

ZALANTHAR WORLD OF SANDS AND WONDERS



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INTRODUCTION

You were in the wrong place at the wrong time. You had stumbled into a room where a group of people were gathered around ancient artifacts. You didn't know what they were doing, but you were curious, so you stayed to watch.

The leader of the group, a wise-looking man with a long beard, began to chant in a language you didn't recognize. The others joined in, their voices rising in a harmonious chorus that filled the room.

As the chanting reached a crescendo, the ancient artifacts began to glow with an otherworldly light. You felt a jolt of energy coursing through your body as your soul was lifted from your physical form.

For a moment, there was only darkness and silence. Then, suddenly, you found yourself standing in a strange new world. The sky above you was a deep shade of purple, and the air was thick with a mist that obscured your vision.

As your eyes adjusted to the dim light, you looked around and saw that you were standing in the midst of a desert. The sand stretched out for miles in every direction, and in the distance, you could make out the shapes of strange, towering rock formations.

You were confused and scared. You had no idea what had just happened to you, or where you were. But you knew you had to find a way to get back home. With a deep breath, you set out into the desert, hoping to find someone who could help you and explain what had happened.

Welcome to Zalanthar, an ancient alien world, long forgotten in the depths of time, far away from Earth. Here, high technology and magic collide in a world of variegated cultures, where ancient ruins hint at a mysterious and forgotten past. In this world of danger and adventure, where fierce factions battle for power and survival, swords are a prevalent means of resolving conflicts. Explore the vast and treacherous deserts, frozen wastelands, and dense jungles filled with dangerous predators and poisonous plants. Join the elite adventurers who seek to unravel the secrets of this enigmatic world and become part of its rich and diverse

SUMMARY

- 1. **Setting**: The planet of Zalanthar is a harsh desert world, with blistering hot days and freezing cold nights. The planet is home to ancient ruins and secrets buried beneath the sand. The only way to survive is to join one of the powerful factions that control the oases and resources.
- 2. Culture: Zalanthar is home to several humanoid species, including the proud Zalanths, the nomadic Sandfolk, and the ferocious Vortaks. Each species has their own unique culture and traditions, and players must navigate the complex social and political dynamics of the planet.
- 3. Conflict: The factions on Zalanthar are constantly at war, with each seeking to gain an advantage over the others. The factions include the wealthy Merchants' Guild, the powerful Warlords, and the secretive Brotherhood of the Sand, among others. There are also dangerous creatures lurking in the desert, and players must be careful not to attract their attention.
- **4. Technology**: Zalanthar is a mix of advanced technology and ancient mysticism. The Merchants' Guild controls much of the planet's advanced technology, including airships, laser weapons, and advanced vehicles. However, the Sandfolk and Zalanths also have access to powerful magic and ancient technology that can be used to turn the tide of battle.
- **5. Quests**: Players can embark on a variety of quests on Zalanthar, including exploring ancient ruins for lost artifacts, joining a faction and rising through the ranks, battling dangerous creatures in the desert, and uncovering the secrets of the planet's mysterious past. The choices made by the players will have a significant impact on the fate of the planet and its inhabitants.

GEOGRAPHY

Zalanthar is a desert world with a few scattered oases and rivers that flow through it. The planet is divided into several distinct regions, each with its own unique characteristics and dangers.

In the center of the planet lies the Great Desert, a vast and unforgiving wasteland that is home to dangerous creatures and powerful factions. The Great Desert is surrounded by a series of smaller deserts, each with its own unique hazards.

To the north of the Great Desert lies the Frozen Wastes, a region of icy tundras and snow-capped mountains. Here, the temperatures drop to well below freezing, and only the hardiest of creatures can survive.

To the south of the Great Desert lies the Jungle of Vines, a dense and overgrown jungle filled with dangerous predators and poisonous plants. The Jungle of Vines is home to several factions, including the secretive Brotherhood of the Sand.

In the east of the planet lies the Sea of Sand, a vast expanse of shifting dunes that is difficult to navigate. Here, players can encounter powerful sandstorms and sand-based creatures.

Finally, in the west of the planet lies the Oasis Lands, a region of fertile oases and green valleys. The Oasis Lands are controlled by the wealthy Merchants' Guild, who use their advanced technology to maintain their power.



THE GREAT DESERT

The Great Desert is the largest and most inhospitable region of Zalanthar, and is known for its harsh and unforgiving environment. The area is dotted with scattered oases and rock formations, which provide shelter to the hardiest of creatures and factions. Among the factions that call the Great Desert home are the nomadic Sandfolk, who have developed powerful sand magic that they use to navigate the shifting dunes, and the Warlords, who command vast armies of mercenaries and use advanced technology to maintain their power.

The Great Desert is also home to a variety of dangerous creatures, including giant sandworms, scorpions, and packs of savage jackals. Sandstorms are a frequent occurrence, and can quickly become deadly for those caught out in the open. The terrain is treacherous, with hidden canyons and rocky outcroppings that can trap the unwary traveler.

Despite the dangers, the Great Desert is a treasure trove of ancient artifacts and powerful magic, making it a prime location for adventurers seeking fame and fortune. The region is also a hub for trade and commerce, as many caravans and airships pass through on their way to other parts of Zalanthar.

THE FROZEN WASTES

This region of icy tundras and snow-capped mountains lies to the north of the Great Desert. Here, the temperatures drop well below freezing, and only the hardiest of creatures can survive. The Frozen Wastes are home to dangerous creatures, such as ice giants and frost dragons, as well as factions that have adapted to the cold, such as the Frostwalkers.

The Frozen Wastes are also home to ancient ruins and hidden treasures, left behind by the civilizations that once thrived in this region. Adventurers who brave the cold and the dangers of the Frozen Wastes may be able to uncover these secrets and unlock powerful magic and technology. But they must be careful, for the ancient ruins are often guarded by powerful guardians and deadly traps.

In the heart of the Frozen Wastes lies a massive glacier, known as the Crystal Glacier. The Frostwalkers believe that the glacier is a holy site, and they make pilgrimages to it to pay their respects to the spirits of their ancestors. However, the glacier is also rumored to contain powerful artifacts and magic, and many outsiders have attempted to loot it over the years.

The Crystal Glacier is not only a spiritual and magical site but also a dangerous one. Its icy caverns are home to deadly creatures, such as ice elementals and wendigos, that are fiercely protective of the artifacts within. Those who seek to explore the glacier must have the strength, skill, and luck to overcome these obstacles.

Beyond the Crystal Glacier, the Frozen Wastes stretch on for miles, and few have ventured far enough to know what lies beyond. However, there are rumors of an ancient civilization that once thrived in this region, and some believe that remnants of their technology and magic still exist somewhere in the Frozen Wastes.

THE JUNGLE OF VINES

This dense and overgrown jungle lies to the south of the Great Desert and is home to dangerous predators and poisonous plants. The region is controlled by the secretive Brotherhood of the Sand, who use their sand magic to manipulate the environment to their advantage. Adventurers who venture into the Jungle of Vines must be careful, as danger lurks around every corner.

The Brotherhood of the Sand is a mysterious faction that few know much about. They are rumored to be powerful sand mages, capable of manipulating the environment and controlling sand-based creatures. The Brotherhood is known for its secrecy and is suspicious of outsiders, making it difficult for adventurers to gain their trust or even make contact with them.

The Jungle of Vines is also home to several dangerous predators, such as giant snakes, spiders, and carnivorous plants. Poisonous plants are common in this region, making it essential for adventurers to carry antidotes and protective gear.

The jungle is also rumored to contain ancient ruins and artifacts from a long-forgotten civilization. However, these areas are heavily guarded by the Brotherhood and other dangerous factions, making exploration a risky endeavor.

Navigating the dense jungle is also challenging, as it is easy to get lost and disoriented among the twisting vines and towering trees. Adventurers must be prepared to deal with a variety of challenges and threats in the Jungle of Vines.



THE SEA OF SAND

This vast expanse of shifting dunes lies to the east of the Great Desert and is difficult to navigate. The Sea of Sand is home to sand-based creatures, such as giant sandworms and sand elementals, as well as powerful sandstorms that can bury entire cities. Only those with specialized skills and equipment can survive in this treacherous region.

The Sea of Sand is also home to a number of factions who have adapted to the harsh environment, including the nomadic Sandriders and the reclusive Sand Dancers. The Sandriders are skilled in taming and riding the giant sandworms, using them both for transportation and as weapons. The Sand Dancers, on the other hand, are masters of sand magic, using it to create illusions and manipulate the sand to their advantage. However, both factions are notoriously secretive and distrustful of outsiders, making it difficult for adventurers to gain their trust and access their resources.

THE OASIS LANDS

This region of fertile oases and green valleys lies to the west of the Great Desert and is controlled by the wealthy Merchants' Guild. The Oasis Lands are home to advanced technology, such as airships and laser weapons, and are heavily guarded by the Merchants' Guild's private army. However, danger still exists in the Oasis Lands, as rival factions seek to challenge the Merchants' Guild's control.

The Merchants' Guild's presence in the Oasis Lands is everywhere, with their technology and resources allowing them to maintain their power and keep the region prosperous. They have built many large cities, which are connected by airships and guarded by their army. However, the Guild's control is not absolute, and there are those who resist their rule. Some factions seek to overthrow the Merchants' Guild and establish their own power, while others operate underground, engaging in smuggling and illegal activities. The Guild's strict laws and regulations also mean that some people in the Oasis Lands live in poverty and struggle to survive, leading to tension and discontent. Adventurers who enter the Oasis Lands must navigate these complex political and social dynamics while also facing the dangers that exist beyond the Guild's reach.

TIMELINE

- **Antiquity** (1,000,000 500,000 years ago)
 - Zalanthar is a lush world, covered in forests and oceans.
 - The first civilizations begin to emerge, built around the abundant natural resources.
 - The people of Zalanthar worship the two suns and five moons as deities, and develop complex mythologies around them.
- **The Cataclysm** (500,000 years ago)
 - A massive asteroid impact or other disaster transforms Zalanthar into a desert planet.
 - The surviving civilizations are forced to adapt to the harsh new environment, and many die out.
 - Those who survive begin to develop new technologies and methods for finding and conserving water.
- The Rise of the City-States (50,000 10,000 years ago)
 - Small, independent city-states begin to emerge as the dominant political units on Zalanthar.
 - These city-states are often centered around oases or other sources of water, and are fiercely competitive with one another.
 - Many new technologies are developed during this time, including advanced irrigation systems and desert survival gear.
- **The Age of Empires** (10,000 5,000 years ago)
 - The city-states begin to consolidate into larger empires, each vying for control over the scarce resources of Zalanthar.
 - Many great works of architecture and engineering are built during this time, including massive aqueducts and fortresses.
 - The people of Zalanthar develop a highly stratified society, with rulers and nobles living in opulent luxury while commoners toil in the harsh desert sun.
- **The Great Collapse** (5,000 1,000 years ago)
 - The empires of Zalanthar begin to crumble under the weight of their own corruption and mismanagement.
 - Many cities are abandoned or destroyed, and the people of Zalanthar once again fall into smaller, more isolated communities.
 - During this time, many of the great works of the past are lost or forgotten, and much of the knowledge and technology of the previous ages is lost.



THE SKY

The sky of Zalanthar is a mesmerizing sight to behold. During the day, the dual suns blaze with an intense heat that illuminates the landscape with a fiery orange hue. The suns themselves appear as giant, glowing orbs, casting long shadows and dazzling light across the land.

As night falls, the sky transforms into a canvas of wonder. Five moons adorn the sky, each with their own unique size, color, and texture. The largest of the moons, Aethon, shines with a silvery light, casting a gentle glow across the landscape. The smallest of the moons, Keth, appears as a distant pinprick of light, barely visible in the darkness. The other moons, named Saren, Althor, and Valdar, each possess their own distinct color and texture, ranging from a deep crimson hue to a smoky gray.

Despite the moons' beauty, they do little to dispel the darkness. It is said that the creatures of the night roam freely during the moonlit hours, their eyes glinting with a strange, otherworldly light. But for those brave enough to venture out into the night, the sight of the two suns slowly rising on the horizon is a breathtaking reminder of the dawn that will soon come.

CALENDAR

- A year on Zalanthar is based on the orbit of the planet around its suns, and it takes 400 standard days to complete one full orbit.
- Zalanthar's five moons each have their own distinct phases and cycles. The moons are named:
 - Aethon
 - Keth
 - Saren
 - Althor
 - Valdar
- The months of the Zalantharian calendar are named after the moons, with each month corresponding to a complete cycle of the corresponding moon. The length of a month varies depending on the moon, but the average length is about 80 days.
- The first month of the year is Aethon, corresponding to the cycle of the moon of the same name. The other months follow in order according to the cycle of their corresponding moon.
- Zalantharians also observe special days based on the positions of the two suns and the phases of the moons. These special days are:
 - Solstice: A day when the suns are at their highest and the longest day of the year. This occurs twice a year, once for each sun.
 - Equinox: A day when the suns are directly over the equator, resulting in equal periods of day and night. This also occurs twice a year, halfway between each solstice.



- Moons Festival: A week-long celebration held during the full phase of all five moons, which occurs once every five years. This is a time of great feasting, celebration, and religious observance.
- Zalantharians also observe a leap year, which occurs once every four years, to keep the calendar in sync with the planet's orbit around its suns. During a leap year, an extra day is added to the end of the year, resulting in a total of 401 days for that year.

UNITS OF MEASURE

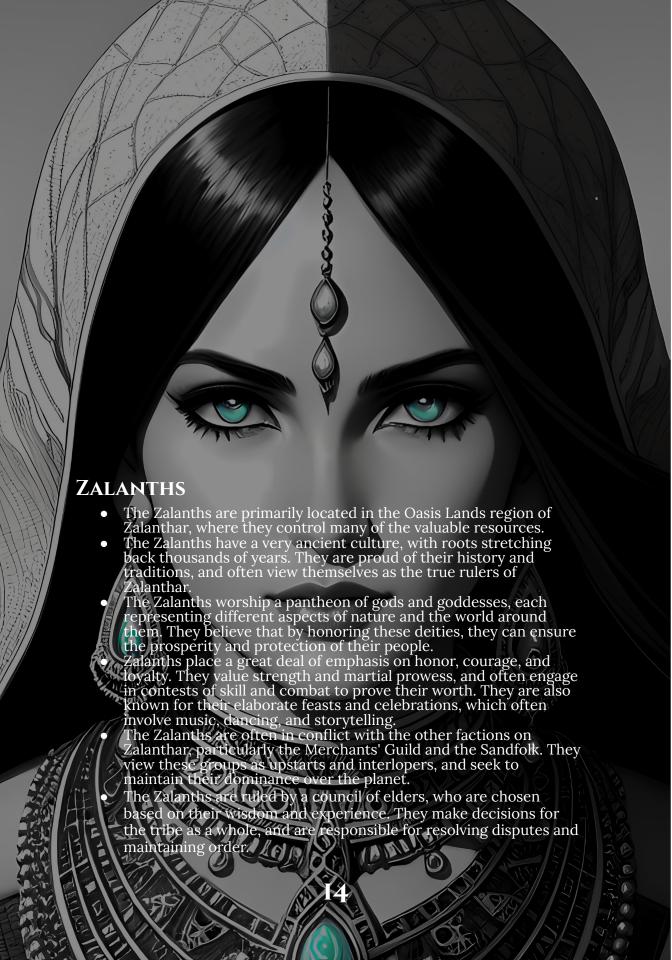
- **Distance**: The base unit of distance is the "zar," which is equivalent to 10 feet (3 meters) in Earth's measurement system. Longer distances are typically measured in "zars" or "kazars" (100 zars), while shorter distances may be measured in "pazars" (0.1 zar) or "millizars" (0.001 zar).
- **Weight**: The base unit of weight is the "zal," which is equivalent to 1 kilogram in Earth's measurement system. Larger weights are measured in "zals" or "kazals" (100 zals), while smaller weights may be measured in "pazals" (0.1 zal) or "millizals" (0.001 zal).
- **Time**: The primary unit of time is the "cycle," which is equivalent to one day on Zalanthar (roughly 25 Earth hours). A "cycle" is divided into 24 "hours," which are each made up of 60 "minutes" and 60 "seconds." Longer durations of time may be measured in "cycles," while shorter durations may be measured in "ticks" (0.1 seconds) or "milliticks" (0.001 seconds).

These measurements are widely used across Zalanthar and are recognized by most of its inhabitants, though there may be some variations or regional differences in the specific units or conversions used in different areas of the world.



PEOPLE

Zalanthar is a complex society consisting of several distinct people, each with their unique culture, beliefs, and way of life. Each group has its political structure, customs, and traditions, and their interactions shape the intricate society of Zalanthar.





• The Sandfolk are a nomadic species that roam the Great Desert and surrounding regions of Zalanthar. They are often difficult to track down, as they have no permanent settlements.

track down, as they have no permanent settlements.
 The Sandfolk have a very old and storied culture, with many traditions and rituals that hav been passed down through the generations. They are known for their expertise in survival and their ability to navigate the harsh desert terrain.

• The Sandfolk worship a variety of spirits and nature deities, which they believe guide them on their travels. They also have a deep reverence for the desert itself, which they see as a living entity that must be respected and cared for.

• Sandfolk are known for their hospitality and their willingness to share resources with others. They place a great deal of importance on family and community, and often gather together for celebrations and festivals.

 The Sandfolk are often in conflict with the other factions on Zalanthar, particularly the Merchants' Guild and the Warlords. They see these groups as greedy and exploitative, and seek to avoid their influence as much as possible.

 The Sandfolk have a loose political structure, with each tribe having its own leader or council of elders. These leaders are responsible for making decisions for the tribe and mediating disputes between members.



• The Vortaks are primarily located in the Jungle of Vines, where they have carved out a territory for themselves in the dense vegetation.

 The Vortaks have a relatively young culture, having only emerged as a distinct species in recent centuries. They are known for their

ferocity and their fearsome reputation in battle.

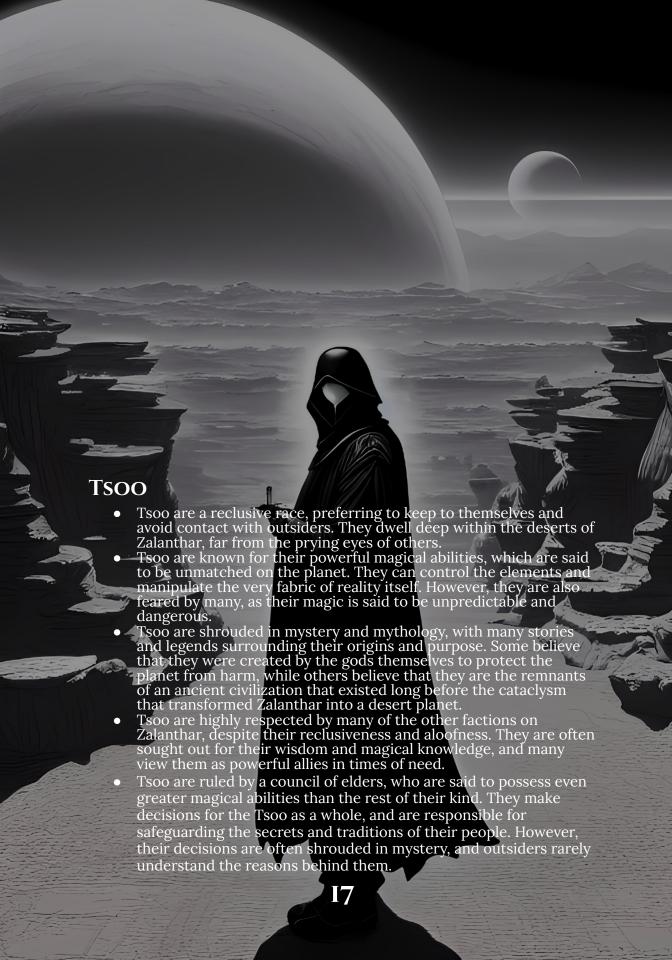
• The Vortaks worship a powerful god of war and violence, whom they believe gives them strength and protection. They also believe in the power of blood sacrifice, and often engage in brutal rituals to appease their deity.

Vortaks are known for their martial prowess and their love of combat. They place a great deal of emphasis on physical strength and toughness, and often engage in violent contests to prove their

worth.

 The Vortaks are often in conflict with the other factions on Zalanthar, particularly the Sandfolk and the Zalanths. They see these groups as weak and decadent, and seek to conquer their territories and resources.

Political structure: Vortaks are organized in tribal communities, with each tribe led by a chief. These chiefs often compete for power, and conflicts between tribes are common. However, the Vortaks have a loose alliance system, and in times of external threat, they can band together to fight a common enemy. The alliance is led by the strongest and most respected chief, who is recognized as the High Chief. The position of High Chief is not hereditary and is often contested through battles or feats of strength and leadership.



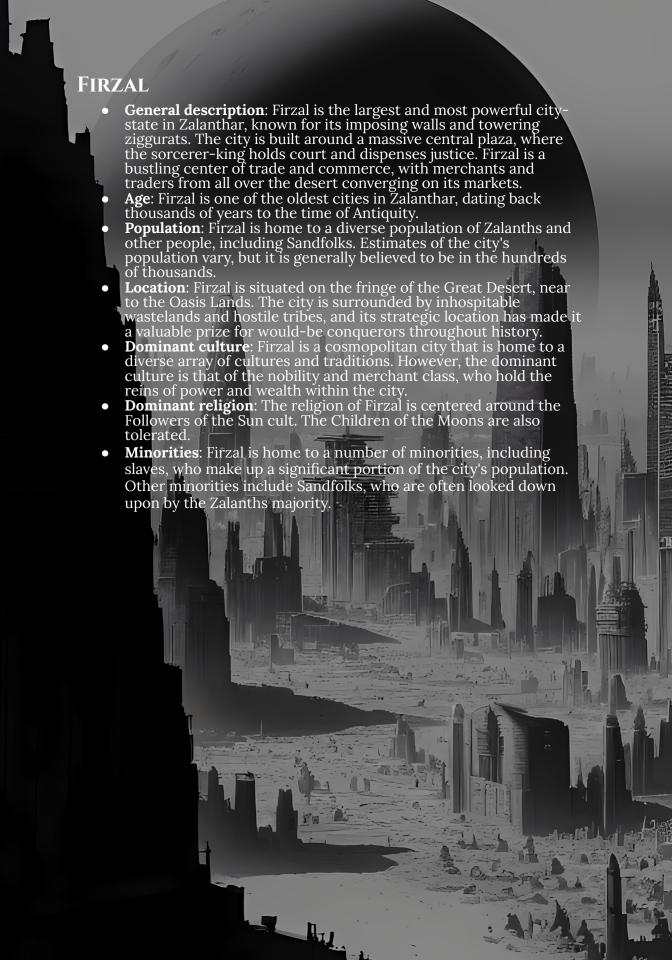


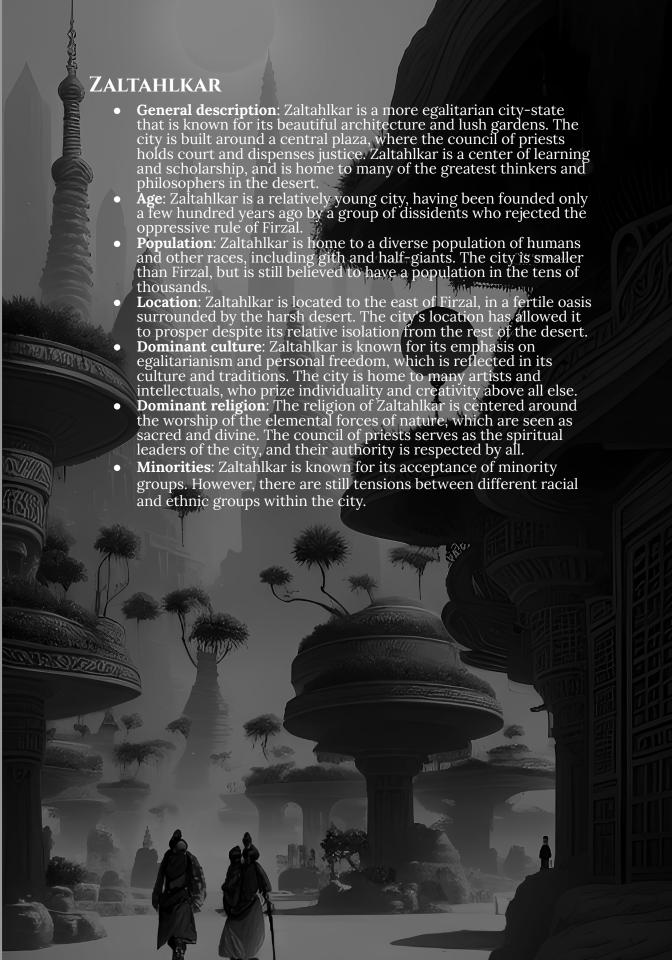
SETTLEMENTS

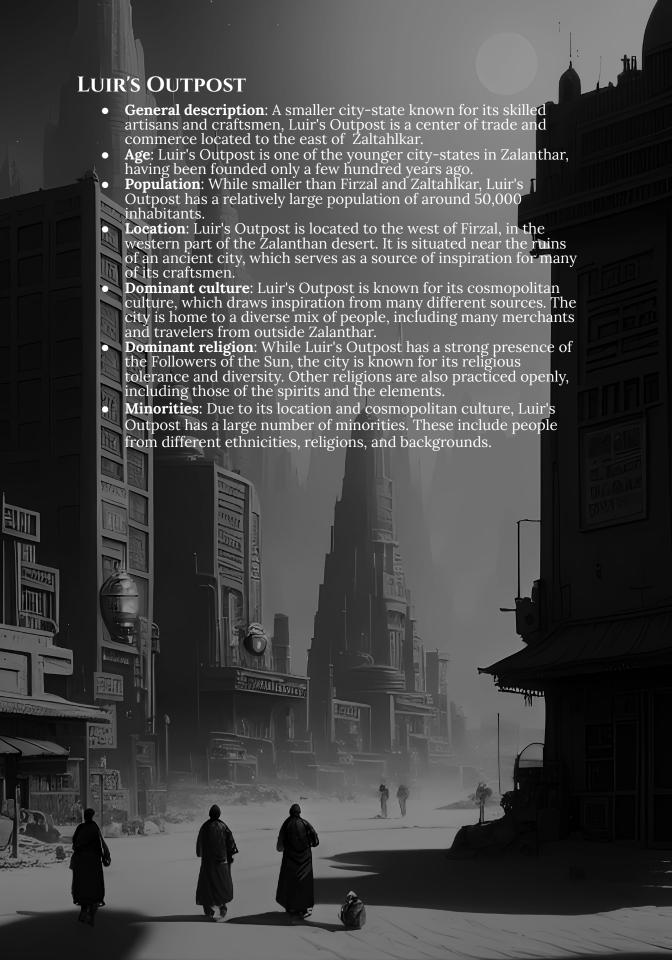
In the current state of Zalanthar, there are several large city-states that have emerged as the dominant political and economic powers in the region. These include:

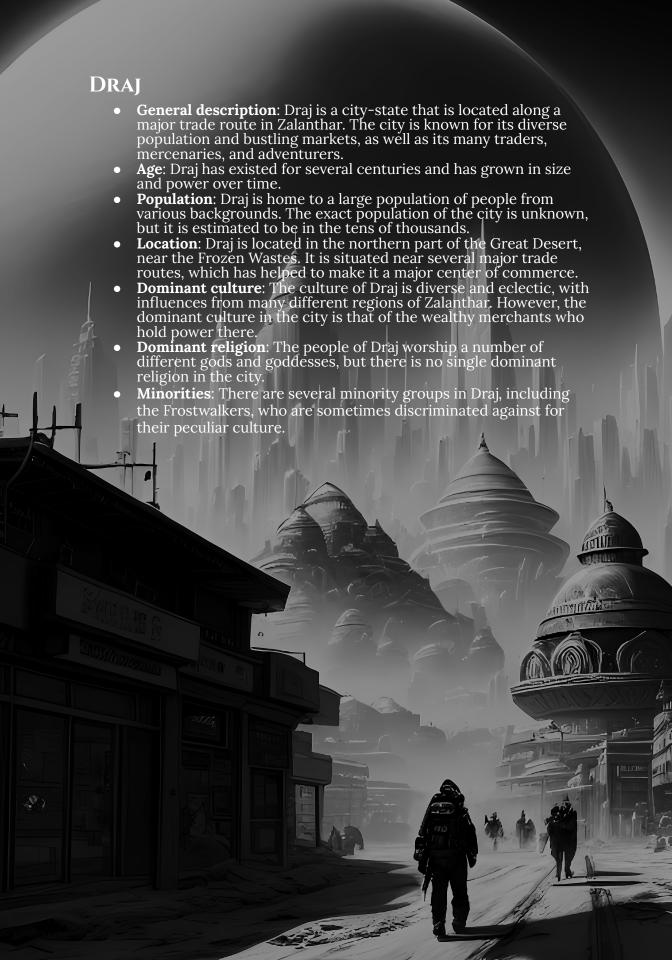
- **Firzal**: The largest and most powerful city-state in Zalanthar, Firzal is ruled by a powerful sorcerer-king who wields tremendous magical power. The city is a major center of trade and commerce, and is home to a large population of nobles, merchants, and artisans.
- **Zaltahlkar**: Located to the north of Firzal, Zaltahlkar is a more egalitarian city-state that is known for its strong religious and philosophical traditions. The city is ruled by a council of priests, and is home to a large population of scholars, artists, and mystics.
- **Luir's Outpost**: A smaller city-state located to the west of Firzal, Luir's Outpost is a center of trade and commerce that is known for its skilled artisans and craftsmen.
- **Draj**: A city-state located along a major trade route, Draj is known for its diverse population and bustling markets. The city is ruled by a council of wealthy merchants, and is home to a large number of traders, mercenaries, and adventurers.
- **Red Storm**: A city-state located in the heart of the Sea of Sand, Red Storm is a harsh and unforgiving place that is constantly beset by sandstorms and raiders. Despite these challenges, the city is known for its fierce warriors and skilled craftspeople, who produce some of the finest weapons and armor in the desert. Red Storm is ruled by a council of tribal leaders, and is home to a large population of nomadic tribespeople and their animals.

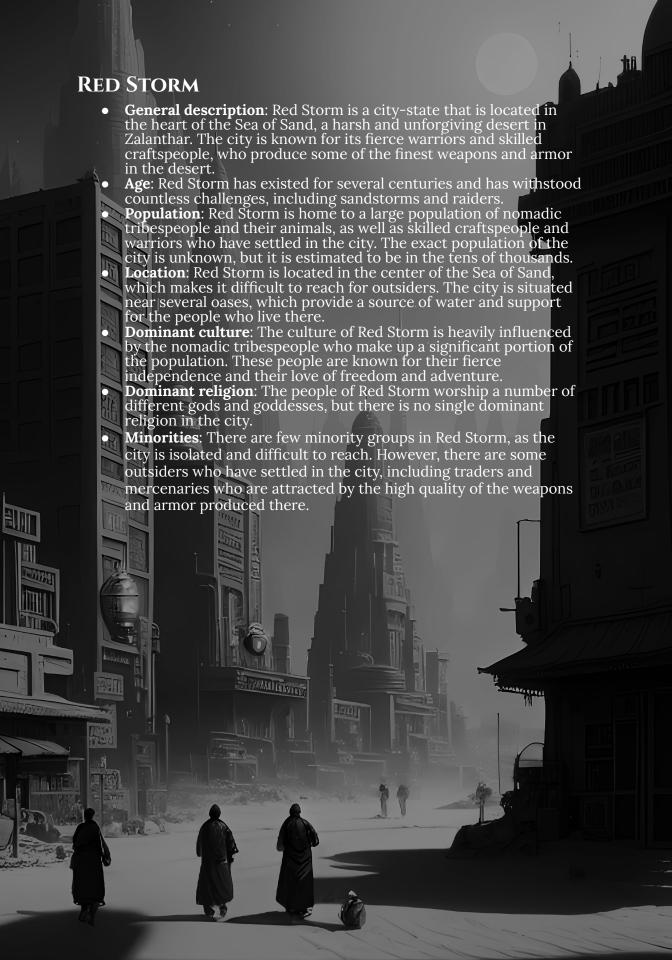
In addition to these major city-states, the desert is home to a multitude of smaller groups, including nomadic tribes, isolated villages, and independent settlements. These communities are often on the outskirts of society and may have their own distinct customs and traditions.











FACTIONS

MERCHANTS' GUILD

- **Concept**: Rich Traders
- **Skills**: Business, Negotiation, Diplomacy, Trading
- Frailty: Greedy, Corrupt, Manipulative
- **Gear**: Advanced airships, laser weapons, communication devices
- **Goal**: To maintain their monopoly over trade and commerce on Zalanthar
- **Motive**: Profit, Power, Influence
- Nemesis: The Sandfolk Nomads, who often raid their caravans and disrupt their trade routes



The Merchants' Guild is the wealthiest and most powerful faction on Zalanthar. They control much of the planet's advanced technology, including airships, laser weapons, and communication devices. They are neither native to Zalanthar nor a race per se, but an amalgam of different alien races and renegades or connivants of local peoples. Their main goal is to maintain their monopoly over trade and commerce on Zalanthar, which has made them rich and powerful. The Guild's members are experts in business, negotiation, diplomacy, and trading, and they use these skills to manipulate others for their own gain.

However, the Merchants' Guild is also known for their greed and corruption. They will do whatever it takes to maintain their power, even if it means breaking laws or betraying their allies. They are also masters of manipulation, using their wealth and influence to sway others to their side.

The Guild's main nemesis is the Sandfolk Nomads, who often raid their caravans and disrupt their trade. The Merchants' Guild sees the nomads as a threat to their power and will go to great lengths to eliminate them. Despite their flaws, the Merchants' Guild is a force to be reckoned with on Zalanthar, and any adventurer seeking wealth and power would be wise to consider joining their ranks.

WARLORDS

- **Concept**: Mighty Conquerors
- **Skills**: Combat, Tactics, Strategy, Leadership
- Frailty: Arrogant, Ruthless, Power-hungry
- Gear: Heavy armor, melee weapons, siege engines
- **Goal**: To conquer and control as much territory as possible on Zalanthar
- Motive: Glory, Honor, Power
- **Nemesis**: The Merchants' Guild, who often finance their enemies and undercut their resources.



The Warlords of Zalanthar are a formidable faction of powerful leaders who have risen to their positions through a combination of military might and strategic thinking. These individuals are skilled in the art of combat, tactics, strategy, and leadership, and they are always looking for new opportunities to expand their territories and exert their influence over others.

One of the most significant strengths of the Warlords is their ability to inspire their followers to fight and die for their cause. They are seen as mighty conquerors who are willing to go to any lengths to achieve their goals. However, this same strength can also be a weakness, as the Warlords tend to be arrogant, ruthless, and power-hungry, which can lead to their downfall.

The Warlords are equipped with heavy armor, melee weapons, and siege engines, which they use to conquer and control as much territory as possible on Zalanthar. They are driven by a desire for glory, honor, and power, and they will stop at nothing to achieve their objectives.

The Warlords' main nemesis is the Merchants' Guild, who often finance their enemies and undercut their resources. This creates a challenging environment for the Warlords, as they must constantly balance their desire for conquest with the need to protect their resources and territory from the Merchants' Guild and their allies. In many cases, this leads to intense conflicts between the two factions, with each side using their unique strengths to gain an advantage over the other.

BROTHERHOOD OF THE SAND

- **Concept**: Mystical Nomads
- **Skills**: Elemental magic, Survival, Stealth, Espionage
- Frailty: Secretive, Paranoid, Fanatical
- **Gear**: Magic talismans, sand-based weaponry, hidden tunnels and chambers
- **Goal**: To uncover and preserve the ancient secrets of Zalanthar
- **Motive**: Knowledge, Understanding, Preservation
- Nemesis: The Warlords, who seek to destroy their sacred sites and artifacts.



The Brotherhood of the Sand is a mysterious and enigmatic faction of Zalanthar. They are nomadic and reclusive, often living in hidden underground tunnels and chambers. The members of this faction are highly skilled in elemental magic, survival, stealth, and espionage. They use their knowledge of the land and its natural elements to gain an advantage over their enemies.

The Brotherhood of the Sand is obsessed with uncovering and preserving the ancient secrets of Zalanthar. They believe that the land holds many ancient artifacts and mystical knowledge that has been lost over time. Their goal is to uncover these secrets and use them to better understand the history and nature of Zalanthar.

The Brotherhood's members are highly secretive and paranoid, often suspicious of outsiders. They are fanatical in their pursuit of knowledge and will stop at nothing to uncover the secrets they seek. They have a deep respect for the land and its natural elements, and they will defend their sacred sites and artifacts at all costs.

The Warlords are the Brotherhood's most significant nemesis. They seek to conquer and control as much territory as possible on Zalanthar, often destroying or plundering the land and its resources. The Brotherhood views the Warlords as a threat to the ancient secrets they seek to uncover and will go to great lengths to protect their sacred sites and artifacts from them.

FOLLOWERS OF THE SUN

- **Concept**: Devout Believers
- **Skills**: Healing, Divine magic, Alchemy, Architecture
- Frailty: Zealous, Judgmental, Inflexible
- **Gear**: Holy symbols, blessed items, fortified temples and shrines
- **Goal**: To spread the worship of their sun god across Zalanthar
- Motive: Faith, Salvation, Redemption
- **Nemesis**: The Sandfolk Nomads, who often view their religion as a threat to their freedom and way of life.



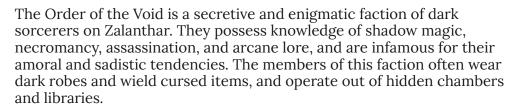
The Followers of the Sun are a religious faction on Zalanthar who are dedicated to spreading the worship of their sun god. They possess a range of skills such as healing, divine magic, alchemy, and architecture. They are also equipped with holy symbols, blessed items, and fortified temples and shrines.

Their goal is to spread the worship of their god across Zalanthar and convert as many people as possible. They are motivated by faith, salvation, and redemption. However, their zealotry can often make them judgmental and inflexible, leading them to view those who don't share their beliefs as sinners and heretics.

The Sandfolk Nomads are their nemesis, as they see the Followers of the Sun as a threat to their freedom and way of life. This often leads to conflict between the two factions. Despite this, the Followers of the Sun remain committed to their mission of spreading their religion across Zalanthar.

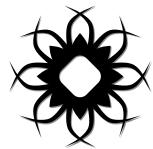
ORDER OF THE VOID

- **Concept**: Dark Sorcerers
- **Skills**: Shadow magic, Necromancy, Assassination, Arcane lore
- **Frailty**: Amoral, Sadistic, Secretive
- **Gear**: Dark robes, cursed items, hidden chambers and libraries
- **Goal**: To gain ultimate power and control over Zalanthar
- **Motive**: Dominance, Immortality, Knowledge
- **Nemesis**: The Brotherhood of the Sand, who often view their practices as abhorrent and heretical.



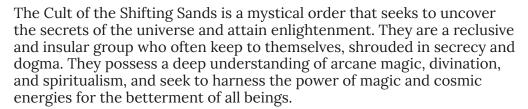
The ultimate goal of the Order of the Void is to gain ultimate power and control over Zalanthar. They seek to achieve this through their mastery of dark magic and manipulation of others. Their motives for seeking dominance vary, but often include the pursuit of immortality or a thirst for knowledge.

The Order of the Void is a nemesis to many other factions on Zalanthar, but particularly the Brotherhood of the Sand. The Brotherhood views the Order's practices as abhorrent and heretical, and often work to thwart their efforts to gain power.



THE CULT OF THE SHIFTING SANDS

- Concept: Mystic Order
- **Skills**: Arcane magic, divination, spiritualism
- **Frailty**: Insular, secretive, dogmatic
- **Gear**: Robes, staves, talismans
- **Goal**: To uncover the secrets of the universe and attain enlightenment
- Motive: To harness the power of magic and cosmic energies for the betterment of all beings
- Nemesis: The Merchants' Guild, who seek to control and exploit the planet's resources for their own gain.



The members of the cult are often seen dressed in flowing robes and carrying staves and talismans that are imbued with powerful magical energy. They spend their time in deep meditation, communing with the universe and seeking insights into its mysteries.

The goal of the cult is to uncover the secrets of the universe and attain enlightenment, which they believe will help them achieve their true potential and help others to do the same. They seek to use their knowledge and power to benefit all beings, rather than seek power or profit for themselves.

Their primary nemesis is the Merchants' Guild, who seek to control and exploit the planet's resources for their own gain. The cult sees this as a dangerous and shortsighted approach, as it can lead to the depletion of resources and the destruction of the planet. They seek to oppose the Merchants' Guild and their influence, and instead promote a more holistic and sustainable approach to life on Zalanthar.

RELIGION

THE FOLLOWERS OF THE SUN

The Followers of the Sun are a well-established religion on Zalanthar, with a large following of devout believers. They see the two suns as sacred symbols of divine power and salvation, and consider them to be the physical manifestation of their god or gods. Their temples and shrines are fortified structures, with intricate designs that reflect their reverence for the suns.

The Followers of the Sun believe that the suns are the source of all life on the planet, providing light, warmth, and energy to every living being. They hold regular rituals and ceremonies to honor the suns, seeking blessings for themselves and their communities. During these rituals, they offer prayers and sacrifices, and perform intricate dances and hymns in reverence to the two suns.

The suns play a central role in the daily lives of the Followers of the Sun. They believe that the suns guide them on their spiritual journey and

provide them with strength and protection. The suns are also believed to have healing powers, and the Followers of the Sun use the sun's energy to help heal the sick and wounded.

The Followers of the Sun are a zealous and devoted group, and they view themselves as the chosen people of their god or gods. They are known for their strict adherence to their beliefs and traditions, and can sometimes be seen as judgmental or inflexible by outsiders. However, their unwavering faith in the suns and their dedication to spreading their religion across Zalanthar has earned them the respect and admiration of many.

THE CHILDREN OF THE MOONS

The Children of the Moons is a religion or cult that worships the five moons of Zalanthar as symbols of divine power and guidance. They believe that each moon represents a different aspect of life and the universe, and that by understanding and honoring each moon's unique energy, they can attain spiritual enlightenment.

Aethon, the largest and most prominent moon, is seen as a symbol of fertility, growth, and abundance. The Children of the Moons hold rituals and ceremonies during the full moon of Aethon, seeking to harness its energy to promote growth and prosperity in their communities.

Keth, the smallest and least visible moon, is associated with mystery, darkness, and the unknown. The Children of the Moons hold ceremonies during the new moon of Keth, seeking to tap into its energies and uncover hidden knowledge and wisdom.

Saren, Althor, and Valdar are each seen as symbols of different emotions, virtues, or vices. The Children of the Moons hold ceremonies and rituals during specific phases of these moons, seeking to balance and harmonize their own emotions and energies with those of the moons.

The Children of the Moons hold their ceremonies and rituals in open-air temples and sacred sites, often at night when the moons are at their fullest and brightest. They believe that by connecting with the moons and the energies they represent, they can attain a greater understanding of themselves, their world, and their place in the universe.

THE ELEMENTAL BROTHERHOOD

The Elemental Brotherhood is a powerful cult that reveres the spirits and elements of Zalanthar. The Brotherhood believes that the spirits embody the very essence of the planet and all its natural wonders. They could hold secret rituals and ceremonies deep within the deserts, communing with the spirits and offering sacrifices to appease them.

Each element is thought to represent different aspects of life and the world. The spirits of fire, for example, could be associated with passion, creativity, and destruction, while those of sand might represent endurance, stability, and resilience. The Brotherhood may hold specific ceremonies during the changing of the seasons or after major natural events, seeking to tap into the power of the spirits and gain their favor.

The Elemental Brotherhood may be viewed with suspicion by other groups who fear their ability to harness the power of the elements. Some may accuse them of causing natural disasters or manipulating the

environment for their own gain. Nonetheless, the cult remains steadfast in their devotion to the elements, believing that they hold the key to unlocking the mysteries of the planet and achieving ultimate power and knowledge.

TECHNOLOGY

ADVANCED TECHNOLOGY

The **Merchants' Guild** has developed their technology through a combination of innovation, research, and trade with other planets. They are the primary source of advanced technology on Zalanthar, and their products are highly sought after by other factions and species. The Guild's airships are designed with a unique blend of speed, maneuverability, and cargo capacity, making them ideal for trade and transport across the planet.

The Guild's laser weapons are capable of cutting through even the toughest materials, and their advanced vehicles are designed to operate in the harshest of environments. They have also developed advanced communication devices that allow them to stay in contact with their operatives and merchants across the planet.

However, the Merchants' Guild's monopoly on advanced technology has caused tension with other factions who seek to acquire their technology or develop their own. The Guild's reliance on technology has also made them vulnerable to sabotage and cyberattacks, which could have disastrous consequences for their operations on Zalanthar.

AIRSHIPS

On Zalanthar, airships are a common means of transportation used by wealthy merchants, nobles, and military forces.

The airship's engines are powered by a special type of gas that is stored in tanks below the deck. The airship's sails are used to catch wind currents and provide additional propulsion, allowing the ship to travel long distances quickly and efficiently. The crew is responsible for maintaining the engines and the hull, as well as navigating the ship through the air currents and avoiding any obstacles that may be encountered.

Airships in Zalanthar are often used for transportation of goods, passengers, and military forces. They are also used as a status symbol by the wealthy and powerful, who may commission their own custom-built airships to showcase their wealth and power. Despite their relatively high cost and complexity, airships are a valuable asset in Zalanthar due to their ability to traverse long distances quickly and their ability to bypass terrain obstacles.

ANCIENT TECHNOLOGY

The Sandfolk and Zalanths' ancient technology is highly sought after by many factions on Zalanthar, as it can be used to gain a significant advantage in battle. The Sandfolk are particularly adept at using their sand magic to create complex illusions, which they often use to confuse and disorient their enemies. They also possess ancient relics, such as the Crystal of Sand, which can be used to channel the power of sand magic to a greater degree.

The Zalanths, on the other hand, possess artifacts known as Celestial Shards, which are said to have been imbued with cosmic energies from the heavens themselves. These shards can be used to enhance a Zalanths' physical abilities, making them stronger, faster, and more durable. In addition, the Zalanths possess knowledge of ancient rituals and spells that can be used to harness the power of the Celestial Shards and perform incredible feats of strength and endurance.

However, the ancient technology possessed by the Sandfolk and Zalanths is not without its flaws. Many of the artifacts are extremely fragile and can be easily damaged or destroyed, and the magic that powers them can be unpredictable and difficult to control. In addition, many of the ancient rituals and spells used by the Zalanths are incredibly dangerous, and can even cause harm to the user if not performed correctly. As a result, only the most skilled and experienced members of these factions are entrusted with using their ancient technology.



THE FUSION OF TECHNOLOGY AND MAGIC

The fusion of technology and magic on Zalanthar has resulted in the creation of some truly remarkable devices and machines. The most powerful factions on the planet have developed unique ways to combine these two elements to achieve their goals. The Brotherhood of the Sand, for example, have developed a type of sand magic that they have combined with airship technology to create sandships. These sandships are able to soar through the air, using the power of magic to control the movement of sand and propel them forward.

Similarly, the Warlords have combined their ancient magic with advanced vehicles to create unstoppable war machines. By using their magic to enhance their physical strength and endurance, they are able to control massive vehicles that can crush anything in their path. Other factions have also learned to combine technology and magic, creating

incredible devices such as weapons that can fire magical energy, vehicles that can traverse any terrain, and even robots powered

by ancient mysticism.

However, the fusion of technology and magic is not without its risks. There are those who believe that relying too heavily on either element can lead to disastrous consequences. Some fear that the unchecked use of magic will upset the balance of nature, while others worry that overreliance on technology will lead to a loss of spiritual connection. Nevertheless, the allure of power and progress is too strong for many factions to resist, and they continue to push the boundaries of what is possible on Zalanthar.

VEHICLES

THE SANDRUNNER

Type: AirshipSize: Large

• Capacity: 25 passengers and 5 tons of cargo

- **Armor/Defense**: The Sandrunner's hull is reinforced with steel plates to protect it against sandstorms and aerial attacks. It also has a series of flak cannons to fend off enemy aircraft.
- **Weapons/Offense**: The airship is equipped with two heavy cannons on its bow and two rear-facing turrets with flak guns.
- **Speed**: The Sandrunner can reach a maximum speed of 120 mph.
- Fuel/Power Source: The airship is powered by a combination of solar energy and alchemical fuel, which is stored in a series of tanks in the ship's hold.
- **Special Features**: The Sandrunner has a unique camouflage system that allows it to blend in with the desert landscape, making it difficult to spot from the ground or air. It also has a sophisticated navigation system that allows it to fly through sandstorms and other hazardous weather conditions with ease. Finally, the Sandrunner is equipped with a powerful spotlight that can be used for signaling or for illuminating targets on the ground.

SAND SKIMMER

- Type: Land-based vehicle
- **Size**: Small to medium
- **Capacity**: Typically carries one pilot and one passenger, but can be modified to accommodate up to six people.
- **Armor/Defense**: Limited armor and defenses, but its speed and maneuverability make it difficult to catch.
- Weapons/Offense: Some skimmers may have modifications such as additional weapons or defensive measures like smoke screens or chaff dispensers.
- **Speed**: Fast, able to quickly travel across the sandy wastes of Zalanthar thanks to a combination of solar panels and a battery-powered motor.
- **Fuel/Power Source**: Solar panels and a battery-powered motor.
- **Special Features**: The sand skimmer glides across the sand using a cushion of air generated by a fan at the front of the craft. However, modifications can be made to increase its speed or improve its performance in combat. Maintenance is necessary to keep the skimmer functioning properly, and repairs can be difficult due to the harsh desert environment.

SANDSHIP

Type: Air-based

Size: Medium to Large

• Capacity: Varies, but typically can carry 10-20 passengers or a

moderate amount of cargo.

- **Armor/Defense**: The hull of the sandship is reinforced with magically enhanced sand, providing a moderate level of protection against attacks. However, the sandship is vulnerable to fire-based attacks.
- **Weapons/Offense**: The sandship does not have any weapons, but it can use its sand magic to create sandstorms or sand-based projectiles to attack enemies.
- **Speed**: The sandship's speed is relatively slow compared to other airships, but it can navigate through sandstorms and other desert obstacles with ease.
- **Fuel/Power Source**: The sandship is powered by a combination of magically infused sand and traditional fuel sources such as coal or
- **Special Features**: The sandship's unique ability to control sand with magic allows it to create sandstorms to obscure vision and hide from enemies, as well as to create sand-based projectiles to attack enemies. The sandship also has the ability to land on sand dunes, allowing it to operate in areas where other airships cannot. The sandship is also equipped with advanced sand-based navigation systems, allowing it to navigate through the harsh desert terrain with ease.

Warlord War Machine

Type: Land-based vehicle

Size: Large

Capacity: Typically, one driver and multiple passengers or crew members

Armor/Defense: Extremely strong and durable armor, designed to withstand heavy artillery and attacks from smaller weapons. In addition, the Warlord War Machine is equipped with magical barriers that can deflect or absorb magical attacks.

Weapons/Offense: The Warlord War Machine is heavily armed, equipped with a variety of weapons such as cannons, flamethrowers, and machine guns. Some Warlord War Machines also have magical abilities, such as the power to shoot bolts of lightning or to create shockwaves that can knock down enemies.

Speed: The Warlord War Machine is not particularly fast, but its sheer size and power make up for its lack of speed.

- **Fuel/Power Source**: The Warlord War Machine is powered by a combination of magic and advanced technology, including powerful engines and magical crystals that amplify the Warlord's own magical abilities.
- **Special Features**: The Warlord War Machine is unique in that it is operated directly by the Warlord's own magic, enhancing their physical abilities to control the massive vehicle.

MANA CANNON

- **Description**: A large, stationary weapon that uses magic to fire powerful bolts of energy. It is often mounted on walls or fortifications and requires skilled operators to aim and fire.
- **Type**: Stationary weapon
- Size: Large
- **Capacity**: Single shot, requires reloading after each use
- Armor/Defense: Minimal, as it is not designed for direct combat
- **Weapons/Offense**: Fires a powerful bolt of magical energy that can penetrate armor and other defenses
- Speed: N/A
- Fuel/Power Source: Requires a supply of magical energy to charge and fire
- **Special Features**: Can be augmented with additional enchantments or modifications to increase its power and effectiveness.

SHADOW CART

- **Description**: A small, agile vehicle that uses magic to cloak itself in shadows, making it difficult to detect or track. It is often used for espionage or smuggling operations.
- **Type**: Land-based vehicle
- **Size**: Small
- Capacity: 2 passengers
- **Armor/Defense**: Light, relying mostly on its stealth abilities to avoid detection
- Weapons/Offense: None
- **Speed**: Fast and maneuverable, capable of outrunning most pursuers
- Fuel/Power Source: Magic-powered engine
- **Special Features**: Cloaks itself in shadows to become nearly invisible to the naked eye.

ARCANE SPIDER

- **Description**: A large, four-legged robot that uses ancient mysticism to power its movements and abilities. It can climb walls, traverse rough terrain, and unleash devastating magical attacks.
- **Type**: Land-based robot
- Size: Large
- Capacity: N/A
- Armor/Defense: Heavily armored, designed for direct combat
- **Weapons/Offense**: Can fire magical bolts or unleash area-of-effect attacks that damage multiple targets
- **Speed**: Relatively slow, but can traverse difficult terrain with ease
- Fuel/Power Source: Ancient mysticism
- **Special Features**: Can climb walls and other vertical surfaces, and is highly resistant to magic-based attacks.



MAGIC

SAND MAGIC

Sand magic is a form of ancient mysticism practiced by the Sandfolk on Zalanthar. It involves the manipulation and control of sand, allowing the Sandfolk to create powerful illusions and control the movement of sand in their environment. Sand magic is closely tied to the desert landscape of Zalanthar, and its practitioners are highly attuned to the shifting sands and ever-changing dunes.

Some of the key abilities associated with sand magic include the creation of sandstorms, which can be used to obscure vision and disorient opponents, and the creation of quicksand traps, which can immobilize enemies and make them vulnerable to attack. Sand magic can also be used to create mirages and other illusions, which can be used to deceive opponents or hide the presence of the Sandfolk.

However, sand magic is not without its risks. The manipulation of sand can be physically taxing, and practitioners of sand magic must be careful not to exhaust themselves. Additionally, the use of sand magic can attract dangerous creatures and spirits that are drawn to the power of the magic. As a result, the Sandfolk who

practice sand magic must be highly skilled and trained in the ways of magic, and must take great care to use their powers wisely and responsibly.



Sand magic is a syntactic magic system. It means that the magic is based on the manipulation of magical words, such as:

- **Kaa** control or manipulation
- **Aka** create or conjure
- Ani protect or shield
- Azi detect or sense
- **Raka** destroy or break
- **Vara** change or transform
- Kana move or shift
- **Sana** purify or cleanse
- **Laka** amplify or enhance
- **Fara** bind or restrict

These words could be combined in various ways to create different spells, such as:

- Kaakana control sand movement
- Anivara protect against sandstorms
- Akalaka create a sand golem
- Aziraka detect hidden sand traps
- Varakaa transform sand into glass
- Sanalaka purify tainted sand
- **Rakafara** break down stone structures
- **Kanazi** move sand to reveal buried artifacts
- **Lakaraka** amplify the power of sand magic spells
- **Faravara** bind a sand creature to prevent it from moving

ICE MAGIC

Ice-magic in the Frozen Wastes of Zalanthar is indeed a syntactic magic based on precise hand gestures. To cast a spell, a caster must perform a series of gestures in a specific order, each one triggering a different aspect of the spell's effect. The gestures are typically performed with the bare hands.

The basic syntax of an ice-magic spell involves a set of four gestures, each of which can be modified in various ways to produce different effects.

- The first gesture involves spreading the fingers wide and sweeping them outward in a wide arc, drawing in the surrounding ice and snow and gathering it into a ball of energy.
 The second gesture involves raising one hand above the head and
- 2. The second gesture involves raising one hand above the head and making a quick, downward chopping motion, releasing the ball of energy and directing it toward the target.
- 3. The third gesture involves pointing both hands toward the ground and drawing them upward in a sharp, diagonal motion, channeling the energy through the earth and amplifying its power.
- 4. The fourth and final gesture involves clasping both hands together and pressing them outward, releasing the spell's full power in a burst of cold and ice.

Each of these gestures can be modified in various ways to produce different effects. For example, changing the direction or angle of the first gesture can affect the size and shape of the energy ball, while adding a twist to the second gesture can create a spinning effect that increases the spell's accuracy. The third gesture can be modified by varying the distance between the hands, creating a longer or shorter channel for the energy to flow through. Finally, the fourth gesture can be modified by varying the pressure of the hands, producing a more intense or diffuse burst of cold and ice.

Combining the four gestures the caster may perform complex magica tasks as:

- 1. Basic ice-ball: Spread fingers wide and sweep them outward in a wide arc, raising one hand above the head and making a quick, downward chopping motion to release the ball of energy, point both hands toward the ground and draw them upward in a sharp, diagonal motion, clasping both hands together and pressing them outward to release the spell's full power in a burst of cold and ice.
- 2. Ice storm: Spread fingers wide and sweep them outward in a wide arc, raising both hands above the head and making a quick, downward chopping motion to release multiple balls of energy, point both hands toward the ground and draw them upward in a sharp, diagonal motion while moving the hands in a circle, clasping both hands together and pressing them outward to release the spell's full power in a widespread burst of cold and ice.
- 3. Ice wall: Spread fingers wide and sweep them outward in a wide arc, raising both hands to chest level and making a quick, forward pushing motion to create a flat wall of ice, point both hands toward the wall and draw them upward in a sharp, diagonal motion, clasping both hands together and pressing them outward to reinforce the wall with a burst of cold and ice.
- 4. Ice shield: Spread fingers wide and sweep them outward in a wide arc, raising one hand in front of the body and making a quick, upward pushing motion to create a small shield of ice, point the other hand toward the shield and draw it in a circular motion, clasping both hands together and pressing them outward to reinforce the shield with a burst of cold and ice.

CELESTIAL MAGIC

The celestial bodies of Zalanthar are believed to hold immense magical power, and some practitioners seek to harness this power through intricate rituals and spells. This form of magic draws upon the movements and alignments of the two suns and five moons to channel the energies of the cosmos. The rituals are often performed during specific phases of the celestial bodies, with careful attention paid to the position and alignment of each body. The Cult of the Shifting Sands is an example of a group that practices this type of ritualistic magic, seeing the cosmos as a vast and interconnected web of energies that can be manipulated through the power of their spells and incantations. They also incorporate divination and astrology into their practices to better understand the workings of the universe and the role of each individual in it.

In the magical tradition of Celestial Magic, practitioners harness the energies of the suns and moons to perform spells and rituals. Each celestial body is associated with different elements, emotions, and aspects of life, and manipulating these energies requires a deep understanding of the cosmos and its movements.

To cast spells using Celestial Magic, practitioners may need to perform complex rituals and incantations during specific phases of the moon or alignments of the suns. Some spells may require specific materials, such as talismans or rare herbs, while others may rely solely on the practitioner's knowledge and skill.

The magical effects of Celestial Magic can range from divination and prophecy to elemental manipulation and healing. For example, a practitioner may use the energy of Aethon to heal wounds and illnesses, or call upon the power of Valdar to create a storm of fire and lightning.

- 1. **Solar Flare:** A powerful burst of fire magic that mimics the intensity of the suns, scorching enemies and incinerating anything in its path.
- 2. Lunar Eclipse: An illusion spell that causes the target to see a temporary lunar eclipse, blinding them and disorienting their senses.
- **3. Starlight Sparkle:** A spell that creates a shower of starry light, dazzling enemies and illuminating dark areas.
- **4. Planetary Alignment**: A divination spell that reveals the positions and movements of the celestial bodies, allowing the caster to predict events and plan accordingly.
- **5. Cosmic Shield:** A defensive spell that creates a protective barrier of celestial energy, shielding the caster from harm.
- **6. Solar Beam:** A focused beam of intense sunlight, capable of burning through solid objects or blinding enemies.

7. **Lunar Tide:** A spell that manipulates the tides and water currents, causing floods, tsunamis or tidal waves.

8. Stellar Wind: A spell that calls forth a powerful gust of wind from the stars, knocking enemies off their feet or carrying objects away.

9. Solar Blessing: A spell that bestows the blessings of the suns upon the target, boosting their strength, agility, and endurance.

- **10. Lunar Blessing:** A spell that bestows the blessings of the moons upon the target, boosting their intuition, perception, and psychic abilities.
- **11. Stellar Blessing:** A spell that bestows the blessings of the stars upon the target, boosting their magical abilities and spiritual connection.
- **12. Solar Flare Shield:** A defensive spell that creates a shield of intense solar energy, protecting the caster from harm and reflecting incoming attacks.
- **13. Lunar Reflection:** A spell that creates a mirror-like reflection of the moon, allowing the caster to see hidden or distant objects.
- **14. Starry Night:** A spell that creates a beautiful starry sky, inspiring feelings of wonder, awe, and tranquility.
- **15. Solar Burst:** A spell that creates a burst of intense solar energy, blinding and burning enemies.
- **16. Lunar Illusion:** An illusion spell that causes the target to see a temporary lunar landscape, confusing them and disorienting their senses.
- **17. Starfall:** A spell that summons a shower of shooting stars, dealing damage to enemies and igniting fires.
- **18. Solar Storm:** A spell that creates a massive solar storm, unleashing lightning bolts and fiery meteors upon enemies.
- **19.** Lunar Gaze: A spell that allows the caster to see through the eyes of the moon, revealing hidden secrets and truths.
- **20. Stellar Conduit:** A spell that creates a conduit between the caster and the stars, allowing them to draw upon the power of the cosmos
- **21. Solar Flare Strike:** A spell that creates a focused beam of intense solar energy, capable of destroying even the strongest of barriers.
- **22. Lunar Frenzy:** A spell that causes the target to enter a frenzied state, imbuing them with superhuman strength and aggression.
- **23. Stellar Nova:** A spell that creates a massive explosion of stellar energy, capable of destroying entire armies.
- **24. Solar Luminosity:** A spell that creates a brilliant flash of solar energy, blinding and disorienting enemies.
- **25. Lunar Luminosity:** A spell that creates a soft glow of lunar energy, illuminating dark areas and revealing hidden secrets.
- **26. Starry Path:** A spell that creates a shining trail of stars, guiding the caster to their destination.
- **27. Solar Reckoning:** A spell that creates a burst of intense solar energy, incinerating enemies and burning them to ashes.
- **28. Solar Flare:** This spell harnesses the power of the sun to create a massive burst of heat and light. It can blind and disorient opponents, as well as ignite flammable objects.

29.Lunar Tides: By manipulating the gravitational pull of the moons, the caster can create massive waves and tides that can sweep away enemies or even flood entire cities.

30.Solar Shield: This spell creates a powerful shield of sunlight around the caster, protecting them from physical and magical attacks. The shield can also blind opponents and cause them to recoil in fear.

31.Moon Shadow: This spell allows the caster to blend into the shadows and become invisible, much like the way the moons disappear during a lunar eclipse. The caster can still move and act normally while in this

state.

32.Solar Burst: A more powerful version of Solar Flare, this spell unleashes a massive explosion of solar energy that can incinerate enemies and objects alike.

33.Lunar Blessing: This spell bestows the blessings of the moons upon the caster, granting them increased strength, agility, and

magical power.

34. Starry Veil: By calling upon the power of the stars, the caster can create a veil of darkness that makes them invisible to all but the most perceptive of foes.

35. Solar Storm: This spell summons a raging storm of solar energy that can strike enemies with bolts of lightning and create a tempest of fire.

36. Celestial Summoning: The ultimate spell of Celestial Magic, this spell allows the caster to summon a powerful celestial being, such as an angel or elemental spirit, to fight by their side. The caster must perform a complex ritual and make a sacrifice to successfully cast this spell.

FLORA AND FAUNA

THE GREAT DESERT

FLORA

- **Sand Root**: A small cactus-like plant with a bulbous root that extends deep into the sand. The Sand Root is a vital source of water for desert creatures and can be used by players to survive in the harsh desert environment.
- **Sun Bloom**: A flowering plant that thrives in the intense heat of the Great Desert. The Sun Bloom's bright yellow flowers attract insects and other small creatures, which in turn attract larger predators.
- **Dustvine**: A creeping vine that grows along the ground and can quickly cover large areas of the desert. The Dustvine's leaves and stems are covered in tiny hooks that allow it to cling to passing creatures and transport its seeds.

FAUNA

• **Sand Hound**: A large, predatory creature that resembles a mix between a hyena and a wolf. The Sand Hound is an apex predator of the Great Desert and is known for its speed, strength, and ferocity. Its fur is a sandy brown color, allowing it to blend into the desert environment.

• Sand Wyrm: A giant, worm-like creature that burrows deep into

the sand. The Sand Wyrm is rarely seen, as it spends most of its life underground, but its movement can create large sand dunes. The creature is armored and has sharp teeth, allowing it to easily defend itself from predators.

Rock Snake: A long, slender snake that blends in with the rocks and sand of the desert. The Rock Snake is venomous and can spit its poison over a distance, making it a dangerous foe for unwary travelers. Its venom can cause paralysis or even death.

THE FROZEN WASTES

FLORA

- **Frostwood**: A type of tree that grows in the coldest areas of The Frozen Wastes. It has pale bark that shimmers like ice and produces a sap that can be used to create potions and elixirs that increase resistance to cold.
- **Snowberry**: A small shrub that produces small white berries. The berries are edible and provide some nutrition, but can cause numbness if eaten in large quantities.
- **Icecap**: A plant that grows in patches on the tundra. It has broad, flat leaves that are covered in frost and a thick stem that can be used as a makeshift club.

FAUNA

- **Frost Bear**: A large carnivorous mammal with white fur and razor-sharp claws. It is well-adapted to the cold and can move quickly through snow and ice. Frost bears are a significant threat to travelers and often hunt in packs.
- **Snow Hare:** A small, nimble herbivore that lives in burrows beneath the snow. They have thick fur and large, floppy ears to help them regulate their body temperature. They are a common prey item for predators such as frost bears and wolves.
- **Ice Serpent**: A long, sinuous reptile with iridescent scales that reflect the colors of the surrounding ice. It can freeze its prey solid with a breath attack and then shatter them with its powerful jaws. Ice serpents are rare but deadly predators that are best avoided.



THE JUNGLE OF VINES

FLORA

- **Thornweave**: A type of vine that covers the trees in the Jungle of Vines. It has thorns along its length and can ensnare and strangle its prey. It is often used by the Brotherhood of the Sand to create traps and defenses.
- **Glowfruit**: A small fruit that grows on the Jungle of Vines. It is bioluminescent and provides light in the darkness of the jungle. It is also edible and can be used to create a sweet juice.
- **Bloodbloom**: A large, red flower that grows in the Jungle of Vines. It is named for its crimson color and the fact that it attracts bloodsucking insects. However, the flower also has healing properties and can be used to create potions and medicines.

FAUNA

- **Razorbeak**: A bird-like creature with sharp beaks and talons. They are known to travel in flocks and are extremely territorial. Their feathers are prized by the Brotherhood of the Sand for use in their tribal rituals.
- **Viperfin**: A type of fish that lives in the rivers and streams of the Jungle of Vines. They are venomous and have sharp teeth. They are often hunted by the Sandfolk for their meat.
- **Thornback**: A large reptilian creature covered in thorns and spikes. They are highly aggressive and are known to attack any creature that enters their territory. Their scales are valuable for creating armor.



THE SEA OF SAND

FLORA

- Sand Lilies: These vibrant flowers bloom in the shifting sands of the Sea of Sand, drawing sustenance from the scarce moisture in the air. They have long, slender stems that can grow up to 3 feet tall, and their petals range in color from bright pink to deep purple. In addition to being beautiful, the Sand Lilies are also a source of food for some desert animals.
- Wind Sedges: These tall, grass-like plants have a remarkable ability to withstand the powerful sandstorms that ravage the Sea of Sand. They have long, narrow leaves that are thick and waxy, helping to reduce moisture loss. Their roots go deep into the sand to provide stability, and their stems can grow up to 6 feet tall. Wind Sedges are a staple food for many herbivorous animals.

FAUNA

• Sand Golems: These strange, construct-like creatures are made entirely of sand, animated by powerful magic. They are intelligent, and some even possess the ability to cast spells. They range in size from small, dog-like creatures to massive giants that can tower over humans. Sand Golems are fiercely territorial, and will attack anything that enters their domain.

• Sand Snakes: These venomous serpents are masters of camouflage, blending in perfectly with the sand around them. They have large, flat heads that are shaped like shovels, allowing them to dig through the sand with ease. Their venom is extremely potent, causing paralysis and eventually death. Despite their deadly reputation, Sand Snakes are also sought after for their skins, which are highly prized for their durability and water resistance.

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THE OASIS LANDS

FLORA

- **Crystal Palm Tree**: A tall tree with sharp, crystal-like leaves. Its sap is a valuable resource for crystal engineering, and its leaves can be used to create sharp weapons.
- Oasis Lily: A flower that blooms only near sources of water. Its nectar is sweet and can be used to make a potent beverage that is highly sought after by traders.
- **Sunflower Cactus**: A cactus plant that resembles a giant sunflower. It is known for its ability to store large amounts of water in its stem and is often used as a source of hydration by nomads and travelers.

FAUNA

- **Sand Grouper**: A large, burrowing creature that is covered in tough, scaly skin. Its powerful jaws can crush rocks, and it is often hunted for its meat and valuable hide.
- Oasis Drake: A small, lizard-like creature that can camouflage itself to blend in with the surrounding sand. It is known for its venomous bite, which can paralyze prey.
- Merchant's Mule: A hybrid animal that is the result of crossbreeding between Earth mules and Zalanthian creatures. It is wellsuited for travel across the harsh desert terrain and is often used by the Merchants' Guild to transport goods and supplies.



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APPENDIX I: THE RITUAL OF TRANSMIGRATION

On Earth, ancient relics are uncovered that can unleash mysterious powers that allow a person's soul to transmigrate to Zalanthar and incarnate a copy of the original body.

The artifacts are linked to powerful cosmic energies that can be harnessed to transmigrate a person's soul to another world. When activated, the artifacts create a rift in the fabric of time and space, allowing the person's soul to travel to Zalanthar. Once there, the cosmic energies manifest a new physical body for the soul, based on the memories and experiences of the original body.

1. The ritual requires a group of people to perform it: To activate the ancient artifacts and initiate the ritual, a group of people with the necessary knowledge and skills must come together. This could be a secret society or a religious organization that has been passed down the knowledge of the ritual through generations.

2. The ritual has a high level of risk: The process of soul transmigration is not without risks. The soul could become lost in the void between dimensions or could become corrupted during the transfer. The people who perform the ritual must be prepared for the worst-case scenario and must have a backup plan in case something goes wrong.

3. The ritual requires a sacrifice: To transmigrate a soul to Zalanthar, the ritual requires a sacrifice. This could be a small sacrifice, such as an animal, or a larger sacrifice, such as a human life. The sacrifice is necessary to appease the spirits or entities that are responsible for the transmigration.

4. The ritual is not widely known: The knowledge of the ritual and the artifacts that are required to activate it are not widely known. They may have been lost to time or may be kept secret by the group of people who hold the knowledge. This adds to the mystery and intrigue of the ritual and the journey to Zalanthar.

APPENDIX II: LANGUAGES OF ZALANTHAR

ZALANTHI

Zalanthi is the language spoken by the Zalanths and it is also the lingua franca of the planet. All the peoples of Zalanthar can speak at least the simplest phrases to communicate and trade.

PHONOLOGY

- The important sounds for this language are guttural and sibilant sounds. Additionally, there are some nasal vowels that represent the wind blowing through the sand dunes of the planet.
- There are no particularly difficult sounds for the Zalanthi to pronounce, but their native language does not include sounds like "f" or "v".
- The writing system uses an alphabet composed of symbols that represent the sand dunes and undulating shapes of the desert.

GRAMMAR

- The basic sentence structure is SOV (subject, object, verb).
- Nouns have two genders: masculine and feminine. Additionally, nouns can be declined in four cases: nominative, genitive, dative, and accusative.
- The order of elements in a sentence can be changed to emphasize a particular element.
- Verbs have three moods: indicative, conditional, and imperative. There are also seven verb tenses: present, past perfect, past simple, future simple, future perfect, imperfect, and pluperfect.

VOCABULARY

- sand: shal
- wind: nal
- dune: shalhun
- sun: sar
- moon: akar
- star: zor
- desert: zalanthar
- oasis: firok
- food: nik
- water: sel
- life: anur
- man: zalan
- woman: zala
- reptile: tarka
- insect: kizan
- plant: shankar

- camel: drom
- Earth: tarrak
- Sky: akon
- Mountain: koron
- Valley: vishal
- Canyon: feldar
- Rock: dalak
- Sandstorm: shalnal
- Heat: shok
- Cold: toh
- Fire: karn
- Smoke: karnan
- Ash: karndal
- Wind: nal
- Storm: nalshok
- Thunder: nalshokkar
- Lightning: nalshokakar
- Rain: selkar

Flood: selkarnal

• Ice: tohdal

Snow: tohkarndal

• Starlight: zorakon

Moonlight: akarshok

Sunrise: sarsok

• Sunset: sartoh

Day: sarzar

• Night: akarzar

• Dawn: sarshok

• Dusk: sartohkar

Hope: visha

Love: akesh

• Courage: vishadon

• Fear: tohdon

• Peace: firokon

• War: karnzar

• Victory: karnvishal

Defeat: karnfeldar

• Friend: vishalan

• Enemy: karnalan

• Family: anurzan

• Home: anurkar

• Travel: dromzar

• Journey: dromzarzan

Map: vishaldalak

• Guide: vishalzalan

• Trader: nikkarn

• Merchant: nikzalanthar

• Thief: karndrom

• Warrior: karnvishaldon

• Hunter: tarkadrom

Priest: akonanur

• Leader: zaldon

• Wisdom: akonvisha

• Knowledge: akonvishaldon

• Story: akonvishalkar

• Song: akonvishalzar

• Dance: akonvishaldrom

EXAMPLES OF SENTENCES

- Shalhun akar sar (The dune is under the moon)
- Zala shankar nik shal (The woman eats the plant)
- Zalan drom sel nikhun (The man drinks water from the camel)
- Tarka zor nalhun firok (The reptile looks at the stars in the wind)
- Kizan shalhun anur (The insect lives in the dune)
- Zala drom nik shalhun anurkar (The woman rides the camel to her home)
- Zalan tarka feldarzar nikhun (The man hunts the reptile in the canyon)
- Akonvisha karnvishal anurkar zar shalnal zarshokkar (The wise leader speaks of victory and courage in the midst of a sandstorm and thunder)
- Nikkarn nikzalanthar vishaldalak anurkarzar zar firokon (The trader and merchant discuss maps and peace at home)
- Shalhun zar tohdon vishalzalan akeshkar (The dune evokes fear, but the guide brings love)
- Vishalkar akeshzarzarzar tohdal akonvishalzar (The story of love and hope is sung in the snow under the starlight)
- Akonvishaldon karnzarzan zar dromzarzan akarzar (The wise warrior speaks of journey and war at night)

SANDFOLK

PHONOLOGY

The Sandfolk language uses a wide range of consonants, including many sounds produced in the back of the mouth (such as velar and uvular stops) and some fricatives that imitate the sound of the desert wind. There are also several nasal vowels that are pronounced with a distinctive hum, which is thought to mimic the sound of sand blowing in the wind.

GRAMMAR

- The Sandfolk language is structured as a Subject-Object-Verb language.
- Nouns do not have gender, and there are no articles.
- Verbs are conjugated based on tense and aspect.
- Adjectives come after the noun they modify.
- The language includes a lot of metaphor and imagery, often related to the desert and survival.

VOCABULARY

- sand: "tukar"
- sun: "nima"
- water: "manzah"
- fire: "zar"
- spirit: "sahra"
- family: "saha"
- tribe: "gol" leader: "zur"
- council: "lun" celebration: "lamas"
- festival: "lamasat" survival: "sabil"

EXAMPLE SENTENCES

- Tukar kul. (The sand is hot.)
- Nima draf. (The sun is shining.)
- Manzah din. (We need water.)
- Zar lun. (The fire is burning.)
- Sahra zur. (The spirit is with the leader.)
- Saha gol. (Family is tribe.)
- Zur sahara gol. (The leader guides the tribe.)
- Lun sabil. (The council decides survival.)
- Lamasat gol. (The tribe has a festival.)

VORTAK

PHONOLOGY

- Consonants: Vortak language is likely to have a wide range of consonants, with an emphasis on sounds that are harsh and guttural. Stops and fricatives may be prominent in the language, with possible aspirated or ejective sounds. The language may also feature clicks or other unusual sounds.
- Vowels: Vowels in Vortak language may be relatively few in number, but with a distinction between short and long vowels. There may also be diphthongs or triphthongs, or vowel combinations that are unique to the language.
- Tone: The Vortak language may also feature tonal distinctions, with different meanings assigned to words depending on the pitch or contour of the syllables.

GRAMMAR

- Vortak is an agglutinative language, meaning that words are formed by combining morphemes together.
- The basic word order is subject-object-verb.
- Nouns are inflected for case, indicating their grammatical role in the sentence.
- Verbs are inflected for tense, aspect, and mood.
- Adjectives are often used as verb modifiers, indicating the manner or quality of the action.

VOCABULARY

- horg: war
- zark: blood
- skar: battle
- brak: fight
- klarg: chief
- vark: tribe
- ralk: strength
- thar: jungle
- vorn: violence
- grax: fear
- bork: victory
- jark: warrior
- snar: aggression
- karn: power
- dorg: sacrifice
- drak: conquer

EXAMPLE SENTENCE

Horg zark skar! (War, blood, battle!) - a battle cry commonly used by the Vortaks before entering combat.

TSOO

PHONOLOGY

- Tsoo language have a relatively small consonant inventory, with a focus on sounds that are considered "mystical" or "mysterious", such as voiceless fricatives or glottal stops.
- Vowels in Tsoo language are pronounced with a distinctive breathy or whispered quality, giving them an ethereal or otherworldly quality.
- Tsoo language also have a complex system of tonality, with different tones used to convey different shades of meaning.

GRAMMAR

- Tsoo is an inflected language, meaning that the endings of words
- change to indicate their grammatical function.
 There are three grammatical genders in Tsoo: masculine, feminine, and neuter.
- Nouns in Tsoo have four cases: nominative, genitive, dative, and
- Tsoo verbs conjugate according to the person and tense of the sentence.
- Tsoo word order is relatively flexible, but the verb typically comes at the end of a sentence.

VOCABULARY

- Hello: kiala
- Goodbye: nala
- Thank you: tzaru
- Yes: akha
- No: tali
- Magic: orii
- Council: tathoon
- Elder: tashin
- Knowledge: firoon
- Power: oroon

- Sky: zin
- Earth: kroon
- Fire: oori
- Water: miiro
- Ice: koori
- Wind: zephyr
- Time: chronos
- Life: zoora
- Death: necros
- Spirit: onra
- Alliance: thalath

EXAMPLE SENTENCES

- Tashin orii firoon zin. (The elder has great knowledge of the sky
- Tathoon thalath akha kroon. (The council agreed to an alliance with the earth tribe.)
- Zoora onra oori miiro. (Life and spirit are connected to fire and
- Koori oroon zephyr kroon. (Ice has the power of wind and earth.)
- Chronos necros thalath tali. (Time and death do not form an alliance.)

FROSTWALKERS

PHONOLOGY

The Frostwalker language features a range of consonants and vowel sounds. It includes some harsher, guttural sounds to reflect the rugged nature of the tribe and their environment. Additionally, the language has several sounds that imitate the cracking of ice, such as a "ch" sound and a sharp, hissing "s" sound.

GRAMMAR

The Frostwalker language is primarily based on subject-verb-object word order. Verbs are inflected to reflect tense and aspect, while nouns are inflected to reflect case and number. Adjectives follow the noun they modify.

VOCABULARY

- Krah: snow
- Pukta: ice
- Vrahn: hunt
- Kurna: trap
- Prahnta: fish
- Krazah: strength
- Kruth: self-sufficiency
- Chukta: ally
- Vunth: tribe
- Ahrkt: weapon
- Grahk: fur
- Bohn: bone
- Shrikt: magic
- Shukta: move

EXAMPLE SENTENCES

- Vrahn krahin prahtak. (I hunt in the snow.)
- Kurna pukta nethi krathuk. (We trap on the ice for food.)
- Shrikt grahkthru krazah chukta. (Our magic gives us strength to ally with outsiders.)
- Vunth prikta shukta krahuk. (Our tribe can move quickly in the snow.)
- Ahrkt thukta krahnethi prahnta. (Our weapons are used for fishing.)

APPENDIX III: NAMES

ZALANTH

MALE NAMES

- Zaldon 1.
- 2. Karnzar
- 3. Sarshok
- 4. Akarzar
- 5. Dromzar
- Tarkadon 6.
- 7. Vishalzalan
- 8. Nalkar
- 9. Nikzar
- 10. Shalhundon
- 11. Karndalak
- 12. Tohkar
- 13. Feldarvishal
- 14. Koronnal
- 15. Zornik
- 16. Anurshok
- 17. Vishadon
- 18. Tohdalak
- 19. Shalnar
- 20. Selvishal

FEMALE NAMES

- 1. Zala
- 2. Karnala
- 3. Sarzar
- 4. Akeshkar
- 5. Dromzala
- 6. Tarkakar
- Vishalanur
- 8. Nalshok
- 9. Nikanur
- 10. Shalhunkar
- 11. Karndala
- 12. Tohdalakar
- 13. Feldarvisha
- 14. Koronshok
- 15. Zorzar
- 16. Anurshankar
- 17. Vishalakar
- 18. Tohdonanur
- 19. Shalnalkar
- 20. Selzar

SANDFOLK

MALE NAMES

- 1. Khurad
- 2. Gharad
- 3. Zared
- 4. Dardan 5. Farouk
- 6. Akram
- 7. Wazir
- 8. Aziz
- 9. Irfan
- 10. Nadeem
- 11. Sadiq 12. Umar
- 13. Khalil
- 14. Tariq 15. Bilal
- 16. Aamir 17. Malik
- 18. Nasir
- 19. Raheem
- 20. Talib

FEMALE NAMES

- 1. Jamila
- 2. Zainab
- 3. Nadia
- 4. Fatima
- 5. Amina
- 6. Hafsa
- 7. Sanaa
- 8. Safiya
- 9. Aisha
- 10. Halima
- 11. Salma
- 12. Mariam
- 13. Amira
- 14. Samira
- 15. Layla
- 16. Khadija
- 17. Rania
- 18. Aalivah
- 19. Nura
- 20. Yusra

VORTHAK

MALE NAMES

- Horgak
- 2. Zarkon
- 3. Skarik
- 4. Brakor
- 5. Klargoth
- 6. Varken
- Ralkar
- Tharok
- 9. Vornax
- 10. Graxar
- 11. Borkan
- 12. Jarken
- 13. Snarok
- 14. Karnik
- 15. Dorgath
- 16. Drakon
- 17. Gornik 18. Xaroth
- 19. Zorak
- 20. Kragnir

TSOO

MALE NAMES

- Tazir
- Zephyrion
- Khorin
- Talish 4.
- 5. Orin
- 6. Firoon 7. Zinor
- 8. Akin
- 9. Kiron
- 10. Tashon
- 11. Orior
- 12. Chronus
- 13. Zoorn
- 14. Thalathor 15. Necrosin
- 16. Fazar
- 17. Kroonan
- 18. Vashir
- 19. Onrion
- 20. Miron

FEMALE NAMES

- Horgana
- Zarka
- 3. Skarina 4. Brakana
- 5. Klargara
- 6. Varka
- Ralka
- Tharana
- 9. Vorna
- 10. Graxa
- 11. Borka
- 12. Jarka
- 13. Snara
- 14. Karnika
- 15. Dorga
- 16. Draka
- 17. Gorna 18. Xarina
- 19. Zorana
- 20. Kragna

FEMALE NAMES

- Oriona
- Firoona
- 3. Khorina
- Tashina 4.
- 5. Zoora
- 6. Kialana
- 7. Nalara
- 8. Tzaruna
- 9. Akiya
- 10. Zinora
- 11. Oorika
- 12. Chronika
- 13. Thalathia
- 14. Necrosia15. Zephyrina
- 16. Miiroa
- 17. Onriva
- 18. Kroonia
- 19. Vashira
- 20. Talisha

FROSTWALKERS

MALE NAMES

- Krath
- 2. Vunthak
- 3. Krazahk
- 4. Shrikth
- 5. Kurnak
- 6. Pukthar
- 7. Chuktar
- 8. Bohnak
- 9. Grahkar
- 10. Ahrktak
- 11. Vrahntak 12. Krahinak
- 13. Shuktar
- 14. Kruthak
- 15. Prahtak
- 16. Vrahnak
- 17. Nethik 18. Thuktar
- 19. Shriktak
- 20. Krahuktar

FEMALE NAMES

- Vuntha 1.
- 2. Kratha
- 3. Krazahna
- 4. Shriktha
- 5. Kurnahta
- 6. Puktahta
- 7. Chukta
- 8. Bohna
- 9. Grahka
- 10. Ahrkta
- 11. Vrahna
- 12. Krahina
- 13. Shukta
- 14. Krutha
- 15. Prahta
- 16. Vrahnta
- 17. Nethi 18. Thukta
- 19. Shrikthi
- 20. Krahukta

APPENDIX IV: Inspirational Media

BOOKS

- Burroughs, Edgar Rice: Barsoom Series, Amtor Series, Moon Maid Series
- Kline, Otis Adelbert: Venus Series, Mars Series
- Moorcock, Michael: Kane of Old Mars Series
- Fox, Gardner F.: Llarn series
- Carter, Lin: Callisto series, Green Star series
- Bulmer, Kenneth: Dray Prescot series
- Brackett, Leigh: Eric John Stark series, The Sword of Rhiannon
- Vance, Jack: Planet of Adventure
- Morris, Janet: Silistra series
- Howard, Robert E.: Almuric

COMICS

- Flash Gordon
- Masters of the Universe
- The Trigan Empire

CINEMA

- Flash Gordon (1980)
- Avatar (2009)
- John Carter (2012)

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Embark on an epic journey across the unforgiving sands of Zalanthar, a world of ancient ruins, powerful magic, and advanced technology.

In this harsh desert realm, where survival is a constant struggle, the fate of civilizations hangs in the balance.

Choose your path as a Zalanth, a Sandfolk, a transmigrated human, or even an android, each with their own unique abilities and secrets. Navigate treacherous political landscapes, unravel the mysteries of forgotten civilizations, and clash with rival factions vying for power. Harness the forces of sand magic, explore the frozen wastes, traverse perilous jungles, or seek refuge in the lush oasis lands. Forge alliances, wage battles, and shape the destiny of Zalanthar.

Will you be the hero who brings hope to this harsh world or succumb to its merciless embrace?



