territory she already held, and not even her fearsome reputation brought the recalcitrant nobles to heel. From the front lines, she could do little to stop the bickering that sparked into open, widespread conflict back

home. Each noble family sought the God-Queen's support in the internecine struggles, but none would accede to her demand to lay down their arms and settle their disputes peacefully. Soon after, the isolated skirmishes and battles fanned the flames of a continent-wide struggle that forced Umessa to return with her armies from the field in order to regain control. In doing so, the jotun, who had been fighting the Edene expansion into lands they had been raiding for generations, swiftly moved in to claim the territories Umessa was forced to abandon.

Infuriated by the rampant conflict and instability throughout her realm, Umessa mustered her forces at Rathros. She donned the ancient bronze armor and took to her chariot once more, but this time to lead her army to subjugate her vassal kingdoms, one at a time. These might have been her people

once, but she saw them now as traitors who refused to comply with her commands, enemies of her kingdom, and thus showed no mercy.

The first kingdom to suffer her wrath was Crimna, a small realm north of what is now known as the Holy Kingdom and east of Deeping Gorge. She easily crushed Crimna's armies, putting one of every ten captured Crimnan soldiers to death by crucifixion, their crosses lining the roads for all to see. She ordered the execution of Crimna's royal family by having them drawn and quartered; not even their children were spared, and in fact were executed before their parents, who were forced to watch.

Umessa believed such a brutal response would quickly quell the conflicts raging elsewhere in her kingdom—instead, it had the opposite effect. Rather than cow them, her brutality united the Edene people against her. Only the Duchy of Tarra, which stood closest to the capital city, remained loyal. With the jotun surging up from the south and open rebellion breaking out throughout her own lands, the God-Queen fought a desperate battle on two fronts: against both the giant raiders and her former vassals. In the process, she wrung Tarra dry, leaving its people starving and defenseless against rebel raids and incursions of beastmen out of the Shield Mountains.

As a result, the Tarrans rose up against Umessa, finally joining the struggle against the tyrant, in the belief they would gain support from the other breakaway duchies. However, since Tarra had sided with the God-Queen for so long against the other rebel kingdoms, the rebels felt no particular obligation to rush to lend aid. Thus, Tarra stood alone against the full fury of the God-Queen and its people were completely exterminated by Umessa's armies.



Civilization in Decline

The century or so following the Wars of Division, as they are remembered, saw a shifting tapestry of about a dozen minor nations vying for dominance. The flames of minor wars ignited only to sputter out after a few short months or a couple of years late. The God-Queen, who had, according to some accounts, ruled these lands since the conquest, surrendered her claim to all the other lands, save the central kingdom of Edene and the capital city of Rathros, The Kingdom of Edene, the first vast and powerful civilization of mortals that Rûl had ever beheld, rapidly crumbled and fell into an oppressive dark age, filled with the endless squabbling of petty, decadent monarchs while the lives of their subjects sank deeper and deeper into squalor and misery.

It's no wonder, then, that the once-great Kingdom of the Edene was quickly overrun by the Men of Gog when they came down like an evil, howling wind from the north.

The Dark Times

Ashrakal the Witch-King, a sorcerer of incredible power whom some believed was a god, or least the spawn of some divine or demonic entity, led the dark and murderous Men of Gog from the north. An insane and degenerate people, twisted and corrupted by their study and embrace of dark magic, they summoned up the dead to swell their ranks and even tore open holes in the fabric of reality to loose demons into the world. Against such terrible might, Edene and the many nation-states that once comprised its empire could not defend themselves. Even if they could somehow match the powerful magic the Gog brought to bear, the Edene remained a divisive and bickering lot, having spent so much time fighting amongst themselves rather than consider and prepare for threats coming from beyond the borders of the crumbling empire.

The Witch-King's forces boiled out of the Shield Mountains, quickly crushing every duchy and kingdom in their path, enslaving entire populations, burning cities in their wake, and replacing any losses they suffered with undead thralls made of their dead enemies. It took just two months for the Gog to reach Rathros, smash its defenses, and completely sack the city. The Witch-King strode into the Edene queen's palace, stopping the hearts of her defenders or rending the bones out of their flesh from where they stood with a mere flick of his hand, until he found her in the throne room, clad in her original forbearer's ancient panoply, her eagles and lions at her side.

It wasn't enough for Ashrakal to simply kill Umessa—she needed to be humiliated, he believed, stripped of any remaining dignity she might have, and made to serve him. Bound and stripped of everything, she was forced to kneel at his feet, his mailed fist twisted in her hair, holding her head up as he forced her to watch him destroy her family and servants one by one in indescribably terrible ways. When this was done, he reached into her mind, ripped out what remained of her will and sanity, and utterly stained her soul with his corruption. Ashrakal then rode her chariot through the smoking ruins of her city, with the broken queen in chains yanked and dragged along behind it, parading her around in order to crush what little hope her people



might still have remaining. Afterward, he had her pilloried for several weeks in the central square of the ruined city, before having her live out the rest of her days as a harem slave to his hundred concubines.

Thus, the fate the Edene brought down upon the First People upon their own arrival to Rûl was in turn visited upon them by the Men of Gog.

Liberation and Restoration

After the century or so of dark and horrific tyranny inflicted by the Witch-King upon Rûl, Eronymous and the Kalasan people suddenly arrived on the continent's eastern shores, much as the Edene did so long ago, and immediately set about their own conquest of the land. After nearly a decade of fighting, Eronymous successfully led the Kalasan armies in casting down Ashrakal and ridding the lands of the Men of Gog.

By that time, the various peoples of Rûl had largely forgotten the troubles that plagued the Kingdom of the Edene at the time of its conquest and the old civilization became something of a "Golden Age" legend, one that offered up hope for a better future free from the shackles of the Witch-King. Many of those freed believed the Kalasans to be saviors who would restore the kingdom of old—and in a way they did. Declaring a new Empire and setting himself upon the Alabaster Throne as its emperor, Eronymous recognized Edene's value as a symbol and knew that to embrace something of the ancient Edene culture in his new empire would help to legitimize his authority over the lands he had liberated but had yet to fully accept him as their leader.

As a show of faith to his new subjects, the new emperor formed the Kingdom of Old Edene from Heirophia, Melisinia, and Umess, three smaller nations east of Tarra, granting lands and titles to anyone who could ostensibly trace their lineage back to the nobility of the old kingdom. While this was a savvy political move on Eronymous's part to strengthen his new Empire, he could not have foreseen how this region's ancient history and old feuds would once again rise to trouble it mightily in the not-too-distant future.

A Nation of Divisions

The old grudges and ancient conflicts made fraught any alliance, or even a lasting peace, between the three kingdoms. Heirophia, which claimed the highlands, coveted the rich farmlands of Umess to the east, and fought bitterly with the Melisinians over control of the copper mines running along their common border. Neither the Melisinians nor the Umessi forgot the bitter civil war that broke them into separate nations during the Splintering and the Wars of Division, and the cultural differences that developed over the centuries made the gulf between them even wider such that there could be no friendship, let alone peace.

The dark times saw their hostilities abated as the peoples from the three kingdoms had a common enemy, but the Witch-King's reign did not mean they forgot their grudges. Rather they simply calcified, becoming part of their national identities. They may have been united in their opposition against Gog, but that did not mean they trusted each other. Once the Witch-King was defeated, the three immediately fell back into their warring ways until the decree of unification came down from the new emperor on the Alabaster Throne.

Their forced unification into the single nation of Old Edene did not sit well at first. A nation made up of three very different peoples would never be able to truly knit so long as those cultural divisions remained, they believed. In addition, neither the Heirophans nor the Melisinians saw themselves as truly Edene, as they could trace ancestry back to the First People, and had also fought their own bitter struggles against the God-Queen to gain their independence during the Wars of Division.

However, the three nations kept their concerns to themselves, out of respect for Eronymous, as well as a healthy fear of the vast armed might he could bring to bear to enforcing his edicts. The various peoples of the three nations that came to be known as Old Edene accepted the situation—for a while, at least.

Thus, Old Edene came into existence as one of the first imperial provinces. Eronymous named Fenela, a noble of Edene blood who claimed to be descended from Umessa herself, as its queen, and placed her on the throne at Capertus, the capital of Melisinia. Queen Fenela renamed the city as Edene City, so that it would be recognized as the capital of all three lands, and the nobles of the three former kingdoms were declared subjects of the new monarch and her descendants. In exchange for their oaths of fealty, regents holding the title of duke or duchess in each of the three lands would retain some degree of autonomy, and were free to govern their realms as they always had, albeit subject to the Old Edene crown and the Alabaster Throne. Through the arrangement, Eronymous achieved the legitimizing bridge he sought between the old Edene civilization and his new empire, one that would serve him, his successors, and the new kingdom of Old Edene well—which it did, for several generations.

The Civil War

The first cracks in the new order appeared a couple of centuries or so after Eronymous's death. The new emperors that followed him primarily concerned themselves with the expansion of the Empire's borders, the building of infrastructure to consolidate territories already held, as well as the elimination of any remaining elements of unrest or resistance that potentially threatened the Empire's hold.

Over time, as the Alabaster Throne's attention was continually drawn elsewhere, the old troubles began to surface once more. Ancient disputes and feuds, in addition to protests and riots by ethnic minorities within each of the three nations, began to plague the province, which soon escalated from street violence to border skirmishes, raids into each other's territories, and even small-scale battles between the three nations. This would continue on and off for nearly two hundred years, never quite reaching the boiling point of full-blown warfare, and thus was generally not considered more than a minor problem by the emperors in Caecras. The Penny Wars, however, would change all of that.

The conflict exploded in the highlands of Heirophia. Duke Gaius IV of Heirophia, in order to strengthen the bonds between his duchy and Melisinia, agreed to take the daughter of Talleo, the duke of Melisinia, as his wife. Not long after, he and Talleo began to engage in earnest peace talks, hoping to put an end to the strife that weakened both realms. From these negotiations, Gaius agreed to hand over half of the copper mines that had been at the center of one of the major disputes between the realms.

Unfortunately, the Heirophans who worked in these mines had other ideas. They plotted in secret to take complete control of all the mines, and then embarked on a bloody killing spree throughout the disputed lands to drive the Melisinians out, thus beginning what would be called "the Penny Wars," which would rage for the next decade.

Lucian, Gaius's youngest brother, made a name for himself by condemning his brother's ceding of the mines, railing against Melisinia in general, and soon began to argue for a Kingdom of Heirophia that would be independent of Old Edene itself. As radical as his views might have sounded, much of what he said resonated with the prevailing attitudes and general discontent of the Heirophan

people. Encouraged by the widespread support he received, Lucian and a small force of soldiers loyal to him stormed his brother's palace and took it by force. After stabbing Gaius to death, he sealed up the young duchess and her newborn daughter in a high tower, and then claimed the ducal throne as his. He soon followed this with a proclamation that he sent to both Edene City and Caecras, declaring Heiroptha to be its own independent kingdom, severing all claims and ties that Old Edene might have to it. Lucian then immediately began raising an army to both support the rebel miners and defend his new kingdom.

Meanwhile, a terrible blight spread through the eastern farmlands of Umess, destroying an entire season's crops and plunging that duchy into utter famine. Duke Porfrey of Umess pleaded with Queen Vologenia in Edene City, begging for relief for his citizens. Unfortunately, the crisis created by the Penny Wars was spiraling out of control, forcing the queen to divert almost all her resources toward stopping Lucian's rebellion. Seeing that no aid would be forthcoming from the Edene crown, Porfrey declared Umess's independence and ordered a series of raids into Melisinia to plunder and take the foodstuffs they needed to survive.

Within a very short time, the entire province of Old Edene was aflame in all-out civil war, and Vologenia, unable to restore order, turned to Caecras for aid.

Enforced Peace

The Alabaster Throne answered Queen Vologenia's request with overwhelming force. The Empire had enjoyed considerable success with its orc legions in dealing with external and internal threats, and dispatched a legion to restore order in Old Edene. The tireless orcs marched out from Caecras, north and east through Tarra, arriving first in the disputed mines being held by Heirophan rebels, currently besieged by Melisinians trying to oust them. The legion commander declared that anyone armed and fighting was an enemy of the Empire, and must immediately surrender. Neither the Heirophans nor Melisinians had any intention of giving ground—a decision they quickly regretted. The orc legion was ordered to attack until all resistance was eliminated. Thus, for a very brief time, the Heirophans and Melisinians found themselves fighting together for their lives against the orcs. Unable to withstand their brutal and merciless onslaught, the two sides soon broke and fled. Allowing the Melisinians to escape, the legion commander ordered the orcs to pursue the fleeing Heirophans, who retreated toward Heiroptha City.

The orcs overtook the miners before they could reach the city, and slaughtered them to a man. They continued on, devastating the Heirophan countryside along the way, and put the city to the torch upon their arrival. The orcs then assaulted Spearpoint Castle to capture the renegade Lucian, but he and his family somehow escaped, fleeing south into the Confederacy, where they found haven with the wealthy slavers of Dis.

While the orcs cut a swathe of destruction in the north, Queen Vologenia's forces marched east and easily put down the Umessi uprising. Unlike the horrific bloodbath in Heiroptha, the queen showed mercy, disarming the rebels, and giving them food and other necessities imported from Low Country. Any commitment to independence the disorganized Umessi army had, which was mostly starving serfs forcibly levied by Duke Porfrey, quickly withered in the face of food and forgiveness. Like Lucian, Baron Porfrey and his family fled in disgrace. Unfortunately for them, they were caught by an angry mob of peasants who beat them to death, looted their bodies, and then unceremoniously tossed them into the swamps. Just two weeks after Porfrey's rebellion began, the remaining Umessi barons bent their knees to Vologenia and returned to the Old Edene fold.

The civil war's aftermath saw continued brutality in the north. The legion sent to restore order was stationed as a permanent garrison in Heirophia to ensure the peace. Instead of taking the Heirophian throne as the regent until her daughter's coming-of-age, Gaius's wife instead chose to renounce all claim to the Heirophian throne, and returned with her daughter back to her home in Edene City.

Thus, the line of Heirophian dukes ended with Lucian. The rule of Heirophia passed to an imperial governor, and thus it has remained until the present day. With the queen's help, Umess soon recovered from the famine, but once the queen's army left, the remaining barons began to squabble among themselves as to who would take control. Constantly shifting alliances and an inability to come to any consensus resulted in the barons simply divvying up Porfrey's lands, and returning to their own lands where they would once again resume exploiting their own peasants.

Melisia was the least impacted of the three nations by the civil war. Its people would, over time, embrace their Edene heritage, seeing themselves as the old civilization's inheritors, and eventually accept their place in the Empire as citizens of the imperial province of Old Edene.

A New Queen

The regents of the three nations, under the guidance and advice whichever monarch sat on the throne of Old Edene, kept the peace through the following five centuries, steering Old Edene through devastating plagues, constant raids from the Pirate Isles, and incessant undead incursions from beyond the Northern Reach. Despite these troubles, and the varying quality of its monarchs, Old Edene managed to become one of the most stable provinces in the Empire. Left to its own devices, the province turned its efforts toward cultivating its lands, producing some of the finest wines and textile goods in the Empire, all the while studiously avoiding the entanglements and intrigues the embroiled other provinces in the never-ending plots, conspiracies, and corruption at the heart of the imperial lands.

Two years ago, the crown of Old Edene passed to Drusella I, the second-born child of King Trent III. The throne first went to her brother, Trent IV, but after his death in a riding accident, the young princess found herself thrust into the center of Old Edene politics. Few had faith in her abilities, given her age. Barely in her twenties, Drusella possessed a reputation for being wild and impulsive, with many rumors placing her at the center of several scandals and affairs. Perhaps more dangerously for her, she was reputed to be an outspoken critic of the many excesses and misdeeds of Emperor Eras IX, as well as virulently opposed to the spread of the Cult of the New God in Old Edene. Although she was incredibly reluctant to assume the mantle of queen, she accepted the crown and took her place on the throne in Edene City.

Much to everyone's surprise, Drusella settled well into her position since coming to power. Far smarter and more capable than most gave her credit for, as well as willing to learn from her mistakes, she listened to the wise council of her advisors and allowed herself to be taught the art of statecraft and diplomacy. In just a few short months, she became one of the most beloved regents in recent memory, quickly earning the admiration and affection of her people.

Renunciation

Two years, however, was undoubtedly not enough time to prepare the queen for the greatest challenge she would face: the overthrow of the emperor and the orc uprising in Caecras. Before the uprising, she had many bitter and frustrating exchanges with the young emperor, finding him spoiled, craven, and utterly incompetent. The situation had soured to the point that Drusella recalled her ambassadors, and she had even

begun secret talks with emissaries from the Confederacy of Nine Cities to gauge their support if she ever decided to sever ties with the Empire. Her advisors strongly argued against any such move, and had all but convinced her to abandon the idea, and like so many of the other provincial regents, just deal with Eras as best as she could.

However, when word of the orc rebellion and the subsequent ongoing massacre of Caecras's citizenry reached Edene City, Drusella once again began to think she might have no choice but to break Old Edene away from the rule of the Empire.

Drusella knew the Heirophans would never submit to an orc emperor after the never-forgotten horrors inflicted upon them in the civil war. She began to speak openly throughout Old Edene on the subject of independence, stating an Old Edene free and independent of the Empire would inspire other imperial provinces to sever ties with the Alabaster Throne and thus blunt Drudge's efforts to expand his control outside of Caecras. If the orc king invaded one province, Drusella asserted, he would have to contend with them all. The continued reports of atrocities coming out of the ruined capital only strengthened her arguments, and she encountered little resistance when she finally declared Old Edene's independence from the Empire.

Although several provinces remain attached to Caecras, the Holy Kingdom soon followed Old Edene's lead, and the Borderlands of Tear appear to be close to doing the same. Emissaries have traveled from Edene City to Low Country, the Grand Duchy, and elsewhere throughout the Empire and the various free states on its periphery, urging their rulers to declare their independence from the upstart orc emperor in Caecras, and unite in alliance against any further aggression he might attempt.

Lands and People

Roughly oval in shape, Old Edene extends approximately five hundred miles east of the border it shares with the northwest portion of the Holy Kingdom until it comes to the shores of the Crescent Bay and the foothills marking the edge of the Freehold of Nar. The jagged peaks of the Shield Mountains form its northern border, and from there it stretches about four hundred miles south of the mountains to the eastern reaches of the Holy Kingdom and the Confederacy of Nine Cities.

A rugged country, with numerous ruins of both the ancient Edene and the First People scattered throughout, it is a thinly populated land with the greatest concentrations of people found in the kingdom's few cities, most of which are little more than large towns. Having remained relatively stable for the five hundred years since the civil war, Old Edene's people still divide themselves along cultural lines. The rocky highlands of the north belong to the Heirophans, the Melisinians claim the forests and open plains of the south, and the Umessi consider the lake country and wetlands in the east their homeland.

Heirophā

The lands north of the Singing River, the main watercourse winding through the heart of Old Edene, belong to Heirophā. From the river's banks, the land climbs until it reaches the lower slopes of the Shield Mountains. The rumpled lands between are a tangle of shadowed valleys and high hills, the rocky bones of which have been unearthed by the incessant winds that blow across from the east.

The few settlements found in these lands tend to be small, ringed by low stone walls, and crowded with rough, unworked stone buildings. The roads, footpaths really, follow the land's contours, twisting and turning to make travel between nearby communities long and difficult. For this reason, most people tend to stay put and rarely travel more than a few miles from home.



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|-----------------------|-----------------|------------------|---------------|
| 1- COPPER HILLS | 6- W. CATARACTS | 11- BACKDOOR | B- AZORA |
| 2- HEIROPHA CITY | 7- HIGH ROAD | 12- KNURLED WOOD | C- CANTERFELL |
| 3- SHARPSTONE | 8- EDENE CITY | 13- HASTERNASH | D- ISHTERN |
| 4- LAKE SHEEN | 9- STONEWOOD | 14- FIVE TOWNS | E- OSTREN |
| 5- ABBEY OF ST. REEVE | 10- AJAL SPIRES | A- KILLKENTON | F- GLOUSCET |

Heiropa's resources lie underground. Rich veins of copper, tin, and other metal ore ribbon the depths. Mines and mining camps dot the landscape from one side to the other, though they appear in the greatest numbers all over the Copper Hills.

The land features many ruins left by the First People who settled here in ancient times. Stone circles crown hilltops, while odd monoliths, their surfaces scrawled with ancient runes, lean crookedly from their seats. Abandoned towns, many destroyed by orcs during the civil war, stand as they were left, the remains of the dead unburied and, if shepherds can be believed, infested by restless spirits.

A Sparse and Empty Land

From an outsider's perspective, Heiropa appears empty, barren, and even abandoned. Despite this, the region is home to a hardy and proud people who work hard to live in such an unforgiving landscape.

The Copper Hills: People have been mining copper from a range of low hills on Heiropa's southern border for centuries. The Copper Hills have been a source of trouble and strife for generations as their control has shifted back and forth between Heiropa and Melisinia. In all practicality, however, the mines there belong to the Pick and Axe Mining Guild, who pays a large portion of their profits to whichever government claims them at the time. The sheer volume of copper extracted from the mines ensures their continued importance to both lands.

Mining efforts have left the Copper Hills pocked and pitted, their guts torn out, sifted, and sorted for any trace of the metal from which they take their name. Camps crowd around the gaping cavities and the miners who live and work there share their space with whores, hangers-on, charlatans, and other profiteers looking to enrich themselves on the labor of others. These places tend to be dangerous as the work is hard, and those who toil there are eager to spend their small amounts of coin on whatever diversions they can find.

Heiropha City: Nestled in the heart of the Shattered Hills, a small range of naked stone mounts jutting south from the Shield Mountains, stands Heiropha City. The most populated settlement in the land, it is home to some 5,000 people huddled behind its high walls. A narrow switchback track climbs the hillside upon which the settlement is built until it reaches the yawning mouth of the main gate, flanked by turret towers and topped by a short stretch of battlements patrolled by spear-wielding guards. From the main gate, walls and terrain features encircle a cramped city, threaded by narrow streets, some so much so that a grown human has to turn sideways just to get down them. Stone drawn from the quarries below the city can be found in the building bricks, shingles, and even the cobbles paving the streets.

Established as a mining colony generations ago, most of the silver, copper, tin, and lead mines have long since played out, leaving the city sitting atop an abandoned network of tunnels that descend, in some places, up to a mile below the earth's surface. These tunnels offer a myriad of surreptitious ways in and out of the city, one of which enabled the usurper Lucian and his family to escape the orc assault during the civil war. Smugglers now use these tunnels to move their goods in order to avoid the exorbitant tariffs imposed by the city's government. Unfortunately, the shadowy things that also make their homes in the deep dark often exact their own tax for passage, one paid in blood and death.

Notable locations in the city include Spearpoint Castle, the seat of the Heirophan regent; the One Hundred Monument, commemorating the city's defenders slain by the orc invaders; and Pattenby Hall, the offices used by the Pick and Axe Guild.

Sharpstone: Charged with watching the Umessi border in the east, Sharpstone Castle and the wretched village surrounding it have deterred invaders long before the arrival of the Kalasans. Built over one thousand years ago, the castle has seen better days and much of it has fallen into ruin, leaving just one tower and the keep intact. Lord Henri rules the place and uses the twenty soldiers under his command to enforce his will on the peasants who rent their farmlands from him. Like most places in Heiropha, the village's buildings are built out of stone, but most of them incorporate materials thieved from the crumbling castle. Sharpstone's people tend to be guarded and unpleasant, made bitter by the rough lives afforded to them.

Lake Sheen: Not far from Heiropha City one finds Lake Sheen, a large lake named for the strange oil slick drifting on its surface and collecting along its shores. Despite its unwholesome character, the lake supplies water to the surrounding countryside and the poor farmers and homesteaders who live there. Locals believe the water can cure any ill and its bad taste simply means it's doing its job.

Abbey of Saint Reeve: Once an Edene castle, the Cult of the New God appropriated the ancient stronghold for use as an abbey and monastery. Here, fifty or so monks pass their days in silence, brewing beer, praying, and tending their gardens. The monks all wear heavy brown robes regardless of the season and tonsure their heads. The abbey is notorious for a strange madness that sometimes afflicts the monks, turning them into wild and bloodthirsty monsters who usually wind up dead by their own hands. The Cult authorities have investigated these happenings and believe the insane outbreaks result from long-buried evil beneath the abbey.

Western Cataracts: A series of waterfalls and fast-flowing rivers marks the western border of the Holy Kingdom. Fed by snowmelt coming off the Shield Mountains, the Western Cataracts are difficult to traverse, forcing travelers to head almost one hundred miles south to find a ford. Still, the Cataracts and surrounding countryside teem with salmon, bears, deer, and other wildlife, making the area important to local communities. Old stone arches, unusual statues, and artifacts found in the waters and in the earth suggest the place has been important since the time of the faeries.

High Road: The people of High Road have always attributed their good fortune to their continued devotion to the gods of the Old Faith. A community of shepherds, the people live in small cave-like dwellings dug into the sides of the hill. Steep staircases wind up and down the hillsides, offering a way up to a ring of monoliths crowning the hill, where the people gather for religious rites to honor the old gods, and down to the road from which the town takes its name. Although the town has few fortifications, its remoteness and the difficulty in reaching it has allowed the people to escape the turmoil in Heiropa relatively unscathed.

High Road would be unremarkable but for what is believed to be the favor of the old gods. Disease rarely afflicts High Roaders, their meager gardens always produce enough food to sustain the small population, and the sheep they raise produce some of the finest wool in the land. People here want for nothing and enjoy long lifespans free from the ailments and afflictions brought on by old age. In fact, the town elder is said to have just seen his 300th birthday.

The Heirophans

Humans make up the majority of Heiropa's population. Most claim descent from the Amri tribes, one of the many groups that made up the First People. The Amri settled the highlands after making their way through the Shield Mountains from what is now known as the Northern Reach. The region takes its name from the greatest of their heroes, Heirophon, who led the Amri south, confronted Gorgogol the troll king in the Vale of Sighs, slaying him in single combat at the cost of his own life. His likeness can still be found on the copper pennies minted in Heiropa City.

Although the Edene swept through these lands, they had little luck or any real desire in assimilating or settling them, due to their punishing landscape, and thus the Heirophans were left with a measure of independence, provided they paid tribute to the God-Queen. Relative isolation from the Edene and successive conquerors left the Amri bloodlines largely intact, such that most Heirophans have light brown skin and dark eyes. Only in the south, where the land becomes more forgiving have the indigenous people mingled with others and thus have a more varied appearance.

For many decades after the civil war, orcs were the second most numerous people in Heiropa. Elements of the infamous orc legion sent in by the Empire to restore order were left there as a garrison, and given leave to enforce the rule of law by whatever means they saw fit to use. The Heirophans tolerated their presence for centuries, though many disappearances and mysterious deaths among the orcs dogged their occupation, inevitably resulting in disproportionate retaliatory executions and curbed civil liberties. In the weeks following the orc uprising and the Empire's collapse, pent-up resentment and hatred for the occupying orcs boiled over, resulting in a massive riot that nearly wiped out the garrison. With no reinforcements coming from the capital, the few surviving orcs simply abandoned their posts, heading toward the free cities, Caecras, the Northern Reach, or the lands beyond.

The lucrative copper mines have drawn many dwarfs out of the Shield Mountains to settle in the south, where their expertise has helped them to out-produce the human miners, putting many of the humans out of work—though not without a considerable amount of resentment and some violence. Members of other ancestries can sometimes



be found in these lands as well, though in far smaller numbers.

Heiroptha's main exports include wool, livestock, and, of course, copper, tin, and other metals. The rocky countryside makes for poor farming and so the land imports grains and produce from Umess. Raising sheep, llamas, and alpacas, Heiropthans make most of their clothing from wool. Common Heiropthan dress includes a woolen smock dyed in bright colors, trousers or skirt, and soft shoes. People accent their dress with bronze rings, bracelets, and necklaces. People of both genders wear studs or hoops in their ears, but they make few other permanent changes to their bodies. Warriors and hunters wear bronze bracers at their wrists to signify their having undergone the rites of passage.

Amri remained the native tongue for years, but it died out in all but the most isolated parts of Heiroptha to be replaced by Edene. Trade demands required many people to learn the Common Tongue as well, but fluency in that language is more common in the south than it is in the north. Common phrases include "The Queen Watches," which is used as an oath, "a nose for copper," which indicates a person of means, and the insults "Empiremade" and "thronekisser" refer to orcs and anyone who collaborates with enemies, respectively.

Finally, Heiropthans have resisted efforts by the Cult of the New God to convert them from the Old Faith and the people here remain devoted to the old gods, specifically the Queen of Summer, who is the patron goddess of these lands. Nearly every town and settlement has an attendant priest of the Old Faith who looks after the people, both physically and spiritually. In places where New God missionaries have striven to make converts, the locals have simply added the New God to the Old Faith's pantheon, calling him Phobon, the Dawn Lord. Since the Cult believes the New God must not be named, it considers any worship of Phobon to be heretical.

Melisia

The lands south of the Singing River belong to Melisia. A landscape of rolling hills and thick forests, it stands in stark contrast to the austere highlands of Heiroptha to the north. Old roads crisscross these lands, connecting the innumerable towns and villages scattered across the countryside, each built amongst ruins going back to the time of the original Edene conquerors. A land with one foot in the past, history's remnants offer a reminder of what these lands have lost.

Although mindful of their history, Melisinians scavenged the ruins for the building materials they needed to construct their homes and communities. Thus nearly all towns rise from the rubble of what came before. Structures might incorporate unusual architectural elements, such that one wall of a house might feature ancient bas-reliefs and frescoes depicting long-forgotten people and events, while the rest of the building might be made from plain stone and timber. Another home might have a cellar made from an old bathing chamber, while another still could be situated in the base of an ancient tower.

A land rich in resources, with a temperate climate and an easy geography compared to its neighbors, Melisinia is the wealthiest region in Old Edene. It has made its fortunes by trading the goods it produces, such as timber, textiles, furniture, and luxury items like books and jewelry, all of which it markets within Old Edene and exports into the Confederacy and beyond. Edene City, the capital of Old Edene, is located within Melisinia, and this, combined with the region's wealth, has ensured the region's dominance since the Empire established the province.

Crossroads of Old Edene

Melisinia boasts the highest population and the greatest riches of Old Edene's three lands, and the region draws travelers from all across the Empire. The influx of wealth has allowed the region to thrive and outpace its neighbors in terms of development. So, while much of the land features ancient architecture, it is a thoroughly modern place with all the amenities one might expect from one of the most advanced and civilized provinces of the Empire.

Edene City: Easily the most famous landmark in Old Edene, Edene City has been the provincial capital since the founding and has been the seat of power for the Melisinian regents going back all the way to the time of the original Edene conquest. Originally called Capertus, the city's great age is obvious in the crumbling architecture and abundant ruins, structures the city leaders have been unable or unwilling to maintain. Although largely uninhabitable, these places remind the people of their history and the glory of the Edene who had conquered these lands.

About 20,000 people crowd the city with another 40,000 spread through the nearby towns and villages dotting the surrounding hills. The city claims eight hills, the crowns of each bristling with keeps, towers, and walled estates. The highest hill, Heaven's Mount, however, bears just one structure: the ancient Hall of the Gods, the Old Faith's holiest site. Legend holds it was here that the gods of old first revealed themselves to mankind and gave them the gifts of knowledge and wisdom. Despite its importance to the religion, the Hall too shows signs of neglect, with idols weathered by the elements, its tall fluted columns toppled, and the roof of the structure having collapsed years ago. Still, the leaders of the faith converge on this site once every thirteen years to offer sacrifices of animals and grains to the old gods, just as they have for thousands of years.

Edene City's swelling population forced the city to expand many times over the years as marked by the three sets of outer walls ringing the city, more or less following the triangular pattern of the inner walls. Behind them, moving out from the Old City are New City, the Bottoms, and Broken Ground, this last being the most recent area enclosed by walls, a public works project that nearly bankrupted the city fifty years ago.

Although home to the Hall of the Gods, the royal palace, and several other governmental structures, the Old City shows the most neglect, with nearly all buildings in some kind of extensive disrepair. Most of the streets are buckled or missing large sections of cobblestones, making it difficult to get from place to place. Scaffolding covers the exteriors of many buildings, but little progress has been made

in restoring the Old City to its former splendor, mostly because it has been eclipsed by the growth of New City.

New City, which is at least six hundred years old, is much the same as the Old City, but houses the Edene City's wealthiest citizens, most of whom are nobles of some rank, merchants, and guild leaders. Businesses here cater to the rich and include cafes, tailors, clubs, goldsmiths, and jewelers.

The Bottoms and Broken Ground belong to the lower classes, who live in long row-houses that make canyons of the streets. Industries include textiles, for which Old Edene is best known, supported by a full range of other business, most of which are run by the guilds. Poor by the standards of the New City, people here live well and usually have enough food to eat and water to drink, and shelter can be had at very reasonable prices.

The poor state of the streets requires most people get around the city by foot or, if they can afford it, by palanquin. People crowd the streets throughout the day and early evening, making it difficult to get anywhere fast. The constables, all of whom wear tall, green hats, patrol the more prosperous areas, while brute squads of mercenaries are sometimes tasked with restoring order to dangerous neighborhoods.

Stonewood: Melisia boasts extensive woodlands, but none of the forests compare to the Stonewood, a large petrified forest eighty miles southeast of Edene City. A haunted, desolate place, most people believe it to be cursed and thus avoid it. People familiar with the forest warn travelers to never take anything from it since a few stories claim that people who carried off pieces of the wood were themselves turned to stone. There is some truth to these rumors as outbreaks of Gorgon's Kiss (see the *Fever Dreams* supplement) commonly afflict people who live on the outskirts.

Ajal Spires: Not far from the Umessi border stand three flat-topped towers of lavender stone known as the Ajal Spires, home to a cabal of powerful wizards. Exiles from Lij, the City of Magic, they avoid entangling themselves in the province's affairs of state, though they sometimes send councilors to advise the queen in Edene City. Their constant use of a potent elixir, whose purpose and ingredients are known only to themselves, leaves their lips and fingers permanently stained black.

The Spires open their doors to apprentices once every three years. Candidates come from all over Old Edene to undergo a battery of tests to gauge talent, intelligence, and resolve. The wizards accept only the best three at a time, though passed-over candidates are welcome to try again during the next choosing. Students who complete the training, which lasts a period of three years, either stay at the Spires to further their studies into deeper mysteries, or go forth to find their own way in the world.

Backdoor: Most of Old Edene's financial woes largely stem from its inability to collect tariffs on goods coming into the kingdom. Smugglers move goods from the Nine Cities into Old Edene through a route called the Hidden Road, which begins at the town of Backdoor. The Hidden Road is not a literal road, but rather a series of paths and game trails that wind through the countryside, bypassing toll stations and patrols. By paying off tax collectors, the smugglers get their products in for prices far lower than the price for goods made in the kingdom.

Backdoor looks like an ordinary town, being home to a few hundred people, but everyone living there works with the smugglers and helps to hide their activities. Allous Maggley, the mayor, made his fortune in the local business and knows just about everyone moving goods illegally into Old Edene. Although he's retired from smuggling, he still takes a cut from everyone passing through Backdoor. In exchange, his people provide smugglers with false papers, offer storage in the caves riddling the ground below Backdoor, and help in ensuring that officials from the capital keep looking the other way.



The Knurled Wood: A crescent-shaped band of forest cuts across the southeastern edge of Melisinia and it is here, amidst a dense forest of gnarled oak trees, the druid Reila lives and guards the lands against nature's enemies. Reila studied under her master Yogden for a decade and took over his duties when he died last year. Where Yogden watched over the land and rarely interfered with the peoples who lived on the wood's borders, Reila has shown herself to be more aggressive and less tolerant. She has forbidden the cutting of any tree in her domain or the poaching of any animal under her protection. The few people to test the new druid's will were soon found dead, their bodies torn apart and covered with strange growth. Now, these locals fear the druid and have made official complaints to the queen, though she has yet to decide what to do about the new guardian.

Hasternash: During the civil war, a small army of mercenaries from Dis, the City of Chains, came across the border and marched on Hasternash, the second largest city in Melisinia at the time. The siege lasted a few months and resulted in over half the population starving before the defenders finally surrendered. The mercenaries sacked the city, butchering many, and hauling off the rest to Dis to be sold as slaves.

Hasternash lays burnt, abandoned, crumbling, and rotting under the weight of centuries of overgrowth. People have tried to reclaim the ruins, but problems always thwart their efforts. Outbreaks of disease, strange monsters, weeks of unending storms, bandits, thieves, and other perils drive out settlers before too long. So, Hasternash remains, more or less, as it was when it was destroyed. People still come to the city in search of treasure. While some find themselves rewarded for their efforts in digging deep into the ruins, most encounter danger and death. Restless spirits of the dead stalk the streets as phantoms, poltergeists, or worse, while bizarre monsters stalk through the ruins, springing out from the darkness to take their victims unaware.

Five Towns: In a long valley between a range of low hills near the border shared with the Holy Kingdom, the vineyards of Five Towns produce some of the finest

wines in all of Rûl, vintages prized throughout the continent. While each of the five towns specializes in particular varietals, all of the communities cooperate in making sure the wines they produce are unparalleled in excellence, and thus remain famous all over the continent among the best of the best. So closely do the people of Five Towns work together, they function more as one large, sprawling city than they do a collection of smaller communities, and governance of the group falls to a council of elders drawn from each town.

Thanks to status as an economic powerhouse, Five Towns influences Melisinian politics and every monarch to rule Old Edene has courted the council of elders to gain their support for whatever agenda they pursue. Queen Drusella is no different from her predecessors and travels here several times each year to consult with their leaders as a show of goodwill. Now, more than ever, she believes it is necessary to maintain good relations with the powerful vintners to help keep the transition from province to independent nation a peaceful and painless process. Of course, her regular trips expose her to danger as the roads between Edene City and Five Towns are anything but safe, and her advisors constantly worry that not even the company of veteran knights who make up her entourage will be enough to deter dedicated assassins in a time even more fraught with danger than usual.

The Melisinians

The lands of Melisia once belonged to the Erathan peoples, a militaristic tribal group of the First People who spread across the continent's heartland and divided up the lands into numerous, petty kingdoms before the Edene swept in and conquered them. Although control of the lands switched hands many times over the centuries, bringing in new peoples who mingled with the indigenous folk, many Melisinian humans show their Erathan heritage in their fair complexions and light eyes. However, unions between the indigenous peoples and Edene, Amri, Kalasan, and others mean that most people have no uniform appearance.

Melisinian commoners favor loose garments to help them contend with the warmer climate. Lightweight robes of Umessi and Low Country cotton are quite common among members of all social classes, though women of the upper classes might wear tight-fitting dresses with low-cut necklines in keeping with the latest fashion trends of the Nine Cities. Common people wear drab clothing in browns, whites, and tans, while well-off citizens favor brighter colors and can be found in red, orange, green, and blue robes and dresses. As with elsewhere in Old Edene, people accent their clothing with jewelry, but prefer silver to the copper and bronze of Heiroptha.

Soldiers wear mail over their robes and high helmets with feathered plumes sticking out from the top, and carry shields, long spears, and short swords. Knights wear and carry similar arms, though they incorporate metal plates in their panoplies and display their family colors on their shields.

Despite its cosmopolitan nature, few members of other ancestries live in Melisia. Here and there, one can find enclaves of halflings, most of whom migrated from Low Country in recent months to get away of the expected conflict between the orcs and their neighbors. Dwarfs live here too, but in small family groups. Other folk might be found here, but most are travelers, immigrants, or exiles.

All Melisinians speak the Common Tongue, though the dialect, influenced by Edene, makes it sometimes difficult for outsiders to understand. In addition, Kalasan remains a popular language and members of the upper classes use it instead of the Common Tongue to communicate with each other. Rural peoples, especially those living in the east, speak Edene and nothing else.

Since Old Edene's regents have since come from the Melisinian line, the region's population has come to see itself as Edene first and Melisinian second, if they see themselves as such at all. Many people feel the time has come to dissolve the regional distinctions dividing the country and become a single nation of unified people. They resent the Heirophans' stubborn independence and their refusal to set aside old grudges, seeing them as the great obstacle toward unifying the lands. Some Melisinians argue that if the Heirophans want to be on their own so bad, maybe Old Edene should let just them go.

Although Melisinians have deep roots in the Old Faith, proximity to the Holy Kingdom has allowed the Cult of the New God to gain a solid foothold in the land and make converts of its people. About half of the people, specifically those living in the cities, follow the New God and see themselves as good Astridians. Rural communities still venerate the old gods and tend to be suspicious of the upstart new faith.

Melisinians largely see themselves as the heirs of the Edene, adopting many customs and festivals of their namesake people. Statues of the God-Queen Umessa stand in town squares, while feast days honor the great Edene heroes from the conquest. Alberdon's Day, for example, commemorates a famous hero of the same name who was granted these lands by Umessa herself. Heroes' Week, which falls in midsummer, sees all work end as the people indulge themselves in food, drink, dancing, and other hedonistic exploits to honor the seven brave warriors who gave their lives to stall the elf lord Ilenfar's flight so that Umessa could face him in battle.

Umessa

The long-suffering lands of Umessa witnessed two invasions from beyond the continent, having fallen first to the Edene and later to the Kalasans, both of whom made landfall on the shores of Crescent Bay. The devastation inflicted by these invasions, compounded with frequent plagues that spawn in the eastern wetlands, have stunted the region's development, keeping it locked in an older, less-efficient way of doing things. Considered the backwater of Old Edene, the neighboring regions exploit the lands' poverty by ransacking it of grains, vegetables, and livestock.

Umessa claims the lands east of Heirophana and Melisinia. A lowland dotted with scores of lakes and ponds, crisscrossed by numerous rivers and streams, much of the territory is used for growing wheat and barley in the west and rice in the east. As one moves toward the ocean, the ground becomes sodden and marshy until it reaches a thick band of swamps extending all the way to Crescent Bay. The Freehold of Nar sits on Umessa's border, as well as the looming shadow of the Shield. To the south, the ground climbs until it reaches the Confederacy of the Nine Cities' border and Azûl, the City of Death, beyond.

Focused almost entirely on agriculture, Umessa lacks the amenities found elsewhere in Old Edene. The roads tend to be muddy tracks and settlements are usually wretched hamlets of wattle and daub shacks that barely shelter the poor peasants who spend their lives engaged in backbreaking labor to grow the crops upon which the entire kingdom depends. Here and there castles built in olden times rise above the squalor and give shelter to the inbred and decadent nobles whose lines have ruled over the territory for more generations than any can remember.

A land of curling mist, heavy rain, sucking mud, and soul-crushing poverty, Umessa stands in stark contrast to its neighbors. But if the Umessi resent the good fortune of their neighbor Heirophans and Melisinians, they make no move to improve their lots. After all, if the present way of life for the Umessi was good enough for their ancestors, who are they to make a change?

Feudal Lands

Despite advances in government and social reform elsewhere in the Empire, Umess remains locked in a feudal system where the noble families own all the land, leasing plots to the peasants, who serve as tenant farmers giving over a portion of what they grow to their lords and ladies. A dozen families divided Umess into baronies in its heyday, each granted their holdings from the God-Queen as a reward for their valiant efforts in the conquest. At one time, all of the families owed loyalty to a king installed on Umess's throne by the God-Queen, and later a grand duke who was appointed as regent by the queen of Old Edene. Of these original families, only six remain, the others having succumbed to mishap, plague, or war, and no duke has ruled Umess since the civil war. Neither merit nor competence keeps these noble families in power; centuries of custom and routine keep the peasants in their places.

Killenton

The Barony of Killenton controls a narrow band of territory marking Umess's western border. Here, Melisia's influence can be easily observed as the peasants living here do so under much better conditions than elsewhere in the region, living longer and producing more. The barony's economy depends on agriculture, growing wheat and barley that it sells to the rest of Old Edene for prices lower than that asked by Low Country. The barony also profits from its toll roads, where collectors exact a price per foot for anyone traveling along the main roadways. This practice ensures Killenton gets a cut from goods leaving Umess for lands elsewhere.

Castle Killenton rises from a low hill on Umess's western edge and overlooks a crowded town and a large ring of surrounding grain fields. By comparison to the rest of Umess, the castle is in good repair, with high stone walls, six turrets, and a fortified keep standing at the center of the inner bailey. Banners showing Killenton's colors, red and black, hang from its walls, while guards, in matching livery, patrol the stronghold and the outside community.

Baron Erasmus presides over the Killenton family, consisting of his wife, Lucretia, and three adult children. Rumors have dogged the family for generations, claiming they are demon-worshippers, practitioners of black magic, and cannibals. It is generally believed that these stories are untrue, spread by rival families who wish to see them taken down a notch. Still, the tales have persisted over the years, and to quash them, Erasmus has declared them to be sedition, punishable by the removal of one's tongue. While this practice ensures no one speaks openly about the noble family, it does little to alleviate the peoples' doubts about their nature. Unfortunately for the Killentons, the stories have attracted attention from the Inquisition and only by paying exorbitant bribes has the baron so far managed to escape trouble with the Cult of the New God.

Azora

Where the swampland gives way to the waters of the Crescent Bay, one finds the Barony of Azora. An old family who takes great pride in their Edene heritage, they claim their house's founder was the first off the Edene's ships, slaying a dozen Erathans in his first hour on the shore. From him the entire line has descended, and though many, many generations have passed, the Azora family remains every bit as bloodthirsty and violent as their progenitor.

Baroness Emilia Azora, called the Red Baroness by her people, has ruled over her lands for fifty years from a castle perched atop a cliff overlooking the bay, showing

no sign of handing over the crown any time soon. A mirthless woman, she earned her moniker by personally carrying out two hundred executions of rebels, agitators, spies, murderers, and other criminals. Her methods of execution vary, though she prefers to hold them as public displays to keep her people afraid and obedient. Despite her fearsome reputation, she is not a sadist so much as a firm believer in the principle that, when it comes to exercising power, it is better to be feared than loved.

The Baroness's grandson, Arnus, stands next in line to inherit the throne. Like his grandmother, he has a reputation for viciousness, but unlike her, his actions are motivated not by pragmatism but by dark desires. He loves to both inflict pain and have pain inflicted upon him, spending considerable coin on both feeding his bizarre appetites and keeping them secret from his grandmother. Still, many nobles whisper and gossip about his deviant behavior and if these stories have not yet reached the baroness's ears, it's simply a matter of time.

The barony's position on the coast sees much of its people working as fishers, plying their trade on the waters of the bay. Most common folk find life difficult, fraught with hunger, sickness, and scarcity. Others might find work catering to the sailors who come to the barony's main port, Azorton, where there's always an appetite for whores, rotgut, and other diversions, while the ships from the Kingdom of Sails, Nar, the Pirate Isles, and elsewhere might take on locals—sometimes as volunteers or by virtue of the occasional press gangs—to work as rowers and sailors.

Canterfell

The sodden south belongs to the Barony of Canterfell. An old family, inbred, paranoid, and suspicious of outsiders, they rarely emerge from their crumbling castle, entrusting the management of the peasants to the twenty or so knights who have sworn oaths of service and loyalty to the family. These knights, having come from the ranks of the sycophants and hangers-on clogging the baronial court, line their purses with coin skimmed from taxes and other revenues given to the ruling family. The Canterfells, mad and consumed by delusions of grandeur, live in an impoverished state little better than the people they rule, their ancestral home literally falling to pieces around them.

Canterfell's wretched peasants grow rice in the boggy countryside and much of what they grow is shipped off to Melisia and elsewhere. Outbreaks of blood lung (see *Fever Dreams*) occur once every few years, which keeps the population in check. Entire communities have sometimes been wiped out, leaving empty towns to rot in the damp countryside. As if disease were not bad enough, Canterfell lacks the soldiers or political will to patrol its holdings. Bandits, many of whom were peasants unhappy with their lot, haunt the soggy countryside and cause great trouble for the knights who rule in the baron's name.

Ishteren

Olive groves and open plains define much of the Ishteren territory, and on those plains race some of the finest horses known to the Empire. The Barony of Ishteren lost a generation during the civil war and the plagues that followed, and the people never fully recovered. Ishteren remains an important part of Umess, though, and demand for its olives, fast steeds, and grains keep the barony's coffers full.

Ummidia, the current baroness, inherited her title a few years before Drusella came to power. Before then, she was one of the young queen's constant companions, growing up with her in Edene City. Only when her father passed did she return to Umess and take up the mantle of her office. Having lived much of her life in

Melisia, Ummidia has a softer view of Old Edene compared to her peers in Umess. She has begun taking steps to ease the suffering of the peasants by giving them greater freedoms and the ability to purchase the lands they lease.

Ishteren's liberal policies have earned the barony scorn from its neighbors, specifically Killenton and Ostren, who see the barony's reforms as a threat: the last thing either needs is a peasant revolt. Killenton has recently closed its eastern border to Ishteren, turning away its merchants and drovers, forcing them to take dangerous routes up through Heiroptha to trade goods with Melisia. Ostren, through intermediaries, has been hiring Heiropthan mercenaries to raid Ishteren settlements and ambush travelers. The growing tensions, many believe, will only be solved by war, one that Ishteren likely cannot win against the other two baronies. Killenton and Ostren have yet to move openly against Ishteren, because they fear that doing so would provoke Queen Drusella to come to Ummidia's aid. But as the queen's attention is now occupied with securing Old Edene's independence, the barons might decide the time has come for them to put a bloody end to the baroness's dangerous reforms.

Ostren

The Barony of Ostren, called Lake Country and the Middle Lands, stands between Ishteren in the west and wretched Glouscet to the east. A poor but striking land filled with lakes and crisscrossed by rivers, the people grow rice, raise pigs, and cut thatch. Castle Ostren sits on a hill that overlooks Bright Waters, the largest lake in the region. The castle stands in stark contrast to the desperate poverty of its people, very much a fairy-tale castle of white stone, tall spires, and towering walls. There, Baron Drenden Ostren enjoys all the luxury his position affords, surrounding himself

with beautiful things and people, rarely emerging from behind his walls to lay eyes upon the filth and squalor in which his people are mired.



The poorest and most backward of the baronies, Glouscet has stood on the precipice of disaster for nearly a century. A land of trackless swamps populated by inbred and strange peoples, the barony has little to offer and thus slides deeper and deeper into debt and poverty. And there is also the matter of the hideous lizardmen who seem to be proliferating in the deepest recesses of the swamps, emerging every so often in increasing numbers to wreak havoc upon an already miserable populace (see *Foulest Reptiles* for new and nasty variants on the lizardmen described in *Shadow*).

In previous decades, Azora has propped up the barony, primarily to keep its freakish people and creatures contained and in check within their own horrid land. But the Red Baroness's patience has worn thin of late, and she has been less willing to throw more gold into the effort to preserve Glouscet, given the current baron's vile predilections and his apparent lack of interest or concern in the danger his barony faces.

Despicable hardly describes Baron Umfry Glouscet. A man of unwholesome appetites, and utterly insane, he reclines in the rotting finery of his castle, feasting on the flesh of lizardmen and coupling with whatever he can, often in plain view of his attendants and courtiers. Stick thin, with a mop of thinning black hair on his head, sores dot his skin and ring a stinking mouth filled with ruined teeth and a scabrous tongue.

The last of his line, Glouscet has no living descendants; he tended to strangle his children and spouses when they displeases him, and now the wreckage of his genitalia can no longer seed a womb. Instead, he chooses his heirs from among the peasantry, keeping them in cages hanging over his head so their excretions can paint his head and shoulders while he conducts the business of statecraft.

The Umessi

Umess's human population largely descends from the mingling of the Edene conquerors, Erathans, and Amri natives, thus giving them a mixed and diverse appearance. Nobles tend to be of Edene extraction, being somewhat short with dark hair and olive complexions, while the peasants might show any appearance and coloration. The nobility sees themselves as the true heirs to the ancient Edene Empire and, while nominally loyal to the Old Edene crown, feel it should pass to one of their number since they can all trace their family lines back to the greatest heroes of the conquest. The peasants, however, rarely reflect on their national identity, caring little whether they should consider themselves Old Edene, Umessi, or whatever.

Poverty grips the vast majority of the peasant class and most wear rags, smocks, or patched clothing scavenged from the dead. These people have little and it shows in their poor health and crude belongings. Nobles usually display all the benefits of their station with fine clothing, excessive jewelry, perfectly coiffed hair, and the white paint they use to decorate their faces. Knights, courtiers, and other people in service to the barons wear their masters' colors as tabards, decorations on their shields, and in the banners they fly.

Peasants speak Edene and few know the Common Tongue. Speech tends to be simple and filled with local colloquialisms, with misuses, malapropos, and mispronunciations being quite common. In the baronial courts, one can hear the Common Tongue, High Archaic, but, even there, Edene is dominant.

The barons use religion to secure even greater control over their peasants, but they have outlawed the Cult of the New God, finding that religion too dangerous to permit in their lands. Instead, priests of the Old Faith tend to the people and their needs,

blessing the land to encourage crops to grow, caring for sick livestock, and generally striving to help keep the peasants alive so they can work. Many priests of the Old Faith object to the barons' treatment of their people, but find trouble if they voice their concerns too loudly.

In addition to the Old Faith, witchcraft has many devotees in Umess and its practitioners involve themselves with protecting the land and the people living on it. The nobility dislikes witches, seeing them as a subversive element that should be stamped out. Many witches, and non-witches believed to be practitioners, have been publicly executed "to cleanse the land of their taint."

Despite the presence of the other religions, most peasants keep their local customs and worship their own unique deities, usually small gods whose existence comes from superstition and myth. Figures such as Oziod the Unborn, the Mother of Fire, and Shogroth the Ancient reflect the often sinister nature of these figures, and many demand lurid rites to be performed in their names, usually including the sacrifices of animals, children, and outsiders. The barons rarely crack down on the worship of these local gods, seeing little threat in them for any encouragement for the peasants to question the current order. So long as the barons receive what is owed them, and not a penny less, the peasants can believe in whatever they want, and even sacrifice their own if they like.

Old Nation, New Nation

Having declared its independence from the crumbling Empire, Old Edene looks to the future to find its place in the continent's changing political landscape. The kingdom has always maintained good relations with the Confederacy of Nine Cities, with strong trading relationships established with most of the various city-states, despite the many smugglers operating out of the Confederacy who illegally siphon off a not-small share of potential tax revenue otherwise bound for the kingdom's coffers. Old Edene also counts the Freehold of Nar and the Kingdom of Sails as its allies, and Edene diplomats have begun working to secure military aid from both in the event of an orc invasion.

Even as war looms on the horizon, Old Edene's people know the Holy Kingdom stands between them and Drudge's orcs. An unfortunate position for the Matriarch and Queen Moira, perhaps, but even so Queen Drusella has felt compelled to make overtures to thaw out the frosty relations between the two states. Old Edene cannot allow the Holy Kingdom to fall to orc invaders, and so the two nations have begun to discuss establishing a formal alliance in which Old Edene would send supplies and troops to bolster the Holy Kingdom's defenders, as well as relaxing prohibitions against missionary work by the Cult of the New God outside of Edene City.

Even though the people have largely supported Old Edene's move toward independence, the queen's critics have gained ground citing the nation's economic woes and deep fissures between the three lands that will likely worsen as pressure grows. The Naysayers, a group of nobles in Melisinia, argue that Old Edene should send envoys to Caecras and make peace, even if it means returning to the Empire, to head off any possible invasion. Old Edene, they argue, is bound by ancient oaths of fealty to the Alabaster Throne and whomever sits upon it. Breaking faith with Caecras invites retribution from the new emperor, an orc whose actions no one can predict, and any conflict with the larger and deadlier force of orc legions would likely leave the new nation in ruins.

Their opponents, the Loyalists, counter the Naysayers by declaring that the death of the last emperor rendered any oaths null and void, and that to kneel before the rightful emperor's murderer would make Old Edene complicit in the crime. The

only path forward is to remove the usurper from power and either dissolve the Empire or place a suitable heir on the Alabaster Throne.

Even as arguments for and against independence rage in Edene City, certain Heirophans see a chance to regain their freedom from what they see as a failed state. Agitators conspire and move about Heirophia, beseeching the people to rise up and reclaim their nation from the tyrants, to become free once more as their founder, Heirophon intended.

Meanwhile, in Umess, the barons connive and conspire against each other as they have for centuries, seemingly oblivious to the Empire-rendering chaos swirling beyond Old Edene's borders, threatening to plunge their lands into conflict once again. Even now, having heard rumors out of the eastern lands, Drusella has dispatched envoys to the Umessi barons to get them to settle their differences in the face of even greater dangers facing all of Old Edene.

Drusella

Drusella never wanted the crown, and certainly did not want to give up the freedom and hedonistic lifestyle she enjoyed while her brother sat upon the throne. She came to power with great reluctance, and though she still chafes even now at the heavy burden of the responsibilities and expectations placed upon her, she has grown into her new role and has shown great talent for both statecraft and diplomacy. As boldly as she moved in separating her nation from the fallen Empire, she secretly fears she might have been too bold, too aggressive, and her actions might wind up costing her, and her people, everything.

A young woman now in her early-20s, Drusella spends nearly all her waking hours contemplating and fretting over the various troubles besetting Old Edene. She has little time for personal connections and finds her office a lonely one, even if advisors and servants surround her round the clock. Still, she perseveres, working hard to preserve her realm, all the while dreaming that one day, when all the troubles have passed, she will be able to pass on the crown to a distant relative and resume her once-carefree life.



Lucian

After his failed attempt to become king of an independent Heiroptha, Lucian and his family fled from the orc legions sent to restore order (see “The Civil War”). It was believed that they disappeared into the Confederacy, finding haven in the city of Dis. After the troubles were ended, no one ever heard from Lucian again, and most expected that he likely met his well-deserved end at the hands of an assassin.

Lately, though, rumors have reached Edene City that one of his descendants, also named Lucian, has begun to make noise about returning to reclaim his birthright. It’s said he has been amassing an army of slave soldiers with the intent of returning to set himself not just upon the ducal throne of Heiroptha, but upon that of Old Edene itself. Drusella has dispatched spies to Dis and other cities in the Confederacy to ascertain the truth of these rumors, while also pressing representatives of the city-states in her court for more information about this man. Thus far, she has learned only that there is in fact someone calling himself Lucian who may very well have acquired the wherewithal to pose a serious threat to the nation’s already fragile stability.

LUCIAN

DIFFICULTY 500

Size 1 horrifying undead

Perception 16 (+6); darksight

Defense 20; **Health** 150; **Insanity** —; **Corruption** 7

Strength 15 (+5), **Agility** 16 (+6), **Intellect** 14 (+4), **Will** 17 (+7)

Speed 14

Immune damage from cold, disease, poison; gaining Insanity; asleep, diseased, fatigued, immobilized, poisoned, slowed

Resilience Lucian takes half damage from weapons.

Celestial Vulnerability Lucian takes double damage from Celestial spells and makes challenge rolls to resist Celestial spells with 1 bane.

Pass for Human Lucian appears human until he takes damage or makes an attack roll, at which point his features contort to assume a monstrous appearance. He retains this appearance until he uses an action to resume his human appearance. While he appears human, he loses his horrifying trait.

ATTACK OPTIONS

Claws (melee) +6 with 3 boons (2d6 plus the target is grabbed on attack roll 20+)

Fangs (melee) +6 with 1 boon (3d6)

SPECIAL ACTIONS

Blood Drain Lucian makes a Strength attack roll against the Strength of one living creature of flesh and blood that he is grabbing. On a success, the target takes 3d6 damage and becomes fatigued until it completes a rest. Lucian heals the same amount of damage. If the target is already fatigued in this way, it must get a success on a Will challenge roll or also become charmed until it completes a rest.

Flowing Mist When Lucian takes damage, he can use a triggered action to turn his body into mist, fly up to his Speed, and then resume his normal form. While in mist form, he is immune to all damage, his movement does not trigger free attacks, and he can move through openings wide enough to permit the passage of air and through spaces occupied by other creatures.

MAGIC

Power 4

Enchantment *bewitch* (5), *presence* (5), *charm* (2), *compel* (2), *implant suggestion* (1), *allure* (1)

Death* *killing touch* (5), *life drain* (2), *poisonous breath* (2), *feast of souls* (1), *death fog* (1)

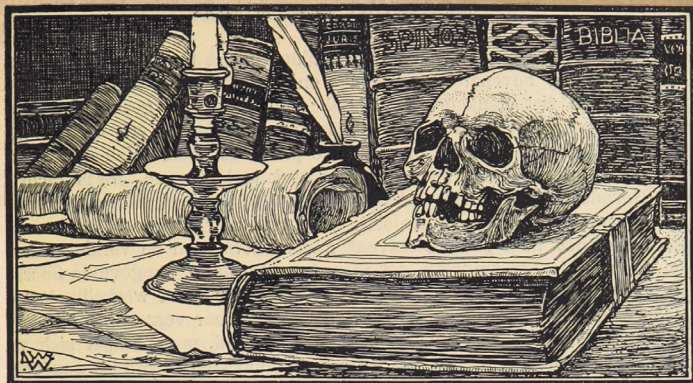
Shadow *wall of darkness* (5), *darkness* (2), *shadow stride* (2)

*See *Demon Lord's Companion*. If you don't have this book, replace the tradition with Necromancy and replace the spells with appropriate spells of the same ranks.

END OF THE ROUND

Burned by Sunlight Lucian takes 2d6 damage if he is in an area lit by sunlight.

Some of the rumors about this Lucian are true. He is, in fact, building an army of slave soldiers and mercenaries, using the vast fortune his family has amassed over the centuries to create a force strong enough to conquer Old Edene and hold it. However, he is



not one of Lucian's descendants—he is, in fact, the original Lucian himself. Shortly after arriving in Dis, he met a vampire lord, who convinced him to trade his wife and children in exchange for the gift of immortality. Now a vampire himself, he has spent the last five hundred years since the civil war quietly building a powerful mercantile empire, the fortunes of which he would use to wreak his vengeance. With Caecras in chaos, he believes there is nothing and no one who can stop him from retaking not only Heiroptha, but all of Old Edene—and perhaps many other lands beyond that.

Lucian appears much as he did in life, though his brown skin has assumed a gray pallor and his eyes gleam redly in the dark. He dresses in the finest clothes and surrounds himself with beautiful sycophants, upon which he also feeds. He has spent his time and fortune wisely, studying magic to both expand his power and command dark forces to aid him in his bid to conquer his former homeland—and his ambitions do not end there.

Adventures in Old Edene

Old Edene's precarious position and deep political conflicts make the region a perfect place in which to set adventures. Monsters stalk the windswept hills of Heiroptha, while lizardmen and strange things lurk in the wetlands of Umess. Corrupt nobles terrorize the peasants toiling on their lands, while factions and conspirators work in the shadows to overthrow their governments to achieve the freedom they believe was taken from them long ago. In Edene City itself, the threat of war brings out opportunists, schemers, and desperate folk who would twist the dire situation to their own ends. The new kingdom has troubles aplenty—and, of course, with them come opportunities for the skilled and talented to make their names and fortunes.

Adventures set in Old Edene should reflect the changing state of affairs and involve the characters in the political conflicts threatening to tear the nation apart. Ethnic and cultural divisions run strong here and the national fabric is held together by Drusella's sheer force of will, and those who support her. Any threat to the status quo could plunge the region into another terrible civil war or, worse, make the lands vulnerable to the enemies arrayed around it. While Old Edene courts the Holy Kingdom, the Matriarch would just as easily annex Old Edene as its own and dispense with its queen who holds no love for the Cult, in order to more easily bring the nation into the fold of the New God. And while the Confederacy has a strong trade relationship with Old Edene, the city-states would certainly not pass up any opportunity to carve out chunks of it for their own exploitation, should the situation within the kingdom deteriorate.



The players should feel the tension, witness the conflicts between the various peoples from different parts of the kingdom that sometimes blow up into deadly violence. Old Edene is a powder keg, with plenty of potential sparks within its borders and outside of them threatening to detonate it.

Consider using any of the following ideas to spark your adventures:

- Heirophan rebels seize a Melisinian garrison, holding a dozen soldiers hostage until the authorities release a few prisoners important to the Heirophan cause.
- En route to Five Towns, Queen Drusella's caravan is ambushed and the queen has gone missing.
- Emboldened by the better treatment of peasants in neighboring Ishteren, peasants rally around a charismatic leader who leads a revolt against Baron Killenton.
- Miners in the Copper Hills break through to a large chamber filled with strange creatures and alien relics. The monsters kill everyone and spread throughout the countryside, leaving a swathe of destruction in their wake.
- Lucian and his army of slave soldiers and mercenaries make landfall at the Crescent Bay and begin their invasion just as a large force of orc soldiers from Caecras breach the Holy Kingdom's western defenses and pour into its lands.
- Peasants in Umess uncover an ancient Edene relic. They fight over it until one wipes out the others. Armed with ancient and terrible magic, this poor woman becomes enslaved to its power, a living vessel used to restore the ancient God-Queen to life.
- Bodies start turning up in the streets of Edene City, each dying in a unique and horrific manner. Efforts to uncover the culprit stumble since there's nothing to connect the victims. As the constables scour the city, more people fall victim to the killer, causing panic and unrest as people suspect everyone around them of wanting them dead.
- A virulent strain of Blood Lung breaks out in Umess, wiping out peasants by the thousands. With no one to harvest the crops, they're left rotting in the fields and cause serious food shortages throughout the kingdom, let alone cutting off the aid Old Edene promised to the Holy Kingdom.

Edene Characters

Players can create characters from Old Edene using the normal rules found in *Shadow of the Demon Lord*. In addition to choosing Old Edene as their characters' homeland, players should also decide whether their character comes from Heirophia, Melisinia, or Umess. This decision can affect what options are available to the player.

Heirophan Characters

Characters from Heirophan might belong to any of the following ancestries: human, dwarf, or a faerie-themed ancestry such as changeling or faun. Other ancestries, while present, are far less common. In addition, characters from this region can swap out one profession for any of the following: herder, hunter, or miner. A player should roll a d6. On a roll of 3 or higher, the character speaks Erathan in addition to any other languages. Finally, characters from this region can use the following table in place of the background table provided for their ancestry.

Heirophan Backgrounds

d20	Background
1	You once spied an immortal stepping out from a stone archway. The experience shook you and left you with 1d3 Insanity.
2	You explored the Shield Mountains in the north and lived there among the dwarfs. Add Dwarfish to the list of languages you can speak.
3	You belong to a subversive group fighting for Heirophan's independence. Add agitator to your list of professions.
4	You killed a Melisinian for looking at you funny. Gain 1 Corruption.
5	You were kidnapped by faeries and forced to live in a strange kingdom for 1d6 years until you escaped.
6	If you're human, you descend from the Amri people and your ancestors settled these lands.
7	An ancestor of yours fought for Lucian during the civil war.
8	You were brutalized by orcs and have the scars to show for it.
9	You herded sheep in the hills. Add shepherd to your list of professions.
10	You earned a living working in your profession. Nothing significant happened to you.
11	You worked as a miner in the Copper Hills. Add miner to your list of professions.
12	You have a spouse and 1d6 – 1 children. Roll a d6. On an odd number, you have an unhappy marriage. On an even one, you have a happy one.
13	You were born here, but you haven't lived in Heirophan for most of your life. You speak one additional language of your choice.
14	You changed jobs a lot. Gain a random profession.
15	You helped defend your community from a rampaging monster.
16	Someone else took the blame and was executed for a crime you committed. Gain 1 Insanity and 1 Corruption.
17	After performing a great deed, you are a hero to your community.
18	You found something interesting. Start the game with one additional interesting thing.
19	You worked as a guard at Sharpstone. Start the game with a uniform and a spear.
20	You were born to a wealthy family in Heirophan City. Your starting lifestyle is rich if it's not higher than rich.

Melisinian Characters

A cosmopolitan land, players with characters from Melisinia can choose any ancestry from *Shadow* as well as other ancestries you permit for use in the game. A diverse population means any professions are suitable for this region. A player should also roll a d6 to determine if the character knows any additional languages. On a 3 or less, the character knows no extra languages; 4, the character speaks Edene; 5, the character speaks Kalasan; 6, the character speaks Edene and Kalasan.

Finally, characters from this region can use the following table in place of the background table provided for their ancestry.

Melisinian Backgrounds

d20	Background
1	You went to the Holy Kingdom to study theology. Add scholar of theology to your list of professions.
2	You were born to a merchant family. Start the game with 1d6 ss.
3	You lived in Edene City and know the place like the back of your hand.
4	You received an education. You can read the Common Tongue and speak an additional language of your choice.
5	You exposed a criminal plot, earning esteem from your community and enmity from the criminals.
6	Someone important owes you a favor.
7	You are a celebrity in your home community. Everyone knows your name.
8	You traveled Old Edene extensively. Add Edene to the list of languages you can speak, read, and write.
9	You spend 1d6 years as a prisoner in a dungeon.
10	You earned a living working in your profession. Nothing significant happened to you.
11	You fell in love. Roll a d6. On an odd number, the relationship ended; on an even number, it is still ongoing.
12	Your family fled from Umess and started new lives in Melisinia.
13	Your ancestors fought against Lucian and Heiropa in the civil war.
14	You got involved with a dreadful cult that left you with 1 Corruption for your trouble.
15	You witnessed a brutal crime. Gain 1d3 Insanity.
16	You were brought to Melisinia as a slave, purchased in Dis. You were given your freedom and enjoyed a comfortable life.
17	You lived by your wits and your willingness to break the law. Add a random criminal profession to your list of professions.
18	You came into money. Start the game with 1d6 cp.
19	You owe someone important a favor.
20	You met Queen Drusella and made an impression. Good or bad, your choice.

Umessi Characters

Ancestries other than human are unknown for the most part in Umess and thus all characters coming from this region should be human. Characters coming from the province should use the following table in place of the background table provided for their ancestry.

Umessi Backgrounds

d20	Background
1-19	You were born to peasants and lived a horrifying existence. Your starting lifestyle is poor if it's higher than poor and you add peasant to your list of professions. Roll a d20 to see what else happened to you.
1	You caught a frightful disease and almost died.
2	You are the bastard offspring of some noble.
3	You were beaten by a knight.
4	You nearly starved to death.
5	Everyone in your family died from disease.
6	You have terrible nightmares. Gain 1d3 Insanity.
7	You worshiped a small god that demands human sacrifice. Gain 1 Corruption.
8	Your hamlet burned down.
9	You watched as a sibling was carried off by lizardmen.
10	You were part of a peasant revolt that was brutally crushed.
11	Your parent was executed by a baron.
12	You were nearly trampled by a knight's horse.
13	You grew rice, cabbage, and potatoes.
14	You had a stomach parasite that you eventually pulled out of your nether regions.
15	You lost 1d3 toes and 1d3 fingers to misfortune.
16	You lost your last tooth 1d20 months ago.
17	You have an unseemly rash.
18	You got married, lost your wife to sickness, lost your son to brigands, and lost your daughter to a knight.
19	A strange being visited you and promised you would do great things.
20	A witch or a priest of the Old Faith saved your life.
20	You were born to wealth and luxury. You might be related to one of the barons, a knight, or someone else well-off. Start the game with 2d6 ss.

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