



A d20 System Campaign Setting  
by Geoff Habiger and Coy Kisse



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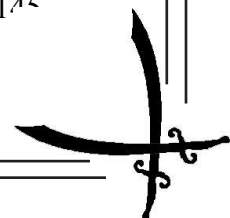
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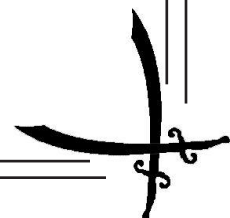
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# Chapter I

## Ados: The Setting

### Overview

Welcome to Ados! A land where the races, animals, monsters, plants, and even the land itself are all pawns in The Great Game, played by the Gods to determine which God shall be known as The One, True God. Each of the 46 deities in the Adosian Pantheon has their own motivations, desires, and reasons for meddling in the affairs of the people of Ados. The Gods know that, over time, worshippers come and go and, with each cycle, new Gods arise to join the pantheon while other Gods diminish and even fade entirely as their worshippers are converted or killed. Some of the Gods are determined to win The Great Game and will do anything to reach that goal, while others care very little about winning. Through it all, the inhabitants of Ados live their lives, some just trying to live and be at peace, while others are committed to spreading the word (and power) of their chosen deity.

The land of Ados is a large continent in the northern hemisphere of an earth-like planet. The land is varied and mostly wild, with only a few regions that have been tamed and civilized by the known races. Vast grasslands and prairie cover large parts of the continent, and large, temperate forests of deciduous and evergreen trees can be found across the continent with boreal forests spread in a swath across the north. Deserts and badlands, arid untamed regions, are found in the middle of the continent, along with the continent's tallest mountain ranges. Along the eastern peninsula, a large jungle and swamps are teeming with strange races and a multitude of unique wildlife. Along the north coast, a wide stretch of barren tundra can be found.

Mountains and hills break up the landscape, and volcanoes are found both along the southwest coast and the islands of the Melapar Sea, while a large caldera is located in the center of the continent. Great rivers flow across the land, often serving as highways for travel and commerce.

Dozens of races call Ados home. Many of the races, Humans, Gnomes, Halflings, Elves, Half-

Elves, Half-Orcs, Drow, and Dwarves, have built up civilized regions with cities, villages, trade, law, and, to some extent, order. Other races, like the Anzimeer, Toumen, and Uarja, live on the fringes of the civilized lands in tribal villages. Outside of the civilized regions live the Orcs, Goblins, Gnolls, Hobgoblins, Bugbears, Lizardfolk, Kobolds, and other monstrous races, which often live barbaric tribal and nomadic lives. Open warfare and conflict is often the norm as the different races struggle for dominance and power, often working in the service of one or more Gods to further their own plans in their quest to win The Great Game.

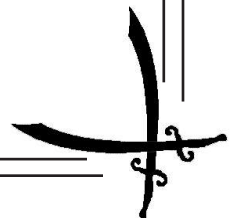
### History

Long ago, before the first Gods, there was nothing more than a ball of water and rock floating in space. The land was ready for life, yet no life had taken hold. Then, the first God, Ados, arrived. Ados had been searching the Physical Realm for a planet to call his own, a place where he could create life in His image and where the people would worship Him. Ados set about crafting the land, creating one large continent on which he placed His people, the Humans. The Humans were thankful and built great monuments to Ados for his Divine insight into giving them life, even naming the land after He who created it, Ados.

The Humans were grateful for the land Ados had given them, but they had nothing to eat. Not wanting His people to starve, Ados sowed the land with plants that the Humans could harvest for food, and populated the land and sea with animals that the Humans could hunt for meat.

The Humans were grateful for the food Ados had given them, but said they had nothing with which to shelter them from the storms and elements. Not wanting His people to suffer, Ados created trees and other plants that the Humans could use to build their own shelters.

Ados was content with what he had created and basked in the worship of His people until His realm was discovered by another God, Cralde. Taking Human form, Cralde walked among the people of Ados and told them that Ados had deceived them, that He had not given them this land for their benefit, but for His own pleasure. Cralde told them that Ados had not provided what His people needed. Ados had only



provided food so he could watch the Humans toil in the fields to harvest it or risk their own health to hunt it. Ados had only provided the things needed to make shelters so he could watch the Humans work hard to build them.

Many of the Humans rejected Cralde's claim, but others heard truths in His words. Ados, furious by this interference from Cralde, demanded that Cralde either leave His world voluntarily or Cralde would be exiled by force. Cralde used this ultimatum against Ados, rallying more Humans to His side.

As time passed, tensions between the followers of the two Gods increased, eventually escalating into the planet's first civil war. The battle was fierce and raged for years as both sides were equally matched. Seeing no end to the conflict, Cralde suggested that the issue be settled with single combat between Ados and Himself. Ados agreed, and both Gods called for an end to what became known as the War of the Followers and began the War of the Gods.

The two Gods took Human form and met in the Physical Realm on the very field of battle used during the War of the Followers. Every Human witnessed the battle for their land, poised and ready to strike if their God fell. The combat raged for days, neither God able to gain an edge over the other. Finally, an end came to the battle, but not in a way any had foreseen.

During the last day of the combat, Ados had gained the upper hand, and sought to end the contest with a quick thrust of His scimitar. Cralde expected the strike, and sidestepped at the last second, causing Ados to lose both His balance and His footing. Ados tumbled to the ground, His scimitar skidding out of reach. Cralde offered mercy to Ados, asking Him to yield the victory to Cralde, but Ados refused, and Cralde ran Him through with His greatsword. As the Human form of Ados lay dying, impaled upon Cralde's blade, He cursed Cralde's victory and poured His divine power into the land itself.

With a great clap of thunder, the land split, tearing from coast to coast, with the body of Ados and His followers on one half and Cralde and His followers on the other. What had been one large continent was now split in two, and the great shockwave from this sundering carried the two continents away from each other. The continent of Ados drifted north and the continent

of Cralde drifted south. With their armies unable to reach each other, the war was over, but was never concluded.

The long war between Ados and Cralde, and its lack of true resolution, had dire consequences for the two Gods. The proclivities of Human nature caused many splits and ideas to form among the populations. Soon these people began to preach different ideas than what had previously been heard. As these ideas took hold, new Gods were created. As the dust settled from the Great Sundering, Ados and Cralde noticed they were no longer alone in their Divine Realm. These new Gods were not content with the Humans Ados had created and so created their own races. Soon the two continents were filled with dozens of different races and, as each new race was created, the power of the new Gods grew, while the power of Ados and Cralde lessened.

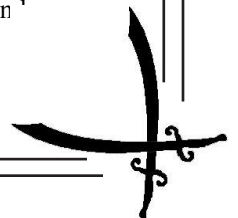
Ados and Cralde were still strong, but the die had been cast. Each new God strived to rise to the top and wear the mantle of The One, True God. It was only a matter of time before the desire to rule the planet turned to war. The Great Holy War raged across the planet for thousands of years. Many of the Gods and their followers were unrelenting, slaughtering those of differing faiths. As entire populations were killed, their Gods, too, ceased to exist while, at the same time, new Gods came into being.

It was soon clear that the Holy War would not solve the problem. The nine most powerful Gods agreed to a truce. The Gods met and agreed that they had to find a different way of determining who would rule the planet. It was decided that the Gods would create a game to decide the victor and soon the rules of The Great Game were drafted. The winner of The Great Game would be the God whose followers conquered the planet, by whatever means.

Thus, The Great Game began, and forever changed the fate of the planet.

## Physical Setting

The setting for *Ados: Land of Strife* takes place on the planet Ados. The planet consists of two large continents, Ados and Cralde, and a smaller continent, Tresk, interspersed with smaller islands. Each continent has its own unique geography with vast forests, deserts, jungle, an



tall mountain ranges. Each of the continents has seen civilizations rise and fall as the people struggle to bring victory in The Great Game for their God.

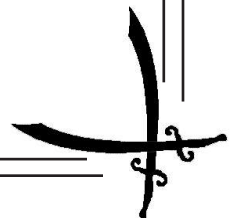
This module, *Ados: Land of Strife*, is the first of three larger settings covering each of the three continents. The material in this module covers the continent of Ados, its races, classes, and different regions. The other continents will be covered in detail in the *Cralde: Land of Victory* and *Tresk: Land of the Mountain King* modules.

## Ados Regions

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The continent of Ados covers over 31 million square miles. Much of this land is wild and untamed, inhabited by tribes of monstrous and aboriginal races. Over the centuries, many regions have been tamed and civilized, only to have the land overrun by forces of chaos and evil and fall back into wilderness. Ruined cities dot the Wildlands and are often used by the monstrous races as bases for raids and attacks on other tribes and the civilized lands.

There are six civilized regions on the continent of Ados. These civilized areas are safe havens for the Humans, Elves, Half-Elves, Dwarves, Gnomes, Halflings, Drow, Half-Orcs, Anzimeer, Toumen, and Uarja as they struggle to tame the land and further the goals of their Gods. Each region is autonomous, and filled with its own unique people, history, culture, and governments. While there's little official contact between the civilized regions at the level of the heads of governments, many intrepid missionaries, sailors, merchants and adventurers often travel between the different regions. These bold travellers wander between the civilized lands spreading news, trade, and the Word of their God.



# Chapter 2

## Time, Calendar, and Holy Days

### Overview

The passage of time has long been important to the people of Ados. From knowing when to plant and harvest crops, or tracking the phases of the moon, time, and those that track it are critical to Ados. The days, weeks, and months are counted and recorded by clerics, priests, shamans, scholars, and commoners alike. The Adosian calendar records the passage of the three main seasons: Low Summer, High Summer, and Winter, and heralds the approach of the holy days, the most important days of the year for the faithful.

### Time & Seasons

The concept of time and its measurement was passed down by Ados to His people long before the Wars of the Gods. The Adosian day is separated into 24 hours, each hour further divided into 60 minutes. Six days are grouped to form a week and there are 46 weeks to each year (276 days long).

The calendar is focused on the holy days, festivals, and events dedicated to each of the Gods. Each month is named for one of the major deities, and each week of the year is set aside to honor one of the Gods in the pantheon with a holy day or festival to that God during the week. The days of the week are named after the four elements, the sun, and moon: Sun-day, Wind-day, Earth-day, Fire-day, Water-day, and Moon-day.

The Adosian year is marked by three distinct seasons determined by the wobble of the planet as it revolves around the sun: Low Summer, High Summer, and Winter. The first day for each of the seasons in the northern hemisphere is 1 Jute for Low Summer, 3 Cralde for High Summer, and 35 Lyzar for Winter. In the southern hemisphere Low Summer occurs at the same time, but is followed by Winter (beginning on 3 Cralde), then High Summer (beginning on 35 Lyzar).

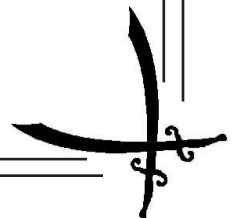
Each of the civilized regions has its own unique weather and seasonal changes, but in general, seasonal rain showers and moderate temperatures characterize Low Summer. High Summer is known for higher temperatures and less rainfall, followed by a gradual cooling of temperatures as Winter approaches. Winters are mild, but temperatures can be cold, especially at night. Snowfall is common, but rarely stays on the ground for long except in the mountains and high altitudes.

Though Ados is characterized by three seasons, pairs of equinoxes and solstices that are not connected to the seasons mark its path around the sun. The equinoxes are days of equal length of day and night. The equinoxes occur on 1 Jute, and 19 Xuran. The solstices are days where the day is longer than the night, or vice versa. In the Northern hemisphere 4 Ados marks the Day Solstice, the longest day, and 22 Ebas is the Night Solstice, the longest night.

### Holy Days

The holy days and festivals dedicated to the individual Gods are the most important days of the year. Each holy day is celebrated by the faithful and non-faithful alike. Most festivals have been altered from their original holy missions by the non-faithful as an excuse to celebrate, party, and hold festivals. Some holy days are observed only by the faithful, especially among the followers of evil deities. The Gods once sent down proclamations and encouraged certain rites and prayers during the festivals, but the rules of The Great Game now forbid this practice (though many Gods ignore this rule). The exact nature and name of each celebration differs from region to region, but the essence of each celebration is always the same.

On the following pages are the months of the Adosian calendar and the holidays and festivals dedicated to each of the Gods. The current year on Ados is 13,742. This date is measured back to the time of the Great Sundering, when the land was split in the first Holy War between Ados and Cralde. No one is sure exactly how long Ados ruled the land before Cralde came, or how long their first war lasted. Even the wisest scholars within the two faiths have not been able to find any records describing how long the war lasted, or how long Ados ruled before Cralde arrived.



## Chapter 3

### Races

Dozens of races call Ados home. Most races are found in specific regions, while others have spread to cover nearly all corners of the land. Within each of the civilized regions the proportion and make-up of the races differs, while one or two monstrous races with smaller numbers of other races generally dominate the Wildlands between the civilized regions.

There are 11 different races available as Player Characters. These races are generally found in or near the civilized regions. These races include the eight races from the Core Rulebooks: Humans, Drow, Dwarves, Elves, Gnomes, Half-Elves, Half-Orcs, and Halflings. For the most part, these eight races exist on Ados as described in the Core Rulebooks. In some instances there are regional differences and these differences are highlighted in each of the Regional Modules.

#### Humans

Though some regions may have larger populations of one or more races, Humans are by far the most numerous of the races on the planet. They can be found in every region and environment. Humans are generalists, occupying every profession and class. Humans across the planet share many characteristics, but regional differences in customs, language, and politics can make Humans as diverse as the other races.

Humans typically get along well with most races. A few races, notably the Elves, Toumen, and Uarja, consider Humans to be nothing more than a nuisance, as they tend to be too curious for their own good and generally care only for themselves. The other races have learned not to stereotype Humans since they occupy so many niches in the land.

Humans are known to worship all of the Gods, showing no preference for one God over another. It is not uncommon for individual Humans to be fanatical devotees to their God, though at the same time Humans are also the mostly likely of the races to turn away from the Gods.

#### Drow

The size of the Drow population is unknown; they are secretive and closely guard the locations of their communities. Drow live either in the darkest centers of large forests and jungle or compete with the Dwarves for space under the mountains. A few Drow live among the other races, always in secret, using magic to hide their true form. Drow skin ranges from jet black to a light tan and their hair is usually pale grey or white in color. A skilled Drow is usually able to pass himself off as a dark-skinned Human or Half-Elf. These Drow often serve as missionaries for their evil deities.

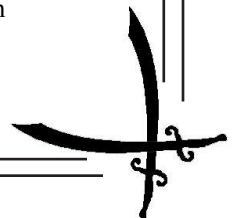
Drow shun other races keeping to themselves except when it suits their purpose. The stereotypes and rumors spread by the other races about the Drow are generally true; they have little regard for life and are plotting with Tare to take control of Ados. Drow favor professions and classes where they can exert power and control over others.

It is rare for a Drow to worship a God other than one of the three Gods central to Drow life: Ados, the Opponent, Qurna, the Mage Mistress, and Tare, the Shadow Queen. Of the three, Tare considers the Drow Her 'children' and most Drow worship Her, helping to bring Ados under Her shadow.

#### Dwarves

Dwarves make their homes in the hills and mountains across the land. Dwarves generally have two loves in life, extracting wealth from the land and brewing (and drinking) beer. It is a common site to see Dwarves drinking a fresh batch of ale while discussing the intricacies of extracting some ore or gem from the earth. While other races may revere wine, Dwarves revere beer and ale and many Dwarves consider it a sign of culture and good breeding to be able to discern the subtle differences between master brewers. It is often said that a beer connoisseur is able to discern the mood of the brewer at the time the beer was made merely by smelling the batch.

Like Humans, Dwarves have traveled to nearly all regions of the planet and are most numerous in the mountain regions. Dwarves are highly valued for their skills in metal smithing and in





## Chapter 4 Classes

Ados is a land where ones religion and dedication to a God is often more important than ones profession. Though jobs are abundant in the merchant, craftsman, and labor trades and nobles by various names and ranks are plentiful, it often falls to the hearty adventurer to battle the forces arrayed against his God. The common and noble people are no more or less devoted to their own God, but it is the adventurer who often risks her life to further her Gods will on Ados.

On the surface an adventurer drinking a pint at the tavern might appear to be a likable sort, but beneath the surface lays a complexity often dictated by religious devotion. The rogue in the corner might be out to find fame and fortune, or maybe he's gathering information for Rost, the Deceiver, to use in His plans to win The Great Game. The fighter at the bar could be a simple soldier, or maybe he's in the service of Valda, the Righteous, willing to sacrifice his life for honor.

There are 12 basic character classes available in *Ados: Land of Strife*. The 11 basic classes from the Core Rulebook, plus a new class, the Divine Warrior. How each class functions in society and how they interact with other classes is determined by the characters religion. While the level of devotion varies from person-to-person, most characters follow the basic tenets of their deity.

### Barbarians

Barbarians often are born and raised in the Wildlands beyond the civilized regions. They are often individualists, finding it hard to work with large groups of people. Though they are not afraid of crowds, often having been raised in large villages, they are unaccustomed to the cities and towns with their rules and order.

Though some barbarians have a close affinity with the land, this is not always the case, and many care little except for the glory that battle brings. Barbarian characters often choose a deity that fits their chaotic and warlike nature. Many choose to follow Brand, the Warlord, or Banok,

Lord of Chaos. Those who feel a kinship with the land or nature might worship Nera, Nature's Chosen, Zimk, Beastlord, or Jute, the Lifegiver. Barbarians who are free spirits often follow Oria, the Free or Nomgar, the Traveller. A few, who are cruel and twisted, often worship Dreen, the Sadist or Ebas, the Destroyer.

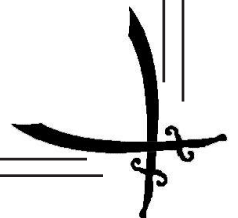
### Bards

Bards are free spirits, living life to the fullest as they travel and perform. Many bards live and perform in the larger cities, rarely leaving their comfortable inns and taverns. Some bards like to wander the countryside, traveling among the villages and hamlets, often working as messengers, bearers of news, and entertainers. It is the rare bard who travels beyond the civilized regions, though the bards who do travel to unknown lands usually return with tales of adventure so amazing they are showered with fame and fortune. Occasionally bards are hired or offer their services as spies, using their skills as a front to gather information. It is common to find bards who are associated with a particular church or temple. These bards create songs and music dedicated to their God using their music to convert others through song.

Vyhan, the Minstrel is by far the God most worshipped by bards across Ados. Bards who enjoy traveling or like to live on the edge often pray to Nomgar, the Traveller, Oria, the Free, or Wrix, the Luckbringer. Some male bards, who use their musical talent for love often worship Voran, the Seedplanter. Some bards like nothing better than to be the center of attention or hopping from tavern to tavern till the sun comes up. These bards tend to worship Telen, the Poor, Belur, the Drunkard, or Brist, the Nonconformist.

### Clerics

In a world with a pantheon of 46 deities it is not a surprise that clerics are the most common class encountered. In larger cities, temples and churches abound and you can't walk the city streets without running into a cleric dedicated to one deity or another. In the smaller villages and hamlets clerics are less common, but where they are found they are often the only religious person in the town.



# Chapter 5

## New Skills, Feats, and Equipment

### Skills

Several new skills are available in the *Ados: Land of Strife* setting. These skills are mostly associated with the new prestige classes, but can be used by any character.

#### **Knowledge (acupuncture/acupressure): (Int; Trained Only)**

Acupuncture is the use of needles placed in specific loci on the body to relieve pain and heal. Acupressure is similar, using pressure points instead of needles to achieve the same ends.

**Check:** You have studied the body and its power centers. You can use your knowledge to know how energy flows through the body and where to apply treatment to alter or block this flow of energy. Answering a question pertaining to acupuncture or acupressure has a DC of 10 for easy questions, 15 for simple questions, and 20 to 30 for hard questions.

**Retry:** No. The check reflects what you know about acupuncture or acupressure and thinking about the question a second time doesn't let you know something you have never learned.

**Synergy:** A character with 5 or more ranks in Knowledge (acupuncture/acupressure) receives a +2 synergy bonus to Heal checks when performing acupuncture. When performing acupressure, the synergy bonus is only +1. The synergy bonus stacks with other synergy bonuses but not with the bonus received by Knowledge (surgery). A character must have a masterwork acupuncture kit to perform acupuncture.

#### **Knowledge (anatomy): (Int; Trained Only)**

Anatomy allows the character to identify various body parts, organs, arteries, veins, and other anatomical structures.

**Check:** Knowledge of anatomy is invaluable in rendering aid without damaging something else in the process. Most humanoids have similar anatomies; so one skill allows a character to have knowledge of several humanoid anatomies. However, most monsters, animals, beasts,

vermin, and other creatures have very different anatomies so a separate skill must be taken to understand the anatomy of a non-humanoid creature. Answering a question pertaining to anatomy has a DC of 10 for easy questions, 15 for simple questions, and 20 to 30 for hard questions.

**Retry:** No. The check reflects what you know about anatomy and thinking about the question a second time doesn't let you know something you have never learned.

**Synergy:** A character with 5 or more ranks in Knowledge (anatomy) receives a +2 synergy bonus to Heal checks. This bonus stacks with other synergy bonuses.

#### **Knowledge (botany): (Int; Trained Only)**

Botany is the study of plants and their properties, especially having to do with the uses of plants for food and medicine.

**Check:** Similar to the Profession (herbalist) skill, the botany skill focuses more on how plants live, their biology, and structure. This knowledge allows for intimate knowledge of the best parts of a plant to use in making medicines and healing herbs. Answering a question pertaining to botany has a DC of 10 for easy questions, 15 for simple questions, and 20 to 30 for hard questions.

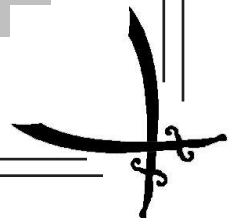
**Retry:** No. The check reflects what you know about botany and thinking about the question a second time doesn't let you know something you have never learned.

**Synergy:** A character with 5 or more ranks in Knowledge (botany) receives a +2 synergy bonus to Profession (herbalist) checks and a +2 synergy bonus to Heal checks made for the crafting of medicines.

#### **Knowledge (surgery): (Int; Trained Only)**

Surgery is the skill of using tools and medicine to repair internal and external injuries. Surgery often involves the cutting open of the body to remove invasive objects, like arrow heads or shards of blades, the removal of damaged organs, and the tying off of arteries to stop bleeding. Surgeons use specialized tools to perform their tasks.

**Check:** A character with the surgery skill can use their knowledge to assist them in performing healing. Answering a question pertaining to surgery has a DC of 10 for easy questions, 15 for simple questions, and 20 to 30 for hard questions.



## Chapter 6

# "House" Rules

We have developed several rules that we feel enhance game play. These rules vary from new ways of handling training between levels, to rules for using language as a skill and new ways of using armor. All of these rules are presented here as optional; you may feel free to use or not use these rules as appropriate. All the rules present here are Open Game Content and we encourage you to incorporate them into your own campaigns.

### Fair Share System

Dungeons and Dragons® is primarily a combat-oriented game. As such, it favors character types who tend to beat on things, and the more things to beat on, the better. This can lead to some very tedious gaming sessions where the only thing that happens is combat. As many role-players will agree, that gets really old, really fast.

Following the rules set forth in the core rulebooks, the total experience value of the challenge is divided equally among all characters. It is a simple formula, but one that is by no means fair. In this system, a character who hides in the shadows or cowers in the corner technically gets the same number of points as the character who risked everything to save those same characters. Thus, the Fair Share System for awarding experience points was born.

The Fair Share System is a pay-for-performance system. Whenever there is a challenge where a character can gain experience, if a character contributes in a meaningful way, he/she gets a share for each contribution. If a character contributes nothing to overcoming the challenge, he/she receives no reward.

The recommended activities which earn a share are shown in Table 6.1

Once the challenge has been overcome, all shares earned are totaled, and the point value of the challenge is divided by that number and rounded up to get the number of points per share. Then, each character is awarded points equal to the number of shares they earned

multiplied by the

**Table 6.1: Fair Share System**

| Activity   | Number of Shares    |
|--|---------------------|
| Dealing damage in combat to an opponent                | One share per hit   |
| Taking damage in combat from an opponent               | One share per hit   |
| Dealing the killing blow to an opponent in combat      | One share           |
| Using a skill/feat/special ability in a meaningful way | One share per use   |
| Casting a spell in a meaningful way                    | One share per spell |
| Generic assistance in overcoming a challenge           | One share           |
| Good role-playing                                      | GM's discretion     |

number of points per share.

For example, four characters, A, B, C, and D encounter a 1000 experience point combat challenge. Character A deals 3 hits to opponents and receives one hit, earning 4 shares. Character B uses a meaningful skill; deals 1 hit to opponents and receives 3 hits, earning 5 shares. Character C casts 3 meaningful spells, earning 3 shares. Character D deals one hit to opponents, and deals the killing blow to one opponent, earning 2 shares. Following the core rules, each character would receive 250 points. In the Fair Share System, points are awarded as follows:

Total number of shares earned: 14 (A=4, B=5, C=3, D=2)

Total number of points per share: 72 (1000 points divided by 14 shares and rounded up)

Character A points awarded: 288 (72 points per share multiplied by 4 shares)

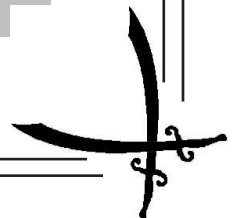
Character B points awarded: 360 (72 points per share multiplied by 5 shares)

Character C points awarded: 216 (72 points per share multiplied by 3 shares)

Character D points awarded: 144 (72 points per share multiplied by 2 shares)

Total points awarded: 1008

We feel the Fair Share System does a better job of rewarding players for good role-playing. Its use encourages players to participate and contribute in meaningful ways to combat, enhancing game play for all involved.



## Chapter 7

# The Divine Order

Ados is dominated by religion. The 46 different deities are present, to some degree, in all aspects of life, even among those who profess no faith. Some of the Gods are consumed with waging their own private battle in The Great Game for the right to be the One, True God of Ados. Other Gods are concerned solely with the faith of their followers and care little about The Great Game.

The inhabitants of the planet are often unwilling (although many are willing) pawns in the fight for dominance. Ones' profession of faith is often seen as an allegiance to "good" or "evil". Fights among the followers of different Gods are common, and religious warfare has taken on new meaning across the planet.

Most commoners will pray to a variety of deities depending on their daily or seasonal needs. Few commoners see the Gods as anything more than the natural or mystical forces that exist on Ados. While they pray to the Gods, their faith is limited to what they experience in their daily lives. The most devoted followers of the Gods are found among the individual churches, temples, and other shrines dedicated to the deity. Places of worship are common, practically one on every corner in the larger cities, and priests often recruit the poor and homeless to fill their ranks. The truly devoted followers can be found at the highest level in the church hierarchy, as well as among the adventurers that explore the planet. These followers are often the most fanatical, preaching the word of their God to everyone, and caring little for others' faith.

### The Planes

Unlike other settings, *Ados: Land of Strife* exists on only two planes of existence. The planet and the rest of the physical universe exist in the Physical Realm. It is here where the common people live out their lives and most adventures take place. The Gods and all the realms they control and consider part of their domain exist on an infinite plane known as the Divine Realm.

These two realms exist separate from each other and are connected by a limited number of

doorways, often referred to as Gates or Portals, which connect the Physical Realm to specific locations in the Divine Realm. The locations of these Gates are well hidden and ruthlessly guarded by most of the deities, though it is rumored that a few Gates have been overlooked by even the Gods. The Gates are the only way for mortals to move between the two Realms. The Gods, their minions, and avatars can move freely between the two Realms though their contact with mortals on the Physical Realm is limited by the rules of The Great Game (not that that stops some Gods from ignoring the rules).

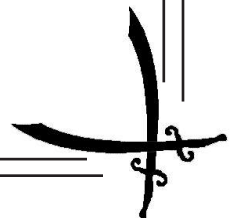
The Divine Realm exists on many levels and has many faces. It exists above, below, and parallel to the Physical Realm. Many aspects of the Divine Realm are often mistakenly attributed to separate planes of existence. The land thought of as Hell, for example, is often regarded as a separate plane but, in reality, it is merely one part of the Divine Realm.

Each God has His or Her own area under their control in the Divine Realm. These areas reflect each individual Gods' unique vision and outlook. The outsiders, monsters, creatures, and other minions that are found around the Gods inhabit these areas. Some of the Gods jealously guard and protect their areas, while others welcome the rare visitors they receive. When the Gods are unable to achieve their goals on the Physical Realm they will fight to control more areas in the Divine Realm.

### The Divine Order

Even if an individual God shows no interest in The Great Game, they all fall within a distinct hierarchy, known amongst the Gods as The Divine Order. The number of worshippers a God has determines the Gods rank in the hierarchy. Some Gods are content with their place in the hierarchy, while others are compelled to rise in the ranks. The hierarchy is the main determinant in judging who is winning The Great Game. A Gods' powers and abilities are not limited by their place in the hierarchy.

There are three ranks in The Divine Order: Major Deity, Minor Deity, and Demigod. Major Deities are the Gods worshipped by the majority of the population on Ados. The number of Major Deities is limited to nine, one God for each alignment type. There is no limit to the number of Gods found in the next two ranks.



Minor Deities are worshipped by a large number of the population, but not as many as the Major Deities. The fewest number of individuals worship Demigods.

A Demigod can increase their rank in the hierarchy by increasing the number of followers who worship them. To an extent, the same holds true to Minor Deities, but to be considered a Major Deity, one of the sitting Major Deities must be unseated. Reducing the number of worshippers that are faithful to the Major Deity either by conversion or extermination is the only way to remove a Major Deity from power.

Gods live and die by the number of worshippers that pray to them. All but two of the Major Deities were mortal at one time, though for most their mortal lives have been lost to legend. (Only Ados and Cralde can lay claim to a truly divine heritage.) Gods are made, invited or granted their status and position in the Divine Realm by another God. Other Gods became divine through the spontaneous worship of mortals for their deeds or actions while they were mortal.

Though the Gods are immortal, they can still “die” in a sense, but this can only be accomplished by the complete elimination of their followers. A God who is no longer worshipped ceases to exist. As long as one mortal continues to worship a God, that God will continue to exist. It is even possible for a God that was previously “killed” to be “resurrected” if a mortal rediscovers the Gods’ religion and begins to pray to and worship the God. For this reason, the followers of one God will attempt to eliminate all references to a rival God when converting or destroying their followers.

The Divine Order includes all 46 deities that make up the Adosian pantheon. The Divine Order is separated into the three rankings of the deities, Major Deities, Minor Deities, and Demigods. Each listing in the Divine Order includes relevant information players and GMs need to select a deity for their character as well as a short description about that deity’s typical worshipper. A more detailed entry for each deity will appear in *The Divine Order: A Sourcebook for Deities and their Champions*.

*Editor’s Note: In the following deity descriptions some domains are marked with a star (★). These domains were originally*

*published by Wizards of the Coast® in the Forgotten Realms® Campaign Setting. These domains are listed here only as reference material for GMs who may own the Forgotten Realms® Campaign Setting and wish to use the domains from that setting in their own games.*

## Major Deities

### **Jute, the Lifegiver**

*Goddess of Life and Creation*

**Alignment:** Lawful Good

**Symbol:** A 4-pointed star.

**Favored Weapon:** None

**Focus:** Anything alive.

**Domains:** Animal, Craft★, Earth, Family★, Good, Plant, Renewal★, Water.

**Holy Days:** First Day, Festival of Life.

**Places of Worship:** Organized services are held in churches or temples. Can be worshipped in any location with abundant life.



Many people will send prayers to Jute, even if they worship other gods, praying to her for good harvests and healthy children. Most midwives are devoted followers of Jute and will make offerings to Her before delivering a child. To the faithful all life is sacred, and the killing of another person, animal, or plant should be avoided at all costs as each life lost pains Jute. The more devoted believe Jute’s strength is drawn from life and that as more creatures are killed she is weakened. Clerics and paladins of Jute favor combat and weapons that deal subdual damage.

### **Ebas: the Destroyer**

*God of Death and Destruction*

**Alignment:** Chaotic Evil

**Symbol:** Skull over flames.

**Favored Weapon:** Scythe

**Focus:** Bone from an animated corpse.

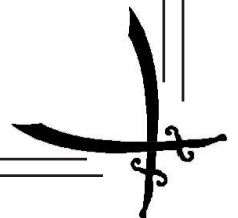
**Domains:** Chaos, Death, Evil, Fire, Hatred★, Storm★, Undeath★, War.

**Holy Days:** Long Night. Any day when a great calamity or destruction befell the land and people.

**Places of Worship:** Organized services are held in temples.



The faithful of Ebas work diligently to prepare themselves and the rest of Ados for the



# Chapter 8

## Spells and Magic

Magic and spellcraft is common throughout Ados. If people are willing to take the time, and can afford the costs, anybody can learn to cast simple spells. Except for the many Sorcerers, whose innate magical ability comes from being 'touched' by one of the Gods, most magic on Ados is controlled and regulated by the several Wizard Schools and local governments in the civilized lands. Some types of magic schools are prohibited by laws, and Wizard Schools are often highly selective of who they will train in the magical arts.

Despite the abundance of spellcasters, the common people rarely encounter magic items. No one is sure of why or how this dichotomy occurred. Some reason it was to limit the ability to cast and handle magic in the hands of the few Wizard Schools and their heads. Others counter that the ability to craft magical items has been lost to spellcasters today. (The spellcasters scoff at this suggestion and will gladly produce magic items they have crafted.) Some say that magic items were more common in earlier days and they have just been lost or hidden. This lack of magical items makes it almost impossible to purchase magic items, except for scrolls and potions, in the many markets and bazaars on Ados. If someone does offer up a magic item for sale it is either a fake, or so hideously overpriced as to be out of reach of most common people and many adventurers.

### New Spells

There are several new spells available to spellcasters on Ados that are derived from some of the optional rules outlined in Chapter 5. These spells mostly focus with using magic to enhance or attack armor.

#### Armor's Endurance

Abjuration

**Level:** Clr 3, Drd 3, Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Touch

**Target:** One suit of armor

**Duration:** 1 round/level

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** Yes (harmless, object)

This spell provides 1 point of additional Elemental DA for every two levels of the caster (maximum of 5 points), allowing the armor to protect the wearer from damage from one specific type of elemental attack. The type of attack that the spell protects from (cold, fire, electricity, or acid) must be declared at the time of casting. Only one type of attack can be declared and the spell does not stack, so additional castings to protect from other types of attacks will not work until the first spell has expired or been discharged. When cast on armor of large-size or larger, the spell increases the Elemental DA of the armor for the specific type by 1 point/4 caster levels for large-size, 1 point/5 caster levels for huge-size, and 1 point/6 caster levels for gargantuan- or colossal-sized armor.  
*Arcane Material Component:* A piece of hard rock like granite.

#### Armor's Resilience

Abjuration

**Level:** Clr 4, Drd 4, Sor/Wiz 3

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Touch

**Target:** One suit of armor

**Duration:** 1 day/level

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** Yes (harmless, object)

This spell increases the armor's current AP by 50% for the duration of the spell. The spell does not repair already damaged armor and the calculation is based on the AP at the time of casting (rounded up). For example: The spell is cast on an undamaged suit of leather armor, increasing its AP to 30 for the duration of the spell. If the spell is cast on a suit of leather armor that has taken 5 points of damage (current AP = 15), the AP increases to 23 (15 + 8). The spell does not stack with additional castings. If cast on a suit of armor of large-size or larger the Armor Points are increased by 25% for large-size, 1/8 for huge-size, and 1/16 for gargantuan- or colossal-sized armor.

*Arcane Material Component:* A piece of rubber.

#### Armor's Strength

Abjuration

**Level:** Clr 3, Drd 3, Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 action

