

MAZARIIM



GAZETTEER

MAZARIIM PUBLISHING

Mazariim

Gazetteer

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Introduction

The world of Mazariim was not designed in one sitting. It was built over the course of a decade, across ten tabletop role-playing campaigns collectively titled *Coming of the Lines*, shaped by more than twenty players whose choices, sacrifices, and occasional acts of spectacular improvisation left marks on the setting that no single author could have planned. Characters lived and died in this world. Alliances were forged at tables covered in maps and dice. Entire nations shifted because someone made a decision no one saw coming. By the time the last campaign ended, Mazariim had become something far larger and more layered than the world that had been sketched out at the beginning — a setting with thousands of years of history, dozens of cultures, a cosmology that rewards curiosity, and a magic system rooted in the same forces that built the universe itself.

This gazetteer is a companion to the novels set in the world of Mazariim, beginning with *The Geometry of Scars* and the *Coming of the Lines* series, and extending to future series yet to come. It is offered as a free download to readers who want to explore the world beyond the pages of any of the books. It is not a rulebook and it is not a novel. It is a guide to the setting — the kind of document a scholar at the Library of the Ages might keep in a locked drawer, full of things most people do not know and some would prefer to keep forgotten.

Inside these pages you will find the history of Mazariim, from the formation of the universe and the slow coalescence of the first entities from raw mana, through the rise of elven, dwarven, and human civilizations, to the War to End All Wars that forced every race on the planet to fight side by side or face extinction. You will find detailed accounts of the five major ancestries — Dwarves, Elves, Gnomes, Halflings, and Humans — their cultures, subraces, societies, and the ways they have shaped and been shaped by the world around them. You will find the laws of magic as they function in Mazariim, from the nature of mana and ley-lines to the arcane writings handed down from dragons to the first human spellcasters. You will find the religions of the world, where gods are not omnipotent creators but mortal entities formed from magical energy, capable of being banished or even destroyed, each residing in extra-dimensional planes they either created or claimed. You will find those planes described as well — the

cosmology of Mazariim, from the Astral Plane that holds them all to the nightmarish Nightmare Realm where aberrations whisper awful truths. And you will find the geography of the world itself: three continents, dozens of nations, and the fractured political landscape of a civilization still living in the long shadow of a war fought eight centuries ago.

Mazariim is a world of deep time and fragile peace. Its history stretches back billions of years, but the events that matter most to the people living in it happened within the last few thousand. The scars of the past are everywhere — in the ruins of lost empires, in the ley-lines burned into the earth by a civilization that fell before recorded history, in the careful distrust between races that once nearly destroyed each other before learning to stand together. The unity forged in the War did not last forever. It never does. But its memory lingers, and the structures it built — the Federation of Man, the Common language, the trade routes between peoples who had never spoken before — still hold the world together, however tenuously.

Welcome to Mazariim. Mind the scars.

Callum Ashvane 2026

Races of Mazariim

Dwarves

History

The first dwarven clans are thought to have formed some twenty thousand years ago as dwarves and humans began learning about agriculture and began forming groups for safety and trade. Over the next ten thousand years of prehistory, humans and dwarves would begin to battle over resources and land, with dwarves eventually settling in hilly and mountainous areas. While humans enjoyed fertile lands in river deltas and valleys, dwarves were forced to live in areas more inhospitable to agriculture, and it was during this long-forgotten time of prehistory that dwarves began using terraced farming to keep up with their growing and developing clan-based civilization.

Since the beginning of their history, dwarves have always venerated their ancestors, worshiping them and their great deeds so they would carry on through time. The earliest magics of the dwarves were based on this ancestor worship and calling the spirits of the past to help them when needed. Around 5000 BW, the Old Gods began rewarding their followers with spells, and the worship of Mau and Dirgin began to flourish, with smaller numbers of dwarves worshiping the other elemental deities as well.

Dwarves generally consider the year 2250 BW to be the start of their civilization and rise from barbarism as they began to form major clans and began to expand the small cave and mine systems that had become more common in many larger dwarven surface towns. These early dwarven settlements grew and spread through the northeastern part of Nigal. As clans increased in size and allegiances were made, tensions would rise over rulership and land rights. The Gormdawi of the north wanted to extend its newly-formed Dwarven Empire's reach far to the south to encompass the Bryndawi, and within a few hundred years the Dwarven Wars would begin, in the year 1921 BW. These wars, mostly fought in the central region of mountains and hills that formed the border of the two dwarven peoples, were a violent and bloody affair. Raging on for decades, it seemed that there was no end in sight for the Dwarven Wars.

The fortuitous arrival of Mordrion in 1866 BW would herald a new era for the dwarves. This entity that had enjoyed the worship of dwarves in another universe seemed to have impeccable timing in its arrival, and Mordrion quickly began to appear to dwarves in many of their most populous cities, declaring that the dwarven race needed to be unified and that he had arrived from another world to help them. By 1849 BW Mordrion had helped the dwarves broker peace, and from that time forward dwarven holds and towns would expand, gain knowledge of rare and challenging metals, learn how to create masterful arms and armors, and grow traditions and clans for another eighteen centuries as they solidified their embrace of the mountains and valleys of Nigal. The Dwarven Empire flourished in the northern lands, and the more independent city-states and dwarven holds of the south kept their independence while remaining loyal to dwarvenkind. The worship of Mordrion also replaced the veneration of Mau and the elemental gods as the dominant deity for dwarves over the centuries, although many dwarves still worship Dirgin to this day.

All would change when the War to End All Wars began around 3 BW. Dwarvenkind was unprepared for such a large invasion of orcs and goblins, and before the end of the war, dwarves would see most of their holds overtaken and have most of their numbers wiped out. In fact, during the time of the War, dwarves would suffer more losses than any other race. Ironically, the War did establish the new capital of the Dwarven Empire as well as decide the lineage of the new royal family that would rule over dwarvenkind. Dwarves would battle for decades to retake their holds as all the races became more reliant on one another. The "Common" language would soon develop and dwarves would form closer bonds with the races they had fought against for so long. During the next eight hundred years, dwarvenkind would continue to develop and grow across the mountains of Nigal. Trade continued to flourish as demand for dwarven weapons and armor increasingly grew. Alliances with non-dwarves continued as the insular ways of the past began to fade, and the worship of Mordrion spread to other races. Now, eight hundred years after the War, dwarves have a well-developed and mature civilization stretching across thousands of miles of mountains and hills.

Society

Dwarven life is based around a clan-based structure, with family and past ancestors being of incredible importance. Before the time of the Old Gods and now Mordrion, dwarves worshiped ancestor spirits.

Although Mordrion commands the worship of most dwarves today, all dwarves feel a connection to past family members and can often engage in dissertations about their lineage and the accomplishments of their progenitors. Honor is also very important to most dwarves, similar in some ways to the honor-based human civilizations of the Ejiin off the southeastern coast of Nigal. Along with family and honor, dwarven society values hard work, tenacity, bravery, and loyalty.

Dwarven society can be split into two distinct groups — traditionalists and independents. Traditionalists are dwarves that want to preserve the old ways of life and honor, and who revere clan and lineage. They look at the allegiances with non-dwarves as matters of necessity, to never be fully trusted. To them, the Dwarven Empire is the foundation of their clan-based life, and allegiance to it helps society survive. The independents, on the other hand, are dwarves that want to integrate with other races, worship other deities, and set out into the world to find themselves. They find honor and tradition outdated relics of past eras and prefer to have their freedom to make choices and not be tied with blind allegiance to those in faraway lands. Although both traditionalists and independents can be found among both dwarven races, a slight majority of Gormdawi are traditionalists while a sizable majority of Bryndawi are independents.

Dwarves are the unquestioned masters of metal arms and armors in Mazariim. None of the other races can compare to the great master smiths of the dwarves, and dwarves hold almost all the territories where rare metals can be found. It is important to remember that dwarves originally developed on the surface of the world, not in caves as dwarves from other settings do. Although dwarves now have extensive holds and underground sections of their cities, all of the food needed in dwarven holds comes from the surface. Since they live in such rugged and mountainous areas, they long ago adopted a system of terraced farming to help feed their populations, with the sides of mountains near their holds carved out in a staircase fashion.

Almost all dwarves worship Mordrion, the patron deity of dwarvenkind. His temples can be found in every

dwarven town or hold, and the clergy of Mordrion often serve as advisors to clan elders, jarls, and kings of holds. Although less common, some worship of Dirgin and Rivoleen, and even Tiovin, can be found in some parts of the dwarven lands, especially the more independent southern nations.

Gormdawi (Mountain Dwarf)

Favored Regions: Northern Dwarven Mountains

Favored Deities: Mordrion, Dirgin, Mau

Languages: Rhundawi, Common, Dal'Rhundawi

Gormdawi are the Dwarves that developed in the northern mountain ranges of Nigal. They have darker colored hair and eyes, with shades of black, brown, and deep blue common for hair and eyes of brown, blue, and purple to be found. Most wear long beards and hair and are most often well-groomed. They are usually four to five feet tall and are stocky and hardy people.

The history of the Gormdawi dates back to the times of interracial wars with Humans. After settling in the mountains and developing for a time, the Gormdawi would begin to coalesce into clans, which one by one began to show allegiance to a central king. Soon the Dwarven Empire was born, and almost all of the dwarven settlements in the northern parts of the Dwarven Mountains would soon have sworn allegiance to this new and unified empire. Unfortunately, the Dwarves in the mountain ranges to the south, lawless and strange with bright red hair and tan skin, did not want to be ruled by any king, let alone a new one a thousand miles away. War began to brew between the Dwarven Empire and the lands to the south, and soon the Dwarven Wars would commence. Mordrion's arrival would quickly bring peace to the hostilities, and the Dwarven Empire would begin to solidify itself as an orderly and unified nation. Slowly roads both above ground and below would start to string the Empire together, enabling both trade and communications via runners, and prosperity began to grow, even in the somewhat harsh conditions of the mountains of Nigal.

After the crushing losses of the War, Dwarves would struggle to come back. The Gormdawi had to fight some ferocious battles to regain their holds, infested with orcs and goblinkind for decades after the War had ended. Within a few decades, however, the Dwarven Empire would grow, led by the clan that had helped win the War. Time would pass and paths between holds became roads as the Empire grew, now strengthened with trade

with Humans to the west. Over the centuries inventions like steam power and advanced engineering would help the Gormdawi become a prosperous people, interacting and trading with the Madronians and Sabonaar, and living somewhat peacefully with their neighbors.

Most Gormdawi lead an orderly life, respecting and practicing several traditions and regarding their family and ancestors in high regard. The Gormdawi of the north generally dislike disorder, which can bring out their gruff side quickly. A strong noble class rules through the king, with each hold ruled by clans related to the king or loyal by sworn oath. Many families can trace their oath to the Dwarven Empire back dozens of generations. Although all dwarves are individuals, many are lawful with a sense of honor.

The Gormdawi are known for several interesting inventions and traditions. Their prowess in engineering is unmatched, with the road system linking Granitshield and the other metropolis-sized dwarven holds unparalleled in their design. It is said that runners stationed every two miles can get a message across the nation incredibly quickly. Their ancestor tombs, oftentimes located away from their holds, are of unparalleled workmanship and underground design. Some of the most advanced mining techniques were invented by the Gormdawi, making prodigious use of steam power in both excavation and transportation of ores. The Gormdawi are also the inventors of rune magics, long ago perfecting many ways to store and release spells using various runes on both places and people. Finally, the development and spread of coffee can be attributed to its early cultivation high in the mountains, a boon that is enjoyed in almost every Madronian café to the west.

Bryndawi (Hill Dwarf)

Favored Regions: South Dwarven Mountains, Gnomish Realms

Favored Deities: Mordrion, Dirgin, Iquinias, Mau, Pyrantor, Quarzel, Rivoleen, Tiovin, Vuleala

Languages: Rhundawi, Rhunurbar, Common

Bryndawi are the dwarves that developed in the southern and far eastern mountain ranges of Nigal. They have varying shades of red, blonde, and light brown hair, with light green, light blue, hazel, and brown eyes and varying skin tones, usually tans and golds. Although some wear large and thick beards and hair, many others shave their beards and heads completely or have small patches of hair in varied

shapes such as what we would refer to in our world as a "Mohawk". They stand four to five feet tall and are stout and hardy people.

The history of the Bryndawi is quite different from that of their Gormdawi cousins. From early on there was an independent streak in the Bryndawi, and they never fully took to having a centralized leader. Their early wars were not with Madronian progenitors but rather with the Chak'ti horse riders and Mespoian savages. Gnomes, however, were an early ally of the Bryndawi, and together they began to stave off their enemies and grow as a people. Soon, however, aggression would come from the Gormdawi to the north, and the southern clans would prepare to defend their lands. Early on they suffered losses to their dark-haired cousins, their smaller armies no match for the unified forces of the Dwarven Empire. Soon, however, the arrival of Mordrion would bring the Dwarven Empire to the bargaining table with the Bryndawi, and lasting overall peace would be established.

Able to now focus on their other human enemies, the Bryndawi would soon focus on making peace with their neighbors, taking the example from their own experiences with dwarves. Their sense of honor meshed well with these more primitive human races, and eventually, mutual respect would keep the Bryndawi and their Chak'ti and Mespoian neighbors in their territories. The War would be devastating for the Bryndawi as it was for their northern neighbors, bringing destruction to many Bryndawi holds. Over time, the Bryndawi would reclaim most of their former holds and trade and interact more with their neighbors, and work their way back to a prosperous yet fragmented collection of city-states and regional confederacies.

The lives of Bryndawi can vary greatly, with no real set of customs or solid caste system in place. Different holds and settlements have different traditions and expectations, and Bryndawi holds are oftentimes influenced by the other races that live nearby, such as the gnomes, Chak'ti, Varkonans, and Azala. Many lead chaotic lives, always traveling or on the move, and the lawful and regimented ways of their northern cousins are cherished by few in the southern lands of the Bryndawi. Bryndawi religion varies greatly around the regions they inhabit. While the veneration of Mordrion is still above other deities for many, a much larger number of secondary deities are prayed to as well, including Dirgin, Iquinias, Mau, Pyrantor, Quarzel, Rivoleen, Vuleala, and even Tiovin.

The Bryndawi, separated from their northern brethren for so many centuries, developed many fascinating advancements and crafts. Their use of astrology and numerology in magic is renowned, used by many sages and diviners across the world. Their predilection for the worship of elemental deities also led to great strides in elemental magics, both divine and arcane. Bryndawi also have a predilection for tattoos, which transformed into a type of tattoo magic with both Bryndawi and Chak'ti origins. Finally, the Bryndawi were influenced by gnomes and their inventions a great deal over the years, although the costs of overly-technical inventions have prevented the mainstream use of steam and gnome tech to the degree of their wealthy northern cousins.

Elves

History

Elves in Mazariim have a civilization that stretches back over four thousand years. The elves were the first race to climb out of barbarism and become a "civilized" race. This was in large part due to the influence of one of the first entities to appear in Mazariim, the entity known as Minerva. This entity helped instill two main ideals into the elven culture that still guide it today: deep respect and reverence for nature and the land, and an absence of the need for personal possessions or land ownership. This, along with the granting of magical powers to followers, and slow advancements in agriculture, architecture, metalworking, cosmology, and the arts, guided the development and growth of the Yaara'sehan, or "ancient walkers". While the humans and dwarves that inhabited the nearby continent of Nigal were still hunters and gatherers climbing out of the throes of barbarism, the elves had developed an advanced culture that would quietly exist apart from the other two more primitive races.

Society

Elven society could be best compared to the historical Native American cultures of our real world. With their respect for nature and lack of personal property at the forefront, elves have avoided many of the historical mistakes of other cultures. Wars over territory and resources simply never happened, and the tribal structure of the elves persists to this day. Although there are a few large cities across the elven lands, most elves

live similarly to the elves thousands of years ago, in small tribes that have an elder leader and religious advisers. Disagreements are usually settled by these elders, although small skirmishes happen from time to time, rare as they may be.

Though elven tribes differ greatly in custom, culture, and daily life, they are too numerous to describe one by one. It is easier to divide them according to the lands they call home.

Some make their homes along the continent's shores, dwelling in small seaside villages sustained by both fishing and cultivation. In these coastal settlements, they raise crops such as corn, beans, and garden vegetables. Others thrive near rich river deltas, where fertile soil allows them to harvest staples like maize, beans, squash, tobacco, and sunflower. These folk often gather in modest villages that serve as centers of trade, ritual, and community life.

Across the sweeping grasslands, other elves live as hunters and producers. Their most familiar shelter is the pointed teepee, a transportable lodge crafted from bison hide, easily packed and carried as the seasons demand. These prairie clans are also famed for their splendid feathered war bonnets, worn as marks of honor and prowess.

In gentler and more temperate regions, many elves place little reliance on agriculture. Instead, they live in small kin-based bands of hunters and foragers, often called tribelets. Relations between neighboring groups are usually calm and cooperative, upheld through ancient trade ties, shared customs, and mutual rights.

In the colder northern coasts, the sea and rivers provide nearly all that is needed for life. Salmon is especially treasured, though whales, seals, sea otters, fish, and countless varieties of shellfish also sustain these communities. Because the waters are so generous, these elves are not forced to wander endlessly in pursuit of food, as many roaming peoples must. Instead, they build lasting villages, some large enough to shelter hundreds. Indeed, the greatest elven cities are found in these northern coastal lands.

Near the deserts, some elven peoples cultivate corn, beans, and squash in enduring settlements known as pueblos. Built from adobe and stone, these communities often contain great multistoried dwellings reminiscent of towering communal houses. At the heart of many

stand broad ceremonial pit houses where gatherings, rites, and councils are held.

In the sub-arctic reaches, where soggy taiga forests and frozen tundra stretch for miles, travel is most often done by snowshoe and light canoe. The elves of these harsh lands dwell in small, portable tents and lean-tos, and when winter deepens and hunting grows scarce, they retreat into earthen dugouts beneath the frost.

Religion

Of all the sentient races, elves have had the most interaction with entities. While humans and dwarves have vibrant and strong religions, the elves' faith and guidance by their patron, Minerva, is unequaled among the sentients of Mazariim.

In prehistoric times, the elves worshiped the Elemental Gods as the other races did, favoring Mau and Vuleala over the other Old Gods. Ancient temples and shrines began to appear in all of the elven cultures of prehistory, although they did not hold the sway that the church of Minerva holds today. Shamans of Vuleala helped form the first elven alphabet and gather large groups of tribes together for holidays and gatherings to form peace treaties and alliances. Oracles of Mau were valuable assets to the tribal elders in their primitive barbaric times, helping form the future melding of tribal rulership by tribe elders and religious advisers.

In 3402 BW the entity known as Minerva would make first contact with the elves. In an event that would become known as the Enlightening, Minerva gathered the elders and shamans of the major elven nations, whisking them away for a mere blink of an eye in our world, but what was a month in time elapsing on the plane of Elysium. It was here that Minerva gave them all a small portion of its knowledge and power, and gave them the wisdom of many lifetimes, each sharing much of their life experiences with each other. This event began the ascension of the elves in almost all aspects of their lives.

Since that time, the church of Minerva has been the leader of the elven nations. While tribes have always been governed by a tribal elder or elder council, these leaders have always given their deference to the clerics and druids of Minerva. Minerva's church has two distinct branches, one said to be the stewards of the elves that came to be known as clerics, and one said to be the stewards of the land, becoming known as druids. Although they have had differences at times, the two

parts of the faithful of Minerva generally work together well and show each other a large amount of respect. Since the beginning of its interaction with the elves, Minerva has guided its people, and at times has even walked the elven lands in its avatar form.

Many elves worship additional deities to Minerva, although usually still worship Minerva in some small way. The veneration of Mau and Vuleala continues in small ways to this day, almost always in a cooperative manner with the larger Minervan clergy. Some ancient spires still stand around Vand'ardhon to the Mother of Rain, and hard-to-reach places still hold some shrines to Mau. In addition, in 1377 BW another elven deity arrived in Mazariim from another universe of realms forgotten, one named Eilistra'rae. This goddess, thought killed in her previous universe, arrived with a small number of good-aligned dark-skinned elves known as Night Elves. Rather than being hostile towards this wayward entity, Minerva took her in on its home plane and integrated these new peoples into the elven homeland, her worship slowly spreading among the elves.

In the time of the War to End All Wars, Minerva did not want to leave its children undefended. Rather than send its avatar to Mazariim, which could be defeated and leave it banished from the material plane for decades, Minerva sent a portion of its avatar to each of the seven leaders of the elven nations, giving them fantastic powers of magic and leadership. To this day, this portion of Minerva resides in the current seven leaders of the elven nations, passing on to the next worthy leader automatically when a current leader dies.

Ma'Sehrim (Common Elf)

Favored Regions: Any

Favored Deities: Minerva

Languages: Elda'lam (Common)

The "Common" Elf is a mixture of other elven subraces, representing a heritage of two or more subraces. They can have the appearance of any combination of features of their parent subraces.

Ya'sehrim (High Elf)

Favored Regions: Yaara'sehan

Favored Deities: Minerva, Mau

Languages: Elda'lam (Common), Tarquesta (High Elven), Yav'lam (Trade)

The elves originating from the high elven nation of Yaara'sehan are known as Ya'sehrim, a people proud of their ancient heritage. They typically have black or blue hair and pale skin with dark eye colors. They predominantly speak Tarquesta, or High Elven, the ancient form of the elven language that persists in its almost exact form to this day, and Elda'lam, the common form of Elven.

Tawarim (Wood Elf)

Favored Regions: Tawarwaith

Favored Deities: Minerva

Languages: Vercalam (Wild Elven), Elda'lam (Common)

The elves that hail from the elven forest nation of Tawarwaith are known as Tawarim, a more insular elven people that enjoy their privacy and generally dislike other elves, let alone other races. They have a wide range of green and brown hair and skin colors, and green, blue, and purple eyes. They predominantly speak Vercalam, or Wild Elven, a dialect of Elven that over centuries became less formal, less complex, and intertwined with subtle sounds and gestures.

Gaear'rim (Ocean Elf)

Favored Regions: Gaearman

Favored Deities: Minerva, Iquinia

Languages: Aearlam, Elda'lam (Common)

Elves whose ancestors hailed from the great fertile peninsula nation Gaearman are known as Gaear'rim. The Gaear'rim look somewhat different than elves traditionally thought of, with brown and blue hues for their hair, eyes, and skin. They speak Aearlam, a dialect of High Elven and Aquan, mixed in from the long use of various water elementals and creatures by the high priests of the area.

Farondrim (Wandering Elf)

Favored Regions: Faron'dir

Favored Deities: Minerva, Eilistra'rae

Languages: Faronlam, Elda'lam (Common)

The wandering hunter elves of the nation of Faron'dir are known as Farondrim, slightly taller than most other elves. They have a wide variety of brown, auburn, and black hair, with deeply tan to green hues of skin and almost any eye color, all of which is attributed to the migration of elves from other nations into tribes of the

Farondrim, adding traits from other parts of the continent.

Raladrim (Plains Elf)

Favored Regions: Ra'Lad

Favored Deities: Minerva

Languages: Ra'que, Elda'lam (Common)

Elves of Ra'Lad share their plains region with noble Leonals and proud horses. These elves, known as Raladrim, have straight dark hair with very tan skin and green or brown eyes. They predominantly speak Ra'que, a dialect of elven that includes many of the growls and sounds coming from the wemic language.

Yav'daerim (Valley Elf)

Favored Regions: Yavaw'dae, Yaara'sehan

Favored Deities: Minerva, Hinterhin, Tiovin, Pala'dinae

Languages: Yav'lam (Trade), Elda'lam (Common)

Elves from the fertile valley nation of Yavaw'dae are known as Yav'daerim, and have various shades of red, black, and blonde hair with paler skin tones and blue or green eyes exclusively. They speak Yav'lam, the elven version of a mixture of Common and what few elven terms from a Trade language there could be. Elda'lam, the standard elven Common, and human Common, are spoken as well. These elves have the most interaction with the human lands of any elves.

Aeglirim (Mountain Elf)

Favored Regions: Aeglirech

Favored Deities: Minerva, Vuleala, Mau

Languages: Lirehlam, Elda'lam (Common)

Some elves live in the steep inhospitable regions of Aeglirech. These elves are known as Aeglirim, a taller subrace of elves, with hair in all shades of gray and white with varying shades of tan skin and brown or blue eyes. They speak a dialect of elven known as Lirehlam, a form of elven that changed over the centuries with the lessened contact the elves of this nation have with other elves.

Gnomes

History

Gnomes began their humble origins in the farthest eastern mountain ranges of Nigal, far from the rest of the Dwarven Empire. As they rose from primitive ways, gnomes integrated with the Bryndawi, fighting alongside them against foes like giants and orcs, and in many ways sharing and helping develop their culture. Indeed, gnomes aided in battles against the Chak'ti and Azala in the early primitive days before the Dwarven Empire. They would worship the Old Gods alongside the Bryndawi, and adopt the dwarven alphabet as the gnomish language developed. The capital of the Gnomish Realms, Zhonhylite, was settled in this time of prehistory, and it still stands to this day in the center of the Yazawee Mountains as the capital of the gnomish homeland.

Less than a hundred years after the arrival of Mordrion, gnomes had begun to worship a deity named Rivoleen, an entity that favored enlightenment and thought. His worship grew as the worship of the Old Gods faded. As such, gnomes have always been a more peaceful people than the dwarves, with a firm grasp of perspective on life and the universe. Still, gnomes were even more aghast over the attempted control of their lands by the Gormdawi before the coming of Mordrion. With his arrival and the end of the Dwarven Wars, gnomes were content and would focus on more industrious matters in the homeland. They would soon use magic and steel to create a power source based on steam, and soon would share their technologies with the dwarves, which would prove to be an asset in the War and the years following. After the War, gnomes became even more focused on creating interesting new technologies, mining gems, and enjoying the homeland. Gnomes born after the War seem to be even more willing to forget the outside world and focus on family and tinkering. In addition, many wars over the centuries with giants and their kin have at times threatened the Gnomish Realms, but time and again gnomes have defended their homeland from their enormous adversaries, increasing the desire for some gnomes to stay in the homeland for its defense.

Society

Gnomish society is in many ways similar to that of the Bryndawi. Gnomes live in their settlements and settlements with dwarves, usually partially above ground

and partially beneath the earth. They organize into clans, almost always based upon heredity and family. Family is extremely important to gnomes and many can trace their ancestry back many generations. Ancestor worship has always been prevalent in gnomish life, although not to the extent of the dwarves. Gnome settlements are unique in that they rarely cater to the taller races, with buildings and doors much smaller and in some ways hard to access for "tallies". They are avid farmers, having developed alongside the dwarves in their ability to create terraced farms on the sides of hills and mountains. Most gnomes are very satisfied with their lives at home, farming and building things, and spending time with their families and clans. A few do set out into the world for adventure or to settle somewhere else. Many towns and cities are very welcoming to gnomes because of their many talents. Along with family and home, gnomish society values independence, open-mindedness, creativity, loyalty, and freedom.

The majority of gnomes in Mazariim worship Rivoleen, an introspective deity that has subtly led his peoples to a greater understanding of life and their place in the infinitely enormous and complex universe. Many of the writings of Rivoleen and his various philosopher-disciples are common in the gnomish lands, and his following is quite vibrant. Many gnomes also worship Mordrion and Dirgin and Pyrantor, with a tiny fraction of gnomes worshipping the other human or dwarven deities.

A few centuries before the War, gnomes developed the ability to harness the power of steam and began to create simple steam engines. Although primitive at the time, steam power has become widely used in a few select places in Mazariim, including the gnome homeland and the centers of human and dwarven power, Fort Hope and the Chambers of Slate, respectively. Several inventions have evolved over the years and become more common for the wealthy and the noble, including steam-powered boats and carts, steam-powered mining equipment, mechanical battle suits, moving gates, and even in the last two centuries steam-powered trains. Generally speaking, gnomes are the only ones who can consistently manufacture this kind of technology without special help. Other races try to reproduce gnomish creations, but they are always prone to failure and cost many times more to make.

Gnomes have very sensitive eyes that can see the minutest details and have hands that are extremely steady and agile. This has led to great expertise in many

fields, allowing gnomes to do well in areas far from home as their talents are often valued. Gnomes are excellent appraisers and jewelers, able to see the smallest imperfections in gems and able to craft items with the smallest of details. Clockwork mechanisms are another gnome specialty, their ordered minds able to understand exceedingly complex devices, from water clocks and bridges to war machines and mechanical golems. In the last century, gnomes have even begun to fly dirigibles in their homeland.

Durazgrom (Rock Gnomes)

Favored Regions: Gnomish Realms, Southern Dwarven Mountains

Favored Deities: Rivoleen, Mordrion, Dirgin

Languages: Rhungnom, Common, Rhunurbar, Rhundawi

Durazgrom, or Rock Gnomes, live closer to the Dwarven Realms and spend more time amongst the deeper parts of the world. They have more of the earth tones as colors of hair and skin, with eyes that can be almost any color of a gemstone. Durazgrom are generally a little shorter and heavier than their Rothgrom cousins, and males sometimes grow great beards in the same tradition as their dwarven neighbors.

Rock gnomes share much of their ancestry with the Bryndawi. Their towns and villages are traditionally both above and below ground, built into the sides of hills and mountains, at times utilizing natural caves for expediency. Before the War, the Durazgrom were somewhat insular people, more obsessed with their inventions and families than exploring the world or looking for adventure. After the War, however, the Durazgrom became more obsessed with the defense of the homeland, and have since become more conservative in their views of the "tallies" and their warlike ways.

The lives of Durazgrom vary from clan to clan, although most clans do follow several traditions and worship their ancestors. Most holds are ruled by the elder of a clan, with clans sometimes shifting rulership around with other clans. While the veneration of Rivoleen is still above other deities for many, many secondary deities are prayed to as well, including Dirgin and Mordrion.

Most of the incredible inventions created by gnomes come from the Durazgrom. Steam power was developed deep in the mountain holds of the Durazgrom. The

steam-powered technology they created has changed life in the wealthier parts of human and dwarven lands.

Rothgrom (Forest Gnome)

Favored Regions: Gnomish Realms

Favored Deities: Rivoleen, Mordrion, Dirgin, Pyrantor, Minerva

Languages: Rhungnom, Common, Rhunurbar

Rothgrom, or Forest Gnomes, spend more time on the surface world and amongst their kind. They have a wide variety of blonde, red, brown, and green tones in their hair and skin colors, and are a little taller and thinner than Durazgrom. Some Rothgrom males are known to spend large amounts of time trimming and manicuring elaborate mustaches and beards.

The gnomes of the forests that are spread around among the mountain ranges of the Gnomish Lands are playful and good-natured people who value family and clan as much as their more underground neighbors, but also value nature and living things. Farming and being caretakers of the forest were natural outgrowths of the worship of Rivoleen, and the surface-dwelling gnomes at times lead lives similar to some elves or halflings.

Before the War, the Rothgrom had not been a warlike people, most viewing life from a more enlightened yet naive viewpoint. Terrible losses in the War, however, led the Rothgrom to take on a more defensive nature, using their animal friends and the natural forest itself to hide and protect their towns and villages. Although they do not have tunnels or holds to the extent of the dwarves, many Rothgrom do have defensive tunnels underneath many of their homes, some of which at times connect to other homes. Some live in half-buried homes similar to those of halflings, while others live up in the limbs of tall treehouses. All Rothgrom settlements have extensive farming or resource gathering.

Most Rothgrom villages are run in a communal way of life, with many decisions left to town votes or assemblies. Family is important to Rothgrom, but many feel a link to not only other gnomes but with all life itself. Rothgrom primarily worship Rivoleen, although many also venerate Minerva, and to a lesser extent Mordrion, Dirgin, and Pyrantor. Unlike their Durazgrom cousins, there are many gnomish druids throughout Rothgrom society, the gnomish Minervan worshippers existing peacefully alongside the clerics and oracles of Rivoleen.

Although Rothgrom do not share the ingenuity of their Durazgrom cousins, they do have several inventions related to farming and living within the forest. Moreover, their ability to speak with animals has allowed them to make alliances and arrangements with forest creatures. Squirrel scouts and badger-powered plows assist the druids with making sure life is comfortable and productive for the Rothgrom.

Halflings

History

The history of hin begins when some of the humanoid crossed a land bridge to a peninsula that later became separated from the continent the elves would develop on, Vand'ardhon. Shorter than elves and a good bit hairier as well, hin would develop on the island of Shalazar, in relative safety from most predators and other hostile humanoid. Although they fought with the elves from time to time, it was usually caused by hin trespassing on the elven homeland, something they did not allow until much later in history.

Halfling civilization began to progress forward about 500 years after the elves. Although they did not have a deity to assist in their lives directly as the elves and dwarves did, the halflings' main entity, Hinterhin, has helped them indirectly in several ways, especially regarding agriculture and weather. It is said in legends that Hinterhin ran its deific hands through the soil of their island of Shalazar, making it incredibly productive and fertile. He waved his hands to make the weather perpetually beautiful and bountiful, or so it is said.

Since the beginning of their society, hin have lived what today would be thought of as a communist life. The needs of the village always superseded the needs of the few, and the work of the village was divided up equally, according to the talents of the individual. Druids who worshiped the elements controlled society until the arrival of Hinterhin, after which his clergy slowly integrated into the leadership positions they hold today.

After centuries of trust built with their neighbors, hin would begin to interact peacefully and mix with the elves. During the War, halflings defended their homelands against attacks with the help of the elves but did not set out in the counterattacks due to their small

size and lack of training in war. To this day, Shalazar's halflings live in relative peace as farmers and healers.

Society

Halflings are masters of agriculture and farming, and many halflings devote their entire lives to food production and security of life. A halfling, especially a halfling cleric or druid of Hinterhin (or Minerva, or the elements), is considered a boon for any tribe or settlement. They are also incredible cooks, with their culinary arts unmatched by any other race in Mazariim.

Notably, halflings are almost always pacifists. Violence goes against their core beliefs, and they view warfare and conflict as wasteful and destructive. The few hin warriors that exist are usually reluctant defenders of their homeland.

Hin society works like a well-oiled machine due to its strict structure and the unspoken social contract hin have with each other. Everyone has something they are good at, and everyone contributes to the village according to their abilities. Labor and goods (food, housing, clothing) are divided equally based on talent and need. Laziness is ridiculed, and the accumulation of personal wealth is looked down upon. The village provides for all, and all provide for the village.

Caused by a co-determinant gene deep within their DNA, hin are always born either a little taller (and some say more charming) or a little shorter (and tougher). This genetic quirk has led to two distinct heritages among halflings, though both are equally valued in hin society.

Hin homes are usually rounded and built partially under the earth and partially above, with sod rooftops that blend into the landscape. These comfortable dwellings keep hin cool in summer and warm in winter.

Names are very important to hin, and often reflect the lineage of a family with a certain job, such as Baker, Cobbler, Smoker, Gardener, Healer, and so forth.

Religion

The primary deity worshiped by halflings is Hinterhin, the god of agriculture, weather, and peaceful living. His clergy holds both spiritual and judicial leadership roles in hin society. Hinterhin is credited with making the soil of Shalazar incredibly fertile and the weather perpetually favorable for farming.

Many hin also respect Minerva, especially those who have closer interactions with the elves. The elemental gods, particularly those associated with earth and water, also receive veneration from hin druids and farmers.

The church of Hinterhin emphasizes community, peace, hard work, and respect for the land. Festivals and holidays are central to hin life, with over three dozen holidays celebrated throughout the year, most tied to agricultural cycles, harvests, and seasonal changes.

Tala'nitya (Lightfoot)

Favored Regions: Shalazar

Favored Deities: Hinterhin, Minerva

Languages: Shalaz, Common

Tala'nitya share the history of their stout brothers but have a different place in society. While Lightfoots can be found in every walk of hin life, more often they are in roles involving craftsmanship, artisan work, and social jobs such as managers, teachers, or town mayors. They are characterized by being slightly taller and are known for their charm and social graces.

Lightfoots are often the face of halfling communities when dealing with outsiders, and they excel in roles requiring diplomacy, negotiation, and interpersonal skills. Many of the finest halfling craftspeople, including potters, weavers, and woodworkers, are Lightfoots.

Tala'beleg (Stout)

Favored Regions: Shalazar

Favored Deities: Hinterhin, Minerva

Languages: Shalaz, Common

Tala'beleg share the history of their taller brothers but have a different place in society. While Stouts can be found in every aspect of hin life, more often they are found in roles suited for their greater endurance and resilience, such as farming, building, and the rare instances of defending the homeland.

Stouts are characterized by being shorter, stockier, and tougher than their Lightfoot cousins. They are also notably more resistant to alcohol and poisons. The few warriors that do come from the island of Shalazar are more often than not Stouts, serving as reluctant defenders when the homeland is threatened.

Stouts make up the majority of hin farmers and are responsible for much of the agricultural bounty that Shalazar is famous for. Their endurance and connection to the earth make them natural farmers and builders.

Humans

History

Humans were the last of the major races to begin developing civilizations in Mazariim. Before their written history, humans worshiped Tiovin as their patron deity and fought bitter wars against other humans who followed the cult of Taovan, the god of evil. These prehistoric conflicts between good and evil shaped early human development and left scars that would take millennia to heal.

As time went on and humans began to develop larger settlements and greater empires, the worship of Taovan was mostly abandoned or actively destroyed by the followers of Tiovin and other deities. Some isolated cults of Taovan still exist in the darkest corners of human lands, but they are hunted and reviled by most civilized humans.

Throughout their history, humans have been defined by conflict — wars with dwarves over lowland territories drove the dwarven peoples into the mountains. Wars over bloodlines and succession tore apart early kingdoms. Crusades driven by divine bloodlust led to the destruction of entire civilizations. Conflicts between wizardly cabals razed cities and turned fertile lands into wastelands. The world was riven with conflict some 800 years ago.

Then came the War to End All Wars. A global attack by orcs and their god Zuel forced the fractured human nations to unify with elves, dwarves, and other races to fight their common enemy. This crucible of shared suffering forged alliances that had seemed impossible just years before. Humans, led by what would become the Federation of Man, played a crucial role in pushing back the orc invasion.

During the next eight hundred years following the War, human civilization would flourish in ways never before seen. The "Common" language developed as a trade tongue between all races. Advanced technologies, particularly in the Inner Kingdoms, pushed human

society forward. The worship of various deities spread among human populations, with Tiovin remaining the dominant faith but many others finding followings as well.

Society

Humans have the greatest variety of societies and cultures of any race in Mazariim. Almost any analog from our real world can be found, in addition to some interesting combinations and unique developments. From feudal kingdoms to democratic city-states, from nomadic horse tribes to advanced steam-powered metropolises, human civilization encompasses nearly every form of social organization imaginable.

Unlike in other fantasy settings, humans in Mazariim cannot produce offspring with other races. There are no half-elves, half-orcs, or other mixed-race children. Each race remains genetically distinct, though cultural exchange and adoption do occur.

Humans are the masters of horse domestication, having developed this skill over thousands of years. Human cavalry, particularly that of the Chak'ti and Ejiin, is renowned throughout the world. Humans also possess some of the most advanced technology among the sentient races, particularly in the Inner Kingdoms where steam power and gnomish inventions have been adopted and refined.

Human religion is incredibly diverse. While Tiovin is worshiped widely as the primary god of good, humans also venerate Mordrion, Hinterhin, Minerva, the elemental gods, and dozens of smaller deities and saints. Some human cultures, like the Varkonans, have god-kings who claim divinity themselves.

Azala

Favored Regions: Southeastern Nigal
Favored Deities: Tiovin, Elemental Gods
Languages: Azalan, Common

The Azala originate in southeastern Nigal and have tan to dark skin tones with brown or black hair. They are comparable to South American native peoples in culture and appearance. The Azala live in harmony with the jungle and coastal environments of their homeland, building cities of stone that blend with the natural landscape.

Azala society is organized into city-states ruled by councils of elders. They are known for their advanced astronomy, mathematics, and architecture. Azala pyramids and temples are engineering marvels that incorporate both practical and ceremonial functions.

Chak'ti

Favored Regions: Central Nigal (Lake of Tears region)
Favored Deities: Tiovin, Elemental Gods, Ancestor Spirits
Languages: Chak'tian, Common

A horse-centric culture from central Nigal, the Chak'ti are comparable to Asiatic races from the Russian steppes and China. They have a wide range of skin tones from pale to tan, with straight black or brown hair and dark eyes.

The Chak'ti are nomadic horsemen, living in portable yurts and following their herds across the vast grasslands surrounding the Lake of Tears. They are fearsome warriors and skilled archers, with their cavalry tactics studied by military commanders across the world. Honor and loyalty to one's clan are paramount in Chak'ti culture.

Ejiin

Favored Regions: Yashaki Islands
Favored Deities: Ancestor Spirits, Tiovin, Elemental Gods
Languages: Ejiinese (pictographic), Common

The Ejiin inhabit the Yashaki islands off the southeastern coast of Nigal. They are an Asian-inspired culture comparable to Japan, Korea, and Vietnam, with pale to tan skin, straight black hair, and dark eyes.

Ejiin society is highly structured and honor-bound, with a strict code of conduct governing all aspects of life. They are master swordsmiths, creating weapons of exceptional quality that rival even dwarven craftsmanship. The Ejiin are also skilled sailors and fishermen, with their distinctive junk-style ships plying trade routes across the eastern seas.

The Ejiin use a pictographic writing system that is one of the most complex in the world. Their art, poetry, and philosophy are highly developed and widely admired.

Madronians

Favored Regions: Inner Kingdoms

Favored Deities: Tiovin, Mordrion, Hinterhin, various saints

Languages: Madronian, Common

The Madronians are from the Inner Kingdoms and resemble 17th and 18th-century Europeans in culture and appearance. They have pale to light tan skin, with hair colors ranging from blonde to brown to black, and eyes of blue, green, brown, or gray.

Madronians are the most technologically and magically advanced human subrace. Their cities feature steam-powered infrastructure, gas lighting, advanced plumbing, and other innovations adopted from gnomish technology. The Federation of Man, centered in the Inner Kingdoms, is the most powerful human nation in Mazariim.

Madronian society is diverse, with both feudal kingdoms and more progressive city-states. They are great traders, scholars, and inventors. The University of Fort Hope is the premier institution of higher learning in the human world.

Laveri

Favored Regions: Lavantine Peninsula

Favored Deities: Tiovin, Iquinias, various local deities

Languages: Laverian (unique oral vowel system), Common

The Laveri are from the Lavantine Peninsula and have a Mediterranean appearance comparable to ancient Greece and Northern Africa. They have olive to tan skin, dark hair, and dark eyes.

Laveri culture emphasizes philosophy, debate, and democracy. Many Laveri city-states are governed by citizen assemblies, with complex systems of voting and representation. They are skilled sailors and merchants, with Laveri trading ships found in ports across the world.

The Laverian language is unique in its use of oral vowels and has influenced many trade pidgins throughout the southern seas.

Nonds

Favored Regions: Frozen Isles

Favored Deities: Tiovin, Vuleala, Elemental Gods

Languages: Nondic, Common

The Nonds are from the Frozen Isles in the far north. They are tall and stocky, resembling Scandinavian peoples from Norway and Sweden. They have pale skin, blonde to red hair, and blue or green eyes.

Nonds are fierce warriors and skilled sailors, with their longships capable of crossing the most treacherous northern seas. They are raiders and traders in equal measure, with Nond merchants and mercenaries found throughout the northern lands.

Nond society is organized into clans led by jarls, with an overall king or queen ruling from the largest settlement. Honor, bravery, and loyalty to one's clan are the highest virtues.

Sabonaar

Favored Regions: Merchant Nations (southern coast)

Favored Deities: Tiovin, Iquinias, Hinterhin

Languages: Sabonese, Common

The Sabonaar are masters of shipbuilding and exploration from the Merchant Nations along the southern coast. They resemble Southern Europeans from Spain, Italy, and Portugal, with olive to tan skin, dark hair, and brown or hazel eyes.

Sabonaar culture revolves around trade, exploration, and the sea. They have established trading posts and colonies across the known world. Sabonaar merchant houses are among the wealthiest and most powerful organizations in Mazariim. Their ships are the finest in the world, capable of long ocean voyages that others cannot attempt.

Varkonan

Favored Regions: Southern Nigal

Favored Deities: God-Kings (divine rulers), Pyrantor, Tiovin

Languages: Varkonese (hieroglyphic), Common

The Varkonan are an ancient people from the south, comparable to ancient Egyptians. They have tan to dark skin, black hair, and dark eyes.

Varkonan civilization is one of the oldest continuous human cultures, with a history stretching back thousands of years. God-kings who claim divine right and are worshiped as living deities rule them. Varkonan society is highly stratified, with a powerful priestly class, a warrior nobility, and a large population of farmers and laborers.

The Varkonans are master builders, with their pyramids, temples, and monuments standing as testaments to their engineering prowess. They are also skilled in magic, particularly necromancy and divine magic related to the afterlife.

Mixed Nationality

Favored Regions: Any

Favored Deities: Varies

Languages: Common, plus one or two others

Humans of mixed heritage are found throughout the world, particularly in cosmopolitan cities and trade centers. These individuals have ancestors from two or more of the human subraces and may have features from any combination of their parent cultures.

Mixed nationality humans often serve as bridges between different cultures and are valued as diplomats, traders, and interpreters. They are in every profession and life.

Other Races

While the five major ancestries (Dwarves, Elves, Gnomes, Halflings, and Humans) are the primary races in Mazariim, the world is home to many other sentient and semi-sentient beings. Some of these races have rich cultures and histories of their own, while others exist on the fringes of civilization or in distant lands.

Orcs

Orcs are one of the primary antagonistic races in Mazariim's history. During the War to End All Wars approximately 800 years ago, orcs launched a massive global invasion led by their god Zuel. This attack was so devastating that it forced the fractured races of Mazariim to unite for the first time in history.

The orcs came in overwhelming numbers, conquering dwarven holds, burning elven forests, and laying siege to human cities. The War lasted for years and saw tremendous losses on all sides. Ultimately, the united forces of the civilized races, with the help of their deities, were able to push back the orc invasion.

A pivotal moment in the War came when a mortal dwarf defeated the avatar of Zuel on the battlefield, banishing the orc god for 101 years. This turning point allowed the allied races to begin reclaiming their lands.

Today, eight centuries after the War, orc populations still exist in remote regions, particularly in mountainous and wasteland areas. Some orc tribes have attempted to integrate with civilized society, though they face prejudice and distrust. Most orcs, however, remain hostile to the other races, engaging in raids and territorial conflicts. The memory of the War still burns bright in the minds of all races, and many view orcs as an existential threat.

Goblins

Goblins were the primary allies of the orcs during the War to End All Wars. These smaller, nimble creatures served as scouts, saboteurs, and shock troops during the invasion. While individually weaker than orcs, goblins made up for this with numbers, cunning, and cruelty.

After the War, goblin populations scattered across Mazariim. They live in tribal groups in caves, forests, ruins, and other areas away from civilized lands. Goblins are generally hostile to other races and are known for raids on farms, small settlements, and trade caravans.

Some goblins have formed symbiotic relationships with other creatures or larger races, serving as servants, scouts, or mercenaries. However, these arrangements are usually born of necessity rather than trust.

Giants

Giants and their kin have been enemies of the gnomes for centuries, threatening the Gnomish Realms time and again. These enormous beings live primarily in mountainous regions, often in direct competition with dwarves and gnomes for territory and resources.

Several types of giants exist in Mazariim, including hill giants, stone giants, frost giants, fire giants, and cloud giants. Each type has its own culture and society, though most are tribal and insular. Despite their conflicts with

the smaller races, giants are not inherently evil. Some giant tribes have established peaceful relations with neighboring communities, and giant mercenaries and craftsmen can occasionally be found in cosmopolitan cities.

Leonals

Leonals are noble leonine creatures who share the plains of Ra'Lad with the Raladrim elves. These beings have the body of a lion and the torso and head of a humanoid, standing taller than humans when upright.

Leonals are proud and honorable, living in tribal groups called prides. They are skilled hunters and warriors, with a deep connection to the grasslands they call home. The Raladrim elves and Leonals have developed a mutual respect over millennia, often cooperating in hunting, defense, and trade.

Leonals worship a combination of ancestor spirits and nature deities, with some venerating Minerva alongside the elves.

Nightmare Realm Outsiders

The Nightmare Realm is a nightmarish section of the Plane of Dreams, a place of madness and horror where reality functions according to alien rules.

Eye Nightmares — These floating orb-like creatures with multiple eye-stalks are natives of the Nightmare Realm. They occasionally slip through into the Prime Material Plane, usually through areas where the barrier between planes is thin. Eye Nightmares are insane by mortal standards, each one utterly convinced of its own superiority and perfection. They are incredibly dangerous, with each eye possessing a different magical ability.

Brain Eaters — These tentacle-faced aberrations are also from the Nightmare Realm. Brain Eaters feed on the brains of sentient creatures and possess powerful psionic abilities. They sometimes establish small enclaves in remote areas, seeking to expand their influence and create thralls from the local population.

Sqita'al — These ancient aquatic horrors dwell in the deepest parts of oceans, lakes, and underground waterways. Sqita'al claim to remember the time before the gods, though whether this is truth or delusion born

of their alien minds is unknown. They seek to enslave all sentient life and possess powerful mental abilities.

Angels and Devils

While not races in the traditional sense, angels and devils are sentient beings that play important roles in Mazariim. They are servants and manifestations of Tiovin (god of good) and Taovan (god of evil) respectively, engaged in an eternal battle of morality.

Angels are beings of pure goodness and order, working to promote virtue, justice, and compassion throughout the world. They sometimes walk among mortals to provide guidance or aid, though direct intervention is rare.

Devils are beings of pure evil and corruption, seeking to spread vice, cruelty, and despair. They tempt mortals toward wickedness and work to undermine good wherever they find it.

Unlike the gods themselves, angels and devils can manifest on the Prime Material Plane without needing avatars. However, they are still bound by certain cosmic laws that limit their direct interference in mortal affairs.

Other Sentient Races

Many other sentient or semi-sentient races exist in Mazariim, though in smaller numbers or more isolated regions:

Centaurs — Found in grasslands and light forests, living in tribal groups

Minotaurs — Dwelling in isolated mountain regions and maze-like ruins

Lizardfolk — Inhabiting swamps and coastal wetlands

Kobolds — Small reptilian creatures living in caves and underground areas

Gnolls — Hyena-like humanoids living in badlands and wastelands

Pixies, Sprites, and other Fey — Creatures connected to the natural world and the Feywild plane

These races generally do not have the population, organization, or influence of the five major ancestries, but they contribute to the rich diversity of life in Mazariim.

Society

Calendar of Mazariim

Time and the marking of weeks, months, and years are similar to our real world, with a few simplifications to make things easier to calculate.

Days

There are 7 days in a week:

Moonday — Work, religion (night)
Toilday — Work
Wealday — Work
Oathday — Work, pacts signed, oaths sworn
Fireday — Work
Starday — Work
Sunday — Rest, religion

Common Calendar

There are 4 weeks in a month, making 28 days. All months have 28 days, different from our normal months, with four additional days as holidays on the equinoxes and solstices, producing a year of 336 days.

Winter Solstice / New Year — Holiday

Quarz — January

Xan — February

Minerva — March

Spring Equinox — Holiday

Garn — April

Hinter — May

Mord — June

Summer Solstice — Holiday

Pyran — July

Rivol — August

Iquin — September

Autumnal Solstice — Holiday

Mauian — October

Tiovary — November

Zebul — December

Month names in the Common Calendar are derived from entity names (Quarz from Quarzel, Minerva, Hinter from Hinterhin, Mord from Mordrion, etc.). The four solstice/equinox holidays are celebrated by all cultures, though with different traditions.

Elven Calendar

Although elves have 12 months with 28 days and celebrate the same additional four holidays, they have different names for the months of the year:

Ae'yelin (Day of Winter / New Year) — Holiday

Jeghtey (Icy Winds) — January

Sedrak (The Bleak Twilight) — February

Melilot (The Melting White) — March

Au'celu (Day of Spring) — Holiday

Haena (The Bloom) — April

Solie (Misty Meadows) — May

El'ama (Green Beauty) — June

Ae'laer (Day of Summer) — Holiday

Que'lafa (Lost Moon) — July

Ar'thera (Golden Sky) — August

Lorymesh (The Varying Brilliance) — September

Ae'iovas (Day of Autumn) — Holiday

Persaluon (The Tumbling Leaves) — October

Delnintesam (The Barren Wood) — November

Etni (Long Night) — December

Years

Years are kept track of in many systems, the main one being the years since the War. Years since are named **AW** (After War) and **BW** (Before War). It is currently the year 811 AW. Elves and dwarves both use a system from their home regions that date back to their first encounters with their patron entities, Minerva and Mordrion. It is currently the year 4213 ER (Elven Reckoning) and 2677 DR (Dwarven Reckoning). These systems of years are often used in regions of the elves and the dwarves, and with their inhabitants, namely halflings with elves and gnomes with dwarves. Most human lands and shared lands use the AW system.

Conversion Table

Elven Reckoning 1: Dwarven Reckoning -1536, Year 3402 BW — First contact of Minerva

Dwarven Reckoning 1: Elven Reckoning 1536, Year 1866 BW — First contact of Mordrion

Year 1 AW — End of the War to End All Wars: Elven Reckoning 3402, Dwarven Reckoning 1866,

Year 811 AW — Current Year: Elven Reckoning 4213, Dwarven Reckoning 2677

History

The history of the Lands of Mazariim can be divided into different eras, each representing a dominant theme or event that influenced a large section of time.

Timeless Era

The Timeless Era represents a period that is incomprehensible compared with the natural periods of the lives of creatures or even entire civilizations. Beginning with the merging of primordial reality streams from predecessor dimensions on a scale that defies explanation, the universe came into being and expanded at an unimaginable rate outward into the near limitless expanse of space. Matter was almost perfectly spread out across this expanse, but the forces of gravity and magic would take hold, and after hundreds of millions of years the first stars began to illuminate the universe. Stars would be born and die, exploding and sending the newly formed elements created in their cores into the universe to coalesce and form into new stars which would in time begin to have matter swirl around themselves, eventually becoming the planets that encircle the stars.

At the same time, the forces of magic and gravity began to work differently, with collections of magic and energy slowly forming larger and larger clumps, gaining immense size and power. These large collections of magic would one day unexpectedly and spontaneously form sentient beings, different from creatures that would evolve from biological processes on planets. These beings became known to the learned and educated as entities, although for most of the inhabitants of the world they would be called "gods" and "powers". These entities, although sentient, would often slumber for millions or even billions of years at a time. Sometimes these entities were so powerful that they would disturb the fabric of space-time itself and unwittingly create their own pocket universes, known to scholars as planes and others such as Heaven, Hell, Elysium, and countless others. In these planes, an entity would have more dominion over the forces of nature, but at the same time be limited on traveling in their true form to the prime material plane ever again, save with the aid of an avatar.

It was on one of the billions of planets in one of the billions of galaxies after billions of years that life would begin to take hold. Rock and water had formed a planet

that had large oceans and barren expanses of unclaimed land. Single-celled organisms began to stir in the ocean, and throughout hundreds of millions of years, they would eventually begin to form simple ocean life, as algae began to evolve to survive on land. Soon creatures would begin to emerge from the oceans as the newly-forming plants changed the carbon-rich atmosphere into one filled with oxygen. Millions of years would continue to pass as life began to become more and more complex and diverse with natural selection determining the winners and losers, eventually forming a complex ecosystem and living planet that would become known as Mazariim.

It would be during the last few hundred thousand years that a few dozen of the most intelligent species would begin to differentiate from each other, some filling a geographical or ecological niche in the world, and many more dying out and vanishing. Although many would continue to our present day, three races dominated the others, and subsequently the world, in varying degrees over different eras: Elves, Dwarves, and Humans.

Era of Awakening

Hundreds of millions of years before the inhabitants of Mazariim would begin to explore and conquer their world, a nearby star system with a bright sun and a large number of planets would soon give birth to one of the first entities to contact Mazariim's inhabitants. One of the planets had a moon upon which simple plant life developed. Near this moon, an entity would begin to form, the magical energies of the solar system gathering and coalescing for eons as the embryonic entity developed. Finally, after an unknown time had passed, this entity flared into existence. It would later be named Minerva, the elven word for "child of Mazariim". A particularly powerful entity, when Minerva formed it immediately created a new plane of existence, taking itself and the nearby moon with it, and the extra-dimensional plane that would come to be known as Elysium was born. It was from here that Minerva would look down into the cosmos, see the planet of Mazariim and its fledgling inhabitants the Elves, and begin to interact with other beings.

Elves were the first race to exhibit many of the behaviors of more modern intelligent creatures, including the use of fire, language, mathematics, and

tools. Elven civilization developed across millennia on the isolated continent of Vand'ardhon (elven for "homeland"). By ~14,200 BW, elves had founded Elwendor, their first permanent city. By ~12,000 BW, they consecrated Iaurtorn, a vast ceremonial forest serving as spiritual center for all elven clans. Throughout this pre-Enlightenment era, elves worshiped primarily the Old Gods: Mau the Oracle, Vuleala (Mother of Rain), Gruhathyrir (Wyld Heart), and Iquinias (Lord of Seas). Seven distinct cultural groups emerged, eventually forming the Seven Elven Nations. Around 3,402 BW, Minerva made direct contact with elven leaders across Vand'ardhon in an event called The Enlightening. Minerva imparted vast knowledge and lifetimes of wisdom, elevating elven civilization from scattered tribal cultures to a spiritually unified people. It began to guide the elves for many centuries, imbuing two particular ideals into elven culture that still guide it today: deep respect and reverence for nature and the land, and an absence of the need for personal possessions or land ownership. This, along with the granting of magical powers to followers, and advancements in agriculture, architecture, metalworking, cosmology, and the arts, guided the development and growth of the Yaara'sehan, or "ancient walkers". The Church of Minerva was founded with two orders: Cundo'elda (priests) and Cundo'dori (druids). While the Humans and Dwarves that inhabited the nearby continent of Nigal were still hunters and gatherers climbing out of the throes of barbarism, the Elves had developed an advanced culture that would quietly exist apart from the other two more primitive races. But, in time, the Dwarves and Humans began to evolve and learn as well.

While Elves had a continent upon which to spread civilization freely, the Dwarves and Humans that lived upon the continent of Nigal had to contend with each other. Human and Dwarven tribes of hunter-gatherers clashed from very early on, competing for territory and resources, and with time, the Dwarves settled in the mountainous areas to the northeast, while Humans tended to settle along the more coastal areas of the southwest. The stout Dwarves had been using caves in the mountains for some time and had learned how to carve new tunnels and passages deeper and deeper into the mountains, while at the same time beginning to learn agriculture and creating the huge swaths of terraced farmland built right into the sides of mountains that persist to this day. By 3,000 years ago, Dwarves had begun to develop many of the same advancements as the Elves, using fire, language, mathematics, and tools. They also had begun

metalworking, which had allowed them to greatly expand their underground dwellings from mere hamlet-sized caves to elaborate underground cities, although still reliant on the surface world to produce food. What the Dwarves lacked in the knowledge of cosmology or the arts, they made up for in the smithing of armor and weapons. First bronze, then iron, and finally steel and other esoteric metals allowed the Dwarves to become masters of battle and war. Large clans had begun to form as early as 2,500 years ago. In just a few hundred years various clans began to have conflicts with others over territory and mining rights and food and water. A civil war broke out between groups of clans that lasted over 50 years, greatly reducing the Dwarven population. And just when things looked bleak, a cosmological event improbably gave the Dwarves the leader they needed and one of the greatest enemies the world would ever know.

Era of Arrival

By the time the Dwarven Wars had been raging for decades, many entities had begun to interact with the world. Some had formed in our universe as magic gathered over vast amounts of time. Mau the Oracle had spread its watch over all of space and time. The dual judges Tiovin and Taovan had formed and created strange alternate planes of ecstasy and suffering. The mindless Zebulba had formed and absorbed a black hole and drew a tiny but maniacal following of zealots dedicated to death and destruction. Those that reveled in fire and its power worshiped Pyrantor, an entity that had formed in the heart of a star billions of times larger than Mazariim itself. Others, however, had arrived here from other universes, and it was the arrival of two particular entities that would change the face of Mazariim: Mordrion the Dwarf Father and Zuel the Devourer.

In another universe with a planet named after a hawk that was grey, on an alternate prime material plane, a titanic battle between two gods raged on. Morae'din the god of the dwarves and Gru'umsht the god of the orcs threw magic and power and wielded steel against each other for what must have been an eternity. Gru'umsht's spear ripped Morae'din's eye out as Morae'din's axe cleaved the left hand from Gru'umsht. The surge of magical power from these grievous deific wounds interacted with the tiny quantum universe that governs travel between far-off spaces. The two found themselves torn from their homeworld and arrived in the universe in which Mazariim exists. The battle had been

exhausting, even for entities that had previously been gods. They fell into a coma-like slumber for an unknown period, and when they awoke they had been changed by the different laws of magic. Mordrion and Zuel had been born, and they immediately realized that in this new place they were not immortal as in their other world, and not nearly as powerful. Mordrion came to the dwarven lands while Zuel sought out the primitive orcs, goblins, and ogres to manipulate. Over the next century, Mordrion helped the dwarves stop their civil war and begin to rebuild their society, and for another few hundred years, the dwarves would continue to perfect their crafts, expand the tunnels underneath their mountains, and solidify a heritage of traditions and lineage dating back almost 1,000 years.

The awakening of entities over the last few thousand years had sent shockwaves throughout the universe, gently nudging other entities that had been slumbering for eons. In turn, their awakening sent out more reverberations and continued the cycle at an ever-increasing pace. Humankind, just beginning to rise in levels of civilization around 2,500 years ago, would seem to entice the gaze of entities more than the other races. As humans spread about their portion of the continent of Nigal, they proved to be much more adaptable than the dwarves. From forests to coastlines to deserts, humankind would find a way to thrive more than the other races. Human empires would rise and fall in a fraction of the time of nations of the elves and dwarves, and their variety and differences were astounding. Some would form warlike city-states, others nations of traders, and others still enlightened democracies. It would be this variety of lifestyles, culture, and thinking that would lure the gaze of newly-formed entities to the planet of Mazariim.

Several entities began to form a bond with different aspects of humanity and its philosophies and traits (although a few would gravitate more towards elves and dwarves) and soon there was a wide range of entities for humans to pray to. Powerful entities had provided seemingly-divine magics to their followers since the time of Minerva's awakening, and humankind saw a surge in the faithful of the "gods". Entities became fascinated by things like glory, honor, greed, secrets, fear, the oceans, and even luck itself.

Around the same time, for around 500 years, many entities would arrive from other worlds. The three entities Alagolothor, Thalaman, and Sheeva would arrive from a world ripped apart by magic and hubris. The entity Pala'dinae, or rather a part of it, would arrive

from a world where a deity had died and a balance needed to be kept, forcing Pala'dinae to leave rather than unbalance their cosmos. Another named Eilistra'rae, an elven goddess from a realm long forgotten, had created a blade to kill another deity, only to have it used on herself. Rather than die, however, a portion of her power (and some followers) were transported to Mazariim. One mortal, a dwarf named Gyru, had even created a machine that would transfer vast amounts of magical energies into himself and succeeded in becoming a lesser entity.

Several other races also had developed, although not to the extent of populating entire continents. Halflings evolved and grew more peacefully and formed an island nation named Shalazar. Amidst the elves, Leonals began to show intellect and honor, dwelling in a plains region that many elves found inhospitable. The tiny gnomes would come to be valuable allies to the dwarves, building small settlements above and below the mountains. These less frequent races, along with the elves, dwarves, and humans, would slowly continue to progress forward for more than 1,000 years. Humankind's adaptability, combined with the fortuitous timing of a flourishing of entities, would help it to catch up to the development of the elves and the dwarves. And it would be none too soon, as a threat would rise to threaten all three of the major races' existence.

Era of Unity

It was 811 years ago that an event so momentous and influential occurred that the keeping of years itself was reset. Humans and dwarves had been at odds for centuries, and elves had not let a human or dwarf walk their lands in an eon. But soon, a malevolent force and unending army would unite all the races of the world, lest they face extermination. The entity known as Zuel had spent decades hoarding magical power and building an army of orcs, goblins, and ogres over a million strong, and began to march across the lands of the humans and dwarves alike. Cities and nations fell as the loss of life was staggering on both sides. When all was said and done, the dwarves and humans and elves, led by powerful entities that had vowed to protect them, faced off against Zuel and his minions. In the war's darkest hour, Minerva made the ultimate sacrifice: rather than manifesting an avatar that could be destroyed (banishing her for 101 years), Minerva divided her essence among the Seven Artharans — the seven leaders of the elven nations — granting them phenomenal power and creating a psychic command network. This fragment transfers automatically when an Artharan

dies, ensuring continuity to the present day. Elven casualties were catastrophic: 30,000 warriors deployed to Nigal; 12,000 died (40% casualty rate), and 75% of the elven navy was destroyed in a daemon ambush. The stranded 18,000 survivors were gradually evacuated over the next decade, though approximately 500–800 chose to remain on Nigal, forming the first permanent elven diaspora. Only through their allegiance, an allegiance that many skeptics of all races said would never happen, were they able to save the lives of the inhabitants of Mazariim. The trauma would help to unite the world, create a trade language, a calendar system recognized by all, and spread innovation once the dust had cleared. For elves specifically, the war ended their ancient isolationism permanently — they became integrated into the global community, with trade routes, diplomatic relations, and mixed-race communities developing in port cities. Time passed, and the races flourished. Over time, though, rivalries resurfaced and xenophobia began to take hold again as people alive during the time of the War to End All Wars (soon to be known simply as "the War") passed into other realms. Soon, only a few ancient elves and dragons had real memories of the war, and the world's unity was fracturing once more.

Lost Empires

Hundreds of civilizations and empires have risen and fallen in Mazariim's long history. Below are a few, although many more exist.

Yrugas

The time before the arrival of Minerva is often thought of as prehistory, a time of scant records or knowledge. Much of the arcane mastery of humans comes from this ancient past, from a confederacy of human villages and towns that would be located in the Inner Kingdoms today, thought to have been first settled around 4000 BW, before the arrival of Minerva. Named Yrugas, the nation was born when a group of dragons began to teach humans in the area how to wield arcane magic. A number of the humans, including a fledgling wizard named Madron, would quickly learn and develop into capable spellcasters that would soon flex their magical might, challenging the traditional primitive social structure that had the leaders of the elemental cults and Mauians as village elders.

Before long, it was arcanists that controlled all of the villages and towns all over what today are the Inner Kingdoms. The rule of the human mages was barbaric and inhumane, and it is thought that many of the monstrosities that run amok in the darkest parts of the world were experiments from this time. Many of the wizard spells used worldwide today date back to this time. Madron, whose name now reflects his power in the name of an entire people and language, was one of the rulers for some 900 years. In the end, however, the power-hungry mages battled with each other until very few remained. The end of Yrugas came a few hundred years after the arrival of Tiovin, around 2700 BW. It is thought that the spellbooks of the Yrugas hold secrets to the true nature of arcane magics, scattered about decaying ruins hidden from sight for thousands of years.

Dukhan Empire

Long before the time of the War, human civilizations of every type imaginable had been established in the expansive realms of humankind. One such civilization was that of the Dukhan Empire, a well-organized theocracy based around the worship of Zebulba. Beginning about 1,800 years ago, the small city-state of Dukhan grew for around six centuries into a country that included at least six major cities in the Jinook Valley region and extended west and south a few hundred miles. Although more primitive than other human civilizations of the time, the Dukhan Empire grew to power rapidly, its priestly overseers expanding their reach using intimidation and ruthless tactics. Each town or village would have a small ziggurat erected, and human (or non-human) sacrifice to Zebulba was a ritual followed on most equinoxes and solstices. The priests would use fell magics to extend their lives via these sacrifices, gaining incredible age, wisdom, and later madness.

About 200 years before the War, the priests of Zebulba, under the leadership of Soros un-Kahn, attempted to complete a dark ritual to bring an avatar of Zebulba to the prime material plane involving sacrifices at the many ziggurats that were located across the Dukhan Empire. Rather than bring his avatar through, however, Soros miscalculated and instead drew death and destruction from the negative material plane, as negative energies poured through and killed all living things within miles of each of the ziggurats. Almost destroyed or driven away, the remaining citizens and survivors fled to other cities and towns, and the unending hands of time slowly erased the Dukhan Empire from the world. Their ruins can be found to this

day scattered around the Jinook Valley, although most frown upon disturbing anything so evil lest it awaken something dark once more.

Empire of Simir

The Empire of Simir was a small group of city-states ruled over by a line of nobles for around four hundred years. A troubled and corrupt republic, the Empire of Simir was constantly plagued with infighting and influenced quietly by dark gods. Starting in the city of Asim, the Empire of Simir began with its economic conquest around 291 AW. It had been almost 300 years since the War, and the peninsula of the Merchant Nations had been splintered for some time. The king of Asim, a treacherous and ruthless man named Petrov Simir, would soon begin to make deals and pacts with the various nearby cities, expanding trade and slowly creating a dependence on the subsidies and protection Asim had to offer. For the next few decades, Petrov would assimilate and take over the southern portion of the Merchant Nations, including the cities of Amara, Instar, and Moamon.

As Petrov neared the age of 150, rumors began to circulate about dark pacts with dark gods to help keep him alive. With the legends of the Dukhan Empire whispered about as slavery became more commonplace, the Empire of Simir soon had a reputation as a sinister and dangerous place, especially for non-humans. From time to time slave rebellions and rebel factions would cause small problems, but every time the current king would crush any resistance. The cities of the empire would soon be the main source of desire for the various family members or rivals of the Simir line, and slowly over decades and even centuries, the challenges facing the Empire of Simir would be most significant from within. Rumors of ties to fell deities would also grow as slave disappearances grew more commonplace and the occasional cultist of Zebulba grew confident enough to roam about a city without hiding their faith. In the year 686 AW the pressures of inter-family conflict and aggressive neighbors came to a peak when the current king of the empire, Tiberius Simir, was assassinated in his palace in the city of Asim. With half a dozen nephews and sons vying for control of the now leaderless empire, many of the cities were taken over or overthrown by rebels or crafty and clever enemies. Within a decade, only the two cities of Asim and Moamon remained in the empire, and decades later even Moamon would go its separate way. The empire had fallen, and the southern portion of the Merchant

Nations was fractured and emancipated from the cruelty and suffering of the Simir line.

The War to End All Wars

Around eight centuries ago, the largest single event in the history of Mazariim changed the course of history, unifying the many sentient races against one common enemy — goblinkind, led by their patron entity, Zuel. Although historians often argue about some of the facts from the time, most agree that it was the closest the races and society itself have ever come to destruction. Lasting only four turbulent years, the War to End All Wars, known to most as simply the "War", changed life for the vast majority of the world, especially those on the continent of Nigal. A uniform system of time and calendar was adopted, the Trade language used by so many was adapted and expanded into the Common language most use today, and for the first time, the many races would work together and subsequently live in more mixed communities.

The First Year

The War began in the summer of 4 BW (Before War) and caught the entirety of sentient populations off guard. Hundreds of thousands of orcs and other assorted goblinkind began pouring out of the mountain ranges of the world, bringing their terror and bloodshed to the surface in unprecedented numbers and strength. Led by thirteen ogre-magi generals, by the winter of that year large numbers of dwarves had been displaced and many dwarven holds were overtaken by the orcs. Although the elves and humans of the world did not suffer as much in that first year, they did see many battles with the orcs as they emerged from the mountains and struck at minor settlements and the food supplies of the surface races.

The Second Year

As the second year of the War began, the coastal settlements would begin to feel the wrath of Zuel. Strange, frog-like daemons began to come from the oceans and attack coastal cities, led by an immense sea creature with dozens of 100-foot long tentacles. Ocean-bound trade and commerce came to a halt as a dozen coastal cities were wiped off the map. While the elves seemed to hold their own and were able to come close to equaling the forces marshaled against them, the

dwarves and humans were suffering enormous tolls as dwarven refugees overwhelmed human cities.

The Third Year

It was close to the end of 2 BW that the various entities of Mazariim became more involved. Hinterhin helped feed and hide the millions of refugees while Rivoleen helped defend the gnomish lands. Mordrion and a half-dozen other minor entities would lead their forces into battle themselves, with a number of these lesser entities destroyed while defeating a few of the ogre-magi generals. Across the sea, Minerva would sacrifice its avatar to divide its power among more than a dozen elven archmages, hierophants, and archdruids, giving the elves powerful generals to help defend their homeland. Interestingly, Tiovin and Taovan did not get directly involved in the quest to save humanity, patiently waiting for the outcome and welcoming the largest influx of souls into their realms in the history of Mazariim. It was around this time that humans and dwarves gathered at a small fort in the interior of the Inner Kingdoms, a small walled keep named Fort Hope. From there, an alliance between the dwarves and gnomes, humans, and the elves and halflings would be reached. This pact, called the Concord of Unity, allowed the races to become more coordinated in all aspects of the war, from battle to supply lines and governance of the remaining towns and cities of the world.

The Final Year

The last year of the war, 1 BW, was by far the most brutal. The dwarves and humans, badly driven back from their cities and mountain holds, were now fighting for mere survival instead of territory. The elves, while holding their own better than the humans and dwarves, had lost almost their entire navy dispatching the massive sea monster daemons. Then, at the beginning of autumn of that final year of battle, the avatar of Zuel himself began leading a countless army of goblinkind westward from the central mountains of Nigal towards Fort Hope. In a spectacular final battle that saw both avatars and entities wiped away, Zuel was surprisingly defeated by a dwarven hero named Demious Stoneshaper, as Mordrion and a few other entities such as Quarzel were defeated by Zuel just before his defeat. The combined armies of the elves, dwarves, and humans pushed back and drove the orcs back from Fort Hope, and without their leader, the orcs and goblinkind were soon fleeing back into the depths of dark places as the world was liberated from its darkest period. Most of the

entities of the world had had their avatars banished for 101 years in the war, and the surge in confidence for the sentient races allowed them to rebuild their world, although orc insurgencies and the reclamation of dwarven holds would continue for decades. In addition, the next ten years were unbelievably hard as famine and disease ravaged the world in small waves. In the end, though, the sentient races had won the war and gained the confidence and perspective to work together more and fight each other less. The official end date of the war was 3 Quarz (January) of the first year of the new age, known as AW (After War) in most books of history. Although most previous world records had been destroyed, a few remained. The races would work their way back from these dark days to the prosperous ones they enjoy now some eight centuries later. The unity forged at Fort Hope did not dissolve with the peace. Instead, it evolved into the Federation of Man, ensuring that the human lands of the north would never again be divided against themselves.

Magic

Mana

Along with gravity and electromagnetism, magic is one of the forces of the universe, its rules giving it its shape and form. The actual particles of this magical force are called mana, and although it is manipulated by spellcasters of all shapes and sizes throughout the world, almost none know about how mana plays a role in making it all happen.

A small, diffuse layer of mana covers the whole world and all higher dimensions of the Mazariim universe. Spellcasters manipulate this infinitesimally small amount of mana to produce effects, either through precise arcane formulas, an innate understanding of magical laws, the understanding of divine incantations, or druidic prayers. An antimagic field, eye nightmare's central eye, or similar effect pushes these particles away, removing the source of power for spells and supernatural abilities while it is in effect. Some creatures such as golems, undead, elementals, and outsiders have a tiny inner source of mana, imbued into them during their creation. Magical artifacts have tiny concentrations of mana imbued into them during the creation process with expensive components in an incredibly inefficient way. Dispel magics return mana to a more neutral state, with disjunction magics even unlocking the mana stored in magical items, rendering them inert.

Some of the most powerful creatures to walk the lands of Mazariim have a larger amount of mana within them. This would include dragons and the agents of entities, the Favored. Additionally, the avatar of an entity is held together by a large amount of mana.

In some alternate realities or planes of existence, the use of mana is more commonplace, thus making the cost of manufacturing magical items drop exponentially and allowing the manufacture of items that absorb, store, and redirect mana. Such abilities are beyond the knowledge of almost anyone in Mazariim, although a few magical pseudo-artifacts might be found in far corners of the world (rod of absorption, staff of power, staff of the magi, etc.).

Portals & Teleportation Circles

Scattered throughout Mazariim are many systems of magical transportation. Teleportation circles allow a

spellcaster to use spells to teleport to a mystical circle inscribed in a permanent location elsewhere on the prime material plane or to use spells to arrive at a similar circle in an extra-planar location.

Teleportation circles linking places on the prime material plane have historically been used by countless nations, churches, wizardly cabals, druid circles, and even the worshipers of quasi-entities such as warlocks. Many major temples, guilds, and other important places have permanent teleportation circles inscribed somewhere within their confines. Each such circle includes a unique sigil sequence — a string of magical runes arranged in a particular pattern. Numerous spells and magical items also exist to help control who uses such circles. Teleportation circles exist in the many extra-dimensional planes as well, but they require a planar shiting spell or ability to be reached.

Portals, while rarer than teleportation circles, can still be found in numerous hard-to-reach places around Mazariim. Portals allow similar travel, but without the traveler needing the ability to cast spells, rather oftentimes just needing to know the proper key, be it a word, gesture, or item magical or mundane. Portals can have numerous properties, with restrictions on the time the portal can open, which conditions are met, and whether it needs a key or command phrase being the most common. Once active, all one needs to do is step into the sphere of energy and they appear on the other side of the portal.

Ley Lines

(Note: In the Coming of the Lines series of novels, ley-lines are not fully activated at first)

Crisscrossing the lands of ancient Mazariim are lines of raw magical energy, oftentimes invisible to the naked eye. It is thought that dragons created most of the lines and that others were made from natural phenomena, powerful divine spellcasters, or even the gods themselves. Where these lines intersect they form a nexus, a place of even greater magical power.

Ley lines do not grant spells to the untrained. Instead, they change how mana behaves in a place and how easily it can be shaped. A practiced caster working near a line — or standing within a nexus — often finds that familiar workings become strangely pliable. A spell

might strike harder or resist being unraveled, not because the caster has become more skilled, but because the local field holds the pattern more firmly.

Duration is the second common surprise. Near certain lines, effects that should fade cleanly can linger, sometimes far beyond safe expectations. Veteran arcanists treat this as a mixed blessing: sustained wards and long workings become easier to maintain, but mistakes and curses can persist with equal stubbornness.

Many lines also impress a signature upon magic. A working cast in the flow may pick up a secondary behavior aligned to the line's temperament — heat or rime, shadow or radiance, resonance, growth, corrosion, storm, dream, and other recurring motifs. Practitioners learn to read a line's character by its byproducts: metallic tastes in the air, harmless luminous motes, persistent echoes, unseasonal winds, odd animal behavior, or recurring dreams among those who sleep nearby.

Because of this, different lines behave like different schools or types of magic in practice. Some cabals classify them by tradition (arcane, divine, primal), others by effect (binding, travel, warding, transformation), and a few by omen and symptoms alone. None of these taxonomies is perfect, but each is good enough to keep apprentices alive.

Ley influence is not uniform, and serious practitioners develop habits for working with it safely: grounding stances, counter-sigils, insulating circles, and strict limits on how long to remain in the flow. Prolonged exposure can produce ley-sickness — headaches, vertigo, compulsive casting, warped perception of time, or spells that continue to hum faintly after they should have ended.

Used deliberately, ley lines can anchor large-area rites, sustain long wards, empower siege magic, or carry effects across distance. Used carelessly, they turn even minor workings unpredictable, as the line's signature asserts itself at the worst possible moment.

Magical Writings

The magical spells and rituals of Mazariim have been disseminated for thousands of years via many methods of writing and notation. All spells, no matter what type, have their written roots in the language of the dragons, Draconic. Arcane writings are always written

completely in Draconic, as it was the dragons who taught the earliest arcanists magic. Divine spells are somewhat different. Although the earliest divine casters of Mazariim's ancient past handed down divine spells via verbal traditions, writing became the standard way of recording and accumulating spells within the many faiths and churches of Mazariim. Divine spells are written in forms and styles that are usually specific to the faith in combination with Draconic. For example, a prayer book for Tiovin is written in a form that combines Celestial and Draconic, and druid spells are notated on menhirs or animal skin scrolls in a form that combines Druidic and Draconic.

Geography

Overview

The world of Mazariim consists of three major continents: **Nigal**, **Vand'ardhon**, and **Akovar**. Each continent has unique cultures, peoples, and geographic features that define the campaign setting.

Continent of Nigal

The sprawling continent of Nigal is home to three of the major races: humans, dwarves, and gnomes. It is divided into numerous regions including the Inner Kingdoms, Merchant Nations, Lands of Chaos, Horselands, Ancient South, Lands of Honor, Mesopian Peninsula, Frozen Isles, and the Dwarven and Gnomish realms.

Continent of Vand'ardhon

Vand'ardhon is the ancestral home of the elves, divided into eight major elven realms, each reflecting different elven subraces and cultures. The continent also includes Shalazar, the homeland of the halflings.

Continent of Akovar

Akovar is a distant continent with a mysterious history involving ancient dragon civilizations and ley-line mastery. It remains largely isolated from the other continents.

Inner Kingdoms (Federation of Man)

A powerful confederation controlling the vast majority of the Inner Kingdoms. Governed by the Praetorian Council in Fort Hope, it ensures mutual defense and trade among its member states:

Beneshire — Hereditary Monarchy
Saerrus — Intellectual Democracy
Arogror — Industrious Hillsfolk
Xeque — Merchant Oligarchy
Grand Confederacy of Pragos — Industrial Arcanists

Merchant Nations

Free City of Amara — Mercantile Autocracy
Instar — Magocracy
Naarlam — Seafaring Explorers
Cecaasta — Rebellious Horsebreeders
Tentigo — Warmongering Theocracy

Lands of Chaos

Kruta — Slavetrading Magocracy
Medan — Survivalist Meritocracy
Ubyra — Tribal Swampdwellers
Zzan — Draconic Fiefdom
Soractian — Democratic Explorers

Horselands

Khonayn — Ancestor Holy Grounds
Sharma-Ad — Nomadic Tent-City

Ancient South

Nepherites — Ancient Pharaonic Empire
Uadjit — Decadent Geniemasters

Lands of Honor

Miyasaki Shogunate — Ancient Shogunate
Veppankarai Islands — Ninja-Run Autocracy

Frozen Isles

Javalth — Vikingesque Navytown
Brahjhin — Honorable Meritocracy

Dwarven Nations

Dwarven Empire — Traditionalist Empire
Graniteshield — Independent Trade Metropolis
Khubilai — Survivalist Ponytown

Gnomish Lands

Zhonhylite — Gnomish Citadel
Dammarth — Elementalist Mageocracy

Vand'ardhon

Elwendor — High Elf Capitol
Iaurtorn — Wood Elf Ceremonial Grounds
Tharbad — Trading Elf Metropolis
Shalazar — Hin Homeland

Forgotten Isles

New Sabonaa — Explorer's Outpost
Tortuganae — Nonhuman Archipelago
Akovar — Ancient Magical Empire

Religion

In the universe of Mazariim, the gods do not hold sway over the powers of creation and existence. They are merely sentient beings as well, capable of being banished or even destroyed. The true nature of entities, however, is unknown to most, and most of the denizens of the world worship them as powers and deities nevertheless.

Entities of Mazariim

Alagalothor (N) — Entity of magic and spellcasting. Resides in the Astral Plane, endlessly studying all schools of arcane magic and observing how mortals wield it.

Ashura (LG) — Entity of honor, light, and healing. A lesser entity of the Ejiin people, residing in the Positive Energy Plane alongside Asti.

Asti (LG) — Entity of healing, dragons, and ley-lines. One of the Old Gods, formed near a white hole. Resides in the Positive Energy Plane.

Dirgin (N) — Entity of earth and caves. One of the Old Gods and among the most alien and uncommunicative entities. Resides in the Plane of Earth.

Eilistra'rae (CG) — Entity of song, moon, beauty, and elves. Arrived from another universe where she was thought killed, bringing a small group of good-aligned Night Elves with her. Welcomed by Minerva into Elysium.

Garnak (N) — Entity of beasts and savagery. Forever roams and hunts the prey in his realm, the Savage Lands, served by the Animal Lords.

Gruhathyrir (CN) — Entity of wild nature and fey. One of the Old Gods, creator of the Fae Realm and ancestor of all fey creatures.

Guzon (LN) — Entity of enlightenment and meditation. Founded the great city of Utopia, where his Law Engines toil in endless pursuit of order and focus.

Gyru (LN) — A mortal dwarf who created a machine to transfer vast magical energies into himself, succeeding in becoming a lesser entity of invention and artifice. Resides in Utopia alongside Mordrion and Guzon.

Hinterhin (CG) — Entity of halflings, harvest, nature, and family. Patron of the hin people, credited with making the soil of Shalazar incredibly fertile and the weather perpetually favorable. Resides in Hinterhome.

Iquinias (N) — Entity of water, oceans, and sailors. One of the Old Gods, awakened after eons watching a water world full of aquatic life. Resides in the Plane of Water.

Kazrokath (CN) — Entity of chaos, change, and psionics. Founded Limbo, a realm of boundless chaos, and is served by the mysterious serpentine Chaos Serpents.

Khan (CE) — Entity of dishonor, betrayal, and darkness. A lesser entity of the Ejiin people, residing in the Negative Energy Plane alongside Zebulba, served by Oni and undead.

Mau (N) — Entity of secrets, alternate realities, and observation. The first entity to awaken over a billion years ago, whose act of observation created the Astral Plane and bonded the magical force to the souls of sentient creatures. One of the Old Gods, served by the Balance Wardens.

Minerva (NG) — Entity of elves, nature, and magic. One of the first entities to contact Mazariim's inhabitants. During the War, divided her essence among the Seven Artharans rather than risk her avatar. Resides in Elysium.

Mordrion (LN) — Entity of dwarves, battle, and smithing. Arrived from another universe where he was known as Morae'din, god of the dwarves, after a titanic battle with Gru'umsht. Unified the dwarven peoples after arriving in 1866 BW. Resides in Utopia.

Og'thallith (CE) — Entity of madness, demons, and corruption. A fiendish entity bargaining with demons and spreading destruction. Resides in the Abyss.

Pala'dinae (LG) — Entity of honor, chivalry, and justice. Arrived from another universe where battles on dragons were fought with lances. Resides in Heaven alongside Tiovin.

Polyvin (N) — Entity of luck, fate, portals, and merchants. Resides in the City of Fortune, a strange doughnut-shaped city of endless gambling dens and

secret dealings. Has no race of Outsiders but creates copies of himself as servants.

Pyrantor (N) — Entity of fire and the sun. One of the Old Gods, formed in the heart of an ancient star. Known as Ra in Varkonan lands. Resides in the Plane of Fire.

Quarzel (LE) — Entity of war, fear, and tyranny. Resides in the Fields of Battle, where past warriors relive their most glorious moments forever under the watchful gaze of his servants, the Titans.

Rivoleen (NG) — Entity of gnomes, freedom, and innovation. An introspective deity who has subtly led gnomes to a greater understanding of life and the universe. Resides in Nirvana.

Ry'le (CE) — Entity of aberrations and shapechangers. It resembles a large cephalopod and resides in the Nightmare Realm alongside Xorancon.

Sheeva (CE) — Entity of poison, revenge, and spite. Arrived from a world ripped apart by magic and hubris alongside Alagalothor and Thalaman. Resides in the Abyss.

Taovan (E) — Entity of humans, evil, and corruption. The evil half of the dualistic entity that also includes Tiovin. Created Hell, the Shadow Plane, and serves as the judge and jailer of evil souls. Resides in Hell.

Tiovin (G) — Entity of humans, good, and redemption. The good half of the dualistic entity that also includes Taovan. Created Heaven, the Ethereal Plane, and serves as the guide and shepherd of good souls. Resides in Heaven.

Thalaman (CN) — Entity of chaos, insanity, and time travel. Arrived from another universe alongside Alagalothor and Sheeva. Resides in Limbo, served by the disgusting and insane Fluxspawn.

Vuleala (N) — Entity of air, skies, and weather. One of the Old Gods, drifted between Mazariim and other planets for eons before awakening. Resides in the Plane of Air.

Xannith (NE) — Entity of greed, desire, and wealth. Resides in Abaddon.

Xorancon (CE) — Entity of aberrations, Eye Nightmares, and dreams of madness. Resembles a giant Eye Nightmare and resides in the Nightmare Realm.

Zanzabar (N) — Entity of dreams, sleep, and the unconscious mind. Fascinated by what sentient brains think about subconsciously while resting. Created the Plane of Dreams as a transitive plane connecting sleeping minds.

Zebulba (CE) — Entity of death, entropy, and undeath. One of the Old Gods, formed near and absorbed a black hole. Resides in the Negative Energy Plane, served by Umbral Titans.

Zuel (NE) — Entity of orcs, goblinkind, and conquest. Arrived from another universe where he was known as Gru'umsht, god of the orcs, after a titanic battle with Morae'din. Built an army of over a million goblinkind and launched the War to End All Wars. Resides in the Abaddon.

Qualities of Entities

Entities are beings formed from the clumping and attraction of magical energies in the limitless vastness of space. These beings are not immortal — they are timeless. They do not age or require food, water, or sleep. Anything that would dissipate or destroy their energy could in theory kill an entity, and entities that fight each other can destroy a rival permanently. Some entities take thousands of years to form, others take billions.

While an entity is forming, its consciousness forms in a kind of slumber, deep inside gathering wisdom through uninterrupted thought and meditation in ways normal creatures cannot possibly imagine. Eventually, something triggers the entity to awaken, something as simple as the passing of time to the presence of another entity or the explosion of a nearby star. If the being is of sufficient magical mass, the entity will instantly form its pocket dimension known as an extra-dimensional plane, becoming a greater entity. The plane could have something to do with the conditions near the entity or could be completely random in its nature and physical laws. If their magical mass is insufficient to form its own plane, the entity will almost always immediately find a suitable plane upon which to form a small realm, sometimes separate but often merged with the original plane. Entities from other universes never form their own planes, instead merging with one of the existing planes. In addition, entities from other universes, no matter how powerful, are considered lesser entities. If an entity is of a small magical mass, it will reside in another plane of existence as a minor entity without its

own realm, or even exist in the prime material plane, and subsequently be much easier to destroy.

When an entity wants to enter the prime material plane again from its plane, it must send a portion of its energy known as an avatar instead of traveling itself, due to its magical mass not allowing it to detach itself from its plane. An avatar is only a portion of the power of the original, and entities are not killed if their avatar is destroyed. They are however weakened and need to wait 101 years to gain enough energy to pierce the barrier between worlds and send another avatar. Some races, such as the elves, have had an avatar live in their ranks for many generations, while others have no real connection to any at all.

Souls in a Scientific Gameworld

In a universe created purely by "scientific" means, the existence of a soul might seem strange. After all, no deity created the races or had a hand in their first ascension to self-awareness and sentience. The Church of Mau the Oracle has told of the origin of the soul for thousands of years, ever since the first oracles foretold future events. The answer involves the magical force, one of the forces inherent in the universe, along with gravity and other lesser-known forces.

As the first entity to awaken over a billion years ago, Mau's expansive view of the universe and all of spacetime interacted with the magical force in a similar way to quantum experiments from our real world, in which the act of observation collapses a probability into a quantifiable result. The observation of the universe bonded the magical force to the bodies and minds of the self-aware sentients alive at the time in other parts of far-off galaxies and continues to this day throughout all of Mau's sight. This created a copy of the mind and brain, storing the experiences of the individual in a magical matrix. From a philosophical perspective, we are the sum of said experiences, and this always growing and aging magical energy later separates from the body upon death, slowly moving towards greater concentrations of magical energies, namely the extra-dimensional planes of existence and their entities. Over time, the individual sentient creature becomes one with an entity, losing its individuality but becoming one of the whole. Entities are thought to attract souls which share in ethos or worship using magics, although the benefits an entity gains from the merging of souls are unknown.

The "Old Gods"

Many gods, especially elemental gods, have been worshiped since prehistoric times. Pyrantor realized the worship of fire, and the worship of lightning and storms was realized by Vuleala. Mau gave some the power of future sight and in turn they gave their devotion, and those who worshiped the dark arts themselves were granted powers over undeath by Zebulba.

The "Old Gods", or "Ancient Ones" as they are called by the elves, consist of Mau, Zebulba, Pyrantor, Iquinias, Vuleala, Dirgin, Asti, and Gruhathyrir. These entities came before the other deities that seemed to focus more on a particular race or ideology. The Old Gods are a more pure, less emotional set of entities, their nature far more alien than the entities to follow. The ancient shrines and temples of these entities are always sought after by their clergy and grave-robbers and adventurers alike. They are all still worshiped to some degree across Mazariim, although they are not nearly as popular as the other entities.

Entities by Ancestry

Most inhabitants of Mazariim worship either several entities or a primary entity associated with their ancestry, although many worship other entities venerated by a different ancestry, such as a human druid of Hinterhin or a dwarven ranger of Minerva. A character's class or profession might also help determine a patron entity, such as paladins of Pala'dinae, monks of Mau, or a sorcerer of Alagalothor.

Humans: Tiovin/Taovan, Pala'dinae, Quarzel, Sheeva, Xannith

Elves: Minerva, Eilistra'rae, Gruhathyrir

Dwarves: Mordrion, Dirgin

Halflings: Hinterhin, Polyvin

Gnomes: Rivoleen, Guzon

Cosmology

The Multiverse

To understand the history of the lands of Mazariim and the universe it occupies, one must first understand some facts about the multiverse itself.

The "multiverse" is the framework in which all the various universes (gameworlds) exist. There are, in fact, an infinite number of universes spread out in the infinite 11-dimensional expanse of the multiverse. The laws of nature are often different in each universe to varying degrees. In some, gravity and electromagnetism are the forces at work, while in others the forces of earth, air, fire, and water are what make the world function. In some, the forces of magic exist, in others, they do not. In some, gravity has too weak an attraction, and stars never formed, and in others an omnipotent divine being created the stars and planets themselves.

In addition, each universe contains its prime material plane and all of its subsequent extra-planar dimensions, as well as an almost limitless number of alternate material planes and their extra-planar dimensions. Each prime material plane can have unique extra-planar dimensions since it is the birth of entities themselves that create the dimension, and these entities would most certainly form differently in each.

Although there is no "center" to the multiverse, in the infinite expanse of the multiverse we come upon "filaments" of universes, regions at unimaginable distances that are less barren and empty than others. The universe in which the planet Mazariim is located lies in the 11th-dimensional center of a region that has many other universes in close proximity, comparatively speaking. Consequently, this particular universe has had multiple visitors from other universes, be they powerful deific entities or pockets of refugees.

This Universe

The universe where the planet Mazariim is located has some important characteristics to note. Although many game worlds are created by the gods themselves, this game world was created by the collision of two previous and now destroyed universes. This created a new universe that expanded outward infinitely fast, and that for billions of years would evolve similarly to the way our real universe is theorized to have been born.

Entities did not arrive or exist until relatively recently in the time of the universe, and they by no means hold complete dominion over the world.

Secondly, the universe has similar forces to our real world, namely gravity and electromagnetism, but has an additional fundamental force, the "magical" force, which allows all of the magic in the universe to function. This force overpowers the others, preventing the existence of many real-world technologies, such as things that function on electricity or nanotechnology.

Additionally, the boundaries of the universe have an inverse relationship with the amount of magical force an entity or traveler possesses. Therefore, it is more difficult for a greater deity from another universe to come to Mazariim than a lesser deity or powerful adventurer. Powerful entities cannot completely enter the prime material plane or the universe itself and must send a part of themselves in the form of an avatar.

Extra-Dimensional Planes

Beyond the world most creatures know, hidden in the higher dimensions of reality itself, are the extra-dimensional planes. Places like Heaven, Hell, and the Elemental Plane of Fire are real places. Using magic, spellcasters not only bring creatures from these far-flung places to do their bidding but also use them for travel and exploration. The various extra-dimensional planes found in almost every game world have significantly different roles in Mazariim.

Planar Formation and Characteristics

When the universe was created billions of years ago, there were no extra-dimensional planes. Mana was spread throughout the universe in unbelievably tiny amounts, and it took billions of years for it to clump together, eventually forming into the first entities. If an entity is of sufficient magical mass, it will become unstable and spontaneously form an extra-dimensional plane, to which its magical mass will anchor. The first of these entities to form was Mau, and it would form the Astral Plane, an extension of its view of the cosmos

through the tiny quantum connections of all of time and space. All of the subsequent extra-dimensional planes that formed are created and located within the Astral Plane. In fact, unlike other universes, there is no ring of planes determined by alignment or difference between Inner and Outer planes, as such distinctions do not exist in the Mazariim universe. All other extra-dimensional planes simply float in the Astral Sea, save the transitive planes, namely the Ethereal, Shadow, and Dream Planes.

Outsiders

Almost all extra-dimensional planes have inhabitants, collectively known as Outsiders. This includes celestials, elementals, fey, and fiends, and some creatures with other subtypes, such as constructs or undead. Most are formed when the magical energies mortals think of as souls (really magical imprints of biological minds, whose quantum state collapses when observed by Mau) depart for higher-dimensional destinations. Often, but not always, these magical energies are used by the entity or even the plane itself to create outsiders. These outsiders often follow a hierarchy or have a way of climbing in the ranks, from the lowliest imp to the mightiest pit fiend. Most naturally serve the entity that rules over the extra-dimensional plane, often as emissaries, spies, or even more forceful agents. Outsiders do not need to sleep, eat, drink, or breathe, and have different immunities depending on their plane of origin. When spellcasters use magic to summon creatures to aid them, they are almost always summoning outsiders to do their bidding.

Transitive Planes

While most extra-dimensional planes exist in the Astral Plane, a few instead form an overlapping border with the prime material plane. They have significant differences from other fantasy settings.

The Ethereal Plane and the Shadow Plane

Long ago, when the dualistic entity comprised of Tiovin and Taovan was observing the fragile sentient creatures of Mazariim, it noticed that many of the souls of the faithful of other religions, such as those who worshiped Minerva or Hinterhin, would join with their entity's home plane, while many others would simply dissipate into oblivion, especially the magic and souls of non-believers. As it began to awaken into consciousness, it created not only Heaven and Hell but the Ethereal and Shadow planes as well. The Ethereal

and Shadow planes coexist with Mazariim and its entire solar system (actually about 10 times its physical size) and are conduits for the souls of those who die to Heaven (via the Ethereal Plane) or Hell (via the Shadow Plane). Because of this, souls who do not go to any other deity, even those of the non-believers, are judged and sent to the afterlife. Any creatures that exist in the Ethereal Plane (such as incorporeal undead) exist in the Shadow Plane as well.

The Plane of Dreams and the Nightmare Realm

There is a unique plane that connects to the subconscious dreaming minds of sentient creatures. While almost no creatures visit the plane physically, all at times traverse the plane with their dreamself. In addition, there is a horrifying part of the Plane of Dreams from which aberrations like Brain Eaters and Eye Nightmares come, known as the Nightmare Realm. Most speak of it only in whispers, lest madness take them from the real world.

Extradimensional Planes

All of the following planes float within the Astral Plane, with no physical connections between them. Unlike other settings, there is no distinction between "Inner Planes" and "Outer Planes" in Mazariim — all are simply extra-dimensional planes formed when entities reach sufficient magical mass.

Abaddon (NE) — A wasteland realm of endless ash fields, volcanic mountains, and rivers of molten rock. Founded by Xannith. Inhabited by Soul Reapers and Pit Spawn. Also home to Zuel.

Abyss (CE) — An infinite plane of chaos and evil comprising countless layers, each more horrifying than the last. Founded by Og'thallith. Inhabited by Demons and Ruin Spirits.

Astral Plane (N) — The vast, limitless sky-blue ocean of empty space that was the first extra-dimensional plane to form and serves as the scaffolding in which all other planes exist. Founded by Mau. Also home to Alagalothor. Inhabited by Balance Wardens, astral travelers, and assorted Outsiders.

City of Fortune (N) — A doughnut-shaped city of limitless festhalls and gambling dens, serving as a meeting place for extra-planar beings to trade secrets and sign contracts. Founded by Polyvin. Inhabited by various petitioners, outsiders, and proxies.

Elysium (CG) — A forest realm partially subsumed from a moon, a place of stunning beauty, brilliant meadows, and deep tranquility. Founded by Minerva. Also home to Eilistra'rae. Inhabited by Wild Celestials and Angels.

Ethereal Plane (Good) — A misty, fog-shrouded transitive plane that allows the transition of good souls to Heaven, coexistent with the prime material plane. Founded by Tiovin. Inhabited by Angels, Sherpas, and incorporeal undead.

Fae Realm (CN) — An eternal primordial wilderness resembling the real world without civilization, ancestral home of all fey. Founded by Gruhathyrir. Inhabited by Fey and many minor entities related to animals and nature.

Fields of Battle (LE) — A constantly changing set of landscapes where past warriors relive their most glorious battles forever, reveling in festhalls between eternal combats. Founded by Quarzel. Inhabited by petitioners and Titans.

Heaven (Good) — A soaring mountain towering above the clouds, divided into three sections corresponding to law, neutrality, and chaos but always concerning good. Founded by Tiovin. Also home to Pala'dinae. Inhabited by Angels, Archons, and Beast Wardens.

Hell (Evil) — A realm of innumerable dangers and torments formed of three sections based on alignment, where evil souls endure unending suffering. Founded by Taovan. Inhabited by Devils, Gray Fiends, and many minor entities.

Hinterhome (CG) — Endless hills and forests where small animals converse and dance with petitioners at outdoor celebrations with huge heaps of food, ale, and fireworks. Founded by Hinterhin. Inhabited by Faer'peri.

Limbo (CN) — A realm of boundless chaos where land, sea, and everything else churns and shifts without reason, defying all attempts at mapping. Founded by Kazrokath. Also home to Thalaman. Inhabited by Chaos Serpents and Fluxspawn.

Negative Energy Plane (CE) — One of the most hostile planes, a dark and empty pit where the plane itself steals away all light and life. Founded by Zebulba near a black hole. Also home to Khan. Inhabited by undead, Umbral Titans, and Oni.

Nightmare Realm (CE) — A nightmarish realm where titanic creatures swim through nothingness and unspeakable things whisper awful truths, divided into an unknown number of overlapping layers. Founded by Xorancon. Also home to Ry'le. Inhabited by aberrations and Ry'lehe.

Nirvana (NG) — An unbiased paradise of stunning mountains, rolling hills, and deep forests holding mysterious secrets to higher states of existence and enlightenment. Founded by Rivoleen. Inhabited by Beast Saints.

Plane of Air (N) — An endless expanse of wind and sky with an eternal breeze, one of the easiest elemental planes to visit. Founded by Vuleala. Inhabited by Elementals and Genies.

Plane of Dreams (CN) — An ever-changing transitive plane through which the dreaming minds of sleeping sentients travel, never looking the same twice. Founded by Zanzabar. Also home to many minor entities. Inhabited by dreamselfes and Dream Hags. Contains borders with the Nightmare Realm that manifest as nightmare storms.

Plane of Earth (N) — A limitless expanse of various types of earth and stone, riddled with natural tunnels formed from various natural phenomena. Founded by Dirgin. Inhabited by Elementals and Genies.

Plane of Fire (N) — A place where almost nothing can survive, born when an ancient slumbering entity awoke next to a huge sun. Founded by Pyrantor. Inhabited by Elementals and Genies.

Plane of Water (N) — A limitless ocean filled with aquatic life both familiar to Mazariim and totally alien. Founded by Iquinias. Inhabited by Elementals and Genies.

Positive Energy Plane (LG) — A wide-open plane where every bit glows brightly with innate power dangerous to mortal forms, formed near a white hole. Founded by Asti. Also home to Ashura. Inhabited by Elementals, Angels, and Kami.

Savage Lands (N) — Limitless expanses of exotic natural wilderness including jungles, forests, mountains, deserts, and swamps where Garnak forever roams and hunts. Founded by Garnak. Inhabited by magical beasts and Animal Lords.

Shadow Plane (Evil) — A dark, disturbing transitive plane that allows the transition of evil souls to Hell, coexistent with the prime material plane. Founded by Taovan. Inhabited by Chainbound, Devils, and incorporeal undead.

Utopia (LN) — A great city of eternal perfection where streets and buildings are paragons of architecture and nothing happens by chance. Founded by Guzon. Also home to Mordrion and Gyru. Inhabited by Law Engines, Gromthi, and Living Theorems.