

Elandria

Age of Monsters

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PREFACE

Hey there. Chances are that, if you are reading this, you are as interested by monsters as I am. I've grown up to become a fan of monsters in all medias, just because they represent all sorts of different ideas, and of course, because they look cool!

Ever since I started playing D&D, I've always wondered: what if there is no definitive reason a Beholder is actually an evil creature? What if there is a way that a White Dragon can become a savior and protector, rather than a murderous beast?

Elandria is all about not taking appearances for granted. You'll never know if you are talking to a gnome in a tavern, or an actual monster in disguise, trying to lead a quiet life. You also won't know exactly who is against the spreading of monsters throughout Elandria.

Elandria is a setting of mistrust, backstabbing and redemption. No monster is necessarily evil, and no human or non-human is necessarily what they seem.

If you downloaded this, thank you for looking at my work. It has been a crazy amount of work put into this, and I really appreciate that you consider running it on a campaign or one-shot.

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4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

AUTHOR

GEEKSIE

(Pedro M. C. Velez)

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WELCOME TO ELANDRIA

In this setting book, I will introduce you to a new setting for Dungeons & Dragons 5th Edition. The objective of this book is to give you creative foundations so that you can develop your own campaigns.

There was a light

100 years ago, the world of **Elandria** was in a fight for survival. Two factions waged war to control resources, land and power over each other.

The **Coalition**, spearheaded by the human race and supported by most non-human races, sought to destroy their enemies and control all of Elandria. On the other side, the **Vendrians**, a guild composed of all monsters known and unknown to mankind, wanted to establish themselves on the world, wanting to be viewed as an equal to any other creature living under Elandria's sun.

Tension rose each passing day in Elandria. The Coalition and the Vendrians shed blood in numerous battles that achieved little more than a few territories already ravished by the raging war. The Vendrians and the Coalition, established in their strongholds and city-states, destroyed most of Elandria, creating an almost barren wasteland. Necromantic spells loomed the earth beneath, making it infertile in many regions of the world. Wild fires flared the forests that once were almost as old as Elandria itself.

Tired of the constant bickering of the two factions, the population on both parts started riots and protests, menacing to overthrow the official governments if the situation wasn't resolved. Neither the Coalition nor the Vendrians backed down.

It wasn't until after years of constant fighting, that Elandria became what we know of it today. In secrecy, the **Silent Mages of Wildhardt** were crafting a last resource plan to end the war forever. Even though they were sworn to the Coalition, they soon realized that servitude didn't mean much if the people were hungry and if power was exerted through force instead of law.

The Silent Mages sent one of their finest warmages, **Kamq**, to retrieve a Soulstice. The **Soulstices** are fragments of the soul of gods that once walked Elandria, and their source of power is coveted by factions within the Coalition and Vendrians alike.

Kamq ventured outside of the city-state of the Coalition, and came back two years later, holding the **Tear of Ehlonna**, the last goddess to walk Elandria before the **God Exile**.

Through a powerful ritual, the Silent Mages of Wildhardt created a beacon of bright energy in the peak of Wildhardt mountains. There was light, there was silence, and there was no more war. Suddenly all of the incursions from the Vendrians stopped. The Coalition stopped sending soldiers into the outer territories, fearing that the Vendrians were plotting a massive attack. But that day never came.

After a few years, the city-state of the Coalition prospered, receiving different kinds of people, looking for trade and establishments within the city. But the Coalition never stopped trying to find an answer for the sudden disappearance of the Vendrians. It wasn't until the Silent Mages of Wildhardt dispersed to the 5 winds, that the answer was found.

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Documentation was found on the peak of Wildhardt Mountain, home to the Silent Mages. The diaries and spellbooks told the tale of the beacon of energy seen a few years before. By using the energy of the Tear of Ehlonna, they managed to **mask the appearance** of the Vendrians, making them look like regular people from the Coalition.

Through the city-state of the Coalition, mass hysteria reigned. People didn't trust one another which created tense relations between guilds, trades and government officials. Violence became common and the Coalition saw only one end to this that was not possible before: **diplomacy**.

Contacting the Vendrians, the Coalition made a **truce** between the two factions. It was agreed that maybe now was the time to renew Elandria and make it a better place than it was for so many years.

But does the rest of the world want to share in this peace, or will the **hatreds of old** come back again?

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VENDRIANS

"Do you think they would treat us any different because now we look like them?"

"Do YOU feel right in the skin of others? Or do you take pride in your heritage and uniqueness?!"

"We do not owe them anything, as they've treated us like monsters, and monsters only. They do not care for your intentions, as long as you look like a beast that haunts their dreams. And they WILL NOT stop until they have us burn in the same pyres where our families burnt, not too long ago."

- Baron Karmight, Lord Commander of the Vendrian Revenge

MONSTROUS HERITAGE

Vendrians were a creation of **Boccob, the God of Magic**. Overcome with envy after seeing **Pelor, God of the Sun and Healing**, create several different races, all beautiful and intelligent, Boccob decided to try his hand at creation, and from all his experiments, the Vendrians were born. Hundreds of **different** creatures, some just deformities deprived of thought or reason, others, highly intelligent beings that couldn't find a place in society, due to their monstrous appearance.

The Vendrians took several years until they could form some sort of civilization. Without allies and with the disdainful looks of all other races centered on them, they knew it was not gonna be long until they had to show the world what they were capable of.

EVIL ISN'T BORN, ITS CREATED

Many Vendrians believe that an evil thought doesn't equate to an evil person. Despite what other races think, Vendrians are not all despicable beings without love for other creatures in Elandria. Most Vendrians **nurture** the land and its inhabitants like one of their own. They realize that in order to live in a world full of other living beings, there has to be a **balance** and order to all things.

That's not to say that the same criminal and evil thoughts don't live in many Vendrian minds. They are just as susceptible to corruption as any other society, but they insist on educating their young on one of their mantras: **evil isn't born, its created**.

Any monster from the Monster Manual could technically be a Vendrian. On the hierarchy of Vendrians, highly intelligent beings like Celestials, Beholders or Demons would be governing the rest of the Vendrian. Remember that although Vendrians work together, they also have their own goals and objectives, as well as a common interest of surviving the hatred by the Coalition races.

Alignment doesn't matter much to Vendrians, but they tend to have a set of values, morals and laws that they abide to, most of the time.

MERIT IN SOCIETY

The Vendrian society has a hierarchy based on the **merits** of the individual. This implies that most Vendrians devoid of rational thought are constrained to physical labor or menial tasks. Even so, those Vendrians are well regarded because their work is the backbone of the Vendrian evolutionary process. They foment the creativity and developments of other Vendrian that have a proficiency in intellect and magic.

The oldest and wisest are usually at the top of the hierarchy, defining the direction that the Vendrian people must go in order to survive. Those are **elected** by the Vendrians capable of thought and reason.

Over the years, Vendrians developed a system of **laws** that severely punishes those who do not follow them. Although free speech and different opinions are encouraged, the most important political forces try to minimize divergence in the most important matters, like the **Yinkia, the masked appearance**.

PROTECTED LIVING

The **Stronghold of Kairn** was built hundreds of years ago when the Vendrian were forming their first civilization. They needed a strong position to hold their people and protect them from the Coalition.

Kairn is surrounded by a 100 feet wall that encompasses a large mountain. Throughout the wall, there are towers that keep a watchful eye on the horizon for possible attacks.

Although Kairn is considered the only city of the Vendrian, there are several settlements, villages and outposts throughout Elandria. These positions are as important to the Vendrian survival as the Stronghold of Kairn, since they provide many **resources** that can't be found near the stronghold.

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These Mantras are just suggestions to help you shape how the Vendrian live. Feel free to adapt them as you see fit and/or create new ones. Always remember that the Vendrians have evolved to become a highly civilized but rigid people. Its even possible that their own way of life is generally more peaceful and respectful than that of the Coalition, but its also harder for them to adapt existing mantras or introduce new ones.

VENDRIAN MANTRAS

The **Vendrian Mantras** are the most important laws that a citizen Vendrian must abide to. These were shaped through time in order to provide guidelines for a civilized society that is constantly evolving. The other Vendrian laws are important as well, and no Vendrian disregards them lightly, but infringing the Mantras is considered an awful offense to the Vendrian people and most infractors end up dead, either through public execution or through popular justice.

RESPECT THE YINKIA

The **Yinkia**, or the masked appearance, is a recently introduced Mantra. After the **Age of Hysteria**, Vendrians realized that it was easier to live among humans and non-humans and look like them than to fight them. The Vendrians should keep the Yinkia in the presence of humans and non-humans and should only drop their masked appearance within Vendrian territories. Dropping the Yinkia is highly irregular but doesn't technically constitute a broken mantra unless used with evil intent.

EVIL ISN'T BORN, ITS CREATED

Vendrians know that they are hated for their appearance but they also know they became infamous for **evil deeds** and dangerous behavior. Since the conflicts with the **Coalition** started, Vendrians strive to show the rest of the world that they are not evil by nature and that the errors of the past will stay in the past.

Vendrians are encouraged to show control over their instincts, kindness to their enemies and respect to all living creatures.

EARN YOUR PLACE

Every **monster** can be a Vendrian, as long as they earn their place in society and live by the mantras and Vendrian law. To that respect, Vendrians must find an occupation where they can **contribute** to society. If they cannot find one, they'll be allowed to do menial work for a modest amount of coin. This position allows them to establish themselves in Vendrian society and if the opportunity appears, **rise** within the society to reclaim a better life for themselves.

VENDRIAN LIFE IS SACRED

With the amount of different species of Vendrian, its easy to fall into **conflict** within their own society. The law is the only way to settle matters, but some Vendrians take matters into their own hands. Although Vendrians are considerable in number, some of them are **one of a kind** creations of **Boccob** and as such, they are not to be touched by the blade of justice, and rather exiled outside of Kairn, waiting for Boccob's judgement.

BOCCOB IS WITH US

Although Vendrians know of the existence of other gods in Elandria, **Boccob** is the most revered god. Any offense to Boccob is an offense to his creation, the Vendrians, and as such, it will be met with retaliation **without mercy**.

Some Vendrians also pray to other gods, and its generally an acceptable practice in most places, but Boccob should always be in the Vendrian minds, as they are his own unique creations.

If a Vendrian **renounces** to Boccob, for whatever reason, the Vendrian government uses **T'kols**, re-educators that are able to change the minds of Vendrians. If that doesn't work, exile or death is used as a **last resort**.

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This lore and legend is here to help you build the world as you see fit. Stand where they come from and how they are viewed by the rest of the world. They are outcasts and unwelcome to most of Elandria, even after the peace with the Coalition.

VENDRIAN LORE

No one knows for sure when the Vendrians appeared on Elandria. What most historians agree is that it wasn't until long after the humans came to Elandria that the Vendrian civilization sprouted.

From records kept by the most intelligent Vendrian beings, the various species that now compose the Vendrian, were scattered all over Elandria and even today, there are some **monsters** that don't integrate the Vendrian society.

Though now the Vendrian operate as a mix of democracy and meritocracy, in early ages they were led by **Khamael**, a celestial being of immense power. After years of revolutionizing the Vendrian way of life, he went into **exile** without any explanation. Every Vendrian expected conflict in order to select a new ruler, but Khamael left them the first **Vendrian Mantras** - the sacred laws that all Vendrians must abide to.

Year after year, the Vendrians evolved into a more **structured society**. They created guilds for trade, established political offices and started to build the Stronghold of Kairn.

Conflict with the **Coalition** was a constant factor in Vendrian life, but the necessity of further resources pushed them into war out of necessity. Kairn brought more stability to the core Vendrian people, but the outlying villages still suffered from raids.

After the **Age of Hysteria**, Vendrians implemented a new Mantra, the **Yinkia**. This mantra was important to maintain order within the now cooperating factions of Vendrians and Coalition. With their monstrous appearance **masked**, Vendrians were now able to roam Elandria with more freedom and with less persecution from other races. Although they still face problems with segments of both factions wanting to abolish the Yinkia and restart the war, this time of uncertainty is a well received **respite** from the war.

The Vendrians are now all over Elandria and although they are encouraged to maintain the Yinkia, some show their **true appearance**, even in the presence of humans. Some Vendrians conquered the **respect** of the Coalition races by showing honor, and as such, many of them are considered true allies of some factions. **Bigotry** is still present on Vendrian and Coalition alike, and conflict is not always avoidable, but the law intervenes in most cases, although not always in a helpful manner.

RELIGION

The Vendrian follow their one true god, Boccob, God of Magic for he was the one that created the several different species of Vendrians. Its common to see temples, religious monuments and even religious orders that dedicate their lives to Boccob, all over Elandria.

Vendrians also follow other gods, but the worship of Boccob is everlasting, and constitutes an important mantra of Vendrian life. Although the Coalition regarded Boccob as a failed god in other times, their mindset is slowly changing, realizing the highly intelligent creatures that compose the Vendrian society nowadays.

STRENGTH AND KNOWLEDGE

For the most part, Vendrians see physical prowess and knowledge as equally important for their society. There are different opinions that consider physical labor and menial tasks beneath their position however, and that line of thought has caused conflicts within the Vendrians in the past.

Generally, all Vendrians are treated equally, regardless of their appearance, intelligence or physical condition, but some of Boccob's creations were too wild and unpredictable to adhere to a structured society. Those creatures were exiled outside of the Vendrian territories, almost forgotten to most Vendrians.

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KAIRN

Kairn is the stronghold of the Vendrians in Elandria. Its location is strategically placed around one of the highest mountains in Elandria, serving as a resourceful hideout in case of war, as well as a base of operations and commerce center.

An 100 feet high wall was constructed around Kairn, encompassing the mountain and making it an almost impenetrable fortress. On top of the wall, stand numerous watchtowers that guard the horizon for possible enemies. Four giant gates were placed around the outer wall, making entrances in the North, South, East and west of the fortress. All the entrances are manned by guards, but generally only the North and South entrances are open for merchants and other people, making them two of the most used trade routes to the city of Kairn.

Kairn is divided into districts, that represent different positions in the hierarchy of the Vendrian lifestyle.

MERCHANT QUARTER

The **merchant quarter** is where most of the trading and services are established. Due to the enormous size of the inside of the city, this is a quarter that is ever expanding, with more and more people having opportunities as merchants or service providers. Blacksmiths, taverns, general stores and any other kind of shops are available in this busy quarter. Also known as the **Rumble**, since its open during the day and night.

QORRIAT HEIGHTS

The **Qorriat Heights** are the living quarters for some of the best positioned Vendrians within the society. Luxurious homes with unique architectures, filling the landscape with buildings of different inspirations. This district is heavily guarded, either by personal home guards or street patrols that ensure the peace to the **most noble Vendrian families**.

TRIBUNALS

The **Tribunals** are a small district but of the utmost importance to Vendrian life. Here are settled all the matters of the law and religion. Composed by buildings with a uniform marble appearance, they stand as imposing as the justice served by the Vendrian judges.

LOWER GUFELK

Lower Gufelk and the newly created **Higher Gufelk**, serve as homes for most of the Vendrian population. Although not as impressive and requested as the Qorriat Heights, Gufelk serves its purpose and is more functional than visually appealing. Higher Gufelk was recently created to provide distinction to the up-and-coming Vendrian citizens that can afford better housing and facilities.

VEIL TOWER

The **Veil Tower** is one of the highest buildings in Kairn. With imposing features and beautiful murals carved on all the sides of the exterior walls, it tells the most important tales of Vendrian **legend through stonework**. Expanded over the years, the Veil Tower and surrounding buildings serve the **magics and knowledge seekers**. The Veil Tower itself has numerous libraries, laboratories and universities that can be used by most people that seek knowledge. The outer buildings of this district are generally the homes of the wisest magics and sorcerors that are trusted to protect the district.

THE BURROW

The **Burrow** is the **military headquarters** of most of the forces within Kairn. The security of the Vendrian realm is trusted upon these soldiers and guards that strategize and work to maintain peace or wage war. Within this quarter are also prisons, siege machinery, specialized blacksmiths for the Vendrian forces, among other military arsenal.

COBALT SANCTUM

The **Cobalt Sanctum** is the heart of the **political affairs** for the Vendrian citizens. All of the political officers and official government work from here to implement new laws and change the affairs of the Vendrian people. When elections are in place, all Vendrians come to the Cobalt Sanctum and make their voices heard. The Cobalt Sanctum is heavily secured through magic and personnel, but all Vendrians are welcome to take care of their business here.

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POINTS OF INTEREST

There are many different and unique places to visit in Kairn. Here are some suggestions so that you can breathe life into the stronghold.

THE BORED CUP TAVERN

This tavern is located in the Gufenk district and serves most of the workers around the district. Its one of the tallest taverns in the city, making it perfect for the bigger Vendrians to refresh their throats after a long day of work. There are tournaments of games of chance and its common to see some fights break out. Shady deals and meetings occur in the tavern, mostly on the cellar, which only a select few can enter.

THE NAUGHTY PONY

The Naughty Pony is an entertainment establishment that deals in sexual favors., located in the Merchant Quarter. With a very burlesque decoration, its regarded as a fine establishment where the Vendrians can feel safe and relaxed. The owner is a very extravagant Djinn, that commands respect but also the affection of his customers. He is known for his connections to the elite Vendrians, given the reputation of his establishment and the people that regularly use it.

TROLL SKULL INN

The Troll Skull Inn is located at the south entrance to Kairn, on the Market District. Its the first stop for tired merchants and adventurers seeking comfort after the road. With a great number of rooms available, its common to see a wide variety of Vendrians, as well as Coalition members. The inn got its name from a troll that that fell face first on the roof of the Inn. The troll skull still dangles from the roof as a reminder of the accident.

MISTER MORGAN'S CIRCUS

Mister Morgan's Circus is located in the center of the Merchant District. It attracts visitors from all over Elandria, to see exquisite creatures, feats of strength and wit, as well as powerful illusions. Mister Morgan is a friendly Rakshasa that has seen his fair share of marvel throughout Elandria.

DRIFTINGWOOD HARBOR

After the Age of Hysteria, many Vendrians adopted Coalition technology. One of such cases is the use of Zeppelins. Goblins manage the Zeppelins in the Market District, and its their work that keeps these machines running. There is a variety of different Zeppelins, some strictly mechanical and less reliable, and others that use magic to enhance their capabilities. Zeppelins are extremely expensive to buy and maintain, so the trips are not as cheap and as regularly available as other means of transportation.

KAEMORE ARCANE ACADEMY

Kaemore, located in the Veil Tower, is the best place to learn about magic and study the arcane arts. Professor Mathaias Nicolai, a vampire, is the highest responsible for the academy. He is well regarded for his knowledge, but known for his lack of social skills. Access to Kaemore is open to everyone, but there are restricted areas that only approved members can have access to.

THE LAUGHING LEPRICHAUN

The Laughing Leprichaun is a staple of magic items and curiosities located in the Market District. The prime destination for anyone looking into magic items and artifacts, everyone knows the name of Shumy Yarut, the Beholder. The price of fame is steep and everyone knows that you only walk into the Laughing Leprichaun if you have deep pockets and the will to empty them.

THE BOCCOB SUMMIT

The Boccob Summit is the main temple to Boccob within the Kairn fortress. Although there are several other temples within the city, dedicated to Boccob or other gods, the Boccob Summit is the religious center to all festivities, religious proceedings and healing in Kairn. The order that takes care of the temple call themselves the Wandering Covenant. Stories about experimentation and dark magic, taint the otherwise well regarded reputation of this order.

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COALITION

"Whatever reason the Silent Mages had to employ that magic in Elandria, I trust that they know what they were doing. But it worries me that we can't find any trace of them. If our intelligence officers are to be trusted, the Vendrians know about as much as we do about the Yinkia. And yet, I feel they have gained more in this magic bargain than us..."

- Lokdras Whitbreaker, Intelligence Commander of the Coalition.

NOBLE HISTORY

Although the **Coalition** formation is relatively new, the circumstances that led to its creation can be traced back thousands of years. When **humans** came to Elandria, most of the nonhuman races were already established in the territory. Humans settled on the coast of Elandria and expanded as far and wide as they could. The nonhuman races, favored the interior territories of Elandria, finding them more resourceful and hidden from potential invaders. A few conflicts between humans and nonhumans happened over the years, but nothing that couldn't be settled by chests of coin or transfer of lands.

Humans were regarded as **honorable**, and the monarchic nature of their rulers, made it easier for other races to deal with the humans in a straightforward way.

ENTER THE MONSTERS

When **Vendrians** came into contact with humans and nonhumans, the **prejudice** took over their reactions and war ensued.

Dwarves and **elves** were among the first ones to ally themselves with the humans. By the time that the Vendrians showed themselves, humans already had built a fortified capital within strong walls. Soon after, the other nonhuman races followed the humans into a frail **alliance** for survival.

At first, many humans thought that the nonhumans couldn't pull their weight around, and were a waste of resources, but as the human lives dwindled, human leaders started to see the value of longer-living races

Players can start the game as members of the Coalition. They can be working with a single faction within the Coalition, or several different ones. Although they are members of the Coalition, that doesn't grant them political power, instead, they answer to the leaders of each of the factions and help shape the political landscape of the Coalition. Some Coalition members try to undermine others in order to gain political advantage, so the choice of who to serve in the Coalition comes with benefits and dangers.

Many of the outer territories were either **lost or ravaged** by the war and it didn't take long until humans and nonhumans were keeping themselves behind walls, most of the time.

AN ALLIANCE IS BORN

Following the destruction of many human and nonhuman strongholds, it was necessary to keep a strong leadership in difficult times. The **Coalition** was born out of that necessity. All **human** and **nonhuman** races are represented by a **single person** that has a seat on the Coalition. Members are succeeded through family generations and others are elected, according to the tradition of each race.

Political power is always **shifting** within the alliance and after years of modernizing the state capital, each race has contributed to the welfare of the Coalition citizens in their own way.

THE CITY STATE

The city-state of **Periath** once represented the pinnacle of human civilization and perseverance. After the formation of the Coalition, Periath was the only stronghold capable of sustaining itself and also protect its citizens, and naturally became the **capital** for the Coalition. Most humans and nonhumans call Periath home these days, going as far as representing their districts in the fashion of their traditions and customs.

Tension and **conflict** is common on Periath, its not easy to manage different races and traditions in one place, but the representatives of each race make sure that squabbles don't create a division within the Coalition.

The villages and small cities outside of Periath are under the Coalition authority, but more often than not, they act **independently**. The Coalition provides those villages with **protection** when it can be spared, and in turn, they provide **resources** that can't be gathered on Periath or from the closer regions.

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COALITION LAW

The Coalition Law is built upon several intricate decrees that constitute the supreme laws applicable to every citizen from the Coalition. Tribunals settle most matters that concern commerce, personal disputes and crime. The more politically sensitive matters are handled directly by the **Coalition Bastion**, the headmasters of the Coalition.

ALL EQUAL, ALL FOR THE LAW

After the formation of the Coalition, there were many conflicts about the status of the newly arrived races into human territory. Humans particularly, didn't take kindly to other races receiving the same kind of treatment as them. It was essentially then, to create a system where all Coalition citizens were **equal** in the eyes of the law. That didn't stop racists or bigots from voicing their thoughts, but now it was easier to prosecute them, if the victims so desired.

The massive amount of laws and loopholes, made it profitable for some guilds, and the leniency from many judges, proved even more easy to **game the system** in their favor.

THE BASTION

The **Coalition Bastion** is the highest ranking political office inside the Coalition. One representative from each of the races with a seat on the Bastion, compose the headmasters of the Coalition. Their jobs include the shaping of the future for the Coalition, either through law, military action or development of the Coalition territories.

The political power within the Bastion is everchanging and its not uncommon that less savory **plots** are put in motion from several members of the Bastion.

The Bastion has several employees that help the headmasters with different tasks. From secretarial work to commanding armies, the Headmasters have the authority to call any Coalition citizen into service. Its a high honor to serve the Coalition under the headmasters and it normally leads to high financial rewards and a better position within the political structure.

FREE RELIGION

Within the Coalition, all religions are respected, as long as they follow the Coalition Law and don't endanger the citizens. Its common to see religions that follow god's from all planes of existence. **Pelor, god of the sun and healing**, is still the most revered god in the Coalition. Many will say that it has been like that for as long as they remember, but the truth is that most humans and nonhumans didn't follow Pelor faith until the start of the Age of Hysteria. They feel that Pelor is a natural opposition to **Boccob, god of Magic and creator of the Vendrians**, and put faith into his divine power to bring order into Elandria.

VENDRIAN PEACE

Following the **Age of Hysteria**, peace was settled with the Vendrians and although the strength of peace is uncertain, its respected and the Vendrians are protected by the same laws as any Coalition citizen.

Discrimination and bigotry are still common, and many people still claim to right to know who is Vendrian and who isn't. But to prevent any conflicts, the Coalition Law doesn't require Vendrians to declare their origin or their true appearance, making every person in the Coalition **doubt** of the true allegiance of their peers.

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COALITION LORE

The nonhuman races came to **Elandria** thousands of years ago. They established themselves in the inner territories, which were filled with lustrous forests, rich mountains and clear rivers and lakes. Their **coexistence** was mostly peaceful, with each race respecting the territorial boundaries of the others.

The humans came shortly after, in an event called the **Human Landing**. Few historical records exist of that time, most of them were destroyed in the war with the Vendrians, but what historians know for sure is that humans came in giant ships of white wood and crimson sails, from across the **Qwoth Domain**.

Several years passed and even with **conflicts** between humans and nonhumans, Elandria prospered. Humans built **Periath** and started settling more territory. The other races explored resources, gathered knowledge and developed their societies.

But all thoughts of peace and quiet were taken by storm when the **Vendrian** appeared as an established **society**. Suddenly, the **monsters** that humans and nonhumans fought, were no longer deprived of organization and tactics.

One by one, the races in the inner territories of Elandria started to move further to the coast and closer to the humans. As a last stand against the Vendrians, humans and nonhumans fought in the **Wandering Grove** but in that battle, no one was victor.

The Vendrians lost the **advantageous position** on the Wandering Grove, but the humans and nonhumans were dealt a **serious blow** to their numbers.

After the battle, there was nowhere to go but to the coast of Elandria, and that march came to be known as the **Wailing March**. Many didn't make it because of their injuries and others were simply driven **mad** by the horrors of war. Each passing day of the march, more dead were **buried on the sides of the road** that led to Periath.

Broken and in despair, the nonhumans saw no end to their suffering in sight. The humans permitted the nonhumans to live on Periath and eventually, they all came to the first stages of the **Coalition**.

Laws were shaped to permit nonhumans the **same rights** as the humans. Nonhumans serviced the city in various trades and their numbers were also used in the following conflicts. After years of coexistence, the Coalition became a **well-oiled machine** capable of defending the interests of humans and non-humans alike.

SILENT MAGES OF WILDHARDT

Following the creation of the **Coalition**, it was necessary to have a **final solution** for the Vendrian problem. Several guilds of **mages** from across all races, gathered together and swore a **silent vow** until they could present a solution that would bring peace to Elandria.

Wildhardt Peak was made their home, and in silence, the mages worked on experiments, leading to the creation of the biggest knowledge source in all Elandria. Several libraries and archives that stored all the findings of the Silent Mages, were their most precious **heritage** to Elandria.

Even though the **Silent Mages** worked mostly on the origins of Vendrian existence, it was common that they went into the **field of battle** alongside the Coalition armies, and lent their support.

When the Silent Mages finally found the solution to the Vendrian problem, it wasn't the solution that the **Coalition** would've hoped for. When the Coalition found the true effects of the Silent Mages spell, it was already too late. **Masking the appearance** of the Vendrians meant that, if they wished, infiltrated attacks within Periath were easy to execute, but **none ever happened**.

Without finding the whereabouts of the Silent Mages, the Coalition **sealed off** Wildhardt Peak, and drafted the first documents that would become the **peace treaties** signed after the **Age of Hysteria**.

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PERIATH

Periath is a **city-state** and main stronghold of the Coalition. The construction of the fortress started soon after the humans arrived at Elandria. Imponent in size and in its defences, several races contributed along the years to make Periath a true reflection of the union between humans and nonhumans.

The atmosphere of the city is somewhat tainted by **smoke** from the **machinery** and busy industry within the city. Due to this pollution, acidic rains are common and make the growing of food within the city almost impossible.

Due to the several different races, organization and uniformization of the city is replaced by a variety of **different architectures**. Stores and taverns are sometimes cramped between buildings and new constructions tend to raise the heights of the buildings every year. There is only one entrance to through the city gates, and one through the city harbor.

MIDTOWN PLAZA

The Midtown Plaza serves as a center for all trades and services. Due to the enormous size of the city, is common that merchants sell their wares in carts and portable stands that they setup in the plaza and all around the city. The store that you saw on the plaza one day, might be on the harbor the next, making the search for goods very chaotic if you don't know the right people.

THRENDROW

Threndrow is an agglomeration of taverns, inns and entertainment places that occupy a great portion of the city. Owners compete for the best prices and often employ thugs to harass other owners into selling their business. From the shadiest tavern to the finest inn, everything can be found in Threndrow and newcomers are only a charm away from being swindled.

HEARTHOME

The Hearthome constitutes the living quarters in Periath. Rich nobles and poor tradesman share the district but with enough distance to separate their positions within the Coalition society. Certain areas are not guarded, but noble's homes are heavily secured.

THE HOLLOWES

The Hollows are a series of underground tunnels, chambers and catacombs that serve the criminal underground in Periath, as well as the less fortunate. The Bastion knows of its existence, since they were the ones that built the Hollows as a secure passage out of the city, and they also know that criminals use the passages as an easy way to smuggle and commit other crimes.

The importance of the Hollows to Periath is imperative. Its the only way to appease the masses that seek illegal entertainment and goods, also making sure that money keeps flowing to the coffers of the Coalition elite.

SOULSTICE SANCTUM

This extensive district started as a monument to the lives lost in the wars against the Vendrian. An extensive park covers a good portion of the city, creating a more bearable environment than the smoke that billows from the industry.

Later on, temples were constructed to various gods and religions. All the citizens of the Coalition as well as the Vendrians, respect the Sanctum as an absolute place of peace, and representative of the newfound alliances between the two people.

Vendrians created a soultree and offered it to the Coalition as proof of their sorrow for the lives lost. The Soultree glows with an azure light and shows the names of all recorded deaths on its branches, from the Coalition and the Vendrians.

THE BASTION

The Bastion is where all of the political action happens in the Coalition. Several buildings constitute the headquarters of politicians, military, tribunals and other law related buildings. All races have a specific building that handles requests, problems and disputes happening within a determined faction.

Vendrians also have a diplomatic building where they handle their citizens as well as communicate with Kairn for information.

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POINTS OF INTEREST

There are many different and unique places to visit in Periath. Here are some suggestions so that you can breathe life into the city-state.

THE ODD SPOON

The Odd Spoon Inn and tavern, is the most famous establishment in Periath. Offering a variety of meals and accomodation, it gathered reputation by offering exotic food and entertainment. Owned by the gnome Chef Smivit, the Odd Spoon is an imponent building right on the entrance to the Threndrow and although everyone squabbles for a piece of the visitors pocket, the Old Spoon is always on the vanguard of the profit.

LIONETWORKS INC.

Headquartered in the Midtown Plaza, Lionetworks Incorporated is a security and development company. They hire mercenaries and specialists to accomplish certain tasks requested by clients. Although the contracts are on a "need-to-know" basis, Lionetworks guarantees that all work is legal. The company has grown to be a many-headed beast, with offices in the most developed towns.

THE HYSTERIA ARENA

Named after the Age of Hysteria and previously known as the Forsaken Sanctum, the Hysteria Arena provides spectacular combats for fighters or voyeurs.

The battles are well organized and in order to compete, prospects must prove decent prowess before entering the arena. Although most fights don't end in death, the life of the participants is not guaranteed. The arena is also used to settle matters that failed to be resolved through judicial means, even if its not officially seen as the end of a dispute.

STELLAR ATHENEUM

The Stellar Atheneum is a collection of buildings where individuals dedicated to knowledge, arts and performance spend most of their time. Its composed by libraries, laboratories and universities that teach a vast number of subjects.

HAVEN LANDING

In the Haven Landing, Skyships and Zeppelins start their voyages to other places in Elandria. In Periath, Skyships exist and operate exclusively through magic. The trusty old zeppelins are also used and are commonly cheaper than using Skyships, that are never used to go outside the Coalition territories due to their high value. High value commerce between the Coalition and the Vendrian is done through Zeppelins, which are also equipped to fend off possible assailants and bandits.

XURT HARBOR

The Xurt Harbor connects Periath to other coastal villages and cities in the Coalition territory. Apart from commercial trips, there are also expeditions to unexplored parts of Elandria that are always looking to hire mercenaries.

GAMBLER'S BASTILLE

An establishment where both fortune and misery can be found or lost. The Gambler's Bastille works as a casino and entertainment place for many citizens in Periath. It is segmented into the lower grounds which serve the vast populace of Periath, and the higher floors are reserved for the elite citizens and big spenders. The casino is managed by a dwarf, Ms. Aurora Harvey, a ruthless businesswoman that made her fortune dealing with pirates. Her illegalities are looked aside by politicians, provided that she keeps the business going in favor of the elites.

RELIQUARY OF PLEDGES

The Reliquary is home to a strange order of knights and priests pledged to the discovery of knowledge and the truth about the Yinkia. Following the disappearance of the Silent Mages the Reliquary Order of Pledges took the mantle of advising the politicians in matters related to magic, monsters and the occult.

Very discreet in nature, the order is not above of breaking a few legs to get answers to the most enigmatic mysteries in Elandria.

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PLAYABLE VENDRIAN

If you'd like your players to play Vendrians, there are a number of selections available from the Volo's Guide to Monsters, as well as several other homebrew options. In this section we'll go into more detail about how each of these races have a role in the Vendrian society.

AASIMAR

The Aasimar of Elandria are eternally conflicted about their existence. Divided between their connection with the divine and their creator Bobboc, they struggle to find a balance between the Vendrian Mantras and their own beliefs. Legends say that perhaps the divine light that still resides within the Aasimar is the result of Pelor's intervention, but there is no concrete proof. Their occupations vary in Elandria, ranging from diplomats, lawmakers, protectors of artifacts or merciless executors of lawbreakers. Other races respect the Aasimar, more out of fear and ignorance. They are too reserved to show much of themselves as they don't expect other races to understand their struggles.

FIRBOLG

The Firbolg are the keepers of the forests in Elandria. They tend to the woods and extensive forests while living a very reclusive life. They don't interact with the rest of the Vendrians as much, and prefer to keep to themselves. They are respected within the society for their knowledge of the wild and their dedication to its protection. It's common that Firbolgs send emissaries throughout Elandria, spreading the knowledge and importance of keeping Elandria a safe environment for all races. Although they are pacifists by nature, they don't shy away from conflict, and on more than one occasion, they faced dangerous foes, through combat or diplomacy, in order to safeguard the interests of their people.

GOLIATH

Goliaths in Elandria keep to themselves in the mountains close to Kairn but some tribes have made it to the coastal regions and offered their services to humans and non-humans. The Stone Pikes Goliaths

are special military that defend Kairn in case of an invasion and are considered an elite force.

The remaining Goliaths in Elandria don't really have allegiances to the Vendrian or the Coalition, working mostly alone, in herds, or as mercenaries. They suffer a lot of resentment from the Stone Pikes, that nowadays don't see any conflict and became a more ceremonial than active military force.

KENKU

The origin of the Kenku in Elandria is absent from any historical records. Several different legends have a different version of how they came into Elandria, and they differ from tribe to tribe. In the days of war, the Kenku worked as spies, scouts and messengers for the Vendrian. They were ideal for this type of work and since the kenku only obey their master, it was easy to control allegiances.

After the Age of Hysteria, many Kenku went into exile, others remained in Kairn and found diverse lines of work. They are not the most respected races in the Vendrian society, but everyone knows that crossing a Kenku is tempting fate. They can be vicious and don't forget a grudge easily.

LIZARDFOLK

Lizardfolk were a tardy addition to the Vendrian society and even today, they are very few in number. Thinking about their survival above all else, Lizardfolk didn't really fit into the Vendrian Mantras, and so, they quickly distanced themselves from any kind of society.

But after the Age of Hysteria, small groups of Lizardfolk found their home close to Kairn, in the Cursed Gardens. They established a few villages surrounding the swamps and either prey on wandering merchants, or hunt in packs the bigger beasts of Elandria. No one really knows for sure why the Lizardfolk came out of hiding, and why so few returned, it's something that they kept to themselves, even after so many years.

TABAXI

Tabaxi are the storyseekers of Elandria. Wherever there are important happenings, at least a small group of Tabaxi is there to take the knowledge and transmit it to the Cat Lord, across the sea, in Ashuntar. They remained impartial in the Coalition and Vendrian war,

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even though they were affected by the Yinkia just as well as any other Vendrian.

They are mostly known as highly inquisitive folk, and also entertaining when in the mood. Their desires and objectives are very different as individuals, but as a group, their main goal is to seek knowledge and experiences outside of their homeland, and instill that knowledge on they return. The Vendrians and the Coalition have reasonable relations with the Tabaxi, even though the Vendrians resent the absence of the Tabaxi in the wars before the Age of Hysteria.

TRITON

Tritons are one of the most isolated races in Elandria. Although other races know of their existence, its rare to see a Triton outside of their home territory. Vendrians gathered the support of the Tritons in order to defend the coast in the northern territory of the Vendrian, and they have stayed there, long after the Age of Hysteria. Some Vendrians suspect that Tritons walk among them under the disguise of humans and non-humans, making it easier for them to blend-in.

Very few things are known about the Tritons or their goals, and fewer are the people who actually know where they live.

BUGBEAR

Bugbears live a very controlled life in Elandria. Most of them are associated with Goblin clans, that protect their interests while the Bugbear protect their backs. They are valued allies of the Vendrian and although they are not very intelligent, they offer a great deal of strength to the military and to other services that require heavy lifting. With strong physicality and stubbornness, Bugbears are also hired as mercenaries and guards all over Elandria. Even Coalition citizens request their services, being that they are cheaper than organized militias.

There are rumours of Bugbear that through magical experimentation became more aware and intelligent, leading their people to a more enlightened age.

GOBLIN

Goblins are both loved and hated by the Coalition and the Vendrian. Capable of genius but also capable of disastrous accidents, not many like to be around

Goblins. They earned their place in the Coalition by reverse-engineering the Coalition zeppelins that are now present in the Vendrian territory as well.

With short lifespans, Goblins have a mentality of: "make it or break it". Either they die in a rather stupendous fashion, or they become legends to their people.

The number of goblins is severely controlled by the Vendrian politicians, afraid that the small creatures might cause a disruption in the Vendrian welfare. Even so, they are respected for their positive outlook on life, even after losing many tribes before the Age of Hysteria.

HOBGOBLIN

Hobgoblins are the chieftains of Goblins and Bugbears. Although few in number, Hobgoblins are a very important piece in the Vendrian society. They keep the Goblin and Bugbear population in check, make sure there are no conflicts between clans, and provide protection to many villages and minor cities throughout Elandria.

Fearred by many villagers from the Coalition, its still very hard for the Hobgoblins to get their trust, and when that happens, more often than not they are chased off the villages they were paid to protect.

Prideful and respectful of their traditions, Hobgoblins rule their people with an iron fist.

KOBOLD

The Kobold are an important working force for the Vendrian. Working from mines all across Elandria, Kobolds provide many different resources essential to the Vendrian and Coalition. Their importance made the little creatures become merchants and sometimes, even lords of small territories, as rewards for their work. Before the Age of Hysteria, they were also fierce warriors and hunters, that protected their villages with tooth and nail.

Their friendly outlook, made them excellent diplomats, tradesman and allies to different factions within the Coalition and the Vendrian. They are very aware that their usefulness rests on their capacity of delivering goods and services, and they built their clans around those objectives.

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ORC

Before the Age of Hysteria, Orcs were the bulk military force of the Vendrian. Their vast numbers made for expendable soldiers and in result of that, many clans were slain out of existence. After the wars, Orcs diversified their culture and took upon themselves to enhance their race by acquiring more knowledge, learning different trades and creating a more educated society. The war-like mentality is still there, and they still have fierce warriors that serve as the military for the Vendrian, but now they focused on other areas in order to improve their war capabilities.

The Coalition still doesn't welcome the Orcs with open arms, feeling that their aggressive war-like ways haven't changed.

YUAN-TI PUREBLOOD

The Yuan-ti have a tragic history in Elandria. While their abominations and half-breeds were used by the Vendrian in battle, the Purebloods removed themselves of the wars of the Vendrian and Coalition.

After having contact with the humans and non-humans, many Purebloods were well received by the Coalition, even going as far as entering their territories unchecked. But once the Vendrian invaded the Coalition with Yuan-ti abominations, the Purebloods were found guilty of treason. They fled the war and retreated into the Ironwood Thicket for years.

Returned recently from their exile, the Purebloods distanced themselves even further from the Half-Bloods and abominations, proclaiming a new era of the Pureblood civilization.

They still feel resentment from the Vendrian and Coalition alike, with many factions of the Purebloods using guerrilla tactics to get revenge on Vendrian and the Coalition.

Distrustful of all, as all are distrustful of the Yuan-ti Purebloods, they keep to themselves and try to find ways of rekindling old alliances.

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PATRONS, DEITIES AND LORE

The Pantheon of deities in Elandria is based on the Pantheon in the **Greyhawk** official setting. You can consult this pantheon in the **page 295** of the Player's Handbook.

The only relevant changes to the Pantheon, is the fact that Bobboc, god of magic, has **created life** through magical experimentation, rivaling himself to Pelor, god of healing and life.

Elandria is a vast place and can have different religions from across Faerûn, because for all intents and purposes, Elandria is **still part of Faerûn**, just distant enough that other regions haven't learnt much about it yet.

BOBBOC & PELOR

Bobboc is usually described as a middle aged man with white hair and purple robes. He carries with him the very first staff of the magi and he knows **every spell** ever created.

For all his knowledge, Bobboc never figured out the secret to Pelor's creations, and became **obsessed** with finding the truth. Through experimentation, creation of new magic and absolute dedication, he created the first creatures that became the abominations and monsters known to all in Elandria.

With the distrust from all other deities looming over him, soon after Bobboc **exiled** himself in his plane, not interfering with the material plane, or the planes of the gods.

Pelor tried, in vain, to instill some of his essence into Bobboc's creations, but to no avail. After some centuries, some of the most intelligent beings created by Bobboc gathered together in **society**, known today as the **Vendrians**.

Without knowledge of Bobboc's whereabouts or influences, the Vendrians still **pray** to him for guidance and many religious orders reaffirm that their father listens but doesn't interfere, out of respect to his creations.

THE EXTENT OF THE YINKIA

The **Yinkia**, or the masked appearance, is a very complex magic and the studies of it are still very limited. One of the first experiments on the Yinkia, was the **distance** at which the magic could work. It was found that some miles out of the Elandria region, the magic dissipated and the Vendrians **lost control** over their appearance. It was also speculated if Vendrians could take the form of already existing people, or if they could take different forms each time, which was found to be untrue. Vendrians have no control over the form they change to, and the form they have changed to since the first Yinkia happened, has been their form ever since.

To revert back into their monstrous form, Vendrians only need to concentrate, but its a **big effort** to change forms, so they use it sparingly, choosing one form or the other for long periods of time.

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ARM BAND OF KESH

In the Tabaxi culture, spirits are a very important part of the way of life. Respect to the spirits is paid in order to receive their blessings and counsel.

Kesh, used to be an adventurer until she fell inside a magic well and became trapped inside a mage's arcane focus. Recovered later by her party of Tabaxi explorers, the spell was unable to be dispelled and so, Kesh remained inside this armband.

She has been passed on, generation after generation, offering protection and advice to young explorers that would seek out adventure in Elandria.

Kesh is very talkative when she is in the mood, and loves to tell stories, even if she tells them way too many times. While inside this armband, Kesh has come to terms with her existence and is happy to help fellow adventurers, as long as she gets to stretch her legs every once in awhile, and see new places.

APPEARANCE

The armband has a copper look to it, with signs of wear. Along the leather strip, there are several runes in a language that no one has managed to translate so far. Kesh is summoned from the platinum plaques, and the runes light up whenever the armband is used. It resizes to its wearer with no problem, and seems to resist most physical damage.

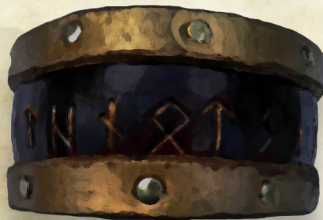
EFFECTS

As a reaction, you can summon a spectral female tabaxi named Kesh. Kesh appears between the wielder and a would-be attacker. The attacks automatically target Kesh in place of the wielder. Kesh has an AC of 14 and 10 HP. When Kesh is reduced to 0 HP, she dissipates.

As an action, you can summon Kesh as a servant for 1 hour. Once on each of your turns as a Bonus Action, you can mentally command the servant to move up to 15 feet and interact with an object. Kesha can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. She cannot harm other living beings. Once you give the command, Kesha performs the task to the best of her ability until she completes the task or you give her another command. Ill-mannered commands or commands that go against Kesha's beliefs must beat a DC17 charisma saving throw, in order to convince Kesha to do it.

You can talk to Kesh but her knowledge is very limited to her past life experiences, and what she observes when summoned.

Once used as a reaction or as an action, the armband can't be used again until the next dawn.



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SEER OF EHLONNA

Ehlonna, goddess of the woodlands created the seers as a last attempt to warn the inhabitants of Elandria about the price of war. The Seers are capable of seeing past, future and present events, making them extremely valuable to anyone. Unfortunately, the Seers are a dying species, and with them, dies the voice of Ehlonna in Elandria. Hunted by treasure seekers, war-mongers and other unscrupulous people, their numbers dwindle and became so rare that most people think they didn't ever exist.

Many Seers forged their own paths, using their small size to blend with other civilizations, but they never abandoned their purpose of warning people about important events.

If a Seer finds someone worthy, they'll bond for life and imbue that person with the ability to see what the Seer sees. Even weakened after the God Exile, the Seers still hold considerable power, and restoring it depends on the faith in Ehlonna, and the actions of both Seer and their bond.

APPEARANCE

The Seer is about 1 feet in height, with green lush leaves on top of his branches. On different seasons, Seers might change the coloring of their leaves, as well as on situations of imminent danger. Their bark is as durable as stone, protecting the Seer from physical damage. His green eyes are always glowing, and when he is having a vision, they glow even brighter, with green leylines coming out of his eyes.

EFFECTS

To use the magical effects of the Seer, the wielder must be in a place of quiet and peace, to allow for contemplation, and must have created a bond with the Seer. The bond of the Seer must concentrate on him and think of a location and date well known to him.

The Seer will then show his master, small flashes of events in that location, on that date, as they truly occurred. After 1 minute, the magic ends and the Seer will be exhausted.

It will recover his strength on the next dawn. This small creature requires fresh water and sunlight to remain healthy.

The creature that bonded with the Seer also knows how to write and speak Sylvan, and is capable of communicating with the Seer.



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CRYSTAL OF AMORON DUR

The Silent Mages of Wildhardt crafted dozens of artifacts that helped them on their research of the Vendrian. One of the Silent Mages, Amoron Dur, created a magic crystal that was capable of detecting and dealing with magic like no other item or person could.

His artifact was one of the few that made it out of Wildhardt during the disappearance of the Silent Mages. It came to the hands of a powerful Silent Mage, that took upon himself to pass on the knowledge of the Silent Mages.

Now, you are the owner of this crystal. It was entrusted to you, so you can discover the magical secrets of Elandria, dispell them or keep them safe, its your choice.

Your teacher sent you on your mission with the confidence that you are ready and equiped to face whatever challenges Elandria might put in front of you. And he knows that only you are capable of unlocking all the secrets of the Crystal of Amoron Dur.

APPEARANCE

The crystal seems inconspicuous and for an untrained eye, it looks like a simple charm or trinket. But in the possession of a trained mage, the crystal swirls with magic energy of different colors. Worn as a pendant or as a pocket item, the crystal is warm to the touch whenever magic is nearby.

EFFECTS

This gem glows red and radiates heat when within 20 feet of a magical aura. The stronger the aura, the more heat the crystal generates. This effect dissipates after one hour of entering the aura.

This item can be used once per day, to cast one of the following spells: Detect Magic, Identify, Dispel Magic. The crystal regains its power after dawn.



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MASTIFF OF BAE

The Mastiff of Bael has been passed on through generations of the Draxlehouse family. Its origins are traced back to the time where humans first came into Elandria, and with them, brought loyal mastiffs that protected and helped them scout the new lands.

As a gesture of goodwill towards gnomes, Bael was bred to be a fierce companion, and was gifted to a mighty gnome warlord.

When he neared old age, the Draxlehouse family ensured that Bael could be called upon long after his time. Through powerful enchantments and the sheer purity of the mastiff bloodline, Bael was turned into a magical artifact. A statuette, small enough to fit a gnome's pocket, with the likeness of Bael, was now the most treasured artifact in the Draxlehouse lineage.

A fierce and intelligent being, Bael was bred for war and excels at helping gnomes in those circumstances. Ideally, they serve as mounts for gnomes, but they are also excellent trackers and loyal guards.

Bael only comes to life on its owner commands, or the commands of someone that is worthy of his companionship.

APPEARANCE

The statuette has a copper coloring worn out by time. It seems roughly made but with fine details and engravings. Its small enough to carry in a pocket, and doesn't seem too fragile.

EFFECTS

The owner of the statuette can summon the Mastiff of Bael to his help. The Mastiff has the stat block of a mastiff (page 333 of MM), plus its HP total is equal to 4x the level of its owner, or the maximum HP of the mastiff.

The Mastiff will remain with his owner and follow his orders until he is unsummoned or his HP drops to 0. If the HP of the mastiff is reduced to 0, it becomes a statuette again and can only be summoned on the next dawn.

The Mastiff can be used as a mount for small humanoid creatures. They can also be used to attack with an attack action, used by its owner.



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GAUNTLET OF DELATRATH

After a ferocious hunt for Delatrath, the white dragon, he was dangerously wounded by a ironwood spear. He crashed from his flight close to the villages surrounding Luisant, and was presumed dead.

A few days after, a peasant found Delatrath wounded and close to dying. Defying his fear, the peasant approached the white dragon and tended to his wounds. They created a bond between man and dragon, and after Delatrath was cured, he granted the peasant one of his biggest powers: a dragon's favor, with the form of a gauntlet capable of protecting the peasant and his family against the tides of war.

With the dragon's favor, the peasant took upon himself the family name of Delatrath, and passed on the dragon's teachings to his family.

Now, its time for a new Delatrath to spread the word about the white dragon, and carry on his legacy of punishing evil and protecting good. Your father gifted you the Gauntlet of Delatrath, the white dragon. A relic of the uttermost importance to your family, and that you have to use to protect yourself and everything good in the world.

APPEARANCE

This gauntlet is made of platinum, with some gold lining details and a white gem stone. When used, the white gem flashes and a white dragon's wing protects the user. While unused, the gem remains inert with some faint fragments of light inside of it.

EFFECTS

When the owner closes the hand with the gauntlet and says the word "Delatrath", a shield made of a blue magical barrier is created, absorbing 15 HP of damage and giving +2 of bonus in armor class until the barrier breaks. After using the item, it can only be used again at dawn.

If someone tries to don the gauntlet and its not a Delatrath family member, he must make a Charisma Saving Throw DC 17. If he fails, he takes 3D6 psychic damage and the glove falls to the ground.



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RUNES OF VOLMUS

Not much is known about the runes of Volmus, only legends passed by elders, that embellished the accomplishments of one of the best Rune Scribes in Elandria.

Some say he was the first to tap into the power of the runes, by gathering the magic from the leylines all across Elandria. Others say that he crafted rune magic using powerful artifacts, and by doing so, created a new realm of magic and possibilities.

What is known for certain is that the Runes of Volmus are of the most precious artifacts of the Haugr scribes and they are passed on to the most prodigious students of runes in each generation.

Rune scribes studied the artifact for ages, trying to learn all of its secrets, but never managed to unlock its full potential. It has helped empower many different rune scribes, but its true power is yet to be revealed.

The Runes of Volmus are now passed on to another. Now its up to you, to discover the world, forge alliances and guarantee the survival of the rune scribes, as well as unlocking the true power of the Runes of Volmus.

APPEARANCE

This die of bone is almost worn and smooth around the edges. It has 4 different runes on the sides of the dice, which have never been translated by any Rune Scribe. The bone has acquired an amber-like color, and the runes flash in different colors when they empower a spell or rune being cast.

EFFECTS

When you cast a spell that has an **"At Higher Levels"** text in its description, choose the spell slot level that you will use to cast the spell. You can roll the **Runes of Volmus** as a somatic spell component of your spell (use a d2). Add a number of spell slot levels equal to the result on the die to the spell slot level you chose to cast your spell. Use the new, combined spell slot level to determine the effects of the spell, but only the original spell slot level is consumed. Once cast, the die remains inert and cannot be used again until dawn.



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Thank you for reading
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