WARLORDOCRACY

PLAYER'S MANUAL

Laughing Coyote Software
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TABLE OF CONTENTS

1) The Story So Far
2) User Interface
3) Special Settings
4) Character Skills
5) Combat Basics
6) Damage Types
7) Status Effects
8) Character Abilities
9) Inventory Items
10) Character Species
11) Viridi Warlords
12) Main Characters
13) Viridi Vernacular
14) Viridi Religion
15) World Maps
16) History of Orinia
17) More by LCSoft

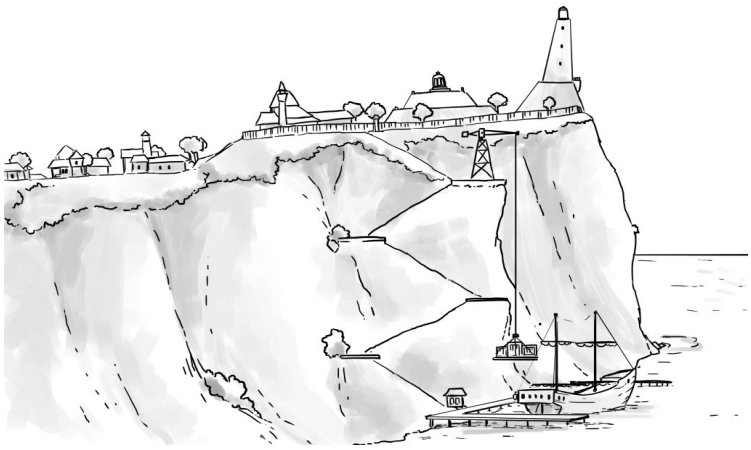
THE STORY SO FAR (home)

The Former Viridi Republic, 324 VR...

The Viridi Republic fell quickly and unexpectedly with the mysterious death of the First Man. The great houses spiraled into an orgy of violence, Salvio "the Scorcher" Tevani burning all the crops and dwellings he passed during his exodus from the city of Jadenbury. House Mesali managed to subdue the other noble families and entered into a trembling alliance behind the capital's walls.

Other warlords have emerged from the smoldering ruins of the republic, and others still wait like vultures on the borderlands: the Bearded Bandits of the Lorntops, the all-female Third Moon Pirates that smuggle the addictive drug known as moonlight across the Southern Sea, the porcine krugen tribes of the Dead Steppes, the quick reptilian troglodytes of the arid eastern badlands, and the expansive slave-trading Izar Empire that spans two continents.

The town of Lockdell is perched atop the cliffs of southwestern Orinia, patiently overlooking the waves. It is here that Salvio the Scorcher is raising a militia to retake Jadenbury from Andresi Mesali. You just so happen to be one of Salvio's selfless "volunteers".



USER INTERFACE (home)

The following are the main commands on the user interface. Select commands and characters with left mouse, and choose a target or destination with right mouse. You can select characters either on the main map or on the party selection bar on the left side. Use the W, A, S, D or arrow keys to scroll around the map. The mouse wheel will zoom in and out. You can also press SPACE to pause the game and give orders.

ESC Menu

Press ESC to bring up a menu with the following options.

Save/Load: Bring up the menu to save or load games.
Pass Time: Pass the time (your party's hunger and fatigue will grow).
Character: View your currently selected character's info.
Settings: Change game settings (same as in main menu).
Quit Game: Return to main menu or quit the program.

Editor Mode

The editor version allows you to use the world editor with the F1 key. You can use this to make your own stories or mods, or cheat for fun. Check the Builder's Manual for more info.

Warning: If you save in editor mode, you will be flagged as a cheater and all achievements will be permanently disabled for your save.

SPECIAL SETTINGS (home)

Party AI Settings

This setting will affect how much your party members will act on their own accord, without your input.

Off: Party will not attack unless attacked personally.
Basic: Party will attack only when allies are attacked.
Healing: Party will attack only when allies are attacked and use combat abilities.
Ability: Party will attack only when allies are attacked and use healing items
Advanced: Party will attack only when allies are attacked and use both combat abilities and healing items.
Maximum: Party will attack nearby enemies, use combat abilities, buff abilities, and healing items, as well as switch from melee to ranged weapons.

Auto-Pause Settings

These settings will affect how the game pauses automatically for you to make decisions. Turn these on if you prefer more of a strategic experience.

Combat Start: Turn on to automatically pause when combat begins.
Combat Interval: Set number of seconds to automatically pause during combat.
Peace Inactivity: Set number of seconds to automatically pause during peacetime if there is no input from the player.
After Targeting: Turn on to remain paused after targeting with abilities or items, or set to "combat" to only remain paused during combat.
After Dialogue: Turn on to remain paused after dialogue windows, or set to "combat" to only remain paused during combat.

Easy Modes

Warlordocracy is a difficult game, but if you want to experience the story without the challenge, you can use one of the following options.

 Easy Mode: When starting a new story, you will have the option of choosing Easy Mode, which will disable all hunger mechanics. There will still be time limits for certain quests, but you will have a lot more time to leave the game unpaused. This is considered cheating and will disable achievements.

Cake Mode: Cake Mode provides all the handicaps of Easy Mode, but also doubles the Max Health of all main party companions (not henchmen). This is considered cheating and will disable achievements.

CHARACTER SKILLS (home)

Skills range from 0 to 20 and are usually upgraded at trainers, but there are other ways to increase them. You won't upgrade them beyond 16 in the main chapters. Most skills have a default effect and also unlock various abilities at certain levels.

Vitality: +5 Max Health per point
Willpower: +5 Max Meta per point, mental abilities
Physique: +3 Melee, +5 Max Load, +2 Parry per point, melee abilities
Cunning: +5 Aiming and +3 Evasion per point, trickery abilities
Education: Crafting, social, and magic abilities (no default effects)

COMBAT BASICS (home)

Attack Delay: The time it takes between attack is determined only by weapon speed. Blades are usually the fastest melee weapons, while axes are slower and deal more damage. Most unarmed attacks take 2 seconds.

Melee Damage: Damage in melee combat is determined by species' base melee (see below), Physique bonus, and weapon damage and condition.

Melee Evasion: The chance for a target to dodge a melee attack is determined by species' base evasion and Cunning bonus. You can only dodge melee attacks like this.

Parry Resistance: Percent resistance to all melee damage coming from current melee opponent (if engaged and facing opponent's direction).

Weapon Range: Most melee damage have a range of 1, but spears and scythes have a range of 2. Any weapon with a range higher than 2 is considered a ranged weapon and uses the rules below.

Ranged Damage: Damage for weapons that have a range higher than 2 is determined only by weapon damage and condition (no Physique bonus).

Ranged Aiming: Accuracy with ranged weapons is determined by the attacker's base aiming, Cunning skill, weapon bonus, and environmental factors. Weather decreases accuracy if you are outdoors (anywhere from 5% to 30% depending on the kind of weather). Darkness decreases accuracy if you are not Spotting. Finally targets moving at a normal speed decreases your accuracy by 5%, and faster targets by 10% or 15%.

Damage Type: Most melee weapons deal melee damage, except spears, which deal pierce damage. Bows and crossbows also deal pierce damage. There are many other damage types (see below).

Weapons: To equip a weapon, just have it selected in the character's inventory screen. Attacking without a weapon equipped has a 20% chance to also damage the attacker by 1 point. Attacking with a weapon will slowly degrade the weapon's condition (and damage) until it breaks, but they can be repaired. Attacking stone and metal objects will degrade the weapons condition more quickly.

High Ground: Ranged attacks (anything greater than 2 paces) will be improved if the attacker is standing on high ground and the target is not. Range will be increased by 2 paces, and damage will be increased by 25%.

Henchmen: In addition to your 5 main party members (who have specific names and personalities), you can control up to an additional 20 henchmen. You can summon henchmen with contracts as long as you have enough respect from their faction. Henchmen will not leave the map with the rest of your party, but whenever you return to the map, you will still have control of them. They do not require food. Some maps might require long-term protection, so summon your henchmen wisely. Henchmen contracts can be purchased or earned as rewards.

DAMAGE TYPES (home)

Melee: Most close-combat weapons and basic damage from impacts
Pierce: Spears, arrows, and bullets, ineffective against inanimate objects
Heat: Fire and explosions, also the baking desert sun around noon
Cold: Cold temperatures from exposure, certain chemicals, or magic
Shock: Electrical damage from lightning, certain species, or magic
Acid: Chemical burns, commonly from fungal slime attacks
Body: Poison, disease, and hunger
Mind: Mental damage, mostly from Neuromancy

STATUS EFFECTS (home)

Characters and creatures can be affected by the following status effects, some beneficial, some harmful.

Confused: Drains meta, random movement, can't use abilities.
Poisoned: Deals body damage, random vomiting, cured with time.
Diseased: Decreases max health, worsens with time.
Immobile: Completely immobile, cured with time.
Blinded: Decreases aiming and evasion, chance to miss, cured with time.
Crippled: Decreases speed, damage, and evasion, cured slowly with time.
Berserk: Boosts speed, damage, and resistance, attack random targets.
Possessed: Temporarily under the control of another entity.
Spotting: Decreases speed, spot concealed objects.
Hasted: Boosts speed temporarily.
Slowed: Decreases speed temporarily.
Defending: Decreases speed, boosts melee+pierce resistance.
Focused: Boosts aiming and evasion.
Inspired: Boosts melee damage and melee resistance.
Concealed: Decreases speed, concealed from enemies.
Infravision: Spot concealed and invisible animals and people.
Summoned: Summoned by another creature, unsummoned with time.
Unconcious: Temporarily immobile and inactive.
Hungry: Party members must eat or lose health when over 100.
Fatigued: Decreases aiming and max meta, fall unconscious when over 40.
Insane: Decreases max meta, random effects, builds up with exposure.
Invisible: Completely invisible to others, no movement penalty.
Ravenous: Boosts speed, damage, and resistance, hunt down allies.
Regenerating: Recover health gradually (mostly after eating food).
Doomed: Welting Doom, a nearly-incurable disease that is contagious.
Submerged: Underwater, concealed from enemies, boosts speed.
Burrowed: Burrowed under sand/snow, concealed from enemies, immobile.
Insulated: Boosts shock and cold resistance.
Self-Attuned: Boosts body and mind resistance, immunity to mental effects.
Resist Temp: Boosts heat and cold resistance.
Resist Pierce: Boosts pierce resistance.
Resist Acid: Boosts acid and body resistance.

CHARACTER ABILITIES (home)

Abilities are unlocked at trainers or in other ways. Most must be actively used from the character window and cost Meta, but some are passive and used automatically. Each character can only learn up to 10 abilities. The mind is not infinite. To use abilities, click on the Character icon on the right side.

Vitality Abilities (home)

Vitality is your raw capacity to withstand damage of all types. It determines your maximum health. That's all. Vitality doesn't unlock any abilities.

Willpower Abilities (home)

Willpower represents endurance of the mind. It's one thing to think, "Mind over matter", but to truly believe it takes skill and dedication. It's the ability to overcome fear and doubt, even when to everyone else you seem like an idiot.

Deep Sleeper: (Cost: Passive, 3 Willpower)
You know how to maximize your sleep efficiency, counting sheep or something. This allows you to recover an extra 20 Health when sleeping. With 5 Willpower, it also makes you temporarily focused, and with 8 Willpower, inspired as well. With 12 Willpower, sleeping will restore an extra 40 Health.

Berserk: (Cost: 25 Meta, 3 Willpower)
Go berserk for 20 seconds, increasing your melee damage and melee resistance by 10. The bonuses increase with higher Willpower. However, you will attack anything nearby, including your allies, so keep them far away. Use the ability again to cancel.

Mind Over Matter: (Cost: 25 Meta, 5 Willpower)
Temporarily increase your resistance to Heat and Cold by 40%. The amount increases with higher Willpower.

Last Stand: (Cost: 25 Meta, 6 Willpower)
When used at 10 health or below and engaged in combat, this ability will heal you 25 points and give you the Defending and Inspired status effects. The bonuses increase with higher Willpower.

Mental Fortitude: (Cost: 40 Meta, 8 Willpower)
You can make yourself 50% resitant to Mind damage, and you are immune to all negative mental effects. The bonus increases slightly with higher Willpower.

Physique Abilities (home)

Physique is not only raw muscle power, it also represents your muscle memory in hand-to-hand combat. When you practice with a melee weapon, you will naturally learn how to swing, chop, and smash. It also grants abilities for special combat moves that require brute strength to accomplish.

Defensive Stance: (Cost: 20 Meta, 3 Physique)
Go into a defensive stance for 10 seconds, slowing your movement and draining your Meta, but increasing your parry and melee resistance. The duration and bonus increase with higher Physique. Use the ability again to cancel.

Power Slash: (Cost: 25 Meta, 3 Physique)
Make a single attack with a blade weapon equipped, dealing +10 damage, ignoring parry but not evasion. The damage increases gradually with higher Physique, to a max of +30 damage. There is a 2-second cooldown.

Power Bash: (Cost: 25 Meta, 3 Physique)
Make a single attack with a blunt weapon or unarmed, dealing +10 damage, ignoring parry but not evasion, and knocking your target backwards. With 5 Physique, there is a 50% chance the target will be knocked unconscious. The damage and duration increase with higher Physique, to a max of +30 damage. There is a 2-second cooldown.

Power Cleave: (Cost: 25 Meta, 3 Physique)
Make a single attack with an axe weapon equipped, dealing +30 damage, ignoring parry but not evasion. There is a 50% chance the target will also be crippled. The damage and severity increase with higher Physique, to a max of +50 damage. There is a 3-second cooldown.

 Swimming: (Cost: Passive, 4 Physique)
You can swim for a while, a rare talent in the human population. It will drain your Meta first, then your Health until you drown. The amount depends on your Physique skill and inventory load. This is a passive ability.

Mad Dash: (Cost: 30 Meta, 4 Physique)
Increase your movement speed for 5 seconds to allow for charge attacks or escapes. The duration increases with higher Physique, to a max of 20 seconds.

Throw Object: (Cost: 30 Meta, 4 Physique)
You can throw your currently-equipped item up to 6 paces. Most objects will only deal 1 base damage, but weapons will deal their normal damage. Daggers and spears will deal an extra 5 damage when thrown. You can retrieve the item afterwards, but it might prove difficult during combat.

Intimidate: (Cost: 35 Meta/Passive, 5 Physique)
Cause fear in your target for 10 seconds and make him flee. This has a range of 6 paces. The duration increases with higher Physique. This also functions as a passive ability, unlocking new options in dialogue.

Whirlwind: (Cost: 60 Meta, 8 Physique)
Deal 60 damage to all adjacent targets and knock them back using a powerful circular attack. You must have a blade or axe weapon equipped. The damage increases with higher Physique, to a max of 100. There is a 3-second cooldown.

Mighty Blow: (Cost: 60 Meta, 10 Physique)
Make a single attack with any melee weapon equipped, dealing +50 damage, ignoring evasion and parry, and knocking your target backwards. The damage increases with higher Physique, to a max of +120 damage. There is a 3-second cooldown.

Cunning Abilities (home)

Quick thinking. Quicker acting. Knowing where your target will be before he does. Cunning determines your skill with ranged combat that deals pierce damage, including bows and crossbows. It also improves your evasion, lets you pull off dirty combat tricks, sneak around, lie, and steal from people.

Augment Arrow: (Cost: 40 Meta, 3 Cunning)
Apply various substances to your arrow to cause special havoc. You can apply poison with 3 Cunning and Education, burning oil with 8 Cunning and 4 Education, and boomdust with 10 Cunning and 8 Education. There is a 3-second cooldown.

Aimed Jab: (Cost: 20 Meta, 3 Cunning)
Make a single attack with a spear weapon equipped, dealing +10 damage, ignoring evasion and parry. The damage increases with higher Cunning, to a max of +30 damage. With higher Cunning, the target will also become more crippled, to a max of 20. There is a 2-second cooldown.

Aimed Shot: (Cost: 20 Meta, 4 Cunning)
Make a single attack with a bow weapon equipped with 100% accuracy. With higher Cunning, the target will also become more crippled, to a max of 20. There is a 2-second cooldown.

Climbing: (Cost: Passive, 4 Cunning)
Climbing allows you to reach places that others cannot. Interact with climable objects like ropes or vines and you can scale them with this ability. With higher Cunning, you can climb more difficult objects.

Crippling Strike: (Cost: 30 Meta, 4 Cunning)
Make a crippling attack on a target with any melee weapon with +10 damage from two paces away, ignoring evasion and parry. Target is crippled for 20 seconds by striking a vulnerable point. The duration and damage increase with higher Cunning (to a max of +25 damage, 50 status). There is a 2-second cooldown.

Backstab: (Cost: 30 Meta, 4 Cunning)
When someone is facing away from you and not currently targeting you, use this ability with a blade weapon to add +40 damage to your attack and bypass evasion and parry. The extra damage increases with higher Cunning, to a max of +100 damage. You can also backstab targets that are blinded, confused, or unconscious.

Bluffing: (Cost: Passive, 4 Cunning)
You know how to lie to others during a conversation. This is a passive ability, opening up new options in dialogue. More options are opened the higher your Cunning.

Streetwise: (Cost: 25 Meta/Passive, 4 Cunning)
You know how to survive on the streets of cities. Use this ability to gather information or contact the black market. As a passive ability, Streetwise unlocks new dialogue options in cities and towns, often to detect if someone is lying or to find easy marks. It also grants a small discount at shops.

Dirty Tricks: (Cost: 30 Meta, 4 Cunning)
You can perform a variety of dirty tactics on your opponent while fighting, including throwing sand in their eyes to blind them, stomping their kneecaps to cripple them, disarming them, and knocking them unconscious. You have access to more tricks with higher Cunning. There is a 3-second cooldown.

Prowling: (Cost: 25 Meta, 5 Cunning)
You can conceal yourself for 10 seconds in darkness or heavy storms. The duration increases with higher Cunning to a max of 30. You move more slowly, but enemies can't see you if they are over 5 paces away or not facing you. Use the ability again to cancel. With 12 Cunning you can prowl any time.

Pickpocket: (Cost: 60 Meta, 5 Cunning)
Acquire wealth from a non-hostile character who is currently facing away from you. Nearby characters that are facing you may catch you in the act, but nearby characters facing away serve as distractions. The amount of wealth you obtain increases with higher Cunning. You can only do this once per day.

Scouring: (Cost: 30 Meta, 5 Cunning)
You can scan the immediate area for hidden doors, traps, objects, and concealed characters for 10 seconds. Your accuracy is also unaffected by darkness. It must be in your line of sight. The duration increases with higher Cunning to a max of 30.

Animal Taming: (Cost: 40 Meta, 6 Cunning)
You can throw some food at a mammal to temporarily tame it. With 8 Cunning, you can control the animal directly, and with 10 Cunning, you can tame reptiles as well. There are herbivores, carnivores, and omnivores, so be sure to use the correct kind of food. This also decreases fishing difficulty.

Play Dead: (Cost: 40 Meta, 6 Cunning)
You can play dead on the battlefield, making you unconscious but invisible to enemies for 10 seconds. The duration increases with Cunning to a max of 32 seconds. All enemies currently attacking you will stop immediately. Use the ability again to cancel.

Shadow Dance: (Cost: 60 Meta, 10 Cunning)
You can perform one of five dances, each giving different bonuses relating to stealth and avoidance. The bonus increases at night or in dark areas. The most powerful dance, the Dance of the Void, can make you completely invisible.

Education Abilities (home)

Education provides the broadest variety of abilities, none of which deal directly with combat. Education represents what you have been taught by others, knowledge too sophisticated for one individual to have divined on his own. Craft weapons and items, set traps, pick locks, and translate unfamiliar languages. It also allows you to utilize the gemcracks, the mysterious stones that many consider to be magical creations from the gods.

Woodcraft: (Cost: 20 Meta, 2 Education)
Target a workbench to craft items from wood. The higher your Education skill, the more items you can craft, including arrows, bows, spears, fishing rods, smoking pipes, etc. This also gives you a 10% chance to deal extra damage with bows (6 to 12, depending on Education).

Naturalism: (Cost: 20 Meta/Passive, 3 Education)
Naturalism lets you cook food at a campfire, cauldron, or stove. You can bandage wounds with rags, gather information about nearby flora and fauna, and collect rainwater. You can also milk animals and collect wool by interacting with livestock, and more. Finally, fishing difficulty is decreased.

Alchemy: (Cost: 25 Meta, 3 Education)
Target an alchemy lab and you can combine substances to create useful potions, poisons, and explosives. The list of recipes increases with your Education, along with the duration of poisoned weapons. Keep empty bottles handy.

Mining: (Cost: 30 Meta, 3 Education)
You can mine ore from untapped veins using a pickaxe, including iron, silver, gold, coal, sulfur, and meteorite. With 6 Education, you can extract extra ore.

Smithing: (Cost: 30 Meta, 3 Education)
Target a forge to craft or repair metal items, forge coins and jewelry, and forge steel. The higher your Education and Cunning, the more items you can craft, and the lower the penalty for repairing items.

Mechanics: (Cost: 35 Meta, 4 Education)
Craft lockpicks, traps, and machinery when you target a workbench. You can target traps to disarm them, and with 8 Education you can recover them. You also get an extra two attempts while picking a lock, decreased fishing difficulty, and all chance of cannons backfiring is removed.

Economics: (Cost: Passive, 4 Education)
You receive better prices at markets. The higher your Education, the higher the discount. Economics also unlocks more options in dialogue.

Linguistics: (Cost: Passive, 5 Education)
Translate written, spoken, and gemcrack languages. This unlocks more options in dialogue, lets you translate written texts in foreign languages, grants more attempts when unlocking a gemcrack, and gives you a longer time limit when persuading others.

Analyze Character: (Cost: 20 Meta, 5 Education)
Target any person, animal, or monster to view their skills, statistics, abilities, and inventory.

Sophistication: (Cost: 25 Meta, 6 Education)
You can craft with fabrics by targeting a loom, play musical instruments, cook quality food with Naturalism, and craft jewelry with Smithing. In conversation, you know which noble house won that battle 120 years ago, which fish pairs best with moonwine, and which color is the new purple, unlocking more options.

Leadership: (Cost: 40 Meta, 8 Education)
Make all party members besides yourself both Inspired and Focused for 30 seconds, including main characters and henchmen. This increases melee damage, melee resistance, accuracy, and evasion. The amount increases with Education, to a max of 60 seconds.

Wizardry: (Cost: Passive, 10 Education)
You have practiced the basics of the Arts long enough to make spells for all schools more effective. With 12 Education, it also increases damage dealt by magic staves. It also grants more translation attempts when attempting to identify a gemcrack.

Shrouded Arts Abilities (home)

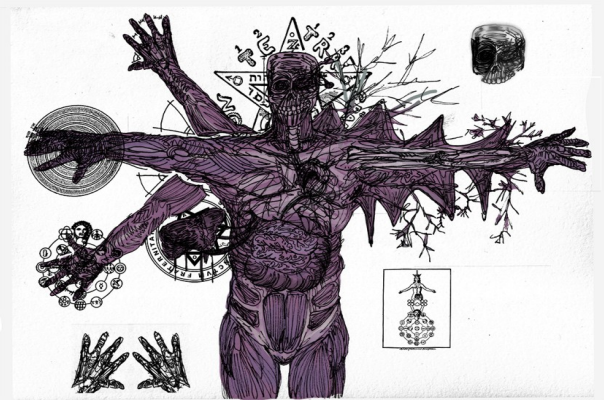
The Art uses curious gems, known as the gemcracks, that are seemingly not of this world, containing ever-shifting curious patterns, depending on the School. They can be used to seemingly-magical effect, but they cost Meta. The following abilities allow you to use these gemcracks if you have the right Education level.

Biomancy: (Cost: Passive, 8 Education)
The Art of Biomancy allows you to use gemcracks to manipulate the very fabric of life, be it plant, animal, or fungus. You can mend wounds and wood, treat disease, control animals, conjure fungal monsters, and more. Biomany includes Zoomancy, Phytomancy, and Mycomancy.

Thermomancy: (Cost: Passive, 8 Education)
The Art of Thermomancy lets you control temperatures of objects and the air itself. You can burn your enemies with fireballs, freeze a target in its tracks, extract water from the atmosphere, and much more. Thermomancy includes Cryomancy and Pyromancy.

Neuromancy: (Cost: Passive, 10 Education)
The Art of Neuromancy gives you manipulation over sentient beings by controlling the small electrical pulses in their minds. It also lets you control electricity to shock targets and more. Neuromancy also includes Electromancy.

Necromancy: (Cost: Passive, 10 Education)
The Art of Necromancy allows you to defy death itself, though its existence is doubted or unheard of by even the highest of scholars. It lets you speak to deceased people, call their spirits, and resurrect the bones and bodies of corpses. You can also poison and disease your enemies.



Innate Abilities (home)

These abilities are innate to certain species and cannot be learned from a trainer.

Krug Frenzy: (Cost: 40 Meta)
Krugs and other large beastfolk can use their mass to their advantage while charging towards their enemies. This frenzy increases speed, damage, and pierce resistance for 30 seconds. The amount increases with a higher Willpower. This is an innate ability and cannot be learned.

Siliki Shock: (Cost: 80 Meta)
Siliki have the ability to discharge electricity while swimming. This will shock all adjacent enemies while in the water for 60 shock damage. This is an innate ability and cannot be learned.

Diving: (Cost: 20 Meta)
Siliki and some other aquatic species can swim underwater, holding their breath for 60 seconds, longer with higher Willpower. While submerged, you will be concealed from all enemies. Use it again to surface, or just move to land. This is an innate ability and cannot be learned.

Burrowing: (Cost: 20 Meta)
Trogs and some other small, agile species can burrow under sand, snow, and other rough terrain for 60 seconds, longer with higher Willpower. While burrowed, you will be concealed from all enemies. Use it again to surface, or just move to solid ground. This is an innate ability and cannot be learned.

INVENTORY ITEMS (home)

Characters can carry up to 10 items, and some items can stack up to x10. Click the inventory icon on the right side to open the inventory of your first-selected character. You can then use, drop or examine each item. To equip a weapon, just have it selected in your inventory.

Weapons: Make sure you have a weapon equipped when you enter combat. Just have it selected in your inventory and it will be equipped. They increase your damage, attack speed, and other combat attributes. Weapons are further divided into different types, which determines which abilities you can use while wielding them. There are many sub-types and materials for each type. Physique increases melee damage, Cunning increases ranged accuracy.

 Blades: The most common weapon in combat, most blades deal melee damage, except daggers, which deal pierce. The Power Slash ability deals extra damage with blade weapons.

 Axes: Axes deal more melee damage than blades, but they are slower. With higher Physique skill, it would be better to use blades for their speed. The Power Cleave ability deals extra damage with axes, and also has a chance to cripple the target.

 Blunt: Bludgeoning weapons deal less melee damage, but they are highly durable and sometimes knock targets backwards (higher chance with more damage). The Power Bash ability can even knock targets unconscious.

Spears: Spears have a range of 2 paces, so you can stand behind allies or obstacles and attack from safety. The Aimed Jab ability deals extra damage. They deal pierce damage, which is ineffective against inanimate objects.

Bows: Bows are long range and require ammo. They also miss quite often, their accuracy depending on the weapon, the wielder's Cunning, range, and weather. The Aimed Shot ability will always hit. Most bows require arrows, whereas crossbows require bolts.

Food: Each of your main party members must eat food to survive. This food ranges from veggies, fruit, meat, bread, cheese, stew, and more. Food is necessary to stave off hunger, and it also regenerates a little health over a period of time. Learning the Naturalism and Sophistication abilities lets you cook better and healthier meals that grant extra bonuses.

Liquids: You can collect empty bottles to store liquids or make bombs. Drinking the liquid will leave you with an empty bottle that you can use to collect more liquid. Drinkable liquids like water and milk restore your Meta. Other liquids can be used for crafting such as oil, poison, acid, etc.

Potions: Potions grant instant effects, and they can be brewed with the Alchemy ability and high Education. Potions of Healing will restore health instantly, unlike food. Other types of potions include Recharge, Speed, Berserk, Invisibility, and more. They will leave you with an empty bottle after use.

Bombs: Bombs can be thrown at targets for various devastating effects. They can be crafted with Alchemy out of a substance, an empty bottle, and rag. Types of bombs include Blast Bombs, Fire Bombs, Gas Bombs, and more.

Usables: Other usable items abound, such as instruments, pocket watches, fishing rods, smoking pipes, caltrops, clamp traps, and more.

Texts: There are many books, notes, and maps you can read. The character reading them must have at least 3 Education skill, however.

Jewelry: Besides making you look flashy and getting you sex, some jewelry can grant benefits (social, magical, or otherwise). They only have to be in your inventory for them to take effect.

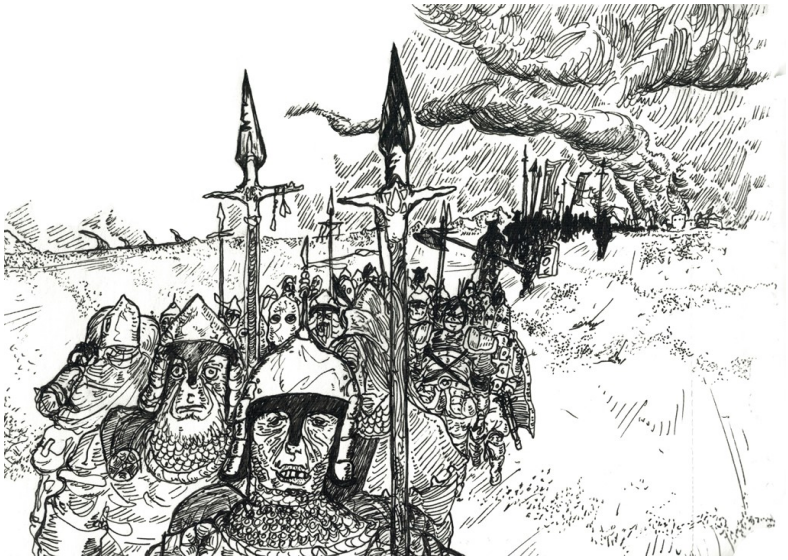
Materials: Many items can be used for crafting abilities, be it Naturalism, Woodcraft, Alchemy, Smithing, or Mechanics.

Ammo: Arrows are required for bows, bolts for crossbows, and bullets for firearms. There may also be more rare ammo for special weapons. Obtaining a quivers will provide a bulk of arrows.

Contracts: You can use these disposable pieces of paper to summon a henchman under your command. You can recruit up to 20 henchmen in one area, but they can't follow your party to other areas. When you return to the area, however, you will regain control of them.

Wealth: Coins, golden goblets, and other things worthless to you but extremely valuable to others. These are all automatically added to your wealth when you obtain them, not your inventory.

Gemcracks: The Arts are the studies of seemingly-magical artifacts left over from a civilization long past. Only the most prestigious universities in Orinia can teach how these relics work, and even they can't explain exactly *how* they work. The four Arts are Thermomancy, Biomancy, Neuromancy, and Necromancy.



CHARACTER SPECIES (home)

The main player is always human, but he/she can recruit other characters of different species. These characters have different natural base stats and access to different abilities. It also affects the way other people react to the character.

Humans: Humans are the most versatile race and can diversify their skills as needed. They are the most common species in the "civilized" lowlands, where their massive stone walls and towers guard their hidden corruption and exploitation. Their fixation on expanding the economy knows no bounds.
Base Stats: Health=60, Meta=60, Load=50, Melee=4, Evade=0, Aim=0, Speed=normal

Krugen: Bearing massive tusks and green skin, the krugen are a shamanistic people who dwell in the frozen mountains and are resistant to cold. They are vicious and strong, and their tribal leaders generally reflect this aspect. While considered uneducated in the traditional sense, their shamans are adept at simple elemental Arts. They revel in bloodsports, and tribes often compete in ritual combat instead of traditional warfare to settle intertribal disputes.
Base Stats: Health=100, Meta=20, Load=75, Melee=8, Evade=0, Aim=0, Speed=normal, Resist Cold=25

Trogs: Small reptilian humanoids, the trogs can squeeze conveniently into small spaces, and they usually live underground. They are skilled with crafting and mechanics, preferring to lure their opponents into elaborate deathtraps while staying just out of reach. While mostly technological by nature, some study the Arts. Though not very tough, their flesh and limbs regenerate, allowing them to heal over time. The females of their species have vestigial wings that no longer allow flight.
Base Stats: Health=40, Meta=70, Load=25, Melee=2, Evade=30, Aim=30, Speed=fast, Resist Heat=25, Resist Acid=25

Siliki: Siliki are aquatic humanoids that rarely surface to interact with land-dwelling beings. Though not truly amphibious, they can hold their breath for hours, coming up for air three or four times a day. They are highly skilled with magic, including Neuromancy, and legends tell of their massive underwater cities that somehow produce breathable air. On land, they are barely mobile, but in water they can move fast and electrocute their opponents at will.
Base Stats: Health=30, Meta=90, Load=25, Melee=1, Evade=0, Aim=0, Speed=slow, Resist Shock=80, Resist Mind=50

Lupulus: Humanoid wolves that wander the countryside in packs, sometimes donning metal armor, most likely stolen from human corpses. While single-minded in their hunt for dinner, they are very clever, and some have even learned to speak the common tongue. They are often brigands or highwaymen, plundering wanderers and wagons alike, others are simply hunters like their canine cousins. Their howls can be heard on nights with a full moon when they communicate to each other for hunting or banditry.
Base Stats: Health=160, Meta=40, Load=120, Melee=14, Evade=0, Aim=0, Speed=normal, Resist Cold=25

Eberan: These massive porcine humanoids live like their animal cousins. Their stench of filth often precedes their arrival. They are highly aggressive and territorial, also like wild boars. They wield primitive weapons and live in small tribal bands or serve in krugen armies.
Base Stats: Health=100, Meta=60, Load=140, Melee=14, Evade=0, Aim=0, Speed=normal, Resist Pierce=30, Resist Cold=50

Ratfolk: Ratfolk are sometimes sighted in the sewers of major cities, or deep in underground caverns where they can find a renewable food source. They have a primitive language of clicks and squeaks, and some can even mimic human voices to a degree. Recently, they have been seen carrying primitive spears and other tools when they hunt for prey with incredible speed. Alone, they typically retreat into the darkness.
Base Stats: Health=50, Meta=50, Load=60, Melee=6, Evade=50, Aim=30, Speed=fast

Satyrs: These hooved humanoids are spotted only every so often, once a year or so, and usually while the observer is intoxicated. Not a single satyr corpse has ever been found, and rumor has it that they can teleport at will. They have been known to seduce humans, lure them to sleep with their harps, then rob them blind. They rarely attack humans outright.
Base Stats: Health=40, Meta=40, Load=25, Melee=2, Evade=25, Aim=20, Resist Cold=50, Resist Mind=50, Speed=normal

Animals: All sorts of common animals can be found in the cities and countryside of Orinia. These range from domesticated animals like cows and dogs, to wild animals like birds, rabbits, rats, bats, and venomous snakes. Meat, sinew, feathers, and bones can sometimes be harvested from animal bodies.

Boars: Wild pigs with massive tusks, boars are very territorial. They are often trained by krugen clans and used for battle, some even donned in armor or strapped with explosives. Boars can be harvested for pelts, in addition to meat, bones, and sinew.

Reptiles: Poisonous snakes abound in the wilderness. If you are lucky enough to spot a snake in the underbrush before being bitten, stay away. Carry antitodes with you in snake-infested land. Faster and much more dangerous are crocodiles. These massive reptiles are fast and highly dangerous. They mostly live near freshwater, but some can survive in semi-salty swamps, lakes, and coves.

Bugs: Swarms of poisonous killer wasps make their nests in both temperate and tropical climates. Fangworms burrow in desert sands, and fearsome pyropedes ignite fires to burn their enemies. Miasma beetles poison targets and explode into a cloud of gas on death. All bugs except pyropedes are susceptible to heat damage.

Leapers: Amphibious creatures that sometimes walk on two legs, sometimes leap on all fours, and are much shorter than humans. They are generally timid if left alone, but if an outsider trespasses near their temples or spawning grounds in swampy tropical areas, they will defend their territory with primitive polearms.

Animated Plants: Biomancy and mother nature herself have created certain plants that are dangerous to animals and even people. Mantraps are capable of swallowing smaller humanoids whole and are commonly found growing in jungles or used by biomancers for defense. Rumors exist of other carnivorous plants, including the dreaded shambler, that can move to consume its prey, and absorbs any arrow shot at it to launch it back at the attacker. Plants are resistant to pierce but susceptible to heat.

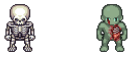
Slime: These cognizant fungal slimes can be found in sewers and other underground cesspools. Though slow, they can dissolve their prey's weapons with acid damage, and they can multiply into seemingly separate entities. They are resistant to pierce deamage and susceptible to heat.

Fungi: Other forms of sentient fungi exist besides the notorious slimes. Various breeds of mobile mushrooms have been reported by miners on the islands of Moonshade and elsewhere that spring up at night, especially during rainstorms. Their spores confuse their prey, and they can reproduce quickly. Like plants, they are resistant to pierce damage, but susceptible to heat.

Snallygasters: This sineway beaked serpent flies through the air on small wings with a belly full of fiery-hot gas. It can occasionally spark this gas and exhale a fireball at its prey, causing a small explosion. They can be seen soaring over arid badlands at twilight, looking for game. Their scales make them resistant to melee damage. There are rumored to be larger varieties of flying reptiles north of the Dead Steppes.

Basilisks: The gaze of this desert lizard is said to turn victims to stone, but this is merely an old superstition. The reality is not much better: their hypnotic gaze shocks its beholders with electricity, possibly knocking them unconscious so they can be consumed with minimal effort. Their scales make them resistant to melee damage, so arrows and spears are more effective against them. They are also immune to shock damage.

Raptors: Large multiocular lizards roam the arid regions of Viridia called raptors. They are highly aggressive and territorial, and are often seen fighting each other for mates and water sources. Raptors can curl themselves into balls and roll across the sands of the badlands at high speeds while resistant to arrows. The tougher breed known as Bone Raptors utilize sharp bone horns to attack. Their scales are resistant to melee damage.



Undead: The Art of Necromancy can animate the corpses of the fallen, and if the Necromancer is skilled enough, these undead bodies can be manipulated and used as soldiers. Some risen corpses are little more than skeletons with sinew barely holding them together. Others are fresher and fleshier, and can move slightly faster. These are known as zombies. The myths about vampires are most likely the rantings of some slimedew addict.

VIRIDI WARLORDS (home)

There are eight warlords fighting for dominance over the fallen Veridi Republic, especially its capital city, Jadenbury. There are other groups of hostile monsters and beasts, naturally, but this is a list of the most prominent warlords/factions.

Salvio the Scorcher (Lockdell Militia):
During his bitter flight from Jadenbury, capital of the former Viridi Republic, Salvio Tevani burned all the farms in his path. He earned his name from this strategy during the years of the republic. Almost completely lacking in humor, his face brightens up when he sees something burning. His second-in-command is Ralo, who manages the details in Lockdell, where Salvio's militia currently resides.

Favius the Shirtless (Bearded Bandits):
The bandit leader Favius never wears armor, or even a shirt for that matter. The Bearded Bandits require their members to have a beard, and they are currently making raids on Lockdell from the woods to the north. The conflict between Salvio the Scorcher and Favius must come to an end before Salvio can return to Jadenbury for revenge.

Andresi Mesali (House Mesali):
House Mesali was the victor in the Jadenbury Revolution. They maintain control of the capital, having ousted House Tevani and subdued House Verenci. Andresi Mesali is the patriarch of the dominant noble house. He is currently waiting inside the walls for Salvio's revenge, attempting to make alliances with the other factions. He is advised by his ill-tempered physician, Asemius.

Mercusia the Masked (Third Moon Pirates):
Leader of the all-female Third Moon Pirates, Mercusia had her face burned off when her ship was set on fire by Salvio the Scorcher during a recent raid on Lockdell. She is captain of the Blind Executioner, and occasionally makes raids against the southern coast of the former Viridi Republic. They claim to be from far beyond the southern horizon, where a third moon is visible in the sky.

Admiral Zidas (Izar Empire):
Perhaps the most famous officer of the Izar Empire, Admiral Zidas makes his presence known. He is currently residing in Jadenbury, at the Izari Embassy, and has pledged to aid House Mesali until the civil war is resolved. Admiral Zidas is not known for his patience, however, and his next move is anyone’s guess.

ASEMIUS DONATUS

ADMIRAL ZIDAS

SULLIUS BERINDAL

Asemius Donatus (Lord Mesali's Physician):
Most denizens of Jadenbury know that the real decisions of House Mesali both (before and after the Unwritten Revolution) have not been coming from Lord Andresi Mesali, but rather from his advisor and physician, Asemius Donatus. Asemius has a reputation for strict enforcement of social order, and has long been dispised by most plebeians for his neverending war on prostitution, gambling, alcohol, and other substances. He preaches publicly about the evils of spirits and moonlight, the dangerous mind-altering substance being smuggled into the capital, though rumors among tavern patrons say that he aids in the import and distribution of these tropical flowers himself. His niece, Lara, has managed to escape her uncle's shadow and made herself a popular singer at festivals held in the capital's Market District.

Sullius Berindal (Silver Magnate):
The silver magnate Sullius Berindal is known across the Viridi Republic and beyond for his shrewd business tactics and commoner birth. His success is often lofted up by the nobility to placate the plebeians with promises of social mobility. He has recently been criticized for using forced prison labor in his mines on the isle of Moonshade, but he often reassures the republic that his workers were all dangerous criminals.

Bakro the Spineless (Owl Clan):
The krugen leader of the Owl Clan is currently trading with Jadenbury. They bring metal and food into the city from the highland Dead Steppes and Lorntop Mountains. House Mesali pays them with gold. The other krugen clans call him Bakro the Spineless because he works with the humans, and not his fellow Boar Clan or Wolf Clan.

Silzeki the Hidden (Trog Confederacy):
East of Jadenbury there are vast stretches of nameless badlands before the Vast. Residing in tunnels below these eastern badlands, the Trog Confederacy is generally very isolated. A few individual trogs move into human civilization, especially if they are exiled from the confederacy. Silzeki the Hidden is their rumored leader. She has vestigile wings like the other trog females, but very little else is known about her. Rumors abound that she is the only trog female whose wings still function.

Oksuma the Sandwalker (Siliki Empire):
Beneath the waves, the aquatic siliki people have built a widespread empire. They are an aquatic people, led by Oksuma the Sandwalker, one of the few siliki people who dares wander on to the beaches of dry land. Since they rarely deal with humans, not much is known about the Siliki Empire besides minor rumors about Oksuma. It is said that she has mastered every school of the Arts, that she can control sharks, and freeze long stretches of the ocean to create ice bridges.

MAIN CHARACTERS (home)

There are many characters you can recruit during the turmoil in the republic, and below are some of the personalities who may decide to join your party.

Dabi (Human):
Her raven hair is hastily tied behind her in a ponytail. Her attire is always practical and she doesn't seem to be enjoying herself unless she is on the hunt or cooking meat outdoors.
Background: Raised without a mother, Dabi is the daughter of a lone lumberjack in Lockdell, and she spent her youth chasing game, repairing wood huts, and bargaining at the Lockdell market. She is quick-witted and admirable, though a bit abrasive. When she was drafted into the militia under Salvio the Scorcher, she didn't much care one way or the other.
Skills: Vitality=2, Willpower=4, Physique=2, Cunning=4, Education=3
Abilities: Aimed Shot, Prowling, Bluffing, Woodcraft

Sebastius (Human):
He takes pride in his appearance, and the small scar on his left cheek was from a gentleman's sportly sparring match, you suppose. His blond locks bounce as he moves.
Background: Clearly born of noble blood, Sebastius has clearly taken it upon himself to prove that he is capable of living the life of a common soldier. He joined the ranks of House Verenci noble guard before the collapse of the republic, and now he finds himself a bit in over his head under Salvio the Scorcher. Nevertheless, you know he will be a faithful companion wherever your journey takes you.
Skills: Vitality=3, Willpower=2, Physique=4, Cunning=2, Education=3
Abilities: Power Slash, Defensive Stance, Mad Dash

Feluco (Human):
In peak physical shape, this man dons light combat armor and has shaved his head for all but a rooster comb down the middle. His mustache is well-groomed, and his posture is sure and steadfast.
Background: Having worked for the Bearded Bandits under Favius the Shirtless for years, Feluco is ready to test his axe elsewhere. He has self-described anger issues, but you have not seen evidence of such. He wants to bring peace to the former republic before he can finally retire with his wine and a few good women.
Skills: Vitality=4, Willpower=4, Physique=4, Cunning=2, Education=2
Abilities: Berserk, Power Cleave, Throw Object
Resist: Melee=25%, Pierce=25%

Oakia (Human):
Scholarly robes adorn this blond beauty. One lock falls to the side of her face for her to flap around while bored, and her deep eyes seem to penetrate you when you speak with her.
Background: Oakia was raised in Jadenbury by House Verenci, and she is a distant cousin of Sebastius. She spent her youth studying the history and laws of the republic, and she can speak several languages. Since the collapse, her position at Jadenbury University has become less intensive, and she is looking to apply her knowledge elsewhere, perhaps on the road at your side.
Skills: Vitality=2, Willpower=3, Physique=2, Cunning=4, Education=6
Abilities: Naturalism, Alchemy, Economics, Linguistics, Sophistication

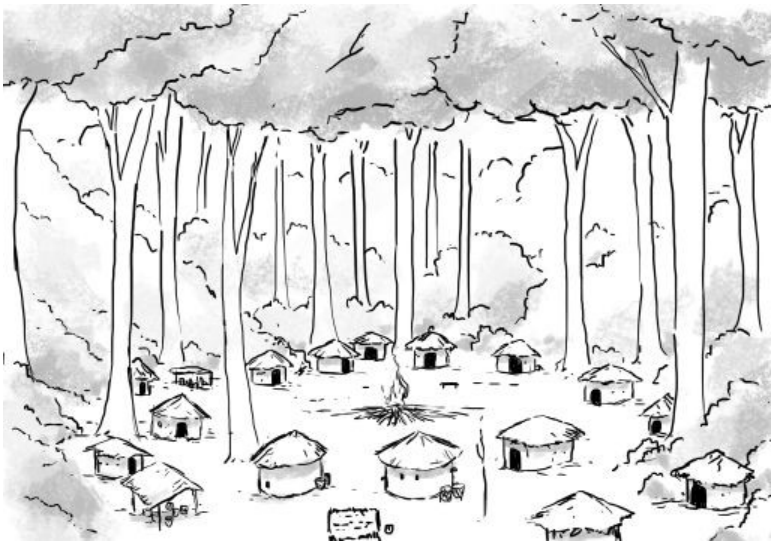
Minax (Human):
This aging man looks alert but tired, his dark red hair is neck-length, and wears light armor, with a robe over his legs. He is scarred, battle-hardened, and carries with him a mace and a stoic aura.
Background: Bred in a secret compound that produced child soldiers in the Kingdom of Culia, Minax eventually escaped and has earned his living working as a mercenary for House Mesali for nearly two decades with his mace. But his patience with the noble houses is wearing thin. He is willing to find his fortune elsewhere, the Viridi republic be damned.
Skills: Vitality=5, Willpower=2, Physique=5, Cunning=1, Education=3
Abilities: Power Bash, Intimidate, Smithing, Mining
Resist: Melee=25%, Pierce=25%

Shale (Human):
She wears her hair in dreadlocks that look like an explosion, and she carries herself with an energetic bounce. Her attire is light, and despite her capability, her shoes don't look fit for rough terrain.
Background: Shale doesn't know exactly where she's from, but she has served under three different pirate crews before finally landing with the Third Moon Pirates. Since the fall of the Viridi Republic she's been helping her sisters keep the island of Moonshade independent.
Skills: Vitality=6, Willpower=3, Physique=6, Cunning=6, Education=3
Abilities: Power Slash, Swimming, Mad Dash, Crippling Strike, Animal Taming

Stringer (Human):
This lean bard has lush white hair that hangs down past his shoulders, framing a large distinguished nose. He wears an elegant cape, and carries himself with grace.
Background: String hails from the Izar Empire but left for personal reasons. He has been making his money playing the lute at taverns across Southern Sea.
Skills: Vitality=4, Willpower=4, Physique=4, Cunning=5, Education=7
Abilities: Bluffing, Streetwise, Pocket Sand, Linguistics, Analyze Character, Sophistication

Dustbiter (Ratfolk):
The only ratfolk you have ever had a conversation with, this beastman is coated with white fur, a sure detriment to his survival in the sewers and nighttime excursions to the surface of his brethren. Nevertheless, he always is spry and alert.
Skills: Vitality=2, Willpower=8, Physique=2, Cunning=8, Education=1
Abilities: Prowling, Scouring, Climbing, Backstab, Pickpocket

Ripple (Trog):
This reptilian troglodyte seems an anomaly from the rest of his species due to the peculiar fin that protrudes from his scalp. His wide mouth appears to carry with it a grin, though you can't be sure how to a read a trog's emotions.
Skills: Vitality=1, Willpower=4, Physique=1, Cunning=7, Education=6
Abilities: Climbing, Prowling, Alchemy, Mechanics, Thermomancy



VIRIDI VERNACULAR (home)

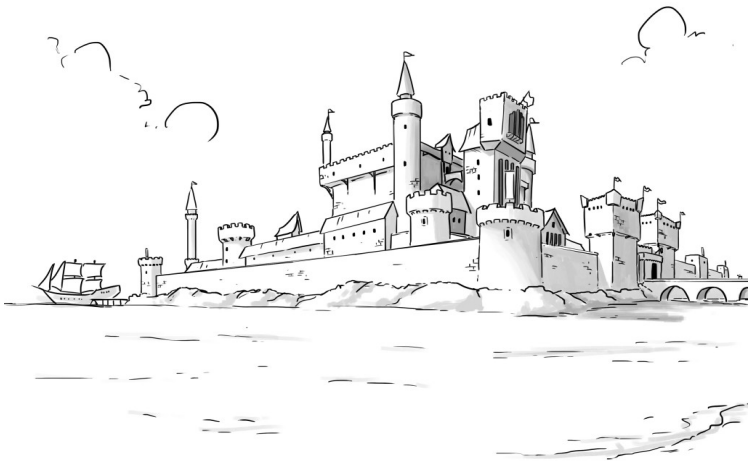
The following are terms used by the people of the Former Viridi Republic and many of the surrounding lands.

Viridi Colloquial

The following is a list of some commonly-used colloquial language in the Former Viridi Republic.

Gilla: one Viridian unit of currency
Crown: one thousand gilla
Marches: a measurement of distance (1 march = 1 day's march for an army)
Pleb: a plebeian commoner, especially in the Viridi Republic
Crat: an aristocrat, born of noble blood, especially in the Viridi Republic
Silkblood: a more derogatory word for an aristocrat
Jewelsucker: an especially derogatory word for an aristocrat
Poker: a sword or blade
Moonlight: a powerful and dangerous drug made from a tropical flower
Slimedew: a hallucinogenic mushroom
Izzy: somebody from the Izar Empire
Cully: somebody from the Kingdom of Culia
Toother: a krug
Pigfolk: a krug (another word)
Squeezer: a trog
Slippy: a siliki
Croc: a crocodile
Milking the Croc: doing something thought impossible
Ribroasting: beating someone up
Gargle: alcohol
Rag Water: cheap alcohol
Half Seas Over: almost drunk
Buckled: drunk
Earwigging: listening in on a private conversation
Hang an Arse: wait a second
Puff Guts: an overweight fellow
Simkin: a foolish fellow
Whipster: a smart fellow
Squeaker: a bastard or bar boy
Gull: an errand boy or patsy
Tea Leaf: a thief, moocher, vagrant, or squatter
Maggot Boiler: a witch or superstitious woman
Skrag: a pirate
Ogle: eyeball, to look, to estimate the value of something
Bilge: garbage, rubbish

Suss: to understand
Baff: to make a joke
Whiddler: an informant or spy
Rose-Plucker: a womanizer
Floro Candle: an oil firebomb (used against Floro, the last king)
The Doom: the Welting Doom, a disease that nearly wiped out Jadenbury
The Arts: the Shrouded Arts, the practice of manipulating gemcracks
Gemcracks: ancient devices described as “magical” by the uneducated
Vaults: ancient subterranean structures built of strong metals
Hargates: ancient gates inside the Vaults that cannot be destroyed
Philosopher: a high academic title at a university



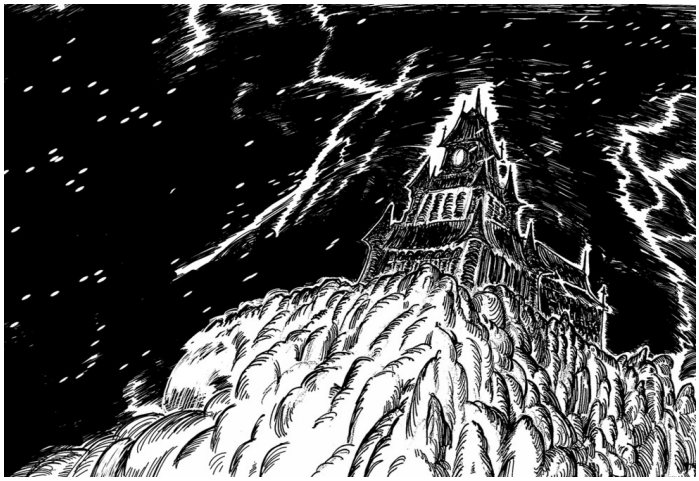
Izar Calendar Months

The Izar monthly Calendar is used by most of the known world, and it is divided into 12 months, spanning a total of 360 days in a year (30 days per month). The months are listed below.

The Longsleep, The Frostdawn, The Cloudbreak, The Melting, The Blooming, The Shining, The Scorching, The Amberleaf, The Falling, The Fading, The Longdusk, The Highfreeze

Viridi Calendar Years

While the Viridians use the Izar Calendar for months, they measure their years in a more ethnocentric method. 0 VR is the founding of the Viridi Republic after King Floro's death.



VIRIDI RELIGION (home)

The old religion of Viridia has nearly vanished in the land of its birth, though it is strictly enforced in the neighboring Izari Empire, and commonplace in the city-state of Calim'Shai. It is a pantheon of gods collected from the ancient Kingdom of Viridia, and even earlier human tribes.

The Greater Gods

The two greater gods of the universe are Daos, the Sun God and Creator, and Yaos, the Moon Goddess. Most humans of the Viridi Republic do not bother sacrificing to either one, as it is said they rarely listen to the everyday qualms of mortals. Instead, sacrifices are made to the lesser gods or godlings.

Daos: The Creator of Intelligent Life and the Sun God of the Viridi pantheon, Daos represents pure mind and reasoning. According to legend, this world is his fourth attempt to create a paradise worthy of preservation. When he is unsatisfied, he wipes out his creation with fire and begins again. Daos is often depicted as a burning humanoid hurling spears of fire atop a yellow disc. He is the **God of Light, Logic, and Mind.**

Yaos: The Preserver of Intelligent Life and the Moon Goddess of the Viridi pantheon, it is said that Yaos convinces Daos to allow his creations more time to develop before destroying them and beginning anew. Yaos gave birth to two daughters, the moons Theela and Veela, which are both visible in the sky, as well as two sons, Rokos and Balos. All four children are twins, born within minutes of each other. Yaos is the **Goddess of Night, Chaos, and Heart.**

The Lesser Gods

Daos and Yaos had quadruplets together, two daughters and two sons. These are known as the lesser gods, and they wandered the surface of the world in human form for ages before Omes introduced the written word, interbreeding with mortals to produce the godlings.

Veela: The second of Yaos' twins, Veela glows with a faint blue color. Her humanoid depiction is of a gorgeous woman with flowing blue locks and blue eyes. She is the **Goddess of Peace, Silence, and Longing**. Followers make sacrifices to Veela at midnight during times of war to pray for peace, and in remembrance of loved ones far away or deceased.

Theela: One of Yaos' two twin moon daughters, Theela's humanoid depiction is a redheaded beauty with freckles, just as the moon Theela shines with a dim red hue at night. She is the **Goddess of Passion, Lust, and Revenge**. Sacrifices are made to her at midnight when one desires carnal pleasure or seeks revenge.

Rokos: The first son of Daos and Yaos, Rokos is said to have brought language and law to humanity. He is the patron deity of the capital city of Jadenbury, and a massive temple is dedicated to him in the Market District. His following diminished significantly after the fall of the last king and the establishment of the Republic, but hundreds of citizens still visit his temple every day to pray and make sacrifices for security of all kinds. He is the **God of Language, Law, and Protection**.

Balos: The second son of Daos and Yaos, Balos enjoys watching human conflict. He is a lover of strategy and games, and often plays tricks on humanity in order to spark a good war. He is the **God of War, Strategy, and Trickery**. The only sacrifices made to him are during combat, when yelling a praise to his name during a kill will grant one his favor.

The Godlings

The four children of Daos and Rokos walked the surface of the world for thousands of years, teaching the humans and also interbreeding with them. They spawned an entire pantheon of demi-gods and appointed them domains to watch over, hoping that humanity would learn to create a paradise and Daos would not have to reset his divine machinations.

Omes: The first of the Godlings, Omes is the son of Veela and the first human to ever cross the Endless Waves to the east (never to be seen again). It is said that whatever land he found over there, Veela appeared to him immediately and they made love in the sand. Omes is the **Godling of Fish and the Sea**, and sacrifices are made to Omes to assure calm weather and safe passage across the sea, as well as bountiful fishing excursions.

Imes: Imes was the second offspring of Veela, this time with the first human to begin planting crops (the first being the potato). While humanity taught itself the fundamental principal of agriculture, they owe its refinement and continued practice to Imes, daughter of Veela and this first farmer. Imes is the **Godling of Agriculture and Rain**. There are no sacrifices made to her other than planting seeds in the ground, Imes returning the favor by allowing the crop to grow.

Zalo: The first son of Theela and a great stoneworker of prehistory whose name was lost to time, Zalo is the **Godling of Masonry and Smithing**. Blacksmiths and builders sometimes used to bury gold as a sacrifice to him to ensure the integrity of their work.

Enir: The second son of Theela, Enir's father was a great hunter whose name was lost to time, who also learned to tame and train hounds. Enir is the **Godling of Animals and the Hunt**. Offerings of bone were made to him before hunting, or when one's pet is sick or dying.

Aona: Rokos fell for a human woman who eventually became the chief of a tribe of nomadic traders. They gave birth to Aona, the female **Godling of Finance and Trade**. On rare occasions, superstitious merchants sometimes still sacrifice coins to her by throwing them into a river or large body of water, though most business-minded people are too shrewd to carry out such a practice.

Phota: Balos, the rageful God of War, fell in love with a mortal but once. The most beautiful woman he had ever seen was bathing in a lake, and instead of taking her by force as he was accustomed to, he instead disguised himself as an old man and wooed her into a marriage. Their daughter was called Phota, the **Godling of Beauty and True Romance**. Sacrifices of luxurious goods are made to her to win over someone's heart.

WORLD MAPS (home)

For more maps of higher quality, refer to the Warlord Atlas document.

Map of the continent of Orinia and northern Nikush

Map of the former Viridi Republic

HISTORY OF ORINIA (home)

What follows is a timeline of the history of the continent of Orinia. It is divided into BVR (before the founding of the Viridi Republic), and VR (after the founding).

Prehistory

Before 6000 BVR: Many artifacts have been uncovered from the time before the written word, including weapons and pottery, but little is known of the people of Orinia before the arrival of the ancient Yamike from the south. More recently, very powerful artifacts known as gemcracks have been unearthed, the origins of which baffle even the greatest minds of Jadenbury University.

Around 6000 BVR: During a small ice age, the human Yamike people arrive in Orinia after crossing a landbridge linked to the continent of Nikush to the south. They introduce writing and horseback riding to Orinia, though the Culians of the North claim their people were here long before the Yamike, and their pictographic writing seems completely unrelated to the common script. The Yamike create the first human settlements on the Izar Peninsula and begin planting crops and trading with desert natives from the Great Vast to the north.

Antiquities

Around 5500 BVR: Finding the coast to the east barren and nearly uninhabitable, the Yamike people move west along the Blinding Coast, eventually settling in the lush Viridi Valley, in what is now the Viridi Republic. Here, they begin constructing larger settlements, as well as trading and skirmishing with primitive krugen tribes.

Around 5000 BVR: A loose confederacy of tribes band together for protection against the Yamike newcomers, learn to ride horses, and adopt their own writing systems based on the Yamike script. This confederacy called itself the Makaana, meaning "Victory" in their ancient tongue. The political climate fluctuates between trade and war with the Yamike.

Around 3500 BVR: Setalunin is founded at the mouth of the Viridi River at the site of what is now Jadenbury. Legend has it that it was built atop the ruins of a much more ancient city. It is the first stone city of the Yamike people and the envy of the Makaana Confederacy. Two tribes pledge allegiance to the Yamike out of either fear or reverence, integrating with their people and further blurring the lines between the warring factions. The Makaana, in turn, begin recruiting krugen tribes from the Lorntop Peaks.

Around 2900 BVR: Full-scale war erupts between the Yamike and Makaana Confederacy and lasts for about 10 years. Both sides claim the other made the first strike, but it is estimated that there were over ten thousand casualties, a bloodbath for this sparsely-populated age. Setalunin is reduced to rubble and ash.

The Maxava Dynasty

Around 2890 BVR: The Makaana Confederacy emerge as the victors of the Makaana War, and after executing all of the Yamike leadership and accepting the surrender of the rest, they set up their own government, a combination of the tribal republics and the Yamike monarchy. The city is rebuilt over the next decade, and the Makaana Big Chief, Maxava. His dynasty reigns for nearly a thousand years.

Around 2800 BVR: King Maxava III orders the construction of massive stone walls around the city. Trade begins with the nomads of the Vast to the east, and shortly thereafter with the Kingdom of Culia to the northeast. Small wars with krugen tribes continue, but for the most part this era is relatively peaceful and is known as the Thousand Years of Peace by historians.

Around 2000 BVR: King Maxava XVI wages a massive war with the krugen tribes of the Lorntop Peaks and gains territory stretching to the western coast of Orinia. King Maxava's War is perhaps the bloodiest war in recorded history and lasted over 20 years. Nobody knows the true death toll.

The Lavani Dynasty

1898 BVR: The Maxava Dynasty comes to an end when the King Maxava XXXVII is killed in battle without an heir. It is replaced with the Lavani Dynasty, who begin taking meticulous notes of history and dates based on the old Izar Calendar. The city of Setalunin is renamed Jadenbury. King Lavani I is a zealous expansionist, believing the Kingdom of Viridia should control not only the entire valley, but also the Lorntop Peaks and the Dead Steppes. He immediately begins amassing forces and forging weapons.

1890 BVR: King Lavani the First is largely successful in his conquests. He names the small mining town of Frostgate as the northern capital of the Kingdom of Viridia. He then turns his eyes towards the vast amounts of metal in the Dead Steppes, which is the territory of the Kingdom of Culia to the northeast.

1860 BVR: Continuing his father's expansionist policies, King Lavani II begins his reign by ordering the construction of a large navy. Hundreds of seafaring vessels are constructed to protect the Viridi coastline.

1721 BVR: The First War between the Kingdom of Culia and the Kingdom of Viridia begins over iron ore in the Dead Steppes. King Lavani V paints the motive as a religious crusade to bring the Viridi gods to the barbarians. Krugen mercenaries work for both sides. The war lasts less than five years, but tensions remain. All trade with the Kingdom of Culia and the north ceases, leading to an iron shortage in Viridia.

1672 BVR: The Second War between Culia and Viridia. Most of of Jadenbury's defenses are focused on the northern and eastern walls, but construction begins on Riverfoot Keep to the southwest in case Culian attackers make a rare sea assault. It is never used in the war. After nearly six years of attrition, the Culian invaders abandon their attempts to conquer the Kingdom of Viridia for good.

1666 BVR: After the end of the Second Culian War, the male population of the Viridi Republic is devastated. It takes decades to rebuild the kingdom. Strangely, soldiers bring tales of an atrocious monstrosity that would appear after great battles in the north, a blizzard following with it. They report a towering humanoid with antlers barely visible through the blinding snow, its ribcage emaciated. The soldiers call it the Wendigo and say it caused them to eat the bodies of their dead comrades. Almost nobody believes this legend today, but the tale is used to scare naughty children into behaving.

1200 BVR: The Lavani Dynasty loses large swaths of land to raiding krugen and bandits. The people of the Viridi Republic severely lack iron for weapons, and worse still, the last of the Lavani line dies unexpectedly. Twenty years pass with no decided ruler, the kingdom torn over complex religious differences over the “chosen of Daos”, but finally it is united again under the Ruvimi Dynasty.

The Ruvimi Dynasty

1180 BVR: The Ruvimi Dynasty turns inward, further improving the fortifications of Jadenbury. The lost land in the Dead Steppes is never recovered, but shrewd economic policies ensure the soldiers have enough weaponry to defend the kingdom from further threats. Fairwind Monastery is constructed to expand Viridian faith. It is believed that the secret of forging steel is discovered around this time (though the troglodytes had this technology long before).

1152 BVR: Word reaches the isolationist Ruvimi Dynasty of a great empire expanding northward from the Izari Peninsula to the east. Rumor has it that they take slaves, and have set about eliminating the desert-dwelling Umanthi people of the Great Vast, attempting to erase their culture. Calim'shai, the trading hub at the mouth of the Umudu River, soon falls under Izari control. The Kingdom of Viridia watches nervously.

915 BVR: After over 200 years of hiding and surviving in the wastelands of the Great Vast, the Umanthi people unite with several other nomadic desert tribes and manage to regain control of Calim'Shai. They successfully send the Izaris retreating south, back to their fertile peninsula. However, the Izari Empire retained tens of thousands of Umanthi slaves, and begin expanding across the Southern Sea instead, colonizing the continent of Nikush.

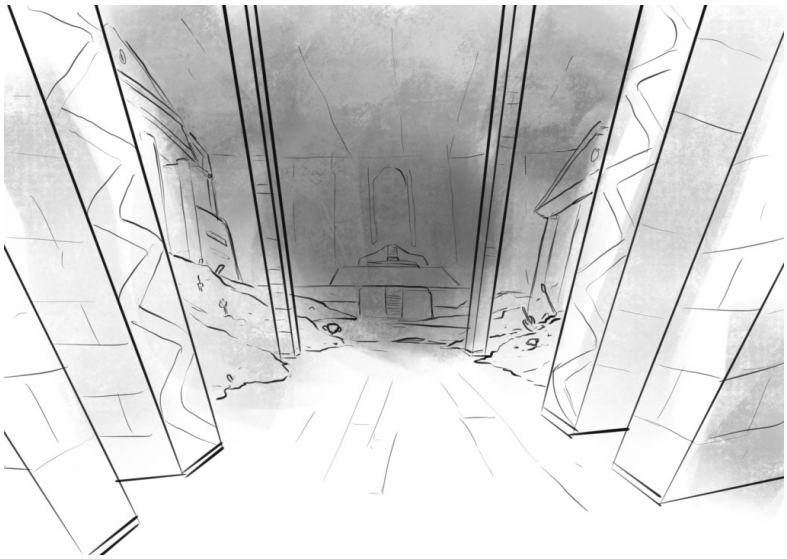
911 BVR: A cult known as the Chosen of Yaos emerges in the countryside surrounding Jadenbury, under the leadership of Yannis the Pure. It starts an uprising that leads to the violent deaths of anywhere from 100,000 to 500,000 Viridians. This is often cited as the beginning of the decline of the old religion.

902 BVR: While constructing the first sewer system in Jadenbury under King Ruvimi VI, workers discover the entrance to ancient catacombs, older than the city, and seemingly older than the Yamike or Makaana People. The entrance is made of an unknown black metal with magnetic properties (now known as voidstone). It take nearly a year to tunnel around it, collapsing many buildings on the streets above.

901 BVR: After finally gaining access to the catacombs, the soldiers of King Ruvimi VI discover the first gemcrack, an ancient technology leftover from the civilization only known as the Chthonians. This unbreakable gem is put in the King's Palace in Jadenbury as merely a curiosity, and years pass before its true properties are discovered.

869 BVR: King Ruvimi VII discovers that the gemcrack can ignite a fire with some simple gestures, and he immediately begins the construction of Jadenbury University to further study these ancient anomalies. More excavations begin in the catacombs, and three other gemcracks are found and given to the university.

868 BVR: On the 4th of the Longdusk, an expedition into the catacombs disappears. The next day another expedition is sent to find them, also to disappear. The day after, a much larger expedition of 30 men is sent, and only one survivor returns to the surface, babbling that all torches and light sources immediately extinguished, and he could heard the screaming of his comrades. Around midnight, the guards around the catacombs are overwhelmed by demonic creatures of varying descriptions. After a bloodbath in the Noble District, the threat is contained, and King Ruvimi VII orders the catacombs sealed. Today, this incident is known as the Dead Dusk. Very few historians take this account seriously, though access to the catacombs remains ominously forbidden.



867 BVR: On the 10th of Longsleep, early the next year, King Ruvimi begins having nightmares and claims he cannot sleep. A few days later he stops talking entirely, eating only the bare minimum to survive. On the 18th of Amberleaf that year, he is found in his chambers dangling from a noose of his own design. His teenage son succeeds him.

700 BVR: It is believed that around 700 BVR the secrets of gunpowder is discovered by scholars at Jadenbury University, though perhaps they simply learned this secret from the troglodytes of the Viridi Badlands.

688 BVR: The beastmen of the plains of the central Viridi valley begin to coordinate and attack small farms, led by the strong lupulu, a wolf-like humanoid species. The beastmen forces resort to infighting and are quickly crushed by the cavalry of King Ruvimi XI. They retreat back into the forests and foothills to the north, but the plains are still called the Plains of the Lupulu to this day.

510 BVR: The Ruvimi Dynasty comes to an end after a steady descent into madness of the rulers. The mad but mostly harmless Ruvimi XV dies in his sleep with no heirs on the 14th of The Melting.

The Verenci Dynasty

511 BVR: The Ruvimi Dynasty is soon replaced with the short-lived Verenci Dynasty (still a major noble House of Jadenbury today). Verenci the First is sickly, but mentally capable.

490 BVR: The famous Viridian explorer, Davius “Trailfinder” Bereni is comissioned by King Verenci II to explore the continent of Orinia. The Trailfinder’s travels take him to Calim’Shai in the Great Vast, the Kingdom of Culia in the frozen northeast, and even the city of Krugmeet in the desolate Sheets of the northwest. The expedition helps to establish many trade routes.

480 BVR: King Verenci II makes a trade deal with the skittish troglodytes from the caves in the Eastern Badlands, securing a reliable source of steel. To this day, the majority of steel used by Jadenbury guards is trog steel. Citizens of Jadenbury gawk at the handful of these never-before-seen small reptilian merchants hawking their wears in the city market. This is perhaps the only accomplishment of the Verenci Dynasty, and since its fall, the noble family has fallen upon hard times financially.

419 BVR: King Verenci III dies of seemingly natural causes without an heir, and King Floro the First is instituted as the first ruler of the Floro Dynasty.

The Floro Dynasty

420 BVR: During the first year of his reign, King Floro the First constructs the Jadenbury Bridge, the Jadenbury Lighthouse, and rennovates Riverfoot Keep as well as the city walls. He is largely popular, and holds massive public festivals honoring the gods. He also officially welcomes the town of Lockdell into the kingdom, more of a formality as it has always been a close ally.

380 BVR: King Floro II succeeds his father and continues his popular policies. He also starts a small port colony on the island of Moonshade in the Southern Sea, opening trade routes for spices, drugs, and other luxury goods.

378 BVR: Less than two years after the founding of Port Moonshade, the first sightings of the Siliki species is reported. These blue-skinned humanoids begin scouting the newcomers from the mainland, though they make no contact.

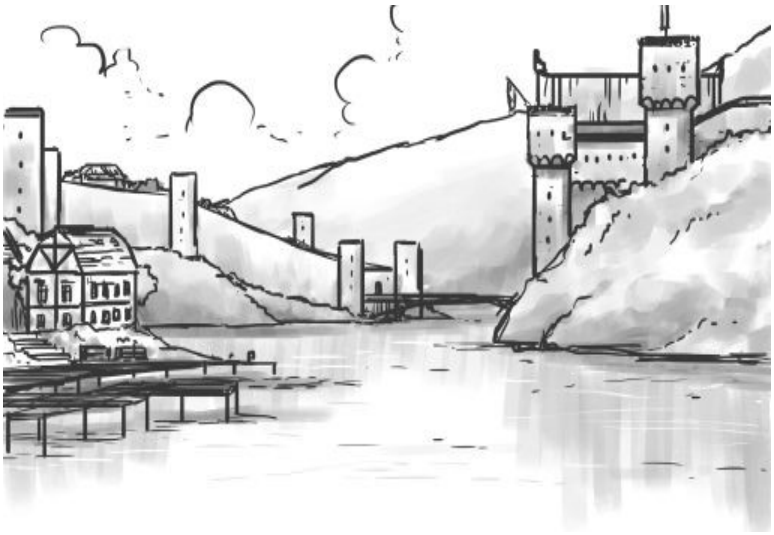
376 BVR: The drug known as Moonlight begins flooding the Jadenbury Docks from the island of Moonshade. The drug numbs pain, causes paranoia, violent outbursts, and often death. King Floro II attempts to prohibit trade of Moonlight, but his efforts are futile. The trade continues to this day.

290 BVR: Several merchant kings in the Southern Sea with advanced knowledge of the ancient gemcracks band together to form what would become the Izar Empire. Over the coming decades, they adopt the old Viridian religion and install strict social codes and hierarchy based on the pantheon of Viridian gods, largely abandoned by their land of origin. They used their intricate knowledge of the Shrouded Arts to manipulate the populace into obedient piety under a figurehead emperor.

262 BVR: Izari slavers attack Viridian merchant ships and a small conflict ensues. It is ended with a treaty forbidding Izar to take Viridian slaves. The dogmatic texts printed by the Izar Empire praise their system of slavery, wherein conquered peoples and their future offspring are forced into labor. The Kingdom of Viridia is spared from this tyranical ideology, at least for the time being.

55 BVR: The first case of the Welting Doom is recorded. The patient dies within two weeks of the first symptoms: blistering of the skin, lack of sensation in the extremities, vomiting blood, and eventually paralysis. Steps are immediately taken, but prove insufficient.

12 BVR: The Welting Doom wipes out nearly a third of the population of Jadenbury. There is unrest in the streets and multiple accounts of arson. People begin calling oil bombs "Floro Candles".



The Viridi Republic

0 VR: Magda Floro, mother of the infant King Floro VIII, hides in Riverfoot Keep with her child. After watching Jadenbury burn from the keep's window safely outside its walls, she decides to exit the keep. She is immediately beheaded, and the child infant is taken outside the city, supposedly killed out of public sight. The three most powerful houses join together to form the Viridi Republic and institute a new annual calendar based on this day, conveniently the first of the year on the Izari Calendar, the 1st of Longsleep.

1 VR: On the 3rd of the Shining, the new Constitution of the Viridi Republic is ratified. The Senate would be made of 50 noblemen. The Speaker of the Senate, or "First Man", would be elected every five years. Among other powers, the First Man has the final decision in the case of an even split.

11 VR: The great biomancer and former slave of the Izar Empire, Jawala Bloodmaker, begins her quest to end disease and expand human life through means of gemcracks and the Arts. Funded by First Man Usamon, she moves to the Viridi Badlands and constructs her tower in a quaint oasis. Her research into the human body has kept her alive to this day, over 300 years later.

12 VR: With aid from Jawala Bloodmaker, the scholars of Jadenbury University develop a medicine to treat the Welting Doom under the new Republic. The noble houses maintain a peace that lasts over three centuries. This collaboration also solidifies relations between the Viridi Republic and the Izari Empire.

106 VR: The all-female Third Moon Pirates begin pillaging the Blinding Coast and smuggling Moonlight into Jadenbury. They claim to be from the southern hemisphere, where a massive third moon is visible in the sky, who they claim is Yaos, the Greater Goddess. They set up headquarters on some island near Moonshade, the location of which remains unknown today.

270 VR: The Viridi Senate votes to make an alliance with the krug chief Bakro the Spineless of the Owl Clan. The name was given to him by the other krugen clans for maintaining friendly relations with human civilization, and he adopts it as his moniker. The alliance will last until the downfall of the republic. Already there are tensions among the three main houses: House Mesali, House Verenci, and House Tevani.

277 VR: A new faction begins forming in the Lorntop Peaks and Tuskwood Highlands known as the Bearded Bandits. They made a couple of raids on Lockdell, but the Verenci Senate immediately drives them back into the mountains, securing Tuskwood again for hunting purposes.

284 VR: Silius Berindal, an iron and coal magnate in Jadenbury, purchases a vast swath of land on the isle of Moonshade and expands his business into the silver trade. The Viridi Senate subsidizes Berindal's vast business empire with aid, in exchange for the promise that he will use his resources to stifle and hopefully eliminate the devastating trade in the illegal drug called Moonlight. Berindal quickly becomes the richest man in the Viridi Republic.

293 VR: A fishing crew captures a sickly female siliki in a net off the coast of Port Moonshade. It speaks a strange language to the crew, then quickly dies. The corpse is brought to Jadenbury University and preserved, still on display today. They name the corpse Lucid.

294 VR: Almost exactly a year after the body of Lucid was found and put on display, a party of siliki attack a merchant schooner en route from Jadenbury to the Izar Empire, slaughtering the entire crew except one, who they branded with a mysterious symbol and delivered naked to the Jadenbury docks. Mantios, the survivor, warns the senate of the sadism and magic of the siliki species. Human vessels begin to avoid areas of the sea with high sightings of siliki.

300 VR: The Bearded Bandits make another attack on Lockdell, this time more organized. Their numbers astound the Lockdell militia, and to this day it is unknown how they were able to amass so many men so quickly. The Senate eventually drives them back once again in the Battle of Tuskwood. The death toll is estimated at about eight hundred Viridi soldiers and possibly over three thousand bandits. Clearly, they are more than merely a gang of bandits, but they still proudly wear the title, and their recruitment pamphlets can be found littering the streets of Lockdell. The Senate orders the establishment of the Lockdell Militia, giving them semi-autonomy in their own security.

323 VR: What happened in 321 VR is still a topic of much debate. The three houses of the Viridi Republic turn on each other seemingly overnight after the assassination of First Man Draco by blade. The Republic that had been maintaining the peace for over 300 years melts into chaos and turmoil. Each of the noble houses claims a different story, and each claims not to have stricken the first blow. House Verenci manages to maintain its position in Jadenbury, but House Tevani is ousted by House Mesali. Salvio "the Scorcher" Tevani burns all the crops and houses he can during his flight from Jadenbury. House Mesali is now the dominant family in the capital city. It is likely there will soon be all-out war between the exiled Salvio Tevani and the reigning master Andresi Mesali. There are also rumors that other factions seek to take the capital city of Jadenbury: the Third Moon Pirates, the Bearded Bandits, the krugen Owl Clan, and perhaps even others.

324 VR: Present day...

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