

VIOLET DAWN
THE TIME OF THE UNRAVELLING

THE BROKEN ISLES



LOREBOOK



*“He is a barbarian, and thinks the customs of his tribe
and island are the laws of nature.”*

– George Bernard Shaw

THE BROKEN ISLES

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PREFACE

Welcome to the *Lorebook of the Broken Isles*, the companion volume to the *Player's Guide to the Broken Isles*. If you haven't familiarized yourself with the latter book, please do so; this book expands on the information presented therein, answering questions and providing additional context relating to the Broken Isles' various cultures.

Whereas the *Player's Guide* is aimed at both players and DMs, this book is focused on the DM alone. Players may wish to avoid reading this book so as not to spoil certain surprises. That said, DMs are encouraged to copy portions of the text to show to players, as appropriate to their individual games—in particular, sections of the History and Geography chapters can be easily extracted to give players as much or as little infor-

mation as the DM wishes.

This book is divided into four chapters, as follows:

History: The history of the Broken Isles, as understood by the islanders themselves.

Geography: The islands of the archipelago and those who inhabit them.

Monsters: Creatures local to the isles, large and small.

Campaigns: Advice on running a Broken Isles game.



GEOGRAPHY

The archipelago that is the Broken Isles consists of several dozen islands within an enormous ocean. The island of Korr is home to the four great human tribes, and would take a skilled traveler several weeks to cross north to south. Korr's neighbors are substantially smaller, and some are so insignificant that they never appear on maps and charts.

The Broken Isles host a temperate climate, though only Korr's mid- and highlands become cold enough during winter to freeze. Storms are common in all seasons, and become especially harsh every spring. Summers are typically warm and humid, but not altogether unpleasant.

Relatively few islanders understand the layout of the isles in anything but the broadest strokes.



Sailors know only those few isles they visit, and can cite only legends about others. Foreigners often carry maps that are less accurate than tribal lore. The only way to be certain about an island's nature or location is to visit it yourself.

KORR

The island of Korr is the largest of the Broken Isles, and is home to most of the archipelago's population. Its varied and dangerous landscape can be roughly divided into three main areas, from north to south: the highlands, the midlands, and the lowlands.

The highlands consist of the unpopulated mountainous region in the far north. Forests creep up the sides of the mountains, disappearing on the higher, steeper slopes. The tops of the peaks are perpetually capped by snow and ice, and are virtually untouched by human influence. The highlands are also known for the power and aggression of the local beasts, and tribal warriors occasionally venture north on dangerous ritual hunts.

The midlands in the center of Korr are primarily made up of high, rocky hills and thick forest, gently sloping into plains along the shore. The Azghar tribe lives along the Dhargon Coast and the western border hills, while the Naruks live within the Cleft—an enormous canyon that winds south through the midlands. The midlands have their share of perils in the form of monsters and vicious flora, but only become dangerous in and of themselves when ice covers the hills during winter.

The lowlands are grassy and wet, centered on the great Southern Swamp and extending toward the beaches. Low hills and stony mounds speckle the area, often serving as nests or warrens for creatures of the south. During spring and summer, the lowlands burst with fresh fruit and vegetables, as well as medicinal plants.

Despite the presence of the tribes, most of the island remains unmapped—each tribe knows its own territory in painstaking detail, but the unoccupied lands are too dangerous to explore without good reason. Those who stray into the wilderness may encounter the ruined villages of forgotten tribes, caves leading underground, secret springs or glades, and other mysterious places.

THE CLEFT

When the fallen god's body became the Broken Isles, one of his wounds became the Cleft—a deep and angry scar upon Korr. The Cleft is a great canyon that runs through the midlands, channeling a deep, swift-flowing river called the Utai. The springs that feed the river originate in the mountains, but the canyon proper begins at a point southwest of the Great Mesa, where several smaller rivers converge and form an enormous waterfall that crashes down between the midland hills. After following a winding course and swallowing tributaries along the way, the river eventually spills out into the Southern Swamp.

Long stretches of the Cleft are bridged by thick roots and vines that reach from one side of the canyon to the other. The Naruk tribe lives within

this unusual forest, along with many other plants and animals. The forest climbs to the Cleft's peak, in places, but only a few dead and fallen branches reach as low as the river. In this realm below the roots, sunlight is dim and spotty, and the roar of the water is everpresent. The tribes do not sail the river, nor do they venture onto the shadowy river banks; it is a taboo place, relinquished to whatever mad shamans, lost tribes, and monsters choose to claim it.



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VIOLET DAWN™

THE TIME OF THE UNRAVELLING

Welcome to the Broken Isles . . .

From the creators of the award-nominated *Denizens of Avadnu* comes the first in-depth look at the world of Violet Dawn. On a group of mysterious islands isolated from the mainland of Kaelandar, primitive humans struggle for survival. They count among their enemies a dangerous and bizarre environment, inhuman slavers from beyond the sea, horrid monsters, buried magic, and—of course—one another. Together with barbarous skarren, moon-blessed zeidians, and adaptive ngakoi, these humans desperately contend with the secrets of their strange land.

The Lorebook of the Broken Isles contains everything a DM needs to begin a Broken Isles campaign. The Lorebook is illustrated in full color and is 39 pages in length. The PDF is extensively bookmarked for ease of use, and a printer-friendly version is also included. The Lorebook contains the complete history and geography of the Broken Isles, a full-color map, 8 never-before-seen monsters (along with over a dozen monsters adapted from *Denizens of Avadnu*), and a chapter dedicated to capturing the mood of the isles and ideas on starting a campaign.

The Broken Isles product line is a standalone mini-campaign setting designed to ease players and DMs into the world of Violet Dawn. The Broken Isles is focused on play from 1st to 5th level, building PCs' knowledge and experience until they're prepared to face the wider world of Avadnu (as described in the upcoming *Avadnu Primer*).

A dedicated website at www.thebrokenisles.com offers additional content such as design notes from the creators, an artwork gallery, pregenerated characters, adventure hooks, maps, and more!

Requires the use of the *Dungeons & Dragons Player's Handbook*, published by Wizards of the Coast, Inc. This product utilizes updated material from the v.3.5 revision.

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