



# KERRON'S GUIDE TO AETINUM

A POKEMON MYSTERY DUNGEON TTRPG SETTING

**PMD&D HOMEBREW**

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WELCOME TO AETINUM! A LAND THAT WAS THE epicentre of an invasion from another plane of existence before settling into an age of peace, this large island is home to countless Pokemon. While the island is relatively small, it is packed with potential, both magical and technological.

Aetinum is home to a diverse array of Pokemon living in towns and cities across the continent. There is no one species that is more common in one part of the continent than the other, with the exception being the tribal city states.

On a ground level, society is much the same as any other world. People get up, go to work, go to sleep and find personal time in between. People worship god, ponder secrets of the universe and adventure with their friends. Though there are no wars being fought on Aetinian soil, that doesn't mean that there is no conflict. There are still thieves. There are still people in power that work for their own gain while trampling any others underfoot. There are still a variety of problems that need solving.

Magic on Aetinum acts differently to magic on other material planes. Due to the extraordinary variety in Pokemon species that live here, magic that alters form (such as polymorph and wild shape) does not function. Additionally, magic that summons or creates companions (such as familiars or a ranger's companion) conjures creatures that are known on this plane as arcane entities. The individual magic determines the nature of the entity summoned, but there is one key element that unites all arcane entities. They have no soul and are not technically alive in the same way that a Pokemon is. Research suggests that a bond can be forged so strongly that one can inherit the soul of another, creating an arcane entity from a living Pokemon. Arcane entities and their properties are still being researched to this day.

Aetinum is the site of one of the most advanced tinkering facilities on the planet. As a result, Aetinum is home to many breakthroughs in the field, making them more technologically advanced than some other worlds on the material plane. Aetinum has some advanced technology such as airships and the arcanarail, a train system originally created on the continent of Delon. Magitech research is in its infancy compared to that of typical magical research, but even now some magitech can rival the power of pure magic.

#### ARCANARAIL AND AIRSHIP TRAVEL

The Arcanarail can be ridden for 3 gp per 24 miles of your trip in the standard passenger car, travelling 48 miles (2 hexes) in 1 hour. Skyships typically are very difficult to charter and prices will vary depending on the ship, captain and destination.

Pokemon living on Aetinum are taught both common and Aetinian during their formal education. Common is spoken across the world, while Aetinian is primarily spoken between Aetinian natives. Other languages a scholarly fellow might know are the native languages for the other continents. Specialised researchers might study Ancient, Primordial or Unown Script. Ancient being the language that is said to be spoken by the gods, Primordial the language spoken by Primordials and Unown Script being a written language used in the ancient past.

## CYPRESS

To the west of the border forest lies the kingdom of Cypress. Cypress is characterised by its sprawling settlements and lush forests. The towns in Cypress are separated by vast plains and forests, owing in part to the ancient magics that flow through the nearby area. These magics also give rise to many gifted mages, many of whom study at the prestigious Magi Guild in the capital city. Cyprians are characterised by their values of tradition. Many Cyprians choose to follow old practices and tend to stay within their lane.

## UMBRA

On the east of the island continent, the kingdom of Umbra stands in stark contrast to Cypress. Where Cypress is sprawling and traditional, Umbra is dense and progress-focused. Umbrian towns are constructed to accommodate their denser populations, with taller buildings and narrower streets. The Umbrian Castle Town is home to the Magitech Guild, the birthplace of magical technology on the continent. Umbrian citizens tend to be more pragmatic and introspective than their Cyprian neighbours.

## CITY STATES

Aetinum is also home to 5 city states; Ignan, Aquan, Glacius, Arbosa and Venicant (also known as Light's Reach.) These city states (with the exception of the Venicant) are made up of Pokemon of their namesake types, with the Arbosa being home to both Grass and Bug type Pokemon. They vary wildly in their policies, practices and traditions.

#### HOW TO USE THIS RESOURCE

This book is by no means an exhaustive list of everything in this setting. Above all else, the purpose of this book is to provide a base setting for you to build upon. Use as much or as little as you please when you run your own games. If you think something written here doesn't fit the game you run, don't hesitate to change it or throw it out. If this book helps you develop your game's setting, whether or not it is Aetinum as we imagine it, we've done our job right.



# RELIGION AND LEGENDS



THE LARGE CHURCHES OF AETINUM ARE dedicated to one of 11 gods and goddesses that make up the Pantheon. Each of these gods hold absolute power over their domain from a demiplane on the periphery of the material plane. Other civilizations across the seas have slightly different

interpretations and as such, this tome will only cover the Aetinian interpretation of the Pantheon.

## THE PANTHEON

The Pantheon are the gods on Aetinum that get the most worship with temples to each in every major city. However, even within the Pantheon there are gods that have more following than others. The biggest religious following across the continent are dedicated to Dialga and Xerneas.

### ARCEUS: GOD OF CREATION

**Alignment:** Lawful Neutral

**Divine Domains:** Order, Knowledge

Arceus is the god of all creation, plain and simple. He is considered the most powerful of the Pantheon. He is said to be the eldest god and shaped the world before the other gods took their seats in the Pantheon.

Arceus as a religious figure represents limitless potential and infinite wisdom. However, he is usually worshipped alongside another god or gods that more closely align with one's religious beliefs.

### DIALGA: GOD OF TIME

**Alignment:** Lawful Neutral

**Divine Domains:** Order, Life

As the God of Time, Dialga is worshipped primarily by intellectuals and philosophers. The devout tend to get into philosophical discussions about the nature of time and what it means to the individual. An order of paladins largely devoted to Dialga resides in Light's Reach. Called the Diamond Order, their primary patron deity is Dialga, though worship of other gods within the order is not uncommon.

### PALKIA: GODDESS OF SPACE

**Alignment:** True Neutral

**Divine Domains:** Order, Trickery

Palkia is most commonly revered by mages, specifically those studying conjuration and/or transmutation magic. The newly discovered school of Dunamancy magic also appears to have some connection to the goddess of space. Palkia's domain is hard to grasp for common folk, and is not a very widely revered god. Recent discovery of other planes has led to Palkia being interpreted as being responsible for maintaining the boundary between planes. This has led

to a loss of faith of some followers as some believe that Palkia neglected her duties during the Void War.

### GIRATINA: GOD OF WAR AND REBELLION

**Alignment:** Chaotic Neutral

**Divine Domains:** Trickery, War

Contrary to popular belief, Giratina is not an evil god. Though his domains are war and rebellion, the Aetinian interpretation of Giratina represents the brutality of war and the spirit of rebellion that sparks conflict. Giratina is an unpopular god in Cypress, as his domains largely represent the opposite of their general culture. The Apparition Forest in northern Umbra is closely tied with Giratina. Historians have proven that the forest was a site of a battle between Giratina and another god during the holy wars, leading it to be twisted and distorted in his image. Rumours about a portal to the Distortion World hidden at the heart of the forest are still whispered about today.

### RESHIRAM: GODDESS OF TRUTH

**Alignment:** True Neutral

**Divine Domains:** Knowledge, Arcana

The goddess of truth is worshipped by those seeking the facts. Legal professionals will sometimes have a shrine to Reshiram in their offices where they pray for the truth to come to light. Some circles of mages and scholars will also pray to Reshiram. They believe that devout worship of her will reveal truths about magic and offer breakthroughs in their research.



## ZEKROM: GOD OF JUSTICE AND IDEALS

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**Alignment:** Lawful Good

**Divine Domains:** Knowledge, Ambition

Zekrom is the patron deity of law enforcement. Guard barracks and courthalls tend to have depictions of Zekrom and some may even contain shrines to the god. The tenants of Zekrom are easy to interpret; punish the wicked and seek justice for those who cannot do so themselves.

## XERNEAS: GODDESS OF LIFE

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**Alignment:** Lawful Neutral

**Divine Domains:** Life, Nature

As the goddess of life, Xerneas' tenants are very simple. Life is sacred and must be protected. In an extension of this, clerics of Xerneas will go out of their way to extinguish any forms of undeath as they see them as a perversion of life. Followers of Xerneas tend to be healers, either with magic or with medicine. They treat the sick and heal the wounded. There are legends that the Tree of Life grows on an island somewhere in the Medya Gulf in Cypress. Arbosa claims to have landed on the island, but no others have been able to find it.

## YVELTAL: GOD OF DEATH

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**Alignment:** Lawful Evil

**Divine Domains:** Grave, Death

On the surface, the god of death seems as simple as the god of life. Some believe that Yveltal represents atrophy and decay. Others believe in a more neutral Yveltal, representing death as a universal constant. Followers of Yveltal and Xerneas are united in their hatred for the undead, but share little in common outside of that

## ZYGARDE: GOD OF NATURE AND BALANCE

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**Alignment:** Chaotic Neutral

**Divine Domains:** Nature, Life, Protection

Zygarde is the least worshipped out of the aura trio, and barely worshipped at all in Umbra. For some, Zygarde represents the wild and harsh reality of nature. For others, he simply represents balance. Balance between good and bad, tradition and progress, nature and civilization. These plethora of interpretations vary between main places of worship, usually resulting in many smaller temples dedicated to Zygarde instead of one larger temple.

## SOLGALEO: GOD OF THE SUN

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**Alignment:** True Neutral

**Divine Domains:** Light, Strength

Solgaleo is the god of the sun, simple as that. However, there are conflicting interpretations of Solgaleo even on Aetinum. Religious scholars can't seem to agree on whether or not Solgaleo is the sun or is responsible for moving the sun across the sky. Temples to Solgaleo tend to be built in every major city, but few seem to attend them.

## LUNALA: GODDESS OF THE MOON

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**Alignment:** True Neutral

**Divine Domains:** Twilight, Arcana

Lunala is the goddess of the moon, simple as that. Like Solgaleo, Lunala's true role is disagreed upon. Is she the moon? Or does she just move the moon? This debate falls on deaf ears for most of Lunala's worshippers, many of whom are thieves and rogues who whisper a prayer to be hidden by the cover of night.

## MINOR GODS

Along with the major gods are 9 minor gods who also hold absolute dominion over their domains. However, their domains are considered smaller and less important than those of the Pantheon. Minor god's worship is typically limited to smaller churches, usually local to an area without unified worship like the Pantheon.

## LUGIA: GODDESS OF STORMS

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**Alignment:** True Neutral

**Divine Domains:** Nature, Tempest

It is said that Lugia is responsible for every storm across the world and that she resides in the Stormfront that sweeps across the ocean. Many harbours will have altars to Lugia where sailors will say a prayer for safe travel. The goddess of storms was, in part, responsible for the eternal storms that separated the continents of the world before the Rejoining.







## HO-OH: GODDESS OF RAINBOWS AND HOPE

**Alignment:** Neutral Good

**Divine Domains:** Life, Light, \* Hope

The figurehead of the ancient Rainbow Empire, Ho-oh is a very popular goddess for her domains. Like many of the other minor gods, organised worship of her is sparse, but she is often offered prayers from those in times of crisis seeking the strength to carry on. The phenomenon known as the Rainbows of Hope is attributed to Ho-oh, a rainbow with 3 more full rainbows across the arc. Ho-oh is also said to be able to gift a special feather that has unparalleled curative properties.

## MANAPHY: GOD OF THE OCEAN

**Alignment:** Lawful Good

**Divine Domains:** Tempest, Nature

Better known as the Prince of the Sea, Manaphy is said to rule the ocean from a palace under the waves. Like Lugia, he is partly responsible for the eternal storms separating the continents. Also like Lugia, Manaphy is often prayed to by sailors for safe passage. The altars they pray from however are commonly on ships themselves instead of in the harbour. Manaphy is also offered prayers of protection from divers seeking treasures and artefacts.

## VICTINI: GODDESS OF VICTORY

**Alignment:** Chaotic Neutral

**Divine Domains:** Strength, Trickery

As the goddess of Victory, Victini sees very little organised religious following. Prayers to Victini are often whispered during competitions and while sitting at casino tables. While Victini gets many, many such prayers, dedicated worship of Victini is rare on Aetinum. It's typically only seen in the most devout clerics. Interestingly, the interpretation of Victini on Delon is narrower, being interpreted as a goddess of military victory and sees much wider worship in this aspect

## REGIGIGAS: TITAN OF STRENGTH AND GOD OF CRAFTING

**Alignment:** Lawful Neutral

**Divine Domains:** Forge, Protection, Strength

Regigigas is unique among legends as he is the only one to fall under two categories, both titan and god. As a Titan, Regigigas embodies infinite strength. Some legends claim that he shaped the planet like clay. As the God of Crafting, Regigigas is most often worshipped by craftsmen. Some among the magitech guild keep a small shrine to Regigigas in their workshops as a sort of good luck charm.

## MARSHADOW: GOD OF SOULS

**Alignment:** True Neutral

**Divine Domains:** Grave, Trickery

As the god of souls, Marshadow's cosmic task is to guide the dead to the afterlife. Some that die and have been returned to life claim to have met a shadowy figure that soothes the soul and helps lay the restless to rest. Though most believe that Marshadow works with Yveltal to shepherd souls, devout followers dispute this, claiming that Yveltal is the god of death, not the god of the dead.

## TITANS AND PRIMORDIALS

Titans are a class of legend that rival the power of minor and some major gods. They embody fundamental aspects of the physical world. Study into Titans is limited, but what is understood by Titan scholars is that they are extremely old entities that predate even magic. Primordials are a counterpart to Titans; where Titans embody the physical world, Primordials embody fundamental aspects of consciousness and the universe. Knowledge of Primordials is sparse at best, with study into this group being conducted only by fringe researchers looking to push boundaries. It is unknown what level of power and influence Primordials hold over their domains.



## **RAYQUAZA: TITAN OF THE SKY**

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The titan of the sky is said to have coalesced from the primordial wind that blew across the ancient world. Scholars believe that Rayquaza is the oldest, most powerful titan after Regigiagas. Ancient legends claim that Rayquaza calmed Groudon and Kyogre before their clash could destroy the newly formed planet. Shrines to Rayquaza can sometimes be found at the peaks of mountains, and it's said that he can be summoned by blowing wind through them in just the right way.

## **GROUDON: TITAN OF LAND**

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Groudon was said to have risen from the primordial earth as it was being shaped. Titan scholars will sometimes argue whether it was Groudon or Regigigas who shaped the land. Some believe that Groudon simply created the land that Regigigas later moulded. Legends tell the tale of a red gemstone that holds the power to command and empower Groudon.

## **KYOGRE: TITAN OF WATER**

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It is said that Kyogre was born from the ancient ocean as it flowed across the primordial earth. Theologists sometimes ponder why Kyogre isn't hailed as a god of the sea instead of Manaphy. Historians believe that a blue gemstone exists that can allow its wielder to control and empower Kyogre.

## **LEGENDARY GOLEMS: TITANS OF THE EARTH**

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The Titans of Earth, Regirock, Regice, and Registeel, were created by Regigigas. In the ancient past, Regigigas created the legendary golems as his peacekeepers. Before the sundering, the golems were meant to halt the holy wars and stop the Pantheon from becoming too powerful. This, unfortunately, did not work. The golems were defeated and sealed. Other civilizations on other continents claim that other golems are told in their legends, notably one made of electricity and one made of a dragon skull. This led scholars to believe that there are more golems hidden on each continent.

## **TERAPAGOS: TITAN OF MAGIC**

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Believed to be the titan of magic, the myth of Terapagos was first brought to Aetinum from Pokapu. Ancient legends from Pokapu tell of a tortoise who's shell carries all the world's magic on it. Glyphs carved into the shell that make up the fundamental building blocks of magic. It's said that a person could rewrite the rules of magic by changing the glyphs carved into Terapagos' shell.



## **MEW: ANCESTOR PRIMORDIAL**

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Mew exists as the ancestor primordial, the eldest primordial. Primordial scholars don't fully understand what that means, but the consensus is that Mew has aspects of each of the other Primordials. Other theories state that Mew helped create the other primordials. Short of asking them, it's impossible to tell.

## **MAGEARNA: PRIMORDIAL OF LAW**

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Magearna embodies the aspect of law, creating order in the universe and providing the patterns in nature that can be studied and understood. Theories on Magearna's nature state that she is responsible for the urge to create and follow rules and codes of ethics. Those versed in primordials believe that her existence is what keeps society from descending into chaos.

## **UXIE, AZELF AND MESPRIT: PRIMORDIALS OF MIND, WILL AND EMOTION**

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Uxie, Azelf and Mesprit all embody fundamental traits of the mind. It is believed that they were born when the first consciousness was awakened, granting them high cognitive function. It is thanks to them that society can exist at all. Some scholars believe that they created the first spoken language.

## **CRESSHELIA: PRIMORDIAL OF DREAMS**

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The primordial of dreams is responsible for her namesake title. Cresselia is said to be the caretaker of both dreams of those sleeping and desires to pursue in waking hours. Primordial scholars believe that her absence would lead to the death of not only sleeping dreams, but all ambition.

## **DARKRAI: PRIMORDIAL OF FEAR**

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Darkrai is said to be the source of the fear that lurks in one's heart. Some scholars believe that his domain is a necessary evil, as fear is also the root of caution and self preservation. They reason that fear is required to keep oneself grounded and out of harm's way.

## **HOOPA: PRIMORDIAL OF CHAOS**

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Opposite of Magearna, Hoopa embodies the aspect of chaos. It's believed that Hoopa is responsible for the uncontrollable urge to break the rules. The nagging feeling to do something just to see the reaction. While some believe that the world might be better off without the aspect of chaos, others believe that Hoopa's chaos actually provided Pokemonkind with free will.

## **CALYREX: PRIMORDIAL OF GROWTH**

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From across the ocean, we have learned of the primordial of growth. In Howifur's legend, it is said the Calyrex's existence is responsible for the growth of

crops, plants and even Pokemon. Legends claim that Pokemon's ability to grow, learn and evolve all stem from Calyrex. This legend is being thoroughly researched by primordial scholars, and they often seek an audience with Calyrex. None yet have been granted.

## **JIRACHI: PRIMORDIAL OF FATE**

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Jirachi's aspect of fate is poorly understood even by primordial scholars. Fate has a nebulous meaning in this context. Some believe that she provides purpose to people's lives. Others think that her presiding over fate means no one has free will. Scholars are deeply divided over interpretations of Jirachi.

## **MELOETTA: PRIMORDIAL OF PASSION**

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Meloetta, the primordial of passion, is responsible for creativity and self expression. The passions of art, music, love. All of it stems from Meloetta. Without her aspect, scholars paint a bleak picture of life without drive or meaning.



## **AETINIAN MAJOR SPIRITS DIVINE AGENTS**

Major Spirits and Divine Agents are as the name implies. Divine Agents are related to another legend that belongs to a more powerful group. Many of them serve their patrons. Major Spirits are entities that, while powerful in their own right, do not have absolute control over the domain they represent. Divine Agents can only be as well known as their patron is, though generally much less is known about them. Major Spirits are almost completely unknown to the general public, with most of their stories being local legend.

Interestingly enough, since contact with other continents has been restored, some major spirits and divine agents are reported to have counterparts in other areas of the world. The most notable example of this are different forms of the Legendary Birds appearing in Delon.



## LATIOS AND LATIAS: SPIRITS OF KNOWLEDGE

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The Eon duo, as they're known by some, are seekers of knowledge. They are a curious duo that only wish to gather knowledge and history. It is unknown how long they've been around, but it is likely that they were born or ascended after the Sundering, judging by the information they seek.

## SHAYMIN: SPIRITS OF PURITY

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The Shaymin of Aetinum and the world at large all represent purity. Those who have studied Shaymin believe that they are responsible for the pure air that we breathe, filtering toxins and dispelling clean air. Knowing their ties to Gracidea flowers, some try to map Shaymin migration patterns in hopes of spotting them. Few have succeeded.

## THE ISLAND GUARDIANS: AGENTS OF ZYGARDE

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When Zygarde split his essence after the Sundering, it was said that he appointed four guardians to act as his champions and protect the natural world. These champions became known as Tapu Koko, Tapu Lele, Tapu Fini and Tapu Bulu. We know from first hand accounts that they stand watch over the four corners of our continent, waiting to intervene if the balance of nature is tipped too precariously. After the Rejoining, reports of Island Guardians existing on other continents have been received.

## THE SUNDERING

Long ago, when the Gods walked the land, the entire world was connected on a megacontinent. This land was ruled by several devout kingdoms, each pledging themselves to one of the Pantheon. These kingdoms waged holy war on each other in the name of their gods. The youngest kingdom was known as the Rainbow Empire, dedicated to Ho-oh, the Goddess of Rainbows

and Hope. The Rainbow Empire grew quickly and Ho-oh threatened to grow powerful enough to rival the Pantheon. The tides of the holy wars shifted when Ho-oh split her own essence into 7 aspects, imprisoning Yveltal and significantly diminishing the power the Reaper's Kingdom could harness.

Unbeknownst to all but one, this level of devout and unified worship kept increasing the gods' power until they began to warp the land they walked upon. This gradual increase in power didn't escape the eyes of Regigigas. He began crafting peacekeepers, the legendary golems, in an attempt to slow the wars and keep the holy kingdoms in check. This did not work. The golems were imprisoned by the gods' kingdoms and sealed in stone. Some gods began to notice Regigigas' movements, but no one god could stand against the Eldest Titan. The holy wars escalated further and further. Gods themselves took to the battlefield, their presence warping not only the land, but the very fabric of reality around them as their power grew unchecked.

A skirmish between Ho-oh's aspects and Giratina that warped an entire forest in Giratina's image was the last straw for Regigigas. The Elder Titan took to the battlefield for the first time, striding over entire armies, ignoring the gods and their protests. As Regigigas reached the middle of the land, he raised his fist and delivered a single punch to the earth. In a moment, the earth was fractured and sundered. Fissures snaked across the land from coast to coast. Much of the land sunk beneath the waves as Regigigas then took it upon himself to move the newly sundered landmass. When the deed was done, Regigigas' only allies, the minor gods Lugia and Manaphy, stirred the sea between them into never ending storms. These storms ensured that the new continents would never again reunite to wage war on each other.





This, of course, angered the Pantheon. They saw this as an act of war against them. The Pantheon, in their first act as a united front, sealed Regigigas as their holy kingdoms had done his servants. While the Elder Titan could stand against one god, he was no match for their combined might. Regigigas was sealed in stone. In the quiet that followed, the Pantheon began to understand why Regigigas had done what he had done. Their powers grew unchecked. Their very presence threatened to tear the fabric of reality. The gods made a pact; they would never again set foot on the material plane. They would confine themselves to pocket planes of their own creation and pursue their interests from there. The exceptions to this pact were Xerneas, Yveltal and Zygarde. Yveltal was sealed at the time and unable to agree to a pact, the seals only able to be undone by a united Ho-oh. Xerneas would shed her form and go into an eternal slumber. She planted herself as the Tree of

Life to counteract Yveltal's essence as he still resides on the material plane. Zygarde also remained on the plane, his godly essence divided among countless cells that would be distributed across the planet to monitor any imbalance in power between the two slumbering gods. Divided as he was, his divinity posed no risk to the planar balance.

As time passed, the events of the Sundering would fall into obscurity. Modern scholars have only just been able to piece together these events of the Sundering since the eternal storms have ceased and they have been able to collaborate with others across the globe. There is much that is unknown about the events leading up to the Sundering. Ruins under the continent Pokapu are shedding new light on the holy wars and the kingdoms who fought in them. Exploration of the outlying islands are revealing artefacts that can be dated back to before the Sundering. What secrets could the war between gods hold?





## CYPRESS

THE KINGDOM OF CYPRESS IS THE PICTURESQUE western kingdom of Aetinum. It is characterised by the rolling hills of Cypress Plains and the old growth Cypress Forest. To its east lies the Border Forest, a dense forest that acts as the boundary between Cypress and its neighbour Umbra.

Cypress has a peaceful relationship with Umbra. Historically the two countries have been at odds, with Cyprians valuing the old ways while Umbra seeks to push boundaries and discard valueless practices. In recent years, collaboration between the two kingdoms has increased dramatically. Mixed Cyprian and Umbrian businesses and research teams have become increasingly common.

The folk of Cypress are a people that value their history. Old family traditions can be passed down to descendants from so long ago, the meaning of the tradition has become lost. Most archeologists and ancient scholars hail from here. The average Cyprian will live in the same town for their whole life, typically only moving if absolutely necessary. This leaves many of

the smaller towns being run by old families, sometimes unofficially.

Cyprian towns and cities are typically large and sprawling. Trees, bushes and other foliage is often worked into the planning of towns and cities as a form of decoration. Their homes and buildings tend to be just two stories tall at the tallest and made of wood and brick. Cyprian homeowners and business owners do their best to decorate the outside of their homes to add a personal touch to their homes.

Cypress is ruled by King Julian, a young Gallade. He's a benevolent king who tries to see an issue from every angle before making a decision. Because of this, he will often take extra time to really mull over a ruling as he is aware a wrong decision could cripple the livelihoods. His closest advisor is Durandal VIII, the King's Sword. He is an Aegishash that served the previous ruler, King Julian's father. Of the two, Durandal is sometimes considered the wiser of the two as King Julian consults him on many matters, even ones some would consider less important.



## CYPRESS CASTLE TOWN

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Cypress Castle Town is the capital of Cypress. At the centre of the city is Cypress Castle, the centre of government on Aetinum. The castle itself is made of wood and marble, finely crafted with ornate gold and silver etchings on major walls. Surrounding the castle is a large garden of finely manicured hedges and flower beds maintained by various druids. The area surrounding the castle consists of government buildings, noble manors, and the skyship dock. The castle town sprawls out from here. Specific districts are rare in the Castle Town, the different parts of the city being treated as their own neighbourhoods instead of being made into specialty districts. This ensures that residents don't have to travel too far to make it to shops or other facilities. The city has trees and bushes lining the streets, as well as several parks spread across the city. Part of the Castle Town is surrounded by a large stone wall. Historically used to fend off attackers, the wall is now often seen as a burden as it has limited growth in the city. This hasn't stopped the city from growing however, as many neighbourhoods have been constructed outside of the walls, expanding the territory of the city.

### THE MAGI GUILD

The Magi Guild's main research facility is situated in the upper district of the Castle Town. The Castle Town branch is essentially a state of the art magical research lab. Skilled mages from all over Cypress flock here to test theories and ponder the nature of magic. The Magi Guild also has a public library where anyone looking to research magic can read about the basics of magic and the non-classified discoveries made here. The Magi Guild branch in the Hanging City will bring first years here as a field trip to show off the kinds of research being done to inspire the mages of the future.

### CYPRESS PLAINS

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The rolling hills of Cypress Plains make up about a third of Cypress' territory. It's a vast meadow which gives a decent view of the surrounding forests and towns from nearly any location. The main feature of the plains is Cypress Lake, a large, deep body of water. An old Temple to Dialga can be found on the shore of the lake, the Diamond Order acting as caretakers and restoring the temple. The lake itself is considered sacred and it's against the law to sail on it. Legends say that the Primordial of Mind lives in a cave deep below the water's surface, but no one has been able to verify this claim.

## ALDER TOWN

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The closest town to Umbra, Alder town used to act as a military garrison in times where Cypress and Umbra were at odds. Nowadays, the town serves as a waypoint for adventurers and travellers, especially since the arcanarail tracks were laid. The town is well equipped with many taverns and inns to host the myriad of people that pass through the town. Shops of all kinds are also kept stocked, primarily to provide equipment to adventurers who often pass through.

## PYRA WOODS AND PYRA TOWN

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Pyra Woods acts as a buffer zone between Ignan territory and Cypress, with Pyra Town being the closest that Cypress was allowed to settle. The Pyra Woods is a sparse woodland that has a seasonal burning event during the summer. The trees that grow here have adapted to seed using the heat and the town is built on the outskirts of the woodland, positioned carefully so that none of the buildings can catch fire during this event. Because of their close proximity to the volcanic Ignis Mountains, the Pyra Woods is littered with geysers and hot springs.

Pyra Town was built partially to take advantage of these hot springs, making them into an attraction. The springs are a very popular destination to visit, as they are the only springs of their kind on Aetinum. They are closed only during the wildfires of Pyra Woods. The town is also the home of the delegation responsible for negotiating with Ignan. Cypress and Ignan have close relations after the kingdom helped them rebuild, necessitating government officials being close enough to negotiate.



## LAUREL TOWN

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Nestled in the foothills of the Marblestone Mountains lies Laurel Town, a large town home to two primary companies. The first is the mining operation into the Marblestone Mountains, digging for rare minerals and the valuable material, Marblestone. The other is Lily Meadows Hospital, the largest and most sophisticated medical facility on Aetinum.

### MARBLESTONE MINES

The mines within the Marblestone Mountains are a critical part of the Cyprian economy. The mines are responsible for a grand majority of metals sold in Cypress like iron, silver and gold. Aside from the normal materials, the mines are home to a special type of rock called Marblestone, named after the mountain's signature white speckled rock. Marblestone can be worked by mages and artificers to create marblestone batteries, which in this state can be used to store vast amounts of magical energy. As such, Marblestone is a crucial component of both magical and magitech devices.

### LILY MEADOWS HOSPITAL

Lily Meadows Hospital is a large medical facility founded during the Void War by the Delibird healer Floss. He was not only a healer skilled with magic, but also knowledgeable with magitech. He spearheaded the creation of medical technology, allowing for better diagnosis of patients. This coupled with advanced healing magic and superior healing reagents led to the hospital having a heightened rate of success. Those with tough to diagnose or rare diseases often get referred to Lily Meadows Hospital. For this reason, the hospital has garnered a reputation for working miracles.

## MEDYA TOWN AND MEDYA GULF

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Medya Town is a quaint farming town situated on the edge of Cypress Forest. The soil in this region between Cypress Forest and the Castle Town is unnaturally rich and the crops yield far more than in other places. The town is home to many farms for a variety of different crops. Its variety in crop as well as its bountiful harvests lead Medya Town to be the primary food source for most of Cypress. Other towns and cities usually have some local farms, but those are typically supplementary to the food export from Medya Town.

The Medya Gulf is a large body of water connecting the Hanging City, Medya Town and the Castle Town. Before the arcanarail line, the gulf was used to ship the large amounts of food being exported. Most of the gulf is shrouded in a thick mist, making navigation impossible the further you get to the centre. Merchant vessels and civilian ships follow specific routes in and out of the gulfs, dictated by Arbosa as they control a majority of the waters.

## NERO CITY

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Nero City is the most disconnected Cyprian settlement from the rest of the continent. It is ruled by its own duke who, unlike other cities in Cypress, has minimal oversight from the Cyprian government. Nero City is well known for its religious population. It notably has temples to every god and titan, with shrines dedicated to many other legends known in Aetinum.

The southwest portion of the city is where the palace is. Surrounding the palace are the higher end businesses, wealthy and important population of the town, shrines to the Lake Trio, and the Temple of Law and Order, where most trials in the city would take place.

The northwestern part of the city is the docks. Near the docks is the Temple of the Ocean Prince, as well as the Shrines of the Twin Storms, Lugia and Rayquaza. Seafarers go to pray at both locations before heading out on voyages. In addition, some smaller markets are located in this area, as well as some illegal markets.

The northeast district is where most of the temples and shrines are located. The temples are grouped together in various criteria. Most of the temples and shrines of related deities are grouped together, and temples are also sectioned off for the most part between Titans, Gods, Primordials, and other legends. The clerics and paladins of these temples are extremely knowledgeable about the deities they represent, and several of these Pokemon have some kind of direct descent from the deities they worship.

The southeast is where most of the business and trade in the city happen. Many shops in this area also double as shelters for the less fortunate. Also located in this area is the Temple of Song and Dance, where beautiful performances are put on by the clerics and bards who follow Meloetta.

## CYPRESS FOREST

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Cypress Forest contains some of the oldest trees in the known world. Made up of primarily redwood trees towering three to four hundred feet over the forest floor, the forest is protected territory. No logging is allowed and rangers patrol the forests to prevent massive forest fires. The forest is considered the sacred grounds of Xerneas, and some scholars believe that Cypress Forest was part of her holy kingdom before the Sundering. Opponents of this theory point out that there are no ruins or artefacts that can be found proving the existence of the kingdom in this area. The counter argument is that structures were likely built of organic material that would have decayed between then and now.



## SYLVA CLIFFS AND SYLVA TOWN

Sylva Town is significant to Aetinian culture as it was the site of one of the biggest attacks during the Void War. Scars from four massive magical meteors can still be seen to this day. Since being rebuilt, Sylva Town is home to the Void War Museum, displaying relics and information on everything concerning Void Shadows and the Void War. This coupled with its proximity to the Sylva Cliffs makes it a desirable location for tourists.

### VOID MUSEUM

The Void Museum in Sylva Town compiles all public knowledge on the Void War. The museum is comprised of three major wings. The first depicts the different forms of Void Shadows including those seen only in the Voidlands. Each known species is displayed using illusion magic and has a detailed description of the creature's known behaviours, powers and attributes as well as the best tactics to dispatch them. The second wing chronicles the events of the Void War, including the events leading up to it and the speculated cause of so many to turn to the Cult of The Void. The exhibit contains many first hand accounts of the events of the Void War from those who lived through it. The last wing is dedicated to the heroes responsible for leading the charge against the assault from the Void.

The Diamond Order and independent adventurers often visit, primarily to educate themselves on the abilities of Void Creatures and the tactics used by the heroes against them.

### SYLVA CLIFFS

The other draw of the area is the Sylva Cliffs, a scenic cliff overlooking the ocean running from the Marblestone Mountains down to Nouveau City. Though not officially part of the town, those visiting the town often do so for the views the cliffs provide. The cliffs, particularly at sunset, are a common place to bring partners for special celebrations.

## NOVEAU CITY

Situated on the western coast of Aetinum lies Nouveau City. It's a large port city and is the primary port of entry for foreign visitors to Cypress. For this reason, there are many high end, luxury inns for those of high status to stay. The city is where foreign embassies for other countries are maintained and where many foreign businesses build their Aetinian branches. Knowing the foreign languages in this city is a great boon due to the variety of people that stay here.

### OMEGA MERCANTILE

The city is also where Omega Mercantile has its headquarters, though most imported goods go through Venicant instead of the Nouveau City port. This headquarters functions more like corporate offices than a distribution centre nowadays.

## HANGING CITY

The Hanging City is the second largest city in Cypress. Situated in a dense part of the old growth Cypress Forest, the city is built into the trees. Tiers of the city are built onto platforms on the trees that get progressively higher and higher. The ground floor of the city is home to shops and inns for visitors and travellers. The height that one lives on is a status symbol, with the rich and powerful living on higher tiers. There are winding staircases, ropes and ladders spread all across the city to get to higher tiers, but magitech elevators are also becoming common for reaching especially high tiers. Bridges and ziplines stretch between trees as a means of traversal, the city employing many skilled flying type Pokemon to make sure that anyone who falls is swiftly caught. Many of the buildings are built as treehouses, but many more are dwellings that are built into hollow sections in the gigantic trees. Because of the danger the fire poses to the city, Pokemon that have exposed flames on their bodies are provided with suppressant devices to ensure that no damage comes to the forest.

### THE MAGI GUILD

In the centre of the city stands the Hanging City branch of the Magi Guild, a prestigious magical university. Mages from all across Aetinum flock to the Magi Guild for education and research. Due to the high population of mages, there are many apothecaries and shops carrying magical reagents. There are also second hand stores that are dedicated to purchasing magical items created by students in their studies for reselling.

### BALLARD THEATRE

Within Cypress, there is one theatre that stands out. That is the Ballard Theatre, founded by the Azumaryl Bard after whom the theatre is named. Here anyone can come to watch their shows, among them the tale of the heroes of the Void War. The theatre is staffed by an assortment of actors and mages specialising in illusion magic, pioneering magical special effects. The theatre will sometimes double as a shelter in times of crisis, which admittedly hasn't come up since its founding during the Void War. The theatre also has close ties to an orphanage in Nero City founded by the Typhlosion archer, Rubix, another hero of the Void War. The theatre donates a substantial amount of money to the orphanage to keep it running and supply the children with activities and entertainment.





# UMBRA



ON THE EASTERN SIDE OF THE CONTINENT IS Umbra. In stark contrast to Cypress, Umbra is very dense and busy. Most of their land is made up of forest and mountain, their territory stretching to Amos Town in the middle of the Border Forest.

Umbrians share a steady peace with Cypress, their differences long been put aside. In the past, Umbrians have baulked at Cyprian insistence on sticking to antiquated practices, often losing patience with Cyprian colleagues. In recent years, collaboration between the two kingdoms has increased dramatically. Mixed Cyprian and Umbrian businesses and research teams have become increasingly common.

Citizens of Umbra value their individuality and ambition above all else. Umbrians are likely to strike off on their own to find their fortune in the world. Even new businesses and projects in Cypress are likely to be headed by someone from Umbra. This behaviour sometimes takes the form of wanderlust, leading some to leave Aetinum entirely to explore the world.

Umbrian architecture is very utilitarian and uses its space efficiently. Streets are often narrow and shadowed by taller buildings. Cities are built to be dense, housing as many people in a location as possible. This leads to most housing being multi unit dwellings rather than single family homes. Umbrian buildings are typically built of wood and stone and constructed with little care for the aesthetics of a building. As far as construction companies are concerned, that part lies with the building owner.

Umbra is ruled by Emperor Janus, a middle aged Dusknor. He is a curt, no-nonsense ruler who values efficiency. He will often oversee projects personally to minimise time and resources spent. The Emperor keeps a small council of advisors, experts in fields where Emperor Janus has knowledge gaps. He will often delegate meetings to these advisors, granting them the Emperor's authority to make decisions on his behalf.

## UMBRA CASTLE TOWN

The crown city of Umbra lies in the foothills of the Umbra Mountains. Its castle is partially built into the rock face to both have an imposing presence and ensure that expansions to the castle can be made by excavating portions of the mountain. The castle is made of grey stone and brick, some simple geometric designs etched into the rock as decoration. The castle is lit using magitech lights to avoid the flickering light that comes with torches. The castle grounds contain a simple garden, mostly as a formality and to add a little bit of nature to the castle. The Castle Town is built on the downwards slope of the mountain, providing natural tiers moving down to sea level. The major streets of the

city are positioned in rings, forming semi circles around the castle. About a quarter of the way down stands a large stone wall separating the upper city and lower city. Developed after a major fire destroyed a market district, the city is the only one on Aetinum to have city-wide water pumps as a precaution against fires

## UPPER CITY

The upper city contains many of the high end dwellings, expensive businesses and the city's skyship dock. While most of Umbra is very densely packed, the upper city is structured to give more breathing room. Because of this, only about ten percent of the city's population lives within this quarter of the city.

## MAGITECH GUILD

The upper city is also home to the Magitech Guild, the largest mechanics workshop on Aetinum. Here breakthroughs in magical technology are made, such as cracking the science behind the Delonian arcanarail or the construction of airships. The Magitech Guild is very secretive of their projects. They only show off projects once per year at the Magitech Expo, an event where graduates of the guild get together and display their new inventions.

## LOWER CITY

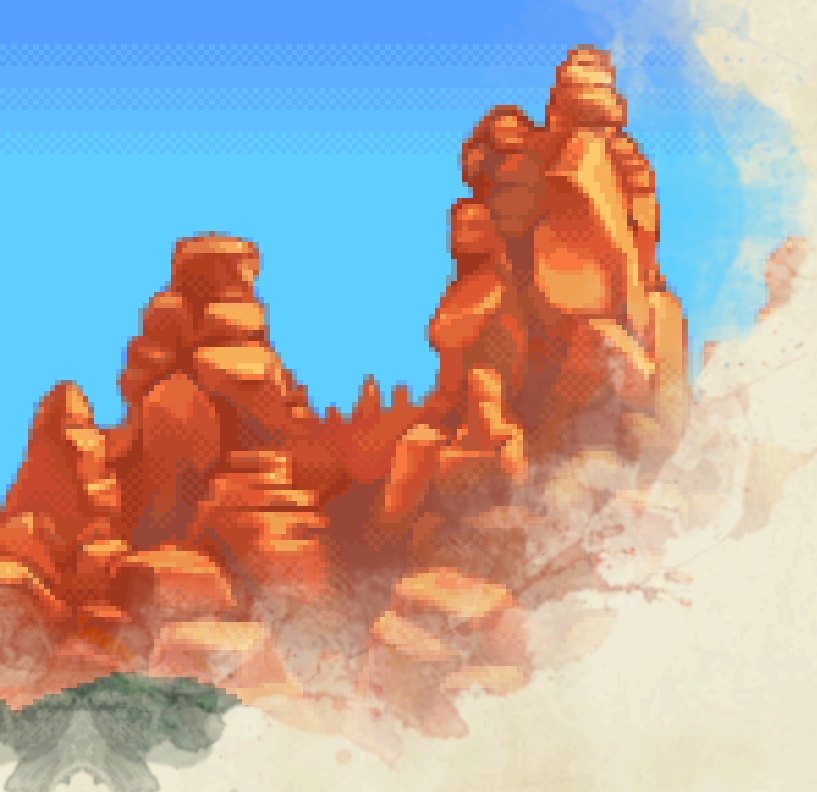
The lower city is where the rest of the population lives. Homes tend to be multi-unit dwellings allowing for more people to live in a smaller space. Streets outside of the main roads are narrow and cast in the shadows of buildings that can be up to four stories tall. The lower city is very neatly divided up into districts, providing signage to direct you to where you need to go. At the very bottom of the lower city is the port, which is primarily used to receive goods rather than travellers.

## DAWNBREAK TOWN AND THE UMBRIAN MOUNTAINS

The Umbrian Mountains section off the Castle Town and the rest of the continent. It's a wide mountain range with one dedicated route through it. Because it's the only way through, the Umbra Pass is very well worn and an easy hike. Outside of the pass, there are only a handful of other dedicated routes up the mountains. These routes range from casual hikes to extreme climbs.

Nestled into a basin in the Umbra Mountains sits Dawnbreak Town, a small mining town. The town primarily mines for semiprecious stones, exporting some to the rest of the continent. The ones that don't get exported are cut and polished by the expert gem cutters that live here.





## LUMEN BADLANDS AND LUMEN PORT

South of the Umbrian Castle Town is the Lumen Badlands, a dry, hilly, rocky wasteland. The area is filled with steep hills and spires making some areas desirable for rock climbing. The badlands are harsh to camp in, as it has no foragable areas and becomes frigidly cold during the night. Those who must travel through the badlands typically will try to push through in double time or, if they can spare the change, travel by carriage or arcanarail.

Lumen Port is situated in the Lumen Wood at the edge of the badlands. This once thriving port town has been reduced to a shell of its former self. Before the Rejoining, the port was the main way goods were transported into Umbra from Cypress as the sea travel was much faster than transporting over land. Since the arcanarail was built, both people and goods no longer need to travel by ocean. The arcanarail can make the trip across Aetinum in two days. The port is now mainly used to transport people to and from Aquan.

## TEMPUS CITY

Tempus City is the second largest city in Umbra. Its layout closely resembles Umbra Castle Town in layout, main streets making increasingly large rings around the centre of the city. The city is a little less dense than the castle town, especially in the rings closer to the centre of the city. Tempus City imports little food, with farms in the nearby field. Castle Town allows Tempus City to run with little oversight.

### ARCANARAIL DEPOT

Tempus City contains the main trainyard for the arcanarail as well where the most sophisticated repair station is situated. Many aspiring arcanarail engineers,

repairmen and conductors will travel to the city to learn the ins and outs of the arcanarail. Once trained, most stay in the city to work on the arcanarail with others choosing to move back home and work on their local lines.

### ARCANA PRIVATE SCHOOL

Umbra typically doesn't have magical schools but Tempus City is the exception. Nestled into one of the inner rings lies Arcana Private School, a private school for mages. Founded by the Kecleon Sorcerer Henry, this school is less sophisticated than the Magi Guild or the school in Light's Reach. However, it's much more accessible than either of the others due to its location and tuition prices. Some Umbrian mages will choose to attend this school and later transfer to one of the others.

### COLLABORATION WITH ARCANOMECHANICS

Due to the proximity of the Delonian Delegation to Tempus City, many of Kethryl's visiting arcanomechanics live here. To ease travel requirements, the Magitech Guild created a smaller facility for the arcanomechanics to work in. Kethryl's arcanomechanics and Umbra's magitechnicians use this facility to collaborate with one another and further each other's research.

## AURORA TOWN

Aurora Town was created as a retreat for the wealthy. Situated in the Noctis Forest, the town consists of many wealthy villas sectioned off from the rest of the much poorer town. The residents of the town that don't farm to provide food serve the wealthier residents rather than working typical jobs. The town has had a history of little oversight from the Umbrian government, assuming that they can handle matters on their own. In recent years however, more attention has been paid to Aurora Town as old wealth in Umbra continues to become wealthier. Laws have been passed regarding Aurora Town requiring an increased pay rate and expanded worker's rights for those working in the manors.

## LUX VILLAGE

Lux Village is a very small town on the edge of the Border Forest. The town was a logging town before restrictions went into effect to prevent the deforestation of the Border Forest. Some who don't like the noise or crowded nature of the large Umbrian cities will choose to live here instead. Craftsmen who work with delicate materials or who do minute detailing also sometimes choose to live here as the quiet and solitude helps them work.



## DUSKFALL TOWN AND APPARITION FOREST

A small town in the north of Umbrian territory, Duskfall Town is very nearly a ghost town. It used to be a major mining town, but the mining operation in the Border Mountains had unforeseen complications. Its proximity to the Apparition Forest seemed to haunt the town and the mines, causing many to abandon the town and move elsewhere. In the modern day, only a handful of people live here. They're made up of the most stubborn descendants of the original residents and some Magi Guild researchers looking into the Apparition Forest and its properties.

The forest is often claimed to be haunted. At all times there is a low lying fog, obscuring vision and making the mapping of the forest nearly impossible. People who live in Duskfall Town and those who have visited the forest claim it is haunted. The claims are not unfounded as clerics and paladins have been able to detect an odd, unplaceable distortion. Since learning of the holy wars and the Sundering, scholars believe that Apparition Forest was the site of a battle where Giratina took to the battlefield and distorted the landscape.


## AMOS TOWN AND THE BORDER FOREST

The Border Forest is a dense woodland that acts as the border between Cyprian and Umbrian territory. In the past when Cypress and Umbra were at odds, the forest is what prevented large scale invasion of the opposite kingdom. In the modern day, the forest and the mountains to the north draw a line dividing the continent.

Like Alder Town in Cypress, Amos Town once acted as a forward garrison for the Umbrian military. In the modern day, the town acts as a rest point for those travelling through the dense forest. The town relies on travellers to make their income. The town has many inns and taverns, as well as stores selling general purpose adventuring equipment.

Being the centermost town on the continent, Amos Town is often used as a rest point for cross continent

## SOVEREIGN CITY STATES

HE FIVE CITY STATES OF AETINUM ALL HAVE their own magic, technology and culture that have developed and grown separate from the two kingdoms. Apart from Ignan, the city states are all completely independent from the kingdoms and are all self governing. They all have some form of political arrangement with one or both kingdoms that supply them with rare or unique resources.

arcanarail trips. It has a large rail depot connected to the rail line that runs through the Border Forest. Rooms are paid for by the rail company so that engineers and conductors managing the arcanarail can rest without having to worry about room and board. Amos Town has the second most arcanarail conductors and engineers after the main depot in Tempus City.

## DELONIAN DELEGATION

Tucked away to the north of Noctis Forest sits a small settlement simply known as the Delonian Delegation. As a stipulation for assisting during the Void War, Kethryl demanded territory to make a military outpost. After the Void War when the military outpost was no longer needed, Kethryl decided to make it into a Delonian settlement on Aetinian soil. This rubbed some Umbrians the wrong way, but there was nothing that could be done without possibly provoking a retaliation. The delegation evolved further to include delegates from other Delonian kingdoms, prompting the name change. Currently, only Buairway, Kethryl and Aeoscen have delegates and citizens residing here.

## LEGEND ISLE AND RIVELL ISLE

These two islands off the east coast of Umbra are not technically within Umbra's legal territory. They are uninhabited and many consider them unimportant. However, Rivell Isle is getting attention from magical researchers, as they claim that the borders between dimensions are thin there. Many researchers looking to make breakthroughs in planar research have made research camps here. Legend Isle is a larger island, and has not been visited by anyone on Aetinum. It is said that the island is the throne room of the gods, and for many years no one dared visit the islands. However, now that we know the events of the Sundering, some curious explorers have set out for themselves to see what the island might hold. None of these explorers have returned, prompting fear and conspiracies to be spread about Legend Isle.

## IGNAN

Located in the Ignis Mountains, the Ignan values strength and honour above all. Traditional in nature, the leader of Ignan is crowned for their might. Ignan does not hold an official military however. Their law enforcement is done by volunteers from within the community, which is very tight knit. Buildings within the Ignan are made with finely crafted terracotta and iron, with the metal being a status symbol along with the fine detailing on the terracotta.



## CURRENT LEADER

The current leader of Ignan is Lord Aestus. He's an elderly Houndoom and has ruled the Ignan for many, many years. He is curt with outsiders and is very reserved and cautious when interacting with those seeking to interface with the city state. Once one has proven themselves, he is much friendlier and helpful.

## TERRITORIAL

Ignan is the smallest of the city states as the location and atmosphere of the it is unsuited for most outsiders. This being the case, many who call Ignan home knows everyone else in the town. This also means Ignan doesn't take very kindly to outsiders. Few are allowed inside the town or their territory without invitation. Some that journey into the territory will demand an evaluation by combat, which if won, allows them access into the town and most of the surrounding territory.

## GLADIATORIAL COMBAT

A major event that is held in Ignan is a fighting tournament where members of the city test their mettle against one another. The arena at the centre of the city was built to house this contest. The fight is not to the death, as mages weave magic that protects against a killing blow.

## METAL AND BREW

Ignan does not have a unique resource to export. However, the city state sits on mountains that are rich with metals like iron, gold and the very rare adamantine. Additionally, the magma reservoirs beneath the mountain range allows for the export of high quality obsidian. Craftsmen in the city are known for their ability to work obsidian into blades, spearheads and arrowheads. Additionally, there is a special local alcohol known as Flamebrew. It's a strong tasting, spicy drink. It is not only a local special, but is also offered to honoured guests as a ward against the intense heat of the Ignis Mountains.

### FLAMEBREW

Potion, Uncommon

After drinking this very strong alcohol, you must succeed a DC 19 constitution saving throw. On a failure, you take 1d10 points of fire damage and your body emits a dark smoke as if you are on fire for 1 hour. On a success or a failure, for the next hour, you ignore the effects of extreme heat.

## DEBT TO CYPRESS

Since the Void War, Ignan has become a vassal state to Cypress. Groudon's advance towards Umbra Castle Town had the Titan pass through Ignan, wreaking significant havoc on the town. To avoid having to abandon their ancestral home and fully assimilate with Cypress, the town struck a deal with the

kingdom. Cypress would help them rebuild and the city would pay tribute to them. Some members of the city question whether or not this tribute should continue one hundred years after being rebuilt.

## ARCHAEOLOGICALLY SIGNIFICANT

Ignan is also the site of a significant archeological find. Ruins of the Rainbow Empire have surfaced in Ignan territory. As this ruin was found in such a hostile territory as well as being territory held by a territorial civilization, excavation has been slow. The ruins appear to be a stronghold and burial site for the Rainbow Empire. Deep delves into the ruin have been difficult given the sweltering heat and potential danger of magma pockets.

## AQUAN

Aqua Island is home to Aquan. Unlike Ignan, Aquan is very friendly and open to visitors. In fact, the Aquan is often seen as a tourist spot, and for good reason. The island is beautiful, the beaches kept clean and scenic, the nearby mountains have an easy hiking path to their peaks. The main settlement is kept to the same standard. Clean streets, and friendly locals are a boon to Aquan's image as a vacation locale. The buildings are built of clay with wood supports and adorned with glowing blue coral harvested from the nearby coral reef. They are simple but pretty, again adding to Aquan's image.

## LEADERSHIP

Aquan is led by a main family with the eldest male and female being the heads of their leadership. The current patriarch is an elderly Drampa by the name of Jhaan, while the matriarch is a Slowking named Lyrei. Jhaan operates as the face of the city, greeting visitors and mediating disputes that require his attention. He's a warm and kind old man, but does not tolerate cruelty or disrespect. Lyrei on the other hand tends to the behind the scenes matters, such as accounting and negotiating with the Umbrian



Government. She has an outwardly frail appearance that disguises her shrewd mind and sharp tongue.

## AQUATIC TOWN

Aquan is also the home of the only fully underwater settlement in the nearby coral reef. It's here where nearly all of the fully water-bound Pokemon live. The underwater settlement is fairly simple, as many residents don't have the dexterity to construct more complicated dwellings. They instead opt for alcoves in the rock or coral itself, which they will section off as their homes and decorate to individual taste. During the night, parts of the reef light up with glowing coral. The main settlement itself has made accommodations for these Pokemon as well. Canals are dug through all of the streets and nearly all of the buildings will have a reservoir of water connected to these canals so that the fish Pokemon can interact and participate in the land based society.

## FESTIVAL OF THE TIDES

Aquan has a unique festival that takes place once a year called the Festival of the Tides. Historically used as a choosing ceremony for Lugia's Champion, the event has evolved into a celebration and festival. There are festival games, good food, expensive trinkets and celebration of Aquan culture. The event is capped off by a small tournament, where youths of the city compete to be crowned the Champion of the Tides. In the ancient past this would be the leader of their armed forces. In the modern day, it's a largely ceremonial title.

## AQUAN CORAL

Tourism is the main asset to the city, but it's not the only one. The city also harvests two special types of coral from the reef to export. The first is the coral that glows in the dark. Artisans will make them into luxury items like jewellery. The other coral is grown in a way that allows it to be a conduit for magic. Weaponsmiths on the island will make them into adornments for weapons that allow the wielder to use them as an arcane focus.

### AQUAN CORAL WEAPON

Uncommon (any weapon)

When wielded by a spellcaster, this weapon can be used as a spellcasting focus for their spells.

## GLACIUS

Glacius resides in the Nyx Mountains to the south of Cypress. Like Ignan, it is in an extreme environment. The Nyx Mountains are incredibly frigid and hostile to those without natural resistance to cold. There is only one known path up and down the mountains that links Glacius to the rest of the world. You'll find the settlement in a sheltered basin within the mountains, tucked away from the raging winds and blizzards. The buildings are made of sturdy stone and brick with little decoration. Many structures house multiple families and serve more than one purpose as the shelter is limited.

## CURRENT LEADERSHIP

Glacius is led by a Godhilde, an elderly Jynx. Godhilde has an extreme Glacius first mentality to her policies and is single minded in her goals to see Glacius rise in power. To what end, no one but she knows. Suffice it to say, she makes very few appearances outside of Glacius. When she does, her interactions are cold and laced with disdain.

## ISOLATIONISTS

Being situated in harsh arctic mountains, Glacius is very isolated from the world. And they like it that way. If Glacius had it their way, they wouldn't interact with the rest of the continent. As it stands however the city makes minimal contact with the outside world, usually just to sell wares and conduct their 'special operations.' The foreigners that do make the trek up the mountains are often turned away from the town gates. No one from outside is allowed in without invitation.

## ASSASSINS AND SPIES

A well kept secret of the city is that much of their resources and manpower goes into training elite assassins and spies. Glacian assassins are masters at infiltrating, fulfilling their task and leaving no trace behind. They are trained in a number of different espionage tactics ranging from the classic staying unseen and unheard to using silver tongue to gain access to their marks. Most of these assassins will stay with the city and work towards their interests, but some have taken their talents outside of the city as spies and hitmen for hire.

## WAR WITH ARBOSA

Glacius were the unfortunate losers of a war with Arbosa over control over an island in the Medya Gulf. The island is significant, as according to legend, the Tree of Life grows on this island. Due to outside meddling, Arbosa gained the upper hand in a pivotal skirmish in the Medya Gulf that led to important persons being taken prisoner. Glacius was forced to concede their claim to the island and negotiate the return of the prisoners. Though this war was lost ages ago, Glacius spies continue to seek out the location of





the island so they can attempt to wrest control of it for themselves.

### SILVER AND GEMS

Though barren, the mountains of Glacius are rich with precious metals and semi precious stones. Raw silver and stones along with hand-crafted jewellery make up the bulk of Glacian exports. However, the mountains are also home to a unique variant of silver known as Nyxian Silver. It is primarily used in weaponsmithing, as the biting cold of the Nyx Mountains extends to the silver. The export of Nyxian Silver is very slow, making it quite rare in Cypress and Umbra.

#### NYXIAN SILVER WEAPON

Uncommon (any melee weapon or ammunition)

This weapon or ammunition deals an additional 1d4 cold damage to a target on a hit. Additionally, it grants the wielder advantage on saving throws to resist extreme heat.

## ARBOSA

Arbosa is located on the south western peninsula of Aetinum past the Navis Plains. The dense Vyta Forest shrouds Arbosa from the outside looking in. Because of the distance needed to travel there and the fact there are no permanent roads to the area, Arbosa sees few outside visitors. Arbosa is the only city state made up of two types of Pokemon, those types being Grass and Bug type Pokemon. Buildings in Arbosa are made of wood and thick paper with elaborate ornamentation. Even humble homes will display some level of detailing.

### LEADERSHIP

The head of Arbosa is Lady Megaera. She is a kind and friendly Leavanny who cares deeply for Arbosa. The conflict with Glacius hangs heavy over her as she bears the burden for every life lost in combat with the opposite city. This does not shake her resolve though.

### HEALERS AND SHAMAN

The people of the Arbosa are uniquely connected to the natural world owing to their ancestral typing. This gives them a heightened acuity for natural magics. Many among the city are of druidic persuasion. Some of the most powerful druids on Aetinum hail from Arbosa. Many others walk the path of medicine, using herbs grown by Arbosan druids to make medicine and herbal remedies. Their potent healing and curative abilities have given rise to the myth that there is no poison nor disease that Arbosa cannot cure.

### THE TREE OF LIFE

Arbosa was victorious over Glacius in a war for possession of an island in the Medya Gulf. Having taken prisoners and landed on the island that held the Tree of Life, Arbosa forced Glacius to withdraw from the Medya Gulf. Arbosa claimed the island as part of their territory. The existence and location of the Tree of Life in Medya

Gulf is a closely guarded secret of Arbosa. As a holy land to them, none should be allowed to make the journey there without permission.

### SWIFTWOOD AND HERBS

Arbosa has no precious metals or precious stones to offer the rest of the world. Instead, their main exports are plants. Thanks to their landing on the Tree of Life island, they were able to obtain and farm a variety of medicinal herbs. These herbs are required for many potent medicines. Their other main export is a special type of tree known as Swiftwood. Lumber from Swiftwood trees is both sturdy and lightweight making it a perfect building or crafting material. The large buildings in Cypress rely on this material for their construction. Fletchers make great use of the Swiftwood's lightweight property as it allows arrows and bolts to fly true further than normal.

#### SWIFTWOOD AMMUNITION

Common (any ammunition)

When fired from a weapon, its short and long ranges both increase by 30.

## VENICANT/LIGHT'S REACH

Venicant, also known as Light's Reach is a bit of an oddity among the city states of Aetinum. Located in the swamp in northern Aetinum, it's the youngest of the five, only being rebuilt after the Void War. The 'city state' is actually made up of two towns in close proximity to another. One is Venicant, the ancestral home of Poison type City Sate. The other is Light's Reach, a settlement built during the Void War as a refuge for the displaced and a stronghold for the heroes of the age. The buildings take much inspiration from Cyprian architecture, made primarily of wood and stone. Venicant's take design inspiration from old Poison Type City State ruins with ornate tiered roofs and large round windows. Legends state that Mesprit lives at the bottom of a lake in Venicant territory.

### LEADERSHIP

Though they share the same land, Venicant and Light's Reach have different leadership. On the Venicant side, the Salazzele Murai is their chief. They take their job quite seriously with little of the typical behaviour exhibited by their species. They don't do their job alone however, as they have a variety of associates that they will consult before making decisions. Light's Reach's government on the other hand works more collaboratively. Offices are held by a variety of people with no one seat being more powerful than the others.



## **RESURRECTION OF VENICANT**

Before the Void War, the Poison Type City State was extinct. Records were found in the old stronghold that turned into the Order of the Astral Flame's headquarters that shed some light into what happened. It would appear that the city was the first victims of the Cult of the Void. This town was attacked and the residents forced to scatter to the rest of Aetinum. Because of their old policies of little contact and the lack of imports or exports, no one noticed until it was too late. This was approximately 25 years before the Void War proper, throwing when the Cult of the Void started into question. Venicant was resurrected by Chief Ariana, a Nidoqueen and descendant of the previous Chief of the town. Light's Reach was founded by a Delphox cleric of Reshiram named Lucas. It was originally intended to be his group's stronghold but turned into a haven for refugees. Fighting the same fight, Chief Ariana agreed to the founding of Light's Reach on ancestral Venicant land.

## **SCHOLAR'S HAVEN**

Light's Reach is home to the only magic school outside of Cypress and Venicant has the only magitech research facility outside of Umbra. Though both facilities are much smaller compared to their counterparts, they are also more affordable and not subjected to the bureaucracy that limits the state run guilds. Because of their less sophisticated facilities, they tend to be the backup choice for many aspiring mages and magitechnicians.

## **IMPORTS**

Being in the middle of a swamp, Venicant has no unique exports. Instead, Chief Ariana arranged for Venicant to be the port of entry for imported goods coming from Delon in partnership with Omega Mercantile. This means that even though they have no exports of their own, they still have economic value as any foreign goods coming from Delon must go through Venicant. These goods include things like components for magical research in Cypress and delicate magitechnical devices for construction in Umbra as well as a myriad of luxury goods that flow into both countries.



# THE VOID WAR

**N**OT TOO LONG AGO, THE ENTIRE WORLD WAS plunged into turmoil once again. This time though, the threat came from beyond. Unbeknownst to mages and scholars, a plane of existence that feeds off of fear, hate and anger would connect itself to the material plane. A plane that would become known as the Voidlands. The denizens, Void Shadows, would begin whispering into the ears of the discarded and down-trodden. They would promise wealth and power for little price. These whispers would lead to the formation of the Cult of the Void, who would begin secretly laying the groundwork for a full scale invasion of the material plane.

## THE REAWEAVE

Their first major action caused the event known as the Reweave. The event coincided with the arrival of the leader of the Void Shadows, the Void Lord: Dark Matter. His first target was Terapagos to alter the glyphs on its shell, rewriting the rules of magic not only going forwards, but also rippling backwards in time. Some can remember a time when magic worked differently before the Reweave, but for a majority, this was simply how things had always been.

## PETRIFIED LEGENDS

It is unknown how long the Void Shadows were directing the cult. But their first major public action was to deliver the petrified forms of Latios and Latias to the Hanging City before launching an attack against the city. The Void Shadows were repelled, but that was certainly not the last that the world had seen of them. It is speculated that this was a power play by the cult to sow discord among the common folk, subsequently boosting their own power.

## RESISTANCE

Void Shadows continued to crop up in more and more places. Adventurers and military alike were unprepared for these otherworldly threats. Bands of adventurers formed and began fighting back against them. The resistance against Void forces wasn't completely disorganised however. The Order of the Astral Flame would work in the shadows to squash plots where they could, directing their agents to mitigate major threats before they got out of hand.

## MASS ABDUCTIONS

A second major attack would occur, almost out of nowhere. Void Shadows and Pokemon cultists alike began attacking cities and towns across the continent, spreading resources almost too thin to counter. During this attack, countless Pokemon were kidnapped from their homes. Where they were taken is unknown. This attack would be the last major play from the cult for a

number of years. However, the steady stream of Void Shadows that had found their way into the material plane would lead to more dangerous, more powerful Void Shadows terrorising the continent during this time period.

## ASSAULT ON THE UMBRIAN CAPITAL

The next assault from the Void Shadows would prove to be an important one. Dark Matter himself took to the streets of Umbra Castle town and began wreaking havoc during their annual Magitech Expo. He seized control of defence automatons being unveiled and unleashed hordes of Void Shadows and cultists in a bid to take a major city and deal a massive blow to any resistance that could be posed against the Void Lord. Fortunately, the Magitech Guild had a solution. They powered up a massive dome of energy that encompassed the city, originally intended to repel outside threats, now repurposed to be an inescapable prison for the Void Lord and his forces. And anyone unlucky enough to still be in the city when the dome was erected.

## AWAKENING A TITAN

The forces of the Void did not take this lying down. In a bid to free their leader, the cult awoke the Titan Groudou and bound him to their service with unknown magic. The barrier was not rated to repel an assault from a Titan. Fortunately, the Order of the Astral Flame moved quickly, intercepting the Titan and laying the cultist forces controlling Groudou to rest. What happened to the Titan of Land after this is unknown.

## THE SIEGE OF UMBRA CASTLE TOWN

With the Void Lord imprisoned, albeit temporarily, the Order of the Astral Flame began to mobilise, coming out of the shadows and recruiting any who would stand against Void forces. A makeshift army was amassed to march upon the gates of Umbra Castle Town in a siege that would determine the fate of not only the city but the material plane as a whole. The shield was lowered and a bloody battle ensued, a counter invasion that lasted hours. The very air within the city was suffused with Void essence, the whole Castle Town had become the Void Lord's domain. In the end, elite members of the Order were able to breach the castle and slay the Void Lord, ending the Void War once and for all.



## VOID THREAT

The threat posed by the Cult of the Void may have been squashed, it has not been entirely eradicated. Void Shadows and those that they use as puppets still lurk in the shadows. The Voidlands and the material plane are forever linked and no force, not even Arceus, can change that.

Void Shadows and the Voidlands both feed off of negative emotions such as anger, fear and hate. The stronger those emotions are in a person, the more vulnerable they are to void influence. During the Void War, the Void Shadows leveraged this ability by terrorising the population and gaining power from the fear and terror they inspired. Void Shadows and Void Cultists can communicate through a language known as Void Speech.

## VOID SHADOWS

Void Shadows come in many forms. The bulk of them are aberrant in nature and are vulnerable to magic that can target or abjure aberrations. They look nothing like any Pokemon that exists on this plane, nor do they look like any known arcane entities. They are wholly alien and easily distinguishable as beings from beyond. Many of them have abilities that alter or take advantage of their victim's mental state. Others have magical abilities that can warp reality or perceptions of reality. Psionics and magical abilities are common among most Void Shadows. Rank and file Void Shadows are generally not intelligent. They are driven by a desire to consume and destroy.

## NATIVE VOID SHADOWS

Void Shadows can also take the form of animated corpses or corrupted Pokemon. When animated by Void energies, undead Void Shadows act similarly to undead creatures animated via necromantic magic. They shuffle mindlessly around, usually guarding a post or being directed as fodder by their animator. Corrupted Pokemon are a different matter altogether. Through a ritual known only to high ranking members of the Void Cult, unwilling Pokemon can be transformed into grotesque monsters. Eyewitness accounts describe these monsters with the term 'body horror.' Corrupted Pokemon have similar abilities to the rank and file Void Shadows. The key difference is that they are more intelligent and many are more powerful, somewhat retaining the intelligence and skills they had in life. During the Void War, some high ranking Void Cultists purposely corrupted themselves into these creatures to heighten their own power. These corrupted Pokemon are vulnerable to magic and effects that target monstrosities.

## VOID PLANTS

From those who escaped the Voidlands, we know of another form of Void Shadow. They are similar in

appearance to flora from the material plane, though they can move and act the same way a living creature can. Reports tell us that when they aren't moving, they look just like native plants from the Voidlands. This is possibly a hunting mechanism. These plants have some ability to alter mental state via spores and pollen like their Void Shadow counterparts. Void plants have not been seen on the material plane as of yet.

## KILLING A VOID SHADOW

Killing Void Shadows is not as simple as it seems. When a Void Shadow is killed on the material plane, the body dissolves into a black tar-like substance. From those that have escaped the Voidlands, we have surmised that they return to the Voidlands when slain on the material plane. On the other hand, when slain in the Voidlands or a place that was significantly warped by Void presence (such as Umbra Castle Town during the siege that ended the Void War,) Void Shadows are permanently killed and leave a body. Void Shadows that are created by corrupting Pokemon or animating corpses don't share this trait and can be killed by normal means.

## CULT OF THE VOID

Cultists that have joined the Cult of the Void are generally Pokemon that live on the fringes of society. They are downtrodden, abused, and forgotten. Their resentment leaves their mind in a perfect state for Void Shadows to whisper to them and coax them to their cause. When in uniform, cultists wear distinct red and black robes and cloaks over their armour. However, since the Void War, none of these cult robe designs have been seen in public.

## CULTIST ABILITIES

The abilities of cultists vary from person to person, but everyone that joins the cult gains some level of magic or supernatural ability. Elite cultists are proficient in both magic and close quarters combat. The most formidable fighters were able to weave Void magic with their weapons. Many cultists were trained in the art of subterfuge. These cultists were given power over shadows, able to shape them to conceal themselves and disappear from view altogether. Powerful cultists of this nature were able to infuse their weapons with shadow, allowing them to cut deeper. Mages that join the cult have their magical abilities amplified. Once average mages could rival the most studied graduates of the Magi Guild. These mages are also granted knowledge of spells that are unique to Void Cultists. Very little is known about Void magic. Scholars during the Void War hypothesised that the mental state of the caster is an important component of the spells.



A seemingly unique magical ability that some high level cultists possess is complete mental domination. Through an as of yet unknown ritual, cultists are able to take any person and brainwash them into doing the cult's bidding. The only visual signs of this brainwashing are completely black eyes. While the specifics of the ritual are unknown, it seems like it cannot be done instantaneously, as it has not been performed during battle. The effects of the brainwashing have not been able to be undone or dispelled by any ordinary magical means outside of the Wish spell or Divine Intervention.

This does not mean that the effects are permanent however. A sure fire way to release someone from cultist control is to simply kill the cultist that conducted the ritual. This severs the bond permanently and has no lasting consequences.

## CULT PRESENCE TODAY

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In the modern day, the Cult has lost a unified presence and appearances from cultists are virtually non-existent. If this is because they're gone for good or because they've been keeping themselves secret is uncertain.

## VOIDLANDS

The Voidlands is the home dimension of the Void Shadows. During the Void War, hundreds were trapped in this hellish dimension with no way to return. A handful of those who were trapped broke out of this prison, and it is thanks to them that we have any information about the Voidlands.

## ENTERING THE VOIDLANDS

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The Voidlands have been dubbed a prison plane. This means that once inside of the plane, it's impossible to leave the plane by normal magical means. The escapees reported that they needed to find an established exit to the plane. They used a portal atop a mountain they described as 'flipped on its tip.' Any other exits to the Voidlands are unknown. Entering the Voidlands is

much simpler. Any spell that allows the caster to teleport across dimensions will do as long as they have the components necessary. High ranking cult mages were also able to open planar portals to the Voidlands. Additionally, some Void Shadows are able to, instead of killing their victims, send weakened prey into the Voidlands.

Once inside of the Voidlands, one would find themselves in a desolate expanse of eternal twilight. The air is oppressive and thick making it hard to breathe. Black and purple plants can be seen growing across the landscape. Reports from those in the field say that the plants bleed when you cut into them.

## LOCAL POPULATION

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The Voidlands are unsurprisingly populated by Void Shadows of many kinds. Not just the kinds that were fought on the material plane during the Void War, but also kinds that have yet to have invaded our plane. Reports from the escapees recounted heightened aggression from Void Shadows on their home plane. It would appear that they are more powerful on their plane of origin. It would also appear that not every Void Shadow is allied with Dark Matter, as some of the escapees recounted negotiating with a faction of Void Shadows.

## REGIONS OF THE VOIDLANDS

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Depending on what region of the Voidlands you find yourself in, the land itself can affect your mental state. Each region of the Voidlands is ruled by a Void Lord, an extremely powerful Void Shadow. Those who escaped from the Voidlands described two distinct locales.

The mountain range is the domain of the Void Lord of Dreams. It is similar topologically to mountain ranges on the material plane, though they have deep tunnels and cave systems carved out of them. These are likely used as shelter by Void Shadows as the escapees had to fight their way through these tunnels. The range is steeped in paranoia, the pressure of the environment making wanderers fearful and nervous. Those who passed through here spoke of paranoia and feeling like they were being watched at all times.

A gigantic chasm spanning hundreds of miles of desert is the other location that was explored. The reports spoke of the Void Lord of Mind that holds dominion over the chasm and its inhabitants. Unlike the majority of the Voidlands, the chasm and its Lord seemed amicable and even assisted at times. The desert would appear to be closely associated with self-doubt and depression, amplifying these feelings in the escapees. This made it hard to formulate plans anywhere near the desert and chasm.



## VOID TOUCHED

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If a person spends too much time in the Voidlands or in contact with Void essence, they do not escape unscathed. The unlucky of them can gain physical mutations. These can range from benign to altering major parts of a person's biology. The very unlucky can have their mind altered and perception warped resulting in mild to severe insanity. Only the mildest of symptoms can be magically removed. But even then, these people are never the same. Some lucky few have themselves changed for the better. They gain controllable mutations or magical abilities. There is little research into these abilities, as cases tend to vary wildly between individuals while also being rare already.

## THE DAWNBRINGERS

Among the resistance fighting back against the Void Threat, two key figures rose to power. Known as the Dawnbringers, they were two Pokemon that wielded the power to repel the Void. As potently as the highest cult archmages manipulated negative energy, the Dawnbringers wielded light and hope. How they gained this power is unknown, but their actions during the Void War have garnered them a widespread following. When people were trapped in the Voidlands they created Sanctuary, the only place within the Voidlands that was safe and comfortable. The Dawnbringers were also pivotal in rescuing people from the Voidlands.

Since the Void War they have continued their duties, stamping out corruption and dispatching any Void Shadows that manage to slip into the material plane. Their lifespans must have been extended by the magic they possess, as they still appear youthful despite them fighting in the Void War one hundred years ago. The combined power of the Dawnbringers allows them to grant a measure of their abilities to others to aid their fight as patrons to warlocks described later in this book.

## TOVU REES

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Tovu Rees is a Togedemaru cleric dedicated to Marshadow. She is a headstrong warrior with little subtlety. Tovu is not one to run from a fight, often being the one picking them. She doesn't have much of a gift for words and prefers to let her hammer do the talking.

## LYLA EVANS

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Lyla Evans is a Meowstic sorceress, with a gift for both light and dark magic. She's gentler than Tovu and prefers taking a more measured approach to problems. She is deeply empathetic and has a strong urge to help those in need contrasted by her complete intolerance to injustice.



# ORGANISATIONS OF AETINUM

## MAGI GUILD

The Magi Guild is the largest magic university on Aetinum, dwarfing Tempus City's and Light's Reach's magic school by a wide margin. The guild is the centre for organised magical study and research on Aetinum. It is funded by the Cyprian government and as such is guided by Cyprian interests. The guild has two branches, one in Cypress Castle Town and one in the Hanging City.

### RESEARCH FACILITIES

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The Magi Guild in Cypress Castle Town is the smaller facility of the two. However, the research and study done at this branch is more specialised than the branch in the Hanging City. The facilities are more sophisticated than that of the other branch allowing for advanced research into the secrets of magic and the universe. Currently, the Magi Guild is racing with the Mages Collective of Buairweh to uncover the secrets of the other planes of existence.

### MAGIC UNIVERSITY

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The Hanging City branch is much larger as it primarily functions as a university. Though the Castle Town branch has some teaching facilities, the Hanging City branch is purpose built to educate. This branch is staffed by experts in each school of magic as well as periphery disciplines such as equipment enchantment and potion making. New students of the guild undergo a magical aptitude test before enrollment. The Magi Guild turns away few applicants.

### MEW?

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It has come to light that the Magi Guild was led by the one and only Mew, the ancestor primordial. Since then, it's come into question for how long has Mew been puppeting the guild, and to what end? How many of the heads of the guild have actually been Mew in disguise? Since they were revealed, Mew has seemingly left the Magi Guild, though no one knows where they went.

## MAGITECH GUILD

The Magitech Guild located in Umbra Castle Town is the only tinkering and machining guild on Aetinum. Like the Magi Guild, it acts as both a school and a research facility. Here, the guild researches and develops various magitech machines. The guild is responsible for devices like personal timepieces, small item levitation devices and special magitech weapons. The Magitech Guild is funded by the Umbrian government, most of that money coming from the Umbrian military. As such, much of the research and development goes into weapons, military, and defence tech. Unlike the Magi Guild, the Magitech Guild is selective of applicants, accepting only the brightest minds.

### AUTOMATON BAN

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In the past, the guild conducted extensive research into autonomous defence units. Because of the events of the Void War, activists like the Luxray Magitech prodigy Jace Ray lobbied successfully to outlaw the creation of autonomous machines. This ban covers all automata built for warfare as well as automata built to replicate life. These activists spent years lobbying in other parts of the world, successfully getting automata banned worldwide.

### COLLABORATION

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The Magitech Guild collaborates closely with Kethryl's Arcanomechanics to conduct research into machines that can't be developed by one group alone. While the Magitech Guild has access to Marblestone Batteries, a form of stone that can store large amounts of magical energy, the Archanomechanics have their own device that can only be made by them. Kethryl's Catalyst Quartz are made of gemstones that are only found on Delon and can be used in magitech devices to provide efficient energy transfer. Together, these devices allow for much more complex machines than either could develop alone.

### MAGEARNA?

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At the same time Mew was revealed as the head of the Magi Guild, Magearna unmasked herself as the head of the Magitech Guild. This raised all of the same questions. Similarly to Mew, Magearna left the Magitech guild and has not returned.





## ORDER OF THE ASTRAL FLAME

During the Void War, the Order of the Astral Flame was pivotal to the defence against the Void threat. They were a highly secretive organisation that worked in the shadows to keep the continent safe. They were few in number and many didn't know who other agents were without their badge. Many of their agents were in positions of power to feed information to the Order. The Void War tested them, eventually forcing them out of the shadows to defeat the threat that the Void posed. Since coming out of the shadows, the Order has been forced to conform to Cyprian and Umbrian rules and restrictions. No longer can they act without oversight even if it's for the better of the continent.

### THE ORDER TODAY

In modern day, the Order functions more like an adventurer's guild. They find and recruit prospective and talented adventurers and bring them to their campus north of the Border Forest for training. While they don't have the same level of facilities as specialised schools such as the Magi Guild, they make up for it with their faculty of veteran adventurers, combat instructors and accomplished mages.

### PRESTIGE

The fact that they were the organisation that ended the Void War is a great source of pride for many agents. The relative peace of the current age however sees the Order resting on their laurels. Many of their agents haven't seen real large-scale conflict. Though widely seen as a prestigious adventurer's guild, astute observers can see how much of the Order's power has waned.

## TREASURE HUNTER'S GUILD

The Treasure Hunter's Guild is a crime syndicate hiding behind an innocent sounding moniker. They primarily target powerful magical artefacts, with little regard for the more mundane magic equipment that many adventurers use in their daily work. These magical artefacts are compiled and distributed among the high ranking members of the organisation though some end up being sold off to fund more heists.

### ARTEFACT HUNTERS

Informants have been able to ascertain that the highest ranking members of the organisation are tracking artefacts associated with legendary Pokemon. To what end is unknown, but it is assumed that their goal is to claim them for themselves.

## KEEPING UNDER THE RADAR

The Treasure Hunter's Guild has done a good job of keeping their movements out of the public eye. This is in part because they don't usually target small businesses and common folk unless necessary. Their targets are typically wealthy merchants and caravans such as those under Omega Mercantile. Still, the wealthy and powerful hear about the Treasure Hunter's Guild more like a rumour than a legitimate threat.

## DIAMOND ORDER

The Diamond Order was founded by the Absol Warlock Cassandra and the Archeops Paladin Calvin in response to the Void War. They are an order of knights and paladins dedicated to protecting the world from extraplanar threats. They train their forces in magic and battle tactics that are most effective on creatures from beyond and either dispatch them or return them to their home plane. This order has a particular disdain for Void creatures, and rightfully so after the events of the Void War. Their zeal towards rebuking extraplanar threats leads them to loathe even the otherworldly beings that pose no threat.

### RECRUITMENT

The Order will often seek out new recruits from a young age, and often from temples dedicated to Dialga. These young recruits will be brought to Light's Reach and be taught the ways of the Diamond Order. The Order itself is made up of an equal number of knights and spellcasters. It is common for a knight and a spellcaster to be designated as a working duo. The Order's belief is that this is vital for a knight and a spellcaster to be able to work in tandem to be most effective at combating the threats they seek to cull.

### THE TWO ORDERS

The Diamond Order and the Order of the Astral Flame have a close working relationship. The founding members of the Diamond Order worked closely with the Astral Flame during the events of the Void War. The Astral Flame will send promising talent to the Diamond Order to train as well as any intel they gather on possible extraplanar threats. The Diamond Order in turn will often assist with Astral Flame business, acting as reserve troops as needed.

Some in the Diamond Order question this arrangement, as the zealous among them see it as a distraction from their true duties.



## REAPER'S TALON

Though Yveltal isn't widely worshipped, there is a hyper-zealous sect of Yveltal worshippers that call themselves the Reaper's Talon. While Yveltal's tenants call for the culling of undeath, the Talon takes it a step further. Their belief is that the dead should stay dead and that resurrection magic steals souls from their rightful resting place.

### RETURN TO THE GRAVE

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The Reaper's Talon approaches this goal by hunting people that have been brought back from the dead. It is unknown how they are able to tell if and how a person has been resurrected. It's possible that they get visions from Yveltal himself, but that is just speculation. For some reason, the Talon doesn't hunt people that have been revived quickly after they die (typically by the Revivify spell.) This could be because, according to scholars, the soul doesn't depart for the afterlife until after such magic is ineffective.

### STALKING THEIR PREY

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Talon hunters will use a myriad of tactics to approach their targets. Between ambushing them while travelling to getting close to a target before assassinating them, the Talon is good at getting to their target. Those who are unfamiliar with the Talon, which is most, will be swiftly returned to the afterlife.

## OMEGA MERCANTILE

Among the richest merchants, one name dwarfs them all. Omega Mercantile is the largest international shipping and merchant organisation in the world. It's helmed by the titular Omega, who recently unmasked himself as the immortal Mewtwo. Since unveiling himself, he has been under scrutiny. What does he want? Why reveal himself now? Omega shrugs these questions off and continues business as normal.

### OMEGA HIMSELF

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The man himself is enigmatic as he seems. Despite having the resources and the employees, he does much of his business in person. Those who have negotiated with him describe him as intimidating. He speaks eloquently and confidently. He seems to know exactly the buttons to press to get him what he wants. If Omega walks into a business meeting, he is walking out on top.

### GOODS AND SERVICES

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As a shipping and merchant company, Omega Mercantile deals in a variety of goods. Most know the company for their sale of magical equipment though. The company has a vast fleet of both shallow and deep water vessels that it uses to ship internationally. Within a given continent Omega Mercantile typically delivers through caravans but for high value cargo and well

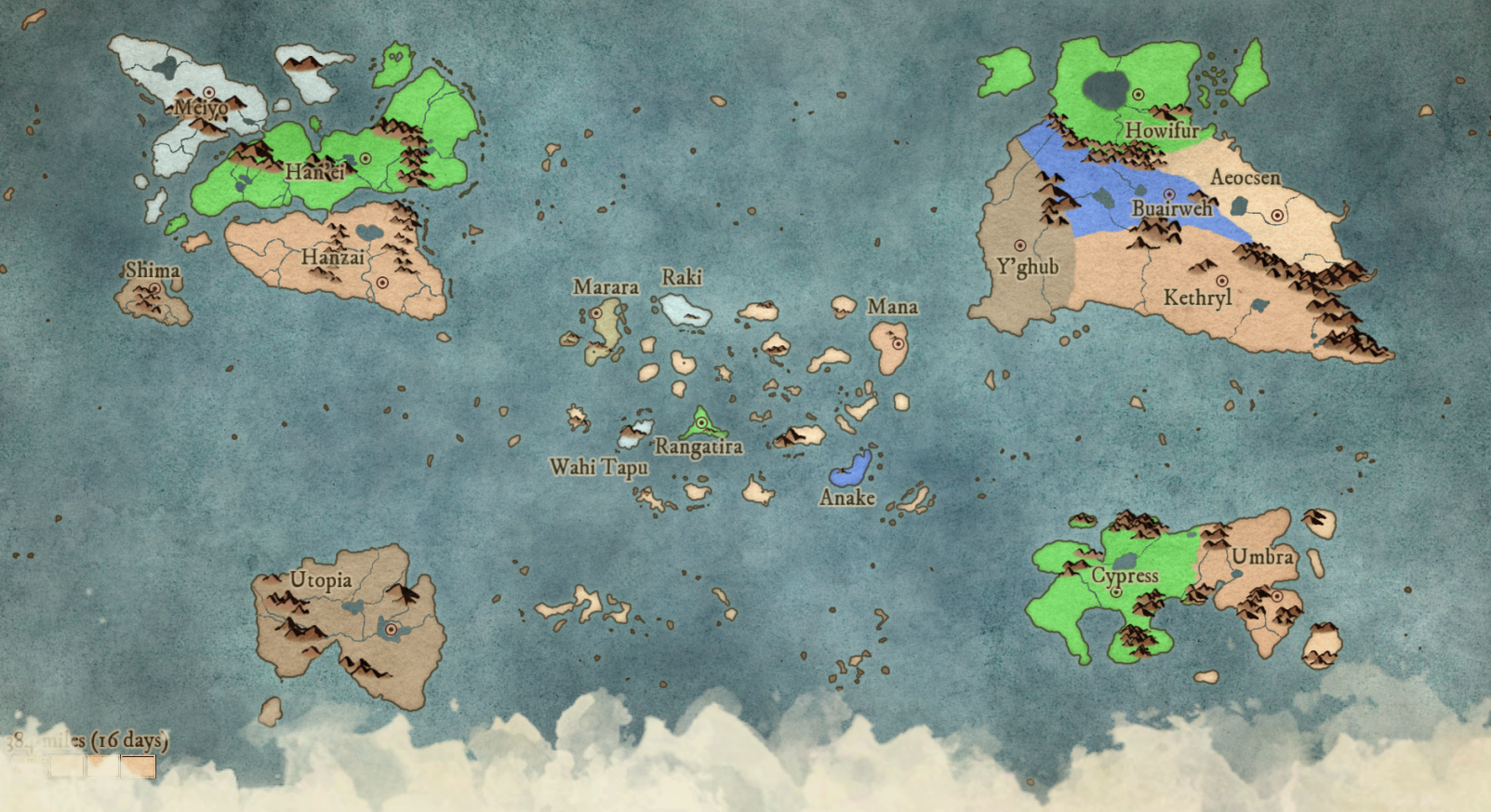
paying customers, can deploy high speed airships. Omega seems to have a fondness for adventurers as he has a special stock of magical weapons, armour and equipment set aside just for them. Access to this stock is highly coveted and is seen as a status symbol among adventurers.

### HISTORY OF THE MERCHANT

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Omega Mercantile is an anomaly. Even before the eternal storms were quelled, a version of Omega Mercantile existed on each continent. Stranger still, a version of Omega seemed to be at the head of them all. This led to some theorising he can be in more than one place at a time. Others believe that he could teleport between continents before the storms ceased. No one knows the real answer.





## THE REST OF THE WORLD

**A**PPROXIMATELY ONE HUNDRED YEARS AGO, THE eternal storms that surrounded Aetinum ceased and the seas calmed enough to allow sea travel. Explorers departed and began to map the new ocean, finding four other continents along with a plethora of outlying islands scattered amongst the sea.

Historians have dubbed this event the Rejoining, as the world was free to reconnect without the barrier of the storms. Though the eternal storms have ceased across the globe, there is still a super storm raging across the ocean that continues to this day. The Stormfront moves slowly across the ocean, forcing navigators to take it into account when plotting routes. Communication between the residents of these continents proved difficult, a language barrier hampering most negotiation. This was quickly rectified with comprehension magic and the age of globalisation began. This tome will briefly cover the continents of the world and their kingdoms to provide context.

### DELON

Delon is the first continent that the people of Aetinum made contact with. During the Void War, the merchant tycoon Omega discovered a break in the eternal storms. He led a voyage across the seas and discovered Delon. The heroes of the age that accompanied him negotiated with Kethryl and were supplied with a contingent of the Kethryl military. Over the ages, the kingdoms of

Delon became close allies to those on Aetinum as they were the first continents to make contact with another. Out of the rest of the world, Delonians are most likely to speak Aetinian.

### KETHRYL

Kethryl is the birthplace of arcanomechanics on Delon. Unlike Umbra, Kethryl has several smaller independent labs working to research and develop machines. The Kethrylians believe this will lead to innovation as they compete to be the first to develop key arcanomechanics. Society in Kethryl is very rigid and hierarchical. Citizens are expected to stay in their lane and do as they are told. The kingdom is also highly militaristic. Their patron deities, Giratina and Victini reflect this. Most advances in arcanomechanics tend towards military uses, though they often later are adapted for civilian use. The Arcanarail and airships are prime examples of this. Due to a crippling blow dealt by the Cult of the Void during the Void War, Kethryl has lagged behind Buairweh as the superpower of the continent.

### BUAIRWEH

The current superpower of Delon, Buairweh, is a magocracy. It is ruled by the Mage Queen and her council of high archmages. They have little contact with Aetinum outside of the little they share with the Magi Guild. Buairweh also has a very strict social structure which is very focused on individual merit. The better



you are at something important in Buairweh, the better off you'll be. This lets them fit in well in Umbra, but leads to some culture shock in Cypress where they do most business. Buairweh claims to have ties to the ancient Rainbow Empire, but these claims have yet to be backed up.

## HOWIFUR

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The elusive kingdom of Howifur has almost no contact with Aetinum. They are ruled by the God King Calyrex, the Primordial of Growth. How or why he came into this position is unknown. Howifur citizens tend to not mesh well with the Aetinian culture of collaboration. Their home kingdom does not have a very large presence on the world stage, and it appears this is on purpose. Howifur seems to believe that it would be better off if they had less contact with the outside world. Like Buairweh, Howifur claims that they are remnants of the ancient Rainbow Empire. And like Buairweh, they have not been able to back this assertion up.

## AEOSCEN

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As the merchant capital of the world, Aeoscen has their hands in everyone's pockets. Every major merchant company tends to run out of this kingdom. Aeoscen operates as a plutocracy; those with the most money have the most power. This philosophy extends to their citizens, who on average are better off than citizens in other kingdoms. Wealthy Aeoscenians often travel to other parts of the world, including Aetinum, where they spend exorbitant amounts of gold. Aetinian shopkeepers will often try to ingratiate themselves to these Aeoscenians to squeeze just a little more from their wealthy patrons.

## Y'GHUB

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Aetinum does not like Y'ghub. Until recently, Y'ghub was the last kingdom in the world to practice slavery, a practice never done on Aetinum that they see as abhorrent. Because of this, Aetinum has had little political contact with Y'ghub. People from Y'ghub tend to share similar pragmatic philosophies to Umbrains, allowing them to blend in well with them if they're able to lose their Delonian accent. Like Kethryl, Y'ghub worships Giratina and claims to be remnants of the holy kingdom dedicated to the god of war.

## KURA

Kura is another large continent to the north west of Aetinum. It was discovered by explorers hired by the Magi Guild shortly after the Void War and the eternal storms ceased for good. The mainland is divided into three kingdoms by a northern and southern great river. A fourth kingdom, Shima, is situated on an island to the south west of the continent. Young Aetinians have a certain fascination with Kura and Kurain culture.

Kurains tend to have difficulty speaking Aetinian, preferring to converse in Common

## MEIYO

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Meiyo is a kingdom of perfection. It is often said on Aetinum that the best craftsmen hail from Meiyo. Many goods, luxury and otherwise, are imported from the master craftsmen that work here. While there is a focus on mastery on all of Kura, citizens of Meiyo value mastery of craftsmanship most. People from Meiyo have a strong sense of personal honour, making them fit in with the more traditional society in Cypress.

## HANZAI

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Where Meiyo is a kingdom of perfection, Hanzai takes this ideal and twists it. Hanzai politicians value martial perfection and combat mastery predominantly for the power and influence they bring. Hanzai is run by a collection of cartels that agree to stay out of each other's way, while also looking for ways to gain the upper hand over the other. People who leave Hanzai are split between people given a task by their cartel and those trying to escape their crime-riddled homeland.

## HAN'EI

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Han'ei is a kingdom that is sandwiched between two diametrically opposed kingdoms. The honourable kingdom of Meiyo to the north and the crime riddled kingdom of Hanzai to the south led to Han'ei taking some ideals from the both of them. The focus of mastery in Han'ei trends towards the accumulation of knowledge. The largest repository of information containing records from the Sundering is held in Han'ei. Scholars from Aetinum will sometimes make the trek to Han'ei to study the texts here to see if they can uncover the secrets of the Sundering. Conversely, Han'eian scholars often travel to other parts of the world to gather more information for their libraries.

## SHIMA

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Shima is a much smaller kingdom that is waiting to be absorbed into one of the larger kingdoms. Shima's land is poor and doesn't have much in the way of natural resources. However, the kingdom has unearthed many artefacts from the Sundering, making it historically significant. They seek to join another kingdom to bolster their economy and gain the support they desperately need. Like citizens from Hanzai, people from Shima tend to travel to immigrate to other kingdoms.

## UTOPIA

Utopia is a small island kingdom to the west of Aetinum. Somewhat smaller than Aetinum, Utopia is a continent that is fully united. It has a tropical climate that draws in wealthy tourists from all over the world. Utopia was unfortunately ravaged during the Void War and took a while to dislodge the cult presence on the



continent. It was rebuilt with the help of other countries after the Rejoining and became a huge vacation spot for the wealthy people of the world. While Utopia has little power on the world stage here as they don't have much military presence, they have a lot of influence. They offer incentives to wealthy people and businesses to attract them into making their homes and headquarters here. Utopia's government have gotten really good at influencing international politics with their status as a desirable location. Utopians are very idyllic in nature, as many of them don't see as much hardship than other continents. This leads many except the most driven to stay in Utopia.

## POKAPU

Pokapu is a collection of islands centred around where Regigas originally split the continents apart. There's a lot of volcanic activity here, and the islands are tropical and beautiful. While the larger islands are named and

fully settled, some outlying islands have villages and towns with either no name or only locally known names. Additionally, hidden in these scattered islands are pirates of all sorts. The named Islands are city states, ruled by a coalition government found in Rangatira. Almost nothing gets done except in cases of emergency as the gathered council finds little to agree upon. The weave in Pokapu was disrupted by Regigigas, making the birth of spellcasters rare. The islands and mountains are filled with deposits of rare minerals and gemstones. A whole new type of enchanting and magic item crafting technology was developed here to compensate for the lack of natural weave. The ocean between the islands holds sunken treasure; ancient artefacts that date back to the Sundering and beyond. This drives scholars, adventurers, and treasure hunters in droves to the waters of Pokapu. Visitors from the islands to Aetinum are often overwhelmed by both Cyprian and Umbrian society, as life on the islands of Pokapu is much more rustic in comparison.

## PLAYER OPTIONS

### DAWNBRINGER PATRON

The Dawnbringer was said to be a legendary hero that rescued people from a land shrouded in corruption, elevated to near divinity for her deeds. She seeks to rid the world of unholy creatures that would seek to do evil to the common man and recruits others to her cause.

#### DAWNBRINGER FEATURES

##### Warlock

Level	Level
1st	Expanded Spell List, Bonus Cantrips, Well of Light
6th	Purifying Pulse
10th	Sanctuary of Dawn
14th	Channel Dawn

#### EXPANDED SPELL LIST

The Dawnbringer lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Spell Level	Spells
1st	Cure Wounds, Detect Evil and Good
2nd	Lesser Restoration, Aid
3rd	Beacon of Hope, Create food and Water
4th	Aura of Purity, Aura of Life
5th	Greater Restoration, Dawn

#### BONUS CANTRIPS

At 1st level, you learn the Light and Spare the Dying cantrips. They count as warlock cantrips for you, but they don't count against your number of cantrips known.

### WELL OF LIGHT

At 1st level you gain a number of dawn dice equal to your charisma modifier +1 (minimum 2.) These dice are d6s. You can spend them in the following ways

- When you deal damage with a melee weapon or cantrip, you can spend one dice, rolling it and adding the result to the damage of the weapon or one damage roll of the cantrip. This extra damage is radiant damage.
- You can use a bonus action to spend one of dice while touching a creature. That creature regains a number of hit points equal to a roll of your dawn dice + your charisma modifier.

Your dawn dice become d8s at level 6, d10s at level 10 and d12s at level 14. You regain all of your dawn dice on a short or long rest.

Additionally, when you cast Eldritch Blast, you can choose for the rays to deal radiant damage instead of force damage.

### PURIFYING PULSE

At 6th level you can let out a pulse of energy to help your allies recover from ailments. As an action, you can let out a pulse that ripples out in a 30 ft radius centered on you. Any creatures of your choice in the area can immediately attempt to make a saving throw against an effect that would require them to make a saving throw at the end of their turn. You can use this feature once before requiring a short rest or long rest. At 10th level, creatures have advantage on their saving throws prompted by this feature.

Additionally, you immune to the charmed or frightened condition originating from aberrations, undead and monstrosities.



### SANCTUARY OF DAWN

At 10th level, your patron bestows upon you the power to create a sanctuary of relative safety. You can cast Private Sanctum once per long rest. Additionally, any creature rolling a hit dice during a short rest in the sanctum instead regains the maximum number of hit points from the hit dice. This benefit only applies to the first short rest taken in the sanctum per cast.

### CHANNEL DAWN

At 14th level, you can borrow your patron's powers to let out a burst of energy to annihilate your enemies and heal your allies. As an action, you can release a burst of light in a 30 ft radius centered on you. Each creature of your choice within range is subjected to one of the following effects. You can choose different effects for each creature.

- **Annihilate.** An affected creature must make a constitution saving throw against your warlock spell save DC. On a failure, a creature takes 6d10 radiant damage and is blinded until the start of your next turn. Aberrations, undead and monstrosities take an additional 4d10 radiant damage. On a successful save, a creature takes half as much damage and is not blinded.

- **Restore.** An affected creature has hit points restored equal to your warlock level plus twice your charisma modifier. The creatures of your choice are also effected by the Lesser Restoration spell.

You can use this feature once before requiring a short or long rest.

## HOPE DOMAIN CLERIC

Clerics of the Hope domain are bastions of will on the battlefield. Your hope burns bright against the raging onslaught of death and despair.

### HOPE DOMAIN FEATURES

Cleric Level	Level
1st	Domain Spells, Bonus Proficiency, Hope's Flame
2nd	Channel Divinity: Bond of Hope
6th	Hope's Shield
8th	Divine Strike
17th	Guardian of Hope

### HOPE DOMAIN SPELLS

Starting at 1st level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Hope Domain Spells table. These spells count as cleric spells for you, but they don't count against the number of cleric spells you prepare.

Cleric Level	Spells
1st	Protection from Evil and Good, Shield of Faith
3rd	Aid, Gentle Repose
5th	Beacon of Hope, Spirit Guardians
7th	Aura of Purity, Aura of Life
9th	Circle of Power, Wall of Light

### BONUS PROFICIENCY

At 1st level, you gain proficiency with martial weapons and heavy armor.

### HOPE'S FLAME

Starting at 1st level, when you hit with a weapon attack, you can spend a spell slot of 5th level or lower to deal additional radiant damage. This additional radiant damage is equal to a number of d4s equal to 1 + the level of the spell slot spent.

### CHANNEL DIVINITY: BOND OF HOPE

Starting at 2nd level, as an action you can present your holy symbol and bond with another creature you can see within 60 feet of you for 1 minute or until you end the bond as a bonus action. While bonded, when you or the bonded creature makes a saving throw, you or the bonded creature can use the other's saving throw bonus if it is higher.

### HOPE'S SHIELD

Starting at 6th level, any creature within 10 feet of you has advantage on saving throws against fear and charm effects.

### DIVINE STRIKE

Starting at 8th level, you gain the ability to infuse your weapon strikes with the flame of hope. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 fire damage to the target.

When you reach 14th level, the extra damage increases to 2d8.

### GUARDIAN OF HOPE

At 17th level, as an action you can enter your guardian form for 1 minute or until you end it as a bonus action or fall unconscious. While in your guardian form, you gain the following benefits.

- Your Hope's Flame additional damage increases from d4s to d8s.
- You gain a flying speed of 90 feet.
- When you see another creature take damage within 90 feet of you, you can use your reaction to fly to an unoccupied space within 5 feet of that creature.
- Your Hope's Shield feature area increases to 30 feet.
- Whenever you make a concentration check, you can treat a d20 roll of 9 or lower as a 10.

Once you use this feature, you cannot do so again until you take a long rest.



## VARIANT DRUID, SHAMAN

On Aetinum and around the rest of the world, druids don't wild shape like they do on other worlds on the material plane. Instead, they channel the forces of nature to create totems that have a variety of different effects. In all other regards, druids act the same, expending uses of their totems instead of energy used to wild shape for their magic.

### SUMMON TOTEM (REPLACES WILD SHAPE)

When you hit level 2, you can channel your magic into a physical construct known as a totem. You learn how to summon a totem of detection and two other totems of your choice. You learn more totems as you gain levels in Shaman as shown in the chart below.

As an action, you can summon a Totem in an unoccupied space that you can see within 30 ft of you. You can use this feature a number of times equal to your Wisdom modifier (minimum once.) Totems last for 1 minute and have a number of hit points equal to 3 times your Shaman level plus your Wisdom modifier (minimum 1 hit point.) They have an AC equal to 8 plus your proficiency plus your wisdom modifier. They succeed on all wisdom, intelligence, charisma, and constitution saving throws, fail all strength and dexterity saving throws and are immune to psychic damage. You regain expended uses when you finish a short or long rest.

Level	Max Totem Tier	Range Known Totems
2nd	1	5 ft 2
6th	2	10 ft 4
10th	3	15 ft 6
14th	4	20 ft 8

### TOTEM OF DETECTION

When you summon this totem, you choose Detect magic, Detect Evil and Good, or Detect Poison and Disease. This totem becomes the centre of the area of that spell for the duration of your totem.

### TOTEMS

#### TIER 1

**Fortification Totem:** Choose a creature in the totem's range. While in the totem's range, the creature is immune to being frightened and gains temporary hit points equal to your Wisdom modifier plus your proficiency modifier at the start of each of its turns. When the totem disappears, the target loses any remaining temporary hit points from this totem.

**Nature's Wrath Totem:** The area around this totem is difficult terrain. Choose any number of creatures you can see when you summon this totem. These creatures are not affected by this totem.

**Slipstream Totem:** Choose any number of creatures that you can see. Whenever a chosen creature starts

their turn in the totem's range, their speed increases by 5 ft until the end of their turn.

#### TIER 2

**Brilliant Totem:** This totem sheds bright light in its area. This totem also dispels magical darkness created with a 2nd level spell slot or lower.

**Fear Totem:** Choose a creature within the totem's area when you summon it. The creature must make a wisdom saving throw or be afraid of the totem until it is destroyed.

*\*Aid Totem:* Choose any number of creatures that you can see. These creatures have +2 to all ability checks made while within the totem's area.

#### TIER 3

**Fairie Totem:** You are able to see and hear any creature within your totem's range even if they are invisible. This totem itself is invisible. This Totem can penetrate most barriers, but is blocked by 1 ft of stone, 1 inch of common metal, a thin sheet of lead or 3 ft of wood or dirt. If behind a barrier that you can see through, creatures appear as ghostly images projected onto the obstruction.

**Elemental Absorption Totem:** Choose a damage type. Fire, lightning, thunder, cold, or acid. Choose any number of creatures you can see. When these creatures are in the totem's area, they have resistance to the chosen damage type.

**Aggravating Totem:** Choose any number of creatures that you can see. When a chosen creature makes an attack roll while in the totem's range, they must make a wisdom saving throw or be forced to move to and attack this totem. If they cannot reach the totem, the action is wasted.

#### TIER 4

**Sapper Totem:** Choose any number of creatures that you can see. The chosen creatures in this totem's range have disadvantage on saving throws against spells.

**Guardian Totem:** Choose any number of creatures that you can see. The chosen creatures in this totem's range have +1 to saving throws and AC

**Haste Totem:** Choose any number of creatures that you can see. When these creatures are in this totem's range, when they take an attack action, they can use their bonus action to make one weapon attack.

### INGRAINED TOTEMS (REPLACES TIMELESS BODY)

At level 18 some of your totem's energy has become ingrained in your being. As a bonus action, you can activate your internal totemic magic. You are under the effects of the Fortification Totem, Nature's Wrath Totem (you aren't affected by its difficult terrain) and the Slipstream Totem. You can use a bonus action to deactivate this magic.



## FARSIGHT CASTING (REPLACES BEAST SPELLS)

At level 18 you've learned how to use your Totems as focuses for your druidic magic. When you cast a spell, you can cast it as if you were occupying the totem's space. You must use your own senses to cast this way.

## TOTEMIC CALL (REPLACES ARCDRUID)

At level 20 you've summoned so many totems, it's become second nature. You have unlimited uses of your totems.

## CIRCLE OF THE TOTEM MASTER

Some shamans choose to heighten their master over their conjured totems. These Totem Masters can conjure totems faster and stronger than their peers.

## WAR TOTEMS

When you reach 2nd level, you've learned the intricacies of summoning totems. You can summon totems on your turn as a bonus action. Additionally, you can use your bonus action to move totems 20ft in a direction you choose

## TOTEMIC PULSE

When you reach 6th level, your totems pulse with magic, and you know how to use this to your advantage. As a bonus action, you can cause a totem that you control to pulse. Choose a number of creatures that you can see that are within the totem's range. The chosen creatures are subjected to one of the following effects of your choice.

- The creatures must make a Dexterity saving throw or take 2d8 force damage, or half as much on a failed save. At level 14, this damage increases to 4d8.

- The creatures regain a number of hit points equal to 1d8+ your wisdom modifier. At level 14 this healing increases to 2d8+ your wisdom modifier.

You can use this feature three times. You regain expended uses when you take a short or long rest.

## GREATER TOTEMS

At 10th level, you've learned how to channel more energy into your totems to make them more powerful. When you summon a totem of tier 2 or lower, you can expend a second use to summon a greater version of the totem.

### TIER 1 GREATER TOTEMS

**Fortification Totem:** Choose any number of creatures in the totem's range. Until they leave the totem's range, the creatures are immune to being frightened and gain temporary hit points equal to your Wisdom modifier plus your proficiency modifier at the start of each of their turns. When the totem disappears, the targets lose any remaining temporary hit points from this totem.

**Nature's Wrath Totem:** The area around this totem is overgrown with plants. In the area, it costs 4 ft of

movement to move 1 ft. In addition, creatures in the totem's area cannot take reactions. Choose any number of creatures you can see when you summon this totem. These creatures are not affected by this totem.

**Slipstream Totem:** Choose any number of creatures that you can see. Whenever a chosen creature starts their turn in the totem's range, their speed increases by 15 ft until the end of their turn. Additionally, while they are in the area, chosen creatures do not provoke attacks of opportunity.

### TIER 2 GREATER TOTEMS

**Brilliant Totem:** This totem sheds bright light in its area. This totem also dispels magical darkness created with a 2nd level spell slot or lower. Additionally, choose any number of creatures in the totem's area when you summon it. The chosen creatures must make a constitution saving throw or become blinded. Affected creatures can make the saving throw at the end of their turn, ending the effect on a success.

**Fear Totem:** Choose any number of creatures within the totem's area when you summon it. These creatures must make a wisdom saving throw or be afraid of the totem until it is destroyed.

**Aid Totem:** Choose any number of creatures that you can see. These creatures have advantage on all attack rolls and ability checks made while within the totem's area.

### TOTEMIC MASTERY

At 14th level, your mastery over totems is unparalleled with your peers. You know every totem option. Additionally, you can use your action to swap positions with a totem that you can see within 60 ft of you.



# MAGIC ITEMS

## FIREARMS

In Aetinum, the Magitech Guild has uncovered the secrets of gunpowder. This has led to the creation of firearms. These weapons are rare and expensive for the common folk, and often only employed by adventurers and high ranking military personnel.

Musket	250 gp, 10 Ammunition (Range 40/120) 2d8 lb loading, two handed, misfire 2 piercing
Pistol	100 gp, 5 Ammunition (Range 30/90) 2d6 lb loading, misfire 2 piercing
Derringer	300 gp, 5 Ammunition (Range 30/90) reload 2d6 lb (2), misfire 3 piercing
Blunderbuss	300 gp, 8 Ammunition , (Range 30/90), 2d6 lb scatter(Range15 cone), loading, piercing two-handed, misfire 3
Bullets (20)	5GP 2 lb

**Scatter.** A weapon with the scatter weapon quality can shoot two different types of ammunition. It can fire normal bullets that target one creature, or it can make a scattering shot, attacking all creatures within a cone. When a scatter weapon attacks all creatures within a cone, it makes a separate attack roll against each creature within the cone. Each attack roll takes a –2 penalty. Effects that grant concealment, such as fog or smoke, invisibility, or mirror image spells, do not foil a scatter attack

**Reload.** The weapon can be fired a number of times equal to its Reload score before you must spend 1 attack or 1 action to reload. You must have one free hand to reload a firearm.

**Misfire.** Whenever you make an attack roll with a firearm, and the dice roll is equal to or lower than the weapon's Misfire score, the weapon misfires. The attack misses, and the weapon cannot be used again until you spend an action to try and repair it. To repair your firearm, you must make a successful Tinker's Tools check (DC equal to 8 + misfire score). If your check fails, the weapon is broken and must be mended out of combat at a quarter of the cost of the firearm. Creatures who use a firearm without being proficient increase the weapon's misfire score by 1.

**Magic Misfire.** Whenever you make an attack roll with a magical firearm, and the dice roll is equal to or lower than the weapon's Magic Misfire score, the weapon magically misfires, and you must roll on the firearm Magic Misfire table. If the attack doesn't disable the firearm, it can still potentially hit. Rolling below the Misfire score as well will trigger the Misfire trait as well.

Magic Misfire rating is 2 higher than the normal misfire rating, or 2 if the weapon has no misfire rating.

## MAGIC MISFIRE

When gunpowder interacts with magic, whether it be through a spell activating or being fired through an enchanted firearm it can react unpredictably. When gunpowder is touched by magic, roll on the gunpowder misfire chart. Enchanted firearms have a magic misfire rate 2 higher than the normal misfire rate.

### Misc. Gunpoweder

- 1-5 Nothing immediately happens, but the gunpowder explodes with the added force of a Delayed Blast Fireball, detonating 1d10 turns after it was touched by magic. A DC 18 arcana or perception check can identify the effect.
- 6-10 The gunpowder explodes with the added force of a 3rd level Fireball.
- 11-30 The gunpowder explodes as normal in 1d4 turns.
- 31-40 The gunpowder explodes as normal, but creates magical smoke that obscures vision in a 30 ft radius for 1d4 turns.
- 41-50 The gunpowder explodes as normal but ripples through the Weave, nullifying magic and magic items that are not artefacts or not created by deities within 60 ft. For 1d4 turns.
- 51-60 The gunpowder becomes inert.
- 61-100 The gunpowder explodes as normal.

### Magical Firearms

- 1-19 The gunpowder becomes inert. If in a firearm, it takes an action to remove and reload.
- 20-39 The gunpowder explodes as normal in 1d4 turns.
- 40-59 The gunpowder explodes, as normal, but the firearm is damaged, requiring a DC 19 tinker's tools check to repair during a short or long rest.
- 60-69 The gunpowder explodes, wasting the round, and creates magical smoke that obscures vision in a 30 ft radius for 1d4 turns.
- 70-79 The gunpowder explodes as if a 3rd level fireball has been cast centred on the gunpowder. You automatically fail this saving throw.
- 80-84 Consult the Wild Magic Table with you as the caster.
- 85-89 The gunpowder explodes as normal but ripples through the Weave, nullifying magic and magic items that are not artefacts or not created by deities within 60 ft. for 1d4 turns.
- 90-94 The gunpowder explodes with the force of a Delayed Blast Fireball, triggered in one minute, or when the firearm is fired again you immediately fail the save.
- 95-100 Roll twice and use both rolls.



# SAMPLE MAGITECH ITEMS

## FOLDING BLADE

(Any shortsword, scimitar, longsword, dagger.)

Uncommon

This sword can fold into itself, reducing into a more manageable size. You have advantage on sleight of hand checks to hide this weapon. Additionally, any creature not familiar with this type of weapon must make a DC 14 intelligence check to recognize this as a weapon.

## TELESCOPING WEAPON

(Any polearm) Uncommon

This weapon's handle telescopes outwards. As a bonus action, you can increase your weapon's reach by 5ft until the end of your turn. The weapon becomes unwieldy when you do this, imposing a -1 penalty to hit.

## FOLDING SHIELD

Shield, Uncommon

This bracer is a little heavier than normal. The attuned creature can use a bonus action to make a bronze shield radially unfurl from the bracer. While open, the creature can use a bonus action to fold the shield back into the bracer.

## MAGITECH COMPOUND BOW

(+1 bow) (Rare) 1d10 piercing Range (150/600), ammunition, heavy, two handed, Requires 13 str to use

A bow made using advanced metallurgy and enchantment techniques. To effectively use the bow, the wielder must have at least 13 strength or they take disadvantage to hit out to 150 ft and cannot shoot any farther.

## MAGITECH ARROW

Ammunition, uncommon

These arrows can be enchanted with a cantrip. When they hit, they deal damage equal to the weapon damage plus the cantrip's damage and additional effects (if the cantrip is treated as if it were cast by a lv 1 spellcaster. If the cantrip requires a saving throw, the spell save DC is equal to 8+dex+prof.) Hit or miss, the enchantment ends on the arrow. The heads of these arrows are quite heavy, imposing a -1 penalty to attack rolls (and save DC if applicable) when shot out of any bow that isn't a Magitech Compound Bow. Enchanting an arrow takes 8 hours of work. Because of the crafting costs, these arrows are very rare. When a creature spends a minute to collect these arrows after a battle, only 1/4 of them can be salvaged instead of 1/2.

## ARCANE GRENADES

Wonderous item

These grenades are made by infusing mundane gunpowder with dust from an elemental gem. As an action, a grenade can be thrown up to 30 ft, dealing variable Typed elemental damage in a 10ft range

determined by the size of the grenade. The grenades are made using magic and gunpowder, prompting a roll on the Misc. Gunpowder magic misfire table when used.

Size	Damage	Rarity
Small	2d10	Uncommon
Medium	5d10	Rare
Large	10d10	Very Rare

## MAGITECH PROSTHETICS

Wonderous item, rare

When a Pokemon loses an arm, that would normally be it for them. No longer, as the Magitech guild has come out with a new prosthetic arm that can replace lost limbs. These limbs act just like normal limbs, but with the added bonus of not being fleshy. This does mean however, that without the proper precautions, the arm is vulnerable to attacks from spells that disable magic. If the magic animating the arm is targeted by a Dispel Magic, the arm goes limp for an hour and becomes useless. An Antimagic field will also disable the arm while in the area of the spell. These prosthetics can be improved with addons, including but not limited to:

- Integrated Folding Blade (dagger or shortsword)
- Integrated Folding Shield
- Integrated Spellcasting Focus
- Integrated Hand Crossbow

## CLAWSHOT

Crossbow, rare

Combining a crossbow with a grappling hook and adding a pinch of magic results in the Clawshot. This modified crossbow has a winch that can recall the modified bolt after being fired. The bolt has a grappling hook on it with a pressure plate on the front that closes the claw when it hits something. As an action the Clawshot can be fired at an object. Make a ranged attack roll against the surface you're trying to hit. On a hit, the claw hooks onto the object and is held there. As a bonus action while you can see the object you hit, you can retract the Clawshot. If the object you hit is unsecured, it is pulled straight towards you, stopping at your feet. If you hit a secured object or surface, you are pulled straight towards the surface, stopping 5ft in front of the claw.

Substance	AC
Cloth, Paper, Rope	11
Crystal, Glass, Ice	13
Wood, Bone	15
Stone	17
Iron, Steel	19
Mithral	21
Adamantine	23



## FORCEWALL SHIELD

*Shield, very rare*

Magitechnology allows hard light to be formed into basic shapes, such as a shield. This shield acts as a +1 shield. When wielded, the shield emits bright light for 5 ft and dim light for 5 ft further. When you are wielding this shield and must make a dexterity saving throw against a spell that deals damage, you gain resistance to that damage.

## QUICK LOADING FIREARM

*Any Firearm, uncommon* This firearm has the Reload(1) property instead of the loading property.

## ARTEFACTS

Each legendary Pokemon has a corresponding artefact that symbolises their power (with a few exceptions.) These items are typically unique and some are incredibly powerful. In legend, they were wielded by champions of the gods during the holy wars. During the Void War, some heroes wielded these items against the Void threat. The following are items written in Aetianian history.

### HOURLASS OF CREATION (ARCEUS)

*Wonderous item*

This hourglass is filled with glittering golden sand, is clasped with gold rods and has intricate geometric shapes etched into the glass.

This item holds three charges, recharging one charge on an extended rest. At any point in a battle, you can declare that you are going to spend a charge and immediately take an action or bonus action. Any attack roll that is made automatically succeeds as if you had rolled a 20. Any damage done during this turn ignores resistance and immunity to damage types. Any saving throw that creatures would make automatically fails. Legendary resistance cannot be applied to this saving throw.

### STAFF OF THE TIME LORD (DIALGA)

*Staff, requires attunement by a Wizard, Warlock, or Sorcerer*

This blue staff has an ornate head, reminiscent of temples dedicated to Dialga. When wielded, a blue gem floats in the middle of glowing green magical energy. The staff emits a quiet ticking sound.

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. While holding it, you gain a +2 bonus to spell attack rolls and your spell save DC. Additionally, you always know what time it is

The staff has 10 charges for the following properties. The staff regains 1d4 charges at dawn. If no charges remain, roll a d20. On a 1, no charges are regained next dawn.

**Spells.** While holding this staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it using your spell save DC and spell attack bonus: Cure Wounds (1 charge per level of the spell), Hold Person, (3 charges), Slow (4 charges), Haste (4 charges), Time Stop (10 charges). When time stop is cast this way, the spell doesn't end when you cast spells on willing creatures. Additionally, for the duration you can cast Cure Wounds at 3rd level with the staff without spending charges.

**Rewind.** As an action, you can expend all remaining charges (minimum 5) to rewind up to 6 seconds of time to the end of your turn on that round. Any resources or items expended are refunded, and all creatures return to the spaces they occupied during that turn. Any creature that can see you when you use this ability retains their memory of the reverted time. Once you use this feature, the staff retains its +2 bonus to attack and damage rolls but loses all other properties until the next dawn.

### CODEx OF THE SPACE LORD (PALKIA)

*Wonderous item, requires attunement by a Wizard*

This pink tome has a pearl embedded into the front cover surrounded by ancient runes. When the book is open the tome begins to glow. When an unattuned creature tries to read it, the writing inside shifts and changes making it impossible to read.

The tome can be used as a spellbook for recording your spells and a spellcasting focus. While you are holding this tome, you gain a +2 bonus to spell attack rolls and your spell save DC.

When you attune to this spellbook, all spells that you have inscribed in other spellbooks appear in the Diary of the Space Lord. When you unattune to the Diary of the Space Lord, these spells disappear. Spacial Magic. The book has the spells, Dimension Door, Banishment, Teleportation Circle, Arcane Gate, Teleport, and Gate inscribed inside the book. Casting these spells requires the necessary components and spell slots.

**Warp Space.** As an action, you can teleport one willing creature up to 120 ft to a point you can see within 120 ft on a horizontal surface. You can use this property a number of times equal to your intelligence modifier (minimum 1) before the next dawn.

### DISTORTION SCALE ARMOR (GIRATINA)

*Scale Armour +3, Requires attunement by a non-lawful aligned character*

This set of scale armour is made of a coat of light grey scales worn over a 'shirt' of red and black plates with a gold helm resembling the headpiece on Giratina's origin form. When worn, the reflections on the armour begin to shift and distort.

While wearing this armour and attuned to it, you are proficient in medium armour even if you lack proficiency with medium armour. In addition, you are



resistant to non magical bludgeoning, piercing or slashing damage.

**Distorted Step.** As an action, you can cast Etherealness at its lowest level. Instead of stepping into the Ethereal Plane, you step into the Reverse World. When you use this feature, it cannot be used until the next dusk.

**Broken Chains.** As an action, you can end a blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, prone, restrained, or stunned effect on yourself. You can use this feature even if you normally wouldn't be able to take an action. You can use this feature once, recharging at dusk.

### BOOK OF TRUTH (RESHIRAM)

*Wondrous item, requires attunement*

This thick tome has a thick white leather cover with few adornments on the outside of the book. The tome pages of the book appear blank.

An attuned creature can write a question about a creature, object or location in the Book of Truth. The question must be about a creature, object or location you know the true name of and must be a question that returns an objective fact. For example, you can't ask something that is a matter of opinion or a question with multiple correct answers, such as "how can I defeat Kyurem?" In 24 hours, the answer to the question appears in the book. The answer may be cryptic or unclear but is always truthful. This information fades after a day. If another question is written in the book before seven dawns pass, no answers appear in the book.

**Seek Truth.** You can use the book to cast Zone of Truth and Augury each once. Once a spell is cast, it cannot be cast again until the next dawn. Additionally, while attuned to the Book of Truth, you know the spell Divination. You can use the book as the material components of the spell.

### CHAIN OF IDEALS (ZEKROM)

*Wonderous Item, Requires attunement by a Paladin*

This thick black chain is meant to be worn on as a belt. When wielded by a paladin, the chain links begin glowing a dull blue colour.

**Enhanced Lay on Hands.** When determining the amount of hit points in your Lay on Hands pool, treat your level as if it were 10 levels higher. Additionally, you can use your Lay on Hands feature as a bonus action and the range increases to 30 feet as you lash the chain to your target.

**Punish the Wicked.** When you use your Divine Smite Feature you deal additional damage equal to 4 times the spell's level.

### ROBE OF THE LIFEBRINGER (XERNEAS)

*Wondrous item, requires attunement by a creature that can cast spells that restore hit points*

These blue and black robes trail down to the ankles. Gemstones line the edges of the front and sleeves.

When the robes are activated, the usually muted colours become vibrant and the gemstones shine with brilliant colours.

The robe has two forms, neutral form and active form. While in neutral form, the attuned creature can use a bonus action to activate the robes, gaining new abilities. The robes can be deactivated as a free action. The robes can be in active form for up to 1 hour, all at once or in several shorter instances, each one using a minimum of 1 minute from the duration. For every 12 uninterrupted hours the robe is in neutral form, the robe gains 10 minutes of active time.

While in neutral form you have +2 to your AC and spell attack rolls while you are wearing this robe. Additionally, you have resistance to necrotic damage.

While in active form, when you cast a spell of first level or higher, choose a creature within 60ft of the target. That creature regains hit points equal to the spell's level plus your proficiency bonus. If the spell that you cast restores hit points to a creature, you cannot use this feature on the creature you cast the spell on.

Also while in active form, as an action you can expend stored active time to cast the following spells: Bless (10 minutes), Cure Wounds (10 minutes and can spend additional minutes to increase the level. 5 minutes per spell level, up to 5th level), Lesser Restoration (10 minutes), Mass Cure Wounds (30 minutes), Greater Restoration (30 minutes), Heal (30 minutes).

### DEATH'S TALON (YVELTAL)

*Scythe (1d10 slashing damage, Heavy, Reach, Two-Handed), requires attunement*

The Talon lives up to its name, as the blade appears to be a claw from the Destruction Pokémon himself. The handle is gnarled and bent. When wielded, the Deathbringer's Talon glows red.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. Additionally, the weapon deals an additional 1d6 necrotic damage on a hit and scores a critical hit on a roll of 19 or 20.

The Talon has 6 charges, regaining 1d4+2 charges at dawn. You can spend the charges on the following actions.

**Life Drain.** When you hit a creature with a weapon attack, you can expend a charge to draw their life force into yourself. The attack deals an additional 2d12 necrotic damage to the target, and you regain hit points equal to the necrotic damage done.

**Whorl of Death.** As an action, you can expend 2 charges, releasing a wave of necrotic energy. All creatures within 30 ft must make a constitution saving throw (DC = 17), taking 3d12 necrotic damage on a failed save, or half of that on a successful save. Additionally, creatures who failed the saving throw have disadvantage on attack rolls until the start of your next turn



**Cursed.** You regain half the amount of hit points you would normally regain from any source except for hit dice, a long rest, the Talon's Life Drain ability or a spell of 9th level.

### LAND'S ARMAMENTS (ZYGARDE)

*Studded Leather +1, requires attunement by a ranger*

This black armour is studded with green gems. The leather is scored in a hexagonal pattern. While an attuned creature is wearing it, the green gems pulsate gently with light.

When you attune to this armour, the following ranger features gain power.

When you use your Primaeval Awareness feature, you learn the locations of creatures along with the number. When you use your Hide in Plain Sight feature, you are treated as invisible as long as you are in one of your favoured terrains and you have not made an attack in the last minute.

**Avatar of Nature.** As an action, you assume an avatar form which lasts for up to 1 minute or until you dismiss it as a bonus action. You undergo the following changes when you assume the avatar form.

- You gain temporary hit points equal to 10 + your ranger level.
- Your size increases by one size category, up to large.
- Your speed is 20, unless it was lower.
- You gain resistance to non magical damage, not including Pokémon moves.
- When you hit with a weapon attack, you deal additional damage equal to half your ranger level (minimum 1)

### COSMOS DUST (COSMOG)

*Wondrous item*

The deep blue vial that contains this sparkling dust itself sparkles with star-like points and is corked with a gold stopper. The dust itself glimmers like the night sky.

As an action, a creature can use this dust to regain an expended spell slot up to level 3. Alternatively, a creature can sprinkle the dust over a weapon. The weapon becomes a +1 weapon (if it isn't already) for 8 hours. Once either feature is used, the dust cannot be used until the next dawn.

When the DM sees fit, the Cosmos Dust becomes the Cosmos Gem.

### COSMOS GEM (COSMOEM)

*Wondrous item*

The Cosmos Dust solidified into a small, dense gemstone. The gemstone is clasped from behind by gold bands.

As an action, a creature can use this gem to regain an expended spell slot up to level 3. When a spell is cast using this spell slot, treat the spell as if it were cast using a spell slot two levels higher. Alternatively, a creature can transfer the gem's energy into a weapon. The weapon becomes a +1 weapon (if it isn't already) for 8 hours. Additionally when you take the attack action

for the next 8 hours, the first attack you make every round is made at advantage. Once either feature is used, the gem cannot be used until the next dawn.

When the DM sees fit, the Cosmos Gem becomes either the Moongeist Orb or the Skysteel weapon.

### SKYSTEEL WEAPON (SOLGALEO)

*(Any weapon), requires attunement*

The cosmos gem has evolved, taking the form of a bright silver weapon. Embedded somewhere in the weapon is the cosmos gem, still clasped with gold.

When the cosmos gem becomes the Skysteel Weapon, it gains the properties of the weapon it is most used on. If the weapon doesn't have a bonus to hit or damage, it gains a +3 bonus to hit and damage. If the weapon does have a bonus to hit and damage, it becomes 3. Additionally, it deals an additional 1d4 radiant damage.

**Sunlight Weapon.** As a bonus action, you can cause this weapon to glow for 1 minute, emitting bright light out to 60 feet. This light is sunlight. Any magical darkness within this area is dispelled. While the Skysteel Weapon is glowing, the additional damage increases to 1d8. Once you cause the weapon to glow, you cannot do so again until the next dawn.

**Sunguided Strike.** When you take the attack action, you can give yourself advantage on an attack roll that you make on this turn. You must choose to give yourself advantage before you make the attack roll.

**Sunstruck Charge.** The first attack you make on your turn has advantage and deals an additional 1d8 radiant damage if you move at least 10 feet immediately before you attack.

### MOONGEIST ORB (LUNALA)

*Orb, requires attunement by a spellcaster*

Similarly to the Cosmos gem, the Moongeist orb has a clamp made of golden metal encasing it. If one were to look into the orb, they would find the endless expanse of space looking back at them.

While you are holding this orb, your spell attack bonus and spell save DC increase by +2.

**Lunar Amplification.** As a bonus action, you can use this orb to regain an expended spell slot up to level 5. When a spell is cast through this spell slot, treat it as if it were cast using a spell slot two levels higher. Once you use this feature, you cannot use it again until the next dusk.

### WINDBLADE (LUGIA)

*Saber (1d8 slashing damage, finesse) requires attunement*

The Windblade is a slightly curved sabre with a loose cloth around the grip that is always slightly swaying as if there was a light breeze. The cross guard has three oddly shaped slots across it.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. Additionally, the weapon deals an additional 1d4 slashing damage on a hit.



**Wind Slash.** When you take the attack action on your turn, you may substitute one attack for a special ranged attack with a range of 15 feet. This attack does 1d8 slashing damage.

There are three slots on the guard of the sabre. These slots are for the Instinct Gem, Valor Gem and Mystic Gem. When slotted in, attunement ends on the gem, and the Windblade gains the abilities of the corresponding gem. Additionally, you can choose to change the damage type of the Wind Slash attack (lightning for the Instinct Gem, fire for the Valor Gem and cold for the Mystic Gem.) If multiple gems are slotted into the sabre, the maximum number of charges are added together and they can be used on any of the gem's spells. When all three gems are slotted into the sabre, the sabre transforms into Harmony's Wing.

### INSTINCT GEM (ZAPDOS)

*Wondrous item, requires attunement*

This yellow, tetrahedron shaped gem crackles with electricity. When you first take it in your grasp it delivers a nasty static shock.

While holding this gem it can be used as a spellcasting focus.

**Lighting Step.** Your speed increases by 5 feet.

The Gem has 5 charges. The gem regains 1d4 expended charges daily at dawn. While holding the gem, you can use an action to expend charges to cast one of the following spells from it (save DC 15, spell attack rolls +7 to hit): Witch Bolt (1 charge), Call Lightning (3 charges), Lightning Bolt (3 charges.)

### VALOR GEM (MOLTRES)

*Wondrous item, requires attunement*

This round red gem seems to glow like an ember. Grasping it for the first time is unbearably warm.

While holding this gem it can be used as a spellcasting focus.

**Valor's Charge.** You add your proficiency bonus to your initiative rolls.

The Gem has 5 charges. The gem regains 1d4 expended charges daily at dawn. While holding the gem, you can use an action to expend charges to cast one of the following spells from it (save DC 15, spell attack rolls +7 to hit): Burning Hands (1 charge), Scorching Ray (2 charges), Minute Meteors (3 charges.)

### MYSTIC GEM (ARTICUNO)

*Wondrous item, requires attunement* This octagonal blue gem emits an icy mist even in the coldest of environments. Touching it numbs your hand for a moment.

While holding this gem it can be used as a spellcasting focus.

**Mystic Comprehension.** You can cast Detect magic without spending a spell slot or material components.

The Gem has 5 charges. The gem regains 1d4 expended charges daily at dawn. While holding the gem, you can use an action to expend charges to cast one of

the following spells from it (save DC 15, spell attack rolls +7 to hit): Ice Knife (1 charge), Snowball Swarm (2 charges), Ice Storm (4 charges.)

### HARMONY'S WING (LUGIA)

*Saber (1d8 slashing damage, finesse) requires attunement*

The Windblade transformed into this weapon after the gems were placed into the slots. The blade is vaguely shaped like Lugia's wing and slightly glows with a blue, yellow and red aura

This weapon can be used as a spellcasting focus, and you gain a +3 bonus to attack and damage rolls made with this magic weapon. Additionally, the weapon deals an additional 1d4 slashing damage on a hit.

**Harmonic Slash.** When you take the attack action on your turn, you may substitute one attack for a special ranged attack with a range of 15 feet. This attack does 1d8 damage. Before each attack, you can choose the damage type from the following list: cold, fire, lighting, psychic or slashing.

**Lighting Step.** Your speed increases by 5 feet.

**Valor's Charge.** You add your proficiency bonus to your initiative rolls.

**Mystic Comprehension.** You can cast Detect magic without spending a spell slot or material components.

The sabre has 15 charges. The gem regains 1d10 expended charges daily at dawn. While holding the gem, you can use an action to expend charges to cast one of the following spells from it (save DC 18, spell attack rolls +10 to hit): Witch Bolt (1 charge), Ice Knife (1 charge), Scorching Ray, (2 charges), Snowball Swarm (2 charges), Call Lightning (3 charges), Lightning Bolt (3 charges), Minute Meteors (3 charges), Ice Storm (4 charges).

### PRISMATIC BOW

*Longbow, Requires attunement by a good aligned creature*

This red and gold bow has feathers placed along its top limb. They start red and transition to white, then green. The bowstring is made of fine gold thread that, while it looks fragile, cannot be broken. Arrows fired from this bow glow faintly with a gold light.

You gain a +2 bonus to attack and damage rolls with this magic weapon. Additionally, attacks with this weapon deal an additional 1d4 fire damage.

**Limited Flight.** You gain a flying speed equal to your walking speed. If you end your turn in the air, you fall unless you have a way to keep yourself aloft.

**Rainbow Glow.** As a bonus action, you can cause the bow to glow, shedding bright light for 40 ft and dim light for 40 ft further. When glowing, this bow's extra damage deals radiant damage instead of fire damage. The glow can be cancelled as a bonus action.

**Rainbow Barrage.** As an action, you can cast Prismatic Spray (Save DC 16). Once you use this feature, you cannot use it until next dawn.



## TRIDENT OF THE OCEAN PRINCE (MANAPHY)

*Trident, requires attunement*

The Trident of the Ocean Prince constantly smells of the ocean. The sharply edged tines of the weapon protrude from a structure shaped like a Manaphy egg. A short blue ribbon with a heart shape is tied off just below the tines. The attuned creature gains the following benefits.

You gain a +2 bonus to attack and damage rolls with this magic weapon. Additionally, attacks with this weapon deal an additional 1d4 cold damage. After you throw the weapon, you can use your bonus action to make it fly back to a free hand.

**Prince's Guard.** While the weapon is on your person, you have advantage on initiative rolls. In addition, you and any of your companions within 30 feet of you can't be surprised, except when incapacitated by something other than nonmagical sleep. The weapon magically awakens you and your companions within range if any of you are sleeping naturally when combat begins.

**Ocean's Blessing.** You have a swimming speed equal to your walking speed. If you already have a swimming speed, your swimming speed becomes 60ft if it's lower than 60. Additionally, you can breathe in water as if it were air.

**Ocean's Command.** As an action, you can cast the Control Water spell. Once you do so, you cannot do so until the next dawn.

## V-WHEEL (VICTINI)

*Wondrous item, requires attunement*

This mini spin wheel is fitted with an orange V to indicate the result. Just having it on your person makes you feel more lucky.

When you roll a 1 on an ability check, attack roll or saving throw, you can reroll, but you must take the new roll. When a friendly creature rolls an ability check, attack roll or saving throw, you can allow them to reroll, but they must take the new roll. Once you use this feature on a friendly creature, you cannot use it on a friendly creature again until next dawn

## EARTHSHAPER GAUNTLETS (REGIGIGAS)

*Gauntlets, requires attunement (unless the creature is also attuned to the Earthen Armor, Icicle Cloak and Core Shield)*

These white gauntlets resemble Regigigas' arms, with black stripes and gold rings around the wrists and white unarmored gloves replacing proper armour.

While wearing these gauntlets your strength score increases by 4, up to a maximum of 24.

**Shape Earth.** As an action you can cast Mold Earth, Earth Tremor and Maximilian's Earthen Grasp at will without spending a spell slot or material components. Additionally, you can cast Earthquake at its lowest level. Once used, this feature cannot be used again until the next dawn. The spell save DC for these spells is 19.

**Suppress Restraints.** If you are under the effects of a

curse from the Earthen Armor, the Icicle Cloak, the Core Shield, the Drakon Helm or the Electron Boots, that curse is suppressed as long as they are attuned to the Earthshaper Gauntlets.

**Cursed.** While attuned to this item, your speed is reduced by 10, but no lower than 5 for the first round of combat. Additionally, you have a -3 penalty to initiative. Attunement can only be removed by Greater Restoration, Remove Curse or similar magic.

If you are also attuned to at least three of the following; the Earthen Armor, the Icicle Cloak, the Core Shield, the Drakon Helm, the Electron Boots, the Earthshaper Gauntlet curse is suppressed.

## EARTHEN ARMOR (REGIROCK)

*Breastplate, requires attunement*

This armour is made of light brown and orange plates, the chestplate having seven orange gems in an H pattern. The armour has no straps, instead binding magically to the wearer.

**Earthen Accumulation.** While wearing this armour, piercing and slashing damage you take is reduced by 1. Additionally for one minute after you roll initiative, the armour begins strengthening itself. For the duration, at the start of your turn, you can use your bonus action to gain 5 temporary hit points. You lose these temporary hit points after 1 minute.

**Cursed.** When you attune to this armour, you are weak to bludgeoning damage. Attunement can only be lifted by Greater Restoration, Remove Curse or similar magic.

When you are also attuned to at least two of the following items, the Icicle Cloak, the Core Shield, the Drakon Helm, the Electron Boots, you gain the following benefits as well as lifting the curse from the other items you are attuned to.

Additionally, while you are wearing this armour, bludgeoning damage you take is reduced by 1

**Stone's Fortitude.** When you drop to 0 hit points and you would not instantly die, you can use your reaction to instead be left at 1 hit point. Once you use this feature, you cannot use it again until you take a long rest.

## ICICLE CLOAK (REGICE)

*Cloak, requires attunement*

Seemingly made of countless tiny ice crystals, this cloak shines brilliantly in the light. On the back of the cloak, seven yellow gems form a cross shape.

While you are wearing this armour, you have resistance to cold damage.

**Arctic Blast.** As an action, you can cast Cone of Cold at its lowest level (save DC 17). Once you use this feature, you can't use it again until the next dawn.

**Cursed.** When you are attuned to this armour, you are vulnerable to fire damage. Attunement can only be lifted by Greater Restoration, Remove Curse or similar magic.

When you are also attuned to at least two of the following items, the Earthen armour, the Core Shield,



the Drakon Helm, the Electron Boots, you gain the following benefits as well as lifting the curse from the other items you are attuned to.

Additionally, you are resistant to fire damage

**Ice's Clarity.** As an action, you can cast Greater Restoration on yourself. Once you use this feature, you cannot use it again until the next dawn.

### CORE SHIELD (REGISTEEL)

*Shield +1, requires attunement*

This heavy steel shield is inlaid with seven red gems that form a circle. The shield is bisected by a black stripe running down the centre.

While holding the shield you can use your reaction to cast Shield. Once this feature is used, it cannot be used again until the next dawn.

**Rebuke Magic.** When you make a saving throw against a magical effect, you can use your reaction to choose to treat the roll as a success. You can choose to do so after the dice is rolled, but before the result is shown. Once used, this feature cannot be used again until next dawn.

**Cursed.** When a creature attunes to this armour, they have disadvantage on dexterity checks and saving throws. Attunement can only be lifted by Greater Restoration, Remove Curse or similar magic.

When you are also attuned to at least two of the following items, the Earthen armour, the Icicle Cloak, the Drakon Helm, the Electron Boots, you gain the following benefits as well as lifting the curse from the other items you are attuned to.

**Steel Rally.** As an action, you can give up to 4 creatures within 30 ft of you +2 to their AC for one minute. The creatures lose this benefit early if they move further than 30 ft from you. Once this feature is used, it cannot be used again until the next dawn.

### GLOOMDWELLER MANTLE (MARSHADOW)

*Cloak, Requires attunement*

This cloak is made of sharp black scales that seem to ripple like water. Even in bright daylight, the cloak's shadows seem darker than they should be.

While wearing this cloak, you have +1 to your AC and saving throws. Additionally, you have darkvision out to 60 feet

**Spectral Thief.** As an action, you can attempt to steal the abilities of a creature. Choose a creature within 30 ft of you. They must make a DC-17 wisdom saving throw or have two stats of your choice (except Constitution) decreased by 1 or one stat decreased by 2. You then raise your two corresponding stats by 1 or one corresponding stat by 2. This change lasts for 1 hour. While this change is in effect, the mantle turns green, and assumes its Zenith form. Once a creature fails the saving throw, you cannot use it again until the next dusk.

In its Zenith form, the Gloomdweller's Mantle gains the following features.

Your bonus to AC and saving throws increase to +2

You have darkvision out to 120 feet and can see through magical darkness.

**Shadow Sneak.** As a bonus action, you can teleport into a creature's shadow. Choose a creature within 120 ft that you can see. You teleport to an unoccupied space within 5 ft of them and become invisible until the end of your next turn, or until you attack or cast a spell.

**Cursed.** You have 1 ability score of your choice (except Constitution) reduced by 2. The ability score maximum is also reduced by 2. This reduction lasts as long as you are attuned to the Gloomdweller Mantle.

### OZONE LANCE (RAYQUAZA)

*Halberd, requires attunement*

The Ozone Lance is a slender glaive with the head resembling a dragon's head. When an attuned creature grips it, a strong wind whips around them for a moment.

You gain a +3 bonus to attack and damage rolls with this magic weapon. Additionally, this weapon does an additional 1d6 slashing damage on a hit. When dealing damage to a dragon or dragon type, it deals an additional 3d6 slashing damage instead.

**Air Lock.** You are immune to the effects of extreme heat and cold and you no longer require air to breathe.

**Wind Walk.** As an action, you can cast Fly at 5th level. Once you use this feature, you cannot use it again until the next dawn.

### EARTHBREAKER (GROUDON)

*Maul, requires attunement*

The head of this warhammer resembles the red plates on Groudon's back, carved with black runes. When wielded by an attuned creature, the black runes glow yellow, and the hammer begins steaming.

You gain a +3 bonus to attack and damage rolls with this magic weapon. Additionally, this weapon does an additional 1d8 bludgeoning damage on a hit (or 1d10 if you are wielding it with two hands.).

**Terraform.** As an action, you can cast Move Earth. Once you do so, you cannot use this feature until the next dawn.

**Lava Plume.** As an action, you can choose a point you can see within 60 feet of you to become scorched with heat. When it appears and whenever a creature ends its turn on the ground within 10 feet of the point, they must make a DC 18 constitution saving throw or take 5d8 fire damage, or half as much on a successful save.

**Cursed.** While attuned to this item, for every 5 ft. you move in water, or for every gallon of water splashed on you, you take 1 cold damage.

### WAVE AXE (KYOGRE)

*Handaxe, requires attunement*

The Wave Axe has a blue blade shaped like one of Kyogre's fins, complete with the red lines. When wielded by an attuned creature, the runes glow yellow.

You gain a +3 bonus to attack and damage rolls with this magic weapon. Additionally, this weapon does an



additional 1d6 cold damage on a hit. When thrown, this weapon returns to your hand after every attack and the range increases to 50/100

**Ocean's Blessing.** You can breathe in water as if it were air.

**Glide Through Water.** When used underwater, the weapon does an additional 4d6 cold damage, and is exempt from underwater fighting rules. Additionally, its short range increases to 100.

**Cursed.** When taking a short rest, you must be partially submerged in water, or you do not gain the benefits of a short rest.

### CIRCLET OF KNOWLEDGE (UXIE)

*Wondrous item, requires attunement*

This ornate circlet has a glowing ruby in the centre of its gold crown. The top of the circlet has four bands that stretch over the top of the wearer's head.

While you are wearing the circlet, your intelligence increases by 2 to a maximum of 22

**Enhanced Intellect.** You can add their proficiency bonus to all intelligence checks and saving throws. If you already have proficiency in a saving throw or check, you do not add your proficiency twice.

### CIRCLET OF WILLPOWER (AZELF)

*Wondrous item, requires attunement*

This ornate circlet is made of a blue metal and has a glowing ruby embedded in the centre. The top of the circlet forms a triangular shape.

While you are wearing the circlet, your Wisdom increases by 2 to a maximum of 22

**Enhanced Wisdom.** You can add their proficiency bonus to all wisdom checks and saving throws. If you already have proficiency in a saving throw or check, you do not add your proficiency twice.

### CIRCLET OF EMOTION (MESPRIT)

*Wondrous item, requires attunement*

This ornate circlet has four light chains dangling from the band. In the centre of it rests a glowing ruby.

While you are wearing the circlet, your Charisma increases by 2 to a maximum of 22

**Enhanced Charisma.** You can add their proficiency bonus to all charisma checks and saving throws. If you already have proficiency in a saving throw or check, you do not add your proficiency twice.

### CRESCENT PIN (GRESSELIA)

*Wondrous item, Requires attunement*

This pink, crescent shaped pin shimmers in the moonlight. Simply holding it seems to put you at ease.

You have advantage on saving throws to resist being charmed, frightened, paralyzed, petrified, poisoned, stunned, burned, frozen, or confused by magical effects. In addition, you are immune to being put to sleep by magical effects. While asleep, you are also immune to the effects of the Dream spell unless you choose to be affected.

### NIGHTMARE CLOAK (DARKRAI)

*Cloak, requires attunement*

This billowing black cloak seems to end in wisps of smoke. If a creature is wearing it, other creatures hear faint whispers coming from the cloak.

While wearing this cloak, you gain a +2 on wisdom saving throws and you have advantage on intimidation checks.

**Shadowed Nightmare.** As an action, you can cast Dream (save DC 16), but the target must be asleep, or else the spell fails. Once a creature fails their save against this spell, this feature cannot be used until next dawn.

The cloak has 6 charges. The cloak regains 1d4 expended charges daily at dawn. While wearing the cloak, you can use an action to expend charges to cast one of the following spells from it (save DC 16): Sleep (1 charge per spell level), Sudden Awakening (1 charge), Fear (3 charges), Shadow of Moil (4 charges).

**Psychic Syphon.** When you succeed a wisdom saving throw to resist the effects of a spell of first level or higher, you can use a reaction to regain a charge of the Nightmare Cloak.

### RING OF PORTALS (HOOPA)

*Wondrous item, Requires attunement*

This simple gold ring appears to be unremarkable.

You can cast Arcane Gate at will without spending a spell slot and without material components.

### MELODY HARP (MELOETTA)

*Wondrous item, Requires attunement by a Bard*

This small handheld harp seems to be strung with neon orange and green strings. When strummed, the harp emits blue illusory music notes.

**Encore!** You can use your action to strum the harp and regain all expended uses of your Bardic Inspiration. Once you do so, you cannot use this feature until the next dawn.

**Inspiring Performance.** As a bonus action you can play a melody to inspire your allies. Up to 6 creatures that you choose that can hear you within 60 ft gain advantage on all attack rolls and saving throws made until the start of your next turn. As an action on subsequent turns, you can continue the song, extending the benefit to the start of your next turn. If you use your action to do anything else, the song ends. Once you use this feature, you cannot do so again until the next dawn. If you take damage while playing this song, you must make a concentration check to remain playing the song as if you were concentrating on a spell.

**Stored Notes.** This harp can store spells cast into it, holding them until the attuned holder uses them. The harp can store up to 5 levels worth of spells at a time. Any creature can cast a spell of 1st through 5th level into the ring by touching the harp as the spell is cast. The spell has no effect, other than to be stored in the harp. If the harp can't hold the spell, the spell is



expended without effect. The level of the slot used to cast the spell determines how much space it uses.

While holding the harp, you can cast any spell stored in it. The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. The spell cast from the ring is no longer stored in it, freeing up space.

### **CLOAK OF THE EONS (LATIOS/LATIAS)**

*Cloak, Requires attunement*

While the white lining of the cloak stays the same, the outside colour changes based on the attuned creature. If a male attunes to the cloak, it turns blue. If female, red. The hood has two fins attached to either side.

While wearing this cloak, your walking speed increases by 10 ft, you gain flying speed of 30 ft and attacks of opportunity against you are made at disadvantage.

### **GRACIDIA BROOCH (SHAYMIN)**

*Wonderous item, requires attunement*

This brooch is made of a pink Gracidea flower. It blooms in the daytime, but seems to wither when not in direct sunlight.

The brooch can hold up to 4 charges. When you take poison damage, you can use your reaction to become immune to poison damage. When you do this, the brooch gains 1 charge. Additionally, you can use an action to cure the Poisoned condition from a creature. When you do this, the brooch gains 1 charge. When the brooch has at least 1 charge, and you are not in dim light or darkness, you can expend a charge as a bonus action to grant a creature that you touch a flying speed of 60ft for 1 hour. If a creature with fly speed granted by the brooch takes cold or ice type damage, they lose the fly speed. If the Brooch has no charges at dawn, it regains one charge.

### **GUARDIAN MASK (TAPU KOKO)**

*Wonderous item, requires attunement by a monk*

This yellow wooden mask has black and white markings that match Tapu Koko's. The mask covers the forehead and changes shape to suit the wearer.

While wearing the mask, your maximum Ki points increases by 1 .

If you are attuned to another item in the Guardian set, your maximum Ki points increases by a total of 2.

If you are attuned to two other items in the Guardian set, your maximum Ki points increases by a total of 3. Additionally you get another attunement slot. This slot can only be filled by the final item in the Guardian Set.

If you are attuned to all items in the Guardian set, you can use an action to spend an amount of hit dice up to a number equal to your level. When you do, you take damage equal to the number rolled, and you gain ki points equal to the number of hit dice spent. You cannot have a number of ki points greater than your ki point maximum.

### **GUARDIAN BOOTS (TAPU LELE)**

*Wonderous item, requires attunement by a monk*

These pink wooden boots have black and white markings similar to those of Tapu Lele. The boots cover the ankles of the wearer and will change shape to fit the wearer.

While wearing these boots, your walking speed cannot be reduced below 40ft. unless you are grappled, restrained or prone.

If you are attuned to another item in the Guardian set, when you spend Ki points to use Step of The Wind, attacks of opportunity are made with disadvantage against you.

If you are attuned to two other items in the Guardian set, when you spend ki points to use Step of the Wind, you gain a flying speed equal to your walking speed until the end of your turn. If you have no way to keep yourself aloft, you fall. Additionally, you get another attunement slot. This slot can only be filled by the final item in the Guardian Set.

If you are attuned to all other items in the Guardian set, you can spend 3 ki points to cast Freedom of Movement on yourself.

### **GUARDIAN BRACERS (TAPU FINI)**

*Wonderous item, requires attunement by a monk*

These purple wooden bracers have black and white markings that resemble Tapu Fini's. The bracers cover the forearms and change shape to fit the wearer.

While wearing these bracers, when you spend ki points on patient defence, your AC increases by +1.

If you are attuned to another item in the Guardian set, when you use deflect missiles, you can spend an additional ki point to further reduce the damage by 1d10.

If you are attuned to two other items in the Guardian set, when you spend ki points to use Stunning Strike, you can spend 3 additional ki points to give the target disadvantage on their constitution saving throw against Stunning Strike. Additionally you get another attunement slot. This slot can only be filled by the final item in the Guardian Set.

If you are attuned to all items in the guardian set, when you spend ki points to use Flurry of Blows, you can make an additional attack as part of the Flurry of Blows.

### **GUARDIAN KNUCKLES (TAPU BULU)**

*Wonderous item, requires attunement by a monk*

These red wooden knuckle dusters have black and white markings that are reminiscent of Tapu Bulu's. They will change size and shape to fit any wielder comfortably.

While holding these knuckles, your unarmed strikes act as +1 magical weapons.

If you are attuned to another item in the Guardian set, your unarmored AC increases by an additional 1.



If you are attuned to two other items in the Guardian set, your unarmed strikes act as + 2 magical weapons. Additionally you get another attunement slot. This slot can only be filled by the final item in the Guardian Set.

If you are attuned to all items in the guardian set, your unarmed strikes deal act as +3 weapons.