

EBONRAUT

Codex of Vodem

Introduction

Wealth, fame, power... those bold enough to seek these aspects venture forth to the City of Ebonraut – The Dark City. A hive of trickery, deceit, and sin. A place where riches are made and squandered overnight. At the center of the city, an ebony tower gazes over all the denizens. High in the tower the affluent live their wildest dreams while simultaneously looking down at the those that reside below them with extreme callousness. Underneath the tower lies a mausoleum where great warriors reside after death. Unfortunately, they do not rest, rather they fight.

Necromancy

Upon entering Ebonraut, one may take note of the stench that is ever present in the streets, homes, and even the clothing of its citizens. A few moments later, a probable correlation can be made when taking note of the undead thralls walking the streets. From pristine corpses to amalgamations of flesh and bone stitched together like terror in a mad man's nightmare. These abominations walk the streets following their master's every order. A strange curiosity of Ebonraut is that necromantic magic exists solely within its territory of the *Whispering Barrows*. An outlier of sorts considering the rest of the world is void of magic.

The Main Attraction

The Ebony tower in the center of the city serves three purposes. High above in the sky, the affluent enjoy the fresh air and relish in hedonism as they look down upon the surface-dwelling citizens. Deep below in the mausoleum where the corpses of great warriors, wizards of old and legends alike are stored. Surrounding the ground level of the tower is an arena, grand in scale, where tournaments are held every week and

every month. Each week, newcomers may try to prove their might in a gauntlet against veterans of the arena. Here they pit their undead thralls against one another in single combat. The winner of this gauntlet then may face off in the monthly tournaments where the grand prize is a substantial amount of untaxed gold and the title of Grand Necro-Gladiator.

Tournament Rules

To participate in the tournament, one must pay an entry fee, which can be easily waved, or at least reduced, if you know the right people. On top of that, having your own thrall is optional. A corpse may be rented for an additional fee from the upper levels of the mausoleum. The lower levels are reserved for proven necro-gladiators. Gladiators may also choose to bring their own corpse into the arena. Any outside interference is forbidden to use; only sheer necromantic power may be used to power the thrall participating. However, the necromancer may equip their thrall with whatever they choose and strategize however they wish.

A Free City

Ebonraut is one of the few free cities on Vodem. Unlike a rogue city, which refuses to willingly join with the *Allied Kingdoms*, a free city is a city-state that any kingdom refuses to claim as its own. Not being in the Allied Kingdoms would usually make the city vulnerable to invasions but considering the potential fighting force of Ebonraut is legion with the potential to grow exponentially keeps Ebonraut secure, but not safe. Ebonraut is home to dangerous criminals, traffickers, rigged casinos and more, but those who fall victim to these often don't get the chance to leave Ebonraut to warn any newcomers, leaving the dangers unknown to those who want to strike it rich here.