



THE SPLINTERING WORLD

AGENTS OF LIBERTY

A campaign for characters of levels 1–20

It is the year 443 of the Vanir Era, by Midgard reckoning. By Arastrian reckoning it is the year 100 of the Fifth Age. One hundred years ago a war among the gods tore the World asunder. Now, chaos is ascendant while the gods negotiate peace.

The storms that ravage the world increase in force. Earthquakes spread across the land, opening deep fissures. What was once a single continent is breaking apart.

The World is splintering.

Opening & Background

The campaign will begin in Midgard, in the land of Nomheim.

The player characters have accepted a commission from Ceanne, the Lord Mayor of Port Liberty in Nomheim. The characters are to serve Liberty as explorers, ambassadors, and—if necessary—spies. Toward this end, they have been granted the use of a sailing ship, the Seafire Rye.

About Nomheim & Port Liberty

Home to halflings and gnomes, Nomheim consists of an indefinite number of city-states. A true democracy, Nomheim takes the family as the basic political unit. Each family is responsible for its own affairs, though sometimes political questions of larger scale need to be decided. In these cases, the twice-annual Caucus brings together all adult halflings and gnomes who wish to participate.

The halfling city of Port Liberty is a wonder to behold. It is built on high cliffs sweeping down to surround a deep inlet. Incoming ships sail beneath a massive stone archway to dock in the heart of the city itself. Port Liberty one of the few major cities in Midgard without walls. It depends for its safety on its sea-cliffs, the surrounding Eldivor Forest, and the continuation of the Vanir alliance.

Characters & Style

Campaigns set in the Splintering World combine “Sword and Sorcery” with “High Fantasy.” The War of the Gods drives world-changing events, yet the focus is on the characters.

The first session of a Splintering World campaign begins with character creation, and the players should work together to connect their back-stories. Some examples of possible character concepts include:

- Cleric of neutrality serving at the Red Temple ...
- Barbarian adventurer from the Blue Plains ...
- Slumming elf prince from the Eastern Lands ...
- Halfling sailor out of Port Liberty...
- Paladin working to rebuild the glory of the Zostarian Church...
- Samurai warrior from Tu-Ka...
- Dragonborn refugee from the Dragon Empire...

Character Class & Race Restrictions

Players may use sources in any combination to craft unique characters.

Barbarians must be: (a) Humans from Mannheim in Midgard, the Blue Plains, or the Plains of the Moon; or (b) Half-Orcs who grew up in the wilds or among the tribes of the Jungle of Mist.

Druids must be either Elves or Half Elves.

Fighters who choose the Knight Archetype must serve or have served the Round Table in Alain. Fighters who choose the Samurai Archetype must serve or have served a noble house in Tu-Ka.

Monks are only trained in Tu-Ka, and the Shinobi masters are reluctant to train foreigners.

Paladins must serve the Zostarian Church, which was founded in the Arastrian Empire nearly two thousand years ago. Most Zostarians serve the Balance, though a new faction within the Church serves Law.

Wizards must have studied at an Academy. The most famous Academy is in Corvale, the capitol of Arast.



Rest

This campaign will use the optional **Rest Variant, Gritty Realism**.

A short rest takes 8 hours; a long rest requires 7 days.

