

Amidst its many dark pools and lakes and some small hills, the Saquare Floodplains stretch out into a living landscape, pulsing with the whisper of the wind and the distant roar of hidden beasts. At the heart of this dank land stands the Pillar of Ss'karn, a black obelisk jutting into the sky, covered in shimmering runes that glow faintly on nights with a full moon. To the lizardfolk, this monolith is sacred, a gift from their God, Ss'karn, who shaped the Wetlands and bestowed them upon their race. But the Pillar is also a seal, binding the spirit of the deity. Tampering with its harmony is dangerous, even for its devotees.

The Wetlands are fraught with threats. Crocodiles slither in the deep waters, while venomous serpents hunt along the shores. Thick mists hide chasms of devouring mud, where many have disappeared without a trace.

Within the seven clans, intrigue abounds. Conflicts over territory, hunting, and the right to conduct rituals at the Pillar are the most frequent events. The Sshar'tar, ruthless warriors, claim supremacy, while the peaceful Drak'zil seek to protect their traditions.

The coastal city of Homer, made up mostly of humans, is both an ally and a threat. Trades occur between fishermen and lizardfolk—meat and grain from the marshes for manufactured goods—but the greed of Elias Brand, Homer's current leader, threatens the balance. He and his minions of merchants want to exploit the lakes, an event that will surely cause great tensions in the future.

As the tension grows, the whispers around the Pillar of Ss'karn grow louder. Something ancient and furious is about to awaken.