



Lumiera

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Fourth Electronic Edition

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Contents

FALLING NIGHT	6
QUICKSTART	9
CAMPAIGN THEMES AND TROPES IN LUMERIA	9
A GUIDE TO LUMERIA	10
LUMIA, LUX ASCENDANT	10
THE NETHER	10
KRASA, TAVIAS AND OSTROV	10
LUMERIUM	12
DAILY LIFE AND CULTURE	13
THE WALLS OF CAIR VERIDICT	15
ECOLOGY	17
TRAVEL	17
DEATH FROM ABOVE	18
THE WEORDING TOWER	19
CUSTOMS AND CULTURE	21
TECHNOLOGY	22
FACTIONS	22
THE ORTHODOX CHURCH	23
THE VALISTUS HERESY	23
THE CULT OF NETHER	23
THE DUGHAL OF ZELANA	24
ALBASTRU EMPIRE	25
THE RADONOS LEAGUE	26
GITANOS	27
OUTSIDERS AND BARBARIANS	28
LANGUAGE	28
CURRENCY	28

PLACES OF NOTE	28
YLARIAN REACHES	28
SUMMER PALACE	29
ARNEVALI	29
PILLARS OF JUDGEMENT	29
ONSELD	29
PORT SAINT STIVEN	29
OUR FAITH	30
HISTORY	30
BELIEFS	31
RELIGIOUS PRACTICES	31
CHURCH RANKS AND ORGANIZATION	33
MYSTERIUMS	34
MYSTERIUM ESOTERIC	34
MYSTERIUM MAGISTER	34
MYSTERIUM JUSTIA	34
MYSTERIUM SOLACIA	35
MYSTERIUM PRAELUX	35
THE ORTHODOX MILITARY: MYRMIDONS	35
SKYSHIPS, TRADE AND WARFARE	36
SKYSHIPS	36
SKYSHIP LINGO	40
TRADE	41
WAR	41
SKYSHIPS, NAVIES AND FLEET WARFARE	42
INDIVIDUAL WEAPONS AND TACTICS	42

GAMEMASTERING	43
ADVERSARIES, MONSTROSITIES AND DENIZENS OF LUMERIA	43
NETHERIAN SORCERESS OR SORCERER	44
NETHER-TOUCHED	44
EPIC SKYSHIP BATTLES	45
MAGIC	46
ASPECTS	46
ELEMENTS	47
TECHNIQUES	47
USING MAGIC	47
BACKLASH	50
WITHER	51
PRIDE	52
BLIGHT	53
HEROES OF LUMERIA	53
CHARACTER CONCEPTS	53
CONFLICT, CONNECTIONS AND BACKSTORY	54
TRAITS AND TWEAKS	55
QUICKSTART CHARACTER PACKAGES	56
ALBASTRU ARISTOCRAT	57
DARING SKYCAPTAIN	57
EMPEROR'S MUSKETEER	57
LIGHTWORKER / SORCERER	58
PETREF	59
SKYRIDING AÉRIEN	59
SCRAPPY SCAVENGER	60
WILY RADONOS MERCHANT	60

OSTROV CALDER	61
ADVENTURES IN CALDER	61
CONFLICTS AND PERSONALITIES	62
CALDER PROPER	62
DOCKS	62
MINE	62
LANDSMAN'S LAMENT	62
MANSE OF YURTREN UR CALDER, TAX COLLECTOR	62
LITTLE'S CRAG	62
MILL	62
CALDER CIRIC	62
THE FLATS	62
APPENDIX I: OPEN GAME LICENSE VERSION 1.0A	62
APPENDIX II: IMPORTANT TABLES	67

FALLING NIGHT

These days, Lumeria's light is lazy, may the Lord Apparent excuse such blasphemy. It drifts down in languorous umber motes, and I find myself writing by the light of twilight even now, though the dægmaele tells me Lumia should not wane for seven more minutes. One hears tell that our Lord's light reaches some places not at all. On my return from convocation only a week ago, as I performed my daily walk of contemplation, a street wretch drew me from my abstraction and begged for blessing. This individual, though pathetic to the utmost extremity, seemed a penitent enough soul, and the Lord's Law demands charity where due. I bestowed the customary blessing and offered him a meal from the rectory besides. As my guard and I escorted him there, he told me his tale, and it weighs heavy upon my soul.

The beggar began his story by telling of his bondage as agflota on the Reaving craft Perfidy, captained by that great rogue, Argyll. When he spoke these words, the captain of my guard, ever zealous Angstrom, drew steel and opined that the head of a man who had served under Argyll would make a fine adornment for Chapel Gate, slave or no. I reminded dear Angstrom that not all men can be as pure as he, and bade the wretch to continue his tale, surfeited with fear though he now was. Voice trembling, the pathetic creature continued. Argyll had tired of the slim pickings that were to be had in his usual hunting grounds, and so it was decided that he and his crew would venture down among the lower ostrovs in search of untouched spoils. He spoke of twisted vistas and dark among the orange and red ostrovs, and how, at journey's end, they stumbled upon the rooms of ruin that lay like forests trailing their roots through the Nether.

This man spoke, in a hushed voice, of the great fyndels that whirr and creak under that dark sky, though they lay dust-covered amid carpets of their own rust. He spoke of how the ship's steerere could not tell sky from Nether, and how the men huddled around the deck lamps in hope that they would once

again see the light of Lumeria. This man told of how the crew feared to sleep, for each hand claimed be plagued by whispers in their dreams. He spoke of first hunger, then of thirst, but mostly of the terror that their dwindling store of lamp oil struck into the hearts of all the crew.

In desperation, Argyll led an armed party ashore in search of stores, leaving his mate behind to command the remnants of his Reavers. The group left the ship and entered the ruins of a vast temple they had sighted from the deck earlier that day. There, said the beggar, his wrinkled old face twisted in remembered terror, they were set upon. The first sign of trouble, he said, was when the party's torches snuffed out, all in the same instant, so that the only light was the distant glow cast by the fire the crew had built on the Perfidy's deck. In that lurid half light, Argyll's career came to a grisly end. Out of the darkness, some invisible power began to seize each agflota in turn and tear them limb from limb. The beggar himself only survived the butchery by covering himself in the remains of his comrades and affecting the attitude of one of the slain. Only Argyll was spared this fate, though one much worse was reserved for him. Out of the darkness of the temple strolled a horrible, withered, twisted form, its jaw ripped open to swing against its own papery neck. The thing seized Argyll, who was struck motionless by the monster's power, and carried him up the steps of the déofolscín and away into the bowels of the temple. The beggar trembled as he remembered his master's hoarse screams of helpless terror.

Coward that he was, the beggar remained motionless for nigh on an hour, then had fled back to the ship with all haste. The Perfidy disembarked immediately and fled for her home port, ignoring the many members of her crew who succumbed to starvation and for want of water. The crew voted to maroon the beggar for his cowardice in the face of danger, but they were not without mercy, and only did so when the ship had reached green ostrovs.

I listened to this tale in skeptical silence, my hands folded

into the belt of my habit, as is my wont. When we reached the fæsten, I bade the beggar purity in the eyes of the Lord Apparent, and dismissed his story as the ravings of a madman. However, the more I think of it, the more the tale troubles me. I have seen strange things that are nowhere in the church records I studied as a boy, which cover nearly ten generations of history. Strangely, I have found the wisdom of nomads to be revelatory on this subject. Many dismiss the gitanos as thieves and vagabonds, but I have found them to be devout followers of the Lord Apparent, and the gitanos have a saying: "Night follows light". I fear that the light of mother church and ostrovicum is fading, and I worry at the things that lurk in the scædu of night.

-The diary of Legate Aeldmar

QUICKSTART

Lumia, the sun, shines in the middle of a sphere, surrounded on its outside by the darkness, carnivorous, cold and insane void of the Nether. In this hospitable sphere, permanent weather systems spin around a vertical axis. Floating islands called ostrovs dot the sky, held aloft by the hand of the Divine Light of Lumia.

Magic comes in two forms: Lumeric magic, which can only be practiced by those on a moral path, and Netherian magic, which permanently blights and destroys the area around a spell.

Lumerium rocks become buoyant when exposed to light, and are harnessed to float skyships which ply the winds between the ostrovs.

The Church guides and rules humanity with an iron hand. Valistan Heretics fight the Orthodoxy, spreading principles of rational thought and "enlightenment". The Cult of Nether worms insidiously into hearts and minds, seeking to hasten the end of days - the Eschaton.

And Lumia has begun to fade.

CAMPAIGN THEMES AND TROPES IN LUMERIA

Good settings support a variety of thematic preferences. Lumeria enables many, such as:

- Derring-Do. A free-wheeling band of dueling The list goes on.

swashbucklers in the service of the Emperor of Albas-tru.

- Run out the guns. Adventure in the skies, with naval battles or trade as the focus.
- Lovecraftian horror. Dusty tomes in long-abandoned Church libraries lock away secrets Man Shouldn't Know.
- Passion play. Light against Dark, Lumerian against Netherians.
- Witch hunters. Inquisitorial Legates or their minions.
- Paranormal guardians. Think X-Files and Men In Black.
- Rebel alliance. As Valistans scheming and plotting against the repressive hand of the Orthodoxy.
- War. Zelana faces off against Albastru in the Ylarian Reaches.
- Exploration. Long-abandoned ostrovs await re-discovery. The flotsam of ages lies in the half-light deep in Krasa Rosu.
- Swords and sorcery. Netherian cultists summon horrors. Corrupt and rotting cities feed off the bones of former glory. Only barbarians hold any claim to Truth, untainted by the corruption of civilization.

A GUIDE TO LUMERIA

LUMIA, LUX ASCENDANT

“Praise be to Lux, highest on high. Lord, your servant calls, mine eye upturned to reflect your glories. Judge me, o lord, and if you find me wanting, cast me from you, to languish in the depths and behold your light no more. May your light find me and keep me from the shadows that shrivel from your touch, and send me far from the thoughts of evil men. I pledge to you, o lord, all that I am and ever shall be, now and until the ending of my days. Raise me.”

- A child's prayer.

The Lord of our skies is Lumia, also known as Lumialus, Lux Ascendant, and commonly as the Lord of Light. Lumia lights our days and blesses us with darkness in which to rest, each day. Lumia divides day from night, waxing and waning every twelve hours, by the measure of the sacred dægmæle. As the light changes, Lumia gives us twilight in the evening, and a gentle waxing as day comes.

Lumia also burns hot, blessing us with warmth and comfort. Lumia's heat nourishes our crops, and

holds off the cold of the Nether. Blessed be our Lord of Light.

Any notion that Lumia is fading is a lie, spread by the minions of the Nether. Do not believe these lies. Upon hearing such Blasphemy, you should report the evildoer to your Petref, that they may be brought to justice and repent of their evil.

THE NETHER

“The dark has mouths.”

- Graffiti found in the fallen Rosu city of Kahldim.

Enclosing and surrounding the sphere of Lumia's light and protection lies the endless cold and dark of the Nether. The whispers of the Nether, insidious and full of nightmares, are temptation. The dutiful, penitent and pious resist the Nether, turning always towards the Light of Lumia for protection.

The snares of the Nether catch the unwary, who does not pray, does not perform works of charity and duty, and does not take the Sacraments of our Church. Beware the voice in the dark, dear child, or the Nether will take you.

KRASA, TAVIAS AND OSTROV

“The great burden on the commoner's shoulder is in part due to

church and noble obsession with building their Palaces of Complacency in the highest Krasa. Due to their rapid rotation through the Tavias, few crops can be reliably grown on those lofty isles, and they must rely on other means to supply themselves. This encourages systems of patronage, tenancy, and extortion, as the high would struggle to feed themselves without the diligent labor of the humble.”

- From the collected essays of the heretic Valistus ur Brantyre.

Like the fruit of an orange, the skies of Lumeria are divided into sections. Each wedge has its own weather. These are the Seven Tavias: the icy chill of Frostrime, the gentle rains of Kisa, the warmth of Molla, the heat of Vasara, the cool, dry winds of Gwynt, the mists of Neboa, and the fierce storms of Eldingar. In the language of our fathers, each sky is called Tavias. Thus, Tavias Kisa, Tavias Molla, etc.

Tavias	Weather
Frostrime	Snow, ice, hail and sleet
Kisa	Wind, cool rains and chill
Molla	Warm, with infrequent storms
Vasara	Hot, humid and clear
Gwynt	Dry, warm and clear
Neboa	Chilly and misty with occasional storms
Elgingar	Cold, with violent storms

The wedges turn about a vertical axis, as the sections of an orange would, were you to spin it on the table.

Lumeria is divided another way, besides Tavias. In concentric spheres, the skies of Lumeria form shells, one nestled inside the other. In the olden tongue these shells are called Krasa. The krasa closest to Lumia is Violet, and the one farthest from Lumia and closest to the Nether, is Red. These rings are arranged in the order of the rainbow: Violet, Indigo, Blue, Green, Yellow, Orange and Red. The tinge of each krasa can be found in the air and in the stones themselves.

Krasa Name	Color
Ibolet	Violet
Anyil	Indigo
Boha	Blue
Vernu	Green
Sarga	Yellow
Laranja	Orange
Rosu	Red

Floating the vast reaches of Lumeria we find the islands which we call our homes. Commonly known as ostrovs, some are huge - big

enough to have mountain ranges and enormous lakes of fresh water, but others are so small they're barely big enough to stand on. The invisible hand of the Lord of Light holds each ostrov aloft. Most commonly, ostrovs circle Lumia along a constant circular path. A few ostrovs wander the skies seemingly at random, driven by forces only known to the Lord of Light. These wanderers are called Ostrov Stræti, or simply "rogues". Other ostrovs orbit Lumia in lock-step with a single Tavias, and thus never experience any change in weather. Other ostrovs sit in a single, fixed position while the seven tavias spin, and so experience seasons of weather as each Tavias moves past. These are known as "anchored" or Ostrov Kotva.

The Tavias, Krasas and Ostrovs perform a complex dance with one another. Some ostrovs are far to the north or south in the skies of Lumeria, where the "wedges" of the tavias are slimmer, and so a pattern of weather might last only a week, or as little as a day.

For every ostrov, "up" is towards Lumia and "down" is towards the Nether. Thus, Krasa

LUMERIUM

"In the warrens of the shipwright guild offices in Old Radona, there are rumors of a vast underground complex known as the

grey vault. There, it is said, is a hoard of Lumerium that could build ten times the ancorsti than are in all the Praelux fleets. In that dim space, where only skilled guild bondsmen dare tread, float row upon row of the precious mineral, kept in perfect stasis by the careful monitoring of light levels. It is said that if even one of the braziers that burns there day and night were to be snuffed out, the Lumerium would drag the whole Radona ostrov into Krasa Rosu."

- From The Radonos League, a study, by Petref Gilder

The Lord of Light blesses us with precious stones of Lumerium. These rocks are different from all others, though they are rare and hard to find. Lumerium, when exposed to light, becomes buoyant, floating upwards with powerful force, ascending on the invisible hand of the Lux Ascendant.

Generally, inert lumerium (that is, not exposed to light) weighs 150 pounds per cubic foot. A ton of lumerium (2000 pounds) has a volume of about 13 cubic feet. A one-ton spherical chunk of lumerium has a radius of about 1.5 feet.

In his wisdom, the Lord of Light gives us Lumerium, and Man has devised uses for it in service of the Lord. One such use is in skyships. Collected in sufficient quantities, and harnessed with ingenuity, it allows a skyship to rise from the surface of an ostrov and take to the skies.

Wherever Lumerium is found, it is a precious gift from our Lord, and the faithful follow their duty to report its discovery to their Petref, that the Church can determine how best it may be employed.

DAILY LIFE AND CULTURE

“Oh, to live the common life, how romantic that would be. To yolk the manta to the plow, to toil in the earth by first spark, net skyfish by the light of high waxing, drink with friends in the evening, and come home to a crackling hearth.”

- Selection from a letter by Tynan ur Brandr, third Brandr Emperor of Alabastru

By far and away, most denizens of Lumeria live as peasants, serfs, farmers and skyfishers. Life is “solitary, poor, nasty, brutish, and short.” (Apologies to Hobbes.) Most find their greatest solace in the faith of the Orthodoxy. Mother Church provides hope, which most find in short supply.

In part, this makes careers in the Church attractive. Becoming a Petref involves its own hardships and sacrifices, but it also confers benefits, prestige, and often, a better life. Besides, serving the Church holds a strong appeal because the Church often champions the downtrodden, the poor, and those with little voice or leverage.

Most people of Lumeria rise before Lumia waxes, and live simple lives with few comforts or amenities. Luckily, in most ostrovs, ample food can be grown, and staggeringly large flocks of skyfish can always be found. Meat from land animals is a scarce and precious luxury.

Houses are constructed from local materials, often made of wood, but just as often adobe, or stone, depending on their availability. Buildings seldom exceed one story in height.

A typical day revolves around farming or skyfishing, with men-folks and women sharing equally in the labor. Families are large, and multigenerational.

Tools are simple, requiring hard manual labor to use. Iron is common enough, but wooden and stone tools are also found extensively. Agriculture dominates economic activity, but other trades and industries thrive, including wool, weaving, candlemaking, coopers, wainrights, mining, etc.

The influence of the Orthodox Church can be found everywhere, permeating everyday life. The Ciric sits at the center of every village, a perfectly round temple and church building in which Sammenhold is held daily at first light. This central location mirrors the central role that the Church plays in everyday life. People of Lumeria, by and large, are deeply religious, pious, and faithful.

In general, settlement of ostrovs follows a different pattern than on Earth, though on the few very large ostrovs, it bears some resemblance. Desite the fact that Lumeria has been settled for millenia, population growth remains slow. The very large inventory of ostrovs and the relative ease of travel using skyships has meant that civilization has suffered from a prolonged problem of diaspora.

THE WALLS OF CAIR VERIDICT

As I walked the walls of Cair Veridict, the tower bell tolled matins, but the Lord Apparent had not shown first spark. “No matter”, I mused to myself. “I’ll speak to the Proctor and see that the novice pulling the ropes is punished for his eagerness, it can be nothing else.”

I stopped in my stroll by a Praelux night watchman, standing sentinel over a cannon embrasure, his razor-edged æschere resting on the mossy stone parapet. He snapped to attention and moved to flick his smokeleaf joint into sky, but I told him that even the seven saints had their vices, and bade him pay me no mind. I stood shoulder to shoulder with this humble watchman as first spark trembled into life above us. I rested my elbows on the stone parapet and looked out across the sky.

Casting orange lines amid the rising glories of Lux’s light, I could see a distant flight of rays, their vast pectorals rippling and carving the breeze. They pursued a roiling cloud, driving it between them and making passes at it in sudden rushes that my eye strained to follow. I asked the watchman beside me what he thought the rayswarm was hunting.

“Exalted, I know not, but I would guess it to be a school of dartwing. My father, old as he is, still nets them on Sola days. They make a good meal, Exalted, though they’re a bit on the chewy side.”

There was an awkward silence, and the watchman shifted a bit nervously from side to side. I did not mind the fellow’s company, but I surmised sharing such an observation in a familiar tone with a Cardinal had put the man off his ease. I thought to speak, to ease his mind, but I supposed anything I would say could only increase his disquiet. Instead I said nothing, and kept my gaze on the distant swarm.

As we watched, a sudden, deep, creaking blatt echoed across the keep’s ancient stone walls. From behind a cloud, a great plume of black smoke issued, and within, some shape, writhing and contracting. I gasped and the watchman swore softly. We

turned to each other, and in that moment, the vast gulf of station that separated us melted away, filled with shared awe at the scene unfolding before us.

"What can that be?" I stammered.

"A - a pulpopodes! Look, Exalted!" Exclaimed the watchmen, wrenching off his helmet, the better to see, and jabbing a finger towards the rays. "Cast me down, but I've never seen the like!"

From the roiling dark plume arose a multitude of vast protuberances, studded with oblong suckers, and in a trice they wrapped around one of the rays that had been laggard in the rear of the swarm. With hideous ease, the pseudopods dragged in the ray, hitching and struggling.

For just a moment, we could see the thing that hid behind the cloud. There was a maw, just a circle of darkness in the center of a great mass of gyrating flesh. Was there a hint of heavy lidded eye, a gently pulsating head? I cannot be certain, even casting my mind back on the image. Then, with magisterial slowness, the spectral giant vanished back into the cloud from whence it issued, leaving both rays and dartwing scattering in terror.

The watchman and I stood awhile, side by side, struck dumb, as Lumia continued his wax. Eventually, the shift-change whistle sounded, and the fellow excused himself, and I returned to my contemplations.

Lord of Light, this world never ceases to amaze your humble servant.

- From the personal diary of Tristain, Cardinal Solacia

ECOLOGY

Like krill and plankton form the bottom of the foodchain in Earth's oceans, so insects lay the foundation for much of life in Lumeria. If one counted the members of each species, insects and skyfish would outnumber man by hundreds of millions to one. Insects range in size from tiny, nearly invisible gnats, whose swarms can grow so large and thick they darken the skies, to massive dragonflies whose wingspan is over 12 feet. Plagues of 'hoppers - massive grasshoppers ten or more inches long, can descend on an ostrov in clouds so thick they obscure the ground, stripping every inch of vegetation to their roots in a matter of hours.

Generally, skyfish feed on these insects and on one another. Schools of skyfish so vast and varied that they defy words can be found in every Taviar and Krasa. These skyfish are the principal source of food and raw materials in the life of nearly every human in Lumeria.

With characteristic ingenuity, man has even domesticated skyfish with marginal success. A properly harnessed and trained skyfish of the appropriate species can be used to transport goods, move heavy loads, plow fields, and carry a human.

While Lumerium remains the rarest and most valuable of all the elements, water comes in a close

second. No ostrov is big enough to have Earth-like weather, and in any case, the Taviars are always spinning. There are storms, and rain, but they differ from storms on Earth, that as often as not, an ostrov will be completely enveloped by stormclouds as it passes by. This often results in rain, sometimes torrential, but it often manifests differently than what we experience on Earth.

In addition, few ostrovs are large enough to have lakes or running bodies of water. Hence, rain and mist collectors, catchments, swales and cisterns can be found in every settlement.

TRAVEL

Relatively speaking, ostrovs are small. The "important" travel in Lumeria lies from one ostrov to another. Although there are limited exceptions, such as the Ylarian Reach, travel between ostrovs requires a skyship, and takes weeks. Even months. Some travel lanes are well patrolled, but most are treacherous.

Although some skyfish can be domesticated, and ridden, few can bear a human rider, much less the food and water a journey would require, for more than a few hours. Travel between ostrovs requires skyships.

This analogy might help. Yes, theoretically you could harness a dolphin and ride it between one island in Hawaii and other.

But no, you couldn't ride it from Hawaii to California.

DEATH FROM ABOVE

Ostrovs which lie low in the rings of Krasas are vulnerable. Objects fall on them, falling for miles, hundreds of miles, or even thou-

sands of miles from above. Even a small chunk of rock which breaks off from an ostrov high in Krasa Ibolet will hit an ostrov in Rosu like a bomb.

On the other hand, the flotsam of ages lies in the half-light deep in Krasa Rosu, awaiting bold explorers, seekers and scavengers.

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THE WEORDING TOWER

The old man smiled at the initiates, his leathery skin crinkling around his blank, staring eyes.

"Hello, my young friends. I am Preost Balder, the custodian of Weording tower. I hear you've achieved the first mystery. Now, I have a question for all of you, one that I like to ask all the folk who come to visit me. Why are you here?"

A young woman, her voice muffled behind the high collar of her grey initiate's cloak, piped up; "Because Proctor Camlin sent us, exalted one."

Preost Balder chuckled. He raised a spotted and twisted hand, and gestured to a collection of cushions in the center of the floor. The ancient pillows were permanently indented from the generations of backsides that had rested upon them over the long years. In the center of the rough circle they made, a brazier smouldered with a kettle on it, filling the room with the pleasant tinkling sound of burning charcoal. The circular chamber was austere. A cot poked out from one pale purple-stoned wall, flanked by a desk overflowing with papers, and a cupboard, which held a washbasin. Otherwise, the room was bare, excepting the walls, which were draped with thick yellowing curtains, and the ceiling, which was a series of interlocking copper plates, shrouded with deep green patina.

"Would one of you young folk help me to a seat there? Oh, thank you." As two initiates took the his arms and helped him into a sitting position, the old man sucked his teeth at the young woman who had answered him, seeming to regard her from behind his withered eyes.

"Rhea Camlin may have been the one who unlocked the door to my tower's ten thousand steps, my dear, but she's not why you are here. Surely, you can do better than that." The old man seemed to realize that none of the initiates had moved from their stance of attention by the door, and grimaced at them.

"Oh come now, sit, sit. I don't stand on much ceremony here, I'm

no Proctor. Who'd care for a cup of tea? Fetch the cups from my armoire."

Hesitantly, the little group shuffled into the room and accepted cushions. One of the younger initiates placed a little stack of porcelain mugs by Balder's left knee, and he poured without spilling a drop, his blank eyes staring sightlessly ahead. While he performed this ritual, his voice snapped out like a whip.

"An answer, young lady. If you please."

The initiate, her eyebrows drawn together in thought, stammered: "I - well, I want to be closer to the Lord Apparent, Preost, if it raise you. I want to understand, so that I can share His glories."

The old man sipped at his tea and smacked his lips.

"Good, good. As fine an answer as I've heard. Now, another question. Does any of you know what it is we will be doing here?"

Another initiate, this one a hulking man whose shoulders strained at the seams of his grey cloak, answered in an incongruously gentle voice: "We will regard Lux, Preost."

"Exactly so. We will bask in the light of the lord for one full turn of the Tavias. We will be battered by rains, revel in thunder, and shiver in frost, but we will always be in His eye. Friend, would you be so kind as to remove the curtains from the walls?"

The beefy initiate got up, and moved to one of the musty drapes that covered the chamber's walls. As he pulled it to the floor, the curtains all began to fall, sending up a cloud of dust as they cascaded to the stone floor. The initiates, as one, drew in a breath. The walls of the chamber were made up of one, seamless, curving mirror, the lower half of which curled inward so that the bottom rim paralleled the stone floor. Their shocked faces were reflected in distorted awe in the middle of this wonder of artifice.

Preost Balder smirked.

CUSTOMS AND CULTURE

The Church sanctions only one method of sending off the deceased: cremation. The attending Petref performs the Sacrament of Bletsung, and the body is burned atop a funeral pyre. Loved ones collect the deceased's ashes and store them in metal, ceramic, metal or wooden urns called zaro. Family zaros might be stored in a place of honor in the home. The wealthy store them in stately and expensive sepulchers dedicated to their family lineage. The larger and more elaborate the sepulcher, the more wealth the family owns. In larger cities and towns, these sepulcher are built on Church lands dedicated to them, called Cintorin. Colloquially, they are known as barrow fields, carreta or ashlands.

The notion of and experience of falling naturally bodes ill for those living on Lumeria's floating ostrovs. Much like a sneeze elicits a "Bless you," in western civilization of Earth, a fall or misstep elicits a similar blessing, "May the Lord of Light raise you," or simply, "Raise you."

An unfortunate child born with deformity or aberration is looked upon with fear and disgust, invoking the visage of the Nether. Sadly, though the Church strictly forbids the custom, such children may be simply dropped from the side of an ostrov, presumably to return them to the Nether below. On rare occasions, such children

land on an ostrov below and survive. Children who do are regarded as touched by the hand of Lux Ascendant, and called Windborn. Often they grow into powerful magic users, either Lumierian or Netherian.

It has been known for a few, either wracked by a Sin which requires extreme unction, or possessed by overpowering and zealous piety, to stare at Lux Ascendant for so long that they become blind. This act, terrible and extreme, is regarded as a complete and utter surrender of the will to Lux Ascendant. Those blinded in this fashion are treated with awe, and are known as Godblind. Most believe, with evidence that supports them, that the Godblind are given the gift of Lightworker - the ability to work magic. Some Godblind are rumored to have the power to "see", though their eyes are whitened husks. All are believed to have achieved a communion with Lux Ascendant which imbues them with holy and sacred power to foretell the future.

People of Lumeria greet one another with, "Raise you", "Light upon your days", or "The Light of Lux." The sign of good will is hands extended parallel to the ground, palms up, fingers together, with pinkie fingers touching, mimicking the hand of Lux Ascendant, upholding the receiver of the blessing. Just as commonly, one might hold one's arms out, thumbs touching, and fingers

touching the same finger of the opposite hand, forming a circle between fingers and thumbs - the circle of Lumia.

TECHNOLOGY

Most Lumerians live in relatively primitive conditions, with respect to technology. They use simple tools made of wood, bone, stone and iron. They harness the power of land beasts and skyfish, the energy of wind and falling water, and of fire. They mine iron, and make steel. They shepherd, farm, weave and so on.

But few read or write. And fewer dare to think thoughts about things like electricity, magnetism, human biology, mathematics, or even Lumeria itself.

These technologies - and the scientific pursuits that relate to them - are Sins and heresy. The Church has held this position for so long that its true origins are lost. But though the source of this Truth can no longer be verified, many in the Church believe - secretly - that the fading of Lumia is related to these sinful and proscribed technologies.

Thus the pinnacle of sanctioned technology puts Lueria at a footing more-or-less equivalent to Earth's Renaissance, with some notable exceptions.

State of the art military technologies include things such as skyships, black powder, musket and cannon, and even grenade

muskets, but the Church forbids the use of flintlocks, insisting on the slower, less reliable matchlock. Also, rifling is proscribed. (If you look down the barrel of a rifled musket or cannon, you see a spiral - the sign of Nether! Burn the heretics!)

The Church has successfully (and repeatedly) snuffed out the invention (and reinvention) of the printing press. No mass-produced books exist in Lumeria.

Efficient production of wrought iron and other metals follows the use of blast furnaces, finery forges and smelting mills, which are all allowed by the Church. Flywheels and crank/connecting rod machines are also sanctioned. Flying docks can be found commonly for skyship-building and repairs.

However, by and large, the Church actively and successfully stifles the virtuous cycle of science and technology in mutual advancement, throughout Lumeria.

FACTIONS

Like all human civilizations, Lumeria has its own groups and organizations, with differing goals and motivations.

The balance of power between these organizations shifts over time, but in general, the Church stands as a check against the natural tendency for the temporal powers to exploit the huddled masses of Lumeria.

Zelana, Radonos and Albastru, despite the common enemy of the Nether, have always jockeyed with one another. The last century or so of history has witnessed no active war between these states, but the winds blow ill. Zelana and Albastru confront one another over claims to the Ylarian Reach, a stretch of large, verdant ostrovs in Krasa Vernu. Radonos makes no such claim, and instead seeks to profit from the impending conflict. The Church counsels restraint to both sides, but tensions have been mounting, year after year.

THE ORTHODOX CHURCH

Found in every reach, from the smallest ostrov to the Summer Palace of Albastru, the Orthodox Church of Lux Ascendant guides and shepherds the people of Lumeria. The church forms the backbone of moral and ethical conduct, guiding the faithful towards the light.

But humans built this institution, and it suffers from human frailties, corruption and moral turpitude.

THE VALISTUS HERESY

The Orthodoxy labels the Valistus movement as a heretical cult, in league with the Cult of Nether. However, the principles of enlightenment, independent thought and expression, and self-reliance which its founder,

Valistus ur Brantyre, espoused, find a welcome in the hearts and minds of many throughout Lumeria.

The writings of Valistus, published nearly a millenia ago, represent a radical departure from the dominant culture of Lumeria. His words echo a vision of each person as an entity free from the heavy influence of Church teachings. They center on reason as the primary source of authority and legitimacy, and advance ideals such as liberty, progress, tolerance, fraternity, constitutional government, and separation of church and state.

Needless to say, Valistus was burned as a heretic.

The Church has battled for years to stamp out his followers, but the ideals he articulated have led to formation of many secret organizations and cults, all dedicated to the advancement of his principles.

Privately, liberal members of the Synod of the Faith express sympathy for his thinking. But the Orthodoxy decries Valistus' teachings as the insinuations of the Nether. Most argue that Valistus cults are secretly in league with the Nether, and the agenda of Valistans hastens the fading of Lumeria.

THE CULT OF NETHER

Much like Lumia, Nether acts as an active force, seemingly at times

to have perverse intelligence and agency. Its force is felt most keenly when Lumia darkens. It causes nightmares. Some swear they can hear it whispering in their dreams. The insidious words of the Nether draw the unfaithful who do not shield themselves with prayer, piety and charity. The Church constantly guards against the Nether, stewarding the faithful towards the Light.

But still, those with Pride and with arrogant belief in their own egos turn away from the Light, and the darkness ensnares them. These evildoers in turn corrupt others, and form cults dedicated to the twisted schemes of the Nether.

The faithful welcome the Church's Inquisition. The Legates, clad in fuligin cloaks, constantly seek to root out and destroy the foul followers of Nether. The stark black-and-silver banner of the Inquisition strikes desperate fear into all, faithful and heretic alike. Repent of evil, or die.

But because the truly wicked, who succumb to the insidious promises of the Nether, can work Netherian magic, the battle between the Light and Dark rages on, year in and year out, century after century. Netherian plotters know well that Lumia has begun to fade, and that the tide of this war has begun to turn in their favor. They've become bold.

Secret meetings, cyphers and signs have always been the hallmark of Netherian cults. The

triple spiral marks them. Darkness enshrouds their diabolical schemes, mirroring the terrible dark and cold of the Nether itself. Snuff out the Light. Tear down the Church. Hasten the end. Their schemes invite terror, depravity, destruction and death. Netherians sew discord and strife, setting brother against brother.

Netherians rally around the fell sign of the Nether, the spiral sign of insanity and death.

THE DUGHAL OF ZELANA

The notion of one's class and lineage dominate Zelana culture. There are four classes: the Prestya (rulers and bureaucrats), the Triya (warriors), Shaya (artisans, merchants and tradesmen), and Durya (labouring classes and peasants). Within each class, one's occupation, social standing, marriage partners, etc., are further circumscribed by one's lineage, or birth. These lineages closely mirror occupation. Only the son or daughter of a blacksmith can become another blacksmith, etc.

This system severely limits social and economic mobility in Zelana. The ultimate goal for many in Zelana is to be granted Citizenship, which confers not only the right to vote and to hold position in the government, but also grants the prestige and honor of becoming a member of the Prestya class.

The Dughal rules Zelana. It is an elected position, voted on by the

citizens of the Prestya class, and is held for life. The Dughal relies on a body of further elected officials, the Emyat, who are also drawn from the Prestya class.

Zelana's ostrovs lie principally in Krasa Vernu, the Green Krasa, and in Blue, though the Dughal also holds ostrovs a few ostrovs in Indigo and Violet.

ALBASTRU EMPIRE

Between eras of multiple kingdoms and warlordism, imperial dynasties have ruled parts or all of Albastru. Twelve centuries ago, Kaslo ur Aelbaron united the various warring kingdoms and created for himself the title of "emperor" of the Aelbaron dynasty, marking the beginning of imperial Albastru. Successive dynasties developed bureaucratic systems that enabled the emperor to control vast territories directly. Albastru's current ruler is Altran ur Brandr, the fifth Emperor of the Brandr dynasty.

In Albastru, the Emperor derives his mandate directly from Lux Ascendant, a position that once roiled the Church, but has since been softened considerably, as the Church appoints a special advisor to the Emperor to advise him in all things. In the view of Kaslo ur Aelbaron, the Emperor's direct mandate from Lux Aeternus makes him the Son of Light.

In the historical tradition, Aelbaron defeated his rivals by in-

voking the Rule of Light, the notion that the ruler (the "Son of Light") governed by divine right and that his dethronement would prove that he had lost the Rule. Disasters and successful rebellions would thus show that the ruling family had lost this mandate. The mandate asserted that Aelbaron moral superiority justified taking over rival territories and that heaven had imposed a moral mandate on them to replace previous rulers, whom they saw as evil men whose policies brought pain to the people through corruption.

The Son of Light divided land among his feudal lords, his feudal lords divided land among their dependent families and so forth down the pecking order to the officers who had their dependent kin and the commoners who each has his apportioned relations and all had their graded precedence.

Much of Albastru culture, literature and philosophy further developed during the Hawken dynasty. The Hawken dynasty began to bow to external and internal pressures some two centuries into its rule, and the kingdom eventually broke apart into smaller states, reaching full expression in the Age of Warlords period. This is one of multiple periods of failed statehood in Albastru history.

A form of feudalism has dominated Albastru society since the founding of the first dynasty. The

important economic activities - skyfishing, farming and production of metals and finished goods - are all controlled and directed by the nobility. All resource-rich lands are owned by nobles, who then give their land to their serfs.

Traditionally, a piece of land is divided into nine squares in a well-field system, with the grain from the middle square taken by the government and that of surrounding squares kept by individual farmers. This way, the government is able to store surplus food and distribute it in times of famine or bad harvest.

The Emperor rules Albastru through a decentralized system of patronage. When the dynasty was established, all ostrovs were divided into hereditary fiefs that eventually became powerful in their own right. In matters of inheritance, the Aelbaron dynasty recognized only patrilineal primogeniture as legal. This is the rule of the "first born son". In explicit terms, the descent line system is characterized by patrilineal descent, patrilineal succession, patriarchate, sibexogamy, and primogeniture.

The eldest son of each generation forms the main of line descent and political authority, and younger brothers move out to unsettled ostrovs to establish new lineages of lesser authority. The farther removed, the weaker their political authority. In this system, ev-

ery younger son (hence not heir to the lineage territory) has the potential of becoming a progenitor and fostering a new trunk lineage. This system serves the empire because it incentivizes the acquisition and settlement of new ostrovs.

Albastru holdings center in Krasa Sarga, the Yellow Krasa. The Summer Palace lies in Krasa Vernu.

Political jockeying, intrigues and revenge fill the days and nights of Albastru's nobility. As often as their eyes are turned outwards towards the acquisition of new ostrovs, the noble houses of Albastru bicker, plot and duel amongst themselves.

THE RADONOS LEAGUE

The smallest of the temporal powers, Radonos holdings lie mainly in Krasa Laranja, the Orange skies.

The League is a commercial and defensive confederation of Merchant Guilds and their market towns. The League was created to protect the the economic interests and diplomatic privileges of the Guilds in their affiliated ostrovs, as well as along the trade routes the merchants visit. League territories have their own legal systems and furnish their own militaries for mutual protection and aid.

Because of the slow speed of skyship-borne trading, weeks and months often pass before a trading

partner receives news of the arrival or the sale of his goods. A special relationship of trust between business partners becomes necessary. But due to the Radonos League, that trust can be extended beyond members of family to third parties. The League serves as a facilitator, escrow, and arbitor in trading, vastly simplifying it.

Among the other nations of Lumeria, long-distance traders act as individuals, and therefore are the targets of robberies, violent attacks, and murder attempts when away on business. In the League, the development of formal associations is a response to this uncertainty and danger.

By institutionalizing the rules of conduct, the League facilitates cooperation, promoting and ensuring a peaceful culture of negotiation and exchange based on the honesty and reliability of the members. Blood or ethnic bonds are not in themselves guarantees for reliable and peaceable behaviour, especially considering that the growth of long-distance trade also means an increase in the number of foreign partners who must be integrated into a trading network. To this end, norms are set and supervised at the League Convocation to give merchants a reliable basis for cooperation. Non-cooperative or fraudulent behaviour is punished by the League, which has its own jurisdictions. Sanctions range from loss of reputation and expul-

sion to loss of business and criminal penalties.

Though there are dozens of Guilds in the League, the principal Guilds include:

- Guild of Staples (skyefish, grain, wood, flax, salt, etc.)
- Shipbuilders Guild
- Union of Ironmongers
- Guild of Skywhalers (meat, oil, etc.)
- Cannonmakers Guild

Each of these guilds sends a representative to the League Convocation, held twice a year in the anchored ostrov of Arnevali, the largest city in the League, in Krasa Laranja.

GITANOS

Like the Gypsies of Earth, Gitanos wander. The learned debate their origins, and some hold that they are the remnants of the lost tribe of Lygewyrd, while others argue that they are a fallen house of Albastru, and still others claim that they are nothing more than a motley collection of castoffs and vagabonds.

In any case, Gitanos travel the skies in caravans of ships, moving from city to town, ostrov to ostrov. Generally regarded as distasteful criminals, thieves, apostates and cutpurses, the Gitanos find welcome nowhere - only begrudging tolerance.

Those few from within their ranks who share some insight into their

ways explain that Gitanos function as their own tribe, welcoming into their midst any who wish to wander the ostrovs, of any color, nationality, creed or belief. So long as they swear off their former ways, and demonstrate their use to their tribe.

OUTSIDERS AND BARBARIANS

Outside the collection of known and settled ostrovs lie floating islands innumerable. Among the learned and in the Church, it is well known that the bones of former empires, the ruins of cities, and the traces of former settlements can all be found, floating in the skies of Lumeria. Some seem familiar, but the older they are, the more strange and alien they seem.

The human impulse to explore remains strong. The Church retains an iron grip on expansion, and officially, no new settlement may be made on a ostrov until the Orthodoxy has given its permission.

Nonetheless, apostates, criminals, heretics, the dispossed, and those who long to wander leave the havens of the civilized world and strike out alone. Most never live to tell the tale.

But some do.

Outside Zelana, Albastru, Radonos, and the archipelagos and independent states, ostrovs circle Lumia, and man has settled them. No lower regard is held for any piteous wretch than that of Outsiders. Whether serf or noble, Churchman

or laity, all are charged by the Church to slay or imprison Outsiders on sight, for they are all surely tainted by the Nether.

LANGUAGE

A single common language is spoken throughout Lumeria, but with different dialects in Radonos, Albastru and Zelana. The Church has its own dialect as well, peppered with terms and idioms from ancient texts and traditions that stretch back millenia.

CURRENCY

Although they are rare, the most widely accepted mint of coin in Lumeria is the Church's own Flame, a large silver coin.

Each of the large temporal powers also maintain their own mints. The currencies and their exchange rates are:

Exchange	Church	Radonos	Albastru	Zelana
1	Flame	Mark	Eagle	Phoenix
10	-	Balance	Wing	Scales
100	-	Fennig	Talon	Scales

PLACES OF NOTE

YLARIAN REACHES

Rich, though small ostrovs dot the Ylarian Reaches in Krasa Vernu. Though somewhat remote from the usual trading corridors, this tempting territory has both the attention (and settlements) of

both Zelana and Albastru. Both amass their navies in and around the Reaches, and imminent war lies close at hand.

SUMMER PALACE

The Summer Palace ostrov is large and verdant, circling Lumia in lockstep with Tavias Molla, where it is always summer. The capital of the Albastru Empire, the Summer Palace has the tallest buildings, the richest and happiest people, the most refined court, the finest musicians, and the very best food in all of Lumeria.

A huge, sprawling ostrov with two mountain ranges, and an impressive freshwater lake, the Summer Palace produces considerable food surpluses, and also forms a nexus for trade in Krasa Vernu. The Emperor himself lives at the Summer Palace. Thickly settled, the Summer Palace also represents one of the largest population centers in all of Lumeria.

ARNEVALI

As the busiest trading port in all Lumeria, Arnevali hums with a vibrant air of exotic mystery, money, and the constant bustle of commerce. Traders from every Krasa of Lumeria flock to Arnevali, where the Radonos League maintains the peace, so the coin may flow most freely. If you have something to sell, or need to buy something, it can be found in Arnevali.

PILLARS OF JUDGEMENT

Two basalt pillars laced with veins of Lumerium rise from this ostrov, reaching a thousand or more feet into the sky. Here, the Lord of Light judged the tribe of Lygewyrd, who turned away from the Light.

Pilgrims with the coin to do so make a stop at the Pillars after making their holy visit to Onsel.

ONSELD

On the ostrov of Onsel, the Seven Saints first experienced mystical communion with the Lord of Light. It is the duty of each of the faithful to perform a pilgrimage to Onsel once in his or her lifetime.

An unending throng of pilgrims flock to Onsel every day, from the Seven Krasas and the Seven Tavias, in every shape and color as can be found in Lumeria.

PORT SAINT STIVEN

This hive of scum and villainy takes its name from Saint Stiven, the first Godblind. St. Stiven is a cluster of small ostrovs, close to one another, circling Lumia in lockstep with Tavias Neboa. Mist and fog nearly always enshroud these ostrovs, making them a dickens to find unless you've been inducted into the navigational secrets.

Outsiders, smugglers, gitanos, outlaws, pirates, thieves, con-artists, whores, explorers,

scavs, cultists, attorneys, money lenders, apostates, junk dealers, drug dealers, card sharks, murderers, heretics, and every other manner of unsavory characters seem to find their way to St. Stiven. There is no law, and there is no government, and if you have the coin, sharp wits, or can use the point of a sword, all manner of things become available to you.

Argyll, the Reaver Captain, made St. Stiven his home port.

OUR FAITH

The Church, also known as the Orthodoxy, or the Church of Lux Ascendant, shares temporal power with the governments and other organizations of Lumeria. The Church is unique, however, in that it is the moral compass of the people of Lumeria. It points the way, ever skyward, towards Lumia, encouraging, rebuking and guiding the people of Lumeria in the right way to live their lives.

In part, the Church holds such deep and abiding sway because select members of the clergy, specially selected by the Lord of Light himself, are able to work miracles and magic in the name of Lux Ascendant. Because Lumeric magic derives from a strict moral code, the Church has grown into the powerful and structured human representation of the beliefs embodied in that moral code.

Deep and troubling flaws plague the Orthodoxy, including rife

corruption. However, despite these flaws, the Church remains a vocal and active champion of all people of Lumeria, but particularly of those whose voices are not heard: the poor, the peasantry, and the disenfranchised.

The Church holds the favor of all the common people of Lumeria. It also assigns advisors to every aristocratic house's leaders, the League Convocation, the Dughal of Zelana, the Emperor of Albastru, and any figure of note or authority throughout the skies. These advisors are known as "rædesmann" or "reedsman", and act as shepherds for (and sometimes spies on) individuals the Church believes need holy counsel. Refusal of a reedsman earns the enmity and suspicion of the Orthodoxy, though the leader who relies on their advice may find a powerful ally in the Church.

HISTORY

The Seven Saints founded the Church after their mystical communion with the Lord of Light. Orthodox scholars argue about how long ago the Church was founded, since few records have survived the centuries since its start. Some adhere to the notion that the Church is relatively new, perhaps founded some six or eight millenia ago. Others hold that the Church is over 20 millenia old. In any case, the Church and its traditions have evolved over time, but its mission, to glorify the Lord

of Light, has always remained the same.

The Seven Saints represent and embody the Key Virtues of Orthodox belief:

- Charity: Saint Sinofa, the Poet
- Duty: Saint Perth, the Soldier
- Justice: Saint Liya, the Scholar
- Humility: Saint Rhumben, the Beggar
- Renunciation: Saint Ector, the Miller
- Compassion: Saint Shayan, the Healer
- Advocacy: Saint Thurstin, the Agflota

The Orthodoxy has existed in its present form for seven centuries.

BELIEFS

The core of the Church's belief is that Lux Ascendant is God, manifest in Lumeria. The light that shines from Lumia is divine, and it has an essence that is sanctifying. Each person's duty is to reflect that light through prayer, self-sacrifice and care for others.

The core tenants of the Orthodoxy are:

- All humans are sacred, incarnate reflections of divine light.

- As reflectors of Lux Ascendant, all share a calling to "shine and polish", by moral actions embodied in the Seven Virtues.
- Nether, in all of its manifestations, is evil. Nether is both manifestation of and symbolic of turning away from the light.
- Lux Ascendant is not "out there", but rather present in the world, and actively working to guide mankind. This is evidenced in Lumeric magic.
- The Church is the sole source of sacred guidance in religious and spiritual practice.
- The wisdom of the Church is derived from the words of the Seven Saints, collected in the sacred text Libër Voor-tus.
- The practice of magic can only be done with the official sanction of the Church, known as Karistus Magia.
- Unsanctioned magic, consorting with Heretics and with the Nether, and the invention or use of proscribed technology are Sins, contrary to the Virtues of Humility and Renunciation.

RELIGIOUS PRACTICES

The Seven Sacraments embody the core spiritual practices of the Orthodox faith:

- Bletsung - Sanctification:

Traditionally, Bletsung is given by a Petref to an individual on the three most important events of life: Induction, when a person joins the Church; Marriage, when two come together as one; and at Death, when one returns to the Lord of Light. At a Petref's discretion, the ceremony of Bletsung can be performed at other significant events, such as a dire illness, consecration of a new Ciric, a catastrophe such as blight, etc.

- Sammenhold - Communion: No less than once per year, the pious attend the Sacrament of Sammenhold. This event is held once every fortnight, when the community of faithful come together in the Ciric (the church building) in order to worship the Lord of Light.
- Forbén - Prayer: The pious engage in prayer three times per day: upon rising (Matins), at midday (Nones), and before rest (Vespers).
- Gotdæd - Penitence: In the eyes of the Church, turning away from the Lord of Light tarnishes and darkens the soul-mirror, obscuring the reflection of divine Light. Acts such as murder, rape, theft, heresy, use of or exposure to proscribed technology, consorting with the Nether, blasphemy, and

many others are sins which can only be expurged by the Sacrament of Gotdæd. When confessing these sins, the pious will be tasked by the Petref with acts which show the sincere will of the petitioner to set themselves back on the path of the Righteous. Penance can often take the form of a monetary fine to be paid to the Church.

- Pelerinaj - Pilgrimage: Once in their lifetime, the pious must save enough money to travel to Onself, the ostrov where the Seven Saints first experienced mystical communion with the Lord of Light. Travelers pay this money to the Church, which is responsible for transporting pilgrims to Onself, housing and feeding them during their journey. Those with means to do so are strongly encouraged by the Church to make pilgrimages to one of the many holy sites sanctioned by the Orthodoxy.
- Almesgif - Charity: The words of Saint Sinofa in Libër Voortus clearly call the pious to give freely of their wealth, possessions and time to care for the less fortunate. The most common and traditional form of this giving is contribution of wealth directly to the Church.

- Rihtfæsten - Fasting: Once per month, the pious who are healthy enough to do so are called to fast for two days from the waxing of Lumia at Matins, and the waning at Vespers. Traditionally, the money saved from this fasting is contributed to the Church as Almesgif.

CHURCH RANKS AND ORGANIZATION

The lowest title given an anointed priest of the Church is simply "Petref". Although it is a lowly rank, even high-ranking Church officials may still be referred to as Petref. Most often, a Petref leads a single parish, often called a Pagast. Petrefs assigned to guide, lead and protect important leaders are known as Rædesmann or Reedsmen.

To become an ordained minister of the Church, a layperson (male or female) must first earn the patronage of a Petref, who vouches for the supplicant's honor, piety and desire to serve Lux Ascendant. If accepted, he or she enters a mynster as Novice, usually before the age of 10. As a novice, he or she will learn to read and write, and then study Church dogma, rituals and ceremonies, Church history, first aid, some arithmetic, and a common domestic craft (brewing, cooking, smithing, weaving, etc.).

After this period, the novice is examined by an Esoteric, who administers the Judgement Anfald.

Passing this test earns the novice the title of Monk or Nun. He or she elects to join one of the Mysteriums. Male Novices and Monks are known as "Fraté" or "Brother", and female Novices and Nuns are called "Sweostor" or "Sister".

Teaching continues, and the Monk or Nun learns the Church classic texts, debate, oratory, advanced Orthodox theology, basic training in Pagast administration and more advanced mathematics. After a period of four to six years, he or she is tested again by an Esoteric. This test is known as the Judgement Vårav. If he or she passes, the Church ordains the new Petref, and grants permission to perform the rituals of the Church. Depending upon the particular Mysterium, additional rights or duties may be bestowed.

A lay person (one not anointed by the Church) may act as an attendant and assistant to a Petref, and is known as an Avusta.

Each Petref reports to a Bishop, or Escuvo. Bishops report to Archbishops, and Archbishops report to Cardinals.

From the earliest days of the Church, seven men and women have been its leaders. Originally, these were the Seven Saints, and the tradition has continued to this day. Now known as the Council of Seven, these individuals are the supreme leaders of the Church, and vote on all matters worthy of their august consideration.

Various byzantine curias, courts, synods, other Church officials form a complex web of bureaucracy seemingly impenetrable to those outside its ways.

MYSTERIUMS

Within the Church there are several different traditions, each ascribing to particular practices and emphasizing different virtues and roles within the greater Orthodoxy. These orders are known as Mysteriums. Petrefs not part of any order are known as Eremetic Petrefs, and may often be found living a solitary life, pursuing prayerful mental ascesis. The five Orthodox orders are:

MYSTERIUM ESOTERIC

Petrefs in the Mysterium Esoteric perform works of Lumerian magic. They are the only Church-sanctioned users of Lumeric magic, and those found to have the Gift who are not under the Church blessing of Karistus Magia, such as healers and "hedge wizards", must repent of their Pride and join Mysterium Esoteric, or be executed.

Thus as part of its mission, this order searches for those with the Gift, and invites them to join their ranks. Petrefs Ascian travel the length and breadth of Lumeria, visiting villages and towns and holding the Festival Accunian, in which the young folk are tested to see if they have the Gift. Those

that have it, young or old, are taken - sometimes forcibly, but most often with great gratitude - into the order.

A Petref Esoteric commands both awe and fear among commonfolk and clergy alike.

MYSTERIUM MAGISTER

The largest of the orders, Magister forms the backbone of the clergy. A Petref of a local pagast is most likely to be Magister, and in some ostrovs, the word "Magister" is used interchangeably with Petref.

The order of Magister seeks to protect and guide the faithful, dedicating itself to the Seven Virtues. The majority of the Church's vast bureaucracy come from Magister, but the political machinations and corruption for which the Church is famed remain far from the minds of most Magister Petrefs, who seek only the sanctification of their congregations.

Within Magister, most Petrefs lean either towards the conservative group known as Haukka, or towards the more liberal faction known as Dufan.

MYSTERIUM JUSTIA

Justia guards the Church. The Orthodoxy faces numerous threats, including the Nether itself, heretical sects and teachings,

forbidden and insidious technology, corruption, and moral weakness. Mysterium Justia seeks out the enemies of the Church, and converts them, or destroys them.

Justia suffers from an well-deserved reputation as an extreme order, full of arch-conservative fanatics. The Legates of the Inquisition are appointed from the ranks of Justia, exacerbating this perception.

However, viewed in the best light possible, Justia performs a valuable service to the Orthodoxy, by constantly goading the greater body of the Church towards a truly pious reflection of the Lord of Light, through the wisdom of the Seven Saints.

MYSTERIUM SOLACIA

The words of Saint Shayan, the Healer, collected in Libër Voor-tus, exhort the faithful to give solace, comfort and care to others. Mysterium Solacia's seeks to manifest this gospel through works of healing, care for the weak, young, sick and elderly, the eradication of poverty and hunger, and the education and welfare of all of the faithful.

The people of Lumeria hold Mysterium Solacia in high esteem, for the work of this order touches the lives of many, at the times it is needed most.

Solacia maintains the hospitals, orphanages, sanitoriums and other places of healing and

weal. Likewise, Solacia dis-tributes food, medicine and clothing to those in need. Finally, though they are rare, Solacia runs schools for the education of the faithful, instructing them in reading, writing and sums. Of course, a very healthy donation is required each year...

MYSTERIUM PRAELUX

Praelux defends mother Orthodoxy from the enemies that beset the Faith at every turn. Each Petref in Praelux has not only the ordination of the faith, but trains in martial prowess, so if called to do so, he or she may gladly lay down life in defense of the Faith. Some train in the arts of weaponless combat, others with arms and armor, and still others in the art of skyship combat. Each Petref Praelux is honed like a knife, ready to join battle whenever a foe of the Orthodoxy challenges.

The most famous and effective of the Church's shock troops, the Myr-midons, come from Praelux.

Mysterium Praelux maintains a standing military of trained lay soldiers, recruited from every ostrom and Krasa, known generically as "Praelux".

THE ORTHODOX MILITARY: MYRMIDONS

The Orthodoxy maintains its own military, known as Myrmidons. The Myrmidon force is composed

mainly of lay soldiers, commanded by officers who are churchmen. Their law is "victoria aut morte" (victory or death), and the commanding officer of a Myrmidon force is executed if his or her mission fails.

SKYSHIPS, TRADE AND WARFARE

SKYSHIPS

Skyships (or simply ships) define travel, trade and war in Lumeria. These vessels carry passengers and every conceivable item of trade between ostrovs. In times of war, control of the skies carries the day.

Skyships are expensive to build, expensive to operate, require large crews, including many very skilled craftsmen, and are far more apt to be lost due to accidents, weather, and other calamities than they are to armed conflict. Travel aboard a ship is dangerous and uncertain.

Building a ship requires particular expertise, in addition to large amounts of skilled labor and ready access to sufficient quantities of raw materials - particularly good lumber.

But Lumerium is the key. To fly a ship, lumerium - in large quantities - is needed. Roughly, 1 ton of lumerium floats 10 tons of material. A midrange vessel weighing

in at 200 tons therefore requires 20 tons of lumerium.

Lumerium floats when exposed to light. Skyship designs center around their lumerium, with deck baffling and mechanisms designed to expose the lumerium to Lumia's light when available, and to use shipboard fires as a source of light when Lumia darkens.

Skyships rely on wind to propel them through the air, and due to lumerium's properties of orientation, can use the stones as a form of keel, allowing ships to tack through the wind, albeit more poorly than a watercraft. Like watercraft, no skyship can sail directly into the wind. Complex systems of canvas sails protrude from skyships in all directions when in flight, giving a skyship the appearance of a ponderous airborne porcupine.

Any trained skyman is known as an agflota. Though there are many jobs and specialties aboard a ship, one of the most dangerous is manipulating its sails.

Still more dangerous, aboard some warships, particularly among Albastru and Zelana, is the work of aérien. These agflota-soldiers train and ride skyfish, launched from a ship to attack the sails and rigging of enemy ships.

Important roles on a skyship include:

- Captain: She gives the orders.

- **Navigator:** Plots courses between destinations.
- **First Mate:** Just below captain, the First Mate takes over if the captain is injured or is not present. The First Mate coordinates all ship operations.
- **Boatswain:** Manages the deck crew, lines, warps and anchors, and ship's boats.
- **Master of Guns:** Responsible for overall use of weapons on a ship.
- **Carpenter:** Ships are made of wood. 'Nuff said.
- **Sailmaster:** In charge of moving the ship from one place to another as well as care and maintenance of shrouds, sheets and lines.
- **Master at Arms:** Leads grappling and boarding actions.
- **Master of Stones:** In charge of the ship's use of Lumerium, the baffles and mechanisms that expose it to Lumia's light, and the fires that illuminate it when Lumia is dark.
- **Master of Wings:** In charge of a ship's aérien, if any.
- **Officer of the Watch:** In charge of making the ship's "awareness" and general security, in port, while flying, and in combat.
- **Purser or Quartermaster:** Manages the ship's supplies.
- **Cook:** Arguably, the most important position on the ship, next to Captain. Agflota like to eat.

Each of the ship's officers acts as Officer of the Watch on a rotating basis. The Officer of the Watch, while the rest of the crew is engaged in their daily duties, manages the entire status of the skyship, including crew discipline, and makes responses to various hazards (obstacles, dangerous weather, pirates, etc.). He or she notifies the Captain when the situation demands it.

Notable parts of a ship include:

- **Hull:** The wooden skin of a ship.
- **Keel:** The bottom side of a ship, running from bow to stern.
- **Bow:** The front of a ship.
- **Stern:** The rear of a ship.
- **Bulkhead:** An interior wall of a ship.
- **Deck:** The floor of any interior space in a ship.
- **Overhead:** The ceiling of any interior space in a ship.
- **Galley:** The ship's kitchen.
- **Head:** The ship's toilet.
- **Locker:** Any room inside a ship used for storage of ship supplies. Each type of supply is stored in its own locker. Hence, the arms locker, the sail locker, etc.
- **Mast:** a long, straight and stout length of wood, used to carry sails. Masts are also known as standing rigging.
- **Deck or top mast:** A mast located on the top of a ship.
- **Belly or keel mast:** A mast located on the bottom of a ship.

- **Bark or wing mast:** A mast protruding from the side of a ship.
- **Boom:** A stout length of wood attached to a mast, which supports a sail, holding it in a particular position.
- **Sail or shroud:** Also known as running rigging.
- **Sickbay:** The room inside a ship where sick or injured crew are cared for.
- **Brig:** An interior room of a ship used to hold prisoners.
- **Magazine:** The interior room where black powder is stored.
- **Stonehold:** The interior room where Lumerium is stored.
- **Quarters:** A private room for sleeping by officers.
- **Wardoom:** The room in which officers take meals.
- **Mess:** The room in which the crew takes meals.
- **Captain's Quarters:** The private room where the Captain sleeps. This room also doubles as her office.
- **Bunkroom:** The room in which the crew sleeps.
- **Baffles:** The mechanisms used to open the deck to Lumia, illuminating the Lumerium in the stonehold.
- **Lineworks:** The system of lines, gears, stanchions, pulleys and other mechanisms used to manipulate sails and baffles, often controlled (in part or whole) from the cockpit.
- **Cargo hold:** The interior rooms in which cargo is stored. Cargo holds have doors above them onto the top-deck, or doors opening onto the sides of the ship for loading and unloading.
- **Bomb bay.** The lowest deck of many ships is loaded with boulders and iron balls for dropping out of the downward-facing bomb-bay doors onto enemy ships below.
- **Cockpit:** Usually found in the stern of the ship, the Captain, along with the ship's pilot, directs the ship from its cockpit. The rudder-wheel and wing-wheels, large wooden wheels used to steer the ship, occupy most of the cockpit.
- **Blister:** The deck location for a cannon and its gearing.
- **Turret:** A gun whose blister is located outside the main hull.

The rope used on a skyship isn't called "rope", it's known as line. Specialized words define the use for a line:

- **Shroud:** A line that holds a mast in place.
- **Sheet:** A line for holding running rigging (sails).
- **Warp:** A line used to secure a ship to a ostrov or dock. Any line connecting one thing to another is also known as a warp.

Ship categories:

- **Frig or Brig:** The largest of the skyships, these craft may have crews numbering in the hundreds, and carry 50 or 60 guns.
- **Galleon:** Galleons are large, capable ships, with the ability to carry 20 to 40 guns, and carry large cargoes.
- **Schooner:** Smaller than a galleon, a schooner has multiple top-deck masts. A schooner might mount a dozen or perhaps twenty guns.
- **Sloop:** A ship with a single mast on its top deck. Sloops have the best speed and agility into the wind. Sloops are rarely large enough to mount more than 10 guns.
- **Boat:** A small skyship, usually mounting a single top-deck mast, but too small to be practical for long skyship travel. Generally boats can be found plying short trade lanes, or for travel in and around a given ostrov.

Wealthier ships carry auxiliary gliders and wingsuits for emergencies.

The cockpit holds several special tools vital to plying the skies:

- **Spyglass:** For viewing far-way objects more clearly.
- **Dægmaele:** For telling time.

- **Homestones:** Certain chunks of Lumerium exhibit a small force pulling them towards the ostrov from which they were taken. These homestones are mounted in circular devices resembling compasses, and are used for navigation of the skies.

A ship's captain and navigator will have their own sets of instruments, in addition to that of the ship's. With the aid of maps, charts, almanacs and ostrov orbit guides, they can plot courses.

Cannon weigh a tremendous amount, and contribute significantly to the overall weight of a skyship. Of course, the more a ship weighs, the more Lumerium needed to float it in the skies. And Lumerium is the single greatest cost of a ship. The value of a cannon for attack and defense must be weighed carefully against its need for valuable Lumerium. Guns mounted along a ship's keel or connected to its carved figure-head are called spinal guns. Cannon mounted directly fore or aft are called chasers and have limited arcs of fire.

One ship may communicate with another over distance using signal flags, flares, lights, kites and even balloons. The flag of a ship's home port is flown at all times, and are known as its colors. Devious and dastardly captains — most often ungentlemanly pirates and smugglers — are known to use several sets of colors. This

crime is punishable by death under Radonos League law.

Ships carry several smaller sky-boats to make land on ostrovs, as unstepping the belly mast is a long and arduous process. The boats can aid in moving a becalmed ship, and can undertake work too dangerous or unsuitable for a large vessel. Lastly, they can be used for lifesaving and abandoning ships, when needed. These ship's boats are known as longboats (larger boats), cutters (medium-sized), and jolly boats (smaller).

SKYSHIP LINGO

- **Aérien:** Marines who ride skyfish, trained in boarding actions and aerial combat.
- **Aft:** Toward the rear.
- **Ails:** Ailerons, used to effect ship movement up or down through the sky.
- **Back:** The part of the ship facing the sky.
- **"Back, bark and belly":** A common term meaning "complete", following the notion that a ship with sails protruding in all directions is fastest.
- **Beam:** Widest section of ship.
- **Beating:** Sailing nearly into the wind (about 45 degrees).
- **Belly:** The bottom of a ship.
- **Bow:** Forward part of a ship.
- **Forward:** Toward the front.
- **Heeling:** The effect of strong winds, which can cause a ship to roll onto its side.
- **Luff:** Before ascent or descent, a ship is turned into the wind.
- **Making Sail:** Flying additional sails to increase speed.
- **Port:** Left, when facing bow of ship.
- **Reaching:** Anything between beating and running; flying at an angle to the wind.
- **Reefing:** Decreasing the amount of sail the ship is flying.
- **Running:** Sailing directly with the wind.
- **Skref:** Usually before descent, a ship will turn into the wind, and ails will be used to cause the the stern to rise above the bow.
- **Spout:** When a ship ascends, its ails are used to make the bow rise above stern.
- **Starboard:** Right, when facing bow of ship.
- **Stern:** Aft part of hull.
- **Top:** The end of any bit of mast or standing rigging. Ships with full rigging (back, bark and belly) have four "tops".
- **Windbound:** When a ship faces directly into the wind, and loses all forward force. This can happen by mistake, and also when a ship tacks from one side of the wind t'other.

TRADE

Piloting the skies of Lumeria is dangerous. There is always a high risk of losing a ship and its cargo on long-distance routes due to storms, accidents or piracy. Skyship voyages are long, arduous affairs. Travel takes weeks, months, or even years.

Over time, rather than acquiring their own ships, merchants and ship owners increasingly obtain not vessels themselves, but only shares of vessels. According to records maintained at the Radonos League, in the last two hundred years, the average number of a ship's owners grew from two to seven.

In turn, merchants and ship owners, particularly among the Radonos League, purchase interest in several ships. To minimize the risk, they no longer entrust their cargo to just one but to several different ships. The cargo of some of the ships registered in the League, for example, belongs to as many as nine and sometimes even more merchants.

Thus, rarely just one cargo travel between ostrovs on a given ship. League traders carefully orchestrate their commerce so that markets are never flooded, and all members may enjoy the benefits of smooth commerce, but independents can muddy the works from time to time by showing up with goods that outstrip demand, sending prices plummeting. Members

of the League scoff at this sort of dealing as "adventure trade."

Commerce between ostrovs focuses on luxury goods, and much-needed, or highly-desired items readily available at the origin, but normally unavailable at the destination. (Correspondence and passengers fit the bill nicely, too.)

Risk forms the heart of adventure trade, however. Can goods be purchased on one ostrov where they are cheap, and sold at another where they are dear? Novel and reliable sources for rare or new goods can make a merchant's fortune.

WAR

On Earth, builders designed medieval castles to withstand attacks by infantry, horse-mounted soldiers, and siege engines. In Lumeria, all of these things exist, but the far greater threat quarters from the skies above. The majority of important conflicts of Lumeria are fought in the skies. So, while a fortification in Lumeria will have significant defenses for land-based attacks, designers think in three dimensions, building down into the ground much further than into the air.

Large, wooden skyships dominate the military conflicts of Lumeria. They mount a bewildering variety of different types and sizes of cannon as their main armaments. These cannon are extremely inef-

efficient, difficult to load, and short ranged. These characteristics, along with the handling and windworthiness of the ships that carry them, define Lumerian military tactics.

Captains strive to achieve the single most effective naval tactic in combat with another ship: get above them. Get directly above the enemy ship, open the bay doors mounted on the bottom of the ship, and drop really big, heavy rocks on them. It's crude, but effective.

Given the expense and risk associated with skyship travel, it's impractical to move large numbers of land-based troops between ostrovs. Hence, most ostrovs maintain only a minimal ground force, focused on defense. The offensive might of Lumeria's militaries resides in fleets of skyships. Warfare centers around control of the skies.

SKYSHIPS, NAVIES AND FLEET WARFARE

In Lumeria, navies battle navies. Often these are skirmishes with only a few ships, and when the stakes are high, it involves entire flotillas.

Convoys blockade and ravage ports, and nimble ships hit and run down merchants, treasure ships, mail, and supply ships (and, rarely, on ground fortresses). Ships may have specific missions and targets, and often may end up

embroiled in singular cat-and-mouse battles with their targets.

When one ship overtakes another, conflict often moves from cannonfire to boarding actions.

To win a skyship battle, speed, agility and position must be mastered. Speed wins the day when running down an enemy ship - or escaping one. Speed combined with agility (and the luck of the winds) can earn one ship an advantageous position over another, which makes cannonfire and death-from-above very effective.

When allied ships coordinate attacks, their chances of success vastly increase. Thus ship-to-ship communication becomes of paramount importance. Wily captains use wind and the capabilities of their ships and crew — in concert with other ships — to win.

Skyship captains concentrate on a few areas of the enemy ship to take, burn or destroy it:

- masts, rigging and sails
- ship rudder(s)
- crew
- powder magazine
- stonehold

INDIVIDUAL WEAPONS AND TACTICS

A typical smooth bore musket firing at a single man-sized target is only accurate to about 40 to 50 yards using common ammunition,

which employs a much smaller bullet than the musket bore to compensate for accumulation of ash in the barrel under battlefield conditions. In general, these weapons are very short ranged, inaccurate and difficult to load and fire.

The gunner fires almost all muskets common in Lumeria using the matchlock mechanism, where a length of smouldering rope ignites the black powder in the weapon's pan, causing the musket ball to be fired out of the barrel. The ball in these firearms rattles around quite loosely in the barrel. The last contact with the barrel gives the ball a spin at right angles to the direction of flight. These aerodynamics mean that the ball tends to veer off in a random direction from the aiming point, making them inaccurate beyond 40 or 50 yards.

A properly trained group of soldiers can load and fire four rounds per minute. A crack musket company might be able to load and fire five rounds in a minute. Because matchlock muskets take so long to reload and are rather inaccurate, tacticians typically deploy musketeers in formations to maximize firepower.

All this means that although firearms are a significant factor in armed conflict, they do not dominate it. Although vulnerable to the firepower of a musket, armor is still commonly used, because many conflicts quickly devolve

from an exchange of fire to hand-to-hand melee. Bows and crossbows still see wide use and can be very effective.

GAMEMASTERING

Underpinning any campaign theme or trope lie unanswered questions:

- What is Lumia? What is the Nether?
- Why is Lumia fading? What is the effect? What can be done about it?
- Has Lumia waned before?
- Is "good magic" inherently good? Is "bad" magic evil?
- As a flawed and imperfect human organization, how does the Orthodoxy improve the lives of Lumerians? With all of its baggage, can it?
- Is technology and science evil, as the Church says?
- Are the Outsiders really evil minions of the Nether?
- Have Valistans got the right idea?

All, some or none of these questions might play a role in your Lumeria campaign.

ADVERSARIES, MONSTROSITIES AND DENIZENS OF LUMERIA

Depending on the trope or genre used with the Lumeria setting, some, none or all of these adversaries may be applicable. The

GM should feel free to select villains applicable to the genre. For example, Nether-touched zombies may not work well in a game of Derring-do or War. (Or they very well may... season to taste.)

NETHERIAN SORCERESS OR SORCERER

The Nether doesn't whisper to the Sorceress: it screams. "Death! Mayhem! Destruction!"

A Netherian Sorceress seldom works alone; she attracts a following which do her bidding. She plots the waning of Lux Ascendant; she schemes and manipulates apostates and heretics. She uses her magic sparingly, preferring to send her minions to do her wicked deeds.

of widespread terror, mass death, or even when someone hovers near death's door too long. A death caused by the Blight of a Sorcerer's spell can also cause the Plague. The bodies of the newly-dead suddenly are gripped by the Nether, and regain a perverse form of animated life.

These abominations are known as Nether-touched. Nether-touched awaken with insane recollections of their former lives, with inhuman strength, and with an insatiable hunger for the flesh of living creatures - most especially human flesh. Over the course of a few days, their dim and psychotic recollections of their past life fade, and all that is left is the hunger to feed. Nether-touched can live for a couple of weeks without feeding,

Concept	Netherian Sorceress	and much longer if they consume living flesh. Those slain by Nether-touched also reanimate a few hours after death, with the same hunger for flesh.
Karma	3-6	
Dice Pool (Karma +2D)	5D-8D	
Sorceress	5D-8D	
- Aspect Tweak	Relationships and Thought	
- Element Tweak	Fire	It has been observed that the especially pious and faithful do not succumb to the Plague, even after their death at the hands (and teeth) of the Nether-touched.
- Technique Tweak	Control and/or Create/Destroy	
My Spies Are Everywhere	4D	
Hunted by the Church	3D	
Blind Ambition	3D	Nether-touched feel no pain, and as long as their bodies can support it, will continue to move and try to kill and eat the living. Even with limbs hacked off.
Darkness Is My Friend	2D	The heat and purifying light of fire is the only sure cure for the Plague.

NETHER-TOUCHED

Where horrific death treads, the Nether Plague follows. This "disease" seems to erupt after scenes

The heat and purifying light of fire is the only sure cure for the Plague.

In part, the Plague is why the Church's only sanctioned method of disposing of a body is by cremation.

First, before combat begins, the Captain may give a Rousing Speech. This is an independent test with ST 2. The Captain may use any appropriate trait, such as Leadership, etc. If successful, the ship earns one additional Plot Point, to be used at the players' discretion during the conflict.

Concept	Nether-touched Elements	
Karma	1-3	
Kill Conflict	Attack/5D	
	Defend/2D	
	Maneuver/2D	Next, on every succeeding spotlight, in order for the ship to make any action except Defend on the combat matrix, the Captain must give an order successfully.
	Feint/2D	
Hunger	6D	
Terrifying	4D	
Feels No Pain	4D	
Fading Memories	1D	This is an independent test with a Success Target of 2 (ST2). If the Captain fails, the only action that the spotlight character may make during the turn is Defend, and in addition, the ship, crew or officers earn a Complication.

EPIC SKYSHIP BATTLES

Handle skyship combat just as you would any other conflict, using the spotlight, the action matrix etc... But with a few small changes.

This skyship battle mini-game focuses squarely on the characters who are the officers of the ship. Their traits drive success and failure of actions taken during combat, and the ship modifies them.

In combat, ships use Plot Point Core's optional CRUNCHY WEAPONS rule variant. All ships have at least four traits, which correspond to the actions of the conflict matrix: Attack!, Defend, Maneuver and Feint. Each one is a modifier, generally ranging between -3 and +3. When the character in the spotlight acts, use the ship's modifier to add to or subtract from the character's dice pool.

If the Captain issues an order successfully, she appoints the spotlight character for the turn, and selects the action the ship takes (as per usual: Attack!, Defend, Maneuver or Feint).

If the action is Attack! and cannons are being used, the PC or NPC acting as Master of Guns is in the spotlight. If a boarding action, the PC or NPC acting as Master at Arms is in the spotlight. If the action is Defend, the Captain may designate the PC or NPC who is Master at Arms, Master of Guns, Master of Wings, Sailmaster or First Mate to be in the spotlight. If the action is Maneuver, the Sailmaster is in the spotlight. If Feint, the Captain may designate any ship's

officer as the spotlight character.

Combat then proceeds as per the usual rules. The spotlight character selects a Trait of her own, of the ship's, of the enemy ship's or of the setting, and may roll or use a Plot Point, or use one of the ship's Plot points.

If rolling, the ship's action modifiers are added to or subtracted from the dice pool.

Each time a successful Attack! or Feint is made against a ship, the usual resolution rules are used. The successful attacker states a fact, which may be refuted by the object of the attack, etc.

For example, the Gunner of a Merchant ship fails to Defend against the Gunner of a Pirate Ship who has made an Attack! The pirate gunner declares, "We've blasted off all of her main sails, crippling her so we can board!" The defending gunner may use her own plot point (or one of the ship's) to refute this fact, but of course, a Complication and Disadvantage are the consequence.

The last of the ship-to-ship combat rules addresses distance. When two ships are in combat, they are at one of three ranges to one another:

- Grappling Range
- Cannon Range
- Out of Range
- Sighting Range

During a Kill, Drive Off or Capture conflict, a successful Attack! action may be used to increase or decrease the range between the ships by one step.

If one ship flees and can maintain "Sighting Range" distance for a number of spotlights equal to the pursuing ship's Karma, the ship may escape a Kill or Capture conflict.

Before one ship can board another, they must be at Grappling Range, and the aggressor must make a successful Attack! action whose fact is "We grapple." (More or less.)

Once grappled, the hand-to-hand combat must be resolved before the ships can be un-grappled.

MAGIC

A magic user in the Lumerian tradition is called an Esoteric. Lumerian mages have a Trait of Lightworker, which is used whenever a spell is cast, be it via a roll or use of a plot point.

Netherian magic users are called Sorcerers, and use their Trait of Sorcerer to cast spells.

For Tweaks to either Lightworker or Sorcerer, both Lumerian and Netherian characters will have one or more Aspects, Elements, and/or Techniques:

ASPECTS

- Emotions (instincts, etc)

- Thought (ideas, plans, understanding, the intellect)
- Physicality (the body, our selves, manifest in the world)
- Relationships (social standing, status, etc)

ELEMENTS

- Water (and magic and spirit)
- Fire (and energy, light/dark)
- Earth (and the physical world, animals and plants)
- Air (and time, illusion and mystery)

TECHNIQUES

- Creation & destruction
- Transformation
- Control
- Perception

In addition to the Traits of Lightworker and Sorcerer, magic users may earn Persistent Complications which limit their spell-casting ability. For Lumerians, this Trait is Pride, and for Netherians, it's called Wither.

Each time a magic user casts a spell, the dice pool for these Complications is subtracted from the pool used normally (ie., Lightworker or Sorcerer).

So, for example, if Baltrusol the Black, with Sorcerer/6D has Wither/2D, then when casting a spell, he will only get to roll 4D.

Note that when a plot point is used to get automatic success casting

a spell, the deleterious effect of having Pride or Wither is not german - it only affects rolls.

USING MAGIC

Casting a spell is a two-step affair. First, the magic user will Charge the spell, preparing it, saying words, using gestures, and tapping the forces of magic (be those Lumerian or Netherian).

CHARGING

In Charging a spell, the caster engages the supernatural flow of magic, tapping into its power and storing it for casting a spell.

When in a conflict, Charging is considered a Maneuver action.

When the Charge is successful, the player shuffles a deck of 52 cards plus jokers, and draws one card. The suit of this card determines the Aspect, Element and Technique that the magic user has tapped into.

Suit	Aspect	Element
Hearts	Emotions	Water
Diamonds	Thought	Air
Clubs	Physicality	Earth
Spades	Relationships	Fire

Suit	Technique
Hearts	Transformation
Diamonds	Perception
Clubs	Control
Spades	Create/Destroy

The magic user may elect to Charge a spell multiple times before casting it. On each successful Charge, another card is drawn and held by the player. A player may hold no more cards than she has Karma. I.e., if Baltrusol's Karma is 4, he can hold no more than 4 cards.

If the Charge is not successful, the spell fails immediately. However, the player still draws a card. If the card drawn is a joker or the ace of spades, the spellcaster suffers **BACKLASH**. In addition, as per the normal rules, a Complication is earned. The card is then put back into the deck.

The spellcaster may try again, of course.

CASTING

When a spell has been Charged, the next step is to Cast the spell.

When the spell is cast, the player must play at least one of the cards gained from Charging the spell. More than one may be played, if the spell has been Charged multiple times. Each card played grants the caster +1 success on the action.

During a conflict, casting a spell is considered an Attack action. (It may not be actually be an attack, of course. It might be spell to heal a hurt comrade, etc. But for purposes of the Action Matrix, it's considered an Attack, even though it may not harm adversaries.)

The spellcaster uses the card(s) played to determine the Element or Aspect that the spell employs,

as well as the Technique. If more than one card is played, any of the Elements, Aspects or Techniques present on the played cards is available.

As per usual, the player narrates what her character is doing, the magical effect, and the intended result. If used during a conflict, the rules of the spotlight, aid from comrades, the action matrix, etc., are all used as per normal.

The narrative must use the Element or Aspect and the Technique from the card(s) played.

The focus remains on the narrative, and on intent (the abstract), rather than specifics. If the caster is transmuting thin air into a rock wall to protect her comrades from a hail of arrows, don't get bogged down in exactly how high the wall is, how long, how thick, or what kind of rock it is... Unless those details add narrative weight or fun.

To determine the success or failure of the casting, the player makes the usual choice between using Plot Points, or rolling using her Trait of Lightworker or Sorcerer (minus the dice pool for Pride or Wither, if applicable). Resolve the casting of the spell as you would any other action. The target may Refute any effects, just as they would normally.

If the card(s) played include an Element, Aspect or Technique which the spellcaster holds as a Tweak, then the Cast attempt is granted

a bonus of +1D, as per the normal rules.

When played during a Cast, a joker represents “wildcard magic”, and the caster may select any Element or Aspect, and any Technique she desires. However, playing a joker during a Cast results in **BACKLASH**.

In addition, if the Cast attempt fails, the character automatically suffers from **BACKLASH**.

THE CONSEQUENCE CHECK

To quote the mythcreants.com blog, “Tell a roleplayer that spellcasters are overpowered, and they’ll look at you like you’ve just said water is wet.” This concern speaks to game balance. In Lumeria, spellcasters aren’t the dominant archetype. Thus, there are limits to their abilities.

When a spell is cast successfully, a final check is made: the **CONSEQUENCE** check.

Employing unearthly energies that contravene the laws of the physics is some heavy shit. The mere contemplation of such actions can be unhinging, but to actually do magic directly threatens the very sanity of the caster.

When the spellcaster has succeeded in Casting, the GM draws six cards, one at a time, and the player tries to guess the suit of each one. The minimum number she must correctly guess, in order to avoid Bad Things, is derived by judging the effects of in narrative terms. These factors cali-

brate the difficulty of casting a spell by its impact on the plot of the game.

For each card below the minimum (derived from the table below), the caster gets hit with +1D of **BACKLASH** in the form of Pride/Wither.

Right Guesses	Impact
0	Fluff only; does not impact the narrative.
0	Effect comparable effect to a non-magical action.
1	Dubious through non-magic means and low narrative impact.
2	Dubious through non-magic means and moderate impact.
3	Only through magic means and high impact.
4 - 8	Only through magic means and great impact.

Obviously, this is a subjective list and judicious GM ruling is called for. A few examples help illustrate.

During a “downtime” scene, if the spellcaster narrates how with a snap of her fingers, the cookpot bubbling over the fire levitates towards her, and she holds out a bowl, and the spoon moves of its own accord, filling her dish: This has zero narrative impact. It’s fluff, color, characterization. It costs nothing.

If during a conflict, say a combat to kill, the player declares, “I shoot lightning bolts out of

my eyes, killing the goblin," that would be a minimum of zero right guesses, since that's comparable to the non-magic effect of "I run the goblin through with my sword."

Likewise if the player declares, "Rytha the Esoteric uses Earth magic to pull down the ceiling of the chamber, squashing the Night Husk," it's still no different in narrative terms than the Fighter killing the monster with a chop of his axe.

But if that magical action precludes the PCs from proceeding into the dungeon to find the monster's loot because the way is now blocked by fallen debris, it would require at least one correct guess, because it has some, albeit "low" narrative impact.

Let's say that the spellcaster and her friends are at the Inn, prior to entering the dungeon, and they hear a rumor that the Boss of the dungeon is an Undead Sorcerer. The player states, "I cast a spell to make the monster spontaneously combust, right now." That would be a minimum of three successes: high impact.

Finally, imagine that the Epic Backstory is a fight between the Evil High Mumble and the forces of light. If the player declares, "Fine, the Mumble returns to the Nether, right now," then the GM might rule out of hand that the spell fails (perfectly reasonable, since the whole point of the campaign is defeating the Mumble),

or, if the GM is charitable (and brave!) she might rule that the spell requires a minimum of eight correct guesses to avoid backlash. That's impossible, drawing just six cards, of course.

On a personal note, as a GM, I'd pull that player aside and discuss, and consider expeditiously booting her right of my group, if she pulled that kind of nonsense.

BACKLASH

If a joker or the ace of spades is drawn as a result of a failed Charge attempt, or if a joker is played during a Cast, the spellcaster suffers backlash. If a spellcaster fails a Cast attempt, she also gets hit with Backlash.

If the player fails to correctly guess the suit of enough cards during the final Consequence Check, they also earn Backlash (1D per guess below the minimum).

Backlash represents the effects of a frail mortal mind tapping into a force that breaks universal (and narrative!) laws.

For Lumerian casters, backlash means the player has earned a Persistent Complication of Pride/1D. If the character already has the Pride complication, its dice pool is increased by 1D.

For Netherian casters, backlash means the character has earned a Persistent Complication of Wither/1D. If the character already has the Wither complica-

tion, its dice pool is increased by 1D.

The dice pool for these complications is subtracted from the caster's normal dice pool for Charging and Casting spells.

Thus, backlash degrades a spellcaster's ability to work magic.

WITHER

Wither is a Persistent Complication for the spellcaster.

As a spellcaster accumulates levels of Wither, she becomes more and more imbued with the shadow and nightmare energy of the Nether. When her Wither reaches a pool of 8D, she becomes an Undead Abomination, and is no longer a Player Character, forfeiting her character to the GM.

Buh-bye!

In the meantime, the effect of Wither may be described thusly, and is cumulative:

1-2D: The character's memory of her existence prior to this moment begins to fade. The character is unlikely to notice (or care about) things that seem unimportant to her current main focus.

3-4D: The character develops a quirk or quirks that separate her from "other" people. She is drawing away from society and has built up a wall of defense that includes this eccentricity to mark her change. Quite often she will no longer refer to her life prior to this moment.

5-6D: The character gains a firmly-held false, twisted and alien belief about the world or herself. Examples include thinking all of her actions are morally justified, that she has attained superhuman capability, that she has been Chosen By God or the Nether, etc. The character begins seeing things that aren't there, or that the character thinks should be there. Hallucinations can be triggered by stress and last for hours. A PLOT POINT must be used to avoid this effect in nasty situations. By now the character has probably created an entirely new history for herself prior to entering the Nether with magic.

7D: At this point the character has her own reality, dominated by the horror of the Nether. The character must spend a PLOT POINT to do anything constructive at all.

8D: The character disappears into the nightmare realm of the Nether and becomes an Undead Abomination.

Wither can be mitigated and removed, but to do so, the spellcaster must perform violent, cruel and horrific acts:

Act	Reduction
Cold blooded murder	1D
Terror	1D-3D
Mass killing	2D
Desecration of Lumierian holy relics, temples, etc.	1D-2D
Conversion of a Lumerian faithful to the Nether Way	1D

Note that once a character has gained any Wither, it can only ever be reduced to a pool of 1D; it is a permanent affliction on the character.

The GM and players are encouraged to flesh out the list above.

PRIDE

As a Lightworker gains levels of Pride, her character turns farther and farther away from the Grace and Power of Lumia, losing faith and becoming more and more focused on her own ego. When Pride reaches 8D, the character becomes simultaneously catatonic and insane, forfeiting her character to the GM.

The effect of Pride may be described thusly, and is cumulative:

1-2D: The character is more self-involved and stubborn. The character usually thinks he is smarter and / or stronger than the others, and her ideas are better. The character's stubbornness results in the character thinking and acting as if she is in fact better than others. The character will make sure that her efforts are rewarded, and will take actions to improve appearance or reputation.

3-4D: The character views things only as they relate to herself. Needs and desires of others - even loved ones - are neglected for selfish desires. Effort is required to convince the character that any plan is in her best interest. The character becomes ob-

essed with her own appearance, skills, comfort and/or reputation. The character will be hard-pressed (Difficult Leadership or Persuasion, etc.) to do anything for other people.

5-6D: The character has delusions of grandeur. As such, everyone else is inferior and can be neglected. The character also seems herself as immortal or at least bullet-proof. The character will ignore risks, seeing herself as impervious to danger.

7D: Fearing that people are secretly plotting against her, she takes things into her own hands and begins to hunt them down. She will undertake no other activity (eating, sleeping, etc) except pursue the "enemy". Spend a PLOT POINT to do anything except try to kill the object of paranoia.

8D: The character is now catatonic and insane.

Pride can be mitigated and removed, but to do so, the spellcaster must perform atonements:

Atonement	Reduction
Pilgrimage	2D
Sacrament of Absolution (once per year)	1D
Successful completion of a Church quest.	2D-4D
Selfless and Meaningful Sacrifice	2D
Conversion of an Unbeliever	1D

BLIGHT

Last but not least, every time a Netherian spellcaster attempts to cast a spell, whether or not it is successful, Blight occurs.

The last card layed on the table from the spell (whether the card used in the cast, a consequence check, what have you) determines how powerful and far-reaching the blight is. For numbered cards, the number indicates the radius, in yards, of the blight. For face cards, the radius is:

Card	R
Joker	1
Ace	1
King	4
Queen	3
Jack	2

Nether destroys life. It causes plants to rot, water to turn foul and run dry and soil to become barren. It permanently destroys the environment around the spellcaster. Casting Netherian spells leaves barren, dead spots on the land (or air!), which can never be removed.

Animals and NPCs caught in the radius of blight become Withered. When caught in a blight, NPCs whose Karma is lower than the caster's fall sick, die, and turn into Nether Touched - fell undead creatures that hunger for human flesh.

HEROES OF LUMERIA

CHARACTER CONCEPTS

Obvious character concepts jump to mind, but these should be regarded as a starting point. Players unfamiliar with Lumeria may find them easier to start with than "blank page syndrome".

Inquisitor	Champion of the Faith
Wandering Eremit	Simple Petref
Lightworker	Sorcerer
Disaffected Gitano	Well-Traveled Agflota
Radonos Merchant	Skyship Captain
Cautious Diplomat	Renown Minstrel or Mummer
Enigmatic Windborn	Godblind Zealot
Resourceful Scav	Laconic Smuggler
Albastru Knight	Questing Myrmidon
Valistan Plotter	Two-Bit Thief
Zelianan Courtier	Warmaster of Zelana
Solacian Healer	Blade of the Emperon

Broadly speaking, the obvious base character concepts could be grouped as:

- Warrior
- Petref
- Agflota / skyman / captain / smuggler
- Aristocrat / noble / merchant / diplomat
- Rogue / scavenger / live-by-my-wits

As per usual with Plot Point Core, evocative and compelling character concepts are encouraged. If the player dreams it, it can be true.

CONFLICT, CONNECTIONS AND BACKSTORY

Backstory might be viewed as a mini-game unto its own right. Every backstory includes an initiating player character, a different PC, an element of the setting, and a theme.

To start, the GM prepares four lists of setting elements:

- People and Factions
- Places
- Things
- Events

The GM should add a few elements to each list. For example:

People

- Utram: town petref
- Acula: local smuggler

Places

- Town square
- Abandoned iron mine

Things

- Ruby necklace
- Netherian sigil

Events

- Disappearance of the Miller's daughter
- Crash of the Inquisitorial Legate skyship

The GM asks the players to take turns adding one element to each of the lists. Each time an element is added, the GM should ask the player a few questions, such as "Why is this important?" and "When you visualize this, what do you see?"

Once the lists are filled out, each player will take two turns (or more, if desired) filling out her backstory.

First, the player chooses another PC, and then a setting element from the lists. Or, these may be chosen by the GM, or selected at random.

Next, the player chooses from or rolls on the following Themes and Archetypes table:

Roll	Theme	Roll	Theme
1	Seeker	21	Old Man
2	Miner	22	Explorer
3	Blacksmith	23	Emperor
4	Agflota	24	Maiden
5	Stranger	25	Child
6	Scholar	26	Man
7	Fool	27	Woman
8	Skyfisherman	28	Archer
9	Crone	29	Beauty
10	Death	30	Magistrate
11	Beast	31	Tyrant
12	Godblind	32	Poet
13	Father	33	Saint
14	Mother	34	Eremite
15	Trickster	35	Petref
16	Banker	36	Messenger
17	Lover	37	Lumia
18	Warrior	38	Nether
19	Healer	39	Prisoner
20	Acrobat	40	Liar

The player, with the aid of her fellow players and the GM, interprets the theme to create a connection between the initiating PC, the selected PC, and the setting element. These themes aren't meant to be taken literally, but rather as archetypes.

For example, the Messenger could be interpreted as "new information", or "an unexpected revelation". The Saint could be "a helping hand", or "sacred inspiration".

To illustrate, Abby Rogue selects Petref Marken, the setting element of Town Square, and the theme of Prisoner. She might interpret this as, "I first met Petref Marken when I was but a child. I had been caught stealing apples in the market held in the town square, and was thrown in the stocks as penance. Petref Marken was a novice at the time, and he showed me great kindness, secretly bringing me food every night after dark, so I wouldn't suffer hunger in addition to my humiliation. I try to avoid the town square now, because of this painful memory... and I owe Petref Marken for his charity to me."

This connection/conflict mini-game creates relationships between the player characters and the setting. These needn't be positive connections. Abby Rogue might just as easily have said, "After I'd been put in the stocks, Petref Marken was selected to deliver a lashing to me. He was try-

ing to impress his superiors, and he gave me a whipping that left horrible scars on my back. I know he didn't mean it personally to me, but I've resented him ever since."

Players may have some difficulty connecting the dots between the setting element, the theme and the other PC. If so, the other players may have ideas, as well as the GM. Or it may call for a change in the theme, alternate PC or the setting element. The focus should be on creating an evocative connection, and the setting/theme/PC are intended to be a prompt. But let imagination run wild. The deeper, more personal and compelling, the better. Personal interpretation by the player should be encouraged.

TRAITS AND TWEAKS

All of the usual Plot Point Core principles apply to traits and tweaks in Lumeria. Evocative phrases make the best traits. Traits are "bigger" and more abstract than individual skills one might find in other games. Setting-related traits are highly encouraged, and to function effectively in Plot Point Core, every character should have several "double-edged" or "ambiguous" traits that can be used to earn Plot Points with deliberate failures and throwing scenes. Tweaks limit the application of their traits.

Beyond the typical sorts of traits like athletics, fencing, the use

of firearms, unarmed combat, etc., the Lumeria setting also calls for some setting-specific traits. Some of these might be used as character concepts, as well:

QUICKSTART CHARACTER PACKAGES

Players sometimes face a bit of “blank page syndrome” when building characters for Plot Point Core games. The following “character packages” can be used wholesale, or as a starting point for customization by the player.

† Lightworker	Mystic Godblade	In each of the archetypes below, for Conflict and Connection traits, use the CONFLICT, CONNECTIONS AND BACKSTORY section to fill them out.
† Sorcerer	Inquisitorial Legate	One or more setting traits should be part of every character, as well as a couple of “double edged” traits. After choosing traits from the packages below, players are encouraged to add some Tweaks to them, as per the usual rules in Plot Point Core.
Mysterious Windborn	Grim Myrmidon	
Skyship Gunner	Skyship Navigator	
Stunning Acrobat	Silver-tongued Merchant	
Ordained Petref	Cunning Diplomat	
Agflota	Deadeye Archer	
Learned Scholar	Master of Sails	
Master of Stones	Daring Aerialist	
Valistan Schemer	Netherian Cultist	
Aristocrat of [Zelana/Albastru/Other]	Scurvy Pirate	
Humble Skyfisher	Wandering Hermit	
Orthodox Doctrine	Zelana Courtier	
Skyfish Rider	Lumierium Miner	Note that a common thread in many traits below is one of motivation. If so desired, it can be called out more explicitly as a trait of Motivation: X, which might one of:
Resourceful Scav	Radonos Trader	
The Emperor’s Muskeeteer	Superstitious Peasant	

As usual, the player and/or GM should feel free to embellish these traits. More evocative phrases are encouraged. For example, instead of “Stunning Acrobat”, “Dances on Walls” delivers far more punch and flavor.

- Glory
- Honor
- Liberty
- Love
- Power
- Status or Reputation
- Vengeance
- Wealth

† Use of these traits is spelled out in the **MAGIC** section. Tweaks to these traits can also be found therein.

This list is just a start. Player creativity is encouraged, and the more evocative the better (as per the traits below).

ALBASTRU ARISTOCRAT

Concept: Noble-blooded aristocrat of the Albastru Empire. Your people are wealthy landholders of high status. You may not be a first-born, however.

Variants: Prestya of Zelana. Prestigious Radonos Merchant Family.

Choose one or more of the following additional traits:

- Black Sheep
- Blind Ambition
- Courtly Manners
- Estate Management
- Family First
- Family Reputation: X (Waning, Conniving, Magnanimous, Favored)
- Filthy Rich
- Literate
- Political Animal
- Repartee, Oratory or Leadership
- Second Son or Daughter, or Fight for Succession
- Skysailing, Hunting, or Amusing Diversions
- Social Status or Authority of Rank
- Vendetta
- Entourage
- Duel of honor

DARING SKYCAPTAIN

Concept: The skycaptain calls the winds home, and welcomes the risk and uncertainty of commanding a ship flying from ostrov to ostrov.

Variants: Scurvy Pirate, Valiant Privateer, Aspiring First Mate, Admiral, etc.

Note that any of the above adjectives might be taken as a style tweak to the character concept. Eg., Scurvy or Valiant, etc.

Choose one or more of the following additional traits:

- Skysailing
- Rousing Speech! / Fearless Leader / Rules with an Iron Fist (might also be a tweak to character concept)
- Navigation (might also be a tweak to skysailing)
- Gunnery / Thundering Cannon (might also be a tweak to skysailing)
- Flashing Blade
- Derring-Do / Swings From Shrouds and Sheets
- Crack Shot
- Reads the Wind
- Never Tell Me The Odds
- Discipline, Mr. Christian!
- Social Status / A Fine Gentleman
- Skyfishing
- Skyfish Rider
- Card Shark
- Addicted to Pipeweed
- In His Cups
- A Boy/Girl In Every Port
- A Terrible Secret
- Commissioned Officer

EMPEROR'S MUSKETEER

Concept: A member of the Emperor of Albastru's elite guard. Secret

missions, romance, intrigue and dashing heroism fill your days.

Variants: Accomplished Duellist, Veteran Soldier, etc.

Note that any of the above adjectives might be taken as a style tweak to the character concept.

Choose one or more of the following additional traits:

- Crack Shot / Expert Marksman / Dead Eye
- Flashing Blade / Trained In the Elbrecht Style
- Derring-Do / Swings From Curtains
- Sure Footing
- Knock Me Down, and I Get UP Again
- Clumsy-Fu
- Social Status / A Fine Gentleman
- Skyfish Rider
- Death Before Dishonor / You Insult Me, Sir!
- Roll The Dice / Card Shark / Know When To Fold 'Em
- Addicted to Pipeweed / In His Cups
- Demanding Mistress / Mister
- A Terrible Secret
- Cannoneer
- Dandy / Plume In My Hat / Only the Finest Things, For Me
- Gambling Debts
- Penniless Aristocrat
- For the Emperor!
- Commissioned Officer

LIGHTWORKER / SORCERER

Concept: You work magic, either using the holy power of Lux Ascendant, or by channeling the cold, dark chaos of the Nether.

Variants: Unrepentent Lightworker, Conflicted Sorcerer.

If pious, you must take the trait of Lightworker, and if the Nether is your master, you must take Sorcerer. Use of these traits is spelled out in the **MAGIC** section. Tweaks to these traits can also be found therein.

In addition, if you are Lightworker with the sanction of holy Church, under Karistus Magia, you must take the trait of Petref, and with it, the tweak of Mysterium Esoteric.

In addition, if a Lightworker, choose one or more of the following additional traits:

- Wandering Healer
- Petref Ascian
- Inquisitorial Legate
- Domestic Craft of X (like brewing, weaving, etc)
- Literate
- Healing
- Steeped in Church Lore
- Repartee, Oratory or Leadership
- Church Bureaucracy and Politics
- Reputation: X (Kindly, Stern, Friend of the Poor, etc)
- Vow (Silence, Charity, etc)
- Moral Code, or Do the Right Thing

- Faith Is My Shield
- Doubting Thomas
- Nemesis: X

If a Sorcerer, choose one or more of the following additional traits:

- Netherian Cult Leader / Minions
- I've Seen Things
- The Beauty of Chaos / Symphony of Destruction / Joy In Corruption
- Look Into My Eyes / The Power of Fear / Charming Like A Spider
- My Spies Are Everywhere
- Hunted by the Church / Price On My Head
- Lingering Wisps of Morality / Hesitation
- I Thirst For Power / Blind Ambition
- Nemesis: X
- Haunted
- Darkness Is My Friend

PETREF

Concept: Petref of Mysterium Magister (or Solacia, etc). You are an ordained Petref of the Orthodoxy. Any of the usual tweak rules can be used, such as a style (like "Flashy").

Variants of the concept are fair game, such as: Scheming Church Politician, Scholarly Petref, Wandering Eremite, Jolly Monk, Solacian Healer, Inquisitorial Legate, etc.

Choose one or more of the following additional traits:

- Domestic Craft of X (Like brewing, weaving, etc)
- Literate
- Healing
- Steeped in Church Lore
- Repartee, Oratory or Leadership
- Church Bureaucracy and Politics
- Reputation: X (Kindly, Stern, Friend of the Poor, etc)
- Vow (Silence, Charity, etc)
- Moral Code, or Do the Right Thing
- Burn the Heretics! / All Life Is Sacred

SKYRIDING AÉRIEN

Concept: You've been riding Skyteeth since you were a child. You are more at home on one's back than standing on two legs. The skies are your home.

Variants: Wingjack.

Choose one or more of the following additional traits:

- My Skytooth and I Are One
- Reads the Wind / Hawkeye
- Gitano
- Outsider
- Reputation: Untrustworthy, or Foolhardy
- Danger Sense
- Quick Wits
- Flashing Blade
- Roguish Charm
- Fear of Falling

- For Lux and Country
- The Skies Are My Home / Wanderlust / I've Stood On A Thousand Ostrovs
- Commissioned Officer
- Need For Speed
- Just Following Orders

SCRAPPY SCAVENGER

Concept: The detrius of millenia holds untold treasures. You find 'em.

Variants: Collector of Antiquities, Obsessed with Forbidden Tech, Junk Trader, Tinkerer, Treasure Hunter.

Choose one or more of the following additional traits:

- I Can Find One of Those
- Have I Got a Deal For You
- Danger Sense
- Show Your Coin
- All For Money
- Outlaw / On the Run / Price On My Head
- Shady
- Reputation: Valistan Sympathizer, or Heretic
- Oooh, Shiny!!
- Knows Too Much
- Let Me See How This Works
- Crushing Debts / Making Ends Meet
- Desperate / Nothing Left To Lose
- Curiosity Killed the Cat
- Sleeps With One Eye Opened
- I've Seen Things
- Treasure Map

WILY RADONOS MERCHANT

Concept: The hum of commerce fills your dreams.

Variants: Smuggler, Diplomat, Adventure Trader, Wheeler-Dealer.

Choose one or more of the following additional traits:

- For the Right Price / The Music of Coin / Moneygrubber
- Reputation: Ruthless, Square Dealer, or Easy Mark
- I've Got Connections / A Friend On Every Ostrov
- Debts To Pay
- Rumormill
- Well Traveled
- I Always Repay My Debts / Never Cross Me
- For My Family
- Silver Tongue / Gift of Gab
- Quick Wits
- Reads the Room
- Shrewd Negotiator
- Literate

OSTROV CALDER

The village of Calder can barely be called such. Three verdant though small ostrovs circle one another, forming a revolving triangle. The largest of these, Calder Proper, is where the main town is located. Here you can find scattered farmsteads, the tavern, the Tax Collector's Manse, the dock, and the iron mine. On the smallest of the islands, Little's Crag, you can find the Ciric, the priory, and the sacerdotal dormitories. Finally, on the middle island, in local parlance called The Flats, one can find the majority of the farms that support the town. The whole of the three ostrovs sum barely more than 15 square miles.

Calder occupies a fixed position in Krasa Vernu (green), and has the usual passage of Tavia. Molla is warm, Gwynt is dry, etc. Calder lies off the "beaten track", with no major trading routes nearby. However, once every fortnight or two, either the Strive or Elegy, both small merchant ships, make a stop at Calder to trade goods and pick up pigiron.

Murren Ur Breakstone holds the fief over Calder, and is known locally as Lord Breakstone. He made more frequent (if still rare) trips to Calder in his youth, but has not visited in over a decade. His surly and much-maligned Sheriff, Valani Ur Breakstone, makes a visit to Calder once every year or two.

Once a week on Luxday, the penitent pile into the church skiff as it makes its rounds and take the short journey to Little's Crag, to hear the Petref's understanding of the Light at Sammenhold. After the ceremony, many of Calder's more comfortable citizens will enjoy a meal and some drinks at The Landsman's Lament, the tavern in the center of Calder.

ADVENTURES IN CALDER

The Calder setting presents a microcosm of the world of Lumeria at large. It serves as a small-scaled model of Lumeria, and can be used to introduce players to the setting. Calder has room for any of the **THEMES** Lumeria supports, but on a small scale; it's a good place to start.

The major upshot of Calder revolves around a long-running Valistan secret organization, the League of Reason. The League represents a bit of an overstatement, however, as the underground organization only has a few members on Calder. Most notable of them is the aging owner of the iron mine, Oggen. Oggen has passed on the day-to-day running of the mine to his son, Raggan, but has for years been secretly selling iron to another cell of the League of Reason.

In addition, the Nether's whispers reach even a backwater sleepy ostrov like Calder. A Netherian Witch, a Sorceress of meager but still dangerous power, has made Calder her home for many years.

Calonia Ur Calder's family settled on the Flats when she was a girl, and shortly thereafter she fell under the dark influence of the Nether. She has studied in secret ever since, and only now has felt confident enough to begin to exercise her malign influence.

Calder has suffered significantly as a result. For two turns of Vasara, the barley crop has failed, leaving many families of the Flats destitute and desperate. A third failure will end their livelihoods completely. For the first time since Calder was settled, during the last Elgingar, the Nether Plague broke out. On Little's Crag, the pox took the lives of several villagers, who had hovered long near the door of death. Before their bodies could be cremated, four of the six who died rose again as undead Nether-Touched. This was Calonia's doing, of course, and the Plague claimed over a score of villagers before the undead monstrosities were cut down.

The people of Calder, a bit xenophobic and superstitious to begin with, are far more suspicious, skittish and worried than usual. Attendance at Sammenhold has tripled, and Almesgif collections have reached a record level. Uneasiness and outright fear grip the poor people of Calder like never before.

More mundane tribulations tug at the people of Calder as well. Raggan, the Miner's Son, was slated to

marry the daughter of the Miller last Neboa, but jilted her just a week before their impending wedding. Raggan pines for Necia, the daughter of the owners of the tavern Landsman's Lament, but she has eyes only for the handsome Avusta to Pretef Aeldmar, Bereck.

CONFLICTS AND PERSONALITIES

CALDER PROPER

DOCKS

MINE

LANDSMAN'S LAMENT

MANSE OF YURTREN UR CALDER, TAX COLLECTOR

LITTLE'S CRAG

MILL

CALDER CIRIC

THE FLATS

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APPENDIX II: IMPORTANT TABLES

Suit	Aspect	Element
Hearts	Emotions	Water
Diamonds	Thought	Air
Clubs	Physicality	Earth
Spades	Relationships	Fire

Suit	Technique
Hearts	Transformation
Diamonds	Perception
Clubs	Control
Spades	Create/Destroy

Roll	Theme	Roll	Theme
1	Seeker	21	Old Man
2	Miner	22	Explorer
3	Blacksmith	23	Emperor
4	Agflota	24	Maiden
5	Stranger	25	Child
6	Scholar	26	Man
7	Fool	27	Woman
8	Skyfisherman	28	Archer
9	Crone	29	Beauty
10	Death	30	Magistrate
11	Beast	31	Tyrant
12	Godblind	32	Poet
13	Father	33	Saint
14	Mother	34	Eremite
15	Trickster	35	Petref
16	Banker	36	Messenger
17	Lover	37	Lumia
18	Warrior	38	Nether
19	Healer	39	Prisoner
20	Acrobat	40	Liar

Card	Radius
Joker	1000
Ace	100
King	40
Queen	30
Jack	20

Right Guesses	Impact
0	Fluff only; does not impact the narrative.
0	Effect comparable effect to a non-magical action.
1	Dubious through non-magic means and low narrative impact.
2	Dubious through non-magic means and moderate impact.
3	Only through magic means and high impact.
4 - 8	Only through magic means and great impact.

Tavias	Weather
Frostrime	Snow, ice, hail and sleet
Kisa	Wind, cool rains and chill
Molla	Warm, with infrequent storms
Vasara	Hot, humid and clear
Gwynt	Dry, warm and clear
Neboa	Chilly and misty with occasional storms
Elgingar	Cold, with violent storms

Krasa Name	Color
Ibolet	Violet
Anyil	Indigo
Boha	Blue
Vernu	Green
Sarga	Yellow
Laranja	Orange
Rosu	Red