



VIRYDIA



# THE KINGDOM

Once a world torn by the greed of warring empires, the land was decimated by a cataclysmic arcane explosion. In a cruel twist of fate, only the reclusive Kingdom of Virydia was spared.

A unique union of Wood Elves and Lizardfolk united by their devotion to the Nature Goddess, Virydia is the world's last known civilization. Beyond its borders, the oceans have evaporated into vast salt flats and the surrounding lands lie in ruin.

With resources finite within its own borders, the kingdom's waterways abound with small ships carrying wares scavenged from the wastelands. The collection of valuable resources and powerful artifacts from the fractured lands—and the guarding of such cargo—has become a profitable occupation for a host of adventurers.





# VIRYDIA ORIGINS



## FIRST BORN

Your family has called Vyridia home for generations, playing a pivotal role in the kingdom's foundation. As a native, you are deeply attuned to the land, its customs, and its people.

**Trait: Native Son/Daughter**

You have advantage on skill checks regarding Vorydia's history, flora, and fauna, provided the Difficulty Class (DC) is 12 or lower.



## DAWN-SEEKER

Your ancestors were among the few who survived the Sundering and sought refuge in Vyridia. Arriving during the kingdom's infancy, your lineage is now fully integrated, and you are recognized as a rightful citizen. The hardships of that journey forged an unbreakable bond within your community; you share a kindred spirit with all fellow Dawn-Seekers.

**Trait: Bound by the Dawn**

You have advantage on skill checks when interacting with other Dawn-Seekers, provided the DC is 12 or lower.



## OUTLANDER

You grew up in the harsh wastelands that surround the kingdom. Against immense adversity, you secured entry into a place that feels like a paradise compared to the wilds. You earned your status either by fighting in Vyridia's interest or by trading something of great value to its people.

**Trait: Wasteland Survivor**

You have advantage on skill checks regarding knowledge of the wastelands or when interacting with items salvaged from there, provided the DC is 12 or lower.