

WONDERS OF ITHILION: VISKYL

Out of all the many great wonders of Ithilion, Viskyl is most certainly one of the most interesting. Technically neither land nor mammal, Viskyl treads the line between what can be considered a nation on this peculiar planet.

Suffice to say, Viskyl is a landmass, floating amidst the Farlah Ocean to the south of Elos. It has floated atop this ocean for many a millenia and will most likely continue to float there for many more. It is certainly not an island, for an island does not have fins, does not breathe and most certainly does not lay eggs. But neither is it a turtle, as turtles can only grow so large and do not inhabit entire cities upon their backs. Viskyl is Viskyl, and will continue to be Viskyl until the end of time.

Atop this 25km diameter landmass perches a forest, surrounded by cliffs and various water features that pour down into the ocean below. Within this forest can be found a city, one that shares the name of the landmass it occupies. As any other city, there are markets, shops, taverns, brothels, homes and hovels though the aging of the architecture is unknown... As is the aging of the inhabitants.

VISKYLIANS

When travellers of the current age decided to travel to this legendary landmass, they did so without knowledge of anyone living upon it. By all conjecture, looking upon it from afar lists only trees and rocks, with maybe a few birds circling overhead. It is certainly alive, both the landmass itself as well as many plants and animals atop it. But what lay waiting for them within the heart of the forest is another thing entirely.

The inhabitants are people, humanoids of a type. They hold sentience, the ability to think and to barter, to converse and to collaborate. They build, they destroy, they fight and they love, not unlike many of the other races upon this planet. They are, however, lacking one thing... And that would be flesh.

Constructed of metal and wood, driven through unknown magic lost to time, the Viskylians thrive atop this landmass that they call home. They have no need of food or water, nor for sleep and most of all, they do not age. The knowledge they have is gathered of the land around them and of the sea beneath them, and now certainly of traders and adventurers wishing to meet them. At first, their dialect was peculiar and archaic, their people having little to remember of the ancestors of the bygone ages of our own lands. Fragments of memories remained, but ultimately little was to be learnt of this.

Without age, the Viskylians are fated to live forever, or until they are no longer capable of functioning. Many areas have been designated as graveyards where those that wish to depart may be deconstructed as part of a ritual. You might wonder how new Viskylians are made. Well, it is in a manner similar to our own ways: Two Viskylians, sometimes more, might agree to create and raise one of their own. A ceremony takes place atop the Well of Constrata, where old parts from the various graveyards are selected and constructed into a new form. The parents of the "child" then sacrifice a piece of themselves to complete the construction of the new Viskylian. As the ritual completes, the Well of Constrata empowers the new Viskylian with a soul and they are born. It can take several years for a Viskylian to learn to talk, move and operate as a normal humanoid but comparatively to the other races, this time is relatively short.

Viskylian culture rests upon upkeep, maintainance and protection. The Viskylians have little desire to explore outside of Viskyl, though there are some exceptions of course. Despite this, they are welcoming of those from outside their lands. The learning of new knowledge, and the prospect of new parts with which to improve themselves are always welcomed with open arms. A Viskylian is expected to keep itself in top functioning order, and to replace any parts that might be damaged or malfunctioning. This can sometimes lead to dispute as to what is considered "malfunctioning" and as such, there are several laws laid down within Viskyl to govern such matters. Should a Viskylian be running sub-optimally, they might be instructed to join one of the many Salvaging Crews that operate around Viskyl.



SALVAGING CREWS

Upkeep is one of the most important aspects of being Viskylian. If one cannot maintain oneself, they how can one expect to help anyone else. This is one of the core philosophies of Viskylian culture. As with most sentient life, however, there are always loopholes to this. For the Viskylians, there are the Salvaging Crews, also known as the Salvass.

Dotted around Viskyl can be found hidden docks, upon which are held numerous smaller landmasses. The offspring of Viskyl. As wood is a valuable resource atop Viskyl, with there being a limited amount of land for growth, the Viskylians instead use the children of Viskyl as ships. These creatures are often called Viskis and are commonly outfitted with armour, weaponry and diving equipment - and are often more than happy to transport crews of Viskilian across the seas in exchange for fish and barnacles.

There are numerous Salva guilds, each that have their own cluster of Viski and a dock with which to return them to. These guilds operate much akin to any other guild, tradng with outsiders, negotiating deals and teaching various trades - the most notable of which is salvaging. Unique to Viskylians, these nautical people must find a way to sustain their supply of metal with which to repair themselves. As they have no need to breathe, they can easily submerge themselves to the ocean depths in search of salvage from long lost civilisations (of which there are many), as well as sunken ships and undersea ore deposits.

However, this job is not taken on lightly. Treacherous sea currents, underwater monsters, ocean pressure and rust are only but a handful of problems that the Salvass run into on their excursions out into the sea. It is not uncommon for a number of the more rowdy and unaligned Salva Guilds to assault and take over trade vessels travelling between Kildar and Elos, much to the disdain of many of the Viskylians for it brings a bad reputation upon them to the continent-dwellers.

Despite this, the Viskylians have opened up trade routes with various nations on the mainland, trading precious ores and gemstones found beneath the waves for bulk metal and wood shipments, as well as books, building materials and magical items which are much sought after. It is rumoured that this was the birthplace of flintlock weaponry, developed during the time of the Dusk Shroud and shared with contient-dwellers long after.

VISKYLIAN, RACE - WARFORGED VARIANT

The Viskylians are known for their prowess with both nature and upon the seas. They are not the most intelligent of the races but certainly are one of the most sturdy.

Ability Score Increase. Your Constitution and Wisdom scores increase by 1.

Size. Viskylians are generally broader and heavier than humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Composite Plating. Your construction incorporates wood and metal, granting you a bonus +1 to your Armour Class.

Living Construct. Even though you were constructed, you are a living creature. You are immune to disease. You do not need to eat or breathe, but you can ingest food and drink if you wish. Instead of sleeping, you enter an inactive state for 4 hours each day. You do not dream in this state; you are fully aware of your surroundings and notice approaching enemies and other events as normal.

Languages. You can speak, read, and write Common, Viskylian and one other language of your choice.

NEW BACKGROUND - SALVA

Salvass are known for their skill upon the high seas, their technical expertise and their daring nature. You are well known for your ability to survive long journeys aboard sea vessels and for your keen eye when searching beneath the waves.

Skill Proficiencies. Survival and Investigation.

Tool Proficiencies. Navigator's tools, one type of gaming set, vehicles(water).

Equipment 50ft of silk rope, any gaming set, divers equipment, set of common clothes, and a belt pouch containing 10gp.

FEATURE: SALVA'S BOUNTY

When deconstructing an object into its base components, you recieve the full amount of material that was used to construct the object instead of half.