

CONTENTS

INTRODUCTION	7	Roven	34	Avanu	64
CHAPTER ONE		Trulls.....	36	Qwynna Pru	65
OSTIA PRIM	9	Classes	39	Galar.....	65
The Wider World	9	Barbarian	39	Jemmia.....	66
The Aradeeti Steppes	9	Bard	39	Puriel.....	67
Empire of Apia	10	Skald	40	Evios.....	68
Basilica	10	Minstrel.....	40	Cor Coran	69
Isle of Gordia	11	Troubadour.....	40	Ceria	70
Patriarchy of Genn	11	Cleric	40	Mordûk	71
The Rorn Vastness	12	Ex-Clerics.....	41	The Old Faith	72
The Valus.....	13	Druid	41	CHAPTER FOUR	
The History of Man	14	Fighter.....	42	MAGIC	74
The Wanderings.....	14	Monk.....	42	Clerical Magic	74
Migration Patterns.....	14	Paladin.....	42	Restricted Spells	74
The Seasonal Epochs	15	Ex-Paladins	45	Ascendant Powers.....	74
The Spring Epoch (SE)	15	Ranger.....	45	Suppressed Powers	75
The Summer Epoch (ME)	15	Rogue.....	45	Bringing Back the Dead	75
The Autumn Epoch (AE)	15	Sorcerer.....	46	<i>Cure</i> and <i>Inflct</i> Spells.....	77
The Winter Epoch (WE).....	16	Wizard.....	46	Magic	77
Calendars		Prestige Classes	47	Summoning and Calling.....	77
Ostian Calendar	16	Covenguard	47	CHAPTER FIVE	
Druidic Calendar	17	Class Skills	49	NORTHERN VALUS	
Languages and Alphabets	18	Class Features	49	HOR VALU	83
Peoples	18	Covenguard Spell List.....	51	Geographic Features	83
Diversity and Disharmony	18	Feats	51	Amber Coast.....	83
Racial Epithets.....	19	Devoted	51	Boarswood	83
CHAPTER TWO		Divine Conduit.....	51	Borsk Mountains.....	85
CHARACTERS	21	Favored	51	The Cleft.....	85
Races	21	Half Strike	51	Crown Coast.....	85
Humans	21	Perceptorship.....	51	Dead Fens	86
Human Racial Traits	21	Sanctify Holy Symbol	52	Fernagesh Forest.....	86
<i>Valusians</i>	21	Scent	52	Fletcher's Haven	86
<i>Aradeeti</i>	22	CHAPTER THREE		Lake Po	86
<i>Genns</i>	23	RELIGION	54	Prince Mountains.....	87
<i>Gordians</i>	24	Divine History	54	Raiders Bay.....	87
<i>Imperials</i>	25	The World Dawn	54	Sites and Settlements	87
<i>Rorns</i>	25	The Worldmorn	55	Andoric's Steps	87
Durven (Dwarves)	26	The Worldnoon	57	Anvil	87
Drel (Elves)	28	The Worldday	58	Axefall	88
Horadrel.....	29	The Worlddusk.....	58	Covenshire	88
Gammhedrel.....	30	The Worldnight	58	Deepcove	89
Half-Orcs	31	Salvation Denied	59	Drimmhald.....	89
Halflings.....	32	The Risen Gods	60	Dun Beric.....	90
Pardadrel (Half-elves)	32	Ammol.....	61	Dun Meggen.....	90
Pems (Burrow Gnomes).....	33	Cula Vak.....	62	Dun Moor.....	90
		Rumnurr.....	63		

Dun Tullow.....	90	Peoples and Nations.....	121	Spells and Magic	150
Eastwatch.....	92	The Seven Stondurven Clans ...	121	Summoning Spells.....	150
Farthis.....	92	Tundreth Clans.....	124	Bringing Back the Dead	150
Hammer.....	92	Calahen	124	Social Classes	150
Haroburg.....	93	Cormick	125	Nobility.....	151
Hightrade	93	Larren.....	125	Diplomacy Checks and	
Leerton	93			the Nobility	151
Lonely Stone.....	94	CHAPTER SEVEN		Diplomacy Checks and	
Longsnow.....	94	<i>SOUTHERN VALUS</i>		the Clergy.....	152
Messex.....	94	LUC VALU	127	Diplomacy and the Valus	152
North Twins.....	94	Geographic Features.....	127	Monsters	153
Rhelm	95	Arn Vale	127	Dragons	153
Parth.....	95	Brax	128	Greater Beings	153
Shoal	95	Commynwolds.....	129	Werefolk	153
Skiffville	95	Cor Brunfe.....	129	Suggested Campaign Plots ...	154
South Twins	96	Formyr Gap	129	Return of the Witchking.....	154
Twins' Tax Rates	96	Gar-Garan Mines	129	A Forgotten Drimm	154
Tarn Cal.....	96	Hildwood.....	129	The Mad Druid.....	155
Truceton	98	Ingot Coast.....	130		
Val Hor	99	Lakken Hills.....	130		
White Town	101	Sites and Settlements	130	APPENDIX A	
Peoples And Nations.....	101	Cymeria.....	130	INTRODUCTORY	
Empire of Carrik.....	101	Formyr	131	ADVENTURE	156
Kingdom of Rhelm.....	103	Haran.....	131	Faith's Decree	156
		Kesh.....	134	Adventure Background	156
CHAPTER SIX		Lor	135	Adventure Synopsis	157
<i>CENTRAL VALUS</i>		Pell.....	135	Scaling The Adventure.....	157
THE LOAMLANDS	107	Reynholt.....	138	Adventure Hooks	157
Geographic Features	107	Peoples and Nations.....	139	Beginning The Adventure	158
Balantir Cor	107	Dwarfkingdom of Hull.....	139	A. The Stench of Grief.....	158
Battlemarch.....	109	Queendom of Luc Valu	141	B. An Ignoble Noble	160
Bramble River.....	109			C. Not So Common Courtesy.....	162
Cathan Hills.....	109	CHAPTER EIGHT		Optional Encounter	
Cormick Horseplains.....	109	A VALUSIAN CAMPAIGN....	144	Sweet Suffering.....	164
Dellplains	109	The Valusian Campaign	144	D. Same Quarry,	
Duskingdell	109	Character Generation	145	Different Tracks	165
Duskingway.....	110	Ability Score Generation.....	145	E. For Faith or Family.....	165
Elfride.....	110	Valusian Races.....	145	Concluding the Adventure.....	168
Great Coastal Road	110	Valusian Classes	145		
Grun Min	110	Skills.....	146	APPENDIX B	
Grun Prim.....	111	Feats	146	CUSTOM ITEMS	170
Lantern Grove.....	111	Character Advancement		Custom Weapons	170
Larrenlands	111	and Wealth	146	Fine Alcohol.....	170
Moonpool.....	111	Encounter Levels	146	Gourmet Foods.....	171
Rangerwood.....	111	Ad Hoc Experience	147	Narcotics	171
Reaversward.....	112	Non-Player Character		Rare Furs	173
Salt Crypts	112	Experience Levels	147	Valusian Flora	173
Stonetooth Isle	112	Non-Player Character			
Trollwood	112	Demographics.....	147	APPENDIX C	
Udderlands.....	112	Epic Level Characters	147	MILEAGE CHART	175
Voro.....	113	Player Character Wealth	148		
Sites and Settlements.....	113	Non-Player Character Wealth ..	148		
Black Leaf.....	113	A Silver Standard	148		
Ciddy.....	113	Religion.....	149		
Corm.....	117	Divine Fluctuations	149		
Finch's Demise	118	Ostian Religious Calendar	150		
Heath.....	119	A Druid's Faith.....	150		
Jedborough	119	A Paladin's Faith.....	150		
Mapple.....	120	A Covenguard's Faith	150		
Mon Mith.....	120				
Orm	121				

INTRODUCTION

WE DISEMBARKED upon the Twelfth Pier of Pell on the twelfth day of the month of Rum. I am a scholar by trade, yet most of the men I was paying adhered to the Red God's faith. They felt such a day would prove lucky, and that our long journey across the Isle should begin thusly. The sun was red and hot above us, wreathed in the scarlet nimbus of Rumnurr's Ascendancy, and the land was the color of blood around me.

I held my quills and books tightly to my chest as I strode the length of the pier. I knew the island from maps and from traveler's reports, certainly—but one does not learn by reading the shadow of a book. Around me, all the things of which I had studied were made real. Real! My eyes were drawn time and again to that solitary, bleak crag known thereabouts as Puriel's Push; in my mind I saw the bloodstains on the cruel rocks at its base. I imagined a merchant lord of Pell being shoved to his death by his fellows, arms flailing and robes whipping in the silent wind. Then, after the impact, I envisioned urchins swarming forward to strip his body of valuables.

My reverie was broken before we reached the end of the pier. A great brute of a man stood before us, bare-chested and wearing a wide-brimmed hat I now know to be the fashion of Cymeria. He held a sword in each hand, points gouging the woodwork at his feet. Like my men, the Cymerian was a follower of the Red God. He made it clear that we would not—could not—pass. Not until we gave him battle as an offering to his patron deity.

I motioned for my Captain, a Basilican named Andronophon, to meet the man's challenge. They dueled there, in sight of all those upon the sprawling quays. The engagement was short and deadly. Andronophon fell, his throat pierced, and his blood was black beneath that autumn twilight. The man who had accosted us stepped aside, satisfied, though I sensed he did not mean to kill my man. I gestured toward the Apian Honorius—he would be my Captain now—and we filed past as the ubiquitous Pell urchins swarmed my fallen man to take what goods he might have possessed.

Before that day—my first upon the Valus—I had lived within the Imperial port of Begantium for sixty years. Never had I seen a man killed before my eyes. Now, after having wandered the island for the better party of nine seasons, I understand such a deadly welcoming was fitting. The Valus are hard, hard lands—but not without

their wonders. I have learned, I must confess, to love the Isle as never did I love the lands of my birth. I love her frothing cataracts, her majestic mountain ranges, her endless plains. I love her peoples, for all their faults, for they stink not of intrigue and subtlety as do my own countrymen.

I have fourteen journals in my possession and one glorious, unequalled map. Fourteen journals are not enough to record the singular beauty of that island. And yet, even one journal is too much. To know the Valus, one must live the Valus. I understand this now.

I have been recalled to Begantium. My patronage has ended and funds from the mainland have ceased arriving. Yet I think I shall remain, here upon this island, to join the ranks of those creatures who call this place their home. You must understand, friend, a life upon the Valus is a life like no other. Once endured, it can never be set aside.

I am Restius Croesus, Sage of Apia, but my heart is now Valusian. May it always be so.

Please, gentle traveler—join us!

Kneel upon the crest of Borbidon's Rest and survey the slate-gray Godspring. Delve into the Halls of the Seven Clans and feast your eyes on wonders carved when the world was yet wet with birthing dew. Book passage on a Cymerian frigate and speed northward into untouched lands of mystery. Wander about the alleyways of Pell, and let the scents of brothels and beer fill your nose.

Stand next to a trull as he defends his monastic enclave from rücken hordes. Range across the Weedsea with roven packs, preying upon gnolls while being preyed upon in turn. Push aside the ferns of the Cathan Hills to witness the joyful simplicity of pems; relax within their denholds while your face is wreathed by pipesmoke and your toes held within the hearth's warmth.

Join a caravan as it strikes northward from Ciddy along the Great Coastal Road. Slip between the Elephant Gates of the South Twins to enter the domain of the Three Popas. Scramble atop the fallen Spire of Formyr and shield your eyes that you might see the pennants flying from the northernmost Gapkeep. Climb the Prince's Tower in Tarn Cal so that you may drink in the dark menace of the all-too-near Stonetooth Isle.

Enter the brazier-lit confines of a smoky taproom. Across the tavern sits a group of Aradeeti mercenaries, their skin bronzed from the merciless sun of their homeland. A pair of red-bearded Gordians commands the length of the bar, one of them nearly comatose from drink. Behind you, in the shadows, sit two bald and tattooed Genns—slavers, most likely. Surely the man alone at his booth is a Rorn—his tattered pelts and unwashed stench keeping all but the bravest barmaids at bay.

Step outside to clear your head and gaze upon the divine nimbus surrounding the sun. It changes in color, you know, to mark the deity currently winning the Godswar. Green—that is the color of Qwynna Pru, the most generous of our pantheon. See her priests robed in the color of spring? They tend to the ills of passers-by, and ask nothing in return. Ah, you smell it, too? Burning flesh. The Green Mother's kindness does not extend to heretical paladins or heathen druids. They are immolated, as is proper.

Come, now, walk along these narrow avenues. See the green-tongued halfling? Doubtless he wishes to offer you a pouch of ibbib-root, so that your mind may wander and your heart sing. Over there, beneath the awning, those two are horadrel. Smooth-faced, graceful, flawless. Pay no mind to their sneers, their arrogance is rivaled only by their cruelty. They recognize you as a newcomer.

Join us, friend. Come with into a land as terrible as it is wondrous. Live and eat and drink amongst the throngs. Shake the dust of normalcy from your shoulders. Let your joys come from your discoveries; let your experiences be invigorated from the newness of the world. Aspire to feats of greatness, your heroism made more poignant from the horrors you must endure. Riches, fame, anguish—these are here for the taking. Grab the island, drink from it, make it your own.

Welcome to the Valus, friend, a land unlike any other. Your land, now.

Chapter One: The Valus is a single island within the world of Ostia Prim. Though she is isolated in outlook and geography, foreign peoples *do* disembark upon her shores. The peoples, cultures, and languages of the wider world are discussed. A history of the Valus is recounted along with two of the most common calendars. This chapter serves to grant the reader a perspective of the Valus and its significance as it relates to the world as a whole.

Chapter Two: Each of the player character races upon the Valus is unique and is individually addressed. The Valusian races of pems, roven, and trulls are introduced to the reader. Character classes are similarly introduced and their differences noted. A new prestige class, the covenguard, is offered as well a number of Valusian feats.

Chapter Three: This chapter includes information on the religions of Ostia Prim, including the Risen Faith and the Old Faith. The pantheon is individually detailed, and a divine history is provided. As different as the Valus are from other lands, Ostia Prim's religion is wholly unique to the setting. Clerics are often feared, druids are persecuted, and paladins are considered heretics.

Chapter Four: The magic of Ostia Prim is discussed in detail. Divine spellcasters are often beholden to the time of the year, as their patron gods engage in a cyclical heavenly war, and divine gifts are influenced by the deity's current status within the struggle. Certain aspects of magic are wholly different within Ostia Prim—characters brought back from the dead are scarred from their passage, and summoning beings is fraught with peril.

Chapter Five: This chapter details the northern region of the Valus, known as Hor Valu. The Empire of Carrik and the Kingdom of Rhelm are detailed. The terrain and communities of the northlands are discussed in depth.

Chapter Six: The central Valus, or Loamlands, is that region separating the northern nations from the southern Queendom. It is a land of vast plains and harsh mountain ranges. Nomadic Tundreth clans wander about its gloomy expanse, preying upon humanoid bands and human travelers alike.

Chapter Seven: The southern Valus is covered almost entirely by the Queendom of Luc Valu. Its eastern reaches, however, are home to the horadrel elves of Arn Vale, and the hill dwarves of King Goram the Cruel. Pell, the sprawling Freecity, is located at the southern tip of the island upon the shores of the Castamere Bay.

Chapter Eight: This chapter is for the Dungeon Master who embarks upon a Valusian Campaign. Advice and information are provided so that groups may adapt to the challenges the Valus offers. The strict social caste of the Valus is treated at length, and suggested campaigns, based within the Valus, are offered to the would-be Dungeon Master.

Appendices: The appendices provide Valusian-specific information in the form of custom weapons, Ostian flora, alcohol and narcotics, rare furs, and gourmet foods. *Faith's Decree*, a short introductory adventure to the Valus, is also included.