

Northwinter Press

Presents

The Pnumadesi Player's Companion

A FOURTH EDITION DUNGEONS & DRAGONS ROLEPLAYING GAME SUPPLEMENT
Malcolm Northwinter

CREDITS

Pnumadesi World Design Team

Kevin Glusing, Bud Graves, Zaaron Winn

Pnumadesi Player's Companion Design

Kevin Glusing

Pnumadesi Player's Companion Editing

Kevin Glusing, April Stevenson

Additional Design and Development

Joseph Bradshaw

Cover Illustration

Zaaron Winn

Northwinter Press and Pnumadesi Campaign Logo

Bud Graves

Cartography

Kevin Glusing, Bud Graves

Inside Art Design & Photo Editing

Kevin Glusing

Northwinter Press Team

Joseph Bradshaw, Amy Glusing, Kevin Glusing, Bud Graves, Zaaron Winn

Special Thanks to those who've inspired and supported me in the making of this product.

Amy Glusing, Ryan Burris, Joseph Bradshaw, David Elliott, Chris Evans, Bud Graves, Matthew Lynn, Jeremy Miller, Jessica Miller, Crystal Muno, Jason Muno, Nathan Pappe, Adam Piskel, Autumn Raen, Javier Rodriguez, Brandon Sha, April Stevenson, Dale Stevenson, Michael Vaganov, Kyle Walker, Matthew Walker, Zaaron Winn, Steve Woyach

Special Thanks also to Wizards of the Coast for their continued production of a good gaming system.

TABLE OF CONTENTS

INTRODUCTION.....	4
RACES.....	6
Ursaren.....	11
Vedros.....	13
Xendauni.....	15
CLASSES.....	17
Sentinel.....	18
Totemist.....	25
Signature Powers.....	33
Paragon Paths.....	38
Epic Destinies.....	58
CHARACTER OPTIONS.....	63
Feats.....	63
Heroic Tier.....	63
Paragon Tier.....	65
Epic Tier.....	66
Multiclass Feats.....	67
Racial Progeny Feats.....	68
Rituals.....	71
EQUIPMENT.....	76
Armor and Weapons.....	76
Magic Armor.....	76
Magic Weapons.....	79
Holy Symbols.....	83
Magic Orbs.....	84
Magic Rods.....	85
Magic Staffs.....	85
Magic Totems.....	86
Hand Slot Items.....	87
Head Slot Items.....	87
Neck Slot Items.....	87
Ring Slot Items.....	87
Wondrous Items.....	88
Consumables.....	89
BACKGROUNDS.....	90
Eastern Pnumadesi.....	90
The Octocracy.....	98
Pnumadeja.....	107
Western Pnumadesi.....	120

LEGAL INFORMATION

PNUMADESI and all related pictures and content including, but not limited to, the WORLD OF PNUMADESI, the continents of PNUMADESI, PNUMADEJA, CAS'DILAE, YOKAIZI DEREN, MEPTBIDIN, and ZUFARIG, in addition to all existing and future creatures, characters, and nonplayer characters therein are the intellectual property of NORTHWINTER PRESS; except as specifically stated or related to the DUNGEONS & DRAGONS ROLEPLAYING GAME and WIZARDS OF THE COAST. The names URSAREN, VEDROS, and XENDAUNI as related to the WORLD OF PNUMADESI as well are property of NORTHWINTER PRESS, except as specifically stated or related to the above. The CONTINENT OF PNUMADESI is designed around a concept and story which itself is the property of Zaaron Winn and Bud Graves, and as represented here in this document is the property of NORTHWINTER PRESS. © 2010 NORTHWINTER PRESS.

DUNGEONS & DRAGONS, the DUNGEONS & DRAGONS Compatibility Logo, D&D, PLAYER'S HANDBOOK, PLAYER'S HANDBOOK 2, DUNGEON MASTER'S GUIDE, MONSTER MANUAL, MONSTER MANUAL 2, and ADVENTURER'S VAULT are trademarks of Wizards of the Coast in the USA and other countries and are used with permission. Certain materials, including 4E References in this publication, D&D core rules mechanics, and all D&D characters and their distinctive likenesses, are property of Wizards of the Coast, and are used with permission under the Dungeons & Dragons 4th Edition Game System License. All 4E References are listed in the 4E System Reference Document, available at www.wizards.com/d20. DUNGEONS & DRAGONS 4th Edition PLAYER'S HANDBOOK, written by Rob Heinsoo, Andy Collins, and James Wyatt; DUNGEON MASTER'S GUIDE, written by James Wyatt; and MONSTER MANUAL, written by Mike Mearls, Stephen Schubert and James Wyatt; PLAYER'S HANDBOOK 2, written by Jeremy Crawford, Mike Mearls, and James Wyatt; MONSTER MANUAL 2, written by Rob Heinsoo, and Chris Sims; Adventurer's Vault, written by Logan Bonner, Eytan Bernstein, and Chris Sims. © 2008, 2009 Wizards of the Coast. All rights reserved.



INTRODUCTION

Welcome to the first campaign setting published by Northwinter Press. We want to thank you for taking an interest in this 4th Edition Dungeons & Dragons player's companion. We look forward to bringing you much more both on this world and for the 4th Edition rules as well going forward.

The world we introduce with this book is that of Pnumadesi. It's a vibrant plane named for its focal continent. Each individual continent of Pnumadesi has its own brand of magic and beliefs.

The two continents described within these pages are Pnumadesi and Pnumadeja.

A BRIEF LOOK AT PNUMADESI

This section is our primer on what can be expected when you adventure in Pnumadesi. For a more detailed history, please see the Pnumadesi World Companion. Regions are also detailed in this book, in chapter 6.

1. Pnumadesi used to be one super-continent, but was split by the gods into several continents. Each continent has its own natural tendencies toward specific power sources.
2. The gods disappeared from Pnumadesi after they split it. Their hope was that, in doing so, they would draw influence away from the elementals and allow the plane to flourish on its own.
3. The two continents outlined in this book are Pnumadesi and Pnumadeja. Future player companions will focus on the other continents and their power sources.
4. As the central continent on the plane, Pnumadesi has members of every playable race and class, but with its focus on the martial and primal power sources, some are harder to find than others.
5. Pnumadeja focuses on the arcane and primal power sources. This influence has shaped most of the continent into a magocracy with several fey and humans working together to keep their continent and the plane safe from the elementals.
6. The elementals play a chief role as antagonists on Pnumadesi. They have been at the head of world-changing events since the dawn of time. It is because of the elementals that Pnumadesi and Pnumadeja were separated long after the other continents were split from the central land.
7. One race in particular, the xendauni, is the polar opposite of the elementals. The two have warred with each other almost as long as they've been aware of one another.
8. The xendauni have stopped the elementals from taking over Pnumadesi several times. At one point in Pnumadesi history, the elementals banished the xendauni forest to a demiplane for almost 500 years. If not for the efforts of a powerful wizard and the Children of Destiny, the race may never have been seen again.
9. When the xendauni were exiled, most of Eastern Pnumadesi hid itself away behind a great wall to protect against the elementals. Without access to the rest of the continent, the eastern countries have developed an almost alien society with organized religion, sea-faring ships, and several races almost unheard of on the rest of the continent.
10. Even after being separated many times over, Pnumadesi is still an incredibly large continent. It spans from north to south about 8,250 miles. At its widest point, Pnumadesi is approximately 3,400 miles west to east. This makes it easy to explain why not all of the races are immediately aware of each other, with some separated by over a year of travel on a fast horse.
11. Without the god's direct influence, Pnumadesi has developed three variations of divine power. One race has shown up from a distant continent to the east, claiming to be god-blooded and taking action to restore religion to Pnumadesi. Elves in Pnumadesi consider themselves followers of nature and use that as a source of divine magic. In the north, dwarves and those around them have seen children born with a tie to divinity which gives them strong convictions and a life-changing belief in their ideals called having the faith.
12. Soldiers in scale armor are common in major cities on Pnumadesi. Powerful sentinels prowl the forests of the continent. Elven primal champions can sometimes be encountered on their religious journeys and missions of devotion. On Pnumadeja, one can frequently find seneschals and defenders who rely on magic both arcane and natural to protect their people.—

Pictured Below (Left to Right): Yokaizi Deren, Pnumadeja,
Pnumadesi, Cas'Dilae, Zufarig, Meptbidin



RACES

Pnumadesi is one of several continents on the home world of the same name. Being the center of the known world, it is the focal point of many world-encompassing events. The continent is populated with a variety of races.

Several races from the *Player's Handbook* and *Player's Handbook 2* are available for play in the world of Pnumadesi. Other, lesser known races also exist and are briefly outlined below.

COMMON RACES

Pnumadesi is a world no less diverse than any other. As a unique plane, the races that call it home sometimes take on special and unexpected roles compared to those like them on other worlds. These subraces exist on Pnumadesi in greater numbers than their standard brethren.—

ANNODAM

When a male in Pnumadesi is found guilty of breaking the laws of his race in such a way that would warrant death, he can choose to be taken north and given to the annodam as a slave instead.

The annodam are a race of big, disproportioned women with hard calluses up and down their muscular bodies. Although every annodam female is born pureblood, only one true male annodam is born in every generation. Because of this, the annodam must use their male slaves to keep the race alive.

The “king” of the annodam is little more than a figurehead and gets few, if any special privileges among his own people. When

a new king comes of age, the previous king dies conveniently enough.

Annodam adventurers are usually barbarians, druids, or sentinels.

DRAGONBORN

Even as the smallest continent on its plane, Pnumadesi is still so inherently big that an adventurer on one side of the known world may never see a race such as the dragonborn. With the race taking residence on the south-east corner of the continent, few ever brave the mountainous terrain and the hassle of passing through the Elemental Plateau to barter or trade with dragonborn society.

Even those dragonborn who leave their home tend to stay in the eastern countries of Pnumadesi since the elementals cause trouble for those who do travel into Desmond and beyond.

Rare though they may be, dragonborn have been documented in Western Pnumadesi history as supporters of those who would fight the elementals. Ancient texts speak of a time when dragonborn were more populous and even had a city of their own just south of the fabled black forest. Such writings are discounted by scholars since even the well educated of Western Pnumadesi find it hard to believe in a race of half-dragon men who lived south of a non-existent wood.

Dragonborn adventurers are usually fighters, sorcerers, or warlords.

DWARVES

Two distinct groups of the common dwarf exist on Pnumadesi; the Helmdar and the Shield Barrel.

Helmdar dwarves live on the northern end of Pnumadesi. When they're not mining ore to trade with the south, they're defending the borders of their home from the Ursaren or praying to gods thought forgotten by other races. Many Helmdar dwarves are said to, “have the faith,” and so choose the life of paladins, fighters, or clerics.

By contrast, Shield Barrel dwarves have a rough, tanned skin from time spent in the southern sun. They prefer lighter armor for easy movement when fighting orcs outside of their home.

Dwarven adventurers from Shield Barrel are usually totemists, sentinels or warlocks.



ELADRIN

Eladrin are not native to Pnumadesi in the present age. Instead, eladrin travelers come from Pnumadeja to study tomes or practice their skill at manipulating the weakened magic of the continent. Ever-hoping to prove that magic in all its forms need not be feared, eladrin will often get themselves into trouble with locals just to prove a point.

An eladrin with great power on Pnumadeja soon finds himself no better than a common trickster or magician on Pnumadesi. It takes time and a great deal of focus for eladrin to tap their inherent magic while away from their home.

Although they mean well, most eladrin can be coy or even seem rude to natives of Pnumadesi. Locals prefer not to believe in magic, and the persistence of the eladrin is not looked well upon except in more southerly regions like Desmond, where the race is especially welcomed as a means of staving off the elementals.

Eladrin adventurers are usually warlocks, warlords, or wizards, but recently some have learned the use of heavier armor to help protect them while they hone their magic in the foreign land.

ELVES

There are roughly twelve forests on the continent of Pnumadesi, with the black forest being the thirteenth while it is there. In these forests live the elves. Cousins to eladrin, and more hospitable than the xendauni, elves are no less guarded within their homes. The elven races on Pnumadesi are very religious, despite the lack of deities. Their faith extends from the unrelenting dedication they hold to their forests and families.

Fey-Kin elves have a sharp facial structure with a pointed chin to match their ears. It's dangerous to provoke elves in Pnumadesi. What few tales there are of battles with the elves indicate that to enter a forest declared under siege would be the last mistake one could make.

Elven adventurers are usually clerics, druids, or paladins.

GNOMES

Much like anywhere else, gnomes in Pnumadesi love to tinker in many aspects of life. Those native to the forested areas of the continent often turn this love toward music. Equally versed in casting powerful magic and writing sonnets, it's not rare to find a forest-kin gnome trying to "improve" upon his mandolin.

Helmdar Gnomes are firm believers in the power of steam and machinery. Although nobody in Western Pnumadesi really believes their rantings about engines when they couple them with stories of flying like a bird with metal wings, there are those in the east who've taken a shine to the race.

Even with being so small in stature, it's not a hard task to get any Pnumadesi gnome to tell a rather tall tale around a campfire; or in a bar; or during combat; or while at an audience with the local monarch. A simple cue, such as looking in his general direction, will often get the point across.

Gnomish adventurers are usually bards, sorcerers, or wizards.



HALF-ELVES

Fey-blood half-elves have no true relation to elves at all. The reason they are called such is because the eladrin, to whom they really owe their birthright, are so rare on the continent that the people there have simply assumed they are related to the only other slender race with pointed ears. Even so, half-elves accept the name and wear it as a badge of honor.

As extraordinary diplomats, it is not uncommon to see one or more in the royal courts of the kingdoms in Pnumadesi. Fey-blooded can also be found just about anywhere in which the worldly eladrin have visited. Most inherit their kin's love for travel and take it up themselves, always seeking more knowledge and greater secrets.

Half-elf adventurers are usually bards, warlocks, or warlords.

HALF-ORCS

Like fey-blood half-elves, sandstone half-orcs are not actually related to the feral and bestial orcs who battle the dragonborn on the southern tip of Pnumadesi. They are actually the offspring of the Annodam and their male slaves. Since half-Annodam is a much more difficult word to comprehend in textual references, scholars tended to fudge earlier documents with the term half-orc. Over time, the word became the accepted belief as to the race's origins. Sandstone half-orcs comprise of the male children not selected to be the next King of the Annodam. While they are still young, these progeny are taken out to the salt flats between the Annodam homelands

and the frigid north where they are left to die. Each generation is picked up by those left before and brought to live in crude homes dug out in the rock. Usually, raiding local dwarf hollows and human settlements gives the half-orcs females who can prolong the existence of the race. Some half-orc families have even been able to breed females and trade them to other families as an offering of peace. Despite being the lost sons of the Annodam, Pnumadesi half-orcs rarely display the thick skin and hard nodules seen on the mountain women. Surprisingly, they can be quite eye-catching by human standards, since the harder traits passed on by their mothers give recess to those of the slave races.

Half-orc adventurers are usually barbarians, rangers, or warlords.

HALFLINGS

The Pnumadesi race of halflings, called small-kin by most, is so integrated into human society that they almost lose their individuality. Except for being wonderful teachers in the art of stealth and thievery, halflings tend toward shop owners and innkeepers.

The best of small-kin are cunning profiteers always out for a few extra coin while the worst are sly assassins kept in business by the need for specially crafted poisons in a world where magic is outlawed. The smaller a halfling is, it's said, the more sought after he may be both by the law and potential clients.

Halfling adventurers are usually rogues, sorcerers or warlocks.



HUMANS

The human population on Pnumadesi far exceeds any other race. This in no way gives them more power, however, since most human rulers war with each other and other races for power and wealth. Countries hold a tenuous peace at best with the ever-present threat of the elementals in the south.

The two human countries of Desmond and Fedeck are the only places in Western Pnumadesi where humans of all walks get along for any length of time. Since Desmond sits at the border of the Elemental Plateau, countries further north each send troops there to ensure their own protection. Fedeck, on the other hand, is known to have the fastest messengers in the west. Because of this, and its central location on the continent, all messages going further north or south beyond it are always rushed there, even if it would otherwise be out of the way.

Shortly after the banishing of the black forest, several of the Eastern Pnumadesi countries ceased their own warring and agreed to work together against the elementals. When their western cousins were given the gems of power, the leaders of the free countries considered it an act of treason to their race and constructed a wall of monumental length and size to block themselves off in the event that the west rose up under elemental rule to attack them.

Humans to the north have endured long ages in their frigid lands. They have adapted in such a way as to almost seem inhuman to those who could otherwise call them brothers.

TIEFLINGS

During the First War of Elements, the first council of Pnumadesi mages captured several elementals of varying powers and energies. They took their prisoners and used now-forgotten rituals to bleed their magic into emerging races on the continent.

As the earthen energies siphoned to the brave and powerful Annodam killed their males and warped the remaining females, great and subtle powers of air and the stuff of change imbued itself into the people of the black forest.

The swift currents of energy from their captured water elementals turned most of the council into the fey-blood and eladrin, while the rest were similarly changed into darker beings of shadow and chain. Being so few in number, the darker race was easily overcome and banished to an overlying realm.

With their cousins exiled, the eladrin finally turned the destructive power of fire on the race living near the equator with their comrades-in-arms, the dragonborn. Twisting and malevolent magic flowed into and through the race, burning into them a sense of righteous fury and a hatred for the elementals that unwittingly helped in creating them. This race accepted the tiefling name, and define themselves as fire-bred tieflings.

In modern times, tieflings are respected for the sacrifice they made to help fight the elementals at such a crucial time in history. They are sought as generals of armies and councilors to human kings.

Tiefling adventurers are usually bards, warlocks, or warlords.



LESSER RECOGNIZED RACES

Other races are present on Pnumadesi, but they are often more hidden or in smaller populace than even vedros or dragonborn. Stories speak of several of these races, and below are a couple options that may play into such races.

ELEMENTBORN

Under rare circumstances, an elemental may choose to stay in its more humanoid form and take a partner of another race. The offspring of such a union often exhibit a unique feature not normally seen in the non-elemental parent, such as red hair, blue-green eyes, a lighter complexion or darker skin. Other times, more pronounced differences, like veins of color over their skin distinguish such children.

Elementborn heroes are usually fighters, sorcerers or wizards.



ELF-COUSINS

More and more often recently, the vedros are abandoning their tunnels carved under the forests of Pnumadesi. This is due in part to a race of elves who've discovered the tunnels and started changing thanks to the aberrant magic inside. Corrupted, some of these elven tribes have declared war on the vedros and hunt them incessantly.

Elf-Cousin heroes are usually rogues, warlocks, or sentinels.

GOD-BLOODED

Native to another continent, this race first showed up at the eastern coast of Pnumadesi on a boat adorned with over one-hundred holy symbols. They claim to be the heralds and scribes of the deities who are returning to protect Pnumadesi from the elementals. Wearing trinkets older than most could imagine, they bring with them memories of a time when all continents were one and the gods vied for power until it sundered the land.

God-Blooded heroes are usually clerics or paladins.

MOONBRED

A result of interbreeding between lycanthropes and forest dwellers, these half-breeds are little welcomed in any society other than their own. Despite their unwelcomed heritage, moonbred are still sought out as guides through the wilderness, especially when there may be a chance of running into their more feral family members.

Moonbred heroes can be good rogues, sentinels, or fighters.

SENESCHALS

With no real understanding of the martial warriors on the distant Pnumadesi, the wizards of Pnumadeja decided it best to create soldiers who could protect their councils and cities. War wizards were the first to successfully build seneschals for this task. To guard against others controlling them, the wizards gave seneschals sentience and a will of their own. The new race can often be found maintaining themselves and protecting the continent of Pnumadeja.

Seneschal heroes can be good fighters, barbarians, or sentinels.

SHADOWKIN

When the eladrin used the magic from elementals of death and shadow to change some of their council, the resulting race was quickly banished to Underrealm as a failed experiment. There, shadowkin formed their own alliances and built empires to rival their brethren in the mortal world. Two-thousand years after their exile, as the god-blooded docked in Eastern Pnumadesi, so too did this race find its way back from a weakened veil between worlds on a continent south of the equator. Although time has removed the knowledge of their origins, shadowkins are still hesitant to interact with much beyond their new-found home.

Shadowkin heroes can be good rogues, rangers or wizards.