

## **Gaia**

“Points-of-light in the wilderness” setting.  
Few city-states separated by miles of wilderness.

## **Classes**

The Barbarian Class is replaced by the Berserker Class. Berserkers represent a separate fighting style from fighters, not a distinct culture.

## **History**

Age of Reptiles – dinosaurs, naga, lizardmen

Apocalypse – comet strikes the earth, wipes out dinosaurs; Naga and lizardmen hibernate in a magically sealed realm beneath their temples

Age of Man – humans are dominant; naga and lizardmen are dormant. No other humanoids exist. The Empires of Eldaarich and Varnost rise and fall in this time.

1000 years ago - Sarnath founded

800 years ago - Nomad tribes establish Ashkiri as their religious capital

600 years ago - Davania founded

500 years ago - Demon Wars begin

400 years ago- Demon Wars end

380 years ago - Murazor assumed leadership of Sarnath

350 years ago - Medoere founded

300 years ago - Malazar the Damned summoned goblins into the world, bringing about the destruction of Ardamir

200 years ago - Haalkitane founded

100 years ago - Uvatha begins rule of Sarkhut

20 years ago - Roesone founded

10 years ago - Vog Mur rediscovered by adventurers

## **Demon Wars**

500 years ago, demons invaded the world. The Sun God (Sol), Moon Goddess (Luna), and Earth Goddess (Gaia) raised up champions to fight them. Sol had legions of angels fill the skies. Luna had dwarfs and lycanthropes engage in desperate battles with foul hellbeasts beneath the earth and in the darkest forests. Gaia had the fey (elves, brownies, satyrs, etc) sabotaging the demons whenever they left their guard down. All sides used humans in their armies. Much interbreeding between the new races and man occurred before the war ended.

After 100 years of brutal conflict, the demons were banished back to Hell. The angels departed back to Heaven. The fey left for the faerie realms. The lycanthropes headed west, to a blessed realm reserved for them by the Earth Goddess. The dwarfs retreated to their mountain fortresses, content to remain close to their ancestral homes. Some members of each race still remain active in the world, having avoided banishment or just preferring the mortal realm.

Following the end of the Demon Wars, an Inquisition occurred and many tieflings were hunted down and killed. The only race that outnumbered the tieflings at that time was the humans. Thousands of tieflings were executed. Eventually, the Inquisition died down, but tieflings are still distrusted by superstitious people everywhere.

### **Current Day**

#### **City-States**

City of Sarnath ruled by Murazor, the Witch-King. (Lich)  
Vog Mur ruled by Skauril, the Snake Goddess. (Naga wizard)  
Roesone ruled by King Anton Roesone. (Human fighter)  
Medoere ruled by King Saradon Delancy. (Human paladin of St. Roland)  
Davania ruled by King Henri Mallery. (Human rogue)  
Ashkiri ruled by Haramis the Wise. (Human cleric of Luna)  
Harbaal ruled by Jarl Osric Goblin-foe. (Human fighter)  
Sarkhut ruled by Uvatha, the Demon Queen. (Tiefling cleric of Malcanthet)

#### **Civilized Races**

Inter-racial marriage is considered normal these days. Whenever different races mate with each other, the children will be one of the parents race, not a hybrid. For example: A wildling is married to a tiefling. Their children will be either wildlings or tieflings. They could have a wildling son and a tiefling daughter; a tiefling son and a wildling daughter; both children could be wildlings; or both could be tieflings. Dwarfs are not known to have mated with any other race.

#### **Current Population:**

Humans 40%  
Nephilim (Celestial blood) 10%  
Elfs 15%  
Dwarfs 10%  
Tieflings (Demonic blood) 10%  
Wildlings (Lycanthrope blood) 15%

#### **The Naga**

The naga and their lizardmen servants were awakened from their long slumber by exploring adventurers who broke the seal to their hidden realm. They have begun to emerge from the ruined cities found in the swamps.