

# The Viridians

The Demons were originally a diverse group united by their desire to dominate creation on their own terms. They consisted of a mix of rebel gods, Elves, and Men. After their successful rebellion, they turned on each other when they could not agree on the division of the spoils of creation. The result was a hierarchy of stronger Demons dominating the weaker Demons.

Among the weakest of the Demons was a group known as the Viridians, or the Green Lords. After the war, the Gods imprisoned the Viridians in the Abyss along with the other Demons. Centuries later, they escaped. By manipulating the Serpent Men and other mortal races, they managed to have one of the crystals warding the entrance of the Abyss stolen. The resulting gap was just large enough to allow the entire Viridian race to escape. They fled the entrance and sailed into the Sea of Five Winds. At the head of one of its gulfs, they landed and founded the city of Viridistan.

Viridistan grew to be a capital of a large empire enslaving Men and Goblins. At their height the Viridians fell into infighting as their ancestors once did. Over the centuries their numbers dwindled and more of their empire was given to be run by Men and Goblins. When the last Viridian of Imperial Blood was killed, the Empire collapsed into civil war. The few surviving Viridians wander the land, a shadow of their past glory.

## Attributes

- Viridians have a lifespan triple that of a Man.
- Viridians add +2 to Charisma
- Viridians have an innate ability to cast magic (see below). If a Viridian has a spell-using class this is in addition to their normal spell abilities. When they gain a new spell slot they permanently choose a spell to fill that slot. They then can cast that spell 1/day.
- Viridians are considered enchanted creatures for spells attacking them. (see Protection from Evil, etc)

### Viridian Spell Table

Level	Spells Per Day			
	1	2	3	4
1	1			
2	1			
3	1	1		
4	1	1		
5	1	1	1	
6	2	1	1	
7	2	1	1	1
8	2	2	1	1
9	2	2	1	1
10	2	2	2	1

Level	Spells Per Day			
	1	2	3	4
11	3	2	2	1
12	3	2	2	2
13	3	3	2	2
14	3	3	2	2
15	3	3	3	2
16	4	3	3	2
17	4	3	3	3
18	4	4	3	3
19	4	4	3	3
20	4	4	4	3
21+	4	4	4	4

## Culture

Viridians have a fiery temper and noted for their mercurial personalities. Despite their reduced numbers, they still consider themselves the lords of creation and the other races are servants. Despite their origins as demons they retain the capacity to choose to between good and evil. Those raised in the Viridian culture are unlikely to be anything but paranoid and self-serving.

Viridian culture has continued unbroken since their escape from the Abyss four thousand years ago. They put a premium on strength particularly the magical ability and knowledge. In Viridian society the strong rules the weak. During the initial centuries of settlement, the Viridians created a republic known as the Commonwealth due to the strongest members of their society being of relative equal strength. When a single family gained dominance several centuries later the republic was overthrown in favor of the First Viridian Empire. Since then the Viridian Commonwealth only reappeared in the interregnum between empires.

## **Races of the Wilderlands – The Viridians**

The Emperor of Viridistan and his family are considered to be of the Imperial Blood. Their lineage was considered the most adept in the wielding of the magic. In each of the three Viridistan Empires only those of the Imperial Blood were allowed to hold throne. The present civil war ensued when the last Viridians of the Imperial Blood for the Third Empire was killed. Unfortunately for the Viridians their numbers have dwindled so much that the chance of a Fourth Empire of Viridistan is unlikely. Now the Captains of Men and Goblins fight for dominance in Viridistan.

### **Religion**

Viridian culture rejects worship of the gods. As demons they believe that the gods are afraid of what they may achieve. That the Gods wish to keep the Viridians in their place as slaves to their commands. When they ruled the Viridians recognized the usefulness of religion for their subject races. To this end they established the Imperial Cult and the Emperor was worshipped as a living god with the power of life and death over all Viridistan. The Viridians were amused by their subjects' devotion to the lie they created.

### **Magic**

The true obsession of Viridians was their lust for power and domination. The means that most strove to achieve this goal was through the practice of magic in all forms included the darker arts of necromancy and summoning demons. The Viridian took delight in summoning and then binding their brethren from the Abyss to achieve their own ends.

When the demons first seized control of the Wilderlands in the Uttermost War the ambient level of mana was low. Spells could only be created through elaborate rituals or concentrated in magic devices. When the Abyss was created the ambient mana of the Majestic Wilderlands was channeled through the nine Crystals of Power to create the ward sealing the Abyss. Once channeled the mana was released in a much more concentrated form. This has the effect of raising the ambient mana levels in the surrounding lands.

Despite this increase in magic, the traditions of the Order of the Viridian Eye relied heavily on the practices of the demons during the Uttermost wars. Their art consisted mostly of elaborate rituals and the creation of potent magical device for use in combat.

Using the first Commonwealth and the First Empire nearly every Viridian villa had a workshop where the lord of the house would labor with his goblin servants to explore the limits of magic. The Second Empire was focused on war with the Elves and their allies. The individual workshops of the First Empire gave way to factories. Dozens of Artificers and hundreds of servants labored to mass-produce magical weapons and devices for the armies of Viridistan.

By the time of the Third Empire the numbers of the Viridian began to dwindle. For the first time Goblins and Humans were admitted into the Order as full Artificers. As the infighting among the Viridians continued more the Order became dominated by other races.

### **History**

#### **The Commonwealth**

When the Viridians escaped from the Abyss they sailed into the Sea of Five Winds. They explored its shores and at the head of one of its gulf they established their city, Viridistan. This gulf was known later as the Trident Gulf. The land around the Trident Gulf was inhabited by dozens of Goblin Tribes and petty kingdoms. The Viridians practiced a divide and conquer strategy and soon established a network of alliances for a hundred miles around Viridistan.

For the first centuries no one Viridian family was more power than the other. To control the infighting the Viridian Commonwealth was established with a Senate consisting of the family lords. To make day-to-day decision the Senate elected a Speaker for the Commonwealth. By the end of its third century Viridistan was a garden city divided into numerous villas tended by goblin slaves. However it's outside beauty overlaid a dark underground where horrific rituals were performed with summon demonic allies.

#### **The First Empire**

## Races of the Wilderlands – The Viridians

During this time Viridistan came into conflict with the Elves. The wars escalated and began to dominate Viridian society. The Commonwealth proved too slow and too corrupt to effectively deal with the threat of the Elves. Finally in the 5<sup>th</sup> century Viridistan experienced several civil wars between rival generals and in 483 BCCC Panerlorn was proclaimed the first Emperor or Emperor of Viridistan.

The First Empire lasted for nearly 14 centuries fighting the Elves to a stalemate along the Thygamus River Valley. However when the Elessarian migrated from the Land of Beasts, they proved to be the decisive factor in the Elves' victory. All of the Panerlorn's decedents, those with the Imperial Blood, were slaughtered by rivals. A Second Commonwealth was established and Viridistan focused on only defending its immediate region.

### The Second Empire

With the establishment of the Second Commonwealth and the retreat of the Viridians the entirety of the old empire was thrown into chaos. Taking advantage, the Elessarians swept down from the north and drove the orcs and goblins out of the eastern half of the old empire. There they established a series of petting kingdoms.

There were still Viridians that dreamed of the glory of the First Empire. They formed a cabal and worked towards creating a Second Empire. During this time the Viridian were focused on survival and their garden city was slowly transformed to a dark citadel of war. Several centuries later the opportunity came when a devastating storm submerged half of the old city of Viridistan. Under the leadership of Reddisorn the Great the cabal marshaled their forces and proclaimed the Second Empire.

The next seven centuries saw renewed conflict with the Elves. However the Viridians made the mistake of attacking their Elessarian allies as the height of their strength. The combined forces of the Elves and the Elessarians slowly ground down the Viridians and their goblin slaves. Finally in 2863 the city of Viridistan itself was besieged. A year later the allied forces broke the walls and conquered the city bring down the Second Empire.

### The Third Empire

The conquest of Viridistan saw the liberation of thousands of goblin slaves. Horrified at what the Viridians built the city and the surviving Viridians were put under occupation. The Elves cleared out the region to the north of Viridistan and established the Duchy of Elsenwood. A few Viridians were found that the Elves felt could be worked with. Using them as puppets the Domain Viridistan was established to rule the city and its immediate environs.

For nearly three centuries the Elves and the Elessarian kept a watch on the Viridians. During which time the Viridians slowly integrated themselves with their former subjects. Many humans and goblins grew unhappy with the rule of the Elves and the Elessarians. The decisive moment came when the Tharian Horse Lords invaded the Thygamus river valley cutting the Elves of Irminsul off from Elsenwood. At battle of Rappan Athluk the Tharians inflicted a crushing defeat on the Elessarian Empire destroying its prestige and power.

When the Elessarian Empire crumbled the Viridians and their allies ignited the Great Rebellion. At its conclusion the Elves have retreated behind the borders of Elsenwoods and the Third Empire of Viridistan established. Unlike the first two Empires of Viridistan, the Third Empire was an alliance between Viridians, Humans, and Goblins. A series of provinces were established with Shahs to rule them and the Viridian Emperor to rule over all. The Imperial Cult was reestablished and made into an instrument of terror as well as worship.

The Third Empire managed to endure for twelve centuries. However the continual infighting between Viridians meant that the numbers of pureblood Viridians declined. Those of the Imperial Blood were especially affected by the vicious infighting for the Imperial Throne. The Emperor Cneninadus foreseeing the demise of his race attempted to reform the empire to eliminate the infighting. However in 4283 in what known as the Great Slaughter of Pain, Hautulin Scheitt with eight demons slew Cneninadus and the eleven remaining Viridians of Imperial Blood. Hautulin married Murielle Eidn and the two had a son. However the boy was kidnapped 75 years ago and never seen again. Then over a decade ago, Hatulin was killed by the Paladin Endless Star and the Third Empire came to end.

## Races of the Wilderlands – The Viridians

### Civil War

The initial phase of the civil war consisted of various provincial Shahs preparing for civil war. When Viridistan was consumed by successive riots plans for a succession council were called off. Then in a dramatic move Shah Kijdawr of Smyrsis declared his faith in Mitra and proclaimed the Kingdom of Smyris. Within a month the Shah Abdu of Tarngol proclaimed himself Emperor of Viridistan followed by similar proclamations by Shah Satyrbis of Effernath and Shah Paharrib of Shardis. Shah Yabbarin of Braddol and Shah Drong of Gormmah imposed martial law on their provinces and remained neutral.

The next phase saw a three way conflict between Smyrsis, Effernath, and Shardis ignite. Tarngol launched an attack on Gormmah. By the end of the first years the situation in the west with Smyrsis, Effernath, and Shardis had bogged down into a series of raid and counter raids. Gormmah appeared on the verge of collapse when it was revealed that Shah Drong was a demon. General Chilalad staged a coup and seized control of Gormmah. He was able to rally Gormmah's troops and halt the advance of Tarngol's forces. By this time the situation in the City of Viridistan stabilized with a truce negotiated between the city's factions by the new arrived Church of Set.

The next year was one of stalemate as the fighting bogged down to raids on all fronts. Shah Abdu made plans to seize Gheulost Island and its Carbelium mines. This was thwarted by the formation of the Council of Viridistan. The Church of Set was defeated by a faction led by a group aligned with the goddess Mitra. They were able to seize control of the city and defeat the forces sent against Gheulost Island.

In the last eight years the civil war has turned into a war of attrition. Despite the military skills of Shah Chilalad, Gormmah continued to lose ground against Tarngol until finally two years ago the entire northern half was lost to Shah Abdu's forces. The southern half of Gormmah is threatening to break away to join Duke Draco-lindus of New Caelam. This has left Shah Chilalad only in control of the Vale of Gormmah.

To the west the Council of Viridistan has allied with the Duchy of Elsenwood. They in turn have provided much aid to both Smyrsis and Braddol. King Kijdawr is on the verge of getting the Elves of Irminsul and the human Kingdom of Damkina to sign an alliance bringing them into the war. Combined with Elsenwood, Braddol, and Viridistan alliance forces would be enough to crush Shardis and Effernath.