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Morningstar



Fantasy Campaign Setting
Setting Search Semi-Finalist



Morningstar

At Stake...

Two worlds of great natural beauty locked in a struggle that threatens to destroy them both. Thraxis and Arril: blue sisters sharing an orbit, with continents, seas, and life.

A world in the midst of an Age of Majesty many believe will never end: nine diverse Empires at the peak of magical and cultural achievement. A world that has never known an Age of Darkness, where men and women push themselves daily to greater heights. It is an age of innocence and hope, when possibility knows no bounds.

Elder races untouched by the decay of time; great monuments to man's resourcefulness and his hubris. Mystic power waiting to be claimed, and a destiny still in the making. Dragons ruling an empire; a land that can forge gods.

The Threat...

The Canticle of the Morning Star: an inscrutable living Prophecy that is either a warning, or a malevolent force leading mankind towards annihilation.

The world has become a beacon to those who wish to subvert, destroy or command, and they are flocking here, bringing their alien wars in a bid that will alter the course of history and the nature of reality. Celestials, demons, devils, gods, and a sophisticated race called The Strangers compete with men, elves, dwarves and halflings to recast this idyllic planet in their own images.

Salvation...

This book, which contains:

- *Elder races of an ilk that have been banished from most other worlds: 3 supernatural subraces of dwarf, 5 types of fey elves.*
- *Two new core classes: the artificer, commander of elemental spirits called numina which animate devices of his own design, and the eidolon, champion of the people and a hero to defy legend.*
- *Rules for signature and countersignature magics that allow GMs and resourceful players to forge their own places of power. Strengthen yourself while hindering your enemies.*
- *A study on the Canticle, its threats, its potential, and tips on how to keep players guessing.*
- *A world made for heroes of every description, where the greatest deeds are yet to be performed.*

But everything comes with a price.

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Be sure to look for supplemental *Morningstar* material in the *EN World Player's Journal*.

On the cover: Our heroes come within sight of a crystal city of the elves. From left to right: a crown elf sorceress, a clay dwarf rogue, a thull ranger, a human eidolon, and a human artificer. The moon, Arril, hangs low in the sky.

Dedication

For Tammy and Ethan with love. Thank you for believing in me, and putting up with the odd hours I've kept over the past year. This is the first of many good things to come for our family.

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THE KEY IS EPHEMERAL, LIKE A SHADOW CAST BY THE MOON.

Chapter I

Age of Majesty

An Introduction to Thraxis

You hold in your hands the gateway to Thraxis, the world of Morningstar. On the other side lies a world of eldritch magic, primeval races, and diverse imperial cultures at the height of their achievements, where a dark Prophecy has begun to uncoil. This is a world that never fell from grace and that continues to meet its highest potential. Immortal elves have retained their fey natures; the dwarves maintain a flourishing empire, wielding powers over earth and stone. These and other races are still vital; humanity has not yet pushed them into retreat. There are spirits in the land, water and sky. Places of power are everywhere, regions where certain magics have greater or lesser effect, which can be exploited to create workings impossible anywhere else. Wondrous treasures wait to be won from the gods in legend-making adventures, and heroes perform mythic deeds in the name of glory... in the name of Empire.

Fantastic Achievements

The world is awash in magic, but its nature is such that it promotes large-scale undertakings in addition to personal power. The nine empires are virile, and everything is being discovered for the first time. Great and daring undertakings are funded, trade is strong, and the exchange of ideas creates prosperity for all concerned.

Art and culture are at their peak. Nine empires coexist in relative peace except for minor skirmishes that are not officially recognized. They trade with one another for mutual benefit. This prosperity has allowed for the construction of universities, monuments, and religious and civic buildings of breathtaking grandiosity, and for the development of an astounding way of life. Though far from idyllic, a citizen's life is reasonably stable. It is an age of wonders, where anything can be done for the right price, though this price is not always monetary.

Magic is the force that drives civilization toward its greatest potential in Morningstar. It is a fantastic time to be alive. The spirit of magical exploration pervades this world and the limits of possibility know no bounds. In the Brendirian province of Triskatariot, the creation of constructs has been raised to a high art. Olive groves are tended by golems, ornithopters wheel in the sky, and construct-vehicles carry troops on land and sea to battle. Ijamvians gain the element of surprise with ingenious and deadly mechanisms, such as the spring-loaded viper clamp, used as a grapnel in close combat. Sacred hot air balloons carry paying supplicants from Haseth closer to their gods, while Latoman gliders wheel in the skies of Quetapan.

Thraxis is a world of grandeur and beauty, both natural and architectural. Civilization seeks to match the beauty of creation in its own works, harnessing the magic of the world to erect monuments built to stand forever. In Brendir, columns and arches tower over the people, holding up multi-tiered temples and civic buildings. In Kenabu, giant turtles ferry citizens along the banks of obelisk-lined waterways. The gnomes of Gimmun Gibuldigapp display their technical mastery with an entire city that rotates, whirs, and chimes with clock-like precision.

Places of Power

Magic is a living energy on Thraxis, the result of planar emanations that attract, repel, and destroy one another. These planar emanations suffuse the land and its life forms. These flows concentrate in certain places of power, creating areas tied to the phenomena of the plane or planes from which the energies derive. These areas range in size from a single plot of land to entire empires. These places of power are self-reinforcing; they are created by large congregations of similar beings, and when formed they strengthen those beings, causing more of the same types of creatures to seek them out, for the easy life they

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