



You have the power to manipulate mystic energy called mana. Your use of mana allows you to cast spells, summon creatures and command the very land of the continent. This ability puts you in direct conflict with others that can do the same; the powerful and the wise don't appreciate competition. Survival depends on your ability to employ powerful spells to defeat your enemies.

Welcome to Dominaria

On Dominaria you will be playing a Wizard; a person with the innate ability to shape and wield magical energy known as mana. Your survival will depend on how well you master the five colors of magic, command strong creatures, and cast devastating spells. Combining your wits with your magic is the key to survival.

The rules and notes that follow are for the Player's of the MtG RPG game. These notes include things known by most people in the area where the characters live. This includes information about the general society, the world, history, culture, and the general attitudes of the human populace.

Please use the information for RPG ideas and character generation. Additions or changes can be made if it adds to the role playing experience of the Players.

HISTORY

The world in which the RPG initially takes place is known as Dominaria. War, magic, and the ambitions of powerful Wizards have scared the land and its' people.

What is known about the history of the land mirrors each MtG card set starting with *Antiquities* and continues through the *Mirrodin* card sets. A card set represents each epoch of history. The setting for the current RPG game is sometime after the *Scourge* invasion. Please see the [Card Set History](#) summary for more details regarding each epoch or card set.

What the human populace generally knows is that wizards throughout the land have battled for dominance. During these battles millions of innocent people have been killed all in the name of magical control. It's for these reasons that Wizards are distrusted and do not have a good reputation.

The citizens of your town have pieced together an approximate history of their world as they know it.

Year	Historical Event
Unknown	Time of Legends
Unknown	The Time of Dragons
Unknown	Raise & Fall of the Numena Wizards
Unknown	Start of the Thran Empire
Unknown	First Phyrexian War
(838)	Fall of the Thran Empire
(419)	Golden Age of Magic
1	Birth of Urza
26	Urza Wars Started
57	Destruction of Lat Nam
62	End of Urza wars
146	The Dark. Age of Woe
221	Ice Age
1481	Rise of the Mage's Guild.
3080	The Second Phyrexian Invasion
3162	Foundation of Ivy
4063	Wizards from Ptolus pass thru Ivy
4133	Graxx elected new speaker of the Dead
4150	Great Goblin War around Ivy
4162	Campagin Starts

Local Information

Ivy is the name of the character's village where they grew up. It's mostly a small farming and fishing community governed by a set of five Elders.

Currently, the town has about 1,000 locals but it's rumored that the town use to be much larger in the past.

The village is set on the Verdura Ocean and has a small fishing-boat harbor. The agrarian town is about 15 miles from a large set of oceanfront ruins that is rumored to be infested with Orcs, Goblins, and other monsters that occasionally prey on the villagers. The town enjoys an equivalent in technology, laws, and customs to that of a medieval town in Great Britain. The highest form of technology is the water wheel for milling grains and a few hand water-pumps.

The Salty Dog is the town's single inn. It functions as the local gathering point, political center and drinking establishment. The inn hosts two celebrations a year; one during Earth season for a harvest festival and another during Growth season in celebration of spring.

Magical Effects

Because Dominaria is a land of magic, mystical effects in and around Ivy are not rare. Magic is a little unusual and viewed with suspicion, but it's generally accepted as a natural occurrence. The most common known magical effects are as follows:

- The Sentinel Statue of Ivy glows at night six times a year; corresponding with the high festival of each season.
- It's rumored there is a self-suspended stairway someplace in the woods. None of the characters have seen it.
- There is a rumor of a mountain waterfall that runs backwards.
- The local historian is known to use white magic to heal injuries.
- The local blacksmith uses red magic to heat his forge on special occasions.
- There may be more magical effects in the area that are yet undiscovered.

Local Government

The leaders of Ivy, known as Elders, are elected for a five-year term with a spokesman selected out of the five members. The spokesman is usually the defacto leader for the community until removed from office. Nobody is sure why the Elders are organized this way but it's simply believed that, "It has always been this way."

Elections for a council member position are held every year and are done by secret ballot. Everybody of an adult age that has lived in the village for at least 5 years can vote or be elected. One season before the election people volunteer for the position and their name is put on a board in the center of the town. On voting day, (the 30th of Gloom Season), citizens mark a wood chip for whom they want to elect. At the end of the day the votes are counted and the person with the most wood chips is declared the winner.

The most recent election was held last season. As starting characters, you were not eligible candidates.

Local History

You have learned from your mentors, family members and locals in the area that Ivy is known for its' skilled workmen and their ability to create superior (masterwork) items. Trading for these items is a small source of revenue for the community. This also has the side benefit of bringing traders to the village for information and other goods.

According to the local Elders, there have been many wars and battles fought in and around the town. It's even rumored that a sunken ship or two might be in the nearby ocean. The most notable recent event is that a large battle was fought against Goblins and Orcs about 12 years ago. (The PC's family may have first hand knowledge of these events but the PC's themselves will not. They were too young at the time.) Many of the men from the town were killed during this fight. The Elders say that such battles occur about every decade.

In addition, what the Elders are classifying as a minor skirmish occurred about 4 seasons ago when a few Goblins and Orcs burned a couple of farms. The small force of Goblins was tracked by the town militia and killed. There has been relative peace since this event.

Early Character Development

Each character was trained in their normal skills by their family, as an apprentice, or by some other local. Their magical skills were trained by a towns-person as well; depending upon the character's primary mana source. Everybody in the village knows that each character possesses "special" abilities but nobody talks about it since some locals considered magic use as "dirty" or unnatural. (And because many locals no longer trust the characters.)



Local Military Strength

Ivy does not have an army but there is a militia. However, on occasion, you will see attached or unattached mercenaries. Most of the time, the mercenaries are passing through town looking for work or exploring the ruins along the coast.

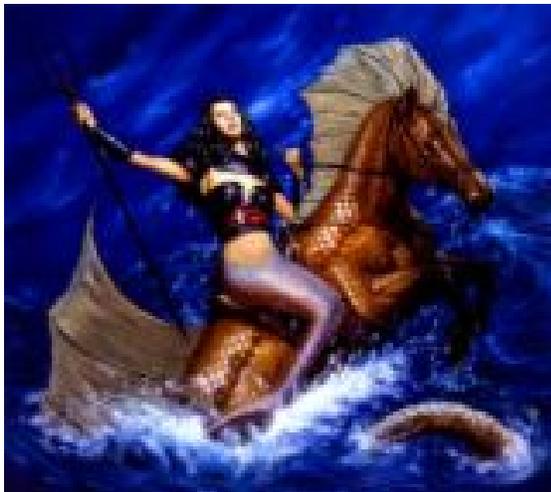
If a mercenary is "attached" and working for somebody, they will wear a cloak with the colors of their employer. However, if they are looking for work, they will wear a gray cloak. The term

“gray-cloak” is an insult to a mercenary; it implies they are not good enough to be hired.

There are currently 4 gray-cloak mercenaries in Ivy. They have been in town for about 2 weeks. During that time they have departed for a couple of days and then return. They claim they are exploring the coastal ruins. They are residing at the Salty Dog Inn and have been involved in some bar-fights in the past.

The local militia also acts as the town police force. There are a total of 25 guards with one Captain. They also collect taxes on a yearly basis.

Many of the towns-folk believe they should have a bigger military force; especially considering the constant threat from the Goblins and Orcs from the coastal ruins. However, nobody wants to pay higher taxes for the additional guards.



SOCIETY

There are various societies in Dominaria depending upon the location. At one time most of Dominaria was united. (Long before the Urza Wars.) However, the Urza wars not only shattered the land, but it also fractured the united society of the continent. Since that time, each kingdom, fiefdom, city and town has their own culture and level of technological advancement. That means a person could travel 100 miles and encounter a completely different set of cultures, customs, and laws. This fracturing of society is most prevalent within the Human settlements. It's rumored that the other races are also fractured but nobody in Ivy is certain. At this time, the human civilization is

rebuilding itself. Kingdoms and city-states are emerging and reclaiming “lost” territories. There are constant rumors of wars and battles over land and mana sources.

Languages

The languages the inhabitants speak are based on the race of the individual. Humans speak the same language and it's called the “Human” language. The same goes for Orcs, Dwarfs, Elves, etc. One race can learn the language of another and it's considered a skill under intelligence. A single dot in a foreign language enables the individual to speak the foreign language. Two dots enable the individual to speak, read, and write the new language.

Literacy

It's commonly known that Ivy is a little unusual in that most of its citizens can read and write; including starting characters. This is part of the normal education process in Ivy for all children. It's also known that most people in other human communities cannot read or write.

Laws - General

In most areas justice is based on common sense and making restitution to those injured. In Ivy, thieves are given the chance at restitution for first time offenders. Repeat offenders are usually banished. Murderers are executed. If there are questionable circumstances, the murderer is exiled with only their clothing. In most cases the facts are presented to the Elders, they make a decision, and the sentence is carried out. Generally, there isn't a lot of crime in Ivy since most everybody knows each other.

The Calendar

The modern calendar started with the birth of Urza some 4,162 years ago. From that point forward, the calendar is based on the Argirian Reckoning (A.R.) and the wars that destroyed civilization and scarred the land.

The calendar year in Dominaria is 360 days long and is broken down as follows:

- Six days in a week
- Ten weeks in a season
- Six seasons in a year

The days of the week are known as:

Shadowday	(Black)
Growthday	(Green)
Sunday	(White)
Fireday	(Red)
Airday	(Blue)
Holiday	(Colorless)

Most people work Shadowday through Airday and have Holiday for rest, worship, and family. The days are 24 hours long.

The six seasons of the year are as follows:

<u>Season</u>	<u>Color</u>	<u>Equivalent</u>
Growth	Green	Spring
Sun	White	Spring/Summer
Fire	Red	Summer
Earth	Colorless	Fall
Storm	Blue	Fall / Winter
Gloom	Black	Winter

The Cosmos

The scholars of your world believe there are five planets in the solar system; each has been given a corresponding color. There are no moons over Dominaria so nights can be very dark except for the stars and the ascendant planet for that season.

Birthdays

Everybody celebrates his or her birthday on the first day of the New Year. Babies born within 1 season of the New Year do not record the day as getting older. In addition, babies that make it to their first new-years day are given their permanent name. Before that, they have a nickname. The reason is because of the high infant mortality rate. The following day (the 2nd) is when young people are assigned / request to be apprentices, journeymen, and etc. It's the day where life-long vocation training is committed. This day is known as the day of assignment or judgment and usually occurs between the ages of 9 and 12 years old. A person reaches the age of majority and is considered an adult at 15 years of age. Being an adult grants the individual the right to make their own decisions, sign contracts, vote in elections, marry, own land, and etc.

Religion & Spirituality

There is a common belief among each race that there is **not** one all-powerful god. Most people believe that very powerful wizards can ascend to a higher state of enlightenment and become god-like. Ascended Wizards are known as PlanesWalkers or just "Walkers". What this means is that people believe that a non-wizard

cannot become enlightened. However, people also believe that the ascended walkers reward non-wizards based on power, goodness, or devotion to that walker's beliefs.

The result of these beliefs is that there is no established and organized religion; only a way of life similar to Buddhism; there are multiple paths to enlightenment and ascension.

It's the ultimate goal of many wizards to become a PlanesWalker. Some well known wizards have become Walkers and these individuals are venerated as examples of those becoming enlightened. The path to become a Walker seems to be subjective depending on the mana type the ascended one pursued. Each mana type has an example of a Walker with beliefs of how to achieve the PlanesWalker status:

Black – Immortality through lichdom. Two well-known ascended undead lords are Asarak and Vecna. Most people think these two walkers were evil and are used in stories to frighten children.

Red – The storm ideal. Ascension through conquering your foes through strength. A historical figure, Tempest, is thought to be an ascendant PlanesWalker focused on conquest.

Green – By becoming one with nature, you become attuned to it; a very druidic belief. Gaea is a prime example of a nature-based walker.

Blue – The belief that mastery of meta-magic leads to enlightenment. The truth behind the magic. A very Zen type philosophy. A well known ascendant is Verdura.

White – Healing, compassion and good deeds is the path to ascension. A white Plainswalker is only known as "The Healer".

Colorless – By building machines and constructs that are perfect, you attain perfection and enlightenment. A colorless ascendant is a dwarf known as Leonardo.

Many people also believe in reincarnation. Some people believe that if they do well and venerate a Walker with enough devotion, they will return to life as a Wizard in order to gain Walker status. Thus, some people respect Wizards because they are on a "higher" evolution than non-wizards.

Those not believing in the Walker or reincarnation systems usually comply with laws and cultural norms by pure power, brute strength, or the social contract of society. Many people combine the reincarnation and Walker beliefs into the following philosophy: "If you have the power you can rule. If you have mana, you are destined to rule."

Religious Followers

It's not uncommon for Wizards and non-wizards alike to identify himself or herself as a follower of one color or Walker as appropriate. For example, a farmer could venerate Gaea, the first known green PlanesWalker. Again, there is no organized religion of such, but temples or shrines to the various known Walkers do exist and in some cases can be very elaborate.

Burial Customs

You have heard that some cultures bury their dead and others put their dead into the ocean. In Ivy, it has been the custom to burn the dead on a large funeral pyre. There is a special place outside of town where this happens. Nobody is sure where the custom originated but some Elders believe it's to make sure the dead don't return to haunt the living.

Ragalak

Ragalak is the belief that the world is fated to end and will be brought on by some momentous event. It's also known as the day of torment and woe. It's a belief held by many barbarian races and human tribes not yet familiar with any sort of technology.

CULTURE

Economy

The economy of Ivy and most agrarian based settlements is very modest. Most farmers, fisherman, and laborers earn about \$250 gold pieces (gp) a year.

The economy of Ivy is based on a few primary industries. These include local fishing and farming. These economic staples are supplemented by the master quality craftsmanship of the town artisans as well as some pearl diving (trading), knucklehead trout scrimshaw, sheep herding, and other similar activities. Most everybody that wants or needs a vocation in Ivy is able to find enough work in order to satisfy his or her living needs.

In addition to the activities noted above, some people in Ivy supplement their income indirectly by supporting the exploration of the coastal

ruins. This includes the Salty Dog Inn by renting rooms, local guides showing explorers the way to the ruins, as well as selling goods at the local store. Even though the ruins exploration trade is a good source of revenue for the town, most people look down on "explorers" thinking them no better than grave-robbers or fools risking their lives for a little material gain.

Taxes

Taxes are collected by the local militia Captain at the end of each year. The tax equates to about \$60 per year or \$10 per season. (This is a non-progressive flat tax.) You have heard rumors that taxes are much higher in other areas; as much as double or triple what you pay.

Marriage

Marriage between a man and woman is referred to as "being pierced". Engagement gets the woman an ear piercing in the left ear. On the day of joining, referred as piercing day, the other ear is pierced and an earring is inserted. The piercing is part of the ceremony. Men typically do not get earrings but there is no social taboo against this practice. Women usually wear ornate and as expensive earrings as their station can afford. Normal finger rings have no special meaning and are usually only decorative; although some people of authority wear wax-sealing rings.

At this time, piercing is exclusively between men and women. Gay piercing doesn't exist even though there may be life partners.

Most humans marry young (between the ages of 16 – 26) because of their short life span. A human typically doesn't live much beyond the age of 60.

Divorce

The dissolution of a marriage only occurs in about 15% of marriages. Both parties must agree and go before a "judge" or Elder in order to formalize the separation. At the time of separation, a simple document is produced and both agree to the settlement. (One party is usually given enough money or assets to start their own business or survive on their own for 5 years.) Once the agreement is finalized, the marriage earrings are removed and the divorce is finalized. If one side disagrees with the dissolution, then the one asking for the divorce can get an arbitrator (Elder) to judge the request for separation. The arbitrator makes the final decision as to the settlement and whether the

divorce is granted or not. (I.E.: In cases of domestic abuse.)

Wizards

It's customary for a Wizard's clothing to be mostly of the color of their primary mana source. Thus, a red Wizard might wear a red robe while a blue Wizard might wear aqua pants and a blue shirt. The type of clothing is dependant upon individual taste and expense. Not all Wizards wear robes.

Most Wizards today start in the city of Ptolus as apprentices. They are trained and schooled in their chosen field of magic. A character that starts outside the Wizard school is refereed to in a derogatory manner and is known as a "Wilder" or "Hedge Mage".

Most people are scared of and dislike Wizards. At the very least, non-Wizards are uncomfortable around spell users. It's hard for the non-magic-using populace to understand the power that Sorcerers wield and therefore they have a dislike for them. Part of this attitude comes from the belief that Wizards are to blame for the destruction of civilization, the scaring of the land, and the hardships most people face today. Even in the village where you grew up, life-long non-Wizard friends treat their "new-Wizard companions" with suspicion and distrust.

A Wizard's Circle

During your magic training, your tutor explained that the Mage's Guild has a very effective method of punishing villages, attacking rampaging monsters, and killing wayward "hedge mages". Apparently, the Guild sends out a group of 5 wizards and a number of non-magical body guards. The group of 5 wizards is known as a Wizards Circle because each of the wizards represents one of the five colors of magic. It's theorized that these five individuals should be able to cover all aspects, weaknesses and strengths inherrent in the varous colors of magic use.

You also learn learn that it's uncommon for more than one or two mages in a generation to be born in an area.

Wizards & Animals

Because of the mana-link a wizard has forged, natural animals will not want to be close to them. (Except in the case of a familiar or cohort.) A natural animal (horse) will not allow a wizard to mount them to ride.

This is a common way to check if a person is a wizard or not. The "suspect" is asked to mount a horse. If they cannot do so or the horse refuses the wizard, then it's a clear sign that the person can control mana.

Because of this limitation, most wizards either walk everywhere they go, or if they can afford it, they hire or share a ride in a wagon. It's rumored that some rich and powerful wizards ride in self-propelled wagons.

Wizard Codes of Conduct

Most Wizards have been taught and follow a body of traditions that embody honor and integrity when dealing with other Wizards. In general, most Sorcerers will be honest with other mana-users; attempting to resolve disputes through peaceful means.

However, when disputes cannot be resolved through non-violent methods, disagreements are resolved through ritualistic magical dueling.

In order to resolve the duel quickly the combatants usually agree upon a quick duel option as specified in the RPG rules. The rewards or terms of the duel are specified prior to the start of the duel. This type of duel is usually to forfeiture or unconsciousness.

The second type of duel usually involves a full-deck duel per the standard MtG rules and can culminate in the death of one of the Wizards. These types of duels are rare but they do happen for grudge matches and perceived heinous insults.

The ritual of combat terms involves the give-and-take of the dueling terms as well as what the reward will be for the winner (ante, gold, fame, right of passage, etc.) Because the duel starts with a ritual, there is an immediate karmic backlash if the looser of the duel fails to fulfill their end of the agreement. The looser will not be able to tap any land for mana until either full restitution is made to the winner or the winner dies. (At which point the looser is released from their obligation.)

Weapons & Armor

Because Ivy is a rural, farming and fishing community, local residents do not normally possess weapons and armor of war. On occasion, mercenaries will be seen with such equipment. It's not technically illegal for residents to carry such implements of war but if it's done by someone not normally perceived as

needing such items, the local militia may question the individual as to the need.

Some natural exceptions are hunters who possess heavy leather armor or long bows, and the local militia.



KNOWN AREAS

The following is what is commonly known or rumored by the general human populace around the town of Ivy.

The World

Domonaria is the world where your characters grew up. Through verbal tradition you learned that your town is on the southern-most pinnensula on the continent of Aeronia. You have heard that there are many large nations to the north but nobody in your local history has traveled beyond the Pardic Mountains.

General

The civilized or tamed world is composed mostly of Humans. Most of the Human settlements or kingdoms are more like city-states rather than large empires. (Although a few of these also exist.) Scattered among the Human majority are a few pockets of Elf and Dwarf holdings. There are also a few monster kingdoms; which are always in competition with the civilized Humans and their allies.

As specified, there are mostly human city-states today. Most large empires fell during the Urza and other wars and civilization has not been rebuilt. There has been no Renaissance but individuals of brilliance have advanced humanity in isolated areas.

Oceans

The major change to the world's oceans is that the seas and oceans are fresh bodies of water. Only a few salt-water lakes and small seas exist. Thus, salt is a valuable commodity. However, this doesn't mean it's safe to drink ocean water. Ocean water must be boiled to be rid of contaminants and impurities. Drinking impure ocean water can result in sickness or death just like sea water on earth.

Shattered Isles of Lat-Nam

The islands of Lat-Nam are rumored to be desolate places inhabited by demons. The Sages of Lat-Nam were an ancient college of magic users, founded by Drafna, dedicated to codifying magic, and understanding the ancient devices left from times untold. These sages were the largest conclave of wizards ever convened, and they worked for decades to harness magic and fabricated many wonderful and deadly gadgets. Most artifacts and much knowledge was lost when Urza and Mishra destroyed the college and the very land during the Brothers' war. The result was a series of small islands far off the coast of Ivy.

Bernalia

To the East of Ivy is a land known Bernalia. It's a nation of warriors and heros ruled by six primary warrior clans. Rulership of the kingdom is shared among the six clans of warriors in the form of rotating power. Each clan is ascendant (in primary rule) for one year out of six. At the start of each year the rulership is passed to the next clan in succession.

Oceanfront Ruins

Up the coast about 15 miles from Ivy is a large expanse of ruins. Most of the towns-folk do not venture near these ruins as it's commonly known that this area is inhabited by Orcs, Goblins, and other monsters. The local militia Captain claims that the ruins are the home for a tribe of hostile Orcs and Goblins.

The expanse of ruins is so great that it has become a destination for treasure seekers and tomb robbers. Some folks that have returned from the area claim the ruins could have been a large city at some time in the past.

Bone Hill

On the outskirts of the village sits an abandoned stone fort commanding a vista over the surrounding area. It's said that long ago the fort was an outpost for a great empire. Nobody in town knows the original purpose. However what

is known today is that the fortress is a place of mystery, fear, and death.

Everybody growing up in Ivy knows that the fort, known as "Bone Hill", is infested with undead creatures. Every year the undead come out of the fort during the black mana festival occurring on the 31st day of Gloom season. The local militia always stations guards around the fort during this time to prevent the spirits from molesting the local towns' folk.

During your childhood, the fort was used as a test of courage. Some of you may have dared to run up the hill and touch the outer walls. Beyond this show of adolescent bravery, nobody in recent memory has entered the fort and returned. On occasion, a treasure hunter will foolishly venture into the fort; none of them have returned. The last treasure hunter to disappear was about three years ago.

Shangarin

Shangarin is the closest town to Ivy being about two days walk up the Green River. (The river is so named because it's surface is usually covered in green leaves as it originates from a small forest in the north.) This small farming village has couple-hundred human farmers which send representatives to trade with Ivy once a season.

Local Mines

It's known in Ivy that some families make their living by running small gold or silver mines. Most of these mines yield a small amount of material providing the income source for a few families. It's unusual for a "big load" of gold or silver to come out of these mines.

What is more common is for the mine operators to find an underground room finished in stone, some long-lost artifact, or perhaps even a few rooms from ancient times buried beneath the soil.

There is a common fear in Ivy that if you dig too deep you will find lost caverns and rooms inhabited by fearsome monsters. For this reason not many people have basements or cellars in Ivy. However, some families do have basements that lead to larger caverns and excavated corridors built long ago.

Harkwood Barrony

Hundreds of miles to the West is a large city and barrony known as Harkwood. It's known that Gleeman Travino (see below) travels to

Harkwood for supplies and trading. Travino explains that Harkwood is a highly civilized city with a feudal system ruled by a hereditary monarch. The most notable story involves yearly tournaments with armored knights jousting for honor, and the wild festivals held for the winners. Nobody in Ivy has been to Harkwood because of the extreme distance and dangers inherent in such a journey.



OTHER RACES

Dwarfs

Dwarfs are thought to be rough, angry, unfriendly craftsmen who would on occasion trade with the people of Ivy for needed materials. Nobody in Ivy has seen a dwarf during their life time. It's thought that there is a dwarf settlement in the Pardic Mountains but nobody in Ivy is sure.

All that is remembered about dwarfs is that they are superior craftsmen and their goods are highly sought due to their durability. It's rumored that a couple of families have dwarven made items passed down from prior generations.

Elves

Elves are rumored to be fun loving forest dwellers. Some villagers claim to have met an Elf or two in their life but none of the PC's have done so.

Elves are known to possess superior magical abilities but are slow to get involved in human affairs. Nobody is sure what Elves do in their forest but it's rumored that they have a vast kingdom. It's said in old stories that anybody that enters an Elven forest uninvited is turned into a rabbit and hunted for sport.

There are two forests in the area that are reported to have elves; the Norwood Forest and

the area of the Llanowar Elves. All the village Elders and your mentors have warned against visiting the Elven glades uninvited. It's said to do so invites death.

Orcs & Goblins

It's generally thought that Orcs rule the more diminutive Goblins by sheer force. It's said the Orcs have a mountain kingdom far to the North of Ivy but traders have never told the people of Ivy where their kingdom might reside. The villagers of Ivy have a bad disposition toward Orcs and Goblins because of the raids and wars fostered by the Orcs against the villagers. It's rumored that there is a large Orc settlement in the coastal ruins.

Other Humans

Through the years, various humans, traders, and travelers have passed through Ivy. Most stop at the Salty Dog Inn and pass on news or tell a few (unbelievable) stories. Through observation and speaking with village Elders, the PC's have discovered that the oceanfront ruins draw a few treasure hunters, historians, and thrill-seekers each year. None of the PC's have been to the ruins. Most of the visitors return back through Ivy but many do not. Those never seen again are assumed to have died in the ruins due to Goblin attacks or other causes.

Generally speaking, there is no such thing as an "Adventuring Group" in Dominaria. There may be treasure hunters, tomb robbers, or thrill-seekers, but people don't group together to go "adventuring". If people do form a group it's usually for a specific mission or to accomplish a goal. Examples include a posse to stop a rampaging monster, or an army to kill an evil wizard. At best, a few young friends may get together to travel to a new city or explore someplace new.



Known NPC's

The people known throughout Ivy are listed on the [Known Ivy NPC List](#). Additional notes about people of special interest are highlighted below:

- **Gleeman Travino:** A Gleeman is a traveling salesman who carries goods, provides services, and news from town to town. Gleeman Travino has been coming through Ivy for about 6 years and normally shows up every season. He usually brings news and sells an odd assortment of goods and services. It's rumored that he even traffics in stolen magical artifacts. Nobody has seen the inside of his wagon.
- **Priestess Verra:** This elderly user of White mana is the local healer and historian of Ivy. She has the only known library and will let people study or research as much as they want for a small daily price. She is loved by all and is looked upon as a pillar of the community.
- **Master Saxton:** His passion is art. He enjoys painting portraits and landscapes. However, because there isn't much demand for his services, he makes his living painting houses and any other odd jobs he can find. His paintings are said to be so life-like they almost come alive.
- **Korgan:** This 6'2" black man has a shaved head and is scarred from dealing with the forge. He says he is from the far away continent of Jamuraa. He is the current leader of the city council, the local blacksmith and red mana user. He is a man of action and has pushed the city council to take decisive action against the Goblins.