

Crescent Adventure Guide

The World

In the beginning, the world was created with five regions, and each of the five Common races was given dominion over one. The elves were given the Forest of Illumination, while the dwarves were given the Crown of the Moon. To the gnomes went the Iron Hills, and to the humans went the Plains of the Southlands. The halflings were given the Merciless Desert, but it only took a generation before they decided that being desert dwellers sucked and left. They wound up domesticating horses and inventing the wheel even before humans and have been nomads ever since. No one is quite clear on when or how the orcs were created, but until the events of Cometfall, they called the Star Islands home.

The Gods

PELOR: The god of the sun and moon, PELOR is by far the most powerful and popular god in Crescent. His church is the ruling body of the Holy Nation of Crescent.

MEHANA: The goddess of magic and divination, MEHANA is a powerful and knowledgeable entity. The church of THE ORACLE is the official religion of the Jade Imperium.

NEVARI: The goddess of hearth, crafts, and home, NEVARI is a benevolent leader. The leader of her church, Dame Aelen Wyer, is the de facto leader of the City of Maxaen.

CRUSTAN: also known as THE MASTER OF HOUNDS and THE OAKEN ONE, he is the god of Nature. His church is rather disorganized but sizable.

PHEALAS: THE FINAL JUDGE is the god of Death, Law, and Justice. Ruthlessly impartial, his clerics nevertheless fight the undead with fervor. Only a few known worshippers.

TELEMORE: the god of Trickery and Deceit delights in knowing the unknowable and doing the impossible. Currently has no known churches or clerics.

THE THREE-FOLD GOD: Predictably complicated and conflicted, the god of War has multiple facets representing Courage, Righteousness, and Tyranny. No known churches or clerics.

Big Events in History

A long time ago: The world was created.

-1400 years ago: After hundreds of years of racial conflicts, the Church of PELOR waged a war against everybody, won against all odds, and brought peace to the continent. The peace came with a price, as the churches of the other six gods were destroyed and the gods themselves fell. The stars, which formed constellations in the shape of the symbols of the fallen gods, went dark.

377: The Company of the Lamp destroyed the Lich, Va'aster DarkLight.

401: The Gnomish city of Ferrodyne burned to the ground. The Gnomish Ministry of Engineering issued a formal statement: *"Oops. Sorry about that."*

421: The great hero, StoneFist, killed Veleka, the last of the Dragons. Neither hoard nor nest is ever found.

815: The College of Mages was accused of heresy, and the Council of Five, leaders of the Holy Nation of Crescent, declared war on them.

843: After a long, tortuous conflict, the Scarlet War, as it is now known, ended with the final stroke by both parties. Right before the Church took the Jade Tower, the College caused the Holy Temple at Daneasus and all its priests and servants to vanish without a trace. Once the Tower fell, the College of Mages was forcibly disbanded with heavy casualties.

1220: Maxaen established as a fortress guarding the mouth of the Lightning Stroke River from orcish raiding forces.

1336-37: the Companions of the Rising Sun formed, and through many adventures, managed to return the Holy Temple at Daneasus to its rightful place in space and time.

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In the aftermath of that, it turned out that most of the Master Wizards did not actually fall with the Jade Tower; they were hidden in the Temple and had spent the last 500 years waiting.

This also triggered the reemergence of MEHANA and PHEALAS into the world, and their constellations were the first stars in the sky in more than a thousand years.

1337: The College of Mages declared themselves a sovereign nation, claiming an extensive area of land around the Jade Tower and forming the Jade Imperium.

They immediately established themselves as a superpower by dropping a comet on the Star Islands, destroying a massive army of orcs and monsters that was set to invade the main continent. The damage to the islands themselves resulted in them being renamed the Shattered Isles. This event is now known as Cometfall.

1338: Orc refugees gathered in the plains surrounding Maxaen. After being denied permission to bring aid to them, Dame Aelen Wyer, leader of PELOR's healers in Maxaen, called up fire and earth magic and blew out 200 feet of the dwarven-crafted fortress wall.

Her clerics and aides poured through the breach and brought succor to the desperate orcs, many of whom were sick or starving. Dame Aelen's group later noticed that their holy symbol had changed from the familiar sun and moon to a stylized flame atop a pillar. NEVARI had claimed their allegiance. At nightfall, her stars took their place in the sky, shining brightly alongside the other gods'.

1339: A druidic conclave at GrayDove Farm turned out to be the last druidic gathering ever, as the God of Nature, CRUSTAN, returned and stripped the druids of their power. The worthy amongst them were given a place as clerics in his service. The rest, well... it was a confusing night, things happened fast, Circle of Life, blah blah blah. Then, stars!

1341: The constellations of both TELEMORE and the THREE-FOLD GOD reappeared, though there have not been any other public signs of their presence. The stars for WAR's constellation are particularly dim, and only visible when the Moon is not in the sky.

1372: Present day. What are you going to do?

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Character Creation

Every character has a race, a background, and a character class. This is a brief overview of each of them, so you can think about who you want to be! We'll do actual character generation in the first session.

Races

A wide variety of people exist in Crescent. Some are quite common, others exceedingly rare.

The Common Races

Human: That's us! By far the most common race in Crescent, humans are native to the plains, though they can be found everywhere in the world. They are generally competent at everything.

Elf: Slight, long-lived folk with pointy ears. Elves have keen senses and are most at home among the trees and glades of their native forests. They are renowned for the beauty of their art, food, and wine.

Dwarf: Sturdy, solid people with intricate beards and long lives. Dwarves are native to the mountains and caves of Crescent and are natural miners and craftsmen.

Gnome: Small, clever beings with a penchant for enthusiasm in all their endeavors. Native to the Iron Hills of Crescent, they are renowned for tinkering and artifice.

Halfling: Small, dexterous nomads who claim no native land, halflings can be found nearly anywhere – land, sea, and sky. They believe in following the wind and their hearts and, above all else, living with joy and laughter.

Half-elf: Straddling the line between the industrious humans and the nature-loving elves, half-elves struggle to find a place of their own in the world. Many of them are drawn to adventure to find themselves.

Half-orc: Once a product of war and violence, half-orcs are now far more numerous due to a new, peaceful intermingling of humans and orcs in the city of Maxaen. They are frequently strong, solid, and good in a fight, but many have forsaken violence to become healers.

The Plane-Touched

Aasimar: Descendants of a mortal and an angelic being of some sort, aasimar are usually beautiful and good. They are typically drawn to helping and protecting the people of their communities.

Tiefling: Aasimar's polar opposite, tieflings are the descendants of a mortal and a demonic being of some kind. Though many of them have evil tendencies, and all of them bear traces of their lineage in their countenance, some have become great heroes or beloved members of their communities.

Genasi: Offspring of a mortal and an elemental being of some kind, genasi come in all flavors: Air, Earth, Fire, and Water. They are as varied as the natural world and possessed of wild souls and minor elemental abilities.

Exotic Races

Changeling: Changelings have been called many things – shapeshifters, doppelgangers, abominations, manyskins – but they are much more complicated than that. Able to alter their appearance at will, they focus mostly on blending in, and avoiding those who would harm them.

Kobold: Small, lizard-like people who claim to be descended from dragons. They are native to the Iron Hills and once were enemies of the Gnomes. Particularly drawn to wizardry, which they claim proves their draconic heritage. They do have some dragon-like abilities...

Shifter: An offshoot of humanity (maybe), these nomadic tribes claim a totem-like connection with the Great Spirit Animals. They have limited shapeshifting in line with their totem spirit guides, which enhances their abilities.

SoulForged: the newest race in Crescent, SoulForged are constructs – creatures of wood, metal, and magic. Invented less than 40 years ago, they typically struggle with finding a place for themselves in a world that doesn't seem to need or want them.

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Backgrounds

Who did you used to be, before deciding to become an adventurer? Choose one.

Acolyte: A low-level priest of one of the gods, you have a religious education and the ability to conduct worship services. Which god do you serve?

Charlatan: You are a con man, a small-time gambler, or some other type of schemer. What's your favorite scam?

Criminal: A life of living on the run and flouting the law has given you a... certain set of skills.

Entertainer: You are a born performer, at home in front of an audience and in the spotlight. Pick a performing art!

Folk Hero: You performed some sort of deed (or deeds) in your hometown that has made you a local legend.

Guild Artisan: Apprenticed to a master craftsman since a young age, you are now a journeyman artisan. Pick a craft!

Hermit: Someone once said something like, "Heck is other people." You spent a long time living alone, seeking enlightenment, forgiveness, or seclusion.

House Agent: You apprenticed at one of the great Merchant Houses. Each House teaches a specific set of skills, related to its stock in trade.

Outlander: You are likely from one of the nomadic tribes, or otherwise found yourself most at home on the go. You've seen a lot of the world, but you don't have much regard for city folk.

Sage: You are a scholar, a bookworm, a resident of one of the world's labs or libraries. Research is your game.

Sailor: You spent time on a ship, whether it be one of the "Halfling Navy", or on the square-masted outrigger ships of the Orcs. Either way, you are happiest with the wind at your back and the deck under your feet.

Soldier: Though the Great Wars are a thing of the past, Crescent still maintains armies in several parts of the world, as well as numerous town and city guards. You served. Hoo-rah.

Urchin: Riff raff! Street rat! Scoundrel! You're an orphan, a survivor, and you've been living on your own since as far back as you can remember. Pick a city. Pick a neighborhood. See that alleyway? That's home.

Classes

Artificer: Masters of magical tinkering, artificers have both substantial spellcasting abilities and unparalleled proficiency with magical items and tools.

Barbarian: Warriors of primal instinct and unquenched rage. They are masters of weapons and aggression, but not so great with the defense. Hulk Smash!

Bard: Singers and performers of surpassing ability, bards use music to make the world what they will. They have both spellcasting ability & mystical music, plus other skills.

Cleric: The literal hands of their god, Clerics are powerful spellcasters and competent warriors. They also possess a great deal of knowledge both historical and mystical.

Fighter: Masters of weapons, armor, and martial skill, fighters are the backbone of every army. Pick a weapon or a style in which to specialize and be all you can be.

Monk: Emerging from a monastery or hermitage, monks are masters of the martial arts. An amazing array of unarmed and simple weapon attacks combine with strange mystical abilities to make monks quite formidable.

Paladin: Warriors of a god or a creed, paladins are the epitome of righteous warriors. Major skill in arms and weaponry combine with substantial holy powers.

Ranger: Expert hunters of more than game, rangers travel the outskirts of civilization on a mission to eradicate monsters. Fighting abilities combine with natural magic and survival skills to make rangers a true threat.

Rogue: Experts in the arts of stealth and skill, rogues run the gamut from thieves and assassins to detectives and treasure hunters. All of them have one thing in common - they prefer to act from the shadows.

Sorcerer: A natural outlet of the world's abundant Arcane power, sorcerers are born to magic. Massive arcane power with flexibility of usage is the hallmark of sorcery.

Warlock: Want major mystic mojo, right now? It's available for the low, low cost of spending eternity in servitude to a powerful creature. Sign up today!

Wizards: Experts in lore and knowledge, wizards gain their magic through study and exploration. Unlike sorcerers, wizards can learn ALL the spells! (Almost.)

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An old map of the world, circa Year of the Sun 552

