



# THE DIAMOND THRONE

*A Campaign Setting for Monte Cook's Arcana Unearthed*

BY MONTE COOK

*Uses the Third Edition rules, including material from the v. 3.5 revision.*

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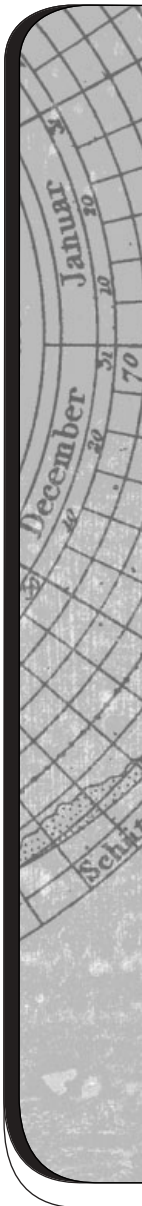
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# Beyond the Horizon

*A flock of gulls settles down on the rocks as the waves crash in around an ancient idol, the only remaining relic from a temple now forgotten by the descendants of those who built it. Down the coast lies a bustling city, heedless of the complex past, each individual living life as easily and as peacefully as possible. Giant ship captains, standing 12 feet high, issue commands to the black-furred, bestial sibeccai sailors aboard fantastic craft like those that once, hundreds of years ago, crossed the Great Eastern Sea. Cautious, brown-maned litorian warriors watch those around them closely, while diminutive faen and even tiny sprytes dart about, on their way to some great adventure. Stoic, vinaceous-skinned verrik and almost draconic mojh stand among the human dockworkers, conscious of their differences—but silent.*

**F**urther inland, impossibly tall mountains hide mystical vales filled with secrets of earlier days that were both better and worse than the present. Mages study among crumbling, lore-choked libraries and cast spells atop glistening towers of crystal and gold. Creatures stir, the legacies of the hated dramojh—themselves the scions of the dragons that once ruled the land as kings. These new threats bide their time, waiting for their chance to avenge the past and destroy the future.

These are the Lands of the Diamond Throne, where life is worshipped, but so is death. Where heroes follow the path of the staff or path of the sword and learn what it means to serve the land. And where honor, oath, and duty mean as much as gold or jewels.

*The Diamond Throne* is a sourcebook supporting Monte Cook's *Arcana Unearthed: A Variant Player's Handbook*. This book is primarily for DMs. The assumption is that the DM will read through it and parcel out the information to players as they need it.

That said, players who are real fans of the Diamond Throne setting or who are interested in prestige classes or magic items might want to own this book as a reference of their own.

## WHAT'S INSIDE?

Here's what you'll find in each chapter of *The Diamond Throne*:

**1. People and Places:** This, the largest chapter of the book, is a gazetteer of the Diamond Throne setting. It focuses on the generalities you need to run a game set there or play a character from there, rather than on lots of detail. You'll find out about the kinds of people that live in the setting, what's important to them, how they relate, and what their history is, as well as a brief overview of the lands, cities, and groups to be found there.

**2. Prestige Classes:** Not only does this chapter offer eight new prestige classes, each specific to the Diamond Throne setting, but it also discusses prestige classes found in the DMG and elsewhere that you might consider using for a campaign set in the Lands of the Diamond Throne.

**3. Magic Items:** Simple and straightforward, this chapter presents magic items for the Diamond Throne setting. You'll find magic item types you're familiar with (potions, rings, wands, swords, and so on) as well as some brand-new ones (charms, detonations, oils, and so on). This chapter also tells you how to use magic items from the DMG in this setting.

**4. Creatures:** This chapter details a dozen new monsters and suggests monsters from the MM and other books that you might want to use in a Diamond Throne campaign.

Bonus source material and ideas to augment the information in this book appear on Monte Cook's website. Find the links to these free web enhancements at the book's product page online at the following address: [www.arcanaunearthed.com](http://www.arcanaunearthed.com).

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Throughout this book, a dagger (†) indicates a prestige class or magic item introduced in this book. Otherwise, this book refers to spells, feats, and other rules introduced in *Monte Cook's Arcana Unearthed*, and also to rules from the three Core Rulebooks: the *Player's Handbook*, DMG, and the MM.

## WHAT OTHER BOOKS DO I NEED?

You can use *The Diamond Throne* in two ways. If you have *Monte Cook's Arcana Unearthed*, this book is a setting featuring prestige classes, magic items, and monsters created with those rules in mind. However, if you are using the Core Rulebooks for the d20 System instead, some of the references to races, classes, feats, spells, and other aspects of the new material might cause you some extra conversion work.

This book assumes that you've got the DMG and the MM, whether you're using *Arcana Unearthed* or not. Chapter Three: Magic Items builds on those already found in the DMG, and Chapter Four: Creatures likewise supplements the MM—but you'll need those books for the basics on +3 keen swords, determining treasure, calculating the hit points for a door, and figuring the stats for a bear (not to mention a basilisk or a manticores). *The Diamond Throne* even supposes you might have the *Creature Collection* and *Relics and Rituals* series from Sword & Sorcery, the *Book of Eldritch Might* series from Malhavoc Press, and *Tome of Horrors* from Necromancer Games. These books are not required—merely handy.

## THEMES AND FEEL

In the Diamond Throne setting, there are no easy answers. While *Monte Cook's Arcana Unearthed* is set up for traditional, high-fantasy play, the world isn't as straightforward as some high fantasy can be. There are no alignments. You can't cast a magic spell and say, "That man is evil, therefore it is all right for me to slay him. In fact, it is Good to do so." The races do not necessarily all like each other or get along. While none of the core races for the game are enemies, certain built-in issues complicate things. This is a place meant to appeal to roleplayers as well as monster slayers.

Another theme pervasive throughout the setting is that of choice over destiny. This goes hand in hand with the absence of codified alignment. You aren't born evil because you're a member of a certain race. You don't, as a member of another race, have some manifest destiny to conquer and rule. And while there are certainly heroes and villains worthy of those titles, they are heroes or villains because of the choices they make. A hero can make one wrong choice and find himself a villain, and vice versa. You choose to be the class you are; sometimes you can even choose your race (in the case of *mojh* and *sprytes*). You choose your own destiny in the Lands of the Diamond Throne—and you take responsibility for the choices you make.

With places in the world like the Floating Forest, the Crystal Fields, and the displaced ruins of Thartholan, the world of the Diamond Throne is extremely fantastic. The setting is not necessarily high-magic (not everyone is a spellcaster), but it does assume characters out there are casting 9th-level spells. It presupposes the level of magic found in the treasure tables in Chapter Seven: Rewards of the DMG. Well-guarded merchant caravans carrying potions cross the wilderness to sell in the small towns of the South. Faen raiders mounted on giant bats swoop down to attack them and steal their valuable wares. Hired mercenary mage blades repel the attack with sword and spell. Strange mage-priests work with vulture-headed harrids to carry out the last will of a long-dead and nearly forgotten god. This is the world of the Diamond Throne.

The feel, then, is that of a traditional fantastic world, stressing the fantastic over the palpable black-and-white distinctions. The setting owes much to the works of Stephen R. Donaldson, Ursula K. LeGuin, Michael Moorcock, Jack Vance, Clark Ashton Smith, Robert E. Howard, Fritz Leiber, and L. Sprague de Camp. Many of these authors come from an "earlier age" that stressed the fantastic. Some created characters who were far too complex to label as simply "good" or "evil."

*The Diamond Throne* is for them.

And for you.

## RUNNING GAMES IN THE DIAMOND THRONE

When you look to run a game in the Diamond Throne setting, keep in mind the themes and feel at work here, as previously discussed. Give a look through the sections in Chapter One: People and Places regarding the kinds of people that live in the setting and what they value. Make sure you read Chapter Four: Creatures to learn what monsters live there, and—just as important—what monsters do not.

And then when you're done, do whatever you want.

This setting was created to be as open ended as possible. There's plenty of room to throw in vast amounts of your own created material.

Add a new god vital to the well-being (spiritual and physical) of a region that the PCs are going to pass through. Keep in mind that deities in this setting, as often as not, are physical entities that sometimes even appear in the world, but they can also be ephemeral, omnipotent, and omniscient beings beyond the ken of mortals, with no physical form at all. In this setting, there is no formal definition of god (without a cleric class, it's not needed). Here, the focus of devotion might be a gargantuan spider that lives in an old ruin, or its own strange cultists. On the other hand, it might be something intangible, like Freedom, Justice, or Time.

Throw in an ancient artifact with a complex history of wars and warring lords, or monsters and thieves never even hinted at in this book. This is a big setting, and the gazetteer gives you only the highlights. Create whole towns, ruined castles, noble-filled palaces, or mysterious and magical woods. Don't let the Floating Forest and the Crystal Fields be the most fantastic places in the world—create your own isolated and mystical locales.

Add a race just arrived from the continent to the southwest. The world is even bigger than what you see on the maps. We know of two other continents: to the far east, where the giants and sibecai come from, and to the southwest, which is very close and filled with exotic races and creatures. This is your cue to create, lift from other d20 products, or take a cool idea from a book or a movie to add new foes and allies your players have never seen before.

*Monte Cook's Arcana Unearthed* is all about having a different take on things. If you've already accepted the strange new classes, races, and other material in that book, don't stop there. The Diamond Throne setting was made with the idea of doing something a little—or in fact, a *lot*—different.

# People and Places

Although the nature of Monte Cook's *Arcana Unearthed* is such that DMs can use the races, classes, and other features in the book to create their own campaign world, the *Diamond Throne* is a ready-made setting designed specifically around all the concepts from that book.

Here you will find not only the giants, litorians, akashics, unfettered, and others that you are already familiar with, but a full description of the history of the dramojh, the coming of the giants, and the backgrounds that suggest why the races interact the way they do.

This chapter, however, is only the broadest, simplest view of the setting. Obviously, there is much for DMs to flesh out and make their own. The gazetteer that follows is a framework for you to fill in with your own details.

## THE WORLD

Every culture has its own name for the world, but in the common tongue of humans it is known as Serran. Deep in all racial consciousness, known also as the akashic memory, lies the truth of the creation of the world, although the exact date of that event is contested.

A single moon hangs high in the Serran sky. On clear nights, most people perceive it as having a light blue hue. In the middle of summer, however, it is clearly bright white. The moon shares the night sky with five planets. During the day, the sun is a warm yellow.

The Lands of the Diamond Throne are but a (large) part of a single continent on Serran. The western and northern reaches of the continent are generally unknown. The explored portions are frequently called "the realm" in addition to the "Lands of the Diamond Throne." Historically, the area was called Terrakal, and before that, the entire continent was simply "the Land of the Dragons." The giants of today call it Dor-Erthenos.

The southernmost edge of the continent lies about 700 miles above the world's equator. At least one other continent

is known to exist, to the far east, from which the giants and sibeccai originally hail. Infrequent tales speak of a mysterious continent to the south and west, where creatures unknown to those in the realm live. Some speculate that the mysterious and wicked avian humanoids known as harrids originally come from this place (see Chapter Four: Creatures).

## KEEPING TIME

The Serran day is 24 hours long, although no one has names for the actual hours.

People refer to noon and midnight, as well as dawn and dusk, and then measure time from there. "Two hours after noon," they say, or "an hour before dusk."

The year lasts 364 days. There are 13 months of 28 days each. Most often, the months are simply called "Firstmonth," "Secondmonth," and so on, all the way to

### Serran vs. Earth

*Serran is ever so slightly smaller than the Earth on which we live. The main portion of the region shown on the map on page 9—the realm—is about the same area as the United States, albeit configured very differently.*

*This helps explain why most people living in Dor-Erthenos know little to nothing about the Free Cities of the South, and vice versa. Given travel times and the hardships involved (without magic), few travelers make it such a distance, and to do so can take months.*

### MONTHS OF THE YEAR

Common	Giant	Faen	Litorian*
Firstmonth	Iu-Tarthes	Sunshadow	Snow
Secondmonth	Ae-Noman	Frostglint	Mist
Thirdmonth	Ai-Gebbon	Windlion	Birth
Fourthmonth	Ko-Fenas	Fathereye	Rain
Fifthmonth	Ji-Naras	Bloomkiss	Sun
Sixthmonth	Rin-Taras	Neverstar	Leaves
Seventhmonth	Pal-Henach	Brightsong	Sky
Eighthmonth	Yun-Feerna	Skyhome	Reeds
Ninthmonth	Te-Carob	Mothereye	Gift
Tenthmonth	Na-Vesto	Flameleaf	Twilight
Eleventhmonth	Al-Gerran	Kinspeak	Stars
Twelfthmonth	On-Heccan	Chillmoon	Sleep
Lastmonth	In-Dearam	Wolfhowl	Moon

\*The litorian calendar considers Birth the first month of the year.



“Lastmonth.” The giants have their own names for the months, however, as do the faen and the litorians. The giant month names are “official,” and many people adopt the evocative, flavorful names the faen use.

The days of the week also have a variety of names, but the common names are used so widely, they are the only ones worth noting. There are seven days in each week, each with a shortened or slang form often used as well:

- Dawnday/Dawday
- Waterday/Waday
- Earthday/Erday
- Halfweekday/Hawday
- Skyday/Skiday
- Firesday/Firday
- Restingday/Resterday

### IMPORTANT DAYS

Although there are many festivals, sacred days, and days of ceremonial importance to the people of the realm, these are the most important ones:

- **Runecurse:** On this, the supposed anniversary of the death (or disappearance) of the Rune Messiah, all living creatures suffer a  $-1$  luck penalty to attack rolls, saving throws, and checks. Curse spells gain a  $+1$  bonus to their saving throw DCs. This observance occurs on the 10th of Firstmonth.
- **Remembrance:** The 17th of Secondmonth is the anniversary of the last day of the Battle of the Serpent's Heart, when the giants defeated the dramojh. This day people remember the heroes of that struggle and those slain or tortured by the evil dramojh. This is typically a day of solemn celebration.
- **Landwarding:** On the 3rd of Thirdmonth folks observe the importance of the land. People work to plant on this giantish holiday, nurturing life in the soil. They also take special care of animals.
- **Moon's Eve:** On the 12th day of Fourthmonth, witches (and others) celebrate the magical significance of the moon. At night, from dusk until midnight, all simple spells are one slot lower than normal to cast (0-level spells remain unaffected).
- **Narasanight:** The 15th of Fifthmonth is a giant festival day—although the festivities really happen at night. On this evening, giants gather to sing and tell stories. Many important ceremonies take place then as well.
- **Solstices:** The summer solstice occurs on the first day of Seventhmonth, and the winter solstice on the last day of Lastmonth. Each of these days is considered sacred, and most people treat them with solemn reverence. The only ceremonies on these days are those devoted to giving thanks to the land. Greenbonds in particular hold solstice days as special; those able to do so often spend them in the company of the spirits of nature, who are said to celebrate in fantastic and unimaginable ways.

- **Bladesong:** On this day, also known as Warrior's Day, the populace celebrates and honors those who excel with skill at arms. Usually this day, the 10th of Tenthmonth, features combative competitions and tournaments. All characters proficient in martial weapons gain a  $+1$  morale bonus to attack rolls, saving throws, and checks.
- **Landsmilk:** This harvest festival is celebrated in most lands, although it has a few different names, like Karatul and Bountyfest. It occurs on the 14th of Eleventhmonth.
- **Vaddinalakin:** The last day of Eleventhmonth is the day most sacred to witches. On this day, all witches cast spells and use their witchery powers as if they were one level higher than normal.

## THE PEOPLE

The lives of the people in these lands—whether they be human, faen, giant, verrik, or any of the other races—are grounded in concepts like duty, personal integrity, and the importance of one's word or oath. Obviously that doesn't mean that everyone has a great deal of integrity or a strong sense of duty. It simply means that, when judging one's character, these are the criteria used. Although people use words like “good” and “evil,” they're just as likely to use “honorable” or “untrustworthy.”

Generally speaking, then, people in the Lands of the Diamond Throne value their own personal honor and the opinions others have about them based on their actions. Giving one's word means something to these folks, as do bonds of trust and duty. They are an emotional people who do not often give in to frivolity or laziness.

These traits, of course, vary from individual to individual, and can show marked differences among the various races. For example, faen normally are more emotional and quicker to be a bit frivolous than others, while sibeccai are less emotional and even less frivolous.

## CEREMONIES

Again generally speaking, the people of the Lands of the Diamond Throne value ritual and ceremony. They take pride in following tradition and respecting careful, deliberate, and meaningful rites and formal customs.

### CEREMONIES OF IMPORTANCE

The ceremonies held to be important in these lands say a lot about the nature of the people that value them. Although some ceremonies carry game benefits—ceremonial feats, for example—the following list discusses only ceremonies of cultural significance (with the exception of the naming ceremony).

**Naming Ceremony:** Most important of all ceremonies, the naming ceremony occurs for almost every individual at a time of maturity. For humans, verrik, and litorians, this is around age 14. For giants and faen, around 20. For sibeccai, it can be as early as age 9 or 10. (Mojh normally do not go through a naming ceremony as mojh, but as humans, for most mojh do not become mojh until they are adult