

Almanac for the Continent of Anstralia Anstralia

Progression Across the Continent

The continent of Anstralia is a big place, but is isolated and as big as it is, its only so big. The record for traveling between the eastmost and westmost cities is 1 day. The race started and high noon, and the winner came in at high noon the following day.

The road used for the race was part of the great expansion. Humans, dwarves, gnomes, and even a some Orc banded together to create a "Great Pass" through the mountains that isolated them on the east coast, the debris used to make the road that would span the continent.

Once through the mountain, it one danger after the next, so adventurers were hired to escort the engineers who built the road. It was a long and bloody journey, but slowly the road was built, allowing expansion into the interior wilds, original known as "The Peril". After the initial clearing by the adventuring company, the road became somewhat safe: the former dangers became aware of what it was to tangle with those of the road, and only fairly rare incidents are heard of on the road. People still need to be careful, and regularly hire adventurers as protection or "guides" when traveling through Peril. There are even occasional guide houses along the road where people will wait in hopes of meeting a guide, or other people to increase their numbers.

Eventually the westward expedition came to a river that out matched any seen elsewhere on the continent, large enough that one would even be able to sail a ship on it. The alliance, which at this point consisted of Elves, Freyjan, Centaurs and more, built a bridge cross the river, but came to a mountain range which blocked their path.

The started a great deliberation, one that went on for months. As unrest started in, many of the people had different minds of what to do:

Some thought they were done, that there couldn't be anything on the other side of the mountain. Those that recalled the efforts of the first Great Pass surmised that this would be much less effort. Others thought it would be faster to go around the mountain range, and even those argued about whether to head north or south.

In the end, it was thought that they could all have the opportunity to be right. A site was established for the deliberations, and in the case that there was nothing else to venture towards, this would be the final stop. There was a joke about "We might as well be reaching for Starlight.", the name of the Adventuring Company that was hired to protect the engineers, and Starlight City was born.

While the site was being established, scouts headed both north and south along the river to see what

the water source was, and where the river must inevitably empty into the ocean. As both scouting attempts resulted in reports that there were eventually ways around the mountain, engineers who were less interested in a second Great Pass wanted to create a road that ran north and south along the river.

Around the Starlight City site a clever "moat" was clear around the city site, and 4 great bridges established, perfectly aligned to the cardinal directions to facilitate the 2 great roads in which these engineers were so invested.

Once the engineers reached the coast, there were far less threats outside of Peril and were even able to construct a modular drawbridge across the extra mouth of the Peril River.

While the engineers working on the 2nd Great Pass worked tirelessly, often attacked by local dangers. Surprisingly, the Pass was created even before roads were completed around the lesser mountains. Upon word of this spreading, scouts were once again engaged to survey between the progress of the 3 ventures, and the agreed midpoint was named "Reach" as it had been what this collective had been doing the entire time.

During all this, a new invention called "the train" (as it was trained to run along a rail) was established to help with travel amongst the eastern cities, and was thought to be able to assist without moving material out to Starlight City. A tunnel was bored through the mountain to accommodate the rails, and rail line as far as Peril River.

Overtime, efforts were made to continue the Great roads back along the coast, but this entire venture, from the 1st Great Pass to Reach, took decades to fulfill, and terrain proved too difficult for those that were even willing to try.

Several settlements were established along the way, which have grown into the large Cities and Villages we know today.

East Region

Cove City

Commonly referred to as "Tinker Town".

This is a Gnomish city.

Home to the "Copper Cog Tinkerer's Guild".

Forefront City

Commonly referred to as "East Town".

This is a Human city.

Home to the "Stonefish Sailing Guild".

Edin City

Commonly referred to as "Forge Town".

This is a Dwarven city.

Home to the "Silver Hammer Builder's Guild".

North Region

Compendium City

Commonly referred to as "North Town".

This is predominantly a human city, home to the Holy Light Order, Paladin's Academy, and Great Library

Luna Sea City

Commonly referred to as "Mage Town".

This is predominantly a human city, but home to magical students of all races.

Home of the "Victory Mage Guild and Academy".

South Region

Shy City

Commonly referred to as "Shy Town".

This is a multi-cultural city.

Home of the "Lucky Dragon Casinos and Riverboats".

Pallet City

Commonly known as "South Town".

This is a multi-cultural city.

Home to the "Bertberry Medical Guild and Academy".

West Region

Reach City

Commonly referred to as "West Town".

This is a pre-dominantly human city.

Home to the "Swordfish Boating Expedition".

Sisco City

Commonly referred to as "School Town".

This is a pre-dominantly human city.

Home to the "Quill Scholar Academy and Library".

Peril

Starlight City

Commonly referred to as "Adventure Town".

This is a multi-cultural city.

Home to the "Starlight Adventuring Company".

North Wood

Sira Village

This is commonly referred to as "Elf Town".

This is an Elvish Village.

Home to the "Ironwood Nature Guild"

Drak Castle

This is commonly referred to as the "Castle of the Dead".
This is the castle of the mysterious Lord Drak.

South Wood

Rask Village

Commonly referred to as "Beast Town".

This is a multi-cultural village.

Home to several exclusive minor guilds, surrounded by minor communities.

Plains of Peril

Known to be home of many Fey, the purple "wheat" grows quickly, and sometimes more than 2 meters high, in the spots where it has already been planted, but tends to spread to new soil very slowly for unknown reasons.

Desert of Peril

Town of Consequence

Commonly referred to as "Oasis".

This is a pre-dominantly Human village.

Home to the "Blackmarket" and the "Sandfish Outlaws Guild".

Kajima

There is an island to the south of the Anstralia mainland called Kajima.

The entire island is essentially a country of civil war, with 6 main provinces, each led by a ruling clan.

Ika Province

Ika Village

This is a pre-dominantly human village.

Humans live comfortably with Squid and Seafolk here.

Tora Province

Tora Village

This is a pre-dominantly human village.

Humans live comfortably with Inu and Ondori here.

Spira Province

Spira Village

This is a pre-dominantly human village.
Humans live comfortably with Kitsune here.

Zaru Province

Zaru Village

This is a pre-dominantly human village.
Humans live comfortably Saiyans here.

Tanyo Province

Tanyo Village

This is a pre-dominantly human village.
Humans live comfortably with Tengu here.

Ijin Province

Ijin Village

This is a pre-dominantly demon village.
Demons live comfortably with Humans here.

History of the Races

While the recorded history on Anstralia is vast, it is clear that the creation of the races dates far before the earliest of records. What is known is that the earliest records known in the East Region, long isolated from the rest of the continent, belong to the Dwarves.

There are many records, from the Gnomes, Human and even Orcish settlements that there was a previous location that their people travelled from to where we know them to be now. It is thought that the more adventurous and curious types continued north to find a way past the mountains and stopped when they found the cove to invent a around or over the mountains, eventually becoming Gnomes. Those of larger stature and disinterest of the mountains all together went as far east as possible and found a way venture into the ocean itself, eventually becoming Humans. The toughest and those after seclusion actually tried to hike and climb the mountains, eventually settling in a valley as a basecamp to explore the mountains, eventually becoming Orcs.

After the great Progression Across the Continent, it was discovered that there are several other major and minor races through The Peril, and those timelines are blurred as only the Elves were terribly interested in records of any real detail.

Even after studying the records of the island of Kajima, it seems that the only connection is that Human arrived by ship at some point and began to share the island with its native residence. Past that, there are large gaps in the island's history. The clans write history of their provinces without large relations to the other parts of the island and refuse to allow original copies to moved so histories can be efficiently compared.

The clan warfare that exists on the island often ends up wiping out records, sometimes with specific

intention of the enemy, or the victor literally having history re-written. This has somewhat stabilized in the past decades as contact was made with the mainland, and Province Lords realized that large scale war between themselves would weaken them against their mainland visitors.

The Elves, while more consistent, do not seem to hold the conviction for details that Dwarves or even Humans do, and records seem vague to those that do not already know the details.

The Elves believe that they are descended from interplanar visitor that mated with Easterners that had ventured from over the mountains, which (if nothing else) determines that Elves are at least younger than Dwarves as the type of Easterner is not specified.

Celestians and Demons, while it is known that they are both from other planes and typically do not like one another, there is little known about their actual history. Each one is thought to have arrived through a "gate", but are supposed to be sworn to secrecy on its location and operation. It has been revealed that these gates, to either plane, are only uni-directional and seemed to be controlled from the other side. No gate has ever had its location record for public knowledge, but it is believed that both races have developed means to share their discovery with one another in an effort to secure a route between planes.

There are a great many beast people in The Peril, some with suspiciously Human or Elven characteristics, such as the Freyjans, Fenneks, and Centaurs. While it is only mythology that Easterners mated with beasts to result in such creatures, it is thought to be possible that Easterners might have mated with the Fey in similar ways with Celestians and Demons.

The Fey, or faeries, are beings of raw magical power, like Celestians and Demons, but of this plane, so it is thought that they share many traits. While Celestians and Demons are thought to at least keep records amongst themselves, the Fey seem very open about not keeping any records other than conversational information, preferring to live "in the moment".

Another notable similarity is all 3 races' limited ability to shape shift. In all 3 cases it seems to take great effort, but where Faeries are much more glib about exploring different shapes, Celestians are proud of their selected form, treating it like a title in part of their identity. Demons are thought to be a middle ground on these positions, while gleeful in being able to disguise themselves when needed (in certain circles), they are typically wildly proud of their presented identities as well as their absolute identities.

It is thought that the Freyjan, Fenneks and Centaur people are clearly part Easterner, and due to that felt a need to create a hub society which presented itself in the form of Rask Village, a place where the local communities could gather to socialize and conduct business between one another.

There are several other "minor" races that are thought to be younger. Many live in the woods of Peril, while others live in complex cave systems or even on the island of Kajima. There are many variations to include, Kobolds (dragon/lizard people), frogs, turtles, Wargs, Goblins, fungi, plants, Tengu (bird people), Inu (dog people), Kistune (fox people), Arachne (spider-centaurs), horses, and many other assorted variations of sentient creature.

Eastern Races

Once thought to be all there was in Anstralia, these races originate from the east most region of Anstralia.

Dwarf

Once thought to be the oldest of races, Dwarves are notably hardy and socially renowned for creating stone and metal works, to include some of the finest armor ever known.

Dwarves have a tendency to dislike water, and prefer working in the earth: they have many, many mines in the Great Mountains and even explore underground cave systems for rarities.

Human

The first race known to take to the seas, Humans are known mostly for spreading like the plague across continent and a certain ingenuity for socializing groups of people.

Gnome

Gnomes are renowned for their clockwork creations and mechanical devices. Their greatest pride and regret as a city-state is the creation of the fire-arm.

Orc

Orcs have a somewhat brutal culture where it is about toughest and strongest being rewarded whenever possible. This fortunately isn't limited to physical strength, and a dead-eye marksman or strong enough shaman can still rise to be respectable position.

As Orcs tend to in-fight quite a bit, some leave to venture out, sometimes being a nuisance to citizens, sometimes joining "civilised" societies, as adventurers, hunters, or even craftsmen on occasion.

If the Orc population grows to a large enough size, sometimes they are known to send entire armies away from their village to fight or conquer others, this has historically ended up in culling those sent out, much to other races' dismay.

Magical Races

There are 3 magical races, each thought to originate from a different planes of existence. These creatures pick their shape, though they are limited in the size and frequency in which they may change.

Celestian

Thought to be creatures of the Holy Light, from "Celestia", the plane of Holy glory. Often proud of their chosen form, typically winged and bright or colorful, Celestian pride themselves on being a community stable of good standing. Preferring to be healers, defenders or public servants, there are many outlying circumstances. Some have been outed as pretending to be average humans, and even more rare, some have turned vengeful, dropped their wings, and in the most extreme of cases gain a purple hue to their eyes or even skin.

Demon

Thought to be creatures exuding an evil darkness, from "Infernus", the plane of eternal punishment. The few Demons that have offered a response about Infernus have made it seem as if it is where

souls go to be punished though this is unclear if it a running joke or accurate as no non-Demon has ever been on record as having travelled there. Demons are widely known as taking extreme measures with little regard for the lives of others, outside of having their goals met. They are known for being very ambitious and take leadership roles, to include law enforcement, organized crime, and other types of public servant roles in order to gain benefits to meet their goals.

Fey

Thought to be creatures of raw magic, Fey often enjoy tricking others (to include one another) and very much enjoy living "in the moment". While Fey are not thought to be able to be trusted, they're not known to be malicious either. Fey often take sympathy on those in actual need or hurt as long as it doesn't take away from themselves. While a Fey may take the form of a civilized race, they typically prefer imitating creatures that are more in place in nature.

Hybrid Races

There are races, upon study, that seem to be connected or mixed with other races for their creation. Other than Elves, most "hybrid" races are thought to be the result of Fey mating with ancient Easterners, resulting in fixed forms.

Elf

Elves, from any account, seem to be a mix between ancient Humans and either Celestians or Demons. Elves from Demons tend to have a purple hue to their skin (though not always apparent) and are sometimes referred to as "Nether Elves". Amongst most elves, an elf is an elf.

Elves are the key to civilisation in The Peril: while typically without modern mechanical advantages, Elves still forge weapons and armor, though not nearly on the level of Dwarves. Their focus seems to be far more on magical means, even creating magical constructs.

Freyjan

A race of cat-people living in the southern wood of The Peril. A race of natural hunters, they have picked up tool skills that help with stealth and ambush tactics, to include using metal weapons and even armor in some cases. While it is more common for Freyjan to lean towards dexterous roles, it is not unheard of for those that leave the wood to take magic or even Paladin roles.

Fennek

A race of rabbit-people. Usually a peaceful people of the southern woods of The Peril, mainly people and predators underestimate these kindly rabbit folk. Being unable to defend yourself and not being inclined to instigate are two different things. While Fennek are often sought out to be pretty faces, there are many Fennek outside of the wood that have taken up battle roles of all types to great success.

Kitsune

A race of fox-people. Similar to their full beast counterparts, most are found in the Spira Province of Kajima, but are not unheard of on the mainland, though they are rarely seen with others of their kind there. While these same loners are often considered extremely patient, it is much more in their nature to be impatient, but not necessarily reckless.

Centaur

A race resembling Elves / Humans from the waist up, and horses waist down. At home in the southern woods of The Peril, Centaurs regularly perform marathons and vary the locations quite a bit. They have been spotted running through the Plains, the south and even north woods, and even the Main road itself. Known for being strong, but gentle, and brutal when provoked, the centaur are a tempermental people at best.

Arachne

A race resemblign Elves from the waist up, and spiders from the waist down. One of the main beast communities that still live in the north woods of The Peril, Arachne live alongside spiders and live mostly by ambushing and trapping prey. There are even a variant that lives in desert, but are far more rarely encountered.

Nagani

A race resembling Elves from the waist up, and snakes from the waist down. These people typically live in underground cave systems, but mostly alone, and visit each other on occasion. As a result, they don't tend to breed very quickly as a race and lack a community aspect, to include efficient sharing of information. They are long lived, and some even make their home above ground, but very rarely far enough away from a cave that would lead back to a system that would have other Nagani.

Nereid

The story is thought that a group of Fey thought to take to the Sea, and assumed Elvish forms that would allow it. Once away from the continent, they lost enough magic to trap them in their forms, but upon returning to land could shift enough to breathe and walk the land, but could change shape no further, only reverting to sea form when touched by sea water.

Troll

Sharing a green skin with Orcs, it is often thought that Orcs and Trolls must be somehow related, possible through mating with the Fey.

They are know for their tribal rituals and spirituality, as well as being extremely tough in a fight.

Ogre

Ogres seem to be a cross between giant size Fey and ancient Humans. For some reason, giant-sized folk never seem to be very intelligent, perhaps because they don't find the value in it.

Cecaelia

A race resembling Elves from the waist up, and octopus from the waist down. Before the Nereid were form locked, its thought that, fascinated by the Squidfolk, they sought one last transformation. A less popular belief is that the Cecaelia are a resulting hybrid between the Nereid and Squidfolk, but educated folk note the lack of more recently created Cecaelia between fond cross parings.

Mersharks

Similar to how the Cecaelia sought a final form, its thought a violent sect of Elves followed the Nereid into the sea and sought out a form which mimicked the most brutal predator they could find. Less top have Elf, bottom half Shark: Mersharks have slender shark tails, slim tops, with barb-finned arms and clawed fingers, and jaws filled with razor sharp teeth that seem to extend for larger

biting. While aggressive, its rare for them to target other (semi) humanoid or shark races.

Beastfolk Races

While the magic of ancient races may have interacted with the Eastern Races, there are plenty of creatures that rose the nature of The Peril and/or the Fey itself.

Kitsune

A race of fox-like humanoids. Natural spirit users, Kitsune are usually high energy do not typically enjoy sitting still. While patient Kitsune are clearly highly trained, impatient Kitsune are not necessarily reckless and known for fast surgical strikes. While the highest population is in the Spira Province of Kajima, most people of the mainland can easily recognize a Kitsune when spotted.

Tengu

A race of bird-like humanoids. Its a fairly rare sight to see these creatures outside the Tanyo Province of Kajima, let alone on the mainland. They typically work with the Humans of the Tanyo Province as natural Wind Magic users.

Inu

A race of dog-like humanoids. It is fairly rare that Inu are seen outside of Tora Province. Inu and Kitsune do not historically get along and will often come under attack by the other if given the opportunity. It is not unheard of for an Inu to travel outside their territory, or even into Kitsune territory peacefully, but the situation is a proverbial powder keg.

Ondori

A race of chicken-like humanoids. These are commonly seen throughout Kajima but are a rare sight on the mainland. While the main Ondori clan is in Tora Province, and thus owes fealty to Tora Clan, but many Ondori and even minor Ondori clans exist outside of Tora Province.

Kobold

A race of lizard / dragon like humanoids. Kobolds have an uncanny ability to find one another and even Dragons, whom they worship as gods. Once Kobolds have found a Dragon to worship, they seem to breed extremely fast, slowly building a culture and community of zealots that eventually form an army that will march on neighboring communities in their god's name.

Frog

A race of frog-like humanoids. Preferring swamps, these people are usually only found in the south woods of The Peril, mostly so they keep access to their swamps.

Turtle

A race of turtle-like humanoids. These are typically found in underground cave systems as a tortoise variant. Occassionally, they come to the surface to explore or perform raids. There are aquatic variants, but they are rarely seen, and never in a community like the tortoise variants.

Chimera

A race of different types of beast-like humanoids. This includes Owlbears, cursed beasts, and imalgamations of different creatures.

Squid

A race of squid-like humanoids. These are squids that have managed to morph themselves into a humanoid form and evolved these forms over the years. Lacking fingers or toes, the Squid folk have hardened tentacles that manage to keep them upright and allow them to hold weapons as if an invertebrate.

Beast Races

There is intelligence, even among creatures that don't share a humanoid form.

Dragon

Dragons are extremely rare, but extremely fierce and intelligent. Preferring to hide themselves away as to not provoke challengers, dragons rarely agree to company except from other Dragons and Kobolds, as the horrid little things tend to seek out Dragons to worship as gods, and never dare attack a Dragon.

Warg

Often considered a rabid Wolf, Wargs are intelligent enough to speak and even scratch out a basic written language. Werewolves often volunteer to help Warg packs deal with more "civilised" folk and have even been known to arrange translation and record keeping in some cases.

Horse

There are a wide variety of horse types: with wings, with horns, with both or none, varying in size from Small to Large. While some are used for mounts, there are plenty with their own agendas.

Spider

Spiders are widely known to be some of the most clever hunters in Anstralia. It is thought that they began to mimic language to draw people to their doom, and eventually learned to mimic enough to have full conversations. Spiders happen in all shapes, sizes, locations, and intelligences.

Crab

Crabs seem to be hard spiders with less silk and more pincers, and show up in the oddest of places. No one quite knows how one crab started talking, let alone all of them, but they tend towards having rather tempermental personalities.

Non-Beast Races

In the woods of The Peril, there are creatures that resemble ambulatory plants and fungus.

Plant

A race of different types of plants. This includes Cacti and Treants. While most plants don't eat meat, many plant communities turn defensive and violent, using the freshly dead meat as fertilizer or to feed the plants that do eat meat. Most plants absorb nutrients and water from soil, the process is immediate, but slow.

Fungi

A race of sentient fungi. Fungi do not chew and swallow food: they tend to store the food to slowly absorb over time. These fungi are cautiously known for ambushing people to absorb for food. While one fungus might be friendly enough, wandering into communities of unfamiliar fungi can be deadly. It is often that these communities are required to send envoys to meeting spots to conduct business with other communities.

Undead Races

Some people just don't know when to quit, and fight on, even past death or decomposition. Necromancy is typically frowned upon throughout Anstralia, especially when the undead look fresh, but most undead aren't intelligent folk, and those that are can be viewed as victims. They often have special connections to person who raised / cursed them, and the situation around their death(s).

Undead have several biological differences to the living: they don't need to sleep as long, they don't actually need to eat / drink if they get magical sustenance (usually provided by a necromancer), and only become discomforted when deprived of air.

Zombie

Usually, when a person dies, and is raised through necromancy, they're just an animated piece of rotting meat, and typically smell like it. While its actually worth high praise when someone is able to raise a zombie in a pristine condition, they are usually attacked for it as it normally indicates the necromancer killed the person to raised them imidiately.

Skeleton

After the body rots, a skeleton might be raised with a similar result, or a person might be cursed to live without their skin. Skeletons do not smell like zombies, but are typically more brittle, and can turn to dust if more bone breaks than the magic can handle.

Ghost

While someone might be having an out of body experience, ghosts are usually dead, but persistent. A skeleton that falls to dust, might retain as a ghost, but it is very rare that a necromancer would raise a ghost specifically. Usually it is a witch that summons the ghost temporarily without exerting control of the spectre.

Artificial Races

Who says one has to be born a certain way? One could always have been built! People often don't give a second look at something for being artificial, unless they're just very curious about how they work.

Mechanical Construct

Some people are built to perfection, but usually a construct is the result of some mad inventor that got lucky. A construct doesn't require food, but should still perform regular rest and maintenance. While most people think Constructs don't feel, some claim discomfort under damage. The engine of a construct can be powered by any number of means, including magic.

Magical Construct

A magical Construct doesn't differ much from a mechanical one, other than there are no cogs and gears to operate the thing. It is not only powered by magic, but is constructed of it. A magical Construct must regularly be infused with magic to stay operational and whole. Constructs have been witnessed as having limbs fade away, or, in cases where they have a body imbued with magic, pieces fall away as the magic leaves them.

History of Organizations

There have been many organizations that have contributed to the progress of the Continent, from the Great Progression across the Continent to the daily education of the populace.

Silver Hammer: Makers Guild

blah, blah, blah

Dwarves make things

Copper Cog: Tinkerers Guild

blah, blah, blah

Gnomes make things

Stonefish: Sailing Guild

blah, blah, blah

The original off continental sailing expedition.

Holy Light Order

blah, blah, blah

The only wide-spread religion on the continent.

Paladins Academy

blah, blah, blah

Paladins are the law enforcement / military / adventurers of the Holy Light Order. This is where they are trained.

The Great Library

blah, blah, blah

The greatest collection of knowledge

Victory: Mage Guild and Academy

blah, blah, blah

Where most mages go to officially train in their art.

Angry Crab: Gamblers Guild

blah, blah, blah

The most renowned gambling group on the continent. Most gambling addicts owe all they own to the Angry Crab.

Bertberry: Medical Guild and Academy

blah, blah, blah

The most renowned medical institution and an academy devoted to teaching others in the ways of healing.

Swordfish Boating Expedition

The Swordfish Boating Expedition's primary focus is to send ships out in search of other lands. While nothing has ever been found, excitement for the venture has dwindled over the years. Everyday ships are sent out, but their focus has more often been on bringing in fish than actually finding any land.

Quill: Scholars Academy and Library

The Quill Academy is a college of knowledge, many of its graduates staying on in research capacities or move on to other locations to further education in specialty fields. It is also home to biggest library outside of the control of the Holy Light Order.

Starlight Adventuring Company

The Starlight Adventuring Company manages and supports the majority of Adventurers on the continent. Going so far as to establish their own city deep in The Peril as a hub to farthest reaches of the continent.

The Black Market

Rumored to exist in the Town of Consequence, this network is famous for finding, acquiring, and selling all number of items, regardless of the legalities of the process.

Sandfish: Outlaws Guild

A rumor across most of the continent, but a reality for anyone who has actually traveled to the Town of Consequence, the Outlaws Guild is normally invested in citizens' ability to do whatever they want and despise Law Enforcement, but generally accept actions for personal gain. While they tend to respect common criminals, only the elite are invited to be part of the guild. Those that have committed very public crimes as part of a group can be invited into the Guild.

Opal Sights: Hunters Guild

A renowned hunting guild, the Opal Sights are focused the most impressive of kills. Usually membership requires a record breaking kill of some kind, but notable exceptions have been made for the collection of extraordinary bounties.

Obsidion Skulls: Assassins Guild

Rumors across the continent all seem to indicate that for enough money, one can hire the assistance of the Obsidion Skulls in dealing with problems of competition, threat, or even annoyance in a particularly lethal manner. Theory indicates that the guild only reaches out to those with either enough money to afford their services or coinciding reputation to join the guild. Investigators that have reported on activities of the allegedly guild have either gone missing or very publicly killed.

Demon's Mark: Seeker Guild

Fueled by the quest for Infernus, there are all sorts of people that are actively investigating Anstralia and the Demon population to find a way to Infernus. While members are reluctant to reveal their membership publicly, fearing Demons would actively attack them for pursuing Infernus, it is thought to be one of the most widespread guilds on the continent. The levels of supposed involvement vary wildly from conspiracy theorists to alleged mercenary company expeditions into the Deep Dark of the Underground. It is very hard to discern rumor from truth in the best of times, and in a conspiracy so wide spread is near impossible.

Minor Guilds

There are several minor guilds in The Peril, some are as ancient as possible and some have never existed outside of the Peril Wood. Even after the Great Progression split the Peril Wood, Peril guilds have never publicly been so inclined to cross the Main Road. Even guilds found in the underground have rarely ventured up in any official capacity.

Troll Totem: Healing Guild

Trolls have a societally prideful of their toughness, often putting themselves in precarious situations to prove it. The most honored of all Trolls are the healers: through alchemy or magic, those that repair the sustained damage to the prideful are often sought after by the Troll Totem healing guild.

Burst Bubble: Poison Guild

The Frog people of the southern swamps are culturally obsessed with poisons: how they're made, what their sources, and how best to implement them. Those that prove alchemical prowess in poisons may earn the respect of the Burst Bubble. Even those that have proven remedies and preventative measures against poisons have been known to gain membership.

Rocktop Shell: Sliders Guild

The Turtles of the Underground have games of chance that involve how far one can slide another Turtle, or be slid. There may be stakes and wagers involved, but the highest ranking members of the games become legends to Turtle kind and members of the Sliders Guild.

Golden Hoof: Runners Guild

Centaur's culturally commit to races and marathons on a regular basis, even challenging people from other races. If a non-Centaur manages win and earn the respect of the Herd, then they may be honored by being inducted into the Runners Guild.

Silk Cat: Stealth Guild

Freyjan's pride themselves on Stealth, and even have community wide "hide and seek" events that can be fairly elaborate. The highest placing participants are often invited into the Silk Cat as valued Shinobi.

Iron Web: Weavers Guild

The Spiders and Arachne commonly hunt by trickery and traps. One that manages to outwit a high ranking member may earn enough respect from the member to exchange a Weavers Guild membership for its life.

Wolf Paw: Stalker's Guild

The beasts of the Peril pride themselves in taking down large prey. A hunter that doesn't use tools to bring down the largest prey may gain the attention and respect of the Stalker's Guild.

Kajima Clans

There aren't guilds in Kajima like the mainland. Because of the psuedo war state in which it is always, the ruling clans control their own efforts into guild equivalent matters. Also with the divisive difference in provincial disciplines, one Clan's approach to the same matter may be incompatible with another Clan's.

Ika Clan

The Ika Clan is proficient in Water skills and have built a culture around it. While skills can extend to extremes such as water walking, or even deep sea exploration, the Ika Clan is more know for water manipulation: moving or directing water. This can be used to seemingly create water or heal injuries. The abilities of the Clan allow them almost exclusive access to allying with Seafolk.

Tora Clan

The Tora Clan is proficient with Fire techniques. This style of skill is extremely hard to control, to the point that the Tora Province has gained a small desert. In extremes, a sea of Flames or

immunity to Fire have been used, but more common uses of Fire Techniques are to summon flame or manipulate heat, and obvious combat implications.

Spira Clan

The Spira Clan is proficient in Essence techniques. In extremes, Essence techniques can be used to give life to the dying or even dead, but in most cases, Essence techniques are used to heal, invigor and even ward the living, and can sometimes be used to grow plants or even animals.

Zaru Clan

The Zaru Clan is proficient in Stone techniques. In extremes, Stone techniques can be used to swim through dirt or rock, but the chief uses tend to lean towards moving and shaping the stone. Dwarfs tend to polarize between being overly in awe or disgusted by its "blasphemous" nature.

Tanyo Clan

The Tanyo Clan is proficient in Wind techniques. The Tengu, who also reside in the Tanyo Province are natural Wind technique users and have almost exclusively been accessible by the Tanyo Clan. While extremes may include air walking and incredible feats of breathing in extreme conditions, more common uses are to focus wind into damaging channels or using wind to move and manipulate people and objects.

Ijin Clan

The Ijin Clan is proficient in Shadow techniques. Demons, which have a natural affinity for "darkness", tend to pick up these types of techniques and have developed quite a relationship with humans from the Ijin Clan. In extremes, Shadow techniques can be used to teleport between shadows or even harden shadows to damage enemies, but most Shadow techniques are used to hide events, cause confusion, or even make things disappear. Most Shadow techniques involve manipulation of shadows in some form or another.