

Potential Allies

Introduction

This book provides a summary of potential allies for the PCs which might want to hire out as henchmen for their home base. Currently, there are only vague rumours, but later on, details such as fees will be included.

Vivine

Alchemists' Guild of Al Exdrina

This magical guild is well known for their potions, alchemical mixtures, and air elementalists. The latter are a newer addition and most of them have at least some Djinn blood. The guild hires out people but is also willing to train those willing to pay for it.

Anara's Shooters

Anara and her followers are all elves, the eldest of whom have witnessed the Fall of the Lost Continent. The Shooters work as mercenaries in Vivine but are extremely unhappy with the lifestyle of the humans and the bias against the worship of Amora. They are excellent fighters but have other skills as well.

Clan Bear

These wild barbarian warriors have been living in the forest for ages and even the dark fey will not keep them out. Wearing bear furs and following a druidic faith of elemental balance, these clansmen are able fighters with little patience for hierarchy.

The Dark Raiders

This motley band of Dark Fey has sworn to celebrate the darker aspects of Amora and is willing to work for others who share their ideals.

The Gnomes of Frost Peak

Rumours claim that there are gnomes living in the mountains of Vivine that have protected themselves by powerful magics and have escaped the wrath of the Dark Fey so far. These skilled craftsmen are currently building an army of clockwork automata to fight against the Dark Fey. However, they are likely to sell some of these or perform custom jobs in return for magical items helping them fend off the Dark Fey.

Goblin Bands

The threat of the dark fey has forced many goblins to the mountains, where they live in inaccessible places, hiding from dark fey raiding parties. These bands would be willing to work for anyone, seeing everything as an improvement. However, due to their wretched existence, a potential employer would be forced to equip them.

The Hag Queen

Legends speak of a powerful sea hag living near the lost continent that is responsible for many lost ships and violent storms. The Hag Queen rules over hordes of sahuagin who do her bidding and worship her as a goddess. The legend also speaks about the Ring of Nyralon, which grants its wearer the ability to command the Hag Queen and force her to do one's bidding.

Harpy Flocks

The lost continent is home to many Harpy Flocks who are lazy and cruel but willing to work if the money is right.

Lord-Craftsman Girin's Stone Working Company

These skilled dwarven craftsmen wander from city to city, offering their skills to anybody who can pay. However, they

prefer challenging jobs and have offered a discount on occasion.

Necromantic Society of El Daga

These young men and women have sworn themselves to the study of necromancy and are eyes with great suspicion by the authorities. Given the right incentives, they might leave their city for a place where their studies are possible in the open.

The Red Dragon Knight

This dwarven half-dragon knight is a morally indifferent mercenary who only cares for money and for his followers. Having lost everything to a rival family, he has no ties to his ancestral home and wanders all over Vivine. His men are mostly dwarves with various amounts of dragon blood and lizard folk sorcerers.

Vivine's Mob

The so called *Crimson Quarter* of Vivine is home to the poorest of the poor, ranging from brutal knife-fighting gangsters to wounded veterans of the fight against the Dark Fey. These people would probably accept the leadership of just about anybody and would ask little in return.

Warband of One-Eyed Pierre

Pierre is a weather-worn human mercenary who rules over a band of cursed individuals who have been touched by a source of pure chaos, leaving them with many mutations and mental defects. Forced to wander and looking for opportunities to keep their business going, these beings are willing to hire out for almost any job.

Necropolis

The Ghost Caravan

Manfred Pansen, owner of the Eternal Rest Inn claims that there is a vast caravan of incorporeal creatures, wandering the lands around the capital city and looking for their bodies which lie somewhere in the forest. Those who have the bodies are said to be able to control these beings and use them for manual labour.

The Guild of Whights

This bizarre organisation consists of craftsmen who were obsessed with their work on a church in a small town outside of Vivine and who were punished for their neglect of piety and daily prayer by the gods, turning them into ever-toiling undead. At least that is the legend and if true, it is quite likely, that these beings are still around.

Elemental Planes

Caliph Saładum al Sałas, the Ruler of the North Wind

The least powerful of the djinn lords, this being lives in a flying citadel on the plane of air. It is said that he is missing a certain powerful ring and would be willing to provide services to those who help him recover it.

City of Molten Iron

This city made of red hot iron plates that are half molten at the bottom is home to a renegade elemental lord who has taken a liking of the prime material and has a magically protected garden of rare plants. He is known for his past deals with mortals but also for his utter contempt for them.

Dreadlord Ash Flamebeard

This brutal Azer tyrant rules his underlings with an iron hand. There are many who would give up their home to find a new life elsewhere but the Dreadlord is very suspicious of strangers and will not allow his people to leave.

The Mephit Caverns

In some remote area of the Plane of Earth, rumours place a vast cavern that his home to the Mephit Maharaja of Earth, a lazy and greedy ruler who will sell his subjects for rare gems or magical items.

Zelter, the Navigator

Legends talk of the undead remains of a haughty navigator who offended the very element of water with his daring magic. Those who find his crypt on the plane of water and manage to free him, will have command over all lesser water elementals.

Outer Planes

Animal Lords of the Beastlands

These totemic creatures can be conjured as planar allies and sometimes even brought to the prime permanently. They make good agents but prefer to work alone.

Citadel of Amora

This stable point in the plane known as Limbo is home to the Lady in Red, a courtesan of Amora living at the fringes of the eternal garden, where no hounds can be found. Nobody knows her agenda but she is willing to help mortals in return for strange quests such as planting a flower in the garden of a king.

Loonie Bin

This small town in the tunnels of Pandemonium is home to many crazy exiles, most of them humans. Some of them were powerful adventurers who offended the gods. However, their collective insanity makes them hard to handle.

Pit of Fire

Nobody knows where this twisted and evil fortress lies, but apparently it is not in Hell. Its ruler is a renegade devil of lower power who seems to be eager to enter the prime material and establish himself as ruler over a mortal realm. Those willing to help him can count on his support.

Sess'inek

This reptilian abyssal lord is always willing to strike deals. He likes to be paid in souls but influence on the prime is also sought after. Sess'inek is the god of evil lizardfolk and their monstrous allies.