

**The Shattered Realms Cosmology Companion**  
**The Planes and Faerie**  
**Updated 1/15/15**

**Updates:**

Updated the History

Marked IG Areas Used by Where/Who if known

Added Silent City to Autumn, Tre'liia on Earth, Silver Isles (Water)

Added Appendix A: Songs and Stories of The Moonlands

## Faerie

### Faerie and The Shattering

During the Shattering, the Realm of Faerie was dramatically changed. Caught between the Planes and Ghaia, it was stretched and torn asunder. Due to this it no longer exists as a single continuous place, but is slipped into the nooks and crannies of the Planes and Ghaia. Although Faerie itself is scattered, it remains connected by the Faerie road called The Winding Way, leaving Faerie connected as it ever was. The only real difference, it seems, is that Faerie is now as accessible from any plane as it is from Ghaia.

Although Faerie remains connected, various portions of it have taken on characteristics of the Planes a particular section inhabits. The creatures of Faerie have also changed. Infused with wild and unknown magics, many of the more delicate of the Faeries perished or live on in greatly reduced numbers, rarely seen. The UnSeelie courts, powerful before, survived The Shattering in greater numbers. Those Faeries left, still considered Outsiders, are hardier and less childlike, though often still innocent and mischievous. Numerous new creatures grace the Faerie landscape, awoken or created during The Shattering. They have grown in some powers, thanks to the Wild Magic, but are rumored to have lost their abilities to deliver standard Faerie Curses – at least for the time being.

Since The Shattering, the Realm of Faerie is scattered and now touches the Elemental Planes as readily as it touches Ghaia. Faeries of particular types and personalities have migrated to specific planes, as suits their temperament. As Faeries tend to congregate around powerful personalities, the planes all host prevailing Faerie courts. Since The Shattering, no single entity has claimed dominance over any single plane, let alone an entire court. The affinity a Faerie claims is described in their individual creature notes. The Faerie Folk that reside in those parts of Faerie that are closest to Ghaia, and those that spend more of their time actually *on* Ghaia are usually the Wilding Folk and The Travelers. Seelie and UnSeelie Faeries come to Ghaia only with very specific goals in mind.

### Faerie Folk

Faeries, or The Faerie Folk, exist within the folds of the Planes and Ghaia, and yet are possessed of enough Planar Energy that all Faerie Folk are considered Outsiders and will thus have the Outsider Trait. Every Faerie, from the least to the greatest, thinks of themselves as the center of the story, even if the story is of a poor, abused Faerie forced to serve others. This is not to say that a Faerie may not be benevolent, but they are benevolent in order to play the lead in their own story of the benevolent Faerie.

The Faerie Folk, and the realm of Faerie itself, are built upon stories and respond to them with great strength. For example, a powerful Faerie may be defeated if told a convincing enough story about its own defeat.

The Faerie do not perceive or experience time in the same way that Ghaians or planar creatures do. Only moments may pass on Faerie, while years pass on Ghaia or vice versa.

It should be noted that the Faerie Folk defy Ghaian classifications of “good” or “evil,” and instead divide themselves into two general groups – The Seelie and The UnSeelie. The Wilding Folk and The Travelers are two other types of beings that also reside upon Faerie and do not view themselves as Seelie/UnSeelie.

- *The Seelie Court* – The Seelie Court is perhaps best described as not actively malicious. They have little more concern for the world than Unseelie, but they enjoy the role of benevolence. They are more likely to be helpful than not and are more regularly forgiving of ignorant insults or inadvertent betrayals. They often live for the pursuit of the arts, music, stories, trade, etc...and try to avoid at all costs physically harming another individual. This is not to say they will not defend themselves, but they do not take pleasure in the harming of others.
- *The Unseelie Court* – The Unseelie Court is rather actively malicious. They are the traditional “bad faeries,” with offenses against Ghaians including, but not limited to: stealing children, eating people, killing livestock, driving people insane, trapping people in impossible promises, etc. They believe that achieving their goals by any means possible is completely acceptable and highly recommended.
- *The Wilding Folk* – These Faeries are happy to avoid the politics of the Seelie and Unseelie courts altogether, concerning themselves with whatever interests them most, be it buying and selling “goods,” art, or traveling. Make no mistake, they remain Faeries and should be treated with caution (particularly those that spend their lives buying and selling goods).
- *The Travelers* – Over the years Ghaians have found their way to Faerie and made it their home. This is not a common occurrence, due to the extreme passage of time differences between Ghaia and Faerie. However, some adventurous men and women have found a prosperous and preferred lifestyle upon Faerie, including merchants, Gypsies, and the Ironhearts. Anyone not of Faerie or the Faerie Folk is considered to be a Traveler.
  - *The Ironhearts*: The Ironhearts is a group universally feared and despised by Faeries. No one knows how they came to be on Faerie or how they were created. Lore has it they came in to existence thanks to Faerie Curses gone terribly, terribly awry when they came in to contact with the Wild Magic released by The Shattering. True or not, these black-veined Humans (some are thought to be Elves, Dwarves, and Gypsies) are a mighty force to be reckoned with. While they recognize one another as Ironhearts, the term refers more to a culture than a formalized group. Ironhearts hunt individually or in small

groups. They believe Faeries should be destroyed and show no mercy in carrying out the task they live for. No one is entirely sure what skills and abilities the Ironhearts have, since it varies based on the Curse that originally created each individual Ironheart. This makes each and every Ironheart an extremely dangerous adversary.

### **The Realm of Faerie:**

Due to The Shattering, it can be easy to wander on to Faerie and not even be aware that you have. When you are in the greatest, most powerful areas of Seelie Faerie it appears much as Ghaia does, only in colors not typical of Ghaia. For example, trees may be a deep purple, grass may be blue, etc. The stronger areas of the UnSeelie typically are more muted, darker colors. Other areas appear much like the Plane they “touch” or inhabit. Planar creatures, however, are barred from entrance into these areas.

- *The Faerie Anchors:* As the magics of The Shattering literally ripped Faerie apart, the strongest of the Plane realized too late what was happening. In a desperate, last ditch effort to save themselves and to save their Plane from being completely destroyed they came together to cast an unprecedented Specialty High Magic Spell. Caught up in magics and oaths they did not fully understand, they were consumed by the Wild Magics they sought to wield. They became entombed by the magic, represented now by the Faerie Anchors that hold the Faerie Plane together. Representations of their former selves are scattered throughout Faerie – a magnificent Oak Tree, a statue, a glowing pool of water, etc.
- *The Winding Way:* The Winding Way is a path or road that meanders throughout Faerie. Thought now to be somewhat sentient, The Winding Way can often sense the need or intent of the Traveler. Time is insignificant upon The Winding Way and great distances can be traveled quickly or short distances can take large amounts of time. Directions are useless when traveling The Winding Way, which is why intent plays such an important role. Those that stray from The Winding Way have difficulty finding their way back to it without the use of the High Magic Spell Reveal Way. Mist shrouds both sides of the path and glimpses of what lay beyond can offer a tempting respite from travel. These are frequently just illusions created by Faerie Folk for protection or to lure Travelers to their deaths.
- *Branwen Mearr (Bran-wen Meer) (Jenn Tobin):* This is a neutral merchant city, located on the Sea of Ailisa (Ay-lee-sa). Originally founded by Travelers, there is a Grant placed upon the area that prevent the Seelie and UnSeelie courts from claiming the territory. Here, merchant ships of Nathaira (Nah-ther-a) dock and unload trade goods of all kinds. However, the city is best known as being a place of last resort. During the day the city is typically quiet, with only a few tending to their daily business. It is at night that the city comes alive with the sounds of Faerie. Taverns and back alley game houses can be found everywhere. Unusual drinks and games of chance are abundant, but the real money is in the trade of secrets, promises, and the darker goods of Faerie. Nearly anything can be found here – if you are willing to pay the price. (Lumberton/Jenn Tobin)
- *The Green Isles:* The Green Isles, located near the Plane of Summer, is an area full of life energies. Fully-grown sentient trees and wildlife are abundant here. One of the primary Seelie courts is located here and Seelie Faeries come from across the Realm to visit the Sidhe that call this place home. It is a place of stories, song, and good companionship. (RH/D&B Jurns)
- *The Forever Pools of Arliss:* The Forever Pools of Arliss are one of the many wonders found upon Faerie and is most closely associated with The Plane of the Moon. In this darkened area of The Plane of the Moon, The Forever Pools of Arliss dot the landscape. All appear to be silver in color and have no bottom – at least none have been found. Those that look upon its waters are thought to see in to the heart of Faerie. It is purported that the Forever Pools of Arliss were created when an Asrai wept for her people as they died to the magics of The Shattering that it filled the first forever pool. The chaotic magics of the Plane of the Moon then infused the pools with its magic. What was left of her people was spared, but the Asrai was entombed forever. (Jenn Tobin)
- *Baeddán Kei (Bay-dan Kh-eye):* One of the primary UnSeelie courts, no one knows who rules it. Marked by a small stone ring in the center with small buildings surrounding it, it is almost completely dark all the time. Associated with Shadow, light has a difficult time finding its way here. It is said that at certain times of the year, it is used as a gathering place for the rulers of the various UnSeelie courts.
- *The Cliffs of Kaven (Kay-ven):* The Cliffs of Kaven are an UnSeelie place of judgment. While an UnSeelie Arbiter will oversee the trial, there are only three total witnesses called for five minutes each. The Arbiter will then make his ruling, at which point the offender will simply be tossed from the cliffs to their death. In the old days, they would be Cursed, but that power is no longer readily available. No one knows who the Arbiter is, but they are summoned when the need for an Arbiter is placed inside an Autumn Box.
- *Caerau (Care-rhow):* This is the former location of the primary seat of Seelie power before The Shattering took place. Most closely associated with the Sun, the Sidhe that ruled and the Seelie Faeries that took sanctuary are no longer here. Only a ruin of the promise-built structure remains.

### **Notes to Travelers on Faerie and Its Inhabitants**

Travelers to Faerie should always be ware and act in a cautious manner. You are no longer in your own home and often the rules of Ghaia do not apply. The information below is a brief explanation of some things to keep in mind while upon Faerie.

*Oaths, Promises, and Intent:* The Realm of Faerie is shaped by stories, oaths, and will and such things have tremendous power there. Entire Faerie kingdoms may be created by a sufficiently epic story, or an existing kingdom may be brought low by the same. Oaths made to Faerie Folk or within Faerie, regardless of the seriousness with which the speaker makes them, have power to bind the maker in strange and mysterious ways.

The power of will, as the fundamental drive behind both stories and oaths, is capable of creation and change within the realm of Faerie. For example, a sufficiently strong-willed adventurer may be capable of causing things to happen simply by willing them to be. However, given the fluidity of Faerie, such changes often run awry and have unintended, and potentially vast, consequences. It is known that even the most powerful Faeries run this same risk, and so caution is recommended.

Since The Shattering, some believe Faerie Folk are capable of manipulating a combination of Wild Magic and The Weave, which is why promises, oaths, and intentions are so important and have such vast power.

*Faerie Symbols and Runes:* Some Faeries possess the ability to use runes and symbols. They are fairly common upon Faerie if one knows where to look for them. There are numerous types of Faerie Runes and Symbols. Some are simple Runes of warning, caution, direction, etc. Some will reveal hidden passages, Faerie Collections, or contain stories. If a Faerie Rune or Symbol is protecting something it will require some sort of action or phrase to activate it.

*Faerie Doors:* Entrances and exits to Faerie usually appear as doors. These Portals to Faerie, while referred to as Doors, are generally concealed entrances that when revealed become Portals to Faerie. Sometimes it will be a doorknob upon the ground, a lock in a wall that requires a key, or a fountain that when the arm of the statue is pulled will reveal a Faerie Door. They can appear as almost anything and are difficult for Ghaiaans to find. Sunset and sunrise are the most common times when outlines of Doors are visible. Even then, without casting a Reveal Door High Magic Spell they can be difficult to locate.

*Food and Drink:* Food and drink functions differently upon Faerie than it does upon Ghaia. Visitors should be aware of accepting any sort of food and drink. Some will be fine, others will carry the intent of their giver. It is always best to bring your own food and drink when upon Faerie. This way, if a Faerie offers you food and drink you can respond with an offer of your own. Since you are a visitor, it is always viewed as acceptable to bring a gift.

*Faerie Collections:* Faeries have a great love of trinkets and knick-knacks. Things Ghaiaans view as worthless can often be a treasured gift. It always puts one in good stead to carry a gift for one of the kinder Faeries, or to use as a bargaining chip. Nearly all Faeries collect some sort of object – keys, paintings, different types of coins, etc. Faerie Collections are usually well hidden and fiercely guarded.

*The Natural World:* Many Faeries originally come from or are somehow connected to one of the Planes. For example, Dryads share a deep connection with Earth, while Selkies have a strong affinity for Water. Therefore, they are often very protective of the natural world and of Ghaia. Since structures and habitats upon Faerie are frequently built on intent, promises, or in to natural surroundings, Faeries have little tolerance for the destruction of the natural world. They tend to avoid the cities found within The Shattered Realms and are particularly upset when trees are disturbed, for deep within them may lie a sleeping Faerie. It has also been rumored that since The Shattering the trees of Faerie have taken on a life of their own and can be awoken to defend Faerie when needed.

*Autumn Boxes:* As mentioned previously oaths, promises, and intent serve an important role upon Faerie. It is said that if you are in need or seek a certain Faerie Folk, if you leave a note expressing your intent in a small wooden chest upon The Winding Way it will reach the Faerie that can answer your question or it will find its way to whom you seek. Rumor has it that once an Autumn Box is closed and left upon The Winding Way, none can open it except for the intended.

*Thank You:* Travelers to Faerie should avoid saying “Thank You” to Faeries. Upon Ghaia “Thank You” is a typical reply to express gratitude for a good deed done or kindness shown. However, upon Faerie a “Thank You” is viewed as a sign that a kindness or deed is finished and will be forgotten. A better response is something along the lines of, “Your kindness is much appreciated and will be remembered/not forgotten.”

*Protections:* It is rumored that certain things will protect against, slow down, or distract Faeries. Some of these include:

- *Bells:* It is rumored that carrying bells upon oneself will ward against detection by UnSeelie Faeries. It is believed that Gypsies, who used to travel often upon Faerie as Travelers or traders were Granted bells as gifts from one of the more powerful Faerie Queens. No one knows if it is true, but Gypsies upon Ghaia can still be seen wearing bells, though not many know the lore behind them.
- *Running Water:* It is believed those Faeries not connected with it are not keen on flowing water such as rivers or creeks. If ever in flight from Faeries of any alignment, it is highly recommended that you cross a stream or river. Note: Faeries can cross bridges and crossing a bridge over running will not deter them.
- *Iron:* Iron is a naturally occurring substance that is anathema to Faeries of all types. Most cannot touch or cross over iron without it dealing significant pain to them.

- *Shiny Objects and Mirrors*: Both are thought able to distract Faeries with short attention spans. Mirrors are found rarely upon Faerie, while shiny objects are potential baubles for Faerie Collections. A word of caution – one should be subtle in their attempt to distract a Faerie with a shiny object or mirror. If they have a stronger attention span than assumed, the Faerie may take great insult at the attempt.
- *The Lure of an Unseen Singer*: More than one unwary Traveler or visitor to Faerie has fallen prey to the lure of a song or voice calling them from deep within the woods. No one knows what it is that calls to them.

*Faerie Curses and Grants*: Faerie Curses are the most powerful weapons of the Faerie Folk and, while the least of them can lay a heavy curse upon a mortal, the curse of powerful Faerie Queens and Kings can be utterly devastating. Faerie Curses have been known to do such things as wither an entire harvest, create new creatures, inflict generational misfortune, or cause a fortune's worth of gold to become so much dust. Conversely, Faeries are also known to perform Grants for mortals. If so inclined, the power of these Grants can mirror a Faerie curse in both scope and effect. General Faerie Curses, once extremely common, are almost non-existent upon Faerie today.

## **The Creatures and Folk of Faerie**

Below is an alphabetical listing of some of the better-known creatures and Faerie Folk. It is not a complete listing. All have their Planar associations marked.

### **Aillen (Ay-lin)**

Typically Associated With: Fire

Details: These Faerie monsters roam throughout Faerie, burning and seeking to destroy anything in its path. Often it is in a state of rage since The Shattering, as many of its abilities will not harm Faeries. Therefore, it sticks to the roads and well-traveled paths, hoping to catch a Traveler unawares. They are recognized by the red lines that extend from their eyes.

### **Asrai (Azz-ray)**

Typically Associated With: Moon, Dream, Shadow

The Asrai are Seelie Faeries, known by their black and blue shaded eyes. They are quiet, but enjoy dance and the more unusual drinks of Faerie. They can often be found at The Forever Pools of Arliss and never come out during the day. Rumor has it they prefer to bath in moonlight, from which they draw unusual powers.

### **Azure Sik (Azz-shure-sick)**

Typically Associated With: Earth

This Seelie Faerie appears as human, except for the small, blue flickering flame near their hairlines. These elusive Faerie Folk can often be found underground, in the many twisting tunnels of Faerie. They occasionally will help a miner, Faerie or Ghaian, to locate valuable and unusual mineral deposits.

### **B'anth (Bee-anth)**

Typically Associated With: Autumn

This Wilding Folk is often seen wandering through great and ancient trees, or sitting upon rocks pondering. Sometimes, B'anth will have gatherings of B'anth and share their knowledge with one another. They are the advice-givers of Faerie and share their advice with you whether you wish them to or not. B'anth love to talk and ask questions, but rarely are quiet enough to hear the answers. They are identifiable by the feathers they wear in their hair (typically black) and their orange-shaded eyes.

### **Caillair (Kale-Air)**

Typically Associated With: Winter

These Unseelie Faerie Folk wander the colder, more desolate areas of Faerie, typically in groups of 1-2. Recognized by their pale look and white eyebrows, they are considered one of the more sinister of the Unseelie. They travel with packs of Perkein who help to bring down the Caillair's prey in exchange for continued promises to return them to a more permanent Ferun state. It is believed their Faerie Collections are composed of frozen hearts. They carry a staff they use to freeze their victims to the ground, rip out the hearts, and then channel magic to freeze the still-beating organ.

### **Cait Sidhe (Kate Shee)**

Typically Associated With: Shadow

Cait Shee are Wilding Faeries that are recognized by their cat-like features and orange shaded eyes. They are great lovers of secrets. They can be quite fierce when necessary, but their preferred weapon against adversaries is their vast wealth of information.

### **Clurichaun (Clur-ih-cahn)**

Typically Associated With: Plane of Spring

Details: Clurichauns are UnSeelie Faeries that live for inebriation. They can often be found littered throughout the small towns and cities of Faerie, looking for their next drink and a good time. While generally harmless, they can be quick to temper if they feel they have been insulted.

### **Colbynik (Coal-bee-nick)**

Typically Associated With: Fire

Colbynik's are UnSeelie Faeries that are tenacious fighters. Not possessed of great powers, they make up for it with their large numbers. They tend to knock or tap against anything they can find, which makes them one of the easiest Faeries to identify. The tapping has been known to drive fear and insanity in to the hearts of those that face them on the battlefield.

### **Derrilk (Dare-rilk)**

Typically Associated With: Earth

These UnSeelie Faerie Folk live beneath the ground, rarely coming up to the light of day. Dwarvish in appearance, except for their green eyebrows, they are the miners of Faerie. They are gruff and do not particularly like anyone except for their own kin. If you enter their tunnels or mines, beware, for they jealously guard them and view anyone that enters as a potential threat.

### **Daga'na (Dag-a-nah)**

Typically Associated With: Anywhere on Faerie, Winter, Shadow

These Faerie Monsters were created when The Shattering inflicted certain Ghaian influences upon Faerie creatures. The result was an abomination, a monster with blue blood dribbling from its mouth, that is similar to a Ghaian Vampire. The main difference the Daga'na will hunt in packs, seeking victims to feed their insatiable hunger for Faerie Blood. Commonly associated with the Plane of Winter or Shadow, they hunt throughout Faerie. They live in small communes and prefer tight, dark places.

### **Eolin (E-oh-lin)**

Typically Associated With: Winter

Rare upon Faerie, these orange and white-eyed Seelie Folk are known for being able to contact spirits of those that have taken their Final Deaths. They are also noted for their abilities to identify the origins of strange and unusual illnesses, or blights upon the land. They can most commonly be found upon The Plane of Summer.

### **Fir Dar Na (Fear-Da-Na)**

Typically Associated With: Shadow

Wilding Faeries are known as being the Rogues and Assassins of the Faerie Realm, hailing from areas of ill-repute. They work for anyone that is able to pay their price and their methods range from quiet entrances to large-scale massacres/assassinations. Most often recognizable by the blue fabric their wear that covers their hair and blue shaded eyes.

### **Fir Graudh (Fear-Grew-dah)**

Typically Associated With: Shadow

The Fir Graudhs are Faerie Monsters created from a curse/promise of a powerful Sidhe. They slumber in Faerie trees until summoned by someone to The Hunt. They will then appear as Humanoids with bark-like faces. Only those Faeries truly betrayed or harmed by another dare to summon the Fir Graudh, for it takes a mighty toll on the summoner. The Fir Graudh are destined to forever hunt the Quarry chosen by the summoner. They will often kill or maim those close to the Quarry before killing the Quarry.

### **Gna'thaithe Sidhe(Gnaw-ah-heh Shee)**

Typically Associated With: Spring, Winter

These rare Faeries are able to align themselves with either the Seelie or the UnSeelie Court. Usually, their alignment is dictated by whom they are raised by. With one pink eye and one purple eye, they are born from a union between a Seelie Sidhe and UnSeelie Faerie. While the Unseelie Faerie type varies, it is always of a Seelie Sidhe. The Gna'thaithe are often regarded with pity or considered untrustworthy due to their lineage. For some unknown reason, all Gna'thaithe are drawn to the collection of different kinds of Faerie dust.

### **Grellk (Grellk)**

Typically Associated With: Wilding, The Plane of the Sun or Autumn

These Wilding Folk are most commonly thought of as the diplomats of the Faerie Realm and will arbitrate disputes for anyone. They have grey-shaded eyes and can be most often found upon The Lands of Autumn, amid the statuaries found there or upon The Plane of the Sun in the Ha'nicree, researching and reading in the libraries found there.

### **Hags**

Encounter Location: Both

Details: Hags are twisted, UnSeelie Faerie Folk women that are born to human parents. They are best known for their distorted application of makeup that would normally be found on Ghaian women. The Hag so born will grow to maturity within hours of its birth, and it will attempt to slay its parents and begin roaming the world in search of small children. Their main goal is to find and consume small children.

### **Itai (Ih-tay)**

Typically Associated With: Air

These UnSeelie Faeries are non-corporeal Faeries that enjoy spreading misery, despair, and pain to others. Long ago it is believed they were Seelie Faeries that betrayed the Seelie Court and were Cursed to never be seen again. For many years no one saw them, but they were there, watching and planning revenge. They reappeared again after The Shattering, with white tattered wraps covering their bodies and giving them a bodily form again. They work for no one, traveling in groups of Itai across the Faerie Realms, hunting. They prefer to choke their victims with their wraps, whereupon they return to their non-corporeal states, until the call of the hunt brings them forth again.

### **Jipni (Jip-knee)**

Typically Associated With: Air or Dream

These Wilding Folk are usually found upon the Faerie areas associated with the Plane of Air or Dreams, practicing their knife-work or juggling. With features similar to those of Owls, they are the messengers of the Faerie Realm. They travel throughout Faerie, Ghaia, and the Planes with the messages they are entrusted with. They will never reveal a message they are carrying, except to its intended. It is rumored they are the ones that deliver Autumn Boxes and their contents to their intended.

### **Katirna (Ka-tear-nah)**

Typically Associated With: Moon, Summer, Earth

Known for their Hexing magics, these red-eyed UnSeelie Faeries are found deep within ancient forests. They are often guarded by the forests they live within, specifically UnSeelie Trees, who will warn them of trespassers and defend against them. Katirna's possess lovely voices that can lull an unwary Traveler to sleep, whereupon the Katirna will slit their throats. There is no proof, but it is thought a Katirna's Fairy Collection is composed of riddles and puzzles they are unable to solve. Those that approach may be able to bribe them with such an offering, but not always.

### **Kilah (Kill-ah)**

Typically Associated With: Varied Depending on Craft

The Kilah are the craftsmen of Faerie, known for the masterful works – everything from chairs and carvings, to jeweled weapons and clocks. They are recognized by the green circles outlined in black that they have upon each cheek. Each Kilah specializes in something specific and their goods are expensive. Many believe it is worth the money, for Kilahs are thought to be able to hold an object/material and know what it is or the story it wishes to tell. Many Faeries consider them forms of art in their own way.

### **Leyaria (Lay-are-ree-ah)**

Typically Associated With: Water, Moon, Light

During the day, the Leyaria appear as normal Humanoids (though they will always possess the Outsider Trait). It is during the day these UnSeelie Faeries will find and mark unwary Travelers on Faerie or Ghaia, and will return for them at night. Once nightfall comes, their true selves are revealed – shaded white eyes with green hued flesh – and they return for those they targeted. They can be found near bodies of water at dusk and dawn, where they enjoy looking at their reflections before the night comes and transforms them.

### **Lhiannan Sidhe (Lee-ann-an Shee)**

Typically Associated With: Dream, Light

These Seelie Faeries live for the creative. Known by their brown and purple hued eyes (sometimes face), they were once some of the greatest creators of music, stories, and drinks upon the Faerie Realm. However, due to a mighty Curse by an unknown UnSeelie court they have lost their ability to create. They now act as muses for Seelie Faeries and Travelers. While they can no longer create or perform on their own, they are able to inspire and help focus others.

### **Naithera (Nay-there-a)**

Typically Associated With: Roaming, Shadow, Light, Sun, Moon

These Wilding Faeries are known for being traders and dealers, marked with many blue tattoos upon their face. Some make an honest living, sailing the seas of Faerie, bringing trade goods throughout the realm. Others work behind the scenes, dealing in information or a darker sort of goods. Either way, a deal made is a deal sealed.

### **Negree (Neh-gree)**

Typically Associated With: Dream, Summer

These Seelie Faerie Folk are known for their love of games and music. The Negree, possessed of purple eyes with green over them, love spreading joy and happiness throughout the Faerie Realm and are noted performers. While they adore praise, they do not like to be

touched. Lore has it they were infected by the Wild Magic released during The Shattering and if touched by a Traveler or Ghaian they will turn in to a small pile of coins or a gem. A word of warning – those that touch the coins/gem will often find themselves having unfortunate accidents or experience great misfortunes.

### **Perkein (Per-key-en)**

Typically Associated With: Winter, Moon

Now considered UnSeelie Faeries, the Perkein are one of the saddest creatures of Faerie. Victims of the Wild Magics released during The Shattering and the curses placed upon them by the Caillair's, these one-time Ferun who Traveled Faerie are now horribly disfigured. They typically wear animal masks to hide their disfigurement and remind themselves of their former lives. Bound magically to the Caillairs, they help hunt and bring down victims for the Caillair, who have promised to eventually return them to their former Ferun selves.

### **Pixie**

Typically Associated With: Summer, Dream, Air

Pixies, who have orange and purple shaded eyes, live to perform. They are great lovers of all forms of music and dance. Any new dances or songs they come across go in to their Faerie Collections. Possessed of great healing abilities, they are not known for their fighting prowess. However, they are capable of defending themselves, for when they begin to dance only missiles will find them.

### **Bloody Mirk**

Typically Associated With: Fire, Moon

UnSeelie warriors, Bloody Mirks often lead the charge in to battle, living for the joy of battle. They have permanent bloody mouths due to their feeding upon their enemies to regain powers. Masters of weaponry and strategy, the leader of a particular battle is chosen by telling battle stories of their many feats, each one trying to top the last, until one surpasses them all. This serves a dual purpose – choosing a battle leader and working themselves in to a frenzy.

### **Redcap**

Typically Associated With: Fire

Redcaps are UnSeelie warriors, they are capable of wielding weapons and magic. They possess red shaded eyes and their hair is covered by red cloth. They draw strength from chanting before battle and will generally continue their chanting throughout the fight, using it to strike fear in to their enemy's hearts.

### **Selkie (Sell-kee)**

Typically Associated With: Water

These Seelie Faeries appear with gold and blue-shaded eyes. They are able to turn in to Seals and travel throughout the seas and oceans of Faerie. Shy and reclusive, they help unwary Travelers who have lost their way upon the sea. They will never appear to Ghaians or Travelers in their Seal form.

### **Sidhe (Shee)**

Typically Associated With: Summer, Dream

These silver-eyed Seelie Faeries are best known for their abilities with healing and leadership. They are often the rulers of the Seelie courts, as they are best able to defend the Seelie Faeries who are often considered less able to defend themselves. They are often able to make mighty promises and manipulate the Weave of Faerie.

### **Silky**

Typically Associated With: Light

These Seelie Faeries appear upon The Winding Way or other roads of Faerie. Recognized by their purple and white shaded eyes, they will sometimes appear and light the way home.

### **Sluagh (Slew-ah)**

Typically Associated With: Shadow, Winter

Sluagh are UnSeelie Faeries recognized by their dark garb and black shaded eyes and mouth area. They will often play dead and wait for the unwary to come to them. They may also be found upon battlefields, preying upon those that have fallen. When a foe is felled, they will gather a piece of the spirit and return to their homes. No one knows why they collect pieces of spirits, but it is thought to be more then to just add it to a Faerie Collection.

### **UnSeelie Pooka**

Typically Associated With: Plane of Shadow

Details: UnSeelie Pookas live to serve the UnSeelie Court, wherever it may be. These Humanoids with bear-like features currently serve many different masters, as no one person has dared to claim the UnSeelie throne for themselves. They usually live in small, dirty dens

underground. Here they have created a nest-like area for themselves out of scrapes of stories and songs they yearn to enjoy, but are unable to.

### **UnSeelie Tree**

Typically Associated With: Any Plane the UnSeelie Align

Details: UnSeelie Trees can be found growing anywhere UnSeelie powers can be found in significant amounts. They seem to spring to life from the dark powers that seep in to the ground from the presence of UnSeelie. Like many of the trees found upon Faerie, UnSeelie Trees are intelligent, watchful guardians.

## The Shattered Lands Cosmology v1.1

### The Shattering and The Planes

When The Shattering took place, it was originally thought that the Elemental Planes would be fully protected from the magics that rocked Ghaia. At first they were, but as the Wild Magic spewed forth, Elementals and creatures of the Planes that were on Ghaia at the time returned to the Planes with the taint of Wild Magic upon them. Portals that were open on Ghaia at the time of The Shattering also allowed the Wild Magic to enter the Planar Realms, forever changing them.

Those Planes with the greatest link and presence upon Ghaia were affected the most, the Wild Magic bringing to those Planes a taint of Ghaia – creating the Planes of Spring, Summer, Autumn, Winter, Moon, and Sun. However, no Plane escaped the touch of Wild Magic. Some now encapsulate Ghaian traits more than others. For example, on the Plane of Winter, snow – never seen before on the Plane associated with Death – is now present. Those creatures and beings of the Plane that already embodied something of Ghaia, such as the Kingdom of Illistree, were pushed in to the areas known as The Marches.

Elementals of those Planes, horrified by what was happening, retreated before the wake of the Wild Magic taint. They moved their Kingdoms into The Realms, the areas where their strength is now greatest. The taint, however, is slowly moving through The Marches and The Realms, creeping ever closer to The Deep and The Pure. Many Elementals have vowed to return their Planes to their former glory and seek ways to harness the energies within The Deep and The Pure to oust the Ghaian taint from their Planes.

As the Wild Magics loosed upon Ghaia invaded the Planes and the Elementals withdrew, the presence of Elemental energies also shifted somewhat in order to protect them. The place where those energies are most protected is known as The Pure. Most Elementals, creatures, and Planar Kingdoms are now located in the areas known simply as The Realms. However, not all are unhappy with the changes. Some Elementals have used The Shattering and the presence of Ghaian traits to further their own agendas. As Elementals seek to secure The Realm and protect the Elemental energies there from further erosion, others seek to use the presence of Ghaian traits to secure power for themselves. Rumor has it that a mighty war for power and control is brewing upon the Planes, one that could devastate both the Planes and Ghaia again.

### The Planes

The planes are virtually infinite in size and are populated with an uncounted number of kingdoms scattered throughout the Planar Cardinals. On any given plane there may exist, for example, any number of Lesser Harmonious Kingdoms, each with a different name and ruler.

Think of the Planes as a large circle, with Ghaia in the middle and Neverwas acting as a border between the planes themselves as well as Ghaia. The order is as follows: Winter, Air, Moon, Shadow, Water, Spring, Summer, Earth, Sun, Light, Fire, Autumn. Those Planes next to one another may have some shared similarities, especially in The Marches. The further away from a particular Plane, the less similar and more oppositional they become.

Within a plane, there may be any number of elementals or creatures that claim to be the supreme ruler of the plane, or to be the single greatest incarnation of that plane's concept or power. Whether this is true or not is virtually impossible to verify, given the sheer size of the planes. What is known is that there are elementals of significant power that exercise authority over their planes and demonstrate powers that are not common to their kind.

While the Corporeal Planes and the Ephemeral Planes do not have direct correspondences with each other, they do share affinities and associations. Planes sharing these affinities are likely to be friendly to each other and share certain characteristics, meaning that an adventurer who is, for instance, already familiar with the Plane of Fire will not feel completely alien on the Plane of the Sun or the Plane of Summer.

The Corporeal Planes: The Corporeal Planes are the manifestation of the physical elements of Ghaia, specifically:

- Earth
- Fire
- Air
- Water
- Light
- Shadow

The Ephemeral Planes: The Ephemeral Planes are manifestations of concepts and ideas that are integral to the existence of Ghaia:

- Spring – The Plane of Spring is a realm of birth, change, flux, and dreams.
- Summer – The Plane of Summer is a realm of growth, strength, vitality, and life.
- Autumn – The Plane of Autumn is a realm of maturity, harvest, wisdom, and reason.
- Winter – The Plane of Winter is a realm of barrenness, cold, emptiness, and death.
- Sun – The Plane of the Sun is a shadowless realm of everlasting day and order.
- Moon – The Plane of the Moon is a phantasmagorical realm of change, lunacy, and chaos.

### The Neverwas

Between and beyond the planes lies Neverwas, an empty place. It is defined not by what is found there, but by what is not found there. There is no light, no life, no solidity. It is eternally empty and formless. Near to Ghaia, however, the form and structure of the planes and Ghaia itself force a sort of shape upon the emptiness. These twisted creatures, horrified by their own existence, seek nothing more than to destroy Ghaia and the planes and lapse back into peaceful non-existence.

### When Upon Ghaia

The Planar Elementals, although they speak languages known to themselves, commonly speak Ghaian when they are on that plane. Furthermore, although there are possibly infinite titles that the Elementals use among themselves there are terms which they commonly use on Ghaia.

- *Court*: Elementals from a particular direction will often refer to a “Court”. This does not indicate an actual court, but a sort of geographical and philosophical identification.
- *Domain/Kingdom*: A Domain or Kingdom is a political grouping within a plane. Other terms are used at times, although these are the most frequent. The term “Kingdom” is generally used for any entity that is ruled by a single elemental, while “Domain” is used by entities without a central power structure.
- *Warden*: Wardens are merchants and traders, both in and beyond their home planes.
- *Diplomat*: Diplomats are spokesmen for their Domain or Kingdom. Note that a diplomat from a warlike Domain may not, in fact, be very “diplomatic”.
- *Arbiter*: Arbiters are judges and inquisitors within their domain. When they travel to other planes it is often in pursuit of fugitives or to investigate action against their plane or Domain.
- *General*: Generals are military leaders of their Domains.
- *Knight*: Knights are warriors of their Domains.
- *Resplendent*: Resplendent Kingdoms tend to be expansionistic, militaristic, and aggressive. Although the planes themselves are infinitely large, Resplendent Kingdoms may seek to expand the influence of their plane through magic, philosophy, or military prowess, depending on their location relative to the poles. For example, an adventurer who meets an emissary from a Domain in the Greater Court of Resplendent Fire can expect the emissary to be highly militaristic, antagonistic, and hostile.
- *Harmonious*: Harmonious Kingdoms tend to be more reserved, concerned with the defense and purity of their own plane rather than the states and affairs of others. They are more likely to be scholars and loremasters of their planes than warriors. Conversely, an elemental from a Domain in the Greater Court of Harmonious Fire might be a ruthless inquisitor searching out anyone on the Plane of Fire that might be trying to sully its purity (like Ghaian adventurers, perhaps).

### Planar Geography

#### *The Planar Cardinals*

The planes have no concept of “North” and “South”, instead referring to the Lesser Pole (sometimes the Ghaian Pole) and the Greater Pole (or Elemental Pole). Although different elementals may use other terms, these are fairly common and are collectively referred to as the Planar Cardinals.

There are obviously deviations from the norm, but there are some general truths regarding their “location” on the plane.

*The Lesser Pole*: Closer to Ghaia, Kingdoms and creatures near the Lesser Pole are more likely to be friendly to Ghaians and other elementals. Elementals from these kingdoms appreciate the need for balance in the planes and even recognize that their planar opposite has some necessity. Some Lesser elemental kingdoms may be located in the Marches. Kingdoms near the Greater Pole may consider these to be weak or diluted.

*The Greater Pole*: Further from Ghaia, Kingdoms and creatures near the Greater Pole are more likely to be zealous in their devotion to their element. They are not likely to recognize the value of other elements or of Ghaia and often are willing to seek the destruction of their opposite plane. Some kingdoms near the Greater Pole may even be located in the Outlands. Kingdoms near the Lesser Pole may look upon Outland Kingdoms with fear.

### The Zones of the Planes

Each of the twelve elemental planes may be roughly divided into five zones: The Marches, the Realms, the Outlands, the Deep, and the Pure. Each area, in ascending order, resembles Ghaia less and less, and the manifestations of the element in question grow more and more overwhelming.

**The Marches**: The Marches of a plane are the areas that are metaphysically “closest” to Ghaia and where the presence of Ghaia is greatest due to the Wild Magic. Within the Marches what seems to be the natural law of Ghaia remains largely unchanged, although it shifts to reflect the nature of each plane. For example, in the Marches of the Moon, objects and shadows appear strange for reasons that cannot be described. However, up remains up, down remains down, swords cut, etc. There are places in the Marches that could almost be mistaken for Ghaia in the right circumstances, albeit by an uneducated observer. There have been known to be Ghaian settlements in the Reaches,

brought there by elementals and permanently altered to be able to survive the environs. It is also in the Reaches that many portals to sub-planar realms may be found. Maps and directions maintain value here. *Ghaians do not require magical protection to survive in the Marches.*

**The Realm:** The Realm is where the majority of elemental kingdoms exist and the elementals/creatures of the Old Realm. The effect of Ghaia is still present, though the elementals seem to have managed to significantly stem the flow of Wild Magic in to The Realms. Although the natural law of Ghaia seems to be largely in effect, the planes frequently display unusual deviations here. For example, in the Realm of the Moon, water may flow upwards or stones may be soft and pliable. Most elementals live within the Realm of their plane, as it is full enough of their element to be comfortable but not so pure that it defies organization. The Planar Cardinals retain their usefulness here. *Ghaians require magical protection to survive in the Realm.*

**The Outlands:** The Outlands are a habitable but dangerous for most elementals and are unapproachable by Ghaians without the protection of the most powerful magic. Within the Outlands, the natural laws of Ghaia begin to fade. Everything solid in the Outlands is composed entirely of the element in question. Some semblance of structure remains, but in the Outlands the element is dominant. On the Fire Outlands, for example, there may be mountains, fields, streams, and beasts, but all are composed of flame: solid flame, liquid flame, living flame, etc. Potent artifacts can be composed here, imbued eternally with the essence of their element. The value of planar compasses and maps lessens here as the proximity to the Deep is overwhelming and the landscape is more readily changeable, making it easy to get lost. *Ghaians require magical protection to survive in The Outlands.*

**The Deep:** The Deep resembles nothing in Ghaia and is a place that even most elementals fear to tread. It is unknown if Ghaians are able to travel here at all. The Deep is nothing more than pure, elemental power without regard for form or structure. The Deep Earth, for example, is nothing but solid matter of varying density; it cannot be tunneled through, for there is no place to put the excavated material; creatures who need to breathe cannot survive, for there is no air. There is no reason, or dream, only the slow thoughts of earth that do not respond to reason and have no cause to dream. This is where the mightiest elementals live: creatures that cannot live anywhere else because of the impurities of other elements. Normal elementals view the Deeps with reverential awe and terror. Compasses and maps have no value here at all, as all things are overwhelmed by the purity of the elemental power. Even those beings that can survive here may be lost forever within minutes of entering. It is the domain of the most powerful elementals, and they move through it with ease. *No known magical protection allows Ghaians to survive in the deep.*

**The Pure:** The Pure is known only in conjecture and story. The Pure zones of each of the Planes are the last areas of pure elemental power, untainted by Ghaian energy or the Wild Magic. It seems to be the case that the Pure areas of each of the planes is protected by mighty barriers that have halted absolutely the advance of Ghaian influence and protect the Pure elemental energy from corruption. It is a place where even the most potent elementals cannot travel, for the purity of elemental power in the Pure snuffs out thought and even individuality. Even if it were possible to travel to the Pure, arrival would only result in instant obliteration. It is the raw power of the Pure Elements that is thought to keep the eternal hunger of Neverwas at bay. *No creature is known to be able to survive in the Pure, regardless of protection or state. Ghaians are no exception.*

## **The Planes**

What follows is a brief description of each plane, noting its geographical features and examples of areas and kingdoms or domains. It should be noted that all descriptions of physical features assume that the observer is both Ghaian and is protected by magic (since natives do not find the conditions unpleasant and those without magical protection would not find the conditions anything, since they would be dead).

### ***The Plane of Earth***

The elementals who reside here range from hulking creatures of rumbling stone to exquisite, living statues of gold or diamonds. Even the less brutish among them is far more durable than appearances would suggest. Occasionally an elemental will be seen that shares the look of a creature strongly associated with their element, such as moles or other burrowers.

The Earth Marches are extremely similar to Ghaia and are the most easily habitable of the Corporeal planes. They are a mix of rolling hills, fertile plains, and great mountains. As the Marches give way to the Realm, the soil become more and more rocky, and the mountains steeper and steeper until the traveler meets a single great mountain that rises forever, beneath which are paths that lead to the tunnels of the Realm.

The Realm of Earth is entirely underground, composed of an endless series of caves and tunnels and the air itself seems heavy. The Resplendent is riddled with massive lava flows. Its caves are lined with jagged rock and it is home to elementals of iron and obsidian. The Center of the Realm is a mix of valuable mines, lava, and enormous caves of granite and limestone. The Harmonious areas are rich with veins of precious gems and metals running through caves of vast crystals. It is the home of elementals of those same materials. Amongst the newer or released members of the Plane roam those creatures of the Old Realm - elementals composed of stone, settlements of Geoids, Sludge Creepers, and Manifestations. Most of them can now be found in The Marches or The Realm of Earth. Those of the Old Realm have tried to maintain their close connection to their former Plane and mighty fortresses of Stone rise above the landscape.

The Outlands of Earth grow increasingly dense. Lighter materials like crystal become rarer and heavy, solid substances like lead and granite dominate. Natural caves and tunnels are smaller and narrower, although elementals who live there have created sizable habitations.

The Deep Earth is solid matter, without air or gap. The Elementals who reside here are said to resemble stones the size of Ghaian mountains.

The Pure Earth is composed of stone elemental energy. Ghaians and Elementals are unable to travel to this area, which has been sealed to protect the energies here from the Ghaian taint brought by the Wild Magic.

#### Notable Locations

**The Singing Caves:** A Domain in the Lesser Resplendent Court, the Singing Caves are composed of crystal. The heated air that moves from the magma flows that are further Resplendent vibrates the crystals, filling the caves with a pure, ethereal music. The elementals who live here seek to carry the beauty of their song to other planes.

**The Statues:** The Statues are actually a group of elementals that sat in such quiet contemplation of their element that they became completely dormant and have turned into exquisite statues. Whether they could be awoken from their meditations is unknown.

**The Citadel of the Crystals:** This Citadel represents one of the most feared areas in The Realm of Earth. Composed entirely of different types of shining crystals, this Resplendent Court is greatly feared and the creatures of The Realm often avoid it. Highly militaristic, the beings that reside here are completely formed from different crystals and their hardened exteriors make them a mighty foe.

**Kingdom of Tre'liia:** (Ben Mathis) This Harmonious Kingdom is located on The Marches and use constructs as their main labor force, they are very centered on inventions. Their primary city is built from Earth itself and sectioned in to districts.

#### Suggestions:

Traits: Earth, Stone, Force, Silver

### ***The Plane of Fire***

The Elementals who reside here range from slender figures of humanoid flame to gigantic pillars of raging fire. At times, they will display features from creatures commonly associated with fire, such as serpents, salamanders, or even dragons.

The Fire Marches tend to resemble Ghaian deserts (of many varieties) and are uniformly scorching, hot, and dry. Water is exceedingly rare, although it is only considered a precious commodity by Ghaian travelers or transplants.

The Realm of Fire continues to resemble Ghaian deserts. The Resplendent direction is rocky and cracked, littered with volcanoes (some of which reach truly enormous size). The Center of the Realm is largely flat, with mostly dormant volcanoes. The Harmonious direction is deep desert, composed almost entirely of swirling sands and pools of pure fire. There are occasional outcroppings of stone which shelter habitations, but many of the denizens of this place are nomadic. Amongst the newer or released members of the Plane roam those creatures of the Old Realm – settlements of Immolians, elementals composed of fire, Manifestations, Fire Newts, and Efreets. Most of them can now be found in The Marches or The Realm of Fire. Many Elementals of the Old Realm are found here, easily adapting to their new surroundings and planning their next move. Many found here are Resplendent and do not fear going to war to maintain control of what is theirs.

The Fire Outlands largely mirror the Realm, although everything here is made of fire (solid fire, granulated fire, metallic fire, etc.).

The Deep Fire is a mass of unformed flame. It is said that the elementals who reside here take the form of giant serpents and speak with hissing voices that burn the hearts of their listeners.

The Pure Flame is very hot, and is composed of fire elemental energy. Ghaians and Elementals are unable to travel to this area, which has been sealed to protect the energies here from the Ghaian taint brought by the Wild Magic.

#### Notable Locations

**The Burning Artesh:** A kingdom in the Greater Court of Resplendent Fire, the Burning Legion is more of an enormous military camp than anything else. It is commanded by Ignatus Emberheart, who desires little more than to consume the rest of the planes in an eternal conflagration. The Artesh is a powerful force, although Emberheart is not much of a diplomat.

The Forge Eternal: A small domain, the Forge Eternal is in the Lesser Court of Harmonious Flame. A rare inter-planar collaboration, the Forge Eternal contains a portal to the Plane of Earth and the two groups of smiths collaborate frequently. It is said that the forges here were kindled using fire carried from the Deep Flame and that even a coal from them is capable of starting a fire that can smelt even the mightiest ores (although containing such a fire on Ghaia is a different challenge altogether).

The Fire-Eye Sages: In the Greater Court of Harmonious Flame is a bastion the size of a small city, wherein live the Fire-Eye Sages. The corridors of the monastery are one of the few places on the plane that remain dark, for the monks build fires using trees from the Outlands of Fire and stare into the flickering shapes in the embers until they see visions of the future.

The Red City: The Red City is the home of the great Red Dragon Fury, and is located in The Marches of the Plane of Fire. Surrounded by commoners and Handmaidens, Fury oversees her human Kingdoms upon Ghaia – including The Lands of Lumberton. A great place of knowledge and learning, few are allowed to pass through the Gates. Isolationist and fiercely defensive of what Fury considers hers, potential threats are fast put to rest. (Lumberton/Jenn Tobin)

#### Suggested Effects

Traits: Fire, Force, Ash

#### ***The Plane of Air***

The Elementals who reside here may look like humanoids composed of swirling air, tornadoes, clouds, or may even be invisible. They may also display features of animals associated with their element, such as birds of all sorts.

The Air Marches are flat, endless plains with big skies overhead. There is an ever-present breeze. Fierce storms and tornadoes rip through the plains regularly. Near the Realm, the plains splinter into deep canyons, before giving way entirely to a sheer, bottomless cliff and endless skies beyond.

The Realm of Air is open sky dotted with floating islands of earth or solid clouds. The Resplendent directions is almost perpetually wracked with storms of incredible power. Even when the storms pass, the fierce winds never cease and more than one Ghaian has been blown from the islands only to fall forever. The Center of the plane is open and free, equal parts calm and gusty. The Harmonious Direction tends to be peaceful, with islands of solid cloud and gentle breezes. Storms rarely come here. Amongst the newer or released members of the Plane roam those creatures of the Old Realm – settlements of Silmarins, elementals composed of air, Tempests, Thunderheads, and Manifestations. Most of them can now be found in The Marches or The Realm of Air. The Elementals of the Old Realm have adapted well. While some settlements were destroyed, the Silmarins, or the winged-Elves of the Plane, have rebuilt much of what was lost.

The Outlands of Air are devoid even of the bits of land that dot the Realm. Anything solid has trouble moving here, although there are some places where the wind is strong enough to simulate solid ground.

The Deep Air is a freezing tornado through which blast lightning bolts the length of Ghaian kingdoms. It is said that the elementals that reside here take the form of titanic birds with wings of lightning and voices like thunder.

The Pure Air is cold and turbulent, composed of air elemental energy. Ghaians and Elementals are unable to travel to this area, which has been sealed to protect the energies here from the Ghaian taint brought by the Wild Magic.

#### Notable Locations

The Cloud Trapeze: A great traveling circus, the Cloud Trapeze showcases the best tumblers and acrobats from the Plane of Air and beyond. Once of the Floating Islands associated with the Galinthor Gypsies, they were traveling during The Shattering and swept to the Plane of Air. This motley crew has found a new home. Beware mistreating The Cloud Trapeze, for it is rumored they are possessed of great and unusual powers since The Shattering.

The Eyrie: Located in the Resplendent Court, the Eyrie is the nesting ground of the elemental Thunderbirds, birds the size of rocs and imbued with the essence of the Plane of Air. Anyone who could obtain an egg from one of these great beasts would have no trouble finding a buyer.

The Dervishes: The Dervishes whirl across the plane in the form of small tornadoes. Rarely do they stop to answer questions, but it seems they are seeking something.

#### Suggestions

Traits: Air, Lightning, Wind

## ***The Plane of Water***

The Elementals who reside here range from almost human looking creatures with blue skin to hulking creatures made of jagged ice. They may display the features of creatures associated with their element, such as fish, squid, octopi, or other sea creatures.

The Marches of Water resemble Ghaian wetlands, crisscrossed with rivers and dotted with lakes, all feeding into the great seas of the Realm. Truly solid land is rare and rain is frequent and heavy. Dense fogs roll across the landscape, obscuring vision.

The Realm of Water is a seemingly endless ocean dotted with archipelagos. The Resplendent courts are wracked with powerful sea storms that churn the dark, gray seas. The Harmonious courts enjoy more peaceful weather, with bucolic islands built upon immense coral reefs. Small islands float through the endless ocean, made from seaweed and anything else handy. Amongst the newer or released members of the Plane roam those creatures of the Old Realm – settlements of Aquians and Salamoids, elementals composed of water, Aquapes, Hydrolisks, Ice Juggernauts, Kelp Dryads, and Manifestations. Most of them can now be found in The Marches or The Realm of Water.

The Outlands of Water are frigid and cold, a place where everything is made of water and ice. Icebergs the size of mountains float in the water, supporting entire domains. Snow is frequent and heavy, making navigation difficult or, at times, outright impossible. As one nears the Deep, the color of the sea and the sky become indistinguishable until one suddenly, terribly, realizes that they are already underwater.

The Deep Water is frigid and black, without light or heat and creating enormous pressure. The Elementals that reside here are said to take the form of titanic sea monsters.

The Pure Water is cold and black, composed of water elemental energy. Ghaians and Elementals are unable to travel to this area, which has been sealed to protect the energies here from the Ghaian taint brought by the Wild Magic.

### Notable Locations

**The Big Island:** Located just inside the Water Realm in the Lesser Harmonious Court, the Big Island is an idyllic location, a tropical paradise. They are usually friendly to Ghaians, although they have little to trade or offer.

**The Coral Palace:** Located in the Central Court, the Coral Palace is a wealthy, but somewhat insular, kingdom ruled by an entity called The Pearl-Queen. Any Ghaian who could establish a trade agreement with her would have access to precious goods of incredible value.

**The Svartis:** An immense glacier in the Greater Resplendent court, the Svartis is an immense black glacier the size of a city. It is home to a gigantic ice elemental that hibernates in its heart. There are no other creatures there.

**The Silver Isles:** The Silver Isles resided in an unspecified location upon the Realm of Water. Lakes of Silver reside there, thus coining the name for the area. It is because of this connection that the Astral Knight, Sir Kalin of the Silver Isles, gave aid to the Lunahearts against the Murder. It was foreseen that the Murder would one day traverse the realms and find their way to the Silver Isles, and so they sought to prevent it. During the battle, the Astral Knight was slain, his armor being lost. He was successfully returned and fought within The Moonlands in 614.

### Suggestions:

Traits: Ice, Water, Cold

## ***The Plane of Light***

The Elementals who reside here often look like glowing humanoids, but may also appear as spheres of light or a formless glow. At times, they have been known to display features like those of lions or eagles.

The Light Marches are empty, open spaces. It is never truly night there, but there are short periods of twilight. Even in those short periods, the plane is illuminated by bright starlight and moonlight. A strange, luminescent fungus grows upon the trees and buildings, creating magnificent visages. The terrain is flat and clear, dotted by lone, soaring mountains. As one approaches the Realm, the distinction between day and night fades altogether, as the plane is illuminated by an ever-present glow that seems to come from everywhere.

The Realm of Light is a place of illumination. There is neither darkness nor shadow in this place. The terrain itself remains largely similar to the Marches. The Resplendent areas are illuminated by harsh, glaring light. The Harmonious, by contrast, are lit by a soft, comforting glow. Amongst the newer or released members of the Plane roam those creatures of the Old Realm – settlements of Illuminar, elementals composed of light, Glints, Glow Worms, Hunting Beams, and Manifestations. Most of them can now be found in The Marches or The Realm of Light.

In the Outlands of Light, everything seems to be made of solid light. Everything here produces its own illumination, including plants and animals, which appear to be bioluminescent.

The Deep Light is completely blinding. If the elementals that reside there have a shape, it is unknown to all but them.

The Pure light is impossibly bright, composed of light elemental energy. Ghaians and Elementals are unable to travel to this area, which has been sealed to protect the energies here from the Ghaian taint brought by the Wild Magic.

#### Notable Locations:

The Eternal Aurora: Not so much a domain as a phenomenon, the Eternal Aurora is said to be one of the most beautiful sights in all the Planes. It is notable because it is the one area of the Marches that exists in perpetual twilight.

The Great Tower: The origin of this ancient tower remains unknown. Although it has long been dormant, its shape and design suggest that once it served as a great lighthouse. It is rumored that, should someone be able to activate the power of the Great Tower, it would shine out a beam of light bright and strong enough to illuminate all of Ghaia and the Planes.

The Keepers of Light: The Keepers of Light is a group that roams throughout the Plane seeking knowledge and wisdom. They are a Harmonious group and refuse to harm another individual if possible. They are always questioning the world around them and it is believed their accumulated knowledge is vast, kept in a hidden depository. It is believed they carry small books they write within, the contents of which are magically delivered and stored within the depository.

#### Suggestions

Traits: Awe, Presence, Force, Light

### ***The Plane of Shadow***

The Elementals who reside here most often take the form of humanoids composed of shadow, although they may also remain formless, or take on a two-dimensional shape.

The Shadow Marches resemble Ghaia but are entirely covered in heavy forest. The sky is always overcast. It is never properly day, although there are brief periods when weak sunlight filters through. The further one goes, the shorter and weaker these periods become.

The Shadow Realm is lit only by thin moonlight that seems to exist only to cast more shadows. The Resplendent Direction is a terrifying place for most, where nothing is as it seems and dangerous creatures lurk unseen. The shadows of the Harmonious Direction, by contrast, seem to be quiet and restful. Amongst the newer or released members of the Plane roam those creatures of the Old Realm – settlements of Ayrin, elementals composed of darkness, Griks, Beguilers, Darkwings, and Manifestations. Most of them can now be found in The Marches or The Realm of Shadow. Nothing on the Shadow Realm is as it seems and visitors find the tricks of shadow to be especially trying. The creatures of the Realm deal with darkness and shadow, and visitors should be ware of deals made with the denizens of this plane.

In the Outlands of Shadow, many things seem to fade and what structures do exist seem to be composed of solid darkness. Light only exists in the corner of one's eye, and even then only serves to make the shadows darker.

The Pure Shadow is impossibly dark, composed of darkness/shadow elemental energy. Ghaians and Elementals are unable to travel to this area, which has been sealed to protect the energies here from the Ghaian taint brought by the Wild Magic.

#### Notable Locations:

The Lost Valley: Not actually lost at all, this lowland plain in the high Marches is full of what appear to be statues carved from darkness itself. A visitor to the valley will see the shapes of men, monsters, and strange beasts, frozen in place forever in lifelike poses.

The Well of Shadows: The Well of Shadows is a large pit ringed in black stone. If it has a bottom, nobody knows.

The Hidden Scribes: This group of elementals of the Lesser Resplendent Court of Shadow is said to be on a mission to catalog all the secrets that exist. However, they are loathe to reveal any of them for, once revealed, the secrets cease to exist and disappear from the collection.

#### Suggestions

Traits: Confusion, Gloom, Shadow, Fear

## ***The Plane of Spring***

The Elementals who reside here resemble humans with skin-tones in various pastel shades. Flowers may seem to grow in their hair, and they may have a hazy, ephemeral quality to their appearance. Creatures and visitors to The Plane of Spring have learned to be wary of promises and wishes fulfilled. Sometimes a dream come true can be a nightmare.

The Plane of Spring is a place of fresh, half-formed ideas and actions. Everything here is at its beginning, although nothing ever reaches maturity. It is a land of dreams, which are as full of promise as they are insubstantial.

The Spring Marches largely resemble the Ghaia in the Spring, with frequent rain, heavy fog, and the promise of new life evident everywhere. If the colors are a bit brighter, and the fog a bit thicker, one could hardly be blamed for not noticing.

The Realm of Spring is perpetually obscured by mist. Gentle rains are frequent and the grass and plant life is perpetually damp with rain. The landscape ranges from light forests to fields of flowers, but everything has a hazy, dream-like quality to its appearance. There always seems to be someone or something just out of view, watching. The Resplendent direction is more densely obscured, but the colors are brighter and things more solid when they appear. In the Harmonious direction the landscape is less obscured, but more dreamlike. Amongst the newer or released members of the Plane roam those creatures of the Old Realm – settlements of Alucinari, elementals composed of dream, Dreamcats, Fear Mongers, Mist-Kin, Nightmares, Sandmen, and Manifestations. Most of them can now be found in The Marches or The Realm of Spring. Those on the Plane of Spring and visitors to the Plane have adjusted to the changes wrought by The Shattering.

The Outlands of Spring seem to contain little of solidity. The ever-present mists grow thicker, clearing away only to make room for spectacular tableaux that never quite seem real. Anything that has the appearance of solidity here may be passed through with a little concentration, dispersing back into the mist from which it was formed. It is here that the true nature of the realm of spring comes forward, anything the mind can dream seems possible here.

The Deep Spring is a swirling bank of multi-colored mists, always seeming as though they are about to take shape but never quite resolving into something fully recognizable. If the elementals who live here have a permanent shape, it is hidden by their dream-like, immaterial nature. It is here that the other half of this dreamy realm seems to be most prevalent, the nightmarish experience of this formless place plays tricks on the mind and will haunt the dreams of mere mortals that visit it too often. This is where Nightmares seem to be born.

The Pure Spring is without shape or reason, a place of pure Dream energy. Ghaians and Elementals are unable to travel to this area, which has been sealed to protect the energies here from the Ghaian taint brought by the Wild Magic.

### Notable Locations

**The Bower:** This kingdom is ruled by the Rose Queen, a beautiful Elemental. The entire kingdom is composed of stunning flower beds and endless hedge mazes. Although the Rose Queen welcomes visitors, she is not known to be overly concerned about people getting lost in her maze.

**The Dreaming Fields:** Although fields of wild-flowers are not uncommon in Spring, the Dreaming Fields are not as welcoming as their appearance may suggest. The flowers in these fields produce pollen that is a potent hallucinogen, the full effects of which are not entirely known. (Ben Mathis)

**The Hallow:** The Hallow has no true place of rest within the Realm of Spring, it is everywhere yet nowhere at the same time. Those that try and seek it out may find it the moment they step into the realm or may search their entire life never to see it. The Hallow is where the lost dreams of every Ghaian are said to rest. Every dream of life, love, wealth, and power that have gone unattained reside here in some form or another. Some lost dreams appear as just simple words carved into stone, others are said to manifest as something very dangerous likened to a type of huge monstrosity. Either way these dreams only truly belong to those who lost them.

### Suggestions

Traits: Water, Confusion, Inspiration, Trance, Sleep

## ***The Plane of Summer***

The Elementals who reside here resemble robust humanoids with either deep brown or green skin. They smell of warm air and freshly turned earth. Powerful elementals may begin to resemble humanoids made of wood and twisting vines. This is the land of life elementals and energies.

The Plane of Summer is a place of growth and vibrancy. Everything here is at the height of its power, although it never reaches fruition. In Summer, everything grows, for it is a place bursting with life.

The Reaches of Summer largely resemble Ghaia at the height of the season. The days are long and hot and powerful thunderstorms are frequent. The woods and fields are full of growing plants, but nothing is ever ripe for the picking. The landscape is similar to that of Ghaia, varying between fields, forests, hills, and mountains.

The Realm of Summer is oppressively hot and frequently humid. Plants and animals grow to enormous size here and life seems to be aggressively growing everywhere. There is no surface that is not home to at least moss or lichen. Ghaians standing in one place for too long may find the plants of the plane growing into them or even find themselves putting down roots, as the energy of the plane suffuses them. Everything grows here. Even a sword, if planted, would produce a tree of steel with bladed leaves. The Resplendent direction is all deep forest filled with great beasts, while the Harmonious direction tends to be expansive fields and fertile valleys. Amongst the newer or released members of the Plane roam those creatures of the Old Realm – settlements of Finnerans, elementals composed of life, Glitter Cats, Vine Spiders, Spiny Serpents, and Manifestations. Most of them can now be found in The Marches or The Realm of Life.

The Outlands of summer are composed entirely of living matter. Stone and water give way to roots of impossible solidity and rivers of thin sap feed the forests. There never seems to be a ground to reach and the canopy of leaves stretches impossibly high. Wisps of white and green energy are seen here darting between the branches and leaves. These are the elementals that are not yet strong enough to manifest.

The Deep Summer is composed of forest of varying kinds without end. The trunks stretch up and down forever, and the only hint of light is what filters through the leaves. It is said that the elementals that reside here take the form of titanic beasts made of wood and vines or that of featureless humanoids that seem to radiate life. It is said that these featureless elementals are tenders of this great forest, that their mere presence sparks the life of the plane of Summer.

The Pure Summer is a place of pure Life energy. Ghaians and Elementals are unable to travel to this area, which has been sealed to protect the energies here from the Ghaian taint brought by the Wild Magic.

#### Notable Locations

**The Great Oak:** The Great Oak is a tree the size of a mountain which supports an entire domain of elementals within its colossal branches. Rooted in the Outlands, near the Deep Summer, it is ruled by the Great Oak itself, who is, in actuality, an elemental of ancient power. It normally sleeps away the years, but it has been known to rouse itself from time to time.

**The Isle of Apples:** Surrounded by a large lake, The Isle of Apples is a small domain, a place of stunning beauty and peace. At least, it seems to be. No-one is permitted to set foot on the island, but it is rumored that a great king sleeps there, recovering from a mortal wound received long ago and waiting until his kingdom calls him again.

**The White Spire:** The White Spire is a large glowing white structure that rests in what is thought to be the center of the Deep Summer. The Spire is only reachable if someone is guided by one of the guardians of the realm. What exactly resides there is unknown, rumor states that it is the home of the tenders of the realm and that someone is only guided there when it is their time to ascend to the realm, leaving their mortal bodies to be drawn into the realm itself.

#### Suggestions

Traits: Awe, Inspiration, Presence, Light

#### ***The Plane of Autumn***

The Elementals who reside here appear to be old humanoids with pale or grey skin and hair ranging from yellow to orange to dark brown, within which are dry branches and fallen leaves. Powerful elementals from deep in the plane appear to be humanoids composed of dry branches with leaves instead of hair.

The Plane of Autumn is a place of maturation and harvest. It is not a place of growing, it is a place of already having grown; it is not a place of learning, it is a place of already knowing. It is a place of quiet reason, of contemplation of what has come before and what will come soon. It is one of the least populated planes. This is the place where those of knowledge and wisdom come to end their days, fueled by the elemental powers of Reason.

The Autumn Marches are largely similar to Ghaia during that season. The trees are always full of bright leaves and the ground is always littered with them. Although there is no growth, everywhere are plants ripe for the picking.

The Autumn Realm is a well-ordered place. Paths wind through forests and fields to quiet groves and great standing stones. The Resplendent direction is filled with groves and libraries full of elementals, with the occasional militant domain preparing to battle the forces of the Plane of Winter. The Harmonious direction contains few large kingdoms or domains and is instead populated by small enclaves and hermits. Amongst the newer or released members of the Plane roam those creatures of the Old Realm – settlements of Custodians, elementals composed of reason, and Manifestations. Most of them can now be found in The Marches or The Ream of Autumn.

In the Autumn Outlands, the earth disappears below gnarled roots and fallen leaves. The air is still and silent and, at times, the leaves of the trees seem to be inscribed with writing.

In the Deep Autumn, the forests give way to rows and rows of perfectly lined trees, and the powerful elementals who reside here look like men and women of brittle branches reposed in thought.

The Pure Autumn is a place of pure Reason energy. Ghaians and Elementals are unable to travel to this area, which has been sealed to protect the energies here from the Ghaian taint brought by the Wild Magic.

#### Notable Locations

**The Librum Grove:** This medium-sized domain is located in the Greater harmonious court, near to the Autumn outlands. It is a forest-sized grove of trees, all of which display the inscribed leaves sometimes found elsewhere on the plane. The difference, aside from the frequency, is that all of the inscriptions are readily legible. Given the size, they have not all been read by the elementals that tend the grove; who knows what knowledge may be recorded there.

**The Warriors of Tir Na Drith (Tear Nah Drith):** These are the Warriors of Reason and they will hunt those of the Plane of Spring and any that seek to further the goal of Spring. They are logical, strategic, and highly methodological. Months, sometimes years, are spent gathering information and debating the innocence or guilt of a single individual. Upon a decision, the Decree is entered in to the Book of Completion. A contract will be issued and the hunt will begin.

**The Wilkenians:** This group of individuals are nicknamed (not necessary in a nice way) the “Keepers of Cutlery.” Their group is dedicated to keeping the lore regarding cultural etiquette and rituals/niceties of the many races and cultures of Ghaia. They are intimately familiar with everything from proper placement of dishes and greetings to the magics behind the ascension of rulers. They also track the changes that have come about and the origins of the rituals/niceties. They are careful how much of what information they share regarding these rites and are wary of outsiders.

**The Circle of Autumn’s Ancients:** A circle, located deep within The Realm of Autumn, where those that seek answers to questions can call forth the Spirits of Autumn. Rumor has it that the answers can be a heavy burden to bear and take a toll on the questioner. There are many steps to asking the question.

**The Thorn-Watch:** This large kingdom of the Greater Resplendent court maintains enmity with the denizens of the Plane of Spring, and seeks to build a great thorny hedge around the entire plane in order to lock its maddening dreams away from the rest of the planes.

**The Silent City:** Located on The Marches of Autumn, The Silent City is set amid the ruins of a once prosperous town. Now a place of learning and contemplation, no spoken words are permitted and can result in physical pain if done. (Jennifer Tobin)

#### Suggestions:

Traits: Inspiration, Cold, Thorns, Aging, Sleep

### *The Plane of Winter*

The elementals who reside here vary from emaciated husks of men to hulking berserkers that prowl the everlasting snow. They are universally pale, with hair ranging from white to blue. Powerful elementals may actually be made of snow or ice, or display skeletal, death-like features.

The Plane of Winter is a place of cold and death. There is little life here, no hibernating animals or dormant trees waiting for spring. The Plane of Winter is the end of all things, the long cold night into which all things pass.

The Winter Marches resembles Ghaia during that season. The nights are long and bitterly cold and the daylight is thin and does little to warm the bones. The snow lies thick on the ground and the earth itself is frozen.

The Realm of Winter is a harsh, barren place. The nights are yet longer and the cold more piercing than in the Marches. Knife-like wind whistles through the dead trees and snow-storms drift with quiet menace over the landscape. In the Resplendent direction, the soldiers of Winter wait in palaces of ice, waiting for an unknown signal which will see them issue forth onto the planes. In the Harmonious direction, the snow is more gentle, but no less deep or deadly. It is a place of quiet repose for the dead, where the ancient cold preserves their bodies. It is here, in The Realm, that the Elementals have somehow managed to stem the flow of the Wild Magic and Ghaian taint. While some of the taint from the Wild Magic is present, this is where the Elementals of Death and other creatures of the Old Realm reside. Amidst the dead trees and snow lie immense areas from the Old Realm. These areas embody Death energy from the Old Realm. Palaces of Bone rise above and the darkness of Death enshrouds all. Some of the more powerful Death Elementals, such as Sigh, have retained their former positions of power. As always, they seek a greater presence upon Ghaia, but now have a greater goal – to rid The Realm of any taint of Wild Magic and Ghaia. However, not all are unhappy with the changes that have taken place, instead using the presence of Ghaian Traits to further their own goals and quests for power.

Amongst the newer or released members of the Plane roam those creatures of the Old Realm – elementals composed of death energy, Devourers, Death's Pets, and Manifestations. Most of them can now be found in The Marches or The Realm of Winter.

In the Outlands of Winter, everything that was once living disappears. The snow is infinitely deep, and the trees and plants that grow out of it are composed of shimmering ice.

The Deep Winter is a place perpetually obscured by heavy snow. If the elementals that reside here have a shape, no-one has ever lived to record it.

The Pure Winter is composed entirely of death energy. Ghaians and Elementals are unable to travel to this area, which has been sealed to protect the energies here from the Ghaian taint brought by the Wild Magic.

#### Notable Locations

**The Halls of the Dead:** Not really one domain but a classification of domains, there are many Halls of the Dead, each slightly different in form. Universally, they are places of repose for the bodies of the dead.

**The White Fortress:** In the Greater Resplendent court, the elementals of the White Fortress take on the shapes of the winter beasts and hone blades of unyielding ice to prepare for war against the Plane of Summer and Ghaia. Their commander is unknown, but when that fell entity rides forth it will be a grim day for Ghaia.

**The Bleeding Tower:** A tower of stone bound in iron, the constant precipitation has rusted the metal and drips down the side, making the tower look eerily like it is bleeding. It is not known who built it or for what purpose.

**The Fortress of Unending Bereavement:** This is the realm of Sigh, one of the most powerful Death Elementals to ever roam Ghaia. Once the home of Lady Death, over the past decade Sigh has worked diligently and made the alliances necessary, both of Death and from Ghaia, to ensure her ascension in to one of the most prominent roles with The Realm. The Palace is composed entirely of death energy and she has worked hard in the wake of The Shattering to protect its halls from the taint of Wild Magic, Ghaia, and the challenges of other Death Elementals. (Dave Binder)

#### Suggestions:

Traits: Cold, Aging, Despair

### ***The Plane of the Sun***

The Plane of the Sun is a shining, purifying realm, where everything is visible and orderly. This is the Plane where the elemental energies of order can be found. It is one of the Planes that experienced the most change, as the infiltration of Ghaian traits introduced certain influences that could be considered “chaotic” in nature.

The elementals who reside here embody the majesty of their plane. They range in appearance from shining statues of bronze to glowing beings of heat and light.

The Sun Marches resemble the Summer Marches, where the days are hot and bright. The only difference is that the sun never truly sets, descending only as far as twilight, and that its shining face is never obscured by clouds.

The Realm of the Sun is hot and dry. The sun beams down without end and the plants that grow are made of shining crystal or gold. In the Resplendent direction the Sun seems to be perpetually rising and the elementals seek to spread the glory of the Sun over all the planes. Some of the braver, or more fool-hardy, think that their plane may even have the power to directly fight against Neverwas. The Center of the plane is perpetually noonday, and it is the hottest part of the Realm. The Harmonious direction rests under an always setting sun and

the elementals who reside here are scholars and philosophers that seek wisdom to hold back the night. Amongst the newer or released members of the Plane roam those creatures of the Old Realm – settlements of Kithis, elementals composed of order, and Manifestations. Most of them can now be found in The Marches or The Ream of the Sun.

The Outlands of Sun are open and bare aside from pillars of crystal that rise at regular intervals. The ground is a swirling mass of light that occasionally erupts into enormous flares. The further in one goes the closer the Sun seems to be to the ground.

The Deep Sun is a countless collection of swirling flame, lined equal distance apart from each other as they continue deeper into the realm. The flames burn pure white and are said to be able to “cleanse” the evil from even the most vile creature. The elementals that reside here take the form of great white phoenixes who judge on all who pass through the realm.

The Pure Sun is the repository of pure Order energy. Ghaians and Elementals are unable to travel to this area, which has been sealed to protect the energies here from the Ghaian taint brought by the Wild Magic.

#### Notable Locations

**The Stronghold of the Sun:** A small domain in the Greater Central court, the Stronghold of the Sun is a stepped pyramid surrounded by an enclave of attendants. It is said that the zealous elementals who reside here think that they can increase the power of their plane by performing bloody sacrifices.

**The Halls of Judgment:** The Halls of Judgment is a large domain in the Greater Harmonious Court. It is the home of the Arbiters of the Sun, renowned across the planes for their impartiality.

#### Suggestions

Traits: Fire, Awe, Will, Light

#### ***The Plane of the Moon***

The Plane of the Moon is a place of chaos, change, and madness. The ever-changing face of the Moon looks down on the plane and grants its changeability to the denizens of the place.

The Elementals that reside here range from ephemeral beings of shadow to glowing beings of silver and moonlight. They sometimes display features of creatures strongly associated with their element, such as felines or ravens.

The Marches of the Moon resemble the Ghaian night, with the moon visible overhead. The terrain remains largely solid, although things may seem to shift out of the corner of one’s eye. It is never day here.

The Realm of the moon is a changeable and chaotic. Although there are islands of stability, the forms and geography of the plane can change quickly and fluidly. In the Resplendent direction, the light of the moon shines bright and clear and the shadows are thrown into sharp relief. In the Harmonious direction, the moonlight is soft and illuminating, although this serves to deepen the shadows.

In the Outlands of the Moon, the landscape is composed entirely of shifting shadows and moonlight given shape. There is no true form, direction or structures within this part of the realm. It is dangerous to travel here as the stability of the entire area is never the same.

The Deep Moon is a place without permanent form. The Elementals that reside change their form as easily as everything else in this place, and if they have a true form it is known only to them.

The Pure Moon is a repository of pure Chaotic energy. Ghaians and Elementals are unable to travel to this area, which has been sealed to protect the energies here from the Ghaian taint brought by the Wild Magic.

#### Notable Locations

**The Silver Dojo:** A small domain in the Lesser Resplendent Court, the Silver Dojo trains elementals to be deadly assassins. It is said that the students of the dojo use slender blades of pure moonlight and can change their forms at will. (Nathan Mathis and Jennifer Tobin)

**Wolf Hill:** Not even a domain as much as a location, Wolf Hill is a large hill upon which shines pure moonlight. It is thought sacred by lycanthropes and they guard its location jealously. (Dave Binder)

#### Suggestions

Traits: Confusion, Inspiration, Madness



## ***History of Faerie and the Planes***

*Below is the written history for Faerie and the Planes, as recorded by Ghaiaans. Those that reside on Faerie and the Planes may have a very different outlook of events, or record their own more specific histories, depending on clan and culture.*

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The year 614 saw many great changes upon the Planes and Faerie. The influx of the weave and wild magic continued to infiltrate ever deeper towards The Pure. The Marches saw significant upheavals – where most of them now touch at least portions of Ghaia – influences of Ghaia made a much greater mark than expected. The Wild Magic and Weave, in some places, actually began to change the make-up of certain portion of the Marches. This has made some areas reflect Ghaia more than it does their respective Plane. Creatures of the Planes were also negatively affected and perhaps changed forever as the cascade of magic continued to course through their bodies.

One area from the Marches of Moon was entirely pulled fully in to Ghaia, perhaps permanently. Known as The Moonlands, overseen by the Lunahearts, their “kingdom/lands” have fully formalized within the eastern part of Darkening Reach, on Pawalintok. Little is known about them, as the veil of wild magic that brought them here continues to wreck havoc and create a barrier of sorts.

In the realm of Ghaia, a number of areas were also significantly impacted. In Ashton, for example, the wild magic and changes to weave on the Planes led to an increased presence of many different Manifestations, sometimes on a near rotation. Major battles raged to control the area, especially against the Manifestation known as Wrath. Air was also particularly present, including the appearance of Air Pirates, a Castle of storm, and The Kiss of the Lady of the Wind – complete with a path connecting it to Ashton, where many Air Pirates can be found. Of great concern, Planar Nodes and Gates also seem to randomly appear in Ashton, tied to the wild magic. Other Planar presences were also felt – Lakich Waist (water node of merfolk tainted by Winter), the appearance of the Garden Keepers (summer), the Blazing Spear (group of fire salamanders who purge evil from Ghaia with Fire), the Barrett Privateers (Air), and Dancers in the Moon (Blood Mages of Moon).

On Faerie, the lands continued to shift and heave. As Faerie exists throughout pockets on Planes that are interconnected, and upon Ghaia herself, courts and power struggles abounded. Many of the UnSeelie fought for control and war appeared eminent. The Seelie, much, much fewer in numbers than they once were, were also threatened by the continued growth in power of the UnSeelie. Thanks to the efforts of several Descended and their friends. Some included Bellator Guy of Lumberton, Eliza, Hope Damashay, and Puck. Many visits were conducted to Branwen Maerr, as well as to Seelie sanctuaries throughout Faerie. One Descended, Eloraam, even opened a toy shop within the city – the first Descended Traveler to do so. When the Seelie were threatened by a March of War, a number of adventurers gathered together to create a King’s Wish – one of the most powerful wishes known – in order to protect the Seelie safe haven on Summer. While successful, the ramifications of such actions remain unknown, except for the strange underground beast that ravaged the UnSeelie and then disappeared from sight. Whom exactly performed the King’s Wish remains unknown, but rumors have been flying upon Faerie that the Lady of the Wood’s power was felt and some, for goodness or not, have begun searching.

In the lands of Rage Hollow, a new city appeared, Travalla, located between The Cliffs of Kaven and the Marches of Winter. A much darker city than Branwen Maerr, it is full of spirits, labyrinthine-like construction, and faerie magic of all kinds. The town was threatened by the city and some of those that live there – including the capture of several townspeople. Traversing The Way was discovered to be much more dangerous in that particular area of Faerie and guides are encouraged. Travel at night was nearly impossible for those possessing Ghaian Traits.

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In Rage Hollow, the areas of Faerie most closely connected to Rage Hollow saw the shifting of the prison city of Trevala away from the vicinity of the town and a connection created to the archipelago of the Lotus Eater, a faerie prince with a slightly addled disposition. Those descended of faerie and companions, most notably Hope Damashay and Aun da’Laurance, aided the Lotus Eater in expanding the Winding Way to new parts of his domain. Furthermore, the adventurers of Rage Hollow made further contact with the dwarves that reside in the Raging Mountains, discovering them to be inadvertent transplants from the Plane of Fire and to be open to trade and peaceful co-existence.

In Lumberton, the Spirit Guardian of the permanent Faerie Door was replaced with a spirit of more discerning quality. The Summer Sanctuary remains intact and well-protected. The discovery Tumbledown actually exists and is not a myth has given rise to many debates upon the pockets and areas of Faerie. In regards to the Planes, the Aldpine (Light) continue to regain dominance over the Kinobat (Shadow). With the return of Nether, the Kinobat have gained more numbers than the Aldpine. The Kinobat were originally from Halidran and the conflict with the Aldpine rose over different views (followers of Light and knowledge vs. Followers of Shadow and destruction) and territorial battles. This conflict was reintroduced with the return of their magic, respectively, during the clearing of wild magic from the Forgotten Deep in Lumberton. Also, the lands saw the rise of the Drakthor, a Curse eater and the last construct of its kind. The Aldpine used the Drakthor in conjunction with the dragon spirit Bane to defeat Nether and Ian Kinobat, the leader of the Kinobat organization. This also stopped a main attack initiated by Bolslav, a Greater shadow manifestation, looking to gain dominance on Shadow and expand his kingdom by invading the Kingdom of Tre’liia, Earth. Odelo Morst, Grand Architect of Tre’liia took the forefront in reconstructing the construct with significant aid given by Lumberton.

In Ashton, there now resides two small cities of Descended Manifestations – the Gem Walkers (Earth Descended) and the Port of Winds (Air Descended). Several well known Air Pirates hail from the Port, including the Barrett Privateers (Ship, Winged Antelope), a sloop; Rebecca the Black Heart (Ship, Fint’s Revenge); and Annie (Ship, Raggy Doll). Ashton currently seems to possess the weakest

barriers between Ghaia and the Planes, seeing several Portals to the Planes materialize, such as the Cove of Dawns (random portal to the Planes at sunset) and The Pit of Night (Shadow).

The Moonlands fully materialized upon Pawalintok in Darkening Reach, thanks to the efforts of adventurers who oversaw the correction of the Constellations. By placing them back in their proper alignments, the Lunahearts were able to successfully push back The Murder.

## Appendix A – Songs and Stories of The Moonlands

Shades of Hate  
Murderous Wings  
From the Abyss of the New Moon  
Shifting stars up in the sky  
Once upon the Moonlands

House Aphelion stands strong  
Despite the shifted stars all wrong  
The Murder seeks to destroy us all  
Across the Moonlands

The Curse of Blackened, darkened sands.  
The Star Stones blackened by foul hands.  
Who shall answer the call to arms  
All across the Moonlands?

On the fields of Astral lights  
There he lays, our fallen Knight  
Who will then return our skies  
All across the Moonlands?

And a song  
Someone sings  
All across the Moonlands

(To tune of Once Upon a December, waltz time)

### Story of The Moonlands

War is an ever-continual part of the life of both Ghaia and Planar beings alike.

As The Shattering came and the world changed, so too did the Planes. Some beings were more categorically defined, such as the divide in to Resplendent and Harmonious Kingdoms. The Resplendent Kingdoms lived on as expansionistic, militaristic, and aggressive. Some sought to influence their Plane through magic, philosophy, or military prowess, while others sought to try their hand upon Ghaia. Their combative appetites were dependent on their direct relation to their Plane's pole. Harmonious Kingdoms, the more reserved of the Planar Kingdoms, continued to act with greater concern for the defense and purity of their Plane and varied Kingdoms. More scholarly than combative, depending on their positioning upon the Plane, they were not always against the defense of those and theirs, and could be quite ruthless when necessary.

The Planes themselves also shifted and heaved, changing their very landscapes and the beings that dwelled there. Each of the twelve Planes became roughly divided into five zones: The Marches, the Realms, the Outlands, the Deep, and the Pure. Each area, in ascending order, resembled Ghaia less and less, and the manifestations of the element in question grew more and more overwhelming.

Upon the Realm of the Moon were a Harmonious and a Resplendent Kingdom that were ancient enemies. The Resplendent one was simply known as The Murder, made up primarily of raven and crow-like humanoids and other strange beings. The Murder was a death-driven Kingdom, that dwelled among the darkest crevices and areas of Moon, driven there from Winter. They were jealous of and particularly despised one of the Harmonious Kingdoms of Moon – The Lunahearts. The Lunaheart Kingdom, named for the ruling family, reveled in the light of the Moon their Kingdom was built upon.

The Harmonious Court of the Lunahearts was a magical, enchanting place. Many individuals and creatures claimed the protection of the Lunaheart family and were protected by them and several elite forces, including the Maidens of Moon. The landscape itself was thought to be alive at times. From the Dying Fields to the Moonlands Theater, their world was mesmerizing and bewitching.

The Lunaheart family lived off the energies of the moon – or moonlight – and have lost much of their powers due to the actions of The Murder. The Murder, in its jealousy, found a way to begin to siphon the Moon energy and its Light from the Lunaheart Kingdom.

As time went on, the Lunaheart Kingdom and the Lunaheart family lost much of its power. And the Murder waited, in the darkness, to make its move. As the power faded, so did the Lunahearts place upon the Realm of Moon. Soon the Kingdom found itself upon The Marches of Moon, with strange, unknown beings and a different landscape surrounding their little Kingdom.

Now, no longer able to harvest Moon, they have become faded. The Murder took advantage of this and took control of more and more of the Court through brute force. As the Lunaheart's power faded, the Kingdom further fell to ruin and was pushed from the Realm to The Marches and finally away from Moon altogether and on to Ghaia. While some areas of The Moonlands still claim aspects of The Realm, it is a fully visible land now nestled upon Pawalintok, in the western corner of Darkening Reach.

As the lands settled, a veil of magic kept The Moonlands separated from the rest of Ghaia. The Murder, still gathering its strength, returns to its darkened recesses and bides its time...