

# Land of Lost Gods:

## *A tale of three Cities*

### Introduction

*Wandering the desert for weeks and weeks drains one's body, but even more so drains one's spirit and mind. The steady noise created by the harsh winds often sound like distant cries, giving the **Screaming Fields** its name and to this day many still believe that the noises aren't just whistling winds in the distance, but rather the lost souls of the poor people who died during the "**Clash of the Gods**" and can't find any solace or rest, after the presence of the Gods left this forsaken place.*

*You may wonder though "Why even be here?" in this desert with violent sandstorms and even more violent creatures? Well, the alternatives don't offer much refuge either, unless you want to become a follower of the remnants of forgotten Gods. You could travel to **Brujo** and live in the shadow of a **Ziggurat** where this whole mess started for us, praying to a megalomaniac who stole from the Gods, bringing their wrath upon us. Or you could live in **Caliban**, the last places with permanent and active vegetation, which attracts even more dangerous creatures than the desert and if you are attacked by them, a cabal of elves will tell you that that is how nature under their God is supposed to work. Or you could live in **Kyrios**, inside of a fortress safe and protected, but be treated like a tenant, who has to abide by contract they haven't agreed to or be punished to please a Goddess who apparently has sacrificed herself for our survival.*

*I like neither of these propositions, so **I'd rather try my luck out here in the desert and hope to find one the ancient relics, artefacts or weapons of the legends and heroes who died here** have left behind. Many cities and ruins still lie buried beneath the sands of the screaming fields, waiting to be uncovered and explored by brave people like us, so that we can rise to fame and power, just like those who came before us, but are now forgotten. But at least **there are no more Gods** who can come down here to screw up the whole place once more...*



## Campaign Hook

Travel a land ravaged by a conflict of unimaginable dimensions. Discover sites and locations thought to be long lost, revealing more and more about the history of this desert and maybe even find lost treasures hidden underneath all the rocks and sand.

But also, feel the pull exerted from the three last bastions of hope on the land, as the three major cities, representing different cults and cultures, try to gain more and more influence, attempting to further their agendas, in the name of their lost God.

## The three Cities:

Even though the three cities **Brujo**, **Caliban** and **Kyrios**, lie miles and miles apart from each other, their presence is still felt all over the Screaming Fields, Not only are they the biggest hubs around, but they also have the most natural and magical resources at their disposal so that they attract a vast majority of the population. Each city is modelled with their patron God in mind, resulting in three fundamentally different cities and lifestyles.

## Brujo, in the Shadows of the everlasting Ziggurat

Brujo is the city build around the Ziggurat Ascen, where Felicur rose to Godhood, at least if the myths are to be believed. Ascen is the only documented place and building that survived the clash of the Gods. Many wonder if the Ziggurat is protected by dark magic or if Felicur as his last act decided to create a barrier around it. As the Ziggurat is a symbol of Felicur's power, it didn't take very long after the clash for his followers and devotees to gather around it once more. For them, Ascen not being in ruins was a sign that Felicur still held power and it didn't take long for the first ones to explore the insides of the Ziggurat.

Today, Brujo lives from mostly from fishing, as the city is situated on the coast of the Western Sea. More importantly though, it deals in secrets of all sorts: Forgotten magic, treasure maps, ancient texts, all promising great power, even when they are only poorly made forgeries.







### *Caliban, the last Forest*

Caliban is the home forest of the Elves of House Valurien, who managed to preserve their forest and the major city, called Shaldren, inside of it. Even though broad parts of the forest were lost and tarnished during the Clash, the elves held strong thanks to their eternal allegiance to Setebos, who spared and rewarded them for upholding the principles of balance and respect of nature. But their victory came at a price: Shaldren, which is at the core of the forest, seems to have started rotting after Setebos' presence was gone and so did the Elves, leaving them to be shelves of their former selves.

Today, Caliban has become a murky and damp swampland, but is still overgrown heavily by the huge trees that have been

standing here for generations. The thick vegetation doesn't let much light through to the ground, making the forest a fairly uninviting place. Still, many folks flocked to Caliban after the Clash, as it imposes fewer restrictions than the other cities on its habitants, as long as they accept the dangers that lie within, making the population in Caliban just as diverse as its flora and fauna. These rare plants and animals are highly sought after in every part of the Screaming Fields, which is why most people are live off ranging and hunting in the forest. Shaldren is nowadays considered to be a holy site, which is why only followers of Setebos are allowed to enter there and remains a mystery to any others.

### *Kyrios, Heretia's Gift*

Kyrios is a fortress city situated in the southeast, within the Durimian hills. The fortress was named after the great hero Kyrios, champion of Heretia, who faced together with the last Dwarven Queen Durima one of Felicur's most powerful agents in the very place where the city now stands. It is said that the fortress was Heretia's last gift to those who need protection and who vouch to build something bigger than themselves and their legacies. Only together and united people can strife for greatness once more, even if their Goddess' presence is no longer to be felt in these harsh lands.



Today, the fortress has become a bastion and even though Kyrios is run under a strict regime, it still has become a vibrant city, open to any good and law-abiding citizens, even if they have to stay outside the city walls, until they have been cleared. The hills around Kyrios can be utilised as decent farmland, but most of the city's riches come from the trade with the rare metals that are hidden in the hills and nearby mountains.

### *The Tower*

Even though not a city, many still consider the Tower as the defining geographical feature of the Screaming Fields, as this humongous structure can be seen from many different parts of the desert. No one has been able to approach the tower, or at least no one has returned to tell the tale. The Tower lies in the centre of a huge crater, smack in the middle of the Screaming Fields, nearly equidistant from the three cities, which makes some scholars think that the Tower might be ground zero of the Clash. While this claim is in no way verified, most scholars at least think that there is a direct link between the Tower and the event that shaped this place for generations to come. Many people live in and around the crater though, as the valley it forms is rather fruitful compared to the rest of the desert.





## *The patron Gods:*

The three major Cities are each associated with a patron God, who fought in the Clash of the Gods. Before the Clash there might have been more Gods, but most others seem to have been forgotten, while many folk cling to the ideologies and dogmas that have survived the Clash, hoping their God returns one day, easing their pains.

### *Felicur, the insatiable Warlock, patron of Brujo*

- God of dark Secrets, forbidden Knowledge and of stolen Magic
- His followers are often practicing and associated with Influence and Prescience
- Depicted as a threefold God, with each part portraying a different aspect of Felicur's powers, with the three parts all standing with their backs to each other: One part looks to be an empty hooded robe, holding a dagger. Another part is a man hidden behind a mask carrying two big tomes. The last aspect seems to be shadow with glowing eyes, with small shadowy creatures sitting on his shoulders.
- Once a mere mortal, Felicur's legendary lust for power and ambition led him down paths that no one had walked before. While following his mantra "Greatness at any Cost", he was always shrewd enough to hide his true intentions, so that he was even able to steal knowledge, secrets and magic from other Gods, until he had amassed enough power to rise to Godhood. He declared himself a God on top of the Ascen Ziggurat and proclaimed that era of the mortals had started and the era of the old Gods would come to an end. His prophecy became true, but certainly differently than he would have hoped...

### *Setebos, Master of the Sun, Man on the Moon, patron of Caliban*

- God of Nature, Life and Decay
- His followers are known for their prowess with Alteration and Entropy
- Depicted as a muscular, fit man from the hips upwards, while from his hips downwards he looks skinny and weak. On his back flowers, branches and leafs grow, while his arms are covered with additional arms, claws and fur. Everything around his feet is rotting and decaying, even his legs look like the skin is peeling off of them. This portrays Setebos' duality and sometimes those two aspects are split up in artistic renderings of him.
- Setebos was living from the beginning of time on his little moon, where he was freezing cold. So he decided to create the Sun in the sky and with it life on the planet below him. As he started wandering the desolate earth, he left life everywhere where he stepped, but he also brought death with him as none of his creations were allowed to be spared

from that fate. After Setebos grew tired of walking this place, he decided it was time to return to his moon to be closer to his sun once more. But after ages, Felicur's rise forced Setebos' eyes and attention away from the sun, down below onto his other creation. Setebos intervening in the Clash of the Gods might not have been something that Felicur was expecting, as Setebos had grown the reputation of being ever so distant and absent-minded, but him entering the battle might have turned the tides of battle forever...

### *Heretia, Mother to All, patron of Kyrios*

- Goddess of Civilisation, Tradition and Progress
- Her followers are practiced in the art of Energy and Protection
- Depicted as fair, nearly angelic, woman, clothed in long dresses, floating in the air. Tall and slender in build, yet still powerful and athletic, Heretia is rarely depicted without her marquee artefacts: Hope and Solace. Hope being a big ornate shield, depicting the rise of civilisations and Solace being a staff-like torch, depicting the ascend of souls into the afterlife.
- Heretia is said to be the first person to have died, while giving birth to her child. But as Heretia's soul was no ready to leave yet, her ghost stayed in twilight between life and afterlife. While being in the realm of the dead, she felt lost and lonely, but soon she noticed other souls wandering the great darkness and so she lighted a torch to guide the lost souls into eternal rest and peace. But she needed the living to maintain the light of her torch, so showed the living the ritual to guide the dead to her and to find the light, and so the first tradition was born. When in the realm of the living, Heretia showed her people how to learn from each other, from their past mistakes and from the dead, making the building of and on traditions paramount. This way the living learned about Heretia's shield, called Hope, and they knew that if they ever needed to summon it they only would need to stick together in times of despair. Felicur however threatened all these values and losing them was not something Heretia was going accept, so she became Felicur's most staunch and powerful opponent. Heretia was among the last Gods to face Felicur in the Clash of Gods, but her disappearance afterwards makes many people wonder what now happens to the poor souls who perished during and after the clash, after her guiding light is gone from this world...

## The Weave (Or how to Magic)

Magic in the Screaming Fields and the surrounding Cities is governed by an underlying, all-encompassing potential called the Weave. Anything living and anything which used to live is part of the Weave and lends their potential to this interconnecting web of energy. At what point in time the tradition and capability to manipulate the Weave to achieve extraordinary effects was discovered remains unclear, but quite a few individuals have become very proficient at the art, producing wondrous results, ranging from erecting walls out of thin air to burning down said walls. While some claim that they've learned to manipulate the Weave via study and training, more often than not it seems that manipulating the Weave in certain ways is an innate talent that one is born with.

Manipulating the Weave always comes at a cost though, as it drains parts of the life-force in the surrounding to create these fantastic effects. While this isn't a massive problem within one of the major three Cities, it certainly becomes one when trying to summon these powers when roaming in the big emptiness of the Screaming Fields, where not many life forms are present, making the Weave quite thin there. As a result of that, manipulating and using the powers of the Weave in the desert is often a dangerous endeavour, as it drains larger chunks of life from a smaller pool, often causing self-harm to the Weaver or their immediate companions. What scares away even more people though from using the Weave in the Screaming Fields are the Un'raqs: Gigantic desert worms who sense the Weave and disturbances in the Weave.





## *Campaign Details:*

**Theme:** Exploration / Adventure / Survival

**Setting:** Low-magic fantasy desert

**Gameplay:** Combat: 30%, Exploration: 40%, Interaction: 30%.

**Tone:** Gritty, mysterious quests crossing the desert

## *Character Creation Guidelines:*

Characters will be created during a **session 0**, to create a cohesive team that all pull towards the same overarching goal. Many aspects of the campaign are still open for debate, which means the players' input will be considered during the session 0 and the setting is vast enough to make additions based off propositions and ideas that the players bring to the table. This document will provide the fundament for that process.