

THE PAIN IN TRUTH



WELCOME TO THE WORLD OF DOCHAS NUA, SET IN the brand new campaign setting of the Scars of Amethyst. This new setting will be a mix of mid-fantasy, steampunk, and sci-fi. The campaign itself is titled The Pain in Truth and will have a very heavy focus on “Lovecraftian” horror.

THEME AND TONE OF THE CAMPAIGN

The world will maintain a heavy medieval European fantasy theme, which serves as the backbone of the entire setting. However, magic will be rare and difficult to come by. The practice of arcane magic is particularly uncommon due to the consequences of the world’s past.

This world will also incorporate steampunk and sci-fi elements. You’ll find objects like flintlock pistols and airships alongside elements of alien horror. This is reflected in the handling of different “planes,” which are actually planets within your solar system. While a few individuals have been powerful enough to create direct portals to these planets, travel between them typically occurs via the Celestial Currents.

The tone of the campaign will begin as fun and light-hearted, but as it progresses, more elements of Lovecraftian horror will emerge, making things increasingly darker. Nonetheless, playful moments will be interspersed throughout the game.

RACES

Though there are still the common DND races like elf, dwarf, or halfling there are some newcomers. Use this part to look to see if you would want to play as any of the races and how you would make a character with them.

CAMBRIAN

The oldest natural-born race of Dochas Nua is known for their arcane abilities. Long ago, the Archangel T’k Th’k raised their civilization into the air. It is very rare to see members of this race outside their home of Cambria.

BEAST FOLK

These wild peoples of the untamed Beast Lands are not to be trifled with. Coming in many different shapes and sizes, these animalistic beings descend from ancient experiments conducted by the Cambrian race. Now sentient, they possess at least basic intelligence. They form very tight-knit communities with others of their kind, but they constantly war with any tribe other than their own.

DWARVES

Dwarfs are a mighty and proud group of people, known for their exceptional craftsmanship. They can create anything from swords to maps. Due to their proximity to the elements, many dwarves have embraced them and

become one with the elements. Fire, water, air, and earth dwarves are very common, each boasting great elemental power.

ELVES

Elves in this world are known as the judges of the world. They are the longest-living race, averaging 150,000 years, though many have lived even longer. Elves take on an overseeing role, as they possess knowledge of many ancient horrors that plague the Scars of Amethyst. They have an almost alien-like appearance, having originated from their distant homeland of Enialaira. They are the only race that maintains the ancient practice of Celestial Travel, possessing the ships and powers to navigate the Celestial Currents.

FORGOTTEN

The Forgotten Race is possibly the oldest known race in existence. They are the first creatures of this universe and possess great skills in technology. Very few of the Forgotten remain, but through random chance, one can be born from another race.

HUMANS

Humans are the only race that possesses the capability of true free will. They can become anything they set their minds to. Although they start without any innate skills, humans can dedicate their lives to mastering any craft or skill as well as any other race. They are seen as great diplomats due to their ability to fit in with nearly any crowd. It is said that humans descended from the Beast Lands a long time ago.

HALFINGS

Also called hill dwarves by some, these fun-loving folk take pride in their nature to be kind and friendly. They are known to have long drawn out parties and not have a care in the world.

MYCONIDS

These fungus people have formed societies based on their unique ability to literally grow their weapons for combat. Myconids spend the time from birth until maturity growing their weapon or weapons of choice. They are then tested on their proficiency once they come of age. Those who fail or opt out become farmers or other types of laborers, while those who pass their test become powerful warriors.

SHARDMINDS

Shardminds are the merchants of this world. They are true magic incarnate, though they often lack the intelligence necessary to harness their powerful latent magic. Long ago, Goliaths known as Shardmind Titans walked the planet. Each produced offspring that were replicas of themselves, making Shardminds a pseudo-hive-minded people. However, no Titans walk the world today. Most modern-day Shardminds descend from a single Titan known as Ubashtu. All Shardminds that come from this Titan share the same last name, with their first name being a complement to Ubashtu. Very rarely, you will find Shardminds descended from other Titans.

SPIRITS OF THE SCAR

Inhabit Nature (Ex): Spirits of the Scar inhabit a chosen body of either natural, metal, or undead origin. The spirit's abilities depend on the body they choose to inhabit. Inhabit a body by spending one week per Hit Die (HD) of the chosen body. The body must have HD equal to or lower than the spirit's level. The spirit's type becomes "Outsider (Native)" while inhabiting the body.

Revival Restriction: Spirits of the Scar cannot be resurrected by normal means if they perish. Instead, their soul dissipates, unable to reform. True Resurrection or similar high-level magic might restore them at the DM's discretion, but it is otherwise impossible.

Body Switch (Ex): Switching bodies is a time-consuming process that requires one week per HD of the new body. The spirit must be the same HD level as the new body to inhabit it. During this time, the spirit is in a dormant state and vulnerable.

NATURAL:

Nature's Speech: The spirit can communicate with plants as though using the spell Speak with Plants at will.

Plant-like Immunities: Gains immunity to sleep effects and is treated as a plant for any effects that target plants.

METAL:

Armor Inhabitation: The spirit's AC (including regular, flat-footed, and touch) becomes the AC of the armor or metal object they inhabit. For example, inhabiting full plate armor gives the spirit an AC of 18, with appropriate modifiers for Dexterity, size, etc.

Damage Reduction: Gains Damage Reduction 5/— while inhabiting metal.

UNDEAD:

Undead Traits: The spirit gains the Undead type's traits, including immunity to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, and death effects.

No Constitution or Intelligence: The spirit has no Constitution or Intelligence score while in an undead body. For Constitution, treat it as having a +0 modifier (this means no bonus or penalty to hit points or Fortitude saves). Intelligence-based checks and abilities default to a +0 modifier unless the spirit had an Intelligence score prior to inhabiting the undead body.

Slashing Resistance: Gains Damage Reduction 5/— against slashing damage.

STEAMDROID

Created by humans from Arquitious, these droids have served the Enlightened Kingdom for thousands of years. They come in many shapes and sizes and fulfill many different purposes. Each Steamdroid is created with one specific purpose bestowed upon them by their creator or buyer. Steamdroids do not have any inherent alignment or archangel, though some may attain a level of intelligence high enough to develop these traits.

RELIGION

Religion plays a very significant role in this realm. The main driving force behind all religions is something known as The Truth. Not much is known about The Truth other than the fact that those who find it are granted god-like powers and abilities. The beings who have found The Truth are known as Archangels. These powerful entities are worshipped by the people of this world. Many Archangels still walk Dochas Nua to this day, as they are immortal.

THE ARCHANGELS

Choosing which angle to worship is very important. This is what will help with choosing your stats and some abilities.

ANDWISE THE LUCKY

He is the archangel of halflings. He represents luck, humor, and pleasure and those who worship him seem to get a little bit extra of it.

DOMAINS:

Trickery, Luck, Chaos, and Law

ALIGNMENT:

N

STATS:

+1 DEX, -1 INT

PIETY LEVELS ABILITIES:

As you gain piety with this archangel your ability to rely on your luck alone grows.

5: You get to reroll nat 1s, you must take the next roll.

10: You ignore the -10 rule on nat 1s.

15: You can reroll an attack or skill check once a day.

20: You get an instant crit success on nat 20 checks.

25: You can choose to pass any check once a day.

CIAN THE HUMBLED

He is the archangel of the spirits of the scar. He represents flora, fauna, and fertility. Those who follow his wish to live in harmony with all things natural.

DOMAINS

Animal, Chaos, Good, and Plant

ALIGNMENT:

CG

STATS:

+1 WIS, -1 CHA

PIETY LEVELS ABILITIES:

You get the ability to talk with souls. Once per day, you can use Soul Speak. Soul Speak lets you harmonize with a spirit and change its feeling toward you. Starting

at DC 20 WIS check you can change the degree of feeling by one. For every degree after the DC goes up by 5. You can also change how the soul thinks about another creature as well. The more piety you have the lower the base DC.

5: DC 20

10: DC 15

15: DC 10

20: DC 5

25: DC 0

ENCANTUS THE HOLY

He is the archangel of Humans. He represents life, light, and healing. Those who worship him seek the divine light that he provides.

DOMAINS:

Good, Healing, Law, Protection, and Strength

ALIGNMENT:

LG

STATS:

+1 CHA, -1 DEX

PIETY LEVELS ABILITIES:

When using the heal skill you can gain the ability to heal. DC 20 to heal by 1 point. For every more point you wish to heal add plus 5 to the DC. The more piety you have the more healing you get to do.

5: 1hp

10: 5hp

15: 10hp

20: 25hp

25: 50hp

FRIDOLF THE PRIMAL

He is the archangel of beast folk. He represents freedom, hunting, and beasts. Those who worship him seek true freedom from the world.

DOMAINS:

Animal, Destruction, Evil, and Strength

ALIGNMENT:

NE

STATS:

+1 STR, -1 INT

PIETY LEVELS ABILITIES:

You gain abilities to manipulate your body for any function. Choose any natural weapon you wish to have as you gain more piety the more damage and ability you get.

5: 1d4

10: 1d6; your natural weapon is considered a masterwork weapon.

15: 1d8; 1d4 STR poison DC 12

20: 1d10; you gain a limited fly speed of 15 feet.

25: 1d12; you gain 5 life steal.

GOLDEBO THE AWOKEN

He is the archangel of Myconids. He discipline, honor, and zeal. Those who worship him seek to better themselves through tough discipline.

DOMAINS:

Death, Knowledge, Protection, and Strength

ALIGNMENT:

N

STATS:

+1 CON, -1 CHA

PIETY LEVELS ABILITIES:

You gain abilities to be very disciplined at a skill or weapon of your choice. Choose one skill or weapon you wish to be disciplined in. For every piety level, you become better at your given discipline.

5: +1

10: +2

15: +3

20: +4

25: +5

MALUS THE FORGOTTEN

He is the archangel of the forgotten. He represents war, conflict, and tyranny. Those who worship him tend to be great generals or powerful kings.

DOMAINS:

Destruction, Evil, Law, Strength, Sun, and War

ALIGNMENT:

LE

STATS:

+1 STR, -1 Wis

PIETY LEVELS ABILITIES:

You gain abilities to control those in battle bending any conflict to your whim.

5: You gain a battle cry that deals 2 damage to all allies. For every ally damage this way you gain 2 hp. This takes one standard action

10: Once per day you gain 2 temp hp equal to how many enemies surround you. This takes one standard action.

15: Battle cry increased to 5.

20: Temp hp gained increased to 5.

25: Battle cry now works on enemies within 30ft.

OTHARR THE MIGHTY

He is the archangel of the Dwarves. He represents smithing, loyalty, and mining. Those who worship him are those who wish to make great masterworks.

DOMAINS:

Air, Earth, Fire, Protection, War, and Water

ALIGNMENT:

N

STATS:

+1 CON, -1 Wis

PIETY LEVELS ABILITIES:

You gain abilities to make great works. The higher the piety the better you get at your craft.

5: Ability to make masterwork armor and weapons.

10: Ability to make +2 weapons and armor.

15: Ability to make +3 weapons and armor.

20: Ability to make mithril armor and weapons.

25: Ability to make Adamantine Armor and weapons.

SAEVAL THE BLIND

She is the archangel of the Elves. She represents law, balance, and justice. Those who worship her put the law above all else and view the world as a balance of good and evil.

DOMAINS:

Good, Evil, Knowledge, Law, Protection, and Travel

ALIGNMENT:

LN

STATS:

+1 DEX, -1 CON

PIETY LEVELS ABILITIES:

You gain insight into a creature to see if they are lying or not.

5: You get a +2 on sense motive checks when seeing if someone is lying.

10: You get a +4 on sense motive checks when seeing if someone is lying.

15: You get a +6 on sense motive checks when seeing if someone is lying.

20: You get a +8 on sense motive checks when seeing if someone is lying.

25: No one can lie to you.

T'K TH'K THE QUIET

She is the archangel of the Cambrians. She represents learning, magic, and arcane knowledge. Those who worship her wish themselves to be very powerful magic casters.

DOMAINS:

Air, Chaos, Earth, Fire, Knowledge, Magic, and Water

ALIGNMENT:

CN

STATS:

+1 INT, -1 DEX

PIETY LEVELS ABILITIES:

You gain powerful magical abilities. Having the spell slot that this grant does allows you to cast at that level. So a wizard could potentially learn spells of a higher level than their class would normally allow.

5: Learn an extra 1st-level arcane spell and gain a 1st-level spell slot.

10: Learn an extra 2nd-level arcane spell and gain a 2nd-level spell slot.

15: Learn an extra 3rd-level arcane spell and gain a 3rd-level spell slot.

20: Learn an extra 4th-level arcane spell and gain a 4th-level spell slot.

25: Learn an extra 5th-level arcane spell and gain a 5th-level spell slot.

UBASHTU THE GRAND TITIAN

It is the archangel of the shardminds. It represents elements, wealth, and trade. Those who worship it tend to be great merchants and salesmen.

DOMAINS:

Air, Destruction, Earth, Fire, Magic, Travel, and Water

ALIGNMENT:

NG

STATS:

+1 CON, -1 INT

PIETY LEVELS ABILITIES:

Following this archangel grants you the ability to always find a way to make a deal with someone to your benefit.

5: Get a discount of 5% on all goods.

10: Get a discount of 10% on all goods.

15: Get a discount of 15% on all goods.

20: Get a discount of 25% on all goods.

25: Get a discount of 50% on all goods.

ZAROS KING OF THE ABOMINATIONS

He is the archangel of Abominations. He represents death, hate, and envy. Those who worship him want nothing more than to turn all things into abominations.

DOMAINS:

Chaos, Death, Destruction, Evil, and Trickery

ALIGNMENT:

CE

STATS:

-12 STR, -12 DEX, -12 CON, -12 INT, -12 WIS, -12 CHA
(To a minimum of 1)

PIETY LEVELS ABILITIES:

Following this archangel grants you the ability to harness the power of abominations giving yourself over to them. Just gaining one piety will make you begin to lose your mind. You must make a madness roll every day you have at least one piety.

5: Gain Health Equal to 12 times your level.

10: Gain tentacles that act as natural weapons. +12 to hit 1d12 + 12

15: While not wearing armor your AC goes to 24.

20: Everything in the "Piety Levels Abilities" that starts with a 12 or is a multiple of 12 double its ability.

25: All minuses in "Stats" become pluses.

DOCHAS NUA

Dochas Nua is the planet on which you are. There are many other planets in your solar system and as described before these planets are the different planes of existence.

CALENDAR

The world has 360 days in it, with there being 12 months to a year. In a month there are 30 days each with 7 days to each week. [Click here](#) for a link to the auto-updating calendar.

PLANES/PLANETS

There are 10 planets total in the system; 6 being rocky and 4 being gas giants.

TINETH

Closest to the sun, this planet is home to fire-based lifeforms that are supported by the great heat.

ONIA

Getting further away, this planet is nothing but sand and mountains. It has very few inhabitants.

ULIA

This jungle planet is not what it seems. Horrific bug-like creatures inhabit this world as well with giant beasts.

NALLARA

This water-based world is just one giant ocean. Only one being watches over it now.

DÒCHAS NUA AND DÒCHAS CAILLTE

Dòchas nua is your home planet. Dòchas Caille sits on the same orbit as Dòchas nua but just on the opposite side.

DROIBOS

The first gas giant in this world looks like a second sun in the sky at night. It is home to horrific devils.

ETERA

The largest planet is dark on its exterior. Not much is known about this place other than it is said to house something inside of it.

ALVARTH

This planet is always changing colors and never staying in the same orbit.

ENIALAIRA

This is the home of the elves. This is a mysterious place to many. It is also known as the world of Twilight.