

האימפריה האדומה והאימפריה הירוקה

# SHATTERED SKIES

האימפריה האדומה והאימפריה הירוקה

## CAMPAIGN SETTING

# OMNILIBERTAS

The City of Freedom

Jarrett Sigler



PUBLISHING





# OMNILIBERTAS

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## HISTORY

The Heart of the Republic of unchained Helot is a jewel of history. Omnilibertas's tall stone walls loom over farmland in staunch ardent vigil. The city is a reminder of a time when lives were short, brutal and filled with toil. The citizens of Helot take aggressive steps forward away from the uncomfortable past with pride and confidence. The city of OmniLibertas surrounds the river Thadmuss.

As the water flows through town, it brings trade, immigrants and ideas from all over Celmae. The city welcomes these with open arms and the excitement. Each day the sights and smells of Thadmuss change. The ever involving citizenry constantly try to outdo each other. Other countries value bravery, honesty, integrity, and wealth. Omnilibertas values individuality and personal freedom. This constant interwoven all-consuming desire to "self-realize" is pervasive throughout the culture, the art, and enterprise of Helot's capital. Nowhere else in all of Celmae is individuality celebrated so fiercely.

While the citizenry's competition is not limited to quirky behaviors and vibrant turns of phrase. The citizens measure all means of self-identification as a means to express self-freedom. As such enterprise, crafts, and fashion are all prized skills. A man or woman of OmniLiberatis often is known to dabble in at least a few

different arts in the ultimate attempt to express just who they are. This means that an individual business along the streets or alleys often are an eclectic mix of goods and services. To an outsider, this plethora of options often grates on the nerves. Conversely, a native of OmniLiberatis feels themselves uncomfortably restricted by shops in other countries.

The citizenry prepares for the Freedom Games. The growing event brings people from all over the world within the borders of the city. The games change every four years. They are perhaps the only constant tradition within the cities walls. That and the growing power of the prime minister. However, it is at this point that no one speaks of such things. The games must be put on. It is strictly forbidden to speak politics during the preparations.

The founding of OmniLiberatis was turbulent. Slaves seeking freedom found an old fortress. Tired, pursued, and scared. The hero Derrock Stockman led his people here. He rallied what was left of his warriors against the unending hordes of the Udaei. His statue stands near the giant pyramid in the center of the city.

## THE PEOPLE

The average citizen finds themselves drowning in choice. As such, decisiveness is the hallmark of life in Omnilibertas. Each person survives on their wits and personal charisma.



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Quick building passions rule daily life. It's not unheard of that a person will have a job for a single day before deciding that isn't for them and carry on with something else.

The citizenship often wear elaborate jewelry, bright vividly patterned shirts. The hair of the average person is often expressive, layered in beads of various colors and braided. Most individuals wear their hair in such a way so that a simple neck sway could reveal new colored beads or a different woven braids. Some of the wealthiest individuals wear the most outlandish and impractical garb to show off just how far they have come.

### ADVENTURING HOOKS & RUMORS

The city was built long before it's current populace began residing here. It was found abandoned. Each generation peeled back another layer of the city's obscure history. Each generation finds some new old building and

repurposes it for something new. However, this doesn't stop the old spirit of the town left abandoned. Ancient orc artefacts are found occasionally, stirring up rumors of it's purpose.

A popular idea is the Pyramid in the center of town was the center of worship for the orcs of old. This is reinforced by the fact that the holy symbols etched in the paving stones are older than the pyramid itself. However, the story doesn't stop there. Some say the pyramid is cursed. Some say any who find entry into the pyramid die at the hands of some orc guardian. Others still say there is a treasure deep in the pyramid that has yet to be found. Occasionally children go missing in town. While some search for a culprit or an accident, others trust hearsay. Occasionally there is a horrid monstrosity that is seen by a drunkard or a known loon that drags away children. Those that go investigating these rumors often end up missing as well.

The city guard has started many a rumor themselves.



They often talk about strange reports near the city walls. Crawling things in the walls. Fresh scratches in stone can be found. Sometimes misplaced equipment that turns up freshly polished when found. Food can sometimes be found near a weary sentry.

## CUSTOMS AND UNUSUAL LAWS

The customs and laws of Omniberatis reflect the attitude of it's diverse populace. The people of Helot are easy to offend, but forgive even easier. A 'helotite's memory" is often a colloquialism for a short memory or someone who forgives much too quickly. While it is a simple matter to offend and forgive, there is a line that will not easily be forgiven.

The phrase "can not" is not in the daily vocabulary of Omniberatis. It is a great offense to tell someone that they can not, or are not allowed to do something. When asked for advice, it is acceptable to explain why something may not be a good idea, or even moral. But to imply someone simply is incapable of something is a huge taboo.

Similarly, to say someone is "mine" or "yours", even affectionately is considered a grave insult. To imply ownership of a person is "Slaver talk". A Liberite will not tell you "you can't be a slaver". To do so is to bind your freedom. They will however; kill you for such an atrocity. A citizen that destroys a slaver might even be paraded around town as a hero, even if such person is just suspected of it.

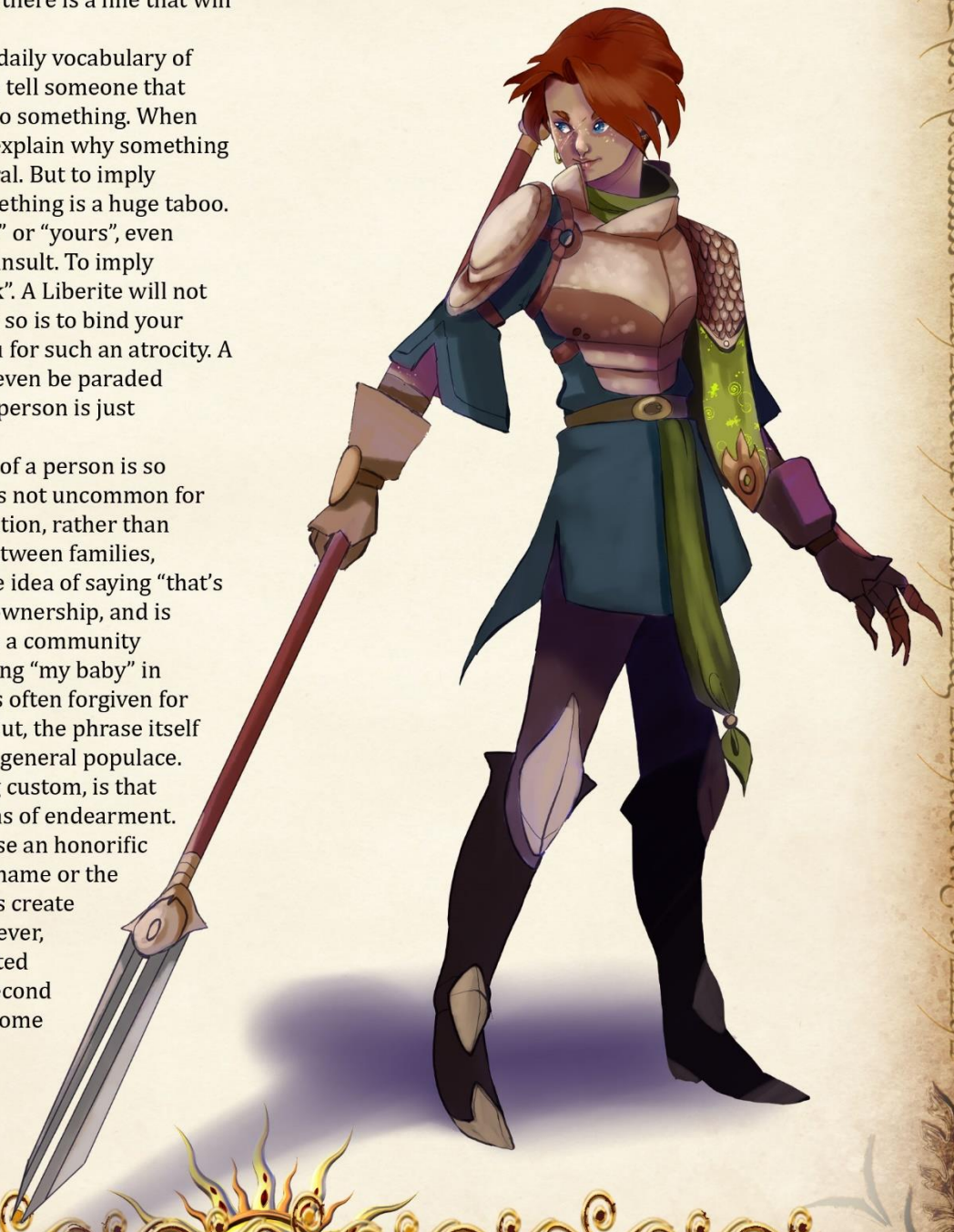
Because of this idea of ownership of a person is so fiercely distrusted by the culture it is not uncommon for family units to be defined by association, rather than blood. Often times children move between families, sleeping in no permanent home. The idea of saying "that's my child" indicates some notion of ownership, and is treated harshly. As such child care is a community endeavor. The social faux pas of saying "my baby" in reference to a blood-related infant is often forgiven for brand new mothers, or foreigners. But, the phrase itself still creates a sense of unease in the general populace.

Perhaps the last and most striking custom, is that at no point do the citizenry use terms of endearment. When they address a person, they use an honorific followed by the individual's proper name or the proper name itself. Many individuals create nicknames for ease of address. However, once a nickname is chosen, it is treated reverently. This is often called the second naming. It is like a right of passage some but not all citizens take.

## POINTS OF INTEREST

Pyramid Plaza is the religious center of OmniLibertas. The streets here are paved in bricks that are etched in various holy symbols. Those that dedicate themselves to the gods and goddess find the air here refreshing. A mighty pyramid is adorned in arcane sigils that mystify. A sense of awe washes over those found in the glorious structure's shadow.

**A — The Grand Pyramid:** The splendid centerpiece of the city. The hidden structures inside this massive pyramid have yet to be mapped to the fullest.





**B — Pyramid Row:** A row of homes built for clergy. Expensive, ornate symbols of faith adorn these streets.

**C — Faith's Bastion:** A grand chapel dominates this beautiful park. Statuary adorns the space depicting the struggles of the gods throughout the ages.

### Freedom's Rally

It is said that this is the spot that Derrock's voice rang through the ranks. With a war cry he raised the banner of freedom against the dark hordes that beset against them on all sides. It is here Helot is said to have been born. The patriotism here is palpable. Rumors spread that the spirit of the hero still shouts his mighty war cry in the allies.

**D — Armory Bazaar:** This is historically where the battered men and women housed weapons to defend themselves. Now it's used a shopping center for the free people of Omniliberatis.

**E — Derrock Stockman's Statue:** A large nearly perfectly preserved statue of the city's founder. He stands upon the backs of ten men and women holding pikes over a sculpture of the walls. The statue has a plaque describing the last desperate battle for independence.

**F — Stockman's Manor :** The home of the prime minister. It is the original home Stockman. It has been meticulously preserved through the generations.

### Merchant's Welcome

Brick structures stand open to the bustling streets. The hum of merchants peddling wares to passersby dominate the region. The shouts of excitement as deals are struck, the call of pack animals, and the crack of wooden carts overladen with goods are the sounds that break up the hum. The coin that changes hands here can change futures for anyone who seeks a brighter tomorrow. Ambition is the virtue of the modern era.

**G — Copper Roads:** Copper roads is a massive shopping region that caters to the lower income individual.

**H — Golden Ally:** The high end shopping district is filled with merchants that buy the finest goods of the ships from the glittering Promenade.

### Glittering Promenade

The closest part of the city to the river Thadmuss is the cleanest part of the city. The paving stones in this area are polished so well they shine with the morning sun. Beautiful fabrics, elaborate easels, and stalls adorn the streets. The smell of freshly baked food mixes with the musky smell of the river. The Glittering Promenade is a scenic local to recharge oneself after a particularly long boat ride. While resting by the riverside there are several restaurants, shops fronts and stalls filled with all manner

of goods. The people here are glad to purchase any goods that someone might bring them. They never know when such a thing might be in demand.

**I — Independence Bridge:** Named after one of the pillars of belief in the city. Independence Bridge stands over the river tall enough to let boats pass underneath it.

**J — Easel Harbor:** The primary harbor of the city. This area is rife with industry and art. The location gets it's name from the proliferation of artists in the region.

**K — Freedom Bridge:** Named after the other pillar of belief in the city. Freedom Bridge stands over the river tall enough to let boats pass underneath it.

### Bulwark's Hearth

The most militant wing of the city. Armories, blacksmiths, and training dojos compete for attention. It isn't unusual to see a duel in the street, mostly just to practice. The good natured citizens find any reason to celebrate here, as tomorrow may be the last.

**L — Victor's Reach:** This is a park dedicated to martial arts. Those learning the arts can be found here practicing every morning. The open region is adorned in all of stalls to sell goods to those who seek perfection.

### Fair Weather Fallow

The northern most fields. Each farm is small penal colony. The workers are the individuals whom broken a law whom have chosen to work off the punishment instead of going to prison. Because of the social stigma of forced labor, these prisoners are free to finish out their sentence in the city dungeons.

**M — Milkwood fields:** These fields are filled with livestock that require near continual care. Particularly insensitive criminals come here to serve in an attempt to rehabilitate them as more empathetic individuals.

### Parade's Welcome

These fair grounds follow the primary road into town. Fields are set aside for competition and riverside stalls stand as skeletons of splendor. Decorations are stored in the walls, hiding weapons and masking a steadfast defense that is always ready. The parody of revelry and martial prowess reflects the duality of its people's true purpose.

**N — Dueling Fields:** This field stands dedicated to formal duels of honor. While the fields are not in use for a parade or celebration, they are used for farming and settling disputes.



### Orc Camps

There is some evidence to support the city of OmniLiberatis was built by orcs. The orcs place effigies dedicated to dark twisted gods. Holy symbols litter the area in twigs and branches. Some of these symbols can be seen on the great pyramid itself.

**O — Camp Center:** This is where a small population of orcs reside. They live in peace with the surrounding human populace, for the most part. The tensions here are visible on the face of every orc.

### Freeman Fields

These fertile fields stretch along the eastern side of the city. The river stretches along the northern reach. The food raised in these fields and hunted along these open plains feed the populace of OmniLiberatis.

**P — Vittles Path:** This long stretch of road is dotted with a small number of farmsteads that double as a way stations for those traveling through. Most people here are willing to open a door to a traveler to stay the night, or share a meal if their feet are too tired to carry them into the capital.

### Arcane Experimental Grounds

The scent of brimstone, the echoes of illusions, and animals warped by arcane experimentation tell all those who enter this area physics no longer apply. The road is magically illuminated. The road bisects two important landmarks; one is a zoo-like field of aberrations and the other a magical tower. Wizards of all levels of skill can be seen in here doing all manner of tasks.

**Q — The Tower of Arcane Labyrinths:** This standing tower was recently built. Floating arcane monoliths flit about the tower, launching arcane lighting into the tower's massive capstone gemstone.

**R — Zoological Reserve:** This field housed the Tower's latest living creations. Each is a wonder of arcane mastery. Only the most placid and docile of creatures are allowed to reside in this field. Rejects often find themselves deconstructed.

### Gate-side Wallows

If inside the city walls is where people celebrate individuality, outside the walls people celebrate freedom. The Gate-side Wallows are a series of living quarters and business that exist just outside the boundary of the law. Literally. The laws of the city stop at the wall, and these shops, stalls, and people live outside of them. It may seem more dangerous outside the walls, because

of the lack of laws. However the mostly good natured people do not find themselves in more danger. That is unless someone entirely unscrupulous moves in.

**S — Hasted Mount:** This is a horse-stable. Known for having the finest horses for traversing the country-side. The prices are always fair, and the stable never seems to be out of horses.





# SHATTERED SIDES

## CAMPAIGN SETTING

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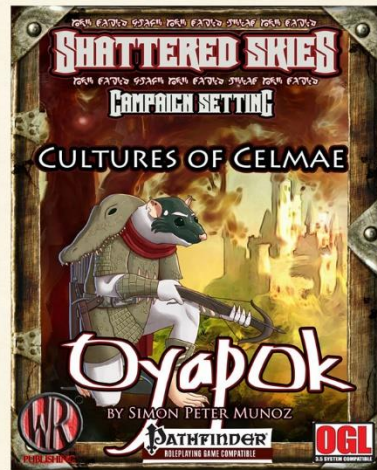


# SHATTERED SKIES

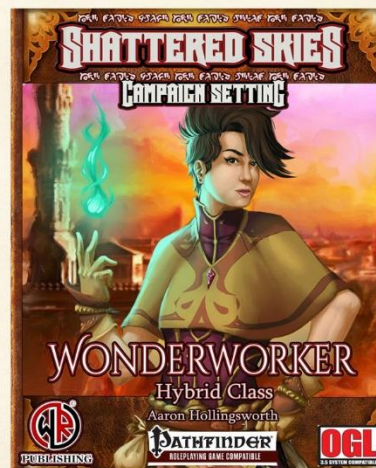
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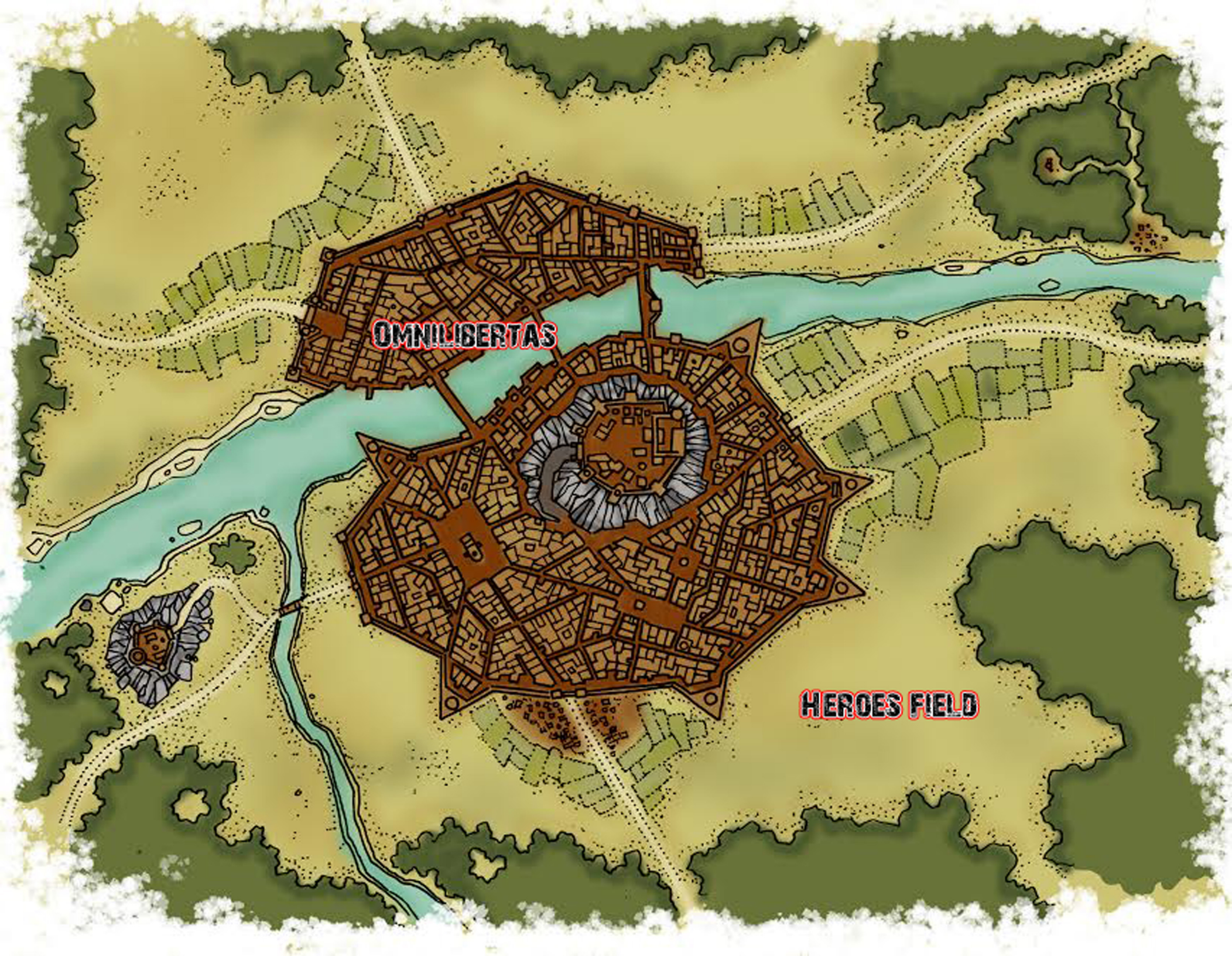
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