

Wardens of Telehar

A D&D Campaign Setting

For Fifth Edition

Contents

Introduction.....3

Characters.....6

Creating a Character.....	6
Race Setting Details.....	7
Narolith.....	12
Helian.....	13
Toran.....	14
Porsla.....	15

Classes.....16

Barbarian.....	16
Bard.....	16
Cleric.....	17
Druid.....	18
Fighter.....	19
Monk.....	20
Paladin.....	21
Ranger.....	22
Rogue.....	23
Sorcerer.....	23
Warlock.....	24
Wizard.....	26

Geography.....27

Edocan.....	28
Edrisa.....	28
Rauina.....	30
Kedardrog.....	33

Merawien.....	35
Aed'eri.....	35
Caydla.....	37
Fannor.....	38
Osdeth.....	40
Draleth.....	42
Auria.....	42
Jerikaa.....	44
Thayrien.....	46
Afila.....	48
Nyd.....	48
Lar-Sal-Ous.....	49
Tendath.....	51
Dhalmiir.....	52
Zandur.....	54
Vokar.....	54
Keasien.....	56
Rhoza.....	58
Aurumed.....	59

Gods and Worship.....61

The Gods.....63

Cosmology.....70

History.....72

Organizations75

Running an Adventure..78

Introduction

Welcome to the continent of Telehar, a place of war and politics, encompassing lands of magic, mystery and great peril.

Bold Knights war against one another, battling evil and good in an endless search for peace. Daring treasure seekers plunge the depths of ancient tombs of dead gods in pursuit of treasure and fame. Mages plunder the ruins of fallen kingdoms, searching for the terrible secrets of the Aether that have been lost to the world.

This is the land of Telehar, a once great Empire that now lies shattered, leaving the wicked and righteous to fight over its remaining pieces. Now it is your turn to join the fray, to decide the future of this tortured land.

The Land of Telehar

From the deep jungles of Rhoza to the green fields of Edocan, a hundred nations lie within the continent of Telehar, a single continent in the world of Azkera.

What lies beyond Telehar few can guess, or dare to even dream, for explorers are only ever met by a vast uncaring ocean and lands of extraordinary danger. As far as it's people are concerned Telehar is a jewel of civilization in a savage world, even when their own savagery threatens to tear it apart.

The continent of Telehar measures more than thirteen hundred miles from east to west and twenty hundred from north to south. It includes scorching hot deserts, deep bewildering forests, unscalable icy mountains and golden fertile fields.

Though every corner plays host to a nation much of the continent lies abandoned, left to be claimed by anyone with the power to keep them. Fell magic, deadly monsters and cruel rulers are all threats that you face

when travelling this vast land. Even well travelled roads may fall prey to a monster or bandit attack, and nowhere is safe from the wars that continue to rage for the empty throne of the Emperor.

The People

Telehar is home to hundreds of intelligent races, ranging from the teeming kingdoms of humankind to **the dark lairs of terrible creatures that may only number a score.** The people are just as varied as the land is, ranging from beautiful to vile in equal measure.

The great story of Telehar is it's miraculous survival during the days of the Divine Wars, when gods walked the world and did battle with one another. From the ashes of this conflict the Empire rose spearheaded by a legendary human to bring the continents people and nations together under one rule, so that they would never again suffer a war as terrible as the ones that came before.

The Empire's expansion tamed much of the wildlands, absorbing races that would bow to it and driving out all others. Ancient caves of forgotten races and the **hunting grounds of ogres and monsters** have all been pushed aside and claimed by the march of civilization.

But peace is always just out of reach in Telehar, and with the murder of the last Emperor almost two hundred years ago the continent has plunged into decades of war. Some look to rebuild the Empire and its dream of peace, while others consider it a failure and seek to make what gains they can in these troubled lands.

Will the Empire ever to be rebuilt? Or is Telehar doomed to an eternity of struggle and war? Was the dream of peace just that? A dream?

The Civilised Folk

Of the many races of Telehar, only about a dozen are considered 'civilised'. Humans are one of the more numerous races, building their sprawling kingdoms and nations wherever they can. To the older races humanity is an upstart race, taking advantage of their part in the formation of the Empire to expand their hold on the continent. For the Elves and Dwarfs, who are said to be some of the very first mortals to walk the world, find themselves faced with a crossroad. Now is the time for them to choose, to attempt to make a resurgence of their race or begin a great and sad decline.

Closer to the wilds than they have ever been to civilization the gnome and halfling races have fallen back into their old ways, growing closer to nature as the once great kingdoms of the land tear each other apart. But for those of their kind that have chosen to stay the course have found themselves in unique and often rich positions, sometimes proving a better fit to cities than even their human creators.

Stranger races exist in this land too, integrated into current nations by their inclusion in the Empire so long ago. The strange bird like Toran, though normally enclosed in their jungle home are known to venture out sometimes, on pursuits of beauty in an ugly world. The Narolith, a race created for war, are now one of the old Empire's greatest and most loyal workers. The Helian, a race of scholarly giants that have proven to be great mages and clever councillors to kings and courts. The mysterious Porsla, a constructed race of unknown origin, obsessed with finding a purpose have found many jobs in the Empire for themselves.

There are more races across the land of Telehar, but not all swear to the old ways of the Empire, like the strange merfolk who look to the shores to expand their underwater kingdoms, or the hidden serpent people that even now plot to enslave nations to make their own Empire.

Savage People and Monsters

Against the shattered Empire and it's various Kingdoms stand a great many enemies. Foremost amongst them are the savage peoples- goblins, beastmen and ogres and all their kin. These wild and cruel races build their homes in abandoned territories, claiming forgotten fortresses and building their own **where** they can. They are also one of the only people that would dare live in the tombs of the dead gods, risking insanity and mutation from the lingering mistma that lies within them. Breeding and training powerful warriors these creatures regularly burst forth from their strongholds to slaughter villages and towns that lie in their path.

But Telehar is home to much more malevolent forces as well, gathered just below the surface to plot and scheme the downfall of the broken Empire. Marshalling dark and forbidden powers the creatures of these hidden places wage an endless war of their own upon one another, in pursuit for total domination and destruction.

But even these threats pale in comparison to the power of creatures born from Gods and the Divine Wars. The nine immortal dragons, who are always reborn when they die, growing up to spread death and destruction upon the land. The dead yet powerful juggernauts, that even now spread their mad influence where they fell. More of these creatures exist still, sealed and undiscovered, waiting for their chance to continue a war that has long since ended.

Heroes and Villains

As a land divided Telehar has room for all manner of virtue and vice. The constant conflicts of the continent give way for those with the ambition and power to make their mark upon the world, praised as savours or cursed as destroyers.

But the world is not crystal clear, and neither is it's justice. War is a pursuit of power and prosperity, labels of good and evil have little place amongst the Hundred Kingdoms. When good people are willing to commit atrocities, and villains wish to pursue peaceful resolutions, who can say to hold the moral right in such a world?



A World of Magic

Azkera is a world steeped in a mysterious element known as Aether, an invisible force that floats through the air like dust. During their reign the Gods were able to gather Aether to themselves to commit astonishing acts of creation and destruction, but their overuse of the element saw it diminish in the world and lead to the madness of the Divine Wars.

Today Aether is not as prominent as it once was, but it still touches the majority of people in mysterious and subtle ways. Those who study magic in all its forms are able to make use of the Aether, gathering it to themselves to cast spells.

But as a moving element Aether is able to affect the world with disasters and miracles alike. Old creatures become receptacles of Aether making them stronger and more intelligent, and the land becomes warped and scarred as the Aether gathers into rare storms of cosmic and deadly brilliance.

The Dead Gods

Though the God's mortal forms have long since died out their will and power still touches the world in many ways. Worshippers of these divine spirits are able to create a bridge between the mortal world and the one beyond, channeling a god's power into miracles and curses. Even simple folk who lack the power to connect their own spirits to such gigantic souls are able to benefit from divine boons and blessings in return for worship.

Religion is a strange mix of faiths in Telehar, where powerful deities are lauded highly and whole nations gather under their worship, and where smaller deities carve out cults for themselves to spread

their message and powers. It is unknown how many deities there are, and how many lie forgotten awaiting the day they will be discovered and worshipped once more.

But even without their divine presence the Gods have left many marks upon the world, their indestructible dead bodies leak a terrible and deadly miasma, forcing their worshippers and even enemies to entomb their bodies deep into the earth. Alongside these tombs where treasures, traps and guardians lurk often hold powerful relics handcrafted by the gods at the height of their power. The secrets needed to create these powerful objects have long since been lost, making many consider the risks and rewards of entering these great tombs.



Characters

Scheming sorcerers of House Raunia, feared and loved in equal manner by their citizens, seek new ways to increase the power of their draconic bloodlines. Mistrusted clerics of Zol dredge their way into the swamplands of Tendath to find the tomb of their forgotten god. Ingenious Crystal Dwarves experiment in new ways to harness the innate powers of their gems in there sun bleached fortresses. Almost any kind of hero or villain can find a home in the Warden's campaign setting.

Who your character is and where they come from, more than what they can do, can play a vital role in defining your character in the world.

Creating a Character

Any character created using the rules in the *Player's Handbook* works as a character in the Warden setting, but this chapter explains how to create a character tailored for Telehar and ground it in the rich detail of the setting.

To create a first level character follow the steps outlined in the *Player's Handbook* but add in the additional features to Step 1: Choose a Race, Step 2: Choose a Class, Step 3: Describe your character, that we outline in this chapter.

Character Races

Telehar is home to hundreds of intelligent races and gives rise to dozens and dozens of stories. In the Wardens campaign setting a number of new character races are available for the player. Most of the races described in the *Player Handbook* are present in Telehar, but the races dragonborn, half-orcs and tieflings do not exist in the setting. The setting is also home to unique subraces for each race alongside the subraces outlined in the *Players Handbook*.

For example you can find High Elves and even Drow in Telehar, but you can also encounter the new Imperial Elves. Some of these subraces are more commonly found in specific regions, but your choice of home region can add an extra level of complexity to your characters background.

Character Classes

All of the classes described in the *Player Handbook* have an additional archetype in the Warden's campaign setting to choose from. For example, every cleric chooses a patron from the pantheon of Telehar, some of which can grant new domains not described in the *Player's Handbook*.

Character Region

The player's handbook only needs you to pick from one background, but the Warden Campaign setting gives you the opportunity to add a region to your background which can help define your character in the world and grant you a small bonus.

Each race and class lists a number of suggested regions in which your type of character is practically common or encouraged by the principle culture. But these are not iron hard rules, and any race or class can turn up anywhere across the Telehar.



Races of Telehar

Telehar is inhabited by hundreds of races. Many of these races are native to the land and have existed there for thousands of years, created by powerful gods during the divine wars. Other races were born in the aftermath of those wars, hailing no god as their creator. Some even came from beyond the known world to settle upon the continent.

The most common races found as player characters—humans, dwarves, elves, halflings, gnomes, narylith etc—are descended from Telehar natives, born from gods good and evil. But in the ages afterwards more races have begun to appear, like the Helian and the Porsla, who do not trace their history back to a god and are for many a kind of immigrant. Because of the vast amount of time that has passed since the Divine Wars the races of the world have splintered into new and unique cultures, and members of most of these races and subraces display a wide range of skin and hair colour.

Humans

After the founding of the Empire by Andres, the legendary human who slew the evil god Malath, humankind saw it as a sign of their rise to power as a race. But with this rise has come many struggles for identity, causing wide fractures between their race that has resulted in a countless number of competing nations, states, sects, religions, bandit kingdoms and tribes. Humans argue about anything, fight about most things they argue about and often have cultures that encourage this behaviour.

The longer lived races have, a sometimes begrudging, respect for mankind's rise as one of the most prominent races on the continent. But that respect is tempered by humanities infighting and struggles, which are regarded as distractions at best and folly at worst.

It is said humanity has the capacity to produce the greatest heroes and worst villains the world has ever seen, but often they are found wasting what potential they could have.

Region: Humans can be found in almost every region of Telehar, though historically it's said they come from Edocan where the majority of their kingdom's reign.

Human Variants

Imperial Human

Brought up amidst the old imperial culture, imperial humans tend to walk with a sense of pride and purpose in their steps. It was by mankind's hand that the greatest sovereignty the world has ever seen was created, the Empire of Telehar, and while it has long since passed it's golden years, imperial humans wear it like a badge of honour. Considered quite stubborn by other races, it's often said that an imperial human will step forward when they should back down, proving arrogant but also tenacious adversaries.

Ability Score Increase. Choose four ability scores to increase by 1.

Skilled. You gain 1 proficiency of your choosing.

Imperial Will. Before you roll a saving throw you can use a reaction to gain advantage on it. After using this ability you can't use it again until after a long rest.

Haven Human

As a race Humans are very different and find themselves fitting into all kinds of skilled niches that many other races lack the flexibility to choose to suddenly focus in. Haven humans are a people who have found the niche they want to focus in and have spent an extraordinary amount of time to become skilled in it. Often settling into their role wherever they find themselves, other races consider them quite useful and less fickle than the standard human.

Ability Score Increase. Choose two ability scores to increase by 1.

Skilled. You gain 1 proficiency of your choosing.

Focus. Pick one of the following Feats: Athlete, Actor, Dungeon Delver, Durable, Healer, Heavily Armoured, Keep Mind, Lightly Armoured, Linguist, Moderately Armoured, Observant, Resilient, Skilled, Tavern Brawler.

Dwarves

Dwarves were one of the first races to build grand underground fortresses, to help them fight against the dark forces arranged against their race and god. Though the dwarfs were eventually victorious the underground world continued to prove a hostile environment to them which forced many of them to **immigrate to the calmer surface** or secluded mountains.

The main dwarven subraces are the Hill Dwarves of eastern Telehar, the northern Mountain Dwarves and the western Crystal Dwarves. Dwarven culture places a high importance on pride and honour, sometimes demonstrated by the care they take in their impressive beards. Both sexes can grow these beards, although female Dwarves living on the surface tend to shave them in order to fit in better among humans and other races.

The Dwarves took the death of their god with great sadness and pride as he fought to save their race from his malicious rival, the evil Red Eyed God. Many dwarven warriors try to emulate his last stand, refusing to back down from hopeless fights whilst a single chance of victory remains. But his death propelled them to seek out their own destiny in the world, and they see this new found freedom as the last great blessing that he would gift them.

When the Empire was first founded the Dwarves understood it's goals and virtues almost immediately and many clans swore themselves to its cause. Over generations this has caused a slight rift between the newer cultures that seek to integrate further with the other races of the Empire, and those who strive to uphold the ways of their ancient ancestors.

Regions: Dwarves can most often be found in Edocan, Draleth, the Zandur desert and the mountains of Afila.

Crystal Dwarves

Unlike their eastern kin who prefer green fields or the safety of mountain forts, Crystal Dwarves are a desert people that happily live under the sun in their masterfully crafted homes. The crystal Dwarves were founded after a number of their people immigrated to the desert in a rush to harvest the tall spires of crystal that had been discovered there. The Dwarves were able to make use of their great crafting skills to convert the crystal spires into smaller gems, selling them off to make them rich or using them in arcane rituals. There time in the desert has made their skin a slightly darker hue and their bodies slightly leaner than there stocky kin. A Crystal Dwarf is most easily recognized however by the amount of jewels they decorate their beards with, sometimes tying so many on they jangle slightly when they walk.

Ability Score Increase. Your charisma score increases by 1.

Dwarven Insight. Whenever you make a intelligence(Nature) check to identify or learn the origins of a gem add twice your proficiency to the roll.

Distracting Glitter. You can cast the spell *Colour Spray*, using a gem as a material component. Charisma is your spellcasting ability for it. After using this ability you can't use it again until after a short or long rest.

Elves

Telehar is home to four major subraces of Elves, which many sages believe to be one of the oldest races to have survived the Divine Wars. The Wood Elves and the High Elves are joined in a loose alliance with one another within Merawien, respecting the different directions their societies took. The Drow and the Imperial Elves on the other hand are much more distant to the other elven races, sometimes even coming into direct competition or opposition to one another.

Created by the Twin gods, Sárалondë and Dralindra, the elves were born into the world as it's caretakers, binding themselves to an oath to be protectors of the world. Learning from the twins the elves became masters of magic and beacons of wisdom in a world gone mad, often caretaking races that had lost their way after losing their god. Sárалondë put all of his effort towards safeguarding the elven race, beating back aggressors and those who would endanger the balance of the world.

During the height of the Divine Wars it's said that Sárалondë's sister grew dissatisfied with her brothers passive approach, wishing to secure the elven races future through more direct means. Somehow Dralindra came into the possession of an artifact created by an evil god, some stories say he gave it to her and others say she killed him for it, and used it's power to destroy an army of ogres that had been threatening the land of the elves for generations. Sárалondë was horrified by this and saw it as a great betrayal of their centuries old oath, and in his rage he cast her out from their ancestral home.

Dralindra did not leave alone however and many of the elves she had saved by her actions followed after her, eventually settling in the underground passages below Afila.



Few outside their race know what occurred down in those dark depths, but when they were seen again they called themselves Drow, their skin black as pitch and their hair white as snow.

At first the Drow, who had become a matriarchal society, were hostile to all other species they met, **killing and enslaving** any who would cross them. Feeling responsible for the evil the Drow were committing the Elves and their god raised an army to put an end to them. But the armies would never meet. Before they could Malath, The God of Destruction, enacted his final cruel plan and killed both the twins.

The Elves and the Drow were equally devastated by this loss and became one of Malath's greatest enemies to his new rule. Though the two never truly made attempts at peace or cooperation, an unofficial ceasefire was agreed until the cursed one lay dead.

Regions: Most elves can trace their lineage back to Merawien, where the majority of High Elves and Wood Elves reside. Elves can also be found in Edocan, but **usually as integrated citizens of a human kingdom**. Draleth is home to the Imperial elves and the region of Afila is where the Drow make their homes, just below the surface.

Drow

After the loss of their god and even the losing their chance at revenge, the Drow became isolated and inward looking. For hundreds of years they lurked below the surface, only very rarely venturing up for unknown reasons. It was during the age of the Golden Grip, when the 6th Empress finished the work of her father to re-conqueror Telehar that the Drow re-emerged onto the world stage. Instead of aggressors however the Drow appeared as friends and agreed to join the Empire. The High Elves and the Wood Elves were greatly opposed to this, as they mistrusted the Drow's intentions and had not forgiven them, but the Imperial Elves pushed to have them accepted.

The Drow were eventually officially recognised as a Kingdom of the Empire, and in the years that followed became rich for the exotic goods they were able to produce from the dark depths that few others could travel. Still remaining a very insular society there are plenty of rumors of dark rituals and terrible tyrannies amongst the Drow, but as a recognized member of the Empire it became very difficult for their opponents to place punishments or war upon them.

In the decline of the Empire the Drow have very carefully expanded the territories they control, both with threats from a whip and with promises of gifts. Few can argue that they are seeking to make themselves one of the most powerful nations on the continent, but the Drow's actions are calculated and careful to the point that few can muster a political or physical barrier to them.

Imperial Elves

When Andres slew the evil god Malath many elves felt they owed the human a great debt, and after hearing of his plans to form an Empire to end these painful wars once and for all many of them found that message resonating with them. But the rulers of the Elven court were very resistant to the idea of bowing down to a human, even if he had avenged the murder of their god, and ordered their people to return home.

An elven prince by the name of Calaelen refused the order and instead took his men and followed after Andres. Legend has it the two became fast friends and together built the foundations that would later become **the Empire**. Prince Calaelen settled the elves that came with him in their own new nation nearby to the Imperial capital, sending out a call to all elves to join them if they believed in ending the wars over the continent.

Many elves joined Calaelen in this new land, and even some Drow took up the call. After many years Calaelen **began to see the ancient traditions of the elven people** to be a hindrance, tying them up in pointless rituals and outdated thinking. To help his people he began to write down theories on a new society that became the book known as the Imperial Creed, detailing the importance of honour and discipline in society.

Over the generations of Emperors the Imperial Elves have stood as stalwart allies, joining their wars and rushing to their defense at a moment's notice. But after the last Emperor and his direct family were all murdered the Imperial Elves could only watch as the proud Empire they had helped build fall apart.

Today Calaelen's descendant, the Lord Commander of Thayrien, has begun a new campaign of conquest to **bring in neighboring nations under his rule**. There are many whispers amongst the Imperial Elves that they wish to see one of their own upon the Imperial Throne, to finish the task they set upon so long ago.

Imperial Elves tend to have fuller builds and wider shoulders than their slender kin.

Ability Score Increase. Your strength score increases by 1.

Imperial Training. You are proficient in light and medium armour.

Imperial Creed. You gain the cantrip spells, Message and Fire Bolt. Intelligence is your spellcasting ability for it.



Gnomes

For the longest time the Gnome race survived not through force or magic but instead by keeping to remote wild areas that other creatures would not tread. Living alongside beasts and plants the Gnomes cultivated their connection with nature in isolation, away from the wars that engulfed the land. But as tragedies began to mount, as their safety could no longer be guaranteed alone many began to question the wisdom of remaining separate. Having witnessed the growth of the Empire, and it's ability to hold sway over different nations and races the Gnomes decided to venture out from their protected glades for the first time.

The gnomes culture of being close to wherever they lived proved invaluable to those that decided to live amongst the other races, their insight into the land proving pivotal a number of times throughout history.

Regions: Gnomes originally hail from the swamplands of Afila, but many immigrated to Draleth and are now a cornerstone of the communities they live alongside of.

City Gnomes

Gnomes have always had an innate insight in the land they live upon, but few could have guessed that these instincts would apply within the cobbled streets of a city. Sometimes called Knock's, city Gnomes have embraced the street in lieu of the forest and have learned to read them in ways that few others can begin to understand. Gnomes have used this insight for all manner of good and vice, considered intricate city planners in some areas or confounding con men in others.

Ability Score Increase. Your charisma increases by 1.
Street Magic. You know the Prestidigitation cantrip. Charisma is your spellcasting ability for it.

In the know. When rolling an intelligence(Locale) Check related to a city you add twice your proficiency to the roll.

Crowded Ducking. Whenever you attempt to hide in a crowded area you gain advantage on any Dexterity(Sneak) checks.

Halflings

According to their own legends Halflings were born from the mud and grass of hills, springing forth like spring flowers in pursuit of life. Regardless of their origins Halflings have always been known as stout workers, forming the very first farms to feed their people after their plentiful god went to slumber for the very last time. Their work ethic and friendly demeanor made it very easy for other races to begin trading with them, spreading the benefits of their surplus food to others.

But it has been the mistake of many would-be invaders to confuse a halflings friendly demeanor with weakness. When given no option but to fight halflings are said to be more stubborn than a dwarf, and more vicious than a lizardmen. War has never interested the halfling people historically, always careful to respect others rights to live on worked earth, and when it comes to combat they only ever fight as much as they need to.

Regions: The majority of Halflings come from Merawien and Edocan, though plenty can be found in Draleth and Zandur.

Wild Halfling

Though most Halfling's are well known as farmers, it would be a grave mistake to call a halfling of the wild such a thing. For some Halfling tribes the ordered life and culture of a farming community didn't appeal to them. Instead they made their way into the deep wilds to etch out a harder, but in their opinion, more free life. People running into Wild Halflings today often confuse them for goblins at first, scurrying across the ground on all floors and happy to plunder goods from intruders in their hunting grounds.

Ability Score Increase. Your wisdom score increases by 1.

Wild Running. As a bonus action you can use your hands to help propel you forward during a move action. While in this state your walking speed increases to 40ft, but you cannot use any items in your hands during this movement.



Half-Elves

Thought to be a great melding of races and culture that only the Empire could produce, Half-Elves have always maintained a central and important role in imperial culture. Seeing the benefits of their longer lived lives, and their down to earth human thinking, the Empire often hired Half-Elves as it's administrators and bureaucrats. This made many of them tremendously rich and granted them positions of high power, but even before the decline people's view on the Half-Elves began to sour.

Human kingdoms, fearing the loss of their heritage to these outsider bloodlines often made wedding a Half-Elf for nobles illegal. The elven capital itself, deeply concerned for 'contaminating' elements to their society banned half-elves from entering their city entirely. When things went wrong in a nation the common people often turned against Half-Elves, who made an easy scapegoat for issues born from foreigners.

After the death of the last Emperor a Half-Elf by the name of Aerquis made a declaration of revolution in Harmon, where the Half-elven populace had been subjugated for generations. Funded by the riches of other half-elves, and with a surge of immigrants coming to support his cause the king was toppled and a new nation was born. Harmon today has been renamed as Vay, and the half-elves of this region call themselves the Vaylon, which means 'Found People'.

Regions: The self proclaimed Vaylon live in Draleth, but Half-Elves can be found in small numbers almost anywhere on the continent.

Narolith

A race of horned lizard like people, the Narolith were born for war alone. They served their creator god dutifully during the Divine Wars, but as they were sent further into more vicious and deadly combat the Narolith's greatest general began to fear for his race. Leading a rebellion against his own God the Narolith slew him and buried his body deep into the Iron Mountain.

For a long time the Narolith kept to their mountain home, brutally destroying any that would dare trespass in their land, until Andres came to them with an offer of friendship. The Narolith were still warlike and many wanted to fight this so called Emperor, but their King understanding the wisdom of why his ancestor betrayed their god in the first place instead challenged the man to a series of competitions.

The events lasted for an entire week, the Narolith king eventually reigning as the winner, but so impressed was he by Andres's resolve he agreed to join his Empire. Ever since the Narolith have kept their homeland separate from the affairs of the Empire and the continent but have been more than happy to get involved individually in its glories and strife.

Regions: The Narolith homeland resides to the north of Draleth, but many of the Narolith have climbed down the mountain to make new lives for themselves in Edocan and even far off Zandur.

Helian

A mysterious race of giants, legends often spoke of strange tall beings sighted amongst the inhospitable mountains of Rherraweth, the Helian came onto the world stage only a thousand years ago. Claiming no creator god the Helian almost immediately offered to join the Empire, a rare proactive decision in Imperial history.

It soon became apparent that the Helian were skilled arcanists and so were welcomed with open arms. Since then the Helian have climbed down from there home, which few outside their race has ever actually seen, to teach magic and wisdom to courts and villages alike. Though their large size often makes interaction difficult, many find them incredibly useful as teachers and councillors and so make great efforts to accommodate their size.

Regions: Most Helian come from Aflia but can be found among other communities as well.

Toran

Bigger than normal birds the Toran are a race in love with themselves, from the variety of beaks they have to the styles and colours of their feathers. Hailing from the jungles beyond the desert of Zandur, for many years the dwarfs of the region considered them akin to pests, flying over their crystal excavations to steal jewels and gems. When the Empire sent a task force to speak with the Dwarfs and convince them to join them the leading captain made a startling discovery about the Toran.

The Toran are intelligent as any other civilized race, and also have an innate talent for calling upon magic through sound and music. Not wanting to waste a chance to integrate a second nation into the Empire the captain brokered a peace between the two races. Ever since the Toran have mostly kept to their jungle home, only a small minority leaving the nest to explore other lands.

Regions: Toran almost exclusively come from the jungle of Rhoza in Zandur.

Porsla

The newest race to be given imperial citizenship, the Porsla are a race of constructs made from an uncommon white material. The Porsla started appearing on Telehar only about 500 years ago with no knowledge of where they had come from. As a race the Porsla feel compelled to seek out duties to commit their lives to, and in that regard many of them have taken up guardianship of the tombs of the dead gods.

Their integration into the Empire was considered a very controversial decision, for Porsla who decided to guard tombs or other sites often killed intruders with little warning. But in light of many Porsla's dedication to tasks in aid of the Empire, the reigning Emperor decreed they would gain the same rights as everyone else.

Regions: Porsla are thought to have first appeared in Zandur, but have since started appearing across the continent in search of duties or tombs to guard.

Narolith

Created solely for war the Narolith have come far from their ferocious past, always exploring new ideas with the vigor and determination which made them feared during the Divine Wars. For the Narolith it is never enough to simply try, they must excel at all endeavours they commit to not just because of their competitive nature but also for the sake of their own personal pride.

Hailing from the iron mountains the Narolith build their homes as they would a fortress, with sturdy walls of rock and metal. It is often joked that even one of their humble farm's could repel entire armies.

Pride and Glory

Usually standing between 6 to 7ft tall most Narolith have bulky bodies and wide horns that make them stick out in crowds amongst smaller races. Almost always of a bulky build, crossing between highly muscled or slightly fat, wooden floors tend to creak loudly under their impressive weight. When a Narolith wishes to make their presence known they have little trouble and tend to be just as loud as they are large.

Narolith are covered completely in scales, which can range from dull bronze to deep reds and even blues. Their signature horns tend to develop differently between each individual, turning and twisting into unique shapes that many of the Narolith take deep pride in. In their homeland the growth of their horns is often used to predict their future, and what personality they have. Narolith eyes tend to range from white with slit irises of yellow and green. The Narolith are most comfortable when they are wearing metal of some kind, preferring it's heavy and smooth surface against their scales then soft cloths or silks.

Personal achievement to the Narolith is the height of their culture, their greatest craftsmen and warriors are regularly celebrated in their home continent. For those that travel to other nations this work ethic serves them well, often becoming highly valued in the communities that accept them. But the Naroliths pursuit for acclaim and glory can sometimes consume them, leading them to commit heinous and violent acts.

Warriors and Craftsmen

Ever since the Narolith killed their own creator God during the Divine Wars they have become a fiercely independent people. They are slow to ask for assistance, often wanting to prove to others and themselves that they are self reliant. When a Narolith does ask for help it is either because they are left with no choice, or because they have a great respect for the individual they ask.

The Narolith believe strongly in being prepared which is why all of their young are taught how to fight in some capacity, but many Narolith never actually see combat. While they still harbour old instincts from their warlike past, which can escalate arguments into wrestling matches, only those who choose to pursue a career in combat really embrace that instinct. Many Narolith prefer to focus on crafting or labourers pursuits, holding great pride in committing their all to even humble paths. But that is not to say the Narolith seek

peace, during their younger days it is not unheard of for many to leave their ancestral home to become mercenaries and engage in foreign wars.

The Narolith understand family dynamics, but to them oaths and comrades are much more important than blood. Young Narolith tend to leave their mothers early to join another organisation or attempt to start their own, forming a new family for themselves.

It's considered to be good luck to cross paths with a member of your bloodline, but it's not necessary to know them in Narolith culture.

Narolith Names

When Narolith are born they do not get a name, and are often treated like pets rather than children by their mother. It is only when they set out for themselves and join a 'family' that they earn their name. When joining an organization a Narolith can choose a name for themselves, or they can choose for their elders to name them. In the event that a Narolith changes their lifestyle they often change their name as well, to signify the change in their life.

Male Names: Bassilth, Cordenth, Kilarth, Favnr

Female Names: Jura, Rthyin, Sirath, Dazenth

Historic Names: Valstrath, Rasenth, Gavarenth

Traits

Ability Score Increase. Your strength score increases by 2 and your constitution score increases by 1.

Age. Narolith tend to age slightly slower than humans, reaching adulthood around 20 years of age and living up to 150 years.

Alignment. Narolith tend towards the lawful alignments, though a subculture mostly of the young lean towards the chaotic alignments. They don't see good as an end goal in life.

Size. Narolith stand tall at between 6 to 7ft tall, and are often bulky or more muscled than other common races. Your size is medium.

Speed. Your base land speed is 30ft.

Scaley Hide. The Narolith are covered in a thick hide of scales, granting +1 to your Armor Class when unarmoured.

Adrenaline. As a bonus action you can reroll your initiative, updating it at the end of your current turn. After using this ability you can't use it again until after a long rest.

Warrior's Pride. You are proficient in Simple and Martial weapons.

Languages. You can speak, read, and write Common and Naro.



Helian

Giants amongst the other civilised nations of the Empire, the Helian's tall bodies belie their incredible intelligence and arcane talents. The Helian are a rare case of altruism in the land of Telehar, coming down from their hidden mountain home to aid and educate people wherever they can.

The Helian believe strongly that they can help guide the smaller races onto a path of enlightenment and wisdom, going so far as to integrate into other nations to do good within them. But despite the good they do the Helian are often accused of hiding and hoarding their greatest magical discoveries to themselves.

Wisdom and Learning

Standing at an incredible 11 to 12ft tall most Helian appear to be more bone and skin than muscle, as despite their great size they tend to be very thin. From a distance Helian's appear almost like humans, sharing their body shape and features, but their great height and white, blue or turquoise skin reveals their true nature. Amongst the constructions and passages of smaller creatures the Helian are often able to kneel down and squeeze through, but it's an inelegant act that many must force themselves to undergo.

As a culture of magic Helian often tattoo themselves with intricate arcane patterns, cosmetic in most cases, but there are rare cases of them actually containing magic. Their eyes tend to range from white pupils to deep blues and purples, their hair usually matches the hue of their skin but can often range from light blues to stunning whites. Helian tend to dress in either striking or humble manners, depending upon where they are, they prefer soft materials as heavy metals and armour tend to cause their joints to ache.

Teaching is considered a primary virtue of the Helian, not just because it forces an individual to be as educated as possible on the subject they teach, but also because a student likewise can help you learn and see problems at new angles. In this vein many Helian that leave their home choose to teach many wide and different subjects to the people they meet, but their own pursuit of knowledge can lead them down to questionable and immoral acts. More than once a Helian has been accused of offering their knowledge to tyrants and villains in exchange for access to forbidden lands and secrets.

Teachers and Scholars

Central to Helian culture is the study of Aether and its applications in magic, pushing them to explore all avenues in order to discover it's lost secrets. Cooperation is key to the Helian, often willing to pause whatever they're doing when another needs some form of assistance. Helian are a patient people and understand that delays are just part of life and there's little point on being frustrated by that.

Despite their friendly manner however it's well known that the Helian are not inclusive about certain subjects, like their minor ability to predict the future. During the dreaming hour Helian are said to be able to sense the strands of fate and are able to view the immediate

future subconsciously. In everyday life this subconscious knowledge takes the form of *deja vu*, where it feels like the Helian is seeing and experiencing something they already have.

Like their knowledge and true abilities it's not commonly known what life within their secluded home of Lar-Sal-Ous is actually like. For Helian their Fathers tend to hold a high and honoured position within a family unit, males are thought to have more analytical minds and so dedicate their time to tasks needed in everyday life, while females are considered to be more creative and focus in experimentation.

Helian Names

Helians receive a name at birth, usually taking a syllable from the father and the mother, leaving the third to be decided by a seer. Helians always have three syllable names, and how they are used dictates a person's closeness to the Helian. A single syllable of a name is for acquaintances, two syllables are for friends and three syllables are reserved for lovers and family. It's considered very rude to address a Helian with more familiarity than has been deserved.

Male Names: Tas-Lan-Mal, Aoe-Nos-Way, Pas-Ka-Nar
Female Names: Lou-Sue-Ma, Bre-Jul-La, Soo-Teth-El
Historic Names: Jol-To-Ra, Gav-Ku-Ei, Thes-Von-Mol

Traits

Ability Score Increase. Your intelligence score increases by 2 and your charisma score increases by 1.

Age. Helian's don't show many signs of aging as they grow older, usually appearing as a young adult right up until their final twilight years. Helians claim adulthood around the age of 30 and can live up to 300 years.

Alignment. The Helian are a somewhat experimental race and so don't tend to lean towards the Lawful or Chaotic alignments. Most see their pursuits in altruistic fashions and so tend to be good.

Size. As giants the Helian stand up to 10 to 12ft tall, although they don't share the large bulk of other giant races. Your size is large.

Speed. Your base land speed is 30ft.

Masters of Learning. Choose one Knowledge Skill. You gain a proficiency in it.

Omens. At the start of every new day you roll a d20. As a reaction you can swap the result of any d20 roll you make with the Omen roll. After using this ability you can't use it again until after a long rest.

Degenerative Muscles. Helian aren't born with very complex muscles and this affects their ability to lift things. While wielding a large sized weapon a Helian loses any proficiency bonus they would have with the weapon and suffers disadvantage to hit with it.

Languages. You can speak, read, and write Common and Helian.

Toran

The very first case of a non humanoid species granted imperial citizenship, the Toran are large birds with a love affair of art and beauty. A Toran is never unsure about what is beautiful, and the pursuit and development of their own beauty is the single greatest driving force in their culture.

Hailing from the deep jungles of Rhoza the Toran make their homes amongst the canopies of the tall trees there, staying well away from the dangers lurking on the ground floor. Toran do not have hands and for a long time could not match the constructive versatility of humanoid tools, but the Toran have now begun to make up for this deficiency by making use of their innate talent for magic.

Song and Sky

The Toran stand at a small 2 to 3ft tall and are often mistaken for oversized birds before they are seen talking in their eloquent and song like voices. Their beaks can take a variety of shapes akin to numerous species of lesser birds, though the common Toran has the appearance of a large parrot. Their most notable feature is their incredibly colorful and luxurious feathers, which not only set them apart individually but determine their place in Toran society. The colour and patterns of a Torans features can vary hugely across the colour spectrum, but in the rare cases that a totally white or a black Toran is born they are almost always exiled for being horrifyingly ugly.

As a winged species the Torans wingspan is quite big to fit their size, as wide as 6 to 8ft in many cases, but their weight restricts the distance they can fly. All Toran have sharp and dexterous claws which they use to manipulate small objects or to viciously maim their enemies with. Their eye colour is just as varied as their feathers, ranging from deep yellows to dull greys.

Song is a very critical part in the culture of the Toran, and each of them are able to sing to some extent. Toran who are skilled or talented at singing always move up very highly within society. This dedication to music is thought to be how many Toran are able to produce magic akin to bards, but without needing a musical instrument.

Beauty is Everything

For many species beauty is a subjective argument but the Toran as a race have a very clear idea on what beauty is, which in most cases is themselves. When Toran are together they instinctively know who amongst them is more beautiful, causing an instant hierarchy to form where the 'ugly' Toran do the commands of the most beautiful. Sometimes Toran are even able to increase their beauty by wearing expensive items or singing a new song.

In Toran society the more beautiful are always followed with very little question, almost as if the existence of something more beautiful than themselves is hypnotising. In many ways this creates a very efficient form of governance, everyone knows who they should be listening to, but the fact that the merit for ruling is beauty alone has caused numerous issues for the Toran over the course of history.

This inward looking beauty is the main reason that most Toran never leave their jungle home, humanoids of all shapes and sizes are often too ugly for the Toran to stand being around. But for the few Toran who do decide to leave usually do either as a pursuit to find some means of making themselves more beautiful either through song or precious objects, or to seek some form of individuality that is often not celebrated amongst the Toran.

Toran Names

Toran usually take pleasing sounding names, or beautiful verses from popular songs. This has sometimes resulted in the Toran taking a name from a verse that is quite inappropriate in its translated form, but the Toran care more about it's sound then it's meaning.

Male Names: Low'colaru, Sinvay, Morosolodo, Cherren
Female Names: Angelsica, Soloro'rendo, Emelzula
Historic Names: Folaceedoe, Gerrik the Black, Alzenia

Traits

Ability Score Increase. Your charisma score increases by 2 and your dexterity score increases by 1.

Age. Toran tend to grow up very fast, reaching adulthood at age 14 and living up to 70 years.

Alignment. The Toran find beauty in many things, but tend to experiment alot so lean towards the chaotic alignments. They have no preference towards good or evil.

Size. Toran are between 2 to 3ft tall and average about 30 pounds. Your size is small.

Speed. Your base land speed is 20ft. As part of a move action a Toran can fly 40ft, but must end their movement on the ground or solid surface. A Toran who ends its turn in the air immediately plummets to the ground.

Picking Claws. Torans don't have hands, but their claws are dexterous enough to handle small complex tasks. Toran can pick up weapons but can't use them in combat.

Claws. You have proficiency with your claws, which do 1d6 slashing damage.

Dazzling Plumage. As a bonus action you can double your proficiency bonus on any charisma skill check. After using this ability you can't use it again until after a short rest.

Languages. You can speak, read, and write Common and Toran.



Porsla

Standing as still as statues Porsla are often mistaken for such until they begin moving with their signature determined manner, their lack or existence of expressions often makes it difficult to tell if this movement is benign or hostile. The Porsla are a race that is constantly at war with their sense of purposeless, ever searching for a duty to rid themselves of that painful feeling.

Nobody knows when or where the Porsla started appearing, and they too lack the knowledge of their own creation, but ever since then they have been seen wandering cities and the wilds alike for purpose. Many Porsla have found a duty for themselves in guarding the century old tombs of the dead gods, much to the frustration of tomb robbers and clergy alike.

Unknown Purpose

Porsla average a height of 4 to 6ft tall, though their shape and size can vary wildly amongst their race. The only common feature they share as a race is their white porcelain like bodies, which makes a distinct clinking noise when they move. Though they have humanoid bodies their facial features range from the completely non-existent, to an uncanny resemblance to humans or elves. The Porsla can't explain the source of this resemblance, as they lack knowledge of their own personal creation.

Due to a lack of a central society of their own the Porsla tend to adopt the clothes of the cultures they integrate into, or seek out useful equipment to aid in their duties. Porsla don't feel a great affection for their own kind, they are not drawn together or find a need to connect with members of their own race, only joining one another when their personal duties align. When the Porsla do work with one another it's known that they are able to telepathically communicate with one another, although the aspect and tone of these inner communications is quite alien compared to normal conversation.

In their attempts to find a purpose for themselves many Porsla seek duties that last for a long time, which is believed to be the reason why many have taken up guardianship of tombs. But the Porsla are not tied down to the duty they commit to, some Porsla engage in duties that last merely a day and then must seek out a new task. Porsla who are searching for a duty are considered very depressing by other Porsla, who rebuke their presence when possible.

Living Constructs

For a long time after their first appearance Porsla weren't considered to be alive, causing many of them to fall into deplorable services that may as well have been slavery. There was also alot of aggression against Porsla, especially after they would murder people for seemingly minor breaches against their prescribed duties.

Porsla have no real reference for laws, they only understand them in the context of their duty. This meant that many Porsla did not follow laws and often resulted in hostilities when other races would try to

enforce them. During the height of the 'Porsla Crises' this misunderstanding was explained to the reigning Emperor who decreed that Porsla who are able to include imperial law into their duties would be regarded as Imperial citizens.

Since then Porsla who live amongst the other races ensure that imperial law is written in alongside their duty, as they were able to determine that not following these laws would result in an endangerment to their duties. Extreme Porsla who feel the laws would contradict their duties do still exist, and are usually ones found in the wilds or old tombs.

Porsla Names

Porsla tend to name themselves something descriptive and related to their duty. Porsla are able to have human names, but this is usually done to help with integration duties then it is a desire for a 'normal' name. While as a race they don't have a sex Porsla are sometimes shaped in masculine or feminine attributes, though this tends to have only a minor effect on the kind of name they pick for themselves.

Names: Butcher, Blade, Edge, Tool, Builder, Singer, Dancer, Killer, Criminal, Thief, Washer, Cook
Historic Names: Throne Watcher, Assassin, Shame, Blue Wizard

Traits

Ability Score Increase. Your wisdom score increases by 2 and your constitution score increases by 1.

Age. Nobody really knows how Porsla are made, but it's generally believed they live for between 100 and 200 years.

Alignment. Porsla are almost always Lawful, bound to their duties and traditions. Porsla favour which ethics they feel serves their purpose the best and can vary greatly between good and evil philosophies.

Size. Porsla are between 4 to 6ft tall. Your size is medium.

Speed. Your base land speed is 30ft.

Darkvision. You can see in dim light within 60 feet of you as if it were brightlight, and in darkness as if it were dim light.

Porcelain Body. Even though you are not made of blood and bone you are still a living creature. You are immune to disease. You do not need to eat or breath, 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.

Aether Network. You are able to telepathically communicate with any other Porsla that is within 100ft of you.

Languages. You can speak, read, and write Common.

Classes

Most of the information about the classes contained in the *Player's Handbook* applies to the character classes in the Wardens Campaign Setting. The entries that follow focus on what is peculiar to Telehar about these classes and what regions you will most likely find them in.

Barbarians

Though the Empire has always endeavoured to spread civilization across Telehar, it has always understood the wisdom of accepting certain undesirable cultures for the sake of peace and to utilise their unique talents. Barbarians and their tribes exist in a fragile peace with neighboring bastions of civilisation, ready to test their defenses and plunder their riches at the first sign of weakness. But for those nations that have been able to exist alongside or with Barbarians have often found them as useful if troublesome citizens.

Regions: The warrior culture regarded as Barbarians can exist for almost all the races. Humans and dwarfs of Edocan who stuck to ancient traditions of the wilds, Narylith of Draleth that have lost their honour and fallen into savagery, and even wood elves and wild halflings of Merawien who do not believe in coexistence with the weak. Barbarian tribes also exist in the deserts of Zandur, but these tend to be loose groups formed decades ago by individuals exiled from the 'civilised' territories.

Barbarian Path- Juggernaut

When the first Emperor set upon his great task to bring the continent under his rule it's said that he had a close friend that hailed from a wild tribe of Barbarians. A huge brute of a man, instead of relying on the purity of his rage alone he accepted some of the advancements of civilization to enhance his fighting. According to legend he had a suit of heavy armour of light steel and diamond made for himself, making him invulnerable to all but the most determined attacks. Many barbarians who fight for the Empire follow his example and don heavy full plates to become as unstoppable as the Juggernauts of legend.

Raging Steel

At level 3 when you adopt this path you gain proficiency in Heavy Armour, and you can enter rage whilst in Heavy Armour but you gain a level of exhaustion as soon as it ends.

Unstoppable

Beginning at level 6 whilst raging the juggernaut can shrug off blows that would cripple others. When you take damage as a reaction you can roll a 1d12. Add your Constitution modifier to the number rolled, and reduce the damage by that total. You can use this ability 1+ your Constitution modifier times before you need to take a long rest to restore them.

When a juggernaut sets his sights on something, very few things can stop their approach. Whilst raging the juggernaut gains the benefits of the Freedom of Movement spell.

Clear a Path

At level 10 you can choose to try and destroy a 5ft section of wall or other equivalent sized unattended object. As an attack you ignore the objects threshold and automatically double damage on any hit. After using this ability you can't use it again until after a long rest.

Unkillable

At 14th level whilst raging the first attack made against you within 5ft by any hostile creature has disadvantage.



Bards

Said to be the oldest form of magic in the world, bards have always had a prestigious place amongst the communities of Telehar. Many Bards are independent practitioners, often having trouble working in an environment where everyone is trying to be the centre of attention, but loose organisations known as schools do exist. These schools travel in small bands, usually set up by an old and retired Bard, entertaining villages and cities on their path. The schools often shed members as often as they gain them, finding individuals with talent for the magical and musical arts while older members decide to set off on their own.

Regions: Bards can come from any region, though the travelling schools are most often found in the more civilised areas of Draleth, Edocan and Merawien.

Bard College- The Puppeteer

Whilst most Bards are known as entertainers or even warriors in their own right, some Bards believe in combining the two roles. A puppet can be anything, from a story, to a lesson, to even a deadly assassin if it's wielder is skilled enough. The Bard's known as Puppeteers have focused their magical studies in order to bring these objects to an illusion of life, able to play out whatever role the Bard desires.

Puppet Craft

Starting out on the path of a Puppeteer you gain proficiency with artisan tools, which grants you the ability to construct a small sized puppet that you can manipulate through a combination of magic and music. By spending a bardic inspiration you can bring a puppet to a semblance of life, commanding it to act and move through music.

The puppet is able to function for 10 minutes before reverting back to it's lifeless form, it takes it's turn on your initiative. You can only command one puppet at any one time.

It takes 6 hours of work to build a puppet, and 1 hour to repair a puppet. When building or repairing a puppet you can add any of the following so long as the total point cost (pc) does not exceed your level.

Bite (1pc): 1d6 Piercing
Finger Blades (1pc): 1d4 Slashing, 1pc
Club Hands (1pc): 1d4 Bludgeoning, 1pc
Complex Hands Simple (2pc): Simple Weapon Proficiency
Solider Frame Light (2pc): Light Armour Proficiency
Metal Frame (2pc): +2 AC

PUPPET

Small construct, unaligned

Armor Class 10 (natural armor)
Hit Points 3 x Bard Level
Speed 25ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	0 (-5)	0 (-5)	0 (-5)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses Masters Sight
Languages None
Challenge n/a

Masters Sight. The Puppet uses its controller's line of sight to act. If the controller cannot see an object, the puppet cannot see it either.

Masters Proficiency. When attacking with a natural weapon or weapon it has proficiency with, the Puppet uses its Masters proficiency bonus on the roll.

Puppet Expert

At Level 6 the Bard's ability to control their Puppet improves. The Puppet can now make move actions without the bard spending a bardic inspiration, however the Puppet cannot perform any tasks beyond walking or running without spending a bardic inspiration.

The Bard's skill with making puppets also improves, and can add the following when constructing or repairing a puppet:

Medium Frame (3pc): Becomes a Medium Sized Creature. HP improves to 4 times Bard Level
Hands, Martial (3pc): Martial Weapon Proficiency,
Solider Medium (3pc): Medium Armour Proficiency
Lifelike Visage (2pc): Roll the Bard's Charisma (Deception) to appear as a living creature
Reinforced Body (2pc): Gains Resistance to either Piercing, Slashing or Bludgeoning damage
Spell Font (3pc): When you cast a spell you can choose to cast it from the Puppet
Climbing Nails (3pc): Gains a 20ft Climb speed
Attunement Crystal (3pc): Can attune to one piece of magical equipment

Puppet Master

At level 14 the Bard's ability to manipulate their puppet has been mastered. You no longer need to spend a bardic inspiration to command your Puppet.

The Bard's skill with making puppets reaches near perfection, and can add the following when constructing or repairing a puppet:

Large Frame (5pc): Becomes a Large Sized Creature. HP improves to 5 times Bard Level
Solider Heavy (4pc): Heavy Armour Proficiency
Mechanical Wings/Fins (5pc): Gains a Fly or Swim Speed equal to it's movement speed.
Knight Frame (6pc): Gains the Class abilities of a level 3 Fighter
Rogue Frame (6p): Gains the Class abilities of a level 3 Rogue



Clerics

The priests of the Dead Gods hold a unique position on Telehar, many people long to reconnect to the good deities that fought to protect the world during the Divine Wars, while others seek to gain their blessings for their troubles today. Using Aether Clerics are able to bridge the gap between the mortal world and the one beyond, making them able to connect with the souls of the Gods and channel their power through them into the mortal world. However it's noted that the domain that clerics are able to use are not actually a product of their divine connection, and are something unique to the individual cleric. It's said that clerics who share a domain with a god have a good 'attunement' and are made more powerful for it. There have been cases in history where Clerics have changed their Domain, although it is not well understood how this is achieved.

Despite the Clerics own inner power, it's impossible for a Cleric to cast a spell or use domain abilities without a patron deity.

Dream Domain

Dreamtouched

You gain immunity to magical sleep effects, and when casting the sleep spell you add 2d8 to the roll to determine how many hit points of creatures you affect.

Favoured Deities by Region

Name	Domain	Special
Edocan		
Kevron	War	Cleric must have holy symbol made from stone
Lucia	Light	Cleric can't use slashing weapons
Merawien		
Sáralondë	Life	Cleric must be an Elf
Cherebu	Nature	Cleric must give up eating one type of farmed meat
Draleth		
Yarteph	Tempest	Cleric's holy symbol must be made of gold
Javel	Dream	Cleric must only ever sleep at night
Emperor	None	Cleric can't cast spells or use Domain abilities
Aflia		
Dralindra	Trickery	Cleric must have murdered at least one person
Zol	Unknown	Unknown
Zandur		
Perfect	Life	Cleric must wear primary colours
Hasan	Knowledge	Cleric must read often

Dream Domain Spells

Level Spell

1st	Sleep, Identify
3rd	Locate Object, Blur
5th	Leomunds Tiny Hut, Hypnotic Pattern
7th	Locate Creature, Phantasmal Killer
9th	Dream, Modify Memory

Channel Divinity, Torpor

Starting at level 2 you can use your Channel Divinity to place a powerful sleeping curse on your enemies. As an action you present your holy symbol and summon forth a portion of the realm of dreams. Creatures within 30ft of you that you designate must roll a Wisdom saving throw. If the creature fails it's saving throw it falls into a deep sleep for 1 minute. Every round the creature gets a new Wisdom saving throw in order to wake up. Attacking or interacting with the sleeping creature immediately ends the sleep effect. If any of the targets are humanoid, then this ability bypasses any sleep immunity they have.

Prophetic Dreams

At level 6 Whilst taking a long rest you can choose to commune with your deity to grant you and one additional creature per cleric level a prophetic dream. When you and your companions awaken you have no memory of the dream, but afterwards you may experience a case of déjà vu. The dream grants you and your companions subconscious foreknowledge which grants the ability to add 1d6 to a single d20 dice roll before it's rolled. If the ability is not used before another long rest then it is wasted.

Nightmare Strike

At level 8 once per turn when you hit a creature with a weapon attack you can cause the attack to deal an extra 1d8 psyche damage to the target. When you reach level 14 this damage increases to 2d8.

Dreamwalk

At level 17 as part of a long rest you can transport yourself and your companions into the plane of dreams. You can enter your own Dreamrealm, but if you know the name of another creature who is sleeping you may enter their Dreamrealm.

Whilst in the dream realm you have some minor control on your environment, and the environment of other dreamers. Roll your Wisdom modifier + your proficiency bonus whenever you attempt to change yourself or the environment.

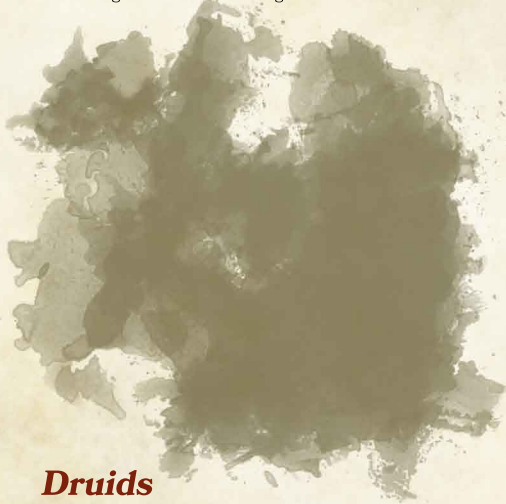
10 dc, Change an aspect of your Dream Realm

15 dc, Move from one Dream Realm to another

20 dc, Change your Dream Realm Appearance (as the Shapeshift spell, but no concentration)

20 dc, Change an aspect of another's Dream Realm

Whilst in the Dream Realm you and your companions abilities still function. Whilst combat can be engaged in the Dream Realm, dying only results you waking up and losing the benefits of a long rest.



Druids

Armed with the power and wisdom of nature, Druids have always been a cornerstone of the communities of Telehar. It's said that in the past Druids were terrible overlords, using their connection with the magical life force of the world to bend it to their will. But after the terrible events of the Divine Wars Druids began to use their powers to try and heal the world, caretaking the careful balance of forces now weighing it down.

Many druids keep to the wilds for this reason but some have been known to live amongst the cobbles of a city in order to preach wisdom to it's people, or demonstrate the folly of ignoring their words. While Druids don't need to worship deities some gather into small cults in order to try and gain unique insight from the nature deities of the world.

Regions: Druids can be found in almost every single region, though their small organisations known as Druid Circles are thought to mainly hail from the island of Merawien.

Circle- The Green Circle

Rather than specialising in the forms of beasts and creatures, or the raw magical might of nature's life force some druids choose to focus on becoming closer to the plants and trees of the world. The Green Circle is well known throughout Edocan for it's efforts to rebuild many of the forests that were cut down with the marching of civilization. They work to heal the land or punish those that have harmed it.

Plant Shape

At level 2 you can use your wild shape to take the form of a plant creature using the limitations of the Beast Shapes table from the druid class, or an inanimate plant of your size. Whilst transformed as a plant with a CR of 1 or lower your Hp pool for that form doubles.

While transformed into an inanimate plant, forms of magical detection other than True Sight do not see through your transformation. You are aware of everything happening around you in a 30ft radius. While in this form you have a HP pool equal to half your maximum HP

Strength of the World

Whenever you take a long rest you can perform a ritual to attune yourself to a natural element, which grants you certain protection. Look at the table below and pick one damage resistance associated with a natural area:

Grassland: Piercing, Lightning

Forest/Jungle: Piercing, Acid

Desert: Slashing, Fire

Cave/Underground/Mountain: Bludgeoning, Cold

You gain damage resistance against the chosen type only while your transformed with the wild shape ability. The resistance lasts until you take a long rest. At level 12 the resistance applies even when you're not wildshaped.

Advanced Plant Shape

Starting at level 6 you can transform into a plant with a challenge rating as high as your druid level divided by two. You also gain the ability to pass through solid non magical plant matter, including bushes and trees as part of your movement. For every 1 foot you move through plant matter it costs you 3ft of normal movement.

Power of the World

At level 10 you can call upon the power of the nature. The ability is different depending upon the natural element you are currently attuned to, and takes an action to cast (As a spell):

Grassland: Monstrous Growth, functions as Evard's Black Tentacle spell, but with no concentration.

Forest/Jungle: Tree Wall, functions as the Wall of Stone spell, but with no concentration and half as many hit points.

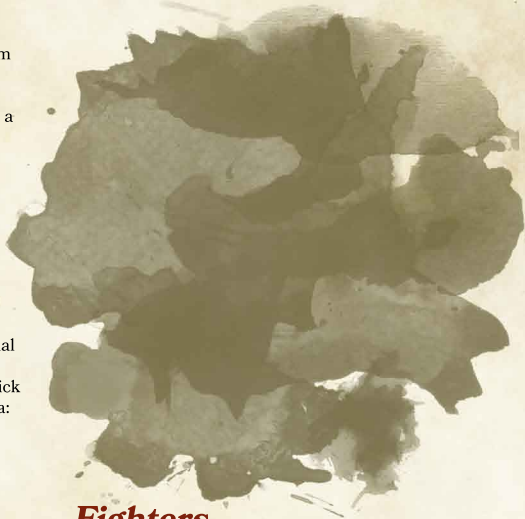
Desert: Sand Wave, functions as the Move Earth spell, but with a duration of 1 minute, and each 40ft area takes only two rounds of concentration to change.

Cave/Underground/Mountain: Tremor, functions as the Earthquake spell, but with a 50ft radius and a duration of 5 rounds and no additional effects.

After using this ability you can't use it again until after a long rest.

The Green World

By the 14th level your connection with the plant life of the world has strengthened to the point where you always feel at one with them. You are considered to be always under the effects of the Speak with Plants spell.



Fighters

From mercenaries to knights fighters of all paths can be found in every region of Telehar, their practical skills in high demand in this war like age. Many nations form military academies or knightly orders that train specific styles of combat, like the famous Order of Aikto from Ederisa.

Regions: Knights as they are known mainly come from Merawien, Edocan and Draleth. Though the path of the Eldritch Knight actually comes from the deserts of Zandur, a legacy of the once great mage kingdoms that existed there.

Archetype- Spear Master

While many fighters focus in either versatility or a specific weapon style, few focus on maneuverability and keeping your enemy at a distance. The Spear Master style is said to have been invented by a Monk who wanted to teach his nation's military the importance of flowing through combat like water.

Spear Fighter

At Level 3 your movement speed increases by 10ft if you are not wearing heavy armour or carrying a heavy load.

If you are using the versatile property of a spear, staff or other weapon with a pole you gain the AC bonus from a shield as if you had one equipped.

Vaulting

Starting at level 7 whilst wielding a spear, staff or other weapon with a pole, as part of a running jump you can use the length of your weapon to double the distance or height you can jump. This doesn't allow you to move further than your movement speed would allow.

Sweeping Arc

At level 10 when you hit a creature with a melee weapon attack, you can attempt to damage another creature with the same attack. Choose another creature within 5 feet of the original target and within your reach. If the original attack roll would hit the second creature, it takes damage equal to half the damage roll of the first attack.

Spring Attack

At 15th level when you perform a disengage move action, during the movement you can use a bonus action to make a single attack at any point during the movement.

Whirlwind Attack

Upon reaching level 18 as a bonus action you can choose to make one attack roll against every creature you threaten. If the attack crits choose one target to apply double damage to and roll normally for the others. You can use this ability 1+ your Dexterity modifier times before you need to take a long rest to restore them.

Monks

The teachings of Martial Arts and the path of the Monk was said to have begun before the Divine Wars, when a group of mortals wished to bring themselves closer to the divine essence of their living gods. During their training they discovered that a well of power existed within themselves, and with the proper training this power could be grown and controlled.

Today Monk orders exist slightly separate from civilization, desiring the peace of isolation to help bring themselves closer to the mastery of their own life energy. However some orders of Monks regularly return students to the world, either as debt of gratitude to a

nation that houses their home or as an attempt to influence the path of fate engulfing the world.

Regions: Most Monk orders exist in Zandur or Affia, though a few have appeared in Draleth as well.

Way of the Closed Fist

Traditionally the path of a Monk is one of self reflection and meditation, learning inner peace to open your mind so you can tap into your Ki. But the techniques of a monk can be used for violence and personal gain in the wrong hands. For some inner peace is not a desirable goal, and instead focus purely on the physical applications of their techniques.

Many Monks who end on this path usually began their training in another but after stealing techniques they weren't prepared for or misusing the ones taught to them they find themselves ostracised, forced to continue their training as a vagabond.

Iron Fist

Starting when you choose this tradition at level 3, you abandon the pursuit of the mastery of form to focus instead on the lethality of your attacks. You add both your Strength and your Dexterity bonus when rolling damage on a Flurry of Blows melee attack.

Gaze of Fear

At level 6 you gain the ability to strike fear into your foes. By spending 1 ki point you can use an action to force a target who can see you to make a WIS save, if they fail they are frightened for 1 minute. After using this ability on a creature they can't be affected by it again for 24 hours.

Ability Save DC = 8 + your proficiency bonus + your wisdom modifier

Deflect Blows

At level 11 When another creature damages you with a melee attack, you can use your reaction to spend 3 ki points to mitigate some of the damage. Roll your unarmed damage + your dexterity or strength modifier and reduce the damage by that much.

Forbidden Technique, Lifestealer

At level 17 Whenever you damage a creature to below 0 hit points with a melee attack, once per turn you can restore 1 ki point and heal 1d8 + your Wisdom Modifier in hit points. You can use this ability 10 times before you need to take a long rest to restore them.

Paladins

For some warriors battle is not just a struggle of arms and might, but a war of ideologies. What is Justice? What is Right? What is Good? Those who commit themselves to these burning questions can sometimes find they can tap into a mysterious wellspring of Divine Power. Most Paladins swear themselves to a god in order to unlock this power, but there have been numerous cases where Paladins with no patron have been able to summon forth a connection to a divine spirit. The source of this power is unknown but for those who tap into it describe it like a blazing hot sun that burns away evil itself.

Despite their longing to do good the world is a mishmash of ideas and morality that is constantly competing for dominance. It is not unheard of for Paladins to meet in battle on different sides, fueled by the same sense of righteousness.

Region: Most Paladin orders come from Edocan and Merawien, but Paladins can be found almost anywhere war and injustice reigns.

Sacred Oath- Oath of War

As if to answer the inner struggles that many Paladins face when forced to fight their fellow kind the Oath of War appeared. Sworn not to the act of War itself but instead based upon the philosophy of doing the most good in a war environment. Virtues such as taking care of your fellow soldiers, sparing the land and it's people by bringing battles to quick ends, and even respecting your enemy are all of high importance for those who have taken the Oath.

Tenets of War

Loyalty. I will never betray those I grant my sword to.

Mercy. My blade will only strike those prepared to fight.

Clarity. My mind is crystal clear and shall never be fogged by untamed emotion.

Glorry. I strive to always bring glory and righteousness to any cause that I follow.

Responsibility. I will always work to bring out the best of myself and those I fight alongside of.

Oath Spells

Oath of War Spells

Paladin Level Spell

3rd Create/Destroy Water, Alarm

5th Pass without Trace, Spiritual Weapon

9th Create Food and Water, Glyph of Warding

13th Stone Shape, Stoneskin

17th Mass Cure Wounds, Teleportation Circle

Channel Divinity

When you take this Oath at level 3 you gain the following two Channel Divinity options.

Lionheart

As an action you present your holy symbol or personal crest and speak a prayer for bravery and protection. Choose three creatures other than yourself, they gain advantage on all saving throws for 1 minute.

Battlelode

As an action you present your holy symbol or personal crest and speak a prayer for victory. Choose two creatures other than yourself, they gain 1d6 radiant damage on their melee attacks for 2 rounds.

Life Surge

Upon reaching level 7 as an action you can restore a number of hit points equal to four times your paladin level. Choose any creature within 30ft of you, and divide those hit points amongst them. You can only heal a maximum of half a creature's total hit points with this ability. After using this ability you can't use it again until after a long rest.

Spirit of War

At level 15 the power of your channel abilities improve as follows:

Lionspirit. You can now choose six creatures and they also gain resistance against one damage type of your choice.

Wartide. You can now choose four creatures, and the dice increases to 2d6 radiant damage.

Avatar of Battle

At level 20 you have become an incarnation of war itself, able to take on the form of a rolling tide of battle. You increase in size by one category, ghostly soldiers charge and fight alongside you, and your allies never seem to falter when they are by your side. Using your action you undergo a transformation.

For 1 minute you gain the following benefits:

Resistance against all damage

Advantage to hit on all melee attacks

Allies within 30ft of you heal 5hp every turn.

Once you use this feature you can't use it again until after a long rest.

Rangers

Despite the best efforts of the Empire much of Telechar still lies unexplored and claimed by the wild, populated by fantastic creatures and terrible monsters. The men and women who make these remote regions their home are often Rangers, self proclaimed masters of the wildlands.

Like Druids they gain their powers from nature itself but focus more on martial aspects, becoming close to nature whilst still maintaining their sense of self. Many

Rangers are friendly, willing to trade and give advice to travellers, but others prefer to use their secluded haunts to hide away from the laws of civilization.

A true Rangers skills are undisputed and are always in high demand by those that need them, but it is always up to the Rangers themselves how they respond to such pleas.

Region: Rangers often prefer the wilds of Afila and Zandur, but you can find individual rangers in any region that can provide them ample hunting grounds.

Archetype- Trap Master

Many Rangers are skilled in bow and blade alike, but it's a special type that relies primarily on traps. Trap Masters are often thought solely in regards to their hunting grounds and homes, making seemingly normal forests into deadly impenetrable woodland fortresses, but many are also skilled at setting up traps in quick and active environments to deadly effect.

Upon choosing this archetype at level 3 you gain the following abilities:

Trap Points

A Trap Master has a number of Trap points equal to 5 + your wisdom modifier. You regain all your expended Trap Points after a short or long rest.

Your traps have a DC equal to 8 + your proficiency bonus + your wisdom modifier bonus

Steel Wire Trap

As a bonus action you can spend 1 trap point to throw a Steel Wire Trap onto a surface up to 30ft away. As part of the action you designate one creature within 20ft of where the trap lands and you make a ranged attack roll against their AC. The trap deals 1d8 piercing damage on a hit and the creature must make a Strength saving throw or be pulled up to 10ft towards the trap. The trap is only strong enough to drag a medium or smaller sized creature, it cannot lift one off the floor.

Spring Delay

As an action you can spend 1 trap point to place any trap you know, in addition to it's normal point cost. When you place a trap you designate a number of turns, when the duration runs out the trap activates at the end of your turn. If the trap fires in a direction you must declare the direction when you setup the trap.

Emergency Rope

As a reaction you can spend 1 trap point to fire a rope from your wrist that other creatures can make an acrobatics or athletics check to grab onto. You can choose to make a strength check to hang onto the rope, or spend an additional Trap point to attach the end of the rope to a surface.

At level 7 you gain the following traps:

Noose Trap

As an action you can spend 3 trap points to attach a Noose Trap to a roof or other stable surface above you. As part of this action you roll a melee attack against a creature within 5ft of you, if it hits they take 2d6

slashing damage and must make a Strength saving throw to free themselves from the noose. If they are a medium or smaller creature then a failed save results in them being lifted up 5ft. On your turn so long as you are within 10ft of the creature you can use a bonus action to deal an additional 1d6 damage to them, if you dont then the trap releases them. Creatures caught in the noose are considered to have a speed of 0, they can act normally or take an action to roll a Strength saving throw to free themselves.

Razor Shrapnel Trap

As a bonus action you can spend 2 trap points to throw a Razor Shrapnel Trap 30ft, which explodes in a 10ft radius upon contact with a surface. Any creature in the radius takes 2d6 slashing damage and the area is now considered difficult terrain. The Shrapnel can be cleared away after 1 minute.

At level 11 you gain the following upgrades to your traps:

Improved Steel Wire Trap

You can attach your Steel Wire Trap onto creatures with a successful ranged attack by spending 1 additional trap point. The creature takes 1d8 piercing damage and if the wire hits a second creature both must roll a Strength saving throw or be dragged 10ft towards the other. If this causes the creatures to move into the same space they take an additional 2d8 slashing damage as the trap explodes into fragments.

Spider Silk Steel

Your Steel Wire and Noose Traps are now strong enough to drag or lift a large sized creature.

Emergency Grapple

When you use your Emergency Rope ability you can spend 1 additional trap point to immediately move 10ft up or down the rope, this movement counts against the movement you can make during your next turn.

At level 15 you gain the following upgrade and trap:

Lethal Traps

If you spend 1 additional trap point when you use a trap, add two extra dice to it's damage rolls.

Razor Wire Web

As an action you can spend 4 trap points to cover an area or surface with a web made from razor wire. The web covers a 20ft radius or surface and is considered difficult terrain or a barrier. Any creature in the radius or who moves into the web takes 3d8 slashing damage and must make a dexterity saving throw or become entangled. Every turn they can make a new saving throw free themselves. The web has a hardness of 10 and 15 hit points.



Rogues

Often regarded as little better than thieves or killers Rogues have a bad reputation upon Telehar that has not always been fair. While it's true that many who have trained themselves to break into houses and lift objects very quietly are not always trustworthy, rogues hold an important place as the workers for civilizations underbelly. When not playing their trade in cities Rogues are often hired to help break into ancient tombs, a critical role for any team wishing to survive such an expedition.

Region: Rogues can appear in almost any region, though many favour the cities of Draleth and Edocan to ply their skills.

Archetype- Dead Walker

A terrifying subschool of assassins, who even vicious hired killers find disturbing, are the Dead Walkers. Said to be trained in the heart of Draleth as assassins against Undead abominations, the Dead Walkers of old are said to have been radical zealots dedicated to the destruction of anything that tried to outlive its own life. Though many of its traditions are upheld today, such as locking students into coffins for days at a time, the Dead Walkers have found new employment as killers and messengers for rulers towards their most disappointing subjects.

Deadpan

Upon taking this archetype at level 3 as an action you're able to remove any emotion from your face or movement. You gain advantage on one deception or intimidate check, but the sheer lack of expression is considered disturbing by many and you suffer disadvantage on persuasion checks on any creature that has seen you while in this state. After you use this ability you must take a short or long rest before you can use it again.

Still as the Dead

As an action you can cause yourself to fall under the effects of the Feign Death spell, but with a duration of 1 round times your character level, these rounds need not be consecutive. You can end this effect at any point as a reaction. After you use the full duration of this ability you must take a short rest before you regain its use. This is not a magical effect and instead the result of intense physical training.

Dead Walk

At level 9 whilst under the effect of the Still as the Dead ability, you gain 10ft of movement and are no longer blinded or incapacitated. You can no longer be tracked by your scent, and creatures that try to find you by using smell suffer a disadvantage on their perception check.

Dead Drop

Upon reaching level 13 if you attack someone with a sneak attack during a surprise round or outside of combat and they are unaware of your presence, the damage is delayed by one turn and they continue to act as if they were still unharmed for that turn. You can only apply this effect on a creature once, and the damage applies at the end of your next turn.

If a creature dies due to this ability, then anyone who witnesses the death and is not aware of your presence must make a wisdom saving throw or become shaken for 1 hour.

Ability Save DC = 8 + your proficiency bonus + your intelligence modifier

One with Death

At level 17 mindless Undead no longer react to your presence unless you attack them, and Undead with a mind must make a wisdom saving throw to recognise that you are not Undead.

Whilst using the Still as the Dead ability you retain your full movement speed. Anyone who sees you move whilst using this ability must make a Wisdom Saving throw or become Panicked for 1 round. After passing or failing this save the creature becomes immune to this ability for 24 hours.



Sorcerers

Unlike those who must study the Aether and its possibilities, Sorcerer's are granted power by the very contamination of their blood by powerful forces. These 'bloodlines' come in various forms, which receive greatly different receptions from the people of Telehar

Region: The majority of Draconic Bloodline Sorcerers come from Edocan and Merawien, whilst Wild Magic Sorcerers can come from any region that's been struck by an Aether storm.

Draconic Bloodline

It's said that after the Nine Headed god was slain his decapitated heads spat out great eggs that would become the nine dragons. Seemingly immortal beings of terrible power and will, the dragons rained destruction down on the land at the end of the Divine Wars. An elven hero by the name of Elanessë did battle against one of these great beasts and slew it.

Drinking it's blood Elanessë was gifted with some semblance of the dragons great power, passing down to some of his descendants. The dragons can never truly die, as one falls another will always be born to replace it and where it's blood has been spilled creatures and people have gathered to try and gain it's great power. But it's often said that the blood of such powerful creatures were never meant for mortals, as most who ingest the blood or receive it from their parents die soon afterwards.

The Draconic bloodline is most often found in noble families, who have the power and influence to secure the blood for themselves and their descendants. From time to time it can be discovered elsewhere, people inheriting its powers from a legendary hero or noble in their family tree.

However when one of the dragons of legends goes on a rampage, it is almost always these 'thieves' that bare the brunt of it's rage.

Wild Magic

The invisible substance known as Aether is a powerful source of creation and change in the world. From time to time Aether can settle onto the land, or even into singular objects and infuse them with magic. When this occurs to a creature the results are usually unpredictable and often fatal.

Wild Magic can bloom in almost any creature that has suffered an overabundance of Aether, mostly occurring in the rare phenomenon known as an Aether storm. The infusion of Aether usually marks the victim in some way, a change in colour or even appearance, but they also have a chance of storing the Aether into their bodies which grants them arcane power.

Whilst it is called a Bloodline the Wild Magic infusing a sorcerer is very rarely hereditary, only occasionally will there be enough magic to imbue a second generation with arcane power. Sorcerer's of this sort usually have great difficulty fitting into normal society after their 'awakening', their magic too unpredictable and dangerous for communities to accept.

Most Wild Sorcerers are usually vagrants who get by offering their services and magic as they travel the land. Some are able to find permanent positions, but there is always a hint of mistrust wherever they go.

Cursed Bloodline

There is a story during the days of the gods, where miracles and curses were powerful and sometimes frequent events, there was a beautiful mortal woman that was the desire of every man who ever laid eyes upon her. The woman became arrogant under this attention and declared herself even more beautiful than a local beauty goddess.

Let it never be said that the gods are above being petty.

The Goddess cursed the women, transforming her into the legendary medusa so that all who looked upon her would be turned to stone. It's said that her descendants share her curse, a new medusa appearing every few generations. Whilst it cannot be said how much of this

story is true, what is true is that there exists a Cursed bloodline that can appear in almost any race. Whilst the bloodline does grant youth and arcane power, it's users sometimes run the risk of turning into the monster of legend themselves.

Cursed Ancestor

At 1st level you seemingly stop aging once you reach young adulthood, appearing physically the same up until your final years.

Cursed Gaze

The power of your curse first manifests in your eyes. At 1st level as an action you can look at one creature and force it to make a constitution saving throw against your spell DC or it becomes Restrained for 1 turn. You can use this ability up to 1+ your charisma modifier times, you need to take a long rest to restore this abilities uses.

Cursed Power

At level 6 when you cast a spell once per turn you can spend 2 sorcery points to add 1d4 to it's DC.

Cursed Awakening

At level 14 you begin to take on the physical characteristics of a medusa, your hair turns green and your skin turns grey. If you spend 3 sorcery points your Cursed Gaze ability petrifies creatures instead of restraining them. Rubbing a lock from your hair can restore a petrified creature to flesh, so long as they are still in one piece.

Cursed Beauty

Upon reaching level 18 you look even more like a medusa, scales grow on your skin and your hair turns into small snakes. When a creature saves against one of your spells, as a reaction you can spend 4 sorcery points to force them to reroll the result. If the original roll had advantage or disadvantage the reroll does as well.



Warlocks

For some creatures the lure of power can be very strong, and none are as tempting as the path of the Warlock. Able to command spells and powerful forces by simply channeling the power of some other ancient creature, practitioners of the art of invocation are said to find the power liberating and easy to use. But the costs of this power only ever come later and by that time it is much too late for it's users to let go.

Regions: Warlocks tend to gather in very small groups, sometimes called Covens, in order to study and better understand their Pact. Some nations make Pact Magic

illegal, forcing its users to go underground. The wilds of Zandur and Ahila are said to be the most accommodating to the practice however.

Patron- The Fiend

It is believed in some circles that a great ocean of souls exist where many are destined to go when they die. While it is commonly thought of as a passing ground for souls others have found that it can serve as a source of power for Warlocks.

However the deepest part of the Dark Ocean is also believed to be the home of the Drowned, souls with sins so heavy they were dragged to the oceans impossible bottom. These great sinners are often depicted as enduring the worst tortures from the crushing pressure of the deep ocean to being devoured constantly by the vile gods that were dragged down with them.

Whether or not the Drowned truly exist is not actually well known and Warlocks of this Pact often dismiss it as superstitious nonsense. Despite this however experienced practitioners of this pact often find themselves avoiding water and reflective surfaces, worried that one day they might see something and in turn be noticed themselves.

Patron- The Great Old Ones

During the height of the terrible Divine Wars many gods summoned forth massive amounts of magic to bring to forth great weapons of destruction which they called the Juggernauts. Taking the forms of titanic and unstoppable monsters these creations laid waste to world at the command of their mad summoners. But many of these creatures were too powerful to be controlled and went on rampages that killed many including the very gods who summoned them.

As unnaturally as these creatures were their great bodies and power could not be sustained as the presence of Aether diminished from the world. Over time many simply fell over and died on the spot, creating mountains and ravines where they fell. But their minds were so strong that some semblance of their power still remains in the world today.

Few can say what lingers still in the dead minds of these insane creatures, but for those mad or desperate enough it is possible to commune with them and draw upon their secrets and the echo's of their mighty power. The only true cost being the user's own sanity.

Patron- The Archfey

Said to be spirits of nature given life when Aether first touched the world, the courts of the Fey are separate yet intricately woven into the mortal world. Few can say how many Fey there truly are, each holding power over an elemental plane, or what their intentions are towards mortals who would borrow their power.

Many Warlocks who step onto this Path almost never come into contact with the Fey, but it is a foolish Warlock that assumes they are above some terrible price or trick in exchange for this power.

Patron- Aether Elder

Upon the winds of Aether it's possible for ancient creatures to infuse themselves more and more with the substance becoming stronger, smarter and gaining powerful new abilities. If a creature survives for a very long time there is a minor chance they become something known as an Aether Elder, the closest thing to the living gods of old. For mortals it's possible to strike a Pact with such creatures who grant them a portion of their own power. Almost every kind of animal and monster has an Aether Elder attributed to it but it's hard to say which would offer to share their power and for what reason.

Your patron must be a living creature, they cannot be an undead, a dragon or an outsider.

Expanded Spell List

1st Disguise Self, Silent Image
2nd Enlarge/Reduce, Alter Self
3rd Major Image, Bestow Curse
4th Dominate Beast, Polymorph
5th Reincarnate, Commune

Mark of the Beast

At 1st level your patron marks you as one of it's own with a minor mutation that affects your appearance (Growing small scales, new bones etc). You are treated as being neutral to the race of your Aether Elder, even if they are normally mindless.

Gift of the Beast

At 3rd level your patron grants you a mutation to bring you a step closer to it's own nature. Pick from the table below a mutation that your patron has granted you:

Mutation Bonus

Scales: Resistance to Fire

Furcoat: Resistance to Cold

Blue Blood: Resistance to Lightning

Slimy Skin: Resistance to Acid

Exposed Brain: Convert half of all spell damage into psychic damage

Third Eye: +3 initiative

Enlarged Glands: Reroll a constitution save. Must take new result, need a short rest before glands can be used again

Beast Eyes: Darkvision, proficient in Perception



Visage of the Beast

At level 6 your patron grants you the ability to summon their visage to spread fear and terror to all your enemies. When you use this you place a large magical illusion of your patron within 30ft of you. Any hostile creature within 10ft of the visage that can see it must make a Wisdom saving throw against your Warlock spell DC. Creatures that fail the roll become Panicked for one turn. After using this ability you can't use it again until after a long rest.

Blessing of the Beast

At level 10 your patron gifts you with a second mutation (Must be different from your first). When you finish a long or short rest you can also choose a saving throw. You gain advantage on that saving throw until you choose a different one with this feature.

Form of the Beast

At level 14 your patron gives you the ability to transform into any creature you desire. As an action you can transform as the Shapechange spell, but with a duration of 1 minute. After using this ability you can't use it again until after a long rest.

Wizards

Of all the dedicated scholars of Aether, wizards are said to be the ones best placed to understand its nature and uses. Feared and respected in equal measure by the common folk, wizards have earned their reputation with their history of great works and terrible destruction. For a long time as the Divine Wars began to enter their final years it was thought that mages would conquer the new world, but many so called Archmages stumbled under their own hubris and were never able to utilize their full potential.

Today wizards owe a lot to the works of the old Empire as it strove to spread education across the continent. Many famous universities were built during the height of the Empire's power where wizards carefully studied to improve their knowledge of the arcane arts. Even in the Empire's decline many of these universities still lie open, supported by their hosting nations in hope they can give them an advantage against other nations.

Regions: The arcane arts were said to have begun in Zandur before it became a desert, but today many wizards can be found in large groups within Dralecht, Edocan and Afila.

School of Runes

While there are many different schools of focus in the arcane arts they all utilize Aether in the same manner. Those who dedicate their time to understanding Aether in more detail, rather than its possible applications, often find new means to interact with the element. The Rune school is the study of drawing the natural Aether in the air into special inks that can hold arcane power, allowing the wizard to draw special runes to activate their spells for them. What a Rune Mage lacks in focus they often make up for in versatility of their own study.

Glyph Code

Your spellbook is written in a complex but more efficient glyph code. Beginning at level 2 when you

select this school it takes you half as much time to copy a spell from any school into your spellbook.

Glyph Tattoo

At level 2 during a long rest you can draw a glyph on your skin using Aether imbued ink. Choose one spell you have prepared that isn't a cantrip. For as long as you have the Glyph Tattoo you can cast the prepared spell with a casting time of a bonus action. You can remove a tattoo as part of a short or long rest.

Rune Casting

At level 6 when you cast a spell you can alter it into a rune instead. By drawing upon a surface you designate one spell you know which either targets a creature or an area. You cannot designate a spell that targets yourself. The rune covers a surface as large as the spell's area of effect, if it targets only one creature it is 5ft in size. The rune is nearly invisible and requires a successful intelligence (Investigation) against your spell save DC to be discovered. You must maintain concentration on the glyph until it's triggered, if you lose concentration then the rune doesn't trigger and the spell is wasted.

The rune triggers the moment a creature steps on it. Upon reaching level 10 you can instead designate a timer condition on the runes activation, up to one hour. When the duration runs out the rune triggers at the end of your turn. At level 14 you can designate a more complex trigger by describing one in a single sentence. For example "Trigger when more than two creatures are standing here"

Protective Tattoo

At level 10 during a long rest you can prepare one spell that you know that has a range of self and convert it into a tattoo. The imbued spells casting time becomes a reaction.

Rune Tattoo

Upon reaching level 14 you can imbue a cantrip into a magic tattoo. The casting time of the cantrip becomes a bonus action.



Geography

Telehar is home to more than a hundred different nations and thousands of cultures, and in the chapter below we barely scratch the surface of this complex land. This is to give each DM the ability to run the kind of adventure they want to, whether it's exploring one of the countries detailed here or inventing their own they wish to explore in their game.

The descriptions of this chapter each deal with a region of Telehar and some of the notable nations that exist within them. Each region also describes a number of possible region backgrounds that grant additional bonus abilities and equipment.

Travel in Telehar

One of the founding rights of the Empire was the free movement of it's citizens between the many nations of Telehar. Today many of the old roads and passages made to facilitate this movement still stand, but that freedom now comes at a cost. With the constant wars and break down of relations between neighboring kingdoms alot of travel is now heavily regulated, only allowing passage for those with enough influence or gold to buy it.

Adventurers who travel between nations usually find these expenses quite bothersome and try to find ways to get around them. But sometimes the price is worth paying if it saves them from spending a few weeks in jail.

Region Backgrounds

Region/Nation	Bonus
Edocan	Family Ties
Ederisa	Sacred Oath
Raunia	Dragon Lore
Kedardrog	Stone Heart
Merawien	Insular Community
Aed'eri	Noble Sponsor
Caydla	Festive Organizer
Fannor	Green Finger
Osdeth	Brute's Calling
Draleth	Imperial Citizen
Auria	Capital Born
Jerikaa	Metal Sense
Thayrien	Imperial Doctrine
Afila	Tough as Nails
Nyd	Doomed
Lar-Sal-Ous	Memory Loss
Tendath	Swamplander
Underdark	Blind Compass
Zandur	Aether Sense
Vokar	Street Alchemy
Keasien	Twin
Rhoza	Ground is Death
Aurumed	Only the Ruthless Survive

Edocan

Known for its rolling hills and green pastures, the eastern region is lush with rich fertile land that has provided food and commerce for the Empire for generations. As the alleged birthplace of humanity it has a long proud history of nobles, kings and knightly orders.

During the early days of the Empire the eastern regions saw the most immigration from other races, providing a strong and healthy workforce for its lands. But the hold of its old traditions have rarely been broken, thus a non-native will never find themselves elevated any higher than a freeman and never given a noble title.

Region Background, Edocan

Feature: Family Ties

Due to the freedom of movement people enjoyed during the height of the Empire many families in Edocan moved around the regions in search of work and new homes. While this tradition has been hampered badly by the conflicts that routinely engulf the land it's not unheard of to find a relative living in some far off region. In an emergency you're able to track down a close or distant relative, who is able to provide lodging and supplies at short notice. However you're also expected to care for any distant relatives who come calling for help.

Equipment: You start with a small coloured token, akin to a coat of arms, which identifies you as part of a certain family.

Ederisa

Capital: Darstone

Population: 70% Human, 10% Elf, 7% Halfling, 3% Porsla

Government: Monarchy

Religions: Ularious, Cancoth, Lucia

Imports: Glass, Spices, Gold, Silk

Exports: Armour, Swords, Timber, Cloth, Food, Horses

Founded hundreds of years ago during the age of the Golden Grip, the Kingdom of Ederisa has always stood as jewel of civility and honour amongst the Hundred

Kingdoms. Ederisa was a country settled by a military leader and its surroundings reflect a tactical mind, surrounded by mountains and forests with easy access to fresh water rivers. But despite its stable location Ederisa always maintains a large military force to warn off neighboring countries and beat back the evil humanoids dedicated to their destruction.

Ederisa is most well known for the number and quality of the Knightly Orders they host in their region, their benign monarch leading the Order of Aikton himself. The country also boasts fine food, honest hard working people, and alliances with numerous kingdoms.

Recently Ederisa's famed army has been put under increasing strain as more and more Knights leave the nation to join other wars, the loss of an entire Knightly Order has thrown the balance of power in the country into question. Worse yet are the bugbears that have rallied under a new powerful war chief, bringing the southern part of the nation to its knees. Amidst this growing chaos there are rumors of increased sightings of werewolves at the edges of towns and villages, but Ederisa is far too stretched to deal with the growing threat.

Life and Society

Ederisa is a very rich land by design and great gains are made to keep it that way, it's people more than aware that their good fortune could turn against them without vigilance. Despite the frequent infighting and power plays between the Knightly Orders Ederisians are a loyal, prosperous and peace loving folk. While the recent troubles have shaken many people's faith in the countries ability to continue to provide safety for them, most believe that the good times of peace will return once more.

Ederisa is ruled by the Aldwark family, and head of the Order of Aikton. The Knights of Aikton are the King's hands and feet in the country, following his direct commands to keep order and restore peace wherever they are sent.

Apart from Aikton, most of the Orders in Ederisa are actually funded by foreign states who hire them out to fight in their wars like mercenaries. Many countries also send young soldiers and nobles to train in the

prestigious military academies of Ederisa, often joining one of its Orders after they graduate. Whilst this does help lighten the taxes that the commoners have to bare it's often argued that outside influences on the Knights are a destabilising factor for the Kingdom.

Most Ederisians are farmers, ranchers, horse-breeders foresters or craftsmen. To the west amongst the bordering mountains there is also a strong isolated mining community, supplying much of the country with the iron used to make their arms and armour.

Major Geographical Features

Ederisa is a rolling green and pleasant land, flanked by mountains to the north and west and well fed by its fields to the east. To the south of the country lie old and full forests, almost untouched by it's people.

Basilisk Mountains: Bordering the north of the nation and named after it's most famous occupants, the Basilisk Mountain is the most difficult part of Ederisa to cross. Topped by dry sharp rocks the mountain proves as an effective barrier to all travel. Despite it's size it's sharp edges and steep cliffs don't hold host to many caves, and the few that do exist would make poor shelters. The Basilisks of the mountain rarely venture down, and are warded off by arrows and fire if they ever do.

The Lost Forest: One of the oldest forests of eastern Ederisa, it was said to have once belonged to a tribe of Wood Elves in ancient times, but some calamity forced them to abandon the forest. Now the woods are a refuge for monsters and goblins, who occasionally burst from the forest in raiding parties before being pushed back into the forest again. It is often remarked that the goblins seem to be trying harder to leave the forest then actually attack people.

Gregors Folly: A Marshland sitting before the southern province of Ederisa, Gregors Folly was named after a Knight who decided to march against an ancestor of the King. He drowned in his own armour when he fell into the marsh during a battle. The people of the region often dredge the marsh in search of old items of value from that ill fated campaign.

Rumble Peaks: Not as tall as Ederisa's northern mountains, the Rumble Peaks are more forgiving to travellers but not to it's occupants. The peaks were named after the frequent earthquakes that shake the mountain, causing caverns and houses to collapse. Despite the danger the mountain is well known to have rich deposits of iron that fuel the Kingdoms industry.

Interesting Sites

Old Stone Way: A small village that is said to be older than the nation itself, Old Stone way got it's name from the numerous stone circles that the village was built upon. Rather than knocking the stones down the people built around them, leaving stone pillars to act as supports or parts of their walls. Nobody knows who

built the stone circles, or why the villagers didn't just knock them down rather than construct their homes on top of them.

Fort Darstone: The great capital of Ederisa, Darstone was originally built as a large fortress to house Aikton and his knights as they conquered the land. Designs of old fortresses can often be seen throughout the city as past Kings have attempted to harken back to those first days by making the city impenetrable. Since the city has never actually ever come under attack many of these projects have been seen as wasteful and expensive and have fallen out of favour with more recent Kings. Today the city looks like a maze of sprawling homes and high walls that don't always connect with one another, making it difficult to traverse for foreigners.

Regional History

Originally the land that would become Ederisa was actually split amongst numerous bordering Kingdoms, but as they fell into war with one another during the days before the Golden Crusade Aikton saw his chance to claim key strategic locations. Shedding his allegiance to his former Kingdom Aikton set out to build Fort Darstone and claim the surrounding area.

Due to the chaos engulfing the region none of the bordering kingdoms could move against him lest they opened themselves up to attack from one of their enemies. When Emperor Andres III began his reconquest of Telehar he went to Aikton with an offer to support his claim on Ederisa if he would field his Knights under his banner. Aikton agreed and he and his knights went onto becoming one of the Emperor's most formidable forces. In recognition for his deeds Ederisa was officially declared as a Kingdom and all other claims on the land were nullified.

For hundreds of years afterwards Ederisa became a home for numerous Orders of Knights, enjoying the greater privileges and power that the nation offered them. The nation also produced many excellent knights that would go on to join the Emperors Wardens, further increasing the fame of Ederisa's Knights.

Whilst Aikton's descendants have managed to hold onto the throne for hundreds of years Ederisa has seen numerous power plays between the Orders, sometimes erupting into open conflict. Gregors rebellion was the most famous of these, who rose up against King for some alleged slight. Most of the south

rose up with him and marched northwards where they were stopped at the marsh by the forces of the King. The scale and decimation of that battle was so big they renamed the marsh Gregors Folly, not only for his foolishness in rebellion but also for the manner in which he died. The southern province has never quite been forgiven in the decades after the rebellion, usually suffering from harsher reforms than other areas of the kingdom.

Ederisa has known more conflicts than this, from the skirmishers of other nations testing their defenses to raids from monsters and bandit alike, but it has only been recently that Ederisa's waning military might has been put to the test. Just under a three years ago a bugbear by the name of Krolrell marshaled together a number of tribes and began picking away at Ederisa's southern border.

Infuriated by this the King sent numerous Orders of Knights and the nation's military might to crush the bugbears, but the first battle was a total disaster. The Knights were lured away from their battle lines, hungry for glory, and pursued seemingly fleeing bugbears before being caught in ambushes and decimated.

For years the war has dragged on and the bugbears have carefully fled from every attempt to engage on the open field of battle, losing badly whenever they are forced to. Probing and picking at the southern province the bugbears have effectively pushed back Ederisa's forces to the southern cities, leaving the roads and villages to the bugbears to attack and pillage with abandon.

As Ederisa becomes stretched and strained its numerous enemies from without and within have begun to threaten it. Jealous nations who lost their land to Ederisa so long ago marshal forces to their borders and wait. The once famed Orders of Knights, lacking a chance to earn any true glory in Ederisa's struggles begin to abandon the frontline in search for more 'worthy' combat.

Ederisa stands on a knife edge, between regaining its past glories or being torn apart like a dead animal.

Plots and Rumors

The Barons Threat: At home in the capital one Order of Knights is noticeably absent from the war in the south, Baron Foegar's Blue Worgs. It's said that he has recently broken tradition and has began recruiting knights from outside of prestigious families in order to swell his ranks to put pressure on the King. There's even rumors that he's openly threatened the King with a coup if he doesn't transfer more powers and authority to the country's noble class of Knights. The capital is thick with tension as lines are drawn and sides marshal their supporters. Opportunity arises for any individual, rich or poor, to decide the fate of Ederisa's ruling royalty.

The Moon Curse Plot: With the majority of Ederisa's military responding to threats in the south or elsewhere there are few soldiers left to patrol its villages or roads. In the west sightings of werewolves have increased with rumors of secret cabals gathering

to perform blood sacrifices to some evil forgotten god. Adventurers will find great peril and danger if they choose to investigate these strange rumors.

Region Background: Ederisa

Feature: Sacred Oath

It's well known that the Knights of Ederisa take their vows and oaths very seriously, and the tradition of keeping your word has even rubbed off onto the local populace. Even foreigners know about Ederisa's resolve when it comes to promises, and often recognise the seriousness of their declarations. When you make a promise as part of a persuasion or intimidate check you gain advantage on the roll. You can only make one oath every week.

Equipment: You start with a martial melee weapon of your choice etched with your family's motto.



Raunia

Capital: Oria

Population: 74% Human, 12% Half-Elf, 10% Gnome, 4% Helian

Government: Autocratic Rule by House Raunia

Religions: Lucia, Teslian, Nesseroth

Imports: Gold, Ivory, Steel, Seeds, Water

Exports: Fur, Perfume, Loans

Where most nations can only boast a handful of great mages within their court, the country of Raunia boasts entire noble houses of Sorcerers. Founded by a dragon slayer and named after him, Raunia has become a small yet powerful nation in Edocan due to the magical might it has at its command. Most of Raunia is categorised by it's rolling hills and wide fields, better for ranching then to farming, and would in anyone else's hand be a very typical but poor nation in Edocan.

The leading Noble House of Raunia maintains a tight grip on the populace, not just with it's laws but with it's public services for the 'community good'. Many people of Raunia have a degree of opportunism to them, knowing that even the poorest amongst them has a chance at riches or even nobility if they have enough talent and luck. Raunia has a dense population of merchants and skilled writers compared to many of its neighbors, a product of their highly competitive educational sponsorship program.

Raunia is a land constantly engulfed by it's own flowing political situation, betrayal and plots are common amongst the nobles to seize one of the seats of power amongst its ruling circle. There is ample opportunity for intrigue in the land of Raunia, and a promise to grant nobility to those able to secure and survive collecting the most desired substance in all the nation, Dragon Blood.

Life and Society

By it's nature the landscape of Raunia is actually quite poor in comparison to other nations in Edocan, able to just about feed themselves with the few harvests they can grow and the animals they can raise. The nation's lowest class of commoners gets to enjoy crushing poverty, but in many ways this is seen as acceptable as technically anyone can advance in Raunian society with enough skill and determination.

It's this chance for advancement, supported by Raunia's sponsorship and educational system, that has produced a high degree of learning in Raunia. Most if not all commoners can read and write in some capacity and those who have shown talent have often moved on to work as administrators or merchants, creating a bustling financial centre in the region.

Above this new prosperous middle class stand the three Noble Houses, Raunia, Jorlandra and Ezerika. House Raunia, or the House of Gold as some call it, is the ruling Noble House who dictate the laws and governance of the entire country. Jorlandra holds sway over the nation's complex network of businesses and foreign trade while Ezerika concerns itself with the mastery of the arcane forces of their dragon blood.

The Noble Houses all share a constant crisis of inheritance, due to the Dragonblood mixed into their bloodlines many of their descendants either die at a young age or become sterile. For those that even survive into adulthood their magic may never awaken, becoming regulated to high class servants to the rest of the house in hopes that they will one day produce a sorcerer heir. It was for this reason the noble sponsorship program was set up in the first place, to educate promising members of the country who show the signs of possibly becoming sorcerers if given dragonblood. But surviving the process is still a rare event and the nobles are cautious about who they invite into their fold resulting in more failed sponsorships than successes.

Major Geographical Features

Lake Lougwy: The lake was once home to a local legend of a terrible creature that lived at it's very bottom, eating travellers and livestock that got too close to it. However in a strange turn of events these rumors proved to be false and had been started by a local farmer looking to keep people away from the lake. Today the lake is often used as a resort for rich merchants and even some nobles, who seek it out for it's pristine wonder.

Rancer Planes: Whilst much of Raunia is covered in wide planes, none are as big or arid as the Rancer Planes are. The dryness of the planes is said to be caused by the death of a water god in the area,

blighting the land with terrible droughts. Only large animals like horses tend to frequent the region now, moving out when the grass has been eaten up and the weather turns hot.

Hardbrush Wood: Raunia doesn't have many large forests, making Hardbrush a novelty in the country. Serving as a common source of timber for the nearby communities the wood has declined in size for a great many years. Recently a group of gnomes and elves have moved into the forest in an attempt to claim the land and put a stop to the deforestation, but so far their claims has been rebuffed by House Raunia.



Interesting Sites

Fort Kelisa: There were once a fourth noble house in Raunia by the name of Kelisa. Unlike the other houses that presented enough dragonblood to make their claim for nobility, the founder of this new house came with a different prize. The young blue dragon Quilzarat. After imprisoning her inside a heavily guarded fortress, Kelisa hired a Porsla by the name of the Blue Wizard to oversee her. For many years the House drained her of her blood whilst the Blue Wizard ensured all her attempts at escape failed.

However during a stormy night Quilzarat escaped her confines, but she didn't leave before killing everyone in the House and leaving it in ruins. After the disaster House Raunia disbanded House Kelisa, leaving its few survivors to move elsewhere. The ruined fortress now stands as a sentiment to the dangers of hubris.

The Empty City: To the north of the nation of Raunia there exists an empty city, which was allegedly constructed long before most people settled in the country. All attempts to reclaim the city or repopulate it have failed, but never for any clear reason. People

simply don't like living there and move away the first chance they get, unable to explain why they just didn't want to live there. Today the city often plays host to bandits and monsters, but even they only stay in the city for so long before they wish to leave it themselves.

Oria: Raunia's capital is most well known for the Golden Palace, an ironically white building that has always meant to be covered in gold but never achieved. Atop the Palace sits a great statue of a gold dragon, looking into the sky. The sprawling city below the palace is a canvas of rich colours, as a financial centre of the region its population has more than enough money to spare on novelties and decoration.

Regional History

The land Raunia was founded on has played host to numerous kingdoms in the past, each falling to ruin whilst it's common people watched on. Many of these old kingdoms fell due to foreign influence and the sparse nature of the land, becoming bankrupted and easy to destabilize. For a long time after the last kingdom fell the land had no state or governance for many years, and this is when the gold dragon Hiljorick appeared.

The dragon stripped what value remained in the nation, destroying whole towns when he thought they were hiding treasure from him. Hiljorick reigned over the area for many years, destroying the armies raised against him and eating huge amounts of livestock whenever he fancied. But he was eventually slain by an exiled warrior by the name of Raunia, who had fled his country after being involved in a failed coup attempt.

Regardless of his questionable past Raunia was hailed as a hero, but he wasn't content with just glory. Quickly gathering together any object that could hold liquid Raunia drained the blood from the dead dragon and set upon an incredibly ambitious plan. Taking a big gamble he drank some of the blood and was rewarded for it by becoming a sorcerer. He then invited many of his closest confidants from his homeland and offered them some of the blood if they would come with him to form a new nation. Those who survived became the rulers of the new state of Raunia.

In the early days of the nation it was beset by numerous crises, law and order was all but impossible to maintain, and neighboring nations threatened it with invasion if they did not hand over their reserve of dragon blood. In the end however the country was saved almost entirely thanks to the new sorcerous powers of its ruling elite, who used it frequently to exert a semblance of control on the country.

When it's founder finally passed away the remaining sorcerer's officially formed House Raunia, laying down the many of the foundations that would continue into the present day. Whilst they had beaten back many of their aggressors the country was still very poor, and the reality of the Noble House's sterility was being greatly felt. It was in their attempts to save their bloodline that they would actually solve many of the problems facing the country.

A noble by the name of Tessian Raunia began an ambitious project wherein any noble could sponsor an

individual from their country for a chance to be entered into the noble house itself. These sponsors would be tested for magical affinity, educated and tested to determine if they had all the qualities that house Raunia prided itself on. Since then the sponsorship program has been used almost like a competition between the nobles, winning great prestige if their sponsor is able to join the noble house.

An unexpected side effect of this project however is what became of those that did not pass until the final stages. Despite being abandoned by the Noble House they left greatly educated and often began businesses of their own, bringing efficiencies and learning back to their villages. It would be many generations before the effects of these drop outs would be felt, but it would eventually bringing many of it's people out of poverty.

Dragonblood is not infinite and House Raunia are always looking for new supplies, for gold dragon blood there is a very high bounty on offer. The House even offered the opportunity for anyone to form their own Noble House in the country if they could gather together a certain amount of blood from a different dragon type and create enough sorcerers. Over the course of the country's history three new noble houses have been founded, but one was destroyed when the Blue Dragon Quilzarat escaped her bonds and killed everyone involved with the House.

Today Raunia is in constant conflict within it's own noble houses as they each to seek to grow and maintain their power and influence. There has not been a sighting of a Gold Dragon for three hundred years and House Raunia has been sponsoring fewer and fewer individuals, creating a growing concern that the House is in danger of losing the majority of it's power if it's unable to produce regular sorcerer heirs.

Plots and Rumors

A chance for power: In what has been regarded as a very controversial event, a member of House Raunia has sponsored a foreign Princess to take the Golden Test thanks to a relatively unknown loophole in the law. Accusations have been thrown around by numerous factions, some fearing Raunia is attempting to exert it's power beyond its borders or that the Princess is going to attempt to seize the throne from her brother if she becomes a sorcerer. Few know what the truth of the matter is but everyone can guess that the tests are unlikely to be peaceful.



Lightning Strikes Twice: Ever since Quilzarat escaped her bonds and went on a rampage across the east of the country there have been fears that she never really left and has instead been hiding. Whenever people see lightning strikes or thunderstorms people say that it is Quilzarat preparing for her return and revenge.

Region Background: Raunia

Feature: Dragon Lore

At the beckoning of House Raunia agents are often sent throughout the continent to track and report on the activities of the nine dragons. These reports are often poorly kept secrets and the common people of the region have taken an interest in them, enjoying the reports as a pastime. When making a Knowledge History or Investigation check regarding a dragon you double your proficiency on the roll.

Equipment: You start with a small bone fragment from a dragon.

Kedardrog

Capital: Kalna

Population: 70% Dwarf, 12% Human, 8% Porsla, 5% Narolith, 5% Halfling

Government: Monarchy

Religions: Kevron

Imports: Food, Cloth, Spices

Exports: Stone, Iron, Bronze, Gold, Glass

Home to one of the oldest Hill Dwarf Fortresses in Edocan Kedardrog is a dry land of valleys and hard bedrock. Founded by an alliance of clans Kedardrog was built as a new home for the dwarfs after their departure from the Underdark. Constructing their homes just under the surface the Dwarves of Kedardrog are famed for their high quality waterproof, self heating and even ventilated constructions.

For most of its history Kedardrog fought long and hard to keep their new lands, battling monsters, humans and even elves to keep them out of their borders. But when the Empire was founded Kedardrog fell into civil war between the traditionalists and those who wanted to join it. Eventually the traditionalists conceded to some of the Empire's demands in exchange for peace. One such concession was allowing other races to immigrate into the nation, which the dwarves allowed on the condition they would each work for a number of years.

These days Kedardrog is a mix between hardline traditionalists, who work tirelessly to keep certain districts free of non-dwarves, and areas populated by mixed races of workers. Kedardrog has actually become much richer since allowing other races to immigrate, which allows the clans to hire from a cheap labour force, but this has been met with great anger by the native born Dwarfs who feel their livelihoods and culture is at risk.

Life and Society

While it's not the deep caverns of the Underdark all of Kedardrog's cities, towns and villages are built just below the surface and lit by torchs and luminous plant life. This affords them a lot of protection from the



elements but makes building new homes a serious problem. In places like the capital it is normal to see whole tunnels being built that have already been filled with squatters trying to find some place to live.

The Dwarven Clans of Kedardrog run all the major industries across the nation, though there is a big divide within many clans about how to operate them. Most Dwarves are born into one of these clans which have their own unique dynamics and hierarchies, although in rare cases Dwarves can marry into a clan. Dwarves without a clan of their own only make up a very small percentage of the population and are usually immigrants from other dwarven kingdoms, but they're not treated much better than non-dwarven immigrants.

Humans and Narolith made up the majority of the immigrant population in the early days when they travelled to Kedardrog for work opportunities. In recent years the Porsla population has surged due to a new project to attract them into menial labour. Many of the clans have been accused of giving slave like duties to Porsla since they are willing to work in hostile conditions that other races refuse to.

Miners and smiths make up the majority of the commoner population, with more skilled craftsmen holding prestigious places within Kedardrog. The rocky terrain of the nation makes farming and rearing animals difficult so only a minimal amount of the population are farmers. This has made food, its price and availability, a constant topic amongst the people of Kedardrog.

Major Geographical Locations

Stones of Yore: Across a nearly barren stretch of rocky land a number of perfectly smooth rectangular rocks protrude from the ground. Whilst it's said to be the result of a rare Aether storm many dwarves have attributed the rocks to their ancestors, returning from the stone to join them upon the surface. Dwarves often make pilgrimages to the site to leave tributes to honour their dead.

Valley of Fernark: Said to be the place the dwarfs first surfaced from the Underdark, the Valley is a deep crevice surrounded by tall cliffs of brown stone. Numerous caves litter the cliffs like honey combs leading to all manner of caves great and small. These days the valley has been abandoned to be claimed by monsters and savage tribes.

The Bleeding River: Out of the numerous rivers that mark the geography of Kedardrog none are as distinct as the Bleeding River, dyed red by the clay deposits of the surrounding earth. Local superstition has it that the river's source is actually from a giant buried deep beneath the earth.

Interesting Sites

Kalna: The great fortress city of Kalna was built not just as a home for the Dwarves when they first settled Kedardrog but as a tribute to their fallen God. It's massive underground halls and structures house thousands of dwarves, the great clans each claiming a districts for themselves. Often called the capital of Craftsmen Kalna boasts some of the greatest smiths of iron and metal in all of Telehar. The cities hunger for resources is nearly limitless and every day new tunnels are dug to help expand it and uncover more ore for it's constantly running forges.

Hothanr: A dwarven village built just below the surface, Hothanr is one of the few locations in Kedardrog able to support regular farming. Fields and plants denote the villages surface, the Dwarves able to travel anywhere in the area thanks to their extensive tunnels. Unfortunately these tunnels have recently been plagued with all manner of creatures and monsters looking for shelter and now Hothanr has to regularly hire out 'exterminators' to deal with the issue.

Regional History

Kedardrog's inception as a nation is quite well known as the Dwarves very loudly announced their arrival on the surface by waging war on anything that was standing in front of them. In an effort to secure a place for themselves in the chaotic age of the Divine Wars the Dwarves held nothing back and used all of their knowledge and prowess to overcome any challenge presented to them.

Kalna is attributed as the first of the great 'surface' fortresses for their kind, serving as a gateway to the world above. Over the centuries the dwarves would expand from their foothold to almost every corner of Telehar, often lead by great clans looking to build a legacy of their own. The Clans of Kalna on the other hand were more than happy to remain where they were, building great structures to house their people.

The rulership of Kedardrog has changed multiple times over the course of its history, each of the great clans competing in the Trials of Stone to win the right to crown one of their own as the next King. Insulated against many of the woes of the Divine Wars much of Kedardrog's issues were born of internal disputes, in some cases escalating into open conflict between the clans.

In the final years of the Divine Wars the Dwarven race had lost much of it's attraction to their expansionist ways, many wars had been fought against humans and other races for minor insults and the losses of these conflicts began to be felt in the Dwarves diminishing younger generation. This weariness is often attributed to the popularity in the older generation to join the Empire when it was announced, recognizing it as the

last avenue of peace they'd ever have a shot at. The younger generation of Kedardrog and it's elite were less than convinced however and violent and ruthless crackdown was investigated against the 'traitors'.

Hearing news of Kedardrog's civil strife the new Emperor raised his army and performed the impossible by beginning a siege upon Kalna itself. The Emperor's army, even in it's early days, was the largest force of mortals ever marshalled after the Divine War, and after only a week Kalna sued for peace.

The King of Kedardrog agreed to join the Empire and allowed a token amount of immigration in his land, in return for the promise that Dwarven claims to lands in and beyond Kedardrog would be honoured. Resistance to the deal was still strong and life for the first immigrants was very difficult, but overtime Kedardrog's economic needs would overpower their prejudice and ever since immigrants have been a cornerstone of the nation's great labour force.

Plots and Rumors

Empire Day: The annual celebration of the founding of the Empire has always been a controversial day for the people of Kedardrog. Immigrants and other imperial patriots often use the day not just for celebration but for protest as well. It's often remarked that it's not an Empire day until some kind of violence has taken place. But this year the holiday is reaching a rare intensity, with rumors circling that the clans may ban the celebration, and all sides stockpiling clubs and knives in anticipation for trouble. The nation is primed and ready for a day of deep civil strife.

Clan Meet: Trolls have been a constant problem in some of the deeper tunnels of Kalna, with rumors of an albino troll with the powers of an archmage amongst their number. The Clans are convening a meeting between many of their members in order to discuss what to do about the growing crises, but there are concerns that some clans are using the trolls as an opportunity to weaken their rivals.

Region Background: Kedardrog

Feature: Stone Heart

Despite it's long dwarven heritage, Kedardrog is more famous for it's great mining projects that supply the region with not just critical metals but also stone as well. Your time around or even in this industry has given you an insight into mining stone. You need only one to ten minutes of uninterrupted study to determine how long a rock or stone wall would take to dig through.

Equipment: You start with a Kedardrog pickaxe, it either A) Emits a soft chime when it strikes something or B) Emits a low light when it strikes something.



Merawien

A self proclaimed island cut off from the mainland save for the two land bridges at its north and south edges, Merawien is a green and rich land marred only by its insular nature. A number of very old noble lines maintain kingdoms on the island, able to trace their lineage back to the days before the Empire.

Elves, Humans and halflings make up the majority of the population of Merawien as they have been historically very resistant to immigrants and cultural change. It is said that even during the days of the Empire's golden age they would threaten to cut off their borders and isolate themselves.

Most well known for it's fertile and rich lands, Merawien plays host to a huge amount of wealth that many of it's nobles use to build lavish cities and palaces.

Region Background: Merawien

Feature: Insular Community

Merawien is famed and reviled for its insular nature, and that attitude has rubbed off on you as well. When outside the island when you meet another native of Merawien their attitude towards you automatically improves by one step. They can give you the latest gossip from the homeland, or if there a merchant they can offer you a small discount.

Equipment: Identification Papers, for ease of travel in and out of Merawien.

Aed'eri

Capital: Glorindel

Population: 91% High Elves, 6% Wood Elves, 3% Human

Government: Republic

Religions: Sárалondë

Imports: Stone, Jewelry, Precious Metals

Exports: Wood, Paper, Art, Magic Items

One of the most ancient kingdoms in all of Telehar, Aed'eri was founded long before the Empire and some say even before the Divine Wars. The Kingdom was built around a single great tree that stretches up into the clouds, planted by Sárалondë himself as a gift to his people and the world. Today Aed'eri is considered by many as the pinnacle of civilization, innovating new architecture whilst respecting and nurturing the natural world surrounding them. But for all of it's luster there is a rot within the Elven kingdom, a battleground of words and hate playing out across all levels of society.

Aed'eri is most well known as one of the key influential figures of the island of Merawien, happy to act as intermediates for disputes and using their great magic and wealth to influence other nations. Aed'eri diplomats are often called Crownless Kings for the power they hold over other nations. Within the Kingdom itself almost all the native elves have some connection to one of the many noble houses that make up the complex hierarchy of the nation. Each of these noble houses elects a member from within their own family to stand on the prestigious council of elders, a life time position, who dictate all of the Kingdoms policies.

While some outsiders see the ways of the High Elves too conservative they are regarded as a highly stable nation, appearing as the eye of the storm in a land experiencing constant upheavals. But in truth the machinations of the noble houses are just as petty and complex as any other nation, the only difference is the High Elves long lives gives them opportunity to plan and move very slowly. Some plots can build up for hundreds of years without anyone being the wiser of what is transpiring until it is too late.

Life and Society

The majority of Aed'eri is covered in forests which the High Elves oversee, their settlements almost always constructed at the core of the woods not just for it's practical location but as symbolic of their mastery over nature. Since Elves have a much slower metabolism than other races they don't need large

fields, surviving mostly on their orchids and what they pluck from nearby trees.

The High Elves of Aed'eri are driven by an inner sense of pride and believe very strongly about maintaining their impeccable reputation. Every step in society, from the highest noble to the lowest servant all act with a degree of intense pride with their lot in life, which to outsiders often comes off as a sense of superiority. Almost all the intensive manual labour in the nation is handled by grown wooden golems, leaving even the poorest of elves time to pursue art and education.

All the Elves of Aed'eri belong to one of the seven founding noble families where a complex form of hierarchy places family members under one another. At the peak of these noble families lies the seven Elders, elected by their own families to fill the position for the rest of their lives. The Elders make up Aed'eri's government and work to ensure the continued cooperation between all the families.

Elves usually work only for the noble family they were born into, and marriage outside a noble family is considered a rare and often controversial event.

Major Geographical Locations

Much of Aed'eri is covered in old and deep forests which the High Elves meticulously grow to match their ideals. To most people the forests appear as wild as any other but to more experienced eyes the forests can appear sanitized, lacking the true chaos of the wilds.

Tári: The forest of Tári is a large and ancient forest resting at the southern edge of Aed'eri, unlike the other forests of the nation very few elves make their home in Tári due to ancient magic that has warped the forest into a maze. No one knows who enchanted the forest but it has served as a stalwart defence in all of the nation's history. For those able to traverse it speak of rumors of great natural wonders.

Interesting Sites

Glorindel: Said to be the largest tree in the world, Glorindel also serves as Aed'eri's capital. All around the base of the tree are numerous homes and spires of the Elven people, stone and wooden buildings built with magic. For the richest of Glorindel branches are grown out of the great tree to serve as foundations for their homes, and at the very peak of the tree sits the Tower of Elders.

Telem: Unlike the crafted forests of the nation, Telem is one of the few true wild lands left. Home to an ancient race of ogres the Elves agreed to leave the forest to them so that they could care for their dead god. The ogres keep to themselves but are sometimes hired out by the Houses to take care of 'delicate' issues, usually by beating them to death.

Hindrell's Hatchery: Known as the greatest rearer in the land Hindrell is often sought after for the menagerie of strange and exotic creatures he raises and trains. Almost any kind of animal is said to be purchased here and Hindrell is always ready to pay a handsome price for rare and exotic creatures.

The Everspring: Hidden by a large forest is an infinite spring of clean water which is said to have healing properties. Legend tells how spring began from the tears of the goddess Dralindra, who went to grieve alone when she heard news of a terrible tragedy against the elven people. The spring was once a common pilgrimage spot for the Elves, but ever since the Betrayal the Elves of Aed'eri have left the spring to fall to ruin.

Regional History

The great tree Glorindel was said to have been planted by the sibling gods, Sáralongdë and Dralindra, who used it's power to create the first elves. The twins ruled the Elves with a benevolent hand and charged them with protecting the natural world, fostering its growth and beating back those who would threaten it's delicate balance. Many legends arose during this period of great and wise heroes that are still taught and honoured to this day.

In it's inception Aed'eri had many Noble families all founded by the Primal Elves, the first members of their race. Over the generations though many of these noble Houses would fade away, many disappearing in the chaos of the great fracture or destroyed in the Divine Wars. Today only seven remain, bonded by their shared heritage and ambitions.

After Sáralongdë's death at the hands of Malath the High Elves of Aed'eri became even more insular than they had been before, barring their nation from any and all outsiders. For many years the elves struggled to come to terms with the death of their god, even though his presence was still felt his ability to lead and advise his people was severely diminished. In the end it would be an outsider that would rekindle the Elves passion and drive.

When the Emperor marched across Telehar to lay claim to it an envoy of Thayrien went ahead to meet with Aed'eri. This meeting would prove shocking for the High Elves, even during the two fractures of their race that created the wild Elves and the Drow none had changed as quickly as the Imperial Elves had. In only a few short years Thayrien had started to leave their mark on the world whilst the High Elves had begun to sink into irrelevance. Charged by this meeting a number of prominent High Elves signaled the end of their time of mourning and began a controversial project that would bring their nation closer to this new Empire.

But the Houses had no intention of letting the Empire shape the new mortal world and the High Elves moved with new purpose. Though they would upkeep many of their old traditions and charge to protect the balance of nature, they would no longer be limited by this charge and would apply it to the balance of civilian itself. Using their great riches and knowledge the Elves began increasing their sphere of influence on Merawien, offering aid and advice to other nations.



As Aed'eri began to expand its influence it became clear that they were a force to be reckoned with, funding factions that would promote their causes and helping nations rise and fall when it aligned with their interests. As the nation's power has grown the conflict between the Houses has increased as well but now disputes and power plays are resolved between proxy states, keeping conflict away from their own nation as others are torn apart.

Plots and Rumors

The Wrong Girl: As the Elder of House Fēanáro begins to enter his final twilight years his house has begun to hold preliminary elections to see who is the most likely to be his successor. But when a simple servant girl becomes one of the candidates with a high majority outrage spills throughout the house. Accusations of corruption, conspiracy, fraud and more are circling as the House enters a possibly violent upheaval.

Tainted Blood: It's well known that relations between humans and elves is strictly forbidden in Aed'eri, but even so there are rare cases of this forbidden romance producing offspring. The children of such relations are always fated to be executed, but there are rumors there is an underground group willing to risk their lives in order to smuggle people out of the country and house them safely in elsewhere.

Region Background: Aed'eri

Feature: Noble Sponsor

As a resident of Aed'eri you are very familiar with the intricacies of High Elven society. You have at least one contact with a High Elven noble who you can call upon to grant you a favour. Using this favour can grant you an audience with a noble, or even an invitation to a noble event in any country. However your actions can reflect badly on your patron, and the favours can be refused unless amends are made.

Equipment: A small valuable piece of jewelry from your patron, made of darkwood, smooth white stone or amber.

Caydla

Capital: Elissia

Population: 66% Human, 16% Elf, 10% Halfling, 8% Half-Elf

Government: Monarchy

Religions: Dozar, Cherebu, Lorus

Imports: Spices, Food

Exports: Gems, Wine, Silk, Fur

Caydla is a very famous nation within Merawien as a retreat for wealthy nobles and merchants, playing host to some of the biggest festivals in all of Telehar. In its inception Caydla was a very typical human kingdom, bearing all the same troubles and strifes that they suffer. However the nation underwent a tremendous change when the Mad King, Hendrick I, was crowned. The King set upon a massive project to restructure the whole nation to his mad whims, fueled by Caydla's prosperous gem mines. In as little of 40 years Caydla was unrecognisable from its former self, changed from a drab grey nation to one of colours and festivals.



The more ludicrous celebrations ended when Hendrick passed away, but the nation had acquired a taste for festivals and so kept many of them on. Today Caydla has used its unique reputation to make many friends across Merawien and beyond, in one practically famous case an invasion against Caydla was called off because a lord was concerned it would ruin his holiday plans.

The nation's Rose Maze garden party has become so famous amongst the nobility that it now costs a small fortune just to buy an invitation, but Caydla never forgets it's own people and gives them a chance to attend the event through a lottery every year.

Life and Society

Like much of Merawien, Caydla plays host to a fertile land that helps the nation feed its people and it's endless celebrations. Although more critical to the near hedonistic lifestyle of its people are the crucial gem mines scattered throughout the nation. Caydla's poorest tend to work in these mines, ensuring that a cheap labour force keeps the profits of the mines very high.

Caydla as a nation respects wealth above prestige, new noble houses often emerge from merchants as they reap new successes and join the upper elite of the nation. These noble houses are usually given lands of their own to govern, and this arrangement often brings the lords in competition with one another to show off their wealth.

Whilst the nation is technically ruled by the royal family and their monarch, in truth much of the kingdoms administrator is handled by a small council appointed by the ruler. The practice of handing over the more tedious affairs of running a government occurred early in the nation's history and is often cited as the reason the nation does not fall apart whenever they get a mad or eccentric king.

Major Geographical Locations

The Dread Marshes: A wide stretch of uninhabitable land, the Dread Marshes have always been eyed with superstition. Spirits of vice and death are said to linger around the edges of the marsh, attempting to lure travellers into a watery grave. Rumor even has it that a cabal of witches makes their home at the centre of the marsh, but since people try to avoid it no one is sure of the truth.

Ternock Hills: Stretching across the west of Caydla are a series of rolling hills named after the famous acrobat, Ternock. Many of the hills are said to be old burrows from the age before the Divine Wars when human tribesmen and lizardmen fought over the land.

Interesting Sites

Elissia: The capital of Caydla, renamed by one of it's old Kings in mourning for his deceased queen, is a city of wonders and strife. The royal palace sits at the heart of the city adorned with strange spiral towers granting it an almost fairytale like appearance, below the city itself is a mix of colourful buildings and hidden squallers. Gambling is rife in the city and almost everything has a wager set on it by someone, from how many bells will ring in the morning to if the monarch will mention fish in his next speech.

The Garden of Roses: Surrounded by an amphitheatre the Garden of Roses is actually a massive maze constructed from plants and stone. The maze plays host to Caydla's greatest festival, gathering thousands from all over the world to watch teams compete to defeat the maze. The exact nature of the competition within the maze often changes between years, being relatively harmless sometimes and at others incredibly perilous.

Regional History

Unlike many human kingdoms Caydla does not have an extensive record of their founding. Many scholars have theorised that Caydla began as a coalition of smaller human tribes, until finally the old ways were abandoned in favour of instituting a single sovereign. Many noble families in Caydla today site their ancestral line originates from these tribes but since every new noble house has said the same thing the truth of much of the nations ancestry is hard to determine.

Like many of it's neighboring human nations Caydla's history is a patchwork of prosperity and tragedy, playing host to wars, civil strife and even assassinations. But even throughout its darkest years Caydla has managed to survive thanks to the loyalty of its key noble families who avoid becoming embroiled in power plays with one another in order to ensure stability for the nation.

When the Mad King Hendrick came to power he did away with alot of the countries old traditions and introduced ones of his own creation, but oddly he did not enforce these changes which often resulted in towns practicing a strange mix of new and old customs. His most beloved project was the Garden of Roses, not only did he make the amazing Rose Maze but he also set about creating gardens and parks in numerous towns and villages across the nation. There are numerous tales of the King travelling the land, asking people riddles and challenging them to strange games, which are often widely celebrated today.

Plots and Rumors

The Bloody Rose: Tragedy has struck the latest Festival of Roses, as one of the teams allocated to compete for the Golden Rose has been found dead in suspicious circumstances. A new team will need to gathered in order for the competition to go ahead, but who can say what further dangers await those who would sign up?

Glass Stones: Recently a number of merchants from Caydla have been accused of trying to pass glass baubles off as genuine jewels. Fraud in the gem trade has always been constant but the surge in numbers of reported cases have alarmed many. Concerns have grown that Caydla's main income might be in more danger than anyone thought...

Region Background: Caydla

Feature: Festive Organizer

For better or worse people from Caydla are well known for their extravagant and impromptu parties they have organised across the continent. You know all the logistics that go into running an outdoor drinking festival or even a noble ballroom dance, and can usually find the supplies necessary if they're available in the area. It doesn't take alot of convincing to get local people to attend your party, although if you don't have permission for it you may get into trouble with the local authorities.

Equipment: You begin with a lottery ticket for next upcoming Festival of Roses.

Fannor

Capital: Reolus

Population: 80% Halfling, 14% Elf, 6% Human

Government: Democratic Republic

Religions: Cherebu

Imports: Arms, Iron, Seeds

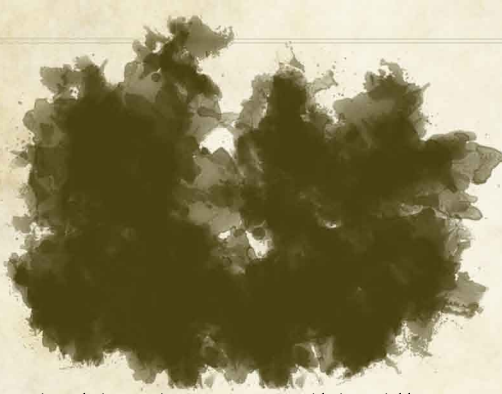
Exports: Food, Cloth, Oil, Horses

A critical nation on the island of Merawien said by some to provide almost one fifth of the entire region's food supply. As the birthplace of the Halfling race the nation has always prided itself on the strong work ethic of its people, who see the cultivation of agriculture the height of civilization. Unlike many nations in Telehar that have monarchies or powerful obgracies, Fannor is one of only true Democratic Republics which grants any and all of it's citizens the opportunity to work in the government.

Despite it's importance and great influence it can bring to bear on the many nations that rely on it's harvests, Fannor is most often happy to stay out of other nations matters and only flexes its political muscles in extreme circumstances. Thanks to decades of tight regulation there is a much smaller divide between the rich and poor of the nation, obscene and decadent mansions all but outlawed within it's borders.

Since the nation is so reliant on it's harvests extreme measures are often taken to ensure their protection and nurture. Monsters frequently make skirmishes into Fannor looking to pillage resources, which has resulted in an overzealous military that has been accused of outright genocide in some situations. But





since their enemies are savages outside imperial law they cannot be tried for war crimes giving them little reason to find alternative methods.

Life and Society

The core of society in Fannor is based around farming. Prestige and great acclaim can be earned by those that are able to produce the largest and healthiest yields. Even high born nobles regularly engage in large farming projects, not only to buy them votes and influence in elections but to also to shame their competition. It's often remarked in Fannot that the more a person announces how poor and hard working their family is the more likely there rich.

The majority of the population engages in the hard labour that comes with a farming culture, giving them little time for entertainment or education. Strength and foresight are the key virtues honoured in Fannor whilst decadent activities that don't help the community are often looked upon with scorn.

Major Geographical Locations

The majority of Fannor is completely covered with farmland with small protected wild forests between them. Most well known for it's rolling hills and soft earth Fannor is a land where almost any plant can grow easily, and it's not uncommon to find more fields of exotic plants grown from imported seeds.

Nevrak Woods: One of the largest protected forests in Fannor the Nevrak woods are fiercely defended from any and all intruders. Not even hunters are allowed within it and the local wild elves have often petitioned to gain access with no success. Numerous rumors have spread about what is actually within the forest.

The Otbert Hill: Named for the famous bard Otbert the Hill is allegedly where the Halfling got his inspiration for the popular song "Between the Green" and has become a popular destination for aspiring musicians.

Interesting Sites

Reolus: The capital of Fannor is a unique city in Telehar as it appears more like an oversized town than a traditional city. A lot of effort goes into maintaining the cities plant life, from the meticulously grown vines clinging to buildings to the grassy side streets, giving the city a natural but controlled appearance.

The Patience Farm: Unlike many farms in Fannor which have a harvest almost all year round the famous Patience farm grows the rare Trigras plant, which only blooms every ten years. Incredible care must be taken with the plants and their slow yield makes it all but impossible for most farmers to grow any, but the Patience Farm has a long family tradition dedicated to cultivating the Trigras.

Regional History

The land that would become Fannor was originally an arid land where numerous tribes competed over hunting grounds in the ancient days before the Divine Wars. When Cherebu created the Halfling race they started out as hunters themselves but over time he became unhappy with his people's plight. In a move of great self sacrifice Cherebu merged his body with the earth of the land, causing plant life to grow in abundance across the whole region. Through dreams and visions Cherebu taught his people how to work the land in order to feed them throughout the year.

Fannor was officially created after a number of smaller Halfling tribes merged their people and customs, forming the foundations that would later create the very concept of a democracy. Thanks to their fertile homeland they were able to weather some of the worst events of the Divine Wars, but suffered numerous invasions from other races trying to take their land from them.

Fannor's struggles and personal relationship with their land pushed them to enact numerous laws that prevented other creatures from settling on land they felt was theirs. When the Empire came with their offer Fannor put up alot of resistance, however by the time the campaign had reached them most of Merawien had already joined them. Eventually Fannor relented and signed a treaty with the Empire become a member but with various protections from legislation that they didn't want.

Over the years the country began drawing alot of criticism from other nations of the Empire for its **treatment of non-imperial citizens**. While many of these savage races presented a danger to civilised societies, Fannor often came under accusations that they went too far. In one famous example Fannor pushed out a tribe of Gnolls from their own ancestral homeland and pushed them into neighboring nations where they did alot of damage in their moving raids.

After the Emperor's death Fannor began consolidating allies in Merawien in order to make the region stable. To the north of the island Fannor's efforts have largely been successful, securing peace with equal amounts of diplomacy and threats.



Plots and Rumors

Unequal Rights: A landowner and noble of Fannor, Hal Fairfoot, has long been known to harbour sympathy for a tribe of goblins that were pushed out of the local area. He has been trying to find ways to give the goblins individual citizenship but the local government are very unhappy with Fairfoots attempts to give monsters rights.

Vote for me: An intensely competitive round of voting has engulfed the town of Oldbuck as two candidates loudly denounce the other. Things have gotten so bad that the two have begun to claim that the other is using magic in order to charm people into granting them more votes.

Region Background: Fannor

Feature: Green Finger

Rich or poor everyone in Fannor knows how to run or take care of a farm in some manner. This knowledge gives you an insight into the conditions of farms you encounter. When rolling an Knowledge(Nature) check to determine details on any farms you have seen you roll double your proficiency. You also get along well with farmers and can get a temporary place to stay, food supplies or even rumors from them.

Equipment: You begin with a bag of seeds, prepared for the Greenhill planting festival, which are said to grant good luck if you can carry them for an entire year.

Osdeth

Capital: Osdeth

Population: 61% Human, 15% Half-Elf, 9% Elf, 7% Dwarf, 5% Halfling

Government: Elected Dictator

Religions: Belvadair, Elicia

Imports: Livestock, Horses, Wine

Exports: Fish, Drugs, Copper

A mixed but predominantly human city state Osdeth has a unique place in the political sphere of the island. Often nicknamed the Bloody Bridge, Osdeth serves as the northern land bridge between Merawien and the rest of Telehar. Historically Osdeth has been very resistant to allowing foreigners to cross the bridge and enter the island, a reputation that got it numerous friends and funding from the elite of Merawien.

Whilst the city is ruled by the governor general, law enforcement is a mix of oppressive state operations and complex interlocking gangs. Due to the nature and difficulty of enforcing it's laws and preventing smugglers from transporting goods and people, the guard of the city have turned a blind eye to the activities of the cities gangs who are more than happy deal with unwelcome foreigners.

Life and Society

Compared to other nations Osdeth is a very inflexible state with little to no room for the class divide to be crossed. The poor of Osdeth either fall into poverty or the violent struggles of the various gangs, fighting over control of the streets and the various narcotic operations in the city. The city barely has any industry and supports itself mainly on taxing merchants

crossing in and out of the region, leaving most people to support themselves waiting for a spot in one of the cities meager jobs to open.

The combination of crushing poverty and illicit smugglers have created a volatile mix of crime, with many saying that Osdeth is the murder capital of the world. The various criminal operations that run in Osdeth range from the petty crime to complex fraud, many authorities are often frustrated since many criminals use Osdeth as a safe haven to run their operations from.

There are very few nobles living in Osdeth, the rich class is almost entirely made up of powerful merchants. The city goes out of it's way to protect the interests of it's rich denizens, brutally cracking down on anything that would disturb the careful balance of power in the city. It's ruler the Governor General is an appointed life time position, who serves as both a military leader and a figurehead of the state.

Major Geographical Locations

The Blue Channel: The sea that acts as a barrier between Edocan and Merawien, the Channel goes by many names across the region but in Osdeth they prefer to simply call it the Blue. Filled with life Osdeth's fishers often get into open conflict with the Edocan nations that also try to fish in the waters, both sides claiming vast stretches of the blue for themselves.

The Whispering Swamp: A large stretch of Swampland it got it's name from the strange haunting voices that still linger in the air. Legend has it the swamp was the site of a terrible battle between numerous gods and their followers. By the end of the fighting none had survived and there bodies were left to rot into the thick black water of the swamp.

Interesting Site

The Bloody Bridge: Officially known as the Merawien Crossing, the Bloody Bridge is a stone bridge almost a mile in length. The bridge was originally built by a God that wanted to grant his people an exodus from the island of Merawien, but now it serves to help keep people out of the island. People trying to enter Merawien often get trapped in the slums that have been set up on it, which get cleared every few months by Osdeth's army.

Thronekeep: A Fortress just outside of the city of Osdeth, Thronekeep was constructed by the first Governor General of Osdeth to serve as the home for his armed forces. Since the Governor General isn't allowed to have an army in the city itself, not without a issuing martial law, they instead remain and train in the fortress of Thronekeep. Rumor has it that the Fortress has a central chamber where the thrones of fallen kingdoms are held but only the Governor Generals most trusted captains are allowed inside.

Regional History

The city derives its names and symbol, the Bloody Bridge, from the famous last stand of Osdeth the Great. Osdeth was a general of a nation of Merawien who was ordered to halt invaders from crossing the bridge. Osdeth and his army fortified the bridge for thirteen years, beating back any who would dare try to cross it. In one famous story Osdeth even collected the blood of a recently slain army and commanded his men to paint the bridge red with it, though no one is sure if this event actually took place.

While the general was away however his own nation fell to civil war, making him and his men stateless. There are many theories on why he didn't return to his home nation to help, one of the more popular being that he received generous bribes from rival nations to keep his army on the bridge and out of the fight. After his nation's collapse Osdeth decided to settle at the end of the bridge, creating a trade hub under his control.

When the Empire began it's march over Telehar the ruler of Osdeth refused them entrance into Merawien, but after only a week he changed his mind and allowed the Empire's armies to march across. Many historians argue that Merawien could have won against the Empire if Osdeth had stalled them longer, but that is a debate for the ages.

Over the years as Osdeth grew rich from the new trade opened by the Empire it's borders grew, absorbing nearby land into its sphere of influence. Eventually Osdeth had grown to the point that it had become one of the most powerful nations on the island, but it was not to last.

During the Bronze Rebellion Osdeth suffered numerous invasions from its neighbors looking to settle old scores until finally all that was left was the city of it's birth. In only a few years time the royal family had been overthrown by civil unrest and a new government was installed. As the Empire healed after the long years of civil strife the city was officially recognised as it's own state, granting it various protections and sovereignty. Today Osdeth stands as a barrier and trade hub between Merawien and Edocan, keeping tight controls on the amount of money and people who can pass.

Plots and Rumors

Traffic Control: With the recent wars erupting throughout Edocan many people have tried to travel to the more peaceful island of Merawien, the various smuggling gangs more than happy to oblige for the right price. But the gangs and administration of Osdeth are unhappy with this influx of refugees.

Old Gods: A number of sinister rumors have begun to spread amongst Osdeth's underbelly of a secretive cult abducting people. It's been remarked that the rumors might just be a cover for the latest gang war but with people seemingly vanishing from day to day concerns are growing that something worse is afoot.

Region Background: Osdeth

Feature: Brute's Calling

In Osdeth it takes a thug or two to get anything done and your well connected to the dark sides of a city. Whilst in a city you always find it easy to track down where the local muscle hangs out, who you find easy to get along with. These thugs can tell you about local rumors pertaining to illegal activities and you can even convince them to do a minor favour for you.

Equipment: You begin with a pair of knuckle dusters that can easily fit into your pockets.



Draleth

The crown jewel and centre of the Empire, Draleth has changed the most since the Emperor first founded his capital city within it. Races from all across the continent came to start a new life here, giving birth to very cosmopolitan cities that reward merit above blood.

Whilst a fertile land in its own right it was only won and tamed after many generations of wars with the indigenous and violent species, who often still haunt the more wild lands of the region. According to legend the region was also host to the most intense fighting during the Divine Wars, and the high number of tombs and dungeons that are found in the region seem to suggest so.

Region Background: Draleth

Feature: Imperial Citizen

Growing up in the heart of the Empire you've been tutored in depth about your rights as an imperial citizen. In lands that still honour the Empire's laws you know how to demand fair trial, free movement over borders and the amount of tax that can be enforced on your purchases. This knowledge also grants you a small discount on any goods you buy from credible merchants.

Equipment: You begin with Imperial Citizenship papers with your details and proof of your citizenship.

Auria

Capital: Auria

Population: 37% Human, 17% Narolith, 14% Elf, 8% Dwarf, 5% Half Elf, 6% Halfling, 5% Gnome, 4% Helian, 3% Toran, 2% Porsla

Government: Parliamentary Government

Religions: Andre, The Imperial Pantheon

Imports: Everything

Exports: Crafted Goods, Art, Jewelry

Once the centre of the entire Empire the city state of Auria is the single most populated city in all of Telehar. No where else has so many people and races concentrated in a single location and this diverse population has made Auria a true wonder of the continent. Constructed by the very first Emperor to serve as his seat of power in his new Empire, Auria has played host to numerous events affecting the destiny of the hundred nations of Telehar.

Constructed in a massive man made lake Auria's foundations were built with a mysterious white unbreakable material, allegedly the city once shining like a giant pearl for hundreds of years. Over the generations the city has been built on top of numerous times, transforming into a mismatch of styles from across the Empire. Today the city is surrounded by massive sprawling dockyard of slums and streets using the lake's currents as a path for boats.

The people of Auria are a unique mismatch of cultures melting together, with people speaking with phrases from the Narolith, writing important documents in Elven and other strange mixes. Opportunity is endless in the city as it is a hungry beast capable of devouring any goods and labour from across the Empire.

Life and Society

The people of Auria are hugely proud of their cosmopolitan lifestyle and find the more simple lifestyles of countryside commoners incomprehensible. Life is fast in Auria and people are often swept away by it's pace, earning fortunes and losing it in the space of a few days. In the poorest slums people get by working for the numerous industries that pay them only enough to get by, leaving many to rely on gangs to cover any crises costs. Crafters and skilled workers are always high in demand in the city by it's massive trading markets that see goods come in from every corner of

the continent.

The rich nobles of Auria are usually descendants from current or old kingdoms that now retain massive influence in the city, always pushing to build higher and larger palaces to dot the city's skyline. The rich and powerful of Auria are locked in a constant conflict with one another to take control of the city or just to outdo their rivals with their greater prestige.

The city is controlled by the High Parliament, an institution that also oversees the Empire when enough members are in attendance. However since the last Emperor passed away the Parliament has only seen local landowners and lords attend, meaning that only policies related to the city can be discussed. The Emperor's throne and palace remain empty save for the Wardens who continue to guard it to this day.

Major Geographical Locations

The surrounding landscape is mainly dominated by farms that work all year in order to meet the endless demands of the city. For the nobles who own these lands coin is always flowing into their pockets, and few areas are left abandoned to nature.

The Crystal Lake: More an ironic name now the massive lake surrounding the city was once said to be crystal clear and safe enough to drink. However generations of people dumping waste and rubbish into the lake has turned it to a slightly muddy colour drank only by the desperate.

Interesting Sites

The Temple of the Imperial Pantheon: An unwritten rule of Auria is that most gods are allowed to be worshipped within the city, but special privilege is granted to faiths that have been officially approved by the Emperor and his High Parliament. A massive temple dedicated to these recognized faiths sits on the west side of the city allowing priests and their followers to intermingle with one another. The various faiths inside are often competing to make their shrines more impressive than the others leading to all manner of friction between them.

The Emperor's Palace: One of the few areas not built upon by the expanding city, the Emperor's Palace once sat at it's very peak but is now flanked on all sides by tall towers. A wonder of the world the exterior and interior alike are the envy of Kings and Queens from all across the continent, housing treasures from ancient ages and cultures. The Palace is largely empty now

save for the remains of the Emperors Wardens who aggressively refuse entry to anyone so long as a new Emperor is not crowned.

Regional History

According to legend the city and the lake that surrounds it were all created solely by the Emperor's hand, who used powerful artifacts of the gods to dig up the earth and convert it into the mysterious unbreakable stone that now serves as the cities foundation. But as the years passed and demand for new space grew exponentially the city was forced to build out from it's foundations and eventually on top of them.

During the reign of it's earlier Emperor's Auria prospered greatly as the centre of the Empire but also suffered from growing strife between its citizens. Race and culture became prominent issues throughout it's history as new groups moved into the city with hopes of finding a home or becoming rich. These issues came to a head in the famous Yellow Day protests when a dye factory owned by gnomes was burned to the ground by a group of Narolith, the smoke turning yellow and filling the lower streets of the city.

It's believed that the foundations for Auria's current melting pot of cultures began during the Golden Crusade when Emperor Andres III began his reconquest of Telehar. Patriotism was highly lauded and dissenters were quickly and violently dealt with. In the era's of peace that came after the crusade many of the Empires supporters felt vindicated for their efforts but a subculture of distrust and dissent had embedded itself throughout Auria.

As more moderate Emperor's took the throne Auria went through numerous periods when it's people would rise up into mass protests on current issues facing the city and the Empire at large. Wars and revolts taking place at the very borders of the Telehar would echo in the streets of Auria, the most famous case being when the Elven nation of Gelnmora was annexed by a coalition of human and dwarven nations. The streets became filled with protestors demanding the intervention of the Emperor to restore peace in the region, forcing him to send his own Wardens to end the war.

Auria's most radical transformation would come at the behest of the Bronze Rebellion when an alliance of kingdoms rose up against the Emperor and surrounded the city. Though it's often debated the city



could have held out the Emperor surrendered to the rebellions demands. When a new Emperor was elected by the High Parliament he was refused entry ttp he Palace by the Wardens, causing the Emperor to move away from the capital for the first time.

Later Emperors would return to the capital but to the people of Auria it was never quite the same. A sense of nostalgia grew amongst it's people and protests began to be directed at the High Parliament and often begged the Emperor to intervene in their decisions. After the last Emperor was murdered and an heir was never successfully elected the city began to experience a resurgence in the worship of the First Emperor and a **longing** for the golden years of the past.

Plots and Rumors

Wars and Words: Despite the High Parliament not having enough members to vote on Empire wide legislation it's still possible for it to vote on legitimacy issues. Recently two nations embroiled in a bitter conflict over land have appeared in Auria to try and pressure it's various factions to support their claim to the contested area. Rumor has it little is off the table from bribes to outright murder.

Gangs of Auria: Throughout the expansive slums of Auria there have always been gangs present but recently the conflict between them has reached a new height with the discovery of a new drug. The sorcerer gangs have added to the escalation in the conflict making entire areas a no go for the cities guardsmen.

Region Background: Auria

Feature: Capital Born

There's no city in the world like Auria, and it's fast paced and complex culture has given you some unique insights on trading and people. When making an insight check to determine if a creature is lying about the value of an object you add double your proficiency on the roll. Whilst outside the city when you meet another resident of Auria their attitude to you rises by one step.

Equipment: You begin with an Imperial Coin, which is worth ten gold.

Jerikaa

Capital: Mierdrak

Population: 87% Narylith, 7% Dwarf, 6% Human

Government: Monarchy

Religions: None

Imports: Livestock, Lumber

Exports: Arms, Mercenaries

Known as the Iron Kingdom, Jerikaa is the birthplace and home of the Narylith. Built into a great mountain full of the nation's namesake, the Narylith have become famous for their metal works. Even the homes of the Narylith incorporate Iron into their design, the richest and most skilled families building great towers of black metal. Organised and disciplined the Narylith separate their districts by use and which family guild controls them.

Whilst the Narylith do have a King his duties are more akin to a general's, maintaining the army and it's good standing, ready to lead the Narylith into battle should war ever come to them. Administration is mostly left to the various guilds who control the different industries of the country, allowing them to set their own taxes and civil projects.

Much of Jerkiaa's domestic life is dominated by the guilds and the pursuit of their crafts but the nation also has a very dedicated mercenary industry. Relations between the two are always frayed as both try to recruit from the same pool of young labour and paint each other as the less honourable route a Narylith can take in life.

Life and Society

After young Narylith break away from their mothers they are left to decide on which industry they wish to join, gaining a name in the process. The various guilds of Jerkiaa very rarely bar anyone from joining their ranks but new members who show talent for their craft are often rewarded with a higher rank when they first join. Whilst talent is recognised in Jerkiaa effort is often praised more highly which often motivates even the most unskilled to work harder in order to impress their peers.

The mercenary companies of Jerkiaa are often on the lookout for Narylith who have become disillusioned with their guild, whether it's because their effort went unrecognised or if they simply don't feel fulfilled in their craft. Whilst the work of these mercenary are often unrewarded by Jerkiaa, within their own circles they hail the heroics of their mighty warriors and their great deeds.

The heads of each guild are usually gathered together into councils to help run the cities and regions of Jerkiaa. A guild needs to have a high amount of members before they'll be invited onto a council so it's very rare that competing guilds ever sit on the same council together for very long. Every twenty years one member of each of these councils is elected to sit on the Kings high council, which discuss events of the last decade and decide on the nation's laws. The King has the power to call this council and in extreme circumstances even overrule the high council, but such unpopular decisions can often result in duels to the death.





Whenever the old King dies all Narolith are invited to compete in the Games of Fate, a series of competitions to determine the strongest and smartest of their kind. The winner and the runner ups are then given the opportunity to gather together a party and delve into the tomb of their evil creator god. Nobody knows what trials await within but it is often not unusual for numerous parties to enter never to be seen again. When someone is able to leave from the other side of the Tomb they are crowned the King of the Narolith.

Major Geographical Locations

The mountain range that Jerikaa is built into is actually a series of dormant and active volcanoes. Whilst major eruptions are very rare small geysers of magma dot the landscape turning it black as soot. Despite this the Narolith have found ways to coexist with this extreme environment, predicting the geysers and trying to direct their heat and energy to productive use.

The Iron Fields: A strange product of Jerikaa's volcanic mountain range, during the winter the magma of the volcano rises up and pushes metal from the deep earth onto the surface like black knives sticking out of the ground. The Narolith of the area have come to rely on the constant surges to supply themselves with iron all year round.

Rojy Lake: A lake primarily made up of molten sulphur the Rojy Lake was made famous by the blue flames that ignite over it during the night. A conclave of monks is thought to be hidden near the lake who frequently test themselves against the lakes extreme environment. The conclaves final test is allegedly walking through the blue fires.

Interesting Sites

Drodricks Botanical Garden: Built by a Narolith eccentric the botanical garden is a green slab in a land of red soil and black rock. The garden holds various flowers and small insects from more fertile regions maintained by a series of magic spells. The garden sees many visitors looking to enjoy its tranquil atmosphere.

Sindrell: A city surrounded by iron walls Sindrell is most well known for it's dangerous proximity to numerous monster lairs. Narolith mercenaries often make trips to it's surroundings in order to test their members or gather rare materials for their employers. The city itself is a mix of crafters and scholars dedicated to using and studying the strange materials brought before them.

Regional History

In its inception Jerikaa was known as Cragmore, a mountain range that erupted during a terrible battle between numerous gods. One of the survivors of this conflict was Kanar, a God of War dressed in black armour. From the iron of the mountain Kanar crafted the first of the Narolith and put them to work to build his great fortress. Kanar would lead his creations down the mountain to wage war against the other gods and their own created races leaving only devastation in their wake.

As the Divine War grew in ferocity Kanar stopped leading his armies from the front line and began directing them from his fortress. The Narolith suffered terrible losses during this period as their wars became battles of attrition. Fearing for his race's survival Jerikaa, the High General, turned on his own creator God and besieged the great fortress. The siege lasted for years as more and more Narolith returned home to join Jerikaa in his rebellion. Eventually the very walls of the great fortress were melted into molten iron, forcing Kanar out to fight Jerikaa directly. Despite not being a god Jerikaa won the battle and slew Kanar, the first documented instance of a mortal slaying a god, and had his body buried deep into the mountain.

Jerikaa lead his people away from their culture of war and embraced the crafters life instead. In a famous exchange Jerikaa said "We are already masters of destruction, but our only legacy will be dust. It is through creation that we will be remembered". Over generations Narolith culture transformed until it was completely unrecognizable from it's former self and they renamed the nation after Jerikaa. When the Emperor came to them he found a deeply honorable people and is said to have been greatly inspired by the Narolith's dedication. Jerikaa quite happily joined the Empire, letting many of it's people immigrate south for strange but rich foreign lands, but kept its own affairs mostly separate.

Throughout its time as a member of the Empire Jerikaa has had a careful balance between it's guilds and mercenary groups but with the fall of the Empire and the spread of renewed war the mercenaries have become more daring, going so far as to petition to be made into official guilds with the power to place their own members onto the nations councils.



Plots and Rumors

Long Live the Queen: The King of the Narolith passed away recently from an illness promoting a new Game of Fate. The competitions are over now but the winner and his party have not returned from the tomb of Kanar. A very unpopular runner up of the competition, a mage by the name of Zarika, hasn't been able to find anyone to team up with her and has extended an reward to even foreigners willing to help her take the crown.

Guild of Blood: A mercenary group in the city of Gerocka has been making a number of protests to be officially recognised as a guild, demanding that they be allowed a member upon the city's ruling council. Tensions have risen even higher ever since the council member for the Guild of Glass was found murdered in their home.

Region Background: Jerikaa

Feature: Metal Sense

You've grown up around the furnaces of the Iron Mountain and have some insight into metal crafting and blacksmiths works. At a glance you can tell the quality and skill that has gone into an iron or steel object. You get along well with metal craftsmen who can tell you about what people are buying in the local area or the industry in general, they can also offer you higher quality goods thanks to your keen metal sense.

Equipment: You start with a splinter of one of the famed metal anvils of Jerikaa that are smashed in a tournament of strength.

Thayrien

Capital: Oronrá

Population: 74% Imperial Elf, 15% Human, 6% Half-Elf, 5% Drow

Government: Military Dictatorship

Religions: Sáralondë, Druxius

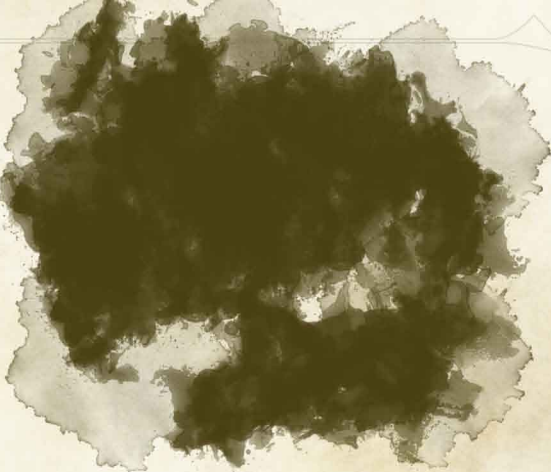
Imports: Arms, Horses

Exports: Food, Medicine

Created by Prince Calaelen in the aftermath of Malath's defeat, Thayrien was created to extol the merits of the new Empire and help finally bring peace to the land. Whilst the elves of Thayrien still respect nature and try to preserve it where they can almost all of their old practices and traditions have been wiped away in favour of militarism. Nationalism and loyalty are the highest virtues in Thayrien as each citizen must serve in the army in some capacity for at least ten years.

Thayrien is a lush fertile land that was originally inhabited by very violent and monstrous tribal cultures, but over time each in turn was subjugated or annihilated by Thayrien's advance. Thanks to their long lives the elves of Thayrien often plan for the long term, constructing buildings that last for hundreds of years and organising farming structures that are sustainable for generations.

Political strife is not tolerated by Thayrien's leaders or it's people, it is the only nation in all of Telehar that has never suffered from a coup attempt or violent civil strife.



When generals have disagreements they are either resolved in a quick legal setting, or during expansive war games to test which is wiser or more cunning.

Life and Society

All citizens are granted a basic income to help cover their expenses, though children must have had parents in the military in order to benefit from this. Upon adulthood all citizens take an appraisal test in order to determine their learning and natural abilities, the state then gives each citizen an occupation based upon the results. Whilst it's possible to refuse this job in lieu of setting up your own business or joining a private business, this results in the state income being revoked. The test can be retaken but requires a costly payment that can often take decades to save for, making the prospect all but impossible for shorter lived races.

The state support and jobs have made life in Thayrien very structured as each citizen is aware of their responsibilities and where their abilities are required the most. Whilst there is a degree of corruption amongst the richer class the system is largely seen as a necessity for the survival of the nation. The highest and most decorated positions are the officer roles in the military which in the higher rankers also serve as the leaders of the government. During campaigns ranks in the military can be lost and gained frequently, often proving the difference for those looking to rise up higher.

Thayrien is governed by a number of generals who decide everything from legislation to new military campaigns. Whilst Thayrien is often seen as highly authoritarian it's success and might has often been enough to silence its most vocal detractors.

Major Geographical Locations

Unlike other elven nations that often focus on the preservation of nature above agricultural needs, Thayrien holds a philosophy that it's kingdom and its forces must always maintain a surplus of supplies. Throughout its landscape the long lived elves maintain a number of farms which often hire human labour to deal with the day to day work. The natural areas that do still exist usually only do so because they are officially protected nature reserves.

The Proving Grounds: A deep valley of razor sharp rocks, elite or young and foolish soldiers are often challenged with making it across the valley in a certain amount of time in order to prove their capability. The grounds have proven lethal in the past and rescue is difficult or impossible for those who become trapped. But the prestige earned for surviving the proving grounds is often enough to make young soldiers dare the trip.

Pearl Marsh: A strange marsh filled with round luminous plants, the Pearl Marsh is often thought to be the creation of a forgotten god. The plants within the marsh are said to have all manner of properties from healing to causing vivid dreams. These effects are said to be more extreme for certain races causing Thayrien to declare them a dangerous narcotic.

Interesting Sites

Oronrá: The capital of Thayrien is a massive city built upon tall spire like mountains, making it look like a jagged crown at a distance. Small forests are allowed to be grown between the houses and streets giving the city a beautiful and natural look, but the undercurrent is very structured and everything is built with a purpose in mind.

The Twilight Fortress: A unique fortress guarded by golems the Twilight fortress is built from a combination of labour and magic. The reason the magic is needed is because every month the fortress is besieged and torn apart in a war game, afterwards it is rebuilt for the next war game. The fortress has served as a training ground for new and old generals alike to prove the effectiveness of their tactics.

Regional History

After Malath was defeated by Andre he declared his desire to see all of Telehar united in order to prevent a repeat of the terrible wars that have ravaged it for centuries. Amongst his supporters was Prince Calaelen who had longed grown frustrated with his kins focus on isolation. The prince was quickly derided by his peers for his backing of the human but this only served to bring the pair closer together. When Andre left to go build his capital Calaelen and a large number of elves loyal to him left as well.

After those events Calaelen began to strongly believe that the elven race needed to change in order to meet the challenges of the future. Deciding he needed to focus on this he left his now good friend Andre to settle his own land for his people. Calaelen soon found a land far to the south that was hotly contested between numerous savage tribes and decided it would be the first major challenge for his people to overcome. It was during the constant battles that Calaelen would write his famous book, the Imperial creed, which he would later use to help construct his new nation.

After the last tribe was subjected Calaelen announced the creation of Thayrien, and even before he began his cultural works the elves with him had already greatly changed due to the constant battles they had engaged in over the last decade. Thayrien quickly became a dictatorship that planned very step of its citizens lives, breeding a disciplined and hugely loyal following.

Andre was already well into the creation of the Empire but when Calaelen joined him in his efforts the campaign took on new energy, in only twenty more years the Empire of Telehar would be finished. After the Empire was created Thayrien acted as its main supporter and it's first line of defense, often racing across the continent to help defend besieged nations. When Andres III began the Golden Crusade to reconquer Telehar Thayrien was the first nation to declare their support.

Generations later when the Auria was besieged by the Bronze Rebellion Thayrien was already involved in a difficult campaign and wasn't able to reinforce the city before it surrendered. Whilst still great supporters of the Empire Thayrien took a step back from their once close relationship with the Empire, with sentiments that the High Parliament had begun to corrupt the central mission of the Empire. The final straw came with the murder of the last Emperor and Thayrien declared its ambition to appoint a new Emperor themselves.

Ever since Thayrien has been engaged in a long and bloody conflict with it's neighbors, bringing down nations and absorbing them into it's expanding borders. It's well known that Thayrien aims to use it's might to quell the civil wars raging over Telehar, but there are struggles within the state about who exactly should take the Emperor's throne.

Plots and Rumors

Mass Drafting: As Thayrien has grown in size by conquering smaller nations it's need for more soldiers has only grown forcing it to begin drafting from its new citizens. No one is above being drafted and there are even rumors of roaming patrols conscripting anyone they catch in the streets.

Games no more: In recent war games to help train new recruits rumors have been circulating that General Tathar has been pitting his new soldiers against monsters in order to weed out the weak. Numerous families fear for the lives of those that have not returned from these war games.

Region Background: Thayrien

Feature: Imperial Doctrine

Everyone in Thayrien is conscripted for one up to ten years of their life in the military. While many of these conscripts serve civilian or bureaucratic tasks, never actually seeing combat themselves, their duties still bare a heavy militaristic culture. You get along well with soldiers and know how to approach them off or on duty. If they don't think your hostile and you offer them small goods that soliders value then you can learn some rumor from them or ask a small favour.

Equipment: You start with a Thayrien helmet, a simple steel helm with a red rim.



Afila

Beginning from the impenetrable mountains of Rherraweth all the way to the south shores the western province is the biggest region on the continent, a wet rocky land that resists all attempts to settle it. Despite this many people, including it's indigenous gnomes, have fought long and hard against beasts and the elements themselves to carve out a life in these unforgiving lands. This has made the people who come from here hardy and cynical, their cultures valuing physical deeds above magical and artistic feats.

Region Background: Afila

Feature: Tough as Nails

Growing up in Afila has hardened you against the elements and given you an uncanny ability to survive hostile environments. You don't become exhausted as quickly as others whilst marching through terrain, and when you roll a wisdom(survival) check to find a form of shelter you roll double your proficiency.

Equipment: A small bundle of wood from the Grey Trees of Afila that can burn for days.

Nyd

Capital: None

Population: 66% Human, 32% Gnome, 2% Helian

Government: Dissolved

Religions: Casia

Imports: None

Exports: None

Once a great and happy nation Nyd has completely transformed into a depressing and blighted land ever since the last Emperor and his family were murdered there. A land of clay and limestone Nyd has always had difficulty cultivating farmland, but with the recent surges in rainfall the land has become drowned and marshy making even rearing animals difficult. The

nobles and even the royal family of Nyd have fled the land in fear of monsters and further natural disasters, leaving behind the common people to struggle to etch out a life in this cursed land.

Life and Society

Since Nyd's effective government has completely dissolved the common people of the nation have been left to take care of themselves, which is a tall task since the land regularly rebuffs efforts to plant anything. With no active law the people have created their own laws and peacekeeping efforts, varying greatly from town to town. Outlaws now often use the country to fall back and regroup in, as while there is little value in the country it makes for an easy base of operations to raid neighboring nations.

Nyd is probably one of least populated nations in the Empire as a majority of its people, especially anyone with any money or skills, left it after they were struck by one too many natural disasters. The few cities of Nyd lie largely abandoned save for squatters who now roam the streets looking for anything of value left behind.

Major Geographical Locations

Jade Forest: To the west of Nyd exists a forest made entirely out of the rare and unique long trees. These trees can grow up to a thousand feet and maintain small ecosystems within their canopy. Many attempts have been made to make use of the forest but all intruders are rebuffed by it's strange and mysterious guardian.

The Red Earth: Across Nyd are whole areas covered in the thick clay like soil known as Red Earth. Very little can grow in this strange soil, and what does manage to is always dyed red. Unfortunately the soil is also unsuitable for construction leaving these areas to be often abandoned.

Interesting Sites

Emperors End: Once known as the Hothwell Palace it was built by the first elected Emperor to serve as his home. Future Emperors would use it as a summer get away from their busy life in the capital. However ever since the 12th Emperor's murder strange things have occurred in the Palace which forced everyone working there to flee. Now the locals call the abandoned Palace the Emperors End warning travellers to stay clear of it.

Nosreth Village: The closest thing to any law left in Nyd is whatever the small communities can put together and nowhere is this more prominent than in Nosreth. A small village near a quarry Nosreth often suffered at the hands of bandits or monsters. Having had enough the people of Nosreth rose up and formed the purple militia who enforce any and all laws they make up on the spot. Travellers are generally warned not to go near Nosreth.

Regional History

Nyd was a country born when a larger nation splintered into three parts, the heirs of the old king each taking a region of the nation as their own kingdom. A difficult country to cultivate and farm Nyd succeeded despite itself and long enjoyed the vista's of its natural and beautiful landscape.

After the High Parliament crowned the 8th Emperor he was barred from entering the Capital's Palace by the Wardens. Finding no means to oust the Wardens or get them to back down the Emperor went in search of a place to build a new Palace for himself. He came to Nyd because his cousin was married into the royal family and finding the land's natural wonders pleasing to his eye decided he would build his palace there.

Nyd enjoyed a time of unequal prosperity while the Emperor stayed with them, helping fund new cities and civil works. Even after the Emperor's elected inheritor moved back to the capital's palace he and future Emperors often traveled to the Palace in Nyd for holidays.

However during a terrible storm when the 12th Emperor was staying in the Palace with his close family they were all murdered. The fallout was devastating for the Empire but Nyd also suffered greatly and rumors of the Palace becoming haunted spread like wildfire. Then as terrible storms began to beat the land and floods ruined it people began to believe they had been cursed.

Slowly at first but in greater numbers over the years people began to leave Nyd for healthier lands, and even the King ordered his own family to depart the country. Soon after the government of Nyd quickly collapsed as lords and ladies immigrated, leaving the country in it's current lawless state.

Plots and Rumors

A Festival like no other: Numerous criminal organisations have settled in Nyd since it became a lawless state. This has gone on for so long now they have started their own communities with all the demands and needs that come with that. To help lighten the mood in the area these groups are putting together a festival for the peoples enjoyment, although no one is completely sure what a festival run by criminals will look like.

The Lost Legion: In a bid to take advantage of Nyd's lack of government a neighboring kingdom sent a legion to secure the eastern half of the country and bring it under their control. However two weeks into Nyd all trace of the legion vanished. Locals or even their officers don't know what became of the legion.

Region Background: Nyd

Feature: Doomed

Nyd is often regarded as a cursed land that plays host to numerous tragedies and it's people carry with them a constant feeling of inevitable doom. When you roll a 1 on any proficiency check it is considered an automatic failure. However the worst tragedy is that it never ends as you gain two additional rolls to stabilize when at 0hp.

Equipment: A straw doll said to be able to ward off evil curses.

Lar-Sal-Ous

Capital: Lar-Sal-Ous

Population: 96% Helian, 2% Elf, 2% Human

Government: Republic

Religions: None

Imports: Components, Crystals, Metal

Exports: Magical Goods, Medicine

The city of Lar-Sal-Ous and the home of the Helian is an enigma to all outside of it for no memory of the cities location exists beyond it. Through some form of magic known only to the Helian they have crafted the means to store memories in dust, when someone leaves the city all memory that could help with identifying its location is lost and returned only when the individual comes back to the city.

Amongst the memories that do survive leaving the city are the details of it's buildings, tall blue and gold towers and minarets running up and down the city's skyline. Floating crystals surrounded by spinning bands of metal sit as decorations in their beautiful gardens of rare plants and flowers. As giants the Helians city towers over any of it's very rare guests that earn the privilege to visit it.

The city is ruled over by a council of mages, but the means by which they are elected is unknown outside of the Helian who prefer not to discuss their politics. But it is believed that their leaders are chosen during a powerful divination ritual in order to determine who would be best placed to serve the city.

Life and Society

The city and its people are dominated by the pursuit and cultivation of knowledge, with all menial tasks left to be taken care of by strange and complex magic. The city is littered with open libraries covering every known subject and although they are all publicly owned it's well known the people running them are always competing to house the latest research or new wonders.

With only one city to house the majority of their race the Helian are considered to be the smallest minority in Telehar but this has given them the ability to ensure none of their people have to suffer through poverty. In fact the Helian are largely uninterested in physical assets or riches, prestige in the city is based upon the scholarly achievements of its denizens. Unusually despite the Helians love of magical goods they are not interested in God Items and there are even rumors that bringing in such items is forbidden by law.

Divination dominates much of the day to day activities of the Helian, able to predict the weather and the moods that locations will produce in people. The Helian treat emotions a bit like the weather in the city reporting on areas high in aggression due to congestion or high in depression due to funeral marches, avoiding them like they would the rain.

The elite of Helian society is given access to the tall towers of the city where the best equipment is stored but for many earning the right to use one of these labs can take a lifetime.

Major Geographical Locations

Lar-Sal-Ous is thought to be perched on one of the peaks of Rherraweth, but because no memory of the surrounding area survives leaving the city the Geographical landmarks around it are completely unknown.

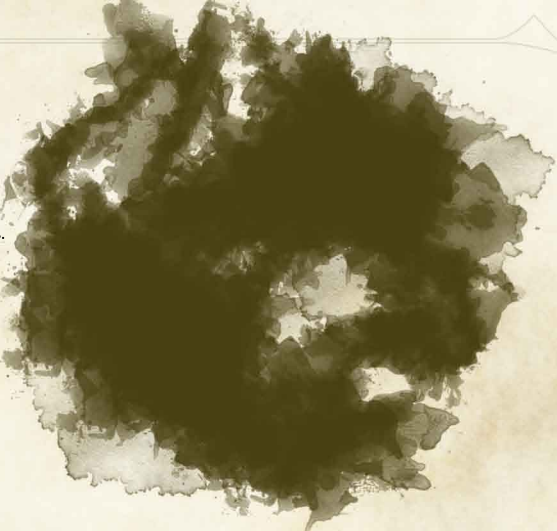
Interesting Sites

Mua-Lou-Zus: The garden is large area surrounded by lower towers in order to give other districts a view of it. The garden maintains many rare and in some cases even extinct fauna. The garden is a favorite spot for recreational activities and public occasions.

Kal-Jar-Tok: These towers are unique in Lar-Sal-Ous's skyline as each is topped by a large glowing crystal. The towers are thought to maintain some of the Helians most advanced knowledge that very few are allowed access to. It is unknown what purpose the crystals serve.

Regional History

The city was first documented to exist when the Helian officially announced their existence to the Empire, giving the 7th Emperor a guided tour of their illustrious city. Soon after the Helian were welcomed as Imperial citizens, but the city's history before this act is completely unknown. Historians wanting to pursue the past of the Helian are often refused entry into the city or are otherwise ignored whenever the question comes up.



After the city was officially recognised as a state of the Empire the Helian have allowed the greatest minds of Telehar to visit in order to assist one another in their research of arcane magic. There have been some rare cases where non-Helian have been allowed to stay and live in the city but this is thought to be a privilege granted only to those that require the rest of their lives in order to assist in some great work.

Plots and Rumors

Needle in a rock stack: Megaius, a mage from Draleth has arrived in Afila in order to start a massive project to map out the mountains of Rherraweth. But rumor has it that his true intention is to discover the location of the hidden city of Lar-Sal-Ous.

Falling Stars: The diviners of Lar-Sal-Ous have predicted that a comet will strike Telehar very soon bringing with it a surge in Aether. The Helian wish to secure the comet and seal it away before its powers can be misused by anyone, but there are rumors that a sect of mages are planning to use the comet for their ends.

Region Background: Lar-Sal-Ous

Feature: Memory Loss

You were raised in the mysterious city of Lar-Sal-Ous, but after leaving the city you're memories of it are hazy. You remember minor details about the people you met and the things you did and even some of the locations, but certain details like how you left the city, its sky or outer perimeter are gone. As it was explained to you your memories have been stored due to the Helians strict secrecy about their home and that when you come back they will be returned to you. You get along well with others who share your Memory Loss, and you get along well with academics who are often happy to provide you with their latest research.

Equipment: A small golden decorated vial that contains blue dust you received upon leaving the city. The vial has no means of opening it.

Tendath

Capital: None

Population: Gnome 76% , Human 24%

Government: Tribal Council

Religions: Nilecotus

Imports: Iron, Glass

Exports: Hide, Lumber

A country of deep swamplands Tendath's hostile and near inhospitable terrain would be impossible to live in if not for the numerous Druid orders that make it their home. Ruled over by a council of elders Tendath is one of the few countries of Telehar that have successfully splintered from the Empire. Thanks to their remote location and insular nature the loss of the imperial treaties and trade agreements hasn't deeply reached the country as it would others.

Home to a number of gnome and human tribes the people of Tendath have resisted the lure of cities in favour for a more naturalistic style of living, echoing the struggles and triumphs of their ancestors. Few outsiders are permitted entry into Tendath and most have to face numerous trials before they are granted the right to safely travel through the swamps.

Life and Society

Most people living in Tendash survive by hunting and gathering food from the dense forests of their home. Each of the tribes have agreed borders with one another, though disputes and challenges often alter the exact nature of these borders. Each tribe has a unique way of making the swamplands their home, a large human tribe is known to have a large dock like settlement they can take apart and move in times of need, while another gnome tribe makes their homes in hanging tents.

The people of Tendath place almost no value on gold and gems, leaving only the few traders of their country to collect currency. Prestige and wealth are often determined by great deeds or impressive trophies from their hunts, the most decorated tribesmen wearing the teeth or skins of their kills.

Druids and those with a deep connection to nature are often adhered to for advice and guidance, most tribes have shamans as their chief or in an advisory role. Elders from each of the tribes gather every full moon to discuss disputes and resolve any other issues that might be facing the swamplands.

Major Geographical Locations

Tendath is covered almost entirely with thick swampland, it's dry fields few and far between. It is home to a lush amount of wildlife and game that the tribes depend on for their survival but equally avoid for their own safety.

Barken River. A major river cutting through the centre of Tendath, it's wide surface allows larger boats and transports to cross over it. Closer to the centre of Tendath's swamps though these travelling barges are often beset by monsters which has created a lucrative career for warriors and spellcasters who choose to work as bodyguards.

Chajok Falls: To the southern edge of Tendath the land dips down and causes much of the water in the area to flow down the planes hills. During the summer the plane can look akin to a waterfall due to the amount of water that flows over it but during the winter it becomes a muddy and treacherous terrain.

Interesting Sites

The Submerged Glade: Of all the dry islands of Tendath none are more strange than the Submerged Glade. Buried beneath a part of the watery swamp the glade exists in an underground air bubble maintained by strange air passages and plants. For a long time the glade belonged to a secretive tribe of gnomes but they opened their glade to create a neutral place for other tribes to trade within.

The Temple of Nilecotus: One of the largest structures in all of Tendath is the stone temple of Nilecotus, which holds below it the tomb of the beast god. The temple sees frequent use by the local tribes, each seeking to gain the predator god's blessing by performing animal sacrifices. Careless petitioners who fall in the surrounding waters are often left to the mercy of the local crocodiles.

Regional History

In the days of the Divine Wars it's believed that Tendath was originally the home of a race of green scaled lizardmen but during a terrible battle they were eventually wiped out leaving the Swamps to be claimed by other tribes. The gnomes were the first to successfully settle in Tendath, using their blow darts to keep out unwelcome visitors and to subdue dangerous creatures.

When the Empire began its march of conquest numerous tribes of humans were absorbed into the new Imperial nations that began to spring up. Fearing for the loss of their culture from these invaders many human tribes fled west in search of a land where the Empire could not reach them. Eventually they came to Tendath where the elders of the gnome tribes agreed to share the swamplands with them if they could adhere to the old ways of the world.



For generations Tendath was safe thanks to it's isolation but during the Golden Crusade the 5th Emperor came to their land and armed with his dream of reconquering Telehar the Swamplands could not be ignored. The Emperor sent in a small army to bring the region to heel with devastating losses, his soldiers unprepared for the harsh and hostile environment of the Swamplands. By the time they reached the tribes lands they were in no condition to fight. The tribes celebrated their victory but the Emperor would not be denied his conquest and sent the tribes an ultimatum. Either they would join the Empire or he would command his war machines to wipe Tendath off the map.

Tendath would have likely resisted further if not for the intervention of the Green Circle of Druids. Whilst they understood the tribes desire to remain free the damage to their home would be irreversible and so with great sadness the Elders of Tendath agreed to join the Empire. But even as a member the swamplands resisted the Empire's many attempts to open their borders and interact with the rest of Telehar.

When the last Emperor was murdered it took only a few years for Tendath to once more declare it's independence, confident that the infighting of the rest of the Empire would secure their sovereignty. But some in Tendath have accused their Elders of resisting change too much, passing off important discoveries in favour of tradition, and are using the Empire as an excuse to maintain their control over the rest of the tribes.

Plots and Rumors

The Hunt for Honour: A number of recent disputes between some of the tribes have frayed relations and fears have grown that a conflict over hunting grounds will soon take place. In order to avert this crisis the tribes have declared a hunt and sent their finest warriors to hunt the dreaded Gar'coka, a large apex predator in the region. But the weaker tribes have no warriors to send and are seeking to sponsor others to hunt in their name.

Expanding the Green: While the tribes are often happy to leave one another alone, the Tartak tribe has caught the attention of the others after engaging in a number of very experimental and dangerous rituals to increase the scope of the swamp. Whilst this power would be greatly useful there are concerns it will bring unwanted attention or possibly war to their borders.

Region Background: Tendath

Feature: Swamplander

After growing up in the Swamp you know it's dangers and the best methods of travelling it by heart. You automatically pass any survival check to find your way through a swamp or marsh. You also at a glance can tell when food is likely to harbour disease or rot, cautious after seeing the end result of someone consuming a random piece of meat from the swamp floor.

Equipment: You begin with a small pouch made from the skin of a large lizard creature of the swamp. It's waterproof and has a few teeth inside that can cut you if you don't put your hand into it correctly.



Dhalmiir

Capital: Olorithra

Population: 86% Drow, 6% Dwarf, 4% Gnome, 4% Porsla

Government: Kratocracy

Religions: Dralindra

Imports: Spices, Lumber

Exports: Slik, Perfume

One of the only nations within the Underdark recognised as part of the Empire Dhalmiir is home to the Drow, an underground kingdom of illuminated by magical blue and purple fires. Many first visiting Dhalmiir's settlements and outposts often see it as a twisted nightmare version of the elven cities of the surface but it's many residents have grown to like Dhalmiir's unique atmosphere.

Drow society revolves around the worship of the strong and this is no more exemplified than in its numerous noble houses who constantly compete with one another for control of the country. While it's often hidden from travelling dignitaries and merchants it's an open secret that the Drow have a bustling slave industry which they use to expand their holdings in the Underdark.

Life and Society

The lowest caste within Dhalmiir is the slaves who handle the majority of the menial labour the nation needs in order to keep it's many industries running. Even resident drow can fall into slavery as casualties of the constant strife between the noble houses. For these poor and destitute creatures their only hope of retaking their freedom is with Dralindra's blessing which is difficult for even Drow to obtain.

The majority of Dhalmiir's true population have varying living standards, though typical residents tend to be much richer than a farmer on the surface could ever hope to be. Since Dhalmiir is one of the few places that the Empire can get rare Underdark materials the nation has a highly competitive market where everything is in demand, from rare goods to warriors to brave the depths for resources.

Dhalmiir is not so much ruled as it is controlled by whichever noble house happens to have the most power at the time. A dominating house can be in charge for years or even mere days depending upon the political theatre of the Drow love to play. Any Drow with sufficient money and power can create a new noble house.

Major Geographical Locations

The Honeycomb: Descending down the tunnels of Dhalmiir one will eventually reach the a strange open cavern with it's walls riddled with holes like a honeycomb. The cavern is home to numerous unique creatures of the underdark that are often hunted by the Drow. The holes dotting the walls are said to have been dug by the great worm Jurgorelka, but there have been no sightings of the creature for hundreds of years.

Mezzorat Lake: One of the great sources of water in the region, the Mezzorat was discovered by a banished Drow searching for a way to survive. When he returned to Dhalmiir with his discovery Dralindra rewarded him by transforming him into a drider and bading him make his home over the lake. A large colony of driders are now thought to live above the lake, descending down to capture unlucky travellers looking for a drink.



Interesting Sites

Illvors Arena: When it comes to blood sport no nation does it quite like Dhalmiir who hold holidays just so they can properly spectate the games held in Illvors Arena. Illvors was a Drow with an eye for engineering and made his arena a complex construction that can change at the whim of its hosts. Gambling is rife and encouraged during the games, some people even betting their own lives on the results.

The Selldus Academy: Whilst many nations have academies dedicated to learning and magic, a Drow decided to take it a step further and attempted to build the most illustrious academy in all of Telehar. While the Academy's boasts are often disputed by other rival institutions none can doubt that is has become one of the foremost places of learning in the Empire, attracting magic practitioners from all arts and backgrounds. The halls are open to only the most talented individuals but the academy tries to make a point of not turning away people just because they lack money.

Regional History

Outside of the Drow not much is known about the history of Dhalmiir, not it's founding or even the source of the elves transformation. When the Drow first appeared again on the surface it was as an invasion, destroying and subjugating any nations or tribes that stood in their way. This expansion brought them into conflict with the Wild Elves of the region who sent word back to Merawien for aid against their twisted kin.

These conflicts and skirmishes between the elven races would eventually result in Sáralondë marching upon Afila to do war with his sister. But before the twin

gods battle could start both were slain by Malath and devastated by the death of their goddess the Drow retreated back into the underdark. Under instructions from Dralindra's clergy the Drow carved the goddess's body into five parts and fed each one to a great monster of the Underdark.

The Drow would not reappear on the surface for centuries, but when they did during the final years of the Golden Crusade they arrived with envoys of peace. Empress Elenia I was invited to their capital and a few years later she officially recognised Dhalmiir as a nation of the Empire, much to the frustration of the Wild and High Elves.

Ever since their integration into the Empire the Drow have worked tirelessly to improve relations with the surface nations of Afila but with mixed success. Whilst open conflict has not broken out between Dhalmiir or it's neighbors the Drow have been frequently accused of orchestrating assassinations and plots to weaken them.

Plots and Rumors

And all shall bow: Perhaps for the first time in Dhalmiir's history a number of prominent and powerful houses have all sworn their service to a single Household which now has complete control over the nation. Rumors of how they have achieved this have spread like wildfire throughout the streets with some even suggesting the House has discovered one of the remains of Dralindra.

Beware Drow bearing gifts: A surface nation not too far away from Dhalmiir has recently had a surge in Drow visitors who have opened their own stores and businesses. The government of this human nation has chosen not to comment on this but there are many rumors that the King has recently fallen prey to the charms of a Drow.

Region Background: Dhalmiir

Feature: Underdark Sense

Whilst underground in caves or the Underdark you always know which way is north due to your unique understanding of the fauna of these dark places. Whilst peaceful creatures are few and far between in the dangerous world below the surface you know how to approach neutral parties and inform them that you are not their enemy. These neutral creatures might trade with you for items or information.

Equipment: A shirt made of spider silk, even when torn it easily sticks back into it's original shape.

Zandur

Stretching beyond the wetlands of the west lies the Zandur desert, an almost unnaturally hot land that hosts some of the oldest and most exotic cultures in the Empire. The sands of the desert are said to be all that remains of the once great Kingdoms that existed there before an event called the Obliteration turned it all to dust, cursing the land with an incredible heat so nothing would grow. Even so life has found a way, between great flowing rivers and humid jungles life is teeming still in this strange land. Humans, Dwarfs and Toran make their home here alongside other more secluded and savage races.

Region Background: Zandur

Feature: Aether Sense

Maybe it's related to Aether's sand like quality, or the after effects of whatever it was that blighted the desert for centuries, but you have a sixth sense for the winds of Aether. You can always sense the approximate amount of Aether in the air, giving you a unique insight if magic will behave properly in an area or not. You are also always alerted first when an Aether storm is brewing.

Equipment: White sand from the centre of the Zandur desert.

Vokar

Capital: Jubala

Population: 58% Human, 26% Dwarf, 13% Porsla, 3% Elf

Government: Oligarchy

Religions: Hasan, Bathessea

Imports: Stone, Cattle

Exports: Spices, Glass

One of the surviving jewels of ancient Zandur Vokar is a unique nation within the expansive desert. It's capital city is built around the legendary Tower of Vokar, raised by the original founder of the nation, and the country is partly run by powerful merchants and mage lords. Vokar has a long history of magic and all of it's people study it in some basic capacity if so only they aren't fooled by the snake oil salesmen selling temporary curative potions on it's streets.

The people of Vokar are obsessed with money and finding new ways to earn more of it through legitimate or illegal means. It's often said that anything can be bought in Vokar if you know who to speak to. The most successful businessmen flaunt their wealth for all to see with their massive mansions and their small private armies which keep them safe.

Life and Society

Outside the cities of Vokar the majority of people are farmers specialising in livestock as there are only a few drinkable rivers making agriculture very difficult in most areas. Within the cities trade is king and any unable to compete with Vokars very aggressive markets is destined for poverty where little to no help can be found.

Almost everything in Vokar is privately funded from its roads, to its wells to even it's hospitals. It's various rich elite build civil projects solely to earn themselves a good reputation amongst the common people so they'll buy their products, and importantly not lynch them in the streets.

The politics of Vokar are unlike anywhere else in the Empire, with no ruling monarch or clear constitution political decision making is often resolved in sports. Teams in these games, from chariot racing to a strange

local sport involving explosive bottles of paint, represent political agenda's with the condition that the winner is considered to have the people's confidence.

Major Geographical Locations

Unfortunately for Vokar there are no natural sources of water in their part of the desert, forcing people and creatures to congregate around the cities where mages work tirelessly to create artificial water using magic. When it rains however the dormant plants of the desert bloom sprouting from massive stalks and fleshy petals. During the rare rainy season most of the people of Vokar keep indoors and away from the wilds.

The Glass Desert: Allegedly caused by the Obliteration, to the north of Vokar lies a landscape of rolling hills of pure glass. A whole industry of glass cutters has surfaced around the region, cutting out massive sheets and blocks of crystal clear glass. Occasionally however workers have said they have seen things moving beneath the glass desert.

The Salahad Expanse: A rare flat area in the desert of Zandur the Salahad expanse sees frequent storms of both sand and aether. It is a favorite spot for mages and scholars researching aether, though the areas innate danger makes their trips few and far between.

Interesting Sites

The Tower of Vokar: Surrounding the capital of Jubala stands the Tower of Vokar, a massive construct a mile wide that reaches into the very clouds of the sky. While the lowest level of the Tower is populated, partly a slum, partly a bazaar, the higher levels are said to contain traps and monsters placed by Vokar himself to protect his tower from his various enemies. Rumor even has it that in the taller levels the archmage hid his great treasures, magic tomes of a forgotten age, but few return after trying to climb the tower.

The Forgotten Museum: A favorite pastime of Vokars scholars is attempting to discover where the forgotten museum is. A unique building that changes its location, shape and even it's name the museum is said to host some of Telehars most ancient and obscure artifacts. There are rumors that the building gets it's strange attributes because it is owned by a Fey creature, but no one has been able to determine the curators exact race.

Regional History

Founded by Vokar during the height of his power the Archmage became obsessed with reaching the moon, which he theorised was the source of all Aether. Finding no magical means to reach

his prize Vokar began a project many deemed him mad for starting, building a tower to reach into the heavens. So deep was Vokar's obsession he remained at the tallest part of the Tower throughout its centuries long construction, by the time his messages stopped arriving the Tower reached the bottom of the clouds where it remains today.

To build his tower Vokar marshalled a great Empire for himself in order to gather the labour and resources needed for it, but when his messages stopped arriving from the top of the Tower his Empire began to crumble and split into numerous new states. When the obliteration occurred and turned Zandur into a desert the city at the base of the Tower was the only one of these new states to survive, and the descendants of Vokar's slaves became the new masters of the region.

Despite this troubled past the people decided to keep the name Vokar for their nation, focusing on studying magic so that they could become masters of their own destiny. Much of nations past is dotted with numerous occasions of civil strife as factions fought for control over the nation. With peace and stability out of sight, and with any faction that actually rises to be in charge becoming quickly topped the people of Vokar decided on a semi chaotic form of government. It is from this period that many of the important political games that now help run the country were decided on.

Whilst labouring with troubling amounts of poverty Vokar still managed to become a rich nation thanks to its location between other rising powers in Zandur. In time Vokar used it's great wealth to cement itself as a permanent nation in the region, buying allies and armies in times of need.

When the Empire was formed they had alot of difficulty finding a means of enticing Vokar to join, since no one was technically in charge and any attempts to assert their authority was quickly rebuffed. In what many consider a very daring act the Emperor formed a team of his own and challenged Vokar to one of it's traditional sports, offering them a hefty prize of gold if they beat him but joining the Empire if they lost.

The historical records are a bit mixed on what happened next but most stories concerning the event are pretty sure the Emperor cheated, but the people of Vokar decided to let it go since joining the Empire gave them new trade routes to improve their markets.

Plots and Rumors

Somehow it works: Rumors abound that in the latest chariot race the Blue Scorpions, representing a new law to allow people to store more water, are preparing to cheat in the race by some means. In response the Red Snakes, representing water businesses wanting to retain their profitability, are trying to work out ways to cheat harder in order to win.

Madness and Vertigo: A sorcerous by the name of Verchika has sent numerous adventurers up into the Tower in order to find a legendary tome once belonging to Vokar, but none have returned from the climb. Now rumor is spreading that Verchika is actually sending people up as a favour to a local mercenary group in order to get rid of anyone able to compete with them.

Region Background: Vokar

Feature: Street Alchemy

Everyone in Vokar is well versed in the basics of alchemy and you are no exception. With an hour of concentrated effort and 1 gold worth of ingredients you can produce a small elixir with one of the following effects.

Cleaning: The Elixir can clean a 1 cubic foot of metal, it can even remove rust but not repair the damage caused by the rust.

Numbing: The Elixir soothes minor pain, but the effect only lasts for 10 minutes.

Smoke: When poured the Elixir turns into a tiny coloured cloud for 1 minute.

Light: When shaken the Elixir emits candle light for 5 minutes.

Equipment: A potion given to you by a passing Alchemist. It's effect is unknown.

Keasien

Capital: Laylaru

Population: 59% Human, 18% Dwarf, 15% Porsla, 8% Toran

Government: Theocracy

Religions: Shanti, Hasan

Imports: Slaves, Stone, Jewels

Exports: Water, Seeds, Craftgoods

Founded in the remains of an ancient city Keasien is a powerful nation of Zandur not just for its expansive borders but also for the large life giving river that runs through it's centre. The people of Keasien pride and indulge themselves on their past glories and strive to push themselves to ever greater accomplishments. Whilst slavery was banned for many generations after Keasien joined the Empire the practice has now spread to almost every walk of life in the nation in the last hundred years.

The chosen people of Keasien live in the lap of luxury while the poor wallow in slavery. For the high class of Keasien their greatness is a divine right that cannot be questioned and they go to many lengths to ensure their desires, no matter how absurd, are catered too.

Life and Society

In the days of old wealth was determined by how many slaves a person owned and today this practice has resurfaced. Even a humble blacksmith might have a slave or two to help him work his craft or clean his home. There is a constant demand in Keasien for construction and so the majority of it's poor and slave population work in hard labour, with no hope of rising above their status.

The nobles and priesthood make up Keasien's elite, owning hundreds or even thousands of slaves to build new palaces, temples and pyramids to their ever expanding glory. The priesthood are the true ruling class and priests are able to make judgements on the spot against any individual they feel has offended the faith. The noble families of Keasien occupy themselves with plots against one another to take control of the nation's slave fueled industries.

The most curious aspect about Keasien however is the incredibly high rate of twins that are born within it's borders. One twin is always fit and healthy while the other sickly and hideous. The more fit twin's came to be called Shanti's Chosen whilst the Deformed child was often abandoned or sold into slavery. The Deformed are often believed to be the souls of the unbelievers from Keasien's original tribe that split to find their own way in the desert.



Major Geographical Locations

Shansian River: The river is the lifeblood of Keasien and allows them to grow more crops than most other nations in Zandur can. The rim of the river is rich in plant and wildlife that often looks out of place in the vast yellow desert. Great barges constantly float across it's surface carrying goods and people from across the entire nation.

Cho'macks Valley: A Mountainous area to Keasien's south, Cho'macks Valley was the sight of many battles in the nation's inception. Due to it's hard to reach peaks and difficult slopes numerous nations would often fight to control it as a key strategic location. Since those days however Keasien's borders have expanded beyond it leaving it abandoned to be claimed by outlaws and monsters.

Interesting Sites

Kazemdekek's Pyramid: A great high priest during his living days, Kazemdekek had his body and his entire priesthood buried within a massive pyramid. Using terrible dark magic he imbued himself and his priesthood with unlife so that they could serve the Goddess upon the mortal world even in death. The tomb has not opened for five hundred years but many dread the suggestion that he might yet return to lead the nation once again.

The Undercity: Whilst many of the Deformed are sold into slavery the Chosen population of Keasien doesn't like seeing them and so force them to live in the buried remains of the ancient city of Laylaru. This undercity also serves as a sewer for the capital but despite these difficulties the Deformed have built for themselves a sprawling community. Whilst you won't find any high class objects on it's streets old artifacts and even magic tomes can be found in its markets.

Regional History

After the obliteration many of its survivors became scattered groups of nomads constantly fighting to survive in the new arid landscape. One of these new tribes, the Hufamed, received a divine vision of a great source of water across the burning desert. The origin of the vision couldn't be determined and the tribe split into two feuding factions, one believing the vision heralded salvation and the other damning it as a trick by an evil god. The believers left the tribe and embarked on a great pilgrimage across the desert in search of the vision they had seen.

Years would pass but in the end the believers were vindicated when they came across the Shansian river, one of the last great water sources in Zandur. Not far away from where they had setup camp they discovered a buried and abandoned city of beautiful houses and gleaming palaces. For generations the people worked night and day to uncover the ancient city and eventually discovered the source of their salvation, the tomb of the goddess Shanti.

Uncovered and worshipped once more Shanti became a powerful force in the region and proclaimed the people who found her as her Chosen. The people rejoiced and Keasien was officially founded. The ancient city however was more vast than anyone could have predicted and Keasien's people were determined to uncover as much as they could. With insufficient labour of their own they began buying mass amounts of slaves from passing nomadic tribes.

Not long after half the city was uncovered the people of Keasien started having twins in massive numbers. Eventually all new births in Keasien would result in a twin but the people saw it as Shanti's blessing and forgiveness to the souls who hadn't followed her vision. As Keasien's population almost doubled over a single generation so did their desire to build their own palaces, no longer content to live in the remains of a forgotten era.

Using the city as a starting ground Keasien went on to build itself a mighty nation by enslaving the various tribes and people they conquered in order to build



more palace's in the style of the ancient magically crafted ones. Fears abounded that Keasien would one day rule all of Zandur, but after a number of generations their march of conquest lost steam and they were forced to consolidate with what gains they had already made.

When the Empire was founded Keasien was one of the few nations that was invaded, forcing them not only to join but to end their centuries old slaving practice. Whilst slaving continued in the black market the practice was all but completely abolished in the open. During the Bronze Rebellion Keasien tried to have it bound in law that they could continue taking slaves but the newly elected parliament refused it.

But now with the last Emperor dead and the majority of the Telehar falling into decades of civil war Keasien has once again restarted the practice. But many think that the new generation of slavers are as cruel if not more so than their ancestors causing civil strife to break out in numerous places across the nation.

Plots and Rumors

Ill-Favour: Scandalous rumors have begun to spread through Keasien's upper society that one of their high priests is actually one of the deformed. After a priest was murdered in the streets there are concerns there is a conspiracy to hide who the accused is. But everyone has their suspects and have already begun to send their agents to determine the truth.

Old Opportunities: With the rebirth of the slave industry in Keasien's has come the desire for more exotic and unique slaves. A man by name of Optorus has sent word out that he's willing to pay a high price for quality goods from anywhere across Telehar.

Region Background: Keasien

Feature: Twin

Everyone in Keasien is mysteriously born with a twin, one known as the Chosen and the other as the Deformed. Chosen look like a more beautiful version of their race while the Deformed might have misshaped features or bones. If you are the Chosen twin people are more inclined to like you lowering the difficulty of persuasion checks. If you are the deformed persuasion checks are incredibly difficult but you find intimidating people easier with your horrid appearance.

Equipment: You begin play with a sealed pot of water from the temple of Shanti.



Rhoza

Capital: Canopy

Population: 97% Toran, 2% Elf, 1% Human

Government: Beautorcacy

Religions: Perfect

Imports: Magic Items, Gems

Exports: Lumber, Oils

The Jungle of Rhoza is less of a kingdom and more of a geological location, it has no distinct borders as written by the Empire Administration and recognises the Toran's ownership of the jungle in very vague terms. So whilst the jungle is home to many creatures only the Toran are recognised as owning anything within the jungle.

The Toran make their homes far up in the canopies of the jungle, not only to keep their nests as close to the sky as possible but also so that they don't need to interact or compete with the creatures from the 'ground floor'. The Toran aren't known for welcoming guests in their home, but for those able to adjust to their unique culture find they can etch out a reasonable standard of living high up in the trees.

Life and Society

The Toran effectively live completely off of the Jungle and don't need to farm, and while they do need to maintain and build homes continuously they have plenty of free time to pursue the arts. A Torans place in society is measured either by their looks, their ability to create pleasing works, or their singing. The Toran instinctively know when something is beautiful which creates simple forms of bonds and governance, beautiful Toran gather under themselves a small group of Toran who strive and work to please them while they themselves strive to please their more beautiful peers.

When a new Toran whose beauty eclipses all others is born or if one creates a masterpiece they become the new ruler of the Toran, only below their Perfect God in beauty. While in many ways this makes the Torans culture very stable, beauty is often not wisdom and the ruler is not above issuing contradictory or ludicrous demands.

Thanks to their skill with magic Toran are often able to make very steadfast homes of leaves and wood that can often be the envy of humble cottages of humans. Guests and visitors to Rhoza who have managed to display some affinity for beauty are allowed to live in the lower canopies amongst the ugly Toran.

Major Geographical Locations

The Ground Floor: The darkest and lowest of the level of the jungle is known as the ground floor by the Toran, who treat it's existence like a small self contained hell. Beasts and savages constantly lurk amidst the ground floor and any creature unfortunate enough to fall down there is quickly made prey by its residents. The jungles most treasured resources come from this level and many people dare it in hopes for riches.

The Expanse: To the west of the jungle lies the very edge of Telehar, ending with a limitless stretch of blue sea the Toran call the Expanse. Rumor has it there are some islands beyond the blue, but these are small isolated places. There are many tales of adventures setting sail here to chart the expanse that are never seen again.

Interesting Sites

Canopy: Constructed from nests, tents, hammocks and bizarrely structured wooden buildings the city of the Toran is a chaotic mess of competing styles. The Toran are constantly trying to outdo one another's homes and are willing to work with any and all materials to make something appealing and comfortable. The further down the Canopy you go the more disjointed the homes are, as each layer down is occupied by increasingly 'ugly' Toran.

The Watch Stones: A strange series of floating rocks in a spiral pattern that look like eyes, the watch stones have allegedly existed long before the Toran can remember. The stones can be moved slightly and sometimes can be found drifting on the wind but always end up returning to the jungle. The Toran aren't that interested in them but aether scholars have suggested they are the remains of a spell that has long since stopped working properly.

Regional History

Outside of the Toran much of their history is unknown because they have never seen a need to record anything from the past. But from their stories it is believed that the Toran were created by the Perfect One during the Divine War's period. Their god later left them to head towards the Heavens and ever since the Toran have kept to the heights of Rhoza slowly expanding their nesting areas.

Throughout their history the Toran have come into conflict with creatures from the jungle floor over food, but the details of these creatures isn't discussed. Later one of the old Kings of the Toran was gifted a gem from outside of the forest and bewitched by it commanded his people to fetch more. This would bring the Toran into conflict with the Crystal Dwarves and eventually bring the Empire to their corner of the world. Impressed with their abilities the Toran were invited into the Empire, but it's believed they did so because they were promised gems and other wondrous objects.

One of the stories from one Rhoza's early periods is of Gerrik the Black, a crow like Toran he was considered supremely ugly and thus automatically banished from the jungle. Surviving on his own Gerrik allegedly found

one of the lost cities of Zandur and studying the tomes within, making him the first documented Toran Wizard. He returned home with an army of undead creatures but the Toran defeated his forces and drove him deep into the wastes of Zandur where he hasn't been seen since.

Plots and Rumors

Ground Problems: Some humans living amongst the Toran have reported seeing red humanoid creatures wandering and hunting down below on the ground level of the jungle. A man by the Hevert wants to investigate these rumors but the Toran have very angrily rejected his plans for an expedition.

A Whirlwind of Song: The Torans famed festival of the sun is quickly approaching and demand for jewels and new songs to sing are at an all time high. A Toran by the name of Laleshio has found a clue to whereabouts of the lost diamond of Dorondorum, which has sent many Toran into a frenzy of treasure hunting.

Region Background: Rhoza

Feature: Ground is Death

The land known as the ground floor is a dense and incredibly dangerous part of the jungle of Rhoza. Anyone even attempting to live in Rhoza knows that the only safety is up in the heights of the trees. So long as you are not wearing medium armour, heavy armour or are carrying a heavy load you automatically pass **Strength(athletic)** checks to climb objects that have grips or handholds.

Equipment: A coloured Flower from the Ground Floor.

Aurumed

Capital: Rothad

Population: 76% Human, 19% Dwarf, 5% Gnome

Government: Absolute Monarchy

Religions: None

Imports: None

Exports: None

Aurumed was once a typical nation in Zandur, but it went by a different name only a few hundred years ago. With it's western border marking the end of Empire Aurumed's distance caused it to become isolated and insular, barely paying lip service to the Empire and continuing the majority of their ancestral traditions. Whilst the death of the Emperor deeply affected many nations, it was actually Aurumed's cruel sultan that would prove its undoing. Tired of the ancient grudges and harassment from the ruling class a major revolt was staged that even reached the capital. As the fate of the nation hung in the balance the Red Dragon Aurumtec made his move.

With an army of desert tribesmen as his heralds Aurumtec assaulted the capital city incinerating the sultan's forces and the rebels all in one night. He then melted the sultan's palace with the man inside it. After the terrible events of the night the dragon declared that he was now the country's ruler and that it would be renamed Aurumed.

Since then the Dragon has ruled with an iron grip making the punishment for any crime to be burned alive. None are above or below the dragons laws and even powerful lords and mages have all been put to death for relatively minor crimes. To bring about order and indebtedness to his rule the dragon created the Red Coin, which has the ability to buy a person's fate and even save them from the fires of punishment.

Life and Society

Before the dragon arrived Aurumed was quite a poor nation, distant from the Rhoza jungle and with a deadly waste acting as a barrier to the sea the local people have few avenues to cultivate food for themselves. While some towns and villages can get by on local produce, many others aren't so lucky and spend much of their time working to stay alive. For some of these people life has barely changed under the dragons rule, while others find themselves flourishing under the dragons rule.

Surprisingly from a dragon the taxes in the nation are next to nothing, collecting only a token amount from it's people. The dragon has his own horde of gold and jewels, which bizarrely he has actually used to fund various projects across the nation. The projects range from displays of loyalty (Like the decorative statues of the great dragon) to more civic ones building hospitals and schools in various places.

While it cannot be disputed that Aurumtec is a cruel tyrant, thanks to the red coin system many people consider him at least a fair judge. The dragon does not kill people for no reason, but when he does he makes it known to everyone what the price of disloyalty is.



There are two levels of ruling elite in Aurumed now, those loyal to the dragon whose ancestors helped him seize the nation, and those of power and influence who have proved themselves useful to the nation. Unsurprisingly it is the latter category that most often suffers Aurumtec's wrath when they show any sign of resistance or betrayal. But for everyone else the dragon is a generous leader, gifting power and wealth to those who please him.

Major Geographical Locations

The Grey Wastes: Unique to even Zandur's most desolate deserts is the grey wastes. Whilst plants and creatures have difficulty etching out a life on the yellow dunes nothing can survive in the grey wastes. A long flat plane of grey sand separates Aurumed from the western shore and is surrounded by endless superstition. Locale people believe it is a crossing between the land of the living and dead.

The Emerald Cactus field: Whilst crystal spires exist all over Zandur only Aurumed has the living crystal known as Emerald Cactus's. In the past the nations rich and powerful had the crystals turned into crafted goods to wear and sell, but after the dragon took over and foreign trade ended the crystals lost almost all of their value. Today the Cactus's are mined mostly by bandits and outlaws looking to smuggle them out of the country.

Interesting Sites

Everburn: Once a disgruntled and disobedient town, rather than destroying it outright Aurumtec decided to give its people an opportunity to display their loyalty to him. At the centre of the town he placed a great bronze brazier filled with coals, and after setting it alight with his great fire breath he declared that so long as the fire burned the town would not.

A group of young rebels in the town decided that they would rather die in defiance and only a week after the fire was lit they went to go put it out. But as they tried to get near the brazier the rest of the town attacked them, beating some of them to death. As reward Auremtec gifted a red coin to each of the surviving townspeople and ever since they have kept a vigilant eye on the fire, which still burns to this day.

The Empty Ruins: When Aurumtec took over the nation he set his followers to destroy much of the nation's old history and culture. Images for old gods, kings and sultans were all destroyed and any ancient ruins flattened into the sand. The Empty Ruins are the only place left untouched by the dragons proclamation. There are various superstitions about the ruins and for whatever reason the dragon has not felt a need to enforce his laws there.

Regional History

When Auremtec first appeared on the world stage it was with a number of desert tribesmen he had taken command of. How the ancient dragon had remained hidden for so long or where he found the tribesmen

are all unknown, but combined the two were nearly unstoppable and brought the nation under their rule. The dragon quickly made his presence known throughout his new nation by getting his men to execute anyone suspected to have been involved in the revolts that had brought the nation to civil war.

The dragon made it very clear that rebellion of any sort lead only to pain and suffering.

Not long afterwards a neighboring nation marshalled an army to put the dragon to the sword and reclaim Aurumed for the 'Empire', but the invasion was a disaster. Armed with terrible weapons of fire and press ganged villagers, Auremtec's army was far more formidable than they expected. It's said that during the biggest battle of the war the dragon simply perched on top of a mountain and watched.

Since that time the nation has slowly begun to transform over the generations, it's cultures forcibly wiped away and replaced with depictions and teachings from the dragon. In response there have been numerous minor rebellions, each crushed mercilessly by the guile and cunning of the dragon and his forces.

Self proclaimed dragon slayers have since visited Aurumed, all in the name of freeing the nation from its tyrant. But more often than not these heroes have found their ends at the hands of the locales long before they've given the dragon anything to worry about.

Plots and Rumors

The Forgotten Prince: Rumors have begun circulating in remote villages that a descendant of the old ruling family is still alive and has begun raising a force to start a rebellion. But many people are wary of supporting such movements, for the last time a similar rumor was spread it turned out to be a trick by the dragon who incinerated everyone who became involved.

The Last Tomb: When Aurumtec took over the country he had all of the god tombs sealed and their worship outlawed, save for one. No one knows why Aurumtec did not seal the tomb, or who it is a tomb for, but no one is allowed near it. Rumors have begun circulating that there is a God Item inside that the dragon desires.

Region Background: Aurumed

Feature: Only the Ruthless Survive

Leaving Aurumed is no easy task, the only safe way to do is to purchase the right to leave with ten Red Coins. But one of these coins is always returned to those leaving as a reminder of what they had to do in order to earn those coins. Growing up in Aurumed has given you a knack for rooting out conspiracies, and more importantly how to identify the weak link in a plot. When making a Wisdom(Insight) check to determine if someone can be tricked or intimidated into revealing their secrets you double your proficiency on the roll.

Equipment: You begin the game with a Red Coin of Aurumtec.



Gods and Faith

Though the Gods mortal forms have all died their presence and influence is still greatly felt in the world. Clerics and Paladins are some of their most direct mortal agents, imbued with their power to spread the faith and enact their will upon the world. But blessings and curses are not reserved solely for the dedicated, whilst a simple farmer might never personally connect their spirit to a source of divine power their worship is often rewarded with simple boons.

In many ways the Divine War didn't end when the Gods died, even now they engage in plots, intrigue, war and alliances amongst themselves and powerful creatures of the mortal world. The only thing that has changed is the battlefield. It's well known that greater worship towards deities can summon more and more of their power back into the mortal world, making expanding their number of worshippers crucial in maintaining their presence upon the world. But then some gods, even in death, are so powerful that they don't even need worshippers to influence the mortal world.

Worship

Most deities and their worship are based on location, a god's powers and blessings are most felt in proximity of where their corpse lies. A farmer might pray to a local god of stone to bless his field and make his home stand strong against the elements, while a metal smith might worship a god of beauty to try and bring out his finest craft. For this reason many people in Telehar, especially those who travel, practice a form of polytheism. Whilst they might have a God they look too primarily they will also pray to other gods as they come across their shrines and temples in search for blessings and good luck.

Many believe that the Deities are more like mortals then many of them would care to admit, capable of foibles, tempers and the mistakes and emotions of normal people. Some faiths disregard this notion and see their deities as infallible.

For the deities how they interact with the world can vary greatly between them, from direct visions to mysteries, misdirection and even trickery. The Gods subtle or direct influence on events can greatly alter mortals relationships towards them and how they are worshipped.

Mortals often pray or provide offerings in order to revere or even appease their gods. Not all lands were lucky enough to hold benevolent deities and for those settlements in proximity to wrathful or hateful gods often need to conduct rituals or prayers to ward off their vile influence.

The most common form of worship is through donation, locals and travellers often give a few coins to a local church to show their respect and desire for the god's good favour towards them. Offerings suited to the deity are often considered better, showing a mortal's reverence and understanding of the deity, although poor or offensive offerings often have unfortunate results. The highest form of worship is considered to be imagery, the creation of holy symbols or statues depicting the god. Many caretakers of temples often work as craftsmen as well applying their skills in service and praise of their deity.

Sins and Penance

Some clergy believe that their deities watch every act, thought, and consequence of the deeds of every mortal under their gaze. Others believe that deities only judge mortals on their actions and their intent rather than the ultimate consequences. Because each of the deities are so different their judgements and what they consider to be sinful or immoral can vary greatly. Most deities display their displeasure by removing the benefits of their blessings and boons from mortals who have performed some wrong.

Since the communication between Gods and Mortals can often be unclear it's possible for a faithful to commit a sinful act and not be aware of their deities displeasure until punishment or atonement is due.

Strict deities can demand penance be due as soon as possible for even minor transgressions, while more forgiving or patience deities allow mortals some time to make up for the act on their own.

It is only when a mortal commits an act completely opposed by a deity that the seriousness of their sin is revealed. A cleric or paladin who acts against their deity or breaks one of their oaths might temporarily lose their powers until they have repented in some way.

It's possible for a mortal to sin against a god they don't even worship just by being in their area of influence. These offenders often miss out on any good luck or protection the deity would have bestowed. In extreme cases Gods can even curse mortals most often with bad luck that lasts a few days or more personal curses if the offense is great enough.

Attuning to a Deity

Most clerics or paladins when they attune themselves to a god is usually because they share some personal connection, the god might have similar goals or be the guardian of the mortals ancestors etc. Making a connection is not an easy act, for some people it can take a lifetime of dedication and meditation before they can link their spirits to a divine soul. Choosing a deity is a big decision for a divine caster as it can be very difficult to change that attunement later.

The easiest way to create a connection to a god is to enter their tomb and pray before their corpse where the deities power is closest to the world. The other way is to undergo a form of quest, issued from a church or even from a divine vision. The difficulty of the quest can be dependant on how much the god wishes to test the mortal. A lifetime of dedication to the faith can also create a connection although this is often started at childhood for many priests in training.

Once a connection has been made a cleric needs to make a show of devotion to prove their commitment to following the faith. The devotion test can vary greatly depending on the deity, but until it is fulfilled the god doesn't grant the mortal divine power. Gods with an unknown devotion count as having none.

Paladins don't need to perform an act of devotion to receive their divine powers but they are often expected to perform some deed in their god's name as proof of their faith.

Gods and Kings

In the age when Gods walked amongst mortals many acted as rulers, creating great followings and nations of their own. Other deities appointed mortals as their proxy, leaving them to command the day to day activities of running a nation. Nations without a Divine presence often fell to ruin or invasion in a short amount of time. It's very likely that the tradition of appointing rulers at the command of the gods would have largely continued if it had not been for the Emperor.

After the last of the Gods died at the hands of the mortal Emperor, his ascension to rulership was seen as a supreme act of self determination. In the wake of

the Empire's conquest and subjugation of Telehar many ancient divinely appointed rulers were overthrown, either by their own people or the Emperor. It was declared that the time of the Gods had passed and that it was now up to mortals to determine their own future.

Many argue that this created a golden age of liberty and fairness across the continent, as talent and skill was regarded over the whims of now distant gods, but others accuse the Empire of setting the foundations of endless civil strife that would haunt it throughout it's existence.

Today many rulers are fans of the philosophy of self determination, claiming their right to rule through skill or force. Some nations still adhere to the ancient tradition of divinely appointed monarchies, but the majority see it as a practice of a bygone age and ill-fit for the modern world.

The Sealed Gods

When the great tombs were constructed to house the dead gods there were many that wished to ensure the Gods influence on the world ended with their death. They went on to build the tombs with powerful and lost techniques that could seal the gods divine essence from the mortal world, ensuring they would become forgotten. Despite this however it was later discovered that the only thing people needed to attune themselves to a God was their name.

No matter how deeply the gods were buried, or how complex their seal was, over time many could gather power until they were able to send a vision of their name out to a mortal. Sometimes these mortals thought nothing of the vision, but others would convert into preachers of these forgotten gods. Many faiths of these sealed god's work tirelessly to undo the seals on their mysterious gods so there power can be unleashed once more, but because sealed gods are unable to communicate with their followers finding the tombs alone can be a daunting task.



The Gods

In the land of Telehar there are hundreds of worshipped gods and thousands more who lay forgotten in lost tombs. Below we describe some of the more well known deities but there are many more that can be discovered in the course of an adventure.

Andres

The Divine Emperor, The Mortal Paragon

Symbol: A Golden Crown

Portfolio: The Empire, Mankind, Hope

Domain: None

Devotion: Clerics can't cast spells or use domain powers

Region: Draleth

Favoured Weapon: Longsword

For many decades after the first Emperor passed away and left his crown to his son many people of the Empire took to worshipping him akin to a god. It was during the third Emperor's rule that he made the worship of the first Emperor an official religion and began promoting it across Telehar. Over the years this created numerous disputes since worshipping Andres granted no divine miracles which caused clerics everywhere to dispute the claim for his divinity. The majority of the Imperial Church's priesthood was made up of sworn Paladins and Bards who were able to produce miracles as 'proof' to the Emperor's Divinity.

The faith saw numerous surges and wanes across the Empire's long history, some Emperors trying to reign in the church while others gleefully promoted it's spread. The frustrations against the church would come to a head during the Bronze Rebellion, as amongst the rebels demands was the official recognition that Andres was a mortal.

Ever since that period the faith's influence shrunk as it's old churches were converted for other faiths and local deities, until finally only a small priesthood was left in the city of Auria. Today many people still pay respects to the first Emperor, keeping small shrines for special holidays, but otherwise the majority of people think of him as just an outstanding mortal.

Today's faith teaches introspection and the value of self determination. The Emperor saw the birth of an age of mortals and cobbled together nations of different races into an Empire promoting peace and prosperity, despite being but a mortal man. The achievements of mortals are as an endless as the power of the gods themselves and everyone should strive to make a difference in the world.

Bathessea

The Temptress, The Burning Diva

Symbol: A red snake surrounded by burning halo

Portfolio: Snakes, Fire, Desire

Domain: Light

Devotion: Cleric must pray whilst not wearing any clothes

Region: Zandur

Favoured Weapon: Glave

A goddess of carnal desire and physical pleasures Bathessea is often seen as a corruptor of innocent and virtuous souls. Depicted sometimes as a beautiful women with the lower body of a snake Bathessea is thought to be the creator of the Marilith race, with some stories suggesting that they are a product of a short romance between Bathessea and a serpent god.

Bathessea's powers over fire and light are said to be a symbol of life on the mortal plane, flickering but capable of burning brighter when granted more fuel and completeness. Some stories even say that a god of the sun gave up his powers to her just so that he could spend a single night with her. The goddess eventually found her end in battle when she was impaled by the spear of a rival god during an invasion on her ancient city.

While often derided by more conservative faiths as a sinful deity, Bathessea is seen by her worshippers as a more relaxed and fun loving goddess. While other gods are convinced they can bring the best out of mortals through their wisdom, Bathessea simply wishes for mortals to have the best time of their lives. What good is the gift of life if you do not try to enjoy it to it's fullest extent?

Belvadair

The Liar, The Master of Promises

Symbol: A silver tongue

Portfolio: Lies, Riddles, Chance

Domain: Trickery

Devotion: Cleric must speak seven lies every day

Region: Merawien

Favoured Weapon: Crossbow

Belvadair is often depicted as a human man with a feigned innocent look on his face, often dressed in a light noble outfit or simple leathers. The liar gods antics are well recorded throughout numerous stories that are quite popular amongst common folk, often tricking mortals and deities alike into making fools of themselves.

One of his more famous tales is how he convinced a mortal king to give all he owed to a small peasant boy, playing on the king's fears of a curse upon his family line. In the end the boy was crowned king himself while the old king was forced into a destitute life, although the story comes with the question of who was truly happy with their burden in the end. Belvadair lost his own life in the mysterious card game that uses the Deck of Many Things, but his opponent had a very unhappy victory.

The vagrant style of the liar gods following teach that all things in life are a lie but that it takes the truly wise



to understand why. Priests of Belvadair are often locked into a philosophical lifestyle trying to decipher the final wisdom that the god learned amongst his lies.

Casia

The Stormcaller, The Avenger

Symbol: A storm cloud with lightning shooting out from its corners

Portfolio: Storms, Revenge, Vigilantes

Domain: Tempest

Devotion: Cleric must have or fulfilled an oath of revenge

Region: Afila

Favoured Weapon: Battleaxe

Casia was originally a kind goddess of nature born in a forest not touched by the Divine Wars. There she looked after the creatures that called it home, nurturing them when they were sick and telling them stories when they were sad. However one day a terrible god of war appeared searching for the forests sacred lake in order to strengthen his powers. Without a care he killed anything that crossed his path and Casia tried to stop him he cut her arm off. After despoiling the lake he left but without it's life giving power the forest died.

Casia sat atop a hill as clouds formed over her and poured with rain, whether it was to mask her tears is up for debate. As time went on the clouds only grew in ferocity until they exploded in thunder and lightning across the land. With her teeth clenched Casia stood up and swore to end the life of the god who had wronged her so. She met her death on the battlefield after killing six other gods her hated enemy amongst their corpses.

Clerics of Casia often come into being after suffering a terrible wrong and begin to teach that so long as injustice is allowed to live the land will continue to suffer. Justice comes at the end of an axe or a lightning bolt and anything less is more than the hated deserve.

Cherebu

The Happy God, The Farming God

Symbol: A series of three green rolling hills

Portfolio: The Land, Farmers, Halflings

Domain: Life

Devotion: Cleric must give up eating meat

Region: Merawien

Favoured Weapon: Sickel

Creator of the Halfling people Cherebu is often depicted as a rather rotund but happy figure with an offering of wheat regularly placed into his hand. During his life Cherebu presided over a dry empty plane and filled with sadness and loneliness Cherebu used his powers to create little people from the clay of the earth to keep him company. These were the Halflings and they filled Cherebu's heart with joy but even so he saw how they struggled on the arid landscape of his home.

Wanting something better for his people Cherebu chose to make the ultimate sacrifice and merged his body with the land granting it life and prosperity. Ever since plants and fields have grown easily on the land thought to be Cherebu's body and the Halfling people

have never forgotten the great debt they owe their creator.

The faith of Cherebu teaches that it is through action that a person can improve their lives, while it is good to be charitable, unless you are willing to toil yourself then no amount of charity will ever help you. Fertile land is a precious gift you must show respect to as it has come about thanks to sacrifice of many of lives of the past. Never forget the trials of your ancestors and find strength in the stories of their struggles.

Dralindra

The Dark Queen, The Mistress of Deceit

Symbol: A black spiked staff

Portfolio: Drow, The Underdark, Betrayal

Domain: Trickery

Devotion: Cleric must have purposely murdered a member of their own race

Region: Afila, The Underdark

Favoured Weapon: Rapier

Dralindra was not always regarded as an evil deity, she was in fact the sister and twin to the god Sáralondë. The two made a pact to protect the world's natural balance and created the Elves to serve as their heralds and wardens. Dralindra was said to be a beautiful figure with snow white skin, golden hair, and a soft smile who would often weep when the world suffered disasters.

That all changed however when during one of the worst battles the Elves had suffered during the Divine Wars, Dralindra appeared with a powerful and vile magic item crafted by an evil god. She used it's power to kill all those threatening her people but also destroyed much of the landscape in the process. Feeling betrayed Sáralondë banished her from their home and she left with a number of Elves who still swore to her.

When she reappeared hundreds of years later she had gone under a tremendous transformation, her skin was as black as coal, her hair as white as the arctic, and her soul was as evil as her new deeds. There were even rumors that she could transform into a monstrous abomination to devour her enemies.

Whilst Dralindra's main worshippers are her sworn Drow, who fight amongst themselves for a chance to gain her blessings, she has also been known to branch out to other races with whispers of power. All of her priests must commit the heinous act of murder not just as a tribute for their devotion to the dark queen but also to bind them to her in sin.



Dralindra teaches that power belongs to those with the cunning and strength to take it and her faithful are said to exemplify all the extremes of virtue and vice in their pursuits. The goddesses mortal form fell by the hand of Malath when she was preparing to battle her brother and it's said that the drow cut her body up and fed each piece to five great monsters of the Underdark.

Druxius

The Night Judge, The Book Keeper

Symbol: A book surrounded by stars

Portfolio: Justice, Law, Punishment

Domain: Dream

Devotion: Cleric must abide by the laws of the land

Region: Draleth

Favoured Weapon: Club

Depicted in the uniform of a judge, Druxius often is seen wearing his dark cloak that mimics the night sky. Druxius was an unusual god for instead preaching his own wisdom or teachings he instead deferred to the laws that mortals had created for themselves. Whilst other deities were more than happy to tell mortal creatures what to do Druxius strongly felt that such laws could never truly work. The gods were immortal beings with senses and existences so far removed from mortals they couldn't be comprehended, so how could such beings ever understand what mortals truly needed?

His beliefs often brought him into conflict with other deities who would forbid his presence in their lands. Barred from helping mortals on the physical plane Druxius started entering the dreams of mortals who had broken the laws of their society. There in the dream realm Druxius would force the mortal to serve their punishment, even living out entire life sentences in the dream realm. The most unrepentant criminals would be driven mad by these dreams while others awakened with a new lease on life. Druxius met his end when a pantheon of gods sentenced him to death when he had punished one of their number for breaking a mortal law.

Druxius is seen very favourably by his worshippers who share his belief that one day mortals will create for themselves a perfect legal system. Priests of the Night Judge teach that everyone should be in pursuit of the question of true justice and look to the spirit of the law and not necessarily it's letter. Clerics of Druxius are often hired as judges in the communities that worship him for their neutrality in matters of the court.

Hasan

The Scholar, The Hermit God

Symbol: A book marked with a triangle

Portfolio: Books, Learning, Travel

Domain: Knowledge

Devotion: Cleric must read a book every week

Region: Zandur

Favoured Weapon: Quarterstaff

Hasan is often depicted as an old bearded man wrapped in a long cloak and hood. Never performing an act of creation himself Hasan instead loved the world and it's many mysteries. Traveling the world disguised as a hermit Hasan would write down

everything he witnessed in a book he held close to his chest. Whenever he came upon library or a new book he would diligently and excitedly read it's contents and leave behind one of his own books, which often contained the answers to mysterious that had mortals and gods alike. The god of knowledge was one of the last surviving gods that died at the hands of Malath at the end of the Divine Wars.

Followers of Hasan tend to be scholars or mages looking to unravel the mysteries of the world and seek his blessing to help them. His priesthood focus themselves on copying books from all across Telehar which both serves their duties towards knowledge and gives them a lucrative business.

Javel

The Candleman, The Dream King

Symbol: A candlestick with a glowing ember

Portfolio: Candles, Inspiration, Dreams

Domain: Dream

Devotion: Cleric must light a candle each night

Region: Draleth

Favoured Weapon: Morningstar

Javel was a god that was said to have been born from a candle, though if the candle was made by a god or a mortal is hotly debated. From the candle Javel was born made of wax and smoke and slept the instant he came into being. Existing in the realm of dreams as a spirit Javel crafted a land for himself, inviting dreamers from all across the world to partake in the wonders he had made. Those who dreamt in his realm were said to awaken with great health and a surge of inspiration.

No ones sure how he died but his mortal body was found cold and lifeless. Despite this Javel has continued to watch over his dream realm. Followers of Javel teach that wisdom comes from patience and creativity from the deepest part of your heart. It is through our dreams that we search for clarity in our struggles in the mortal world and by unraveling its mysteries you can become a happier person.

Kanar

The Mad Warrior, The Iron Slayer

Symbol: A black helmet with blood dripping from it's visor.

Portfolio: Battle, Bloodshed, Warriors

Domain: War

Devotion: Cleric must wet their weapon with blood every day

Region: Draleth

Favoured Weapon: Greatsword

The creator of the Narolith, Kanar is a God of War with a love for its savagery. In his eye's it's not victory that is important but how much blood can be split in it's pursuit. The worship of Kanar is one of the few forbidden faiths in Telehar by Imperial decree, although only the Narolith enforce this ban. As one of the few gods slain by a mortal hand Kanar is said to be a very angry god that would lash out at the world had his body not been sealed deep into the earth.

Worshippers of Kanar tend to be few and far between but practically violent warriors sometimes find

themselves blessed with his gifts and love of battle. Clerics of Kanar teach that the Kanar's war on the world is not yet finished and one day his avatar will lead a new army to slaughter and conqueror all of Telehar leaving Kanar's chosen to rule over it.

Kevron

The Stone Mason, The Protector

Symbol: A stone dwarven face wearing a helmet and proudly showing his beard

Portfolio: Stone, Builders, Dwarfs

Domain: War

Devotion: Cleric's must make their holy symbol from stone

Region: Edocan

Favoured Weapon: Dwarven Waraxe

The creator of the Dwarven race Kevron was said to have been born from the molten rock at the centre of the world. He crafted his people from stone and gifted them life and the ability to become masters of all they pursued. His beard was his greatest treasure, a mix of gold and a deep rich brown decorated with bands made from rare metals.

During the Divine Wars Kevron led his people against the numerous evil gods that existed in the chasms of the underground world, allegedly even saving the surface races from their dark machinations. Eventually he lost his life after dealing a fatal blow to the terrible Red Eye his people's sworn enemy.

The faith of Kevron teaches it's followers to remember and honour the memory of where they came from and the efforts of their ancestors, pushing every generation to live up to the expectations of the last. The temples of Kevron also house some of the greatest metal craftsmen and sculptors in the world who work tirelessly to make a masterpiece to earn themselves a place by Kevrons side in the afterlife.

Lorius

The Hunter, The Green Warden

Symbol: A tree stump rising into an arrow

Portfolio: Animals, Forests, Hunters

Domain: Nature

Devotion: Cleric must plant a tree once a week

Region: Edocan

Favoured Weapon: Bow & Arrow

A shrouded humanoid figure dressed in leathers and a cloak of leafs Lorius is one of the most well known nature deities in all of Telehar. During the ancient days of the first Divine Wars Lorius regularly battled against evil deities that spawned terrible monsters, hunting down their foul spawn to protect the careful balance of the world's natural plants and animals. He often spoke with the Elves that shared in his mission and now many Wild Elves pay their respects to him in their rituals.

Lorius believed strongly in actively protecting the wild areas of the world from the meddling and interference of power hungry gods. Legend has it that Lorius lost his life protecting a single deer from the rampage of a large and terrible god.



Today Lorius blesses hunters that respect and preserve the careful balance of forest lands, teaching that a hunter should only ever take what he needs and ensure he leaves behind growth instead of ruin.

Lucia

The Mother, The Healer

Symbol: A medicine bottle covered in circle patterns

Portfolio: Health, Mothers, Charity

Domain: Life

Devotion: Cleric cannot use slashing weapons

Region: Edocan

Favoured Weapon: Shield

Depicted as an aging women dressed in white robes and carrying bottles of medicine Lucia is a goddess who always strived to help others. Born from a blooming flower Lucia beheld the worst effects of the Divine Wars on gods and mortals alike and dedicate her life to easing the suffering and pain of others. The goddess would go so far for those suffering that she even gave up parts of her divine essence to cure the ills and wounds that not even magic could heal. Eventually the toll was too much for her and she passed away after giving away the last drop of her power.

Followers of Lucia concern themselves with easing the suffering of the world through personal charity. To be a good person and an aid to all those around you requires action, just good will or supportive thoughts are considered to be traps of indecision. When someone needs help you do not wish them well but instead work to make sure they are well.

Malath

The God of Destruction, The Last God

Symbol: A gloved Hand gripping a globe

Portfolio: Conquest, Tyranny, Dominance

Domain: Unknown

Devotion: Unknown

Region: None

Favoured Weapon: A Gauntlet

The worship of Malath is strictly forbidden across all of Telehar as the God of Destruction very nearly brought the whole world under his tyrannical control when he killed the other gods. Many races that lost their deities or suffered under the terrible might of his legions still spit when hearing his name.

However it would be Malath's opposition to the Empire that would grant him a small but loyal following. A distant community in northern Draleth had long lost love for the Empire, years of negligence and ignoring their troubles brewed resentment until finally a renewed call to pay for a new Temple to the Emperor was too much for them to bare. A number of young men began preaching open rebellion against the Empire and it's false religion and a rumor surfaced that they had begun worshipping Malath in protest.

Whether they were true cultists or not didn't matter, the 7th Emperor was suffering from low approval and needed some break to unite the Empire under his rule. A despicable cult of Malath was just what he needed. The army he brought to bear on the community was over zealous, crushing it in an instant and putting anyone suspected of treason to the sword. The stunt largely worked for the Emperor but the survivors became incensed with the killings.

It's said that after these events a true cult of Malath began appearing in the most remote mountains to the north, preaching that the god wasn't actually dead but rather sealed away. The cult now searches for the first Emperor's tomb which is rumored to have the secret behind where Malath was imprisoned.

Nesseroth

The Father of Disaster, The Tenth Head

Symbol: A multi coloured Hydra with Ten heads

Portfolio: Dragons, Destruction, Disaster

Domain: Tempest

Devotion: Cleric must purposely scar themselves with an element

Region: Edocan

Favoured Weapon: A Flail

Whilst in stories Nesseroth is often called the Nine Headed God, those mad enough to worship him whisper of a tenth head. When the gods heads were severed from his body by Radja they each vomited out an egg containing a dragon, leaving the tenth head to die from bloodloss. But the cult of Nesseroth believes that a tenth dragon lies within the last head waiting to be hatched and end the world.

Despite being born from him the Dragons actually loath Nesseroth and his symbols as each consider themselves the primary head and thus above the crippled remains of a useless body. Cultists looking to impress a dragon with their devotion to The Father of Disaster are often met with a fatal surprise.

The terrible creatures known as Hydra's are said to have been born from the dead heads of Nesseroth, taking on his blind fury and destructive needs. Cultists often try to capture these beasts before letting them loose on unsuspecting cities.

Common people who worship Nesseroth often practice a form of appeasement trying to ward off natural disasters or the attention of dragons. Minor blood sacrifices are said to appease the God for a short time, but more extreme offerings are needed in order to obtain his favour.

Nilecotus

The Predator, That Which Lurks

Symbol: An open crocodile's mouth

Portfolio: Traps, Predators, Hunger

Domain: Trickery

Devotion: Cleric can only meat from animals they have personally killed

Region: Afla

Favoured Weapon: Spear

Thought to be the creator of crocodiles and other reptilian creatures Nilecotus is often depicted as an overly rotund crocodile sat back in a relaxed position. During his early days Nilecotus was a much more lean creature that was happy to use any and all methods to state his constant hunger. Over time he became so successful as a hunter he started becoming fat and slow, relying more on his cunning and wit to trick creatures into standing in his mouth. Eventually his life ended when another god tricked him into eating a clay pot which he choked to death on.

Followers of Nilecotus teach that in the game of survival it is the smartest and most cunning hunter that comes out on top. If you want something, or if you need something, there is nothing wrong with being underhanded so long as you get it. The Predator god is popular with hunters looking to score game with a minimal amount of risk to themselves but some unscrupulous merchants like to pray to him as well to help them extort as much money out of their customers as possible.

Perfect

The Shining Sun, The Highest Beauty

Symbol: A multi coloured bird surrounded by a sun

Portfolio: Beauty, Toran, Music

Domain: Light

Devotion: Cleric must wear each primary colour

Region: Zandur

Favoured Weapon: A Claw

Perfect is the title the Toran have given to their creator god, for they feel unworthy to utter his perfect and beautiful name. Perfect was a deity obsessed with his own beauty, remaining apart from the dispute of the lesser and more ugly gods of the world. But when he saw the other gods creating ugly mortals he decided to show to use his own power to create beings as beautiful as he was.

Thus he created the Toran but unfortunately they were a complete failure. Not even one of his creations could match his unparalleled beauty, but even so they were far above any other mortal creature created by others, so Perfect allowed them within his presence. He ruled his chosen people with absolute authority until finally he decided he was done with the mortal world. He proclaimed to his people that he would return to the star of his birth, the greatest in all the sky, the sun. Perfect flew high into the air, higher than any other creature could hoped to achieve and disappeared into the suns light. Today the Toran preach that while other gods left behind their ugly corpses, their god had the wisdom and supreme authority to return to the divine world whenever he wanted to.

The faith of the perfect teach that life's greatest pursuit is beauty, every member of the faith should strive to make themselves more beautiful in order to gain favour of the Perfect one.

Radja

The Dragon Slayer, Hero of the Dawn

Symbol: A sword surrounded by a halo

Portfolio: Heroes, Protection, Knights

Domain: War

Devotion: Cleric

Region: Edocan

Favoured Weapon: Longsword

Depicted as a warrior in gleaming golden armour Radja is renowned throughout all of Telehar for slaying the evil god Nesseroth. To defeat the evil god Radja forged a sword from the metal of a fallen star and imbued it with his divine essence granting it the power to cut through the gods impervious scales. After his victory Radja devoted himself to hunting down the terrible projenday of Nesseroth, the dragons, but eventually lost his life rescuing a city of mortals from an erupting volcano.

Many knights who face monsters and commoners seeking protection from dragons pray for Radja's blessings. Despite his popularity Radja only has one true temple as his faith prefer simple shrines to opulent structures. His followers teach that in a world of dangers and monsters people you must be willing to do the right thing and stand up against evil. There is no higher glory than defending the weak from threats they cannot face themselves.

Red Eye

The Dark Hunter, The Monster

Symbol: A drop of blood with an eye inside

Portfolio: Darkness, Caves, Blood

Domain: Nature

Devotion: Cleric must drink blood every day

Region: Underdark

Favoured Weapon: Claws or a Hook

More a monster than a god Red Eye has been described in ancient dwarven texts as a beast made completely out of shadows with only his single glowing red eye piercing the dark. A pure hunter Red Eye was never interested in followers or creating his own creatures and focused solely on killing and eating. His favored meal was apparently live dwarfs creating a number of grim tales that they tell even today.

Red Eye was eventually killed in his final duel with Kevron over the fate of the Dwarven race, but not before dealing a lethal blow to Kevron. The pair died and while Kevron was buried in an honoured tomb Red Eye was sealed in a terrible dungeon filled with traps and monsters.

Today Red Eye's influence on the world is very limited, but he's become a favorite form of worship for people driven mad by bloodlust. Werewolves and other savage races are sometimes known to pray to him for a blessing of his savage strength.

Sáralondë

The Wise King, The Tree Father

Symbol: A Silver tree with gold leaves

Portfolio: Elves, Forests, Balance

Domain: Nature

Devotion: Cleric must be an Elf

Region: Merawien

Favoured Weapon: Rapier

One of the creators of the Elven race Sáralondë made them not to serve him but instead to help him in his mission to maintain balance in the world. Where other deities fought for control, or out of selfish desires Sáralondë merely wanted to ensure the beautiful world they called home would survive. His fears culminated when the widespread use of the Gods powers saw Aether diminish in the world and cause the start of the Divine Wars.

Ever since their creation the Elven people have looked to Sáralondë for wisdom and guidance, and even after his death many still pray to him hoping to be gifted the precious few visions that he is capable of granting now. Though he has often been accused of narrow mindedness by his critics it can't be disputed that Sáralondë has a keen eye for the big picture.

The faith of Sáralondë is not only about beseeching him for wisdom but the acknowledgment of the Elven races divine purpose. No other race can as confidently claim to have been made with a true purpose in mind, and the worship of Sáralondë signifies the acknowledgement of that purpose. It's been theorised that the reason Sáralondë does not grant divine power to other races is because they lack the connection to nature that most elves are naturally born with, but others have suggested that it's because he simply doesn't trust other races with his divine mission.

Sáralondë's mortal form met it's end when he was killed by Malath whilst preparing to fight his twin, Dralindra. His body is said to have been buried within the deepest roots of Glorindel, the massive tree he planted as his first miracle.

Shanti

The River of Life, The Fateweaver

Symbol: A woman with flowing water for hair

Portfolio: Rivers, Visions, Rebirth

Domain: Life

Devotion: Cleric must pray while their head is submerged in water

Region: Zandur

Favoured Weapon: Scimitar

Patron goddess of Keasien Shanti rules over the nation through her priests and avatars. Depicted as a beautiful women with hair of flowing water and decorated with the finest jewels of the desert Shanti is a goddess with a close and personal relationship to her worshippers. What her life was like during the Divine Wars is unknown as her tomb was discovered much later but it is known that she once ruled over a vast and beautiful city that Keasien has rebuilt as their capital.

Followers of Shanti preach that she is the ultimate life giver, holding sway over a vast river in the beyond from which she can pluck her chosen souls to be reborn back into the mortal world. Faith and obedience are rewarded with health and great fortune while sin and a wavering soul are punished with deformity and weakness.

Trezzahn

The Formless God, The Thousand Faced One

Symbol: A human face turning into a monster

Portfolio: Shapeshifters, Change, Obsession

Domain: Knowledge

Devotion: Cleric must eat the flesh of a sapient creature

Region: Merawien

Favoured Weapon: Cleaver (Shortsword)

Unlike many Gods who were born from the elements Trezzahn was born from the flesh of a dead god. A thing of formless meat and bone Trezzahn became obsessed with finding a perfect form for himself, studying and devouring all manner of creatures in his pursuit. In his early days Trezzahn barely knew anything but as his portfolio of shapes grew so did his intelligence and some say his knowledge had even surpassed that of Hanar. Trezzahn met his end when he tried to consume the remains of a juggernaut which only served to fatally poison his body.

Worshippers of Trezzahn teach that life's greatest joy only comes when you dedicate your entire being to a cause, selfish or otherwise. Knowledge is the height of all treasure and nothing should prevent you from acquiring what it is your desire.

Yartepth

The Golden King, The Lighting Sovereign

Symbol: A golden lightning strike

Portfolio: Lightning, Gold, Rulers

Domain: Tempest

Devotion: Clerics holy symbol must be made out of gold

Region: Draleth

Favoured Weapon: Trident

A grey skinned and powerful human looking deity Yartepth was a god of lightning that ruled over his mortal subjects as a God King. By his command he had them build a city entirely made out of gold and used the metals conductivity to increase his powers. Yartepth was known as a mighty and wise sovereign that guided his chosen people into prosperity whilst leaving the rest of his subjects to struggle under his unquestionable rule.

Yartepth often came into conflict with other nations ruled by Gods, each proclaiming themselves the rightful ruler over the mortal races. The lightning god was eventually defeated when an earth god submerged his city deep into the ground and crushed his skull.

Followers of Yartepth teach that the right to rule belongs solely to the powerful and none are more powerful than the god of golden lightning. Any nation or royal bloodline blessed by Yartepth are said to receive a promise that they will reign for over a thousand years armed with the divine right to rule. Offerings of gold are prized even more in Yartepth's

churches than any other faith decorating even the walls with great works of the metal.

Zol

The Hidden One, The Lost God

Symbol: A closed purple eye inside an upside down triangle.

Portfolio: The Lost, The Unknown, The Abandoned

Domain: Unknown

Devotion: Unknown

Region: None

Favoured Weapon: Mace

Zol has a unique form of church compared to other deities for his worshippers don't actually know who he is. The man known to the faith as the Great Prophet had a vision that a god by the name of Zol had been hidden from the world because the Gods were scared that he would reveal the source of their power to mortals. Dismissed and derided the man would have been pegged as a mere lunatic but then clerics who decided to abandon their faiths and pray to Zol found they could cast divine spells.

All attempts to commune with Zol have failed, he has said nothing since the first vision granted to the great Prophet leaving his faithful to wonder. Many have seen his silence as proof of a conspiracy to keep him hidden from the world and have worked ever since to uncover the secrets of Zol's imprisonment.

The worship of Zol is most favoured by rebels and outlaws fighting against what they see as a broken society where the rich trample upon the poor with little regard. In many ways this conflict between the down trodden and the powerful is seen as a parallel to Zol's struggles against the other gods.

The faith of Zol is often outlawed in many countries as it's seen to be fostering not only heresies against the natural order but also inciting civil strife. Forced to flee into less civilized lands the priesthood of Zol has become obsessed with map making, searching every corner of Telehar for their lost god.

When asking other gods they often say they simply don't know a god by the name of Zol.





Cosmology

The world of Azkera is the only mortal plane in existence but that does not make it the only plane. Overlapping the world are the elemental planes and the two realms of purgatory that souls travel through to get to the unknown beyond.

Elemental Planes

The elemental planes, or sometimes known as the Fey Realms, are a unique layer of existence in the world of Azkera. Sharing a similar geological appearance to the mortal realm, the elemental planes look like an uncanny version of the normal world shifted and warped to match the distinct nature of it's element.

Zikia

A plane composed almost entirely of water, Zikia looks like a vision of Azkera if it had sunk beneath all of its oceans for millennia. The plane hosts countless creatures of the deep sea, real and imagined, with great currents allowing them to cross the plane at unnatural speeds. Amidst the denizens of this plane exist the Umbral, a fey race that control the currents of Zikia and by extension the plane itself.

Shima

Unlike the other planes that match Azkera in many direct ways, Shima is a plane of endless sky with tiny floating islands that serve as the only mirror to the mortal realms appearance. The majority of creatures that exist within Shima are in constant flight, resting only briefly on the floating islands when they are able to push out other creatures trying to rest there. Giant fey creatures known as Ventarious reign supreme on this realm, massive winged monsters able to devour most other creatures and even the floating islands.

Nibruki

A plane of stone caverns and crystal Nibruki shares only a similar vague shape of Azkera. It's numerous tunnels and open caverns look like a petrified version of the mortal realm, it's stone walls are lined with the fossils of ancient fauna and animals. Few creatures actually exist on the plane but all of them serve the Enki, fey creatures of terrible power that are said to be able to peel apart the minds of other creatures with their very presence.

Isatum

Appearing almost like an apocalyptic vision of Azkera with it's thick black clouds, hot barren wastelands and it's rivers of lava Isatum is a plane of extreme and lethal geography. The creatures that exist in Isatum are as hostile and deadly as its environment, which makes them a favorite amongst conjugation mages. The plane is also serves as a home for the Fey known as the Darisam, who have crafted a civilization of bronze across it's surface.

Realms of Purgatory

Like the elemental planes the realms of purgatory share the geological appearance of the mortal world, but shifted to match their unique aspect. It is in these realms that souls pass through before finally moving on to the unknown beyond.

The Pure Land

Said to be a land of light and life The Pure Land is where the spirits of the Gods reside. It is by keeping a part of themselves in the Pure Land that they are able to interact with the mortal world, even though a part of their souls have moved onto the Beyond. It is here that devoted souls of the Gods are brought, to weigh their sins and achievements before the gods before passing on to the Beyond.

The Crossing

Also known as the Dead Lands, the Crossing is a decayed mirror of the mortal world where nothing lives and everything has fallen to ruin. It is here the souls of the lost, the murdered and the vile pass through until they are able to accept their death. The Crossing is thought to be the source of evil spirits and ghosts.

The Beyond

The world or existence beyond mortality is somewhat of a mystery to the people of Telehar. It's generally agreed that something beyond exists since souls can be drawn back to the mortal world from it, but knowledge of what lies beyond is markedly unknown. Across Telehar there are many interpretations and theories on the Afterlife, but the most common belief is in the Islands of the Gods.

It is said that each star in the sky is an island, each of which was the original home of a god before they descended onto the mortal world. In death the gods' spirits have returned to their homes and in their passing have created paths for mortals to follow after them. For mortals this means that when their time comes they need to reach out to one of these stars to live amongst the gods' true selves.

The islands are often depicted as varying paradises depending upon the faith, but those who believe in this also believe in the Dark Ocean. The dark empty spaces between the stars is known as the Dark Ocean, a bottomless lightless hell waiting for mortals to fall from the path of the gods and into its cruel embrace. It is said that for mortals who are weighed down with great sin are pulled from their path to the stars, left to fall into the dark abyss. Many believe that the most evil of deities also succumbed to this terrible fate for the wrongs they committed in life and now lash out at the world through their crazed worshippers.

Another popular theory is actually a form of reincarnation. All creatures, great and small, were born from the world and so when they die they simply return to it until they are reborn as well. For those with powerful minds, like the gods, can stall this process indefinitely keeping their minds and spirits instead of rejoining with the world. For the Gods part they're not considered sinful for refusing this process but as it's new arbiters. The Gods judge the souls that come to them, granting blessed and healthy life to the innocent whilst granting justice to sinners by returning them to the world in terrible conditions.

Regardless of what people think no one knows who is right, communions with gods don't reveal any details of the world beyond and those lucky enough to be raised from the dead return with no memory of what happened to them.

Planar Travel

Sometimes, usually due to a practically powerful Aether Storm, creatures and even buildings can be pulled into one of the four elemental planes. Likewise sometimes pieces of these planes find their way onto the mortal world. It's believed that the majority of creatures that exist upon these planes can't survive in the mortal world's environment but powerful mages have been able to create arcane constructs, or summons, to give these creatures a brief existence in the mortal world.

Travel to these realms are also possible with the powerful Planar shift spell, and some have even theorised that there are many more elemental planes. However even with the power of magic there is no known means to travel to the Pure World, the Crossing or the Beyond.





History

Telehar's history is long and varied but it's records are almost incomprehensible. Before the official Imperial Timeline was created each nation recorded their own history using their own methods and terminology making aligning the timelines of even two neighboring nations a historian's worst nightmare. Because of this earlier periods are often described in sweeping generalizations that are easy to understand. Scholars from across Telehar often work and compete to create a single defining timeline that will finally put to rest the history of the world.

Below is detailed some of Telehar's most well known history.

The Divine Wars

In the days before the Empire the world was once populated by thousands of living gods wielding powers unlike anything mortals could ever hope to achieve. However the endless rivalries between these titanic forces eventually caused the source of their power, Aether, to diminish from the world. The loss of this power sent many deities out into the world seeking to secure places and items to reinvigorate them but this often brought them into conflict with one another.

Much of history before the official Imperial Timeline is regarded as the Divine Wars but in truth the conflicts between the gods existed across numerous periods of ancient history. In total there were six periods named the Divine Wars, each defined by the increased scale of the conflict between the gods of the world. Much of the details of the divine wars have been lost to time leaving with only the stories retold in ancient oral traditions surviving.

The Fracture

When the Divine War's started Sárалонďe recalled many of his people to return to their homeland where he could keep them safe. A great number of elves did return but some became frustrated with the order, they felt that Sárалонďe's love for his people was now interfering

with the very purpose they were made for. Eventually this frustration culminated in a new faction of Elves appearing who cut their ties from the noble houses and petitioned the twins to abolish the houses and let the Elves interact with the world as they saw fit.

Civil strife broke out between the elves with the Houses accusing the new faction of being led astray by a nature deity they were known to have interacted with on numerous occasions. The twins tried to convince the Elves to put aside their differences to work together but this only delayed things, leaving the deep underlying frustrations to continue to boil for years until the great fracture.

Almost as one the new faction of Elves left Aed'eri and migrated to other lands. The Houses derided the move calling those that left traitors and in one famous rework said "There is nothing lower than an Elf that has succumb to the wilds they are above". The Wild Elves, as many had come to call them now, split themselves into a many great tribes and wandered the land for places to settle. Many of these tribes lost themselves to their new environments, becoming strikingly different, whilst maintaining only a few of their old stories and traditions.

As the Divine Wars grew in intensity many tribes of the Wild Elves turned to worship nature gods, spirits or even powerful Aether Elders in order to survive. In the meantime partly ashamed and still angered by the fracture the Houses began to call themselves High Elves creating an even more insular culture that began to see themselves less as protectors of nature but it's rulers instead.

Despite the growing differences between the Wild Elves and the High Elves it would be the devastation of the Divine Wars that would bring them together again. When an enclave of High Elves came under attack from followers of an evil god it was a nearby tribe of Wild Elves that came to their aid. Despite the misgivings between the two they were still related and the Wild Elves could not sit back and watch as their brothers and Sisters were butchered. This act would later solidify into an official alliance between the elves.

Rise of the Panteons

As aether continued to be drained from the world powerful gods who were once able to create creatures and objects with little effort began to find it harder with each new attempt. Many gods found it impossible to summon enough power to even create minor miracles. To help slow down this decline and aid one another against their enemies the gods formed alliances called Pantheons.

With their combined strength the Pantheons were able to slay or beat back stronger deities who continued to act on their own, and all of Telehar began to be divided up between these alliances. To cement themselves further to one another and their causes these Pantheons often combined their powers to create even more races, the most notable of these being the humans.

With more and more races and gods dying many of these Pantheons found the versatility of the human race to be a beneficial boon and began mimicking their creation. Today it is all but impossible to determine which gods were truly behind mankind's creation as many gods claim to have been involved even when there has been no evidence to suggest that they were.

The Obliteration

Zandur was once home to a series of vast and powerful nations, rising up from the ashes of the fifth Divine War. Many of the deities that the people and creatures of Zandur prayed to perished in the long terrible wars that had scared their land, leaving their mortal creations to rebuild civilization. Zandur experienced a renaissance in magical studies, with no gods left to use the Aether drawn to the land mortals could engage in magic and study they never had done before.

Numerous powerful archmages appeared during this period creating vast Empires of their own. To many it seemed like arcane magic would be the future of the world as more gods began to pass away, but a terrible tragedy would put an end to the rise of arcane magic as the new superpower.

Many have theorised that the archmages became fearful of one another and began conjuring spells so powerful they drained the very life out of the land, whilst others say that a mad archmage attempted to turn himself into a living god. Whatever the true reason in a single hour of pure white light the majority of life in Zandur had been disintegrated. The land, its lakes and rivers all turned to sand and glass under the great light of the obliteration that swallowed the region. The only remains to prove that Zandur used to be anything but a massive desert were the old cities that dotted its landscape, slowly buried beneath the sand over the massing years.

Despite the near total destruction that followed the obliteration there were survivors, lucky communities that were spared thanks in part to their dead god's intervention. Whilst Zandur was completely devastated it was now also wracked by frequent Aether storms. In the decades that followed a semblance of life returned to Zandur as new strange desert plants and creatures began to spread through its wilds.

The people of Zandur began to retake the region in passing generations striving to recreate their great nations. Whilst Zandur has never reached the heights of its past in time the region would once again be a major power on Telehar.

The Rise and Fall of Malath

The day that would mark the end of the Divine Wars came as suddenly as it was brutal. Perhaps only a hundred gods remained in the world when they all suddenly died. The means by which they died are shrouded in contradictory stories but all agree on who the culprit was. Soon after the demise of the gods Malath appeared in a small village crediting himself with the act and killed anyone who would not bow to him with his bare hands.

With none to oppose him Malath began on a path of conquest to bring all the mortals of Telehar under his rule and killing those that refused. No matter what resistance was brought against Malath none of it seemed to work as no mortal could match his power.

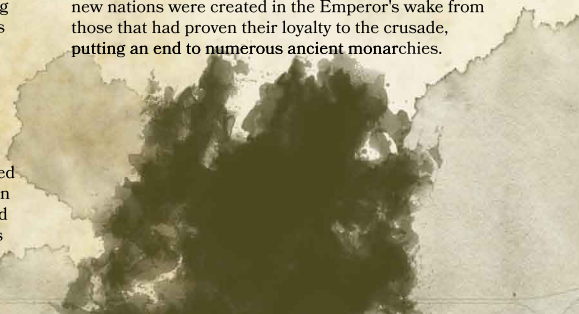
It was during this period that Andres, the man who would become Emperor, gathered together the strongest warriors and mages from across the land in order to fight against the God of Destruction. There are many tellings of the Emperor's journey and his final confrontation with the god, but the oldest stories hold that the Emperor was able to defeat Malath with the help from Trentor, Malath's own general that betrayed him in his final moments and lost his life for it.

After Malath's defeat Andres was said to have buried his body in a place so deep his powers would never again return to the world. In the years that followed Andres used his heroic status to try and mend the fractures between the races and bring them under a single Empire with the promise that a conflict like the Divine Wars would never happen again.

The Golden Crusade

During the reign of the 4th Emperor his power and influence over Telehar began to greatly wane as a number of nations began ignoring commands. All over the continent wars and civil strife began to break out as the Emperor lost control over Telehar. When the 5th Emperor was Crowned, Andres III, he took it upon himself to reconquer the continent to ensure the Empire's future.

Gathering together a great army from his most loyal vassals Andres III turned east and began overthrowing nations that would not bend the knee. A number of new nations were created in the Emperor's wake from those that had proven their loyalty to the crusade, putting an end to numerous ancient monarchies.



Unfortunately Andres III would not live to see the end of his great crusade, and without a son his daughter Elenia I was crowned Empress. Whilst Elenia continued her father's crusade she was more politically skilled and solved numerous disputes with words alone. Towards the end of the Crusade she converted the Council of Kings into a parliament made up of rulers and elected government representatives and overseen by her. The new parliament was wildly successful at resolving disputes between nations whilst maintaining the influence of the Empire over its members.

The Bronze Rebellion

Like many of his predecessors Darius I, the 8th Emperor, pushed for the church of the Emperor to have even more prominence and influence over Telehar. In one famous case he had multiple temples dedicated to local deities knocked down and replaced with churches honouring the first Emperor and praising him as a God.

For many the final straw came when Darius I dissolved the parliament and tried to setup a new Council of Kings made up solely of his most loyal supporters. In response a number of kingdoms in Draleth joined together into open rebellion against the Emperor demanding that parliament be reinstated. The Emperor refused these calls for years until finally a coalition force mustered an army and marched straight to Auria.

There were many fears that Telehar would plunge into a new age of strife but it was apparently thanks to Darius I wife that sense prevailed. The Emperor relented to the coalition's demands, amongst them the acknowledgment that the first Emperor was not a god, to create a new High Parliament that can veto the powers of the Emperor and that the inheritor to the crown shall be determined by an election within the new High Parliament.

Darius I became very reclusive in the following years making very few public meetings and only attending his seat in the High Parliament when they asked him to. When he passed away the High Parliament elected his nephew as the next Emperor.

The Empty Throne

Unrest had been growing within the High Parliament for many years during the reign of the 12th Emperor, Cordoran II, and he had been forced multiple times to intervene in order for any resolution to be reached. Than during a holiday in the country of Nyd he and his close family were all murdered in an assassination plot who's orchestrator was never discovered. When the High Parliament conveyed all of it's members to elect a new Emperor the chamber almost immediately fell into discourse.

Rivalries and factions ripped the High Parliament apart and after a month of constant votes that never reached a final verdict a small country known as Falion declared war on their neighbor. This act threw the whole Parliament into further chaos as alliances fell apart and new ones were created and over the course of the next few decades war broke out across all of Telehar. As time passed members started to abandon

the High Parliament until only a small number of local lords remained to legislate over the capital city of Auria.

Since then the throne has remained empty for over two hundred years and Telehar has been scarred by constant war and civil strife.

Imperial Timeline

Emperor	Reigning Years
Andres I	0-76
Revon I	76-163
Andres II	163-238
Kornel I	238-303
Andres III	303-362
Elenia I	362-446
Cordoran I	446-520
Darius I	520-582
Rane I	583-655
Elenia II	655-731
Revon II	731-799
Cordoran II	799-825
Empty Throne	825-1012



Organizations

Throughout Telehar there are hundreds of factions both internal and external for every country but only a small handful of these organizations have the scope and power to extend their reach across the entire Empire. Below is described the most prominent and active organizations acting in the world at the present date.

Wardens

Founded by the Emperor's close friends the Wardens served not just as the Emperor's bodyguards but also as his personal agents. The Wardens have had a long prestigious history of famed heroes and adventurers making up their number who ended wars, slayed monsters and established order across the Empire in the name of the Emperor. For the longest time the Wardens boasted the largest collection of god items in all of Telehar making them one of the most powerful organizations in the entire continent.

However with the reformation of the Empire after the Bronze Rebellion the Wardens were forced to hand over a large number of their artifacts and also saw their political power take a hammering from the newly created High Parliament. When the 8th Emperor passed away the High Parliament elected a new one but the Wardens refused him access to the Palace. Years later the Wardens would relent and let the elected Emperors to take their rightful place in the Palace but the bond between the Emperor and the Wardens had been deeply damaged.

When the 12th Emperor and his family were murdered in his Palace in Nyd the Wardens took much of the blame with the High Parliament very nearly dissolving the entire organization. Disgraced the Wardens began shedding members and the knightly orders and heroes that once would have dreamed of joining the Wardens left it to rot.

Today the Warden's ability to operate in the Empire is severely limited though some of their powers and

prestige survive. The majority of the Wardens today are left to guard the Palace and help local matters when no one else is available giving them few opportunities to relive their former glory.

Alexander, the latest Custodian of the Wardens has enacted a desperate and radical new hiring scheme in order to bring new life to the organisation. Anyone with some ability who can swear to serve the Emperor and the Empire under a circle of truth are free to join. Whilst he has had many applications it is a very special kind of person who is able to swear to serve an empty throne.

The Vault: Once filled with hundreds of artifacts the Wardens vault holds only one now, the Dragon Slayer. The longsword sees next to no use by the Wardens who haven't needed to use the blade for hundreds of years, but there are many factions that have laid claim to it and have made numerous demands that it be handed over. But the Custodian has refused all of these and keeps the sword locked away.

The Copper Kings

Throughout Telehar's turbulent history there have been many royal families that have been overthrown, banished and ousted from their positions of power. Most of these bloodlines are destined to languish in obscurity but there exists a secret society dedicated to placing these individuals back onto their rightful thrones. The Organization was allegedly created when a Divinely elected monarch was overthrown due to interference from the Empire and its surviving relatives swore that they would reclaim their crown one day. They were declared rebels and named Copper Kings which has stuck much to the chagrin of some of the organization's members.

Today the Copper Kings operate as a secretive group that supports rebellion and civil strife in other countries hoping to destabilize them to give one of their members an opportunity to reclaim their old crown. Some of these plots are said to be hundreds of years old as the Copper Kings sometimes act to reestablish old royal lines that have long been forgotten

by even its own descendants. The Copper Kings have been blamed for numerous high profile crimes, from mass fraud, assassinations and even replacing monarchs with their disguised members.

Due to the operations of the Copper Kings most nations seek to eliminate any trace of these ancient bloodlines and sometimes go so far as killing distant relatives of these old royal families.

The Dragon Chroniclers

Considered to be some of the most powerful creatures in the world the dragon's present one of the greatest threats against the people of Telehar. Stories often speak of the great heroes that were able to put an end to these great beasts but defeating a dragon is almost never a task that can be achieved by a single person.

The Dragon Chroniclers are an organization dedicated to studying the powers and abilities of dragons, gathering enough knowledge under them to give those who would fight dragons the information they critically need. But the organisation is also split in regards to how it should use the information with half believing the interests of the group are best served by nurturing and aiding those with ability to fight dragons, and the other wishing to use the knowledge to become Dragon Slayers themselves.

One problem the group often encounters is the amount of disinformation that has spread about dragons, wither it be by tall tales in the telling of their legends or even as some suspect intentional falsehoods written by the dragons themselves. The organization is often busy trying to sort through fact and fiction even in their own archives as even a single overlooked or mistaken detail can prove lethal in an encounter with a dragon.

Membership of the organization changes depending on how active the nine dragons are. When one rampages people come from far and wide to join in order to arm themselves against the threat and in lulls where the dragons do nothing membership almost always diminishes to only its most dedicated members.

At the moment the group is quite large due in part to the red dragon Aurumtec taking over a nation himself. Many regard the red dragon as the single greatest crises Telehar has ever faced and the group finds itself often debating what they can do against a dragon that can command a nation.

Antheon Collective

Economic systems like banks have been recorded to exist in some of the world's most ancient civilisations. Before the founding of the Empire many banks had their own unique operations and customs, but the unification of the continent forced many to begin dealing with one another.

In an attempt to safeguard their assets and to ensure the free movement of wealth the banks of Telehar began to group together into large cooperatives. As the years went by these groups began to merge with one another until finally the collective was created. The Antheon Collective oversees and regulates the operations of its members, ensuring that each acts **within the interests of one another and the Empire** at large. The collective is most famous for introducing wealth receipts, magical documents that provide a safe and easy means to access large funds anywhere in the world.

But with so much wealth consolidated under it there are many fears that the Antheon Collective is fast becoming a world power in it's own right, able to influence nations by lending money to it's supporters and starving it's detractors. There have even been rumors in the top corners of the world that the guild is actually controlled by a man known as Zeverak, a mysterious figure that is said to be a powerful mage.

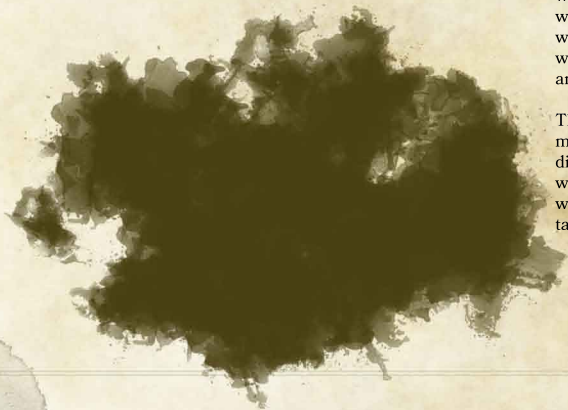
For all appearances though the Antheon Collective paints itself as a neutral party seeking only to ensure the continued prosperity of Telehar. But when the collective wants something it's said there is no limit to the amount of blood and gold that could be spilled in it's pursuit.

The Historical Society

Derided by scholars and historians as thieves and tomb robbers The Historical Society frames itself as a **group of intrepid explorers** rescuing priceless artifacts from their abandoned vaults. Made up of robbers and thieves looking to make the next great find and taking it for all of it's worth the Society prides itself on its abilities to uncover lost and forgotten tombs.

Founded by Roger Henma the society began as a true institution devoted to history and uncovering lost tombs. But as the reality of the dangers of exploring these tombs became apparent Roger was forced to find ways to finance his excavations. While he is credited with many major discoveries his most important find was how much the items from tombs were actually worth. The organization quickly embraced the trade of artifacts and has never looked back since.

The Society regularly hires adventurers and mercenaries to plunge the dangerous depths of newly discovered tombs with promises of great rewards for whatever they manage to leave with. Members often work in secret and the cover of night lest authorities take a dim view of their liberation activities.



Lords of Silver

After the murder of the last Emperor many nations fell to the surge of war that gripped Telehar. In order to avert the same fate a number of prominent nations created an alliance and the Lords of Silver to maintain it. Made up of royals and knights the Lords of Silver created new armies dedicated to the protection of the alliance's members from any threat within or without. Over the decades the Lords of Silver have become a powerful organization able to muster agents and forces almost anywhere across Telehar.

In times of distress many nations even outside the original alliance look to the Lords of Silver to help them from foreign threats, which the Lords only agree to for various boons or concessions. It is by this means that the organization's scope has increased and often recruit from nations they have helped save.

Currently the Lords are engaged in a debate about where to focus their strengths. Many wish to see the Empire restored while others think the Empire is a failed project and instead want to work on ensuring the longevity of the alliance.



The Red Guard

Tales of Aurumed, a country controlled by a red dragon, often shock those who hear of it's plight but the most shocking detail is the true loyalty the dragon has been able to nurture in his country. This loyalty is most evident in the organisation known as the Red Guard who serve as the dragons mortal agents in and outside his nation. The organisation is thought to have many powerful and talented warriors and mages under it but few outside of the country know anything about them.

Within Aurumed the Red Guard operate openly as the highest form of government agent in the land, able to administer law and order wherever they see fit. Outside the country the Guard operate as a secretive group looking to spy on the dragon's many enemies and acquire powerful magic items to bring back to their home nation.

Surprisingly the Red Guards primary means of interacting with foreigners is to strike a deal, acting diplomatically to further the interests of the dragon. Even in cases of utmost importance the Red Guard have been known to politely leave if a deal cannot be struck. Many have stipulated that the dragon has instructed his Guard to act in this manner in order to gain much needed allies, to demonstrate that despite having power the dragon chooses not to use it. Others however have said that it is a mere smokescreen, while some get polite deals others receive no warning and find themselves a smoldering corpse.

The Obsidian Dawn

A secretive organisation attempting to crown a new Emperor for their own benefit the Obsidian Dawn has infiltrated almost every level of society, from beggars to kings, in their attempts to rebuild the Empire in their image. They work in the shadows spreading strife and civil war in order to bring down nations and create new ones loyal to their cause. Members are willing to do anything to ensure their plots succeed and often send agents on suicide missions in order to ensure the task is done, whilst leaving no trace of their involvement. There are even rumors that the Dawn has discovered a new arcane school that deals with primarily in the element of shadows.

Amongst the members of the Dawn there is a great internal dispute about who exactly should be crowned Emperor, with some advocating the restoration of Andres's bloodline and others for a new line to take the crown. This internal dispute threatens to become an all out shadow war amongst it's members adding only further complications to their secretive agendas.

The Whispering Darkness

Known also as Rulalagamor, the Whispering Darkness is a group of Warlocks who have allegedly discovered the remains of one of the mighty juggernauts. Members of the group often go about their daily lives never mentioning their allegiance and can go for years without interacting with another member. But sooner or later all members of the group return to the site of their founding to renew old pacts and start new ones.

What the group exactly seek is not widely known outside of its own members but they are often seen to be interested in discovering other remains of the juggernauts. It's members are often found in far off and remote regions of the world in search of old treasures and forgotten tomes. Unlike many organisations in Telehar the Whispering Darkness doesn't seem to have an interest in the power plays over the continent, only interfering when certain knowledge is placed into danger.

Whilst not technically outlawed the organization is greatly mistrusted by most nations since their powers come from a terrible and insane dead creature.



Running an Adventure

In this chapter we cover some of the unique features of the Wardens setting, with some advice to help a DM decide on the type of game they want to run with the setting.

Gold and Treasure

While gold and gems can be found in many places, tombs, on bandits and within castles, the majority of wealth in Telehar is measured in physical assets. Merchants travelling long distances tend to buy expensive objects or monetary receipts, exchanging it for its gold value once they reach their destination. Lords and Ladies buy land, art and magical items to represent their wealth. It is very uncommon for an individual to personally hold hundreds or a thousand coins, as such a large quantities often marks a person as an easy score among thieves.

For many criminals like bandits this makes becoming rich and successful in their chosen career next to impossible, it's only the most canny operator that is able to convert stolen assets into gold or anything useful. This makes the majority of bandits more interested in what coin and supplies their victims have.

For the common adventurer wealth can at times flow freely and at others be next to non existence. Even famous adventurers can sometimes find themselves down on their luck with little to spend on even a good nights rest. Not every tomb still has treasure in them and the various monsters and tribesmen of the world

have little need for coin. An adventurer looking for fortune needs to be tenacious in their quest as even the forgotten tombs have often been ransacked of anything of true worth.

For the DM: In the Wardens setting gold can be easy or hard to gather up. If your PC's are able to handle their class costs (Weapons, scrolls etc) consider what tone you want to give their lifestyles. Are they just scraping by with every new job? Forced to rent out barns instead of proper rooms and getting plenty of interaction with the downtrodden of the world? Or are they awash with gold? Granting them the ability to rub shoulders with the height of society wherever they go.

Artifacts

Whilst there are many minor magic items that see plenty of trade between richer communities and merchants true items of power are hard to come by. God items, artifacts from the Divine Wars tend to all be unique with no two sharing the exact same powers. These items are strongly desired by nations across Telehar, not just for their great powers but as a symbol of their sovereignty and prestige. The most powerful of nations can usually boast up to twenty or even fifty God Items under their control.

Nations tend to bestow these God items to acclaimed generals or which ever Lord was able to secure the artifact, granting them greater prestige and influence. It's quite common for these artifacts to be stored away for safety with the noble using a forgery in public to remind others what they have. Protecting God items is

necessary for the intrigue that surrounds them, any number of factions can be posed to try and take an artifact away in order to weaken their enemies.

For adventurers or even commoners these artifacts can represent a turning point in their lives, able to sell them to nobles for huge amounts of wealth or use their powers to improve their lives and abilities. These artifacts can also bring great peril however as nations and powerful organisations are often not content with leaving such objects in just anyones hands. Only the most powerful and canny adventurers are able to hold onto God Items from the many enemies that will come to claim them.

For the DM: In the Wardens setting powerful magic items, even some uncommon ones, represent a great deal of power and prestige. Consider the political issues that might crop up if it's revealed one of your PC's has a god item, will their home nation expect them to bring it to them? Does the God still have a religion and do they want it returned? What sinister forces would be interested in having the item themselves? Some God items, in the right hands, can sway the balance of power for entire regions making their acquisition as much of a curse as it can be a benefit.

If on the other hand you don't want to burden your PC's with the consequences of having such items (Assassins, strongly worded letters etc), you can downplay the importance nations would put on uncommon or rare items. But keep in mind the Wardens setting is designed with strong political themes and powerful magic items represent an easy way to get your PC's involved in various stages of intrigue.

Special Archetypes

The following archetypes that are outlined in the *Dungeon Master's Guide* do exist within Telehar but they often don't fit in well within a normal game. Ask your Dm's permission if you want to play as one of the following:

Oathbreaker

Paladins who have fallen into vice, or turned their back on their oaths in pursuit of power become Oathbreakers. Those that decide to betray their old oaths sometimes discover a second mysterious source of Divine Power known as the Dark Star. It is said to whisper promises of power if the Oathbreaker warps and opposes the tenants they used to stand for. Oathbreakers can find ample employment under cruel lieges but normal armies tend to keep them at a distance for the ruin they bring to enemy and ally alike.

Death Domain

Death has an interesting place amongst the Gods as none of them actually claim the Death Domain as their own. All Gods were alive at some point and while it's believed they can command the afterlife in a variety of ways none hold power over the transition of life to death. Even so Clerics attuned to the Death domain began to appear in Telehar at the end of the Divine Wars. Many of these clerics fall into madness, seeking out the bodies of dead gods to pray to them directly. It has even been suggested that these Clerics gain their powers from the miasma of the corpses of the dead gods rather than the Gods themselves.

Equipment & Items

Weapons

Name	Damage	Cost	Weight
Claw Breakers	1d6 Bludgeoning	5gp	4lb
Humming Sword	1d8 Piercing	10gp	3lb

Gear

Imperial Citizenship Papers	50gp
Imperial Residency papers	500gp
Merawien Identification papers	100gp
Wealth Receipt	—
Red Coin	—
Glyph Tattoos	300 gp
Mage Gloves	500gp
Imperial Coin	10gp

Claw Breakers

An item with a dark history, Claw Breakers were originally made to help capture Toran by clamping their claws with large metal balls so they couldn't attack. This idea was however short lived as it turned out the restraints were thick enough to bludgeon a man's head open and the Toran proved more tenacious than many would have first thought. Whilst many Toran have an intense dislike for them others who need something with a bit more blunt force have taken to purposely using them in combat. Toran tend to need a bit of help equipping them on or off.

Humming Sword

Looking like a metal replica of a hummingbird's long beak, the sword is made to harness onto a Torans head and slip over their own beak. The Humming Sword was made after a Toran became interested in the art of jousting and desired a method by which he could fight in a similar manner. Traditionally the sword is used at the end of a dive but it's more than sharp enough to pierce flesh without a large amount of momentum.

Imperial Citizenship Papers

Each nation is given the duty to record every person born and raised in any part of the Empire, and issue them with official papers proving their citizenship. In practice however only nations in Draleth tend to perform this duty as from a legal standpoint any of the recognised races are considered automatic citizens.



Occasionally however citizenship papers can be used as important legal documents in disputes and law enforcement so studious citizens place a high importance on having them.

Most nations have a record of who their citizens are but it's not unusual for a person to lack records but still receive the papers. If a person asks for citizenship papers they often have to cover the costs of producing the document themselves.

Imperial Residency Papers

In the Empire and nations that still adhere to it's old laws it's possible to purchase the right to become an official citizen of any nation within it. Citizenship **within a nation** a comes with various benefits, from proper treatment in the law, the right to work and even the ability to own land. The price can vary depending on a nation's desire for immigrants but usually citizenship is an expensive step and sometimes even comes with a 'nationalism' test to ensure an immigrant would fit into the nation's culture.

Wealth Receipt

A favorite item of travelling merchants, wealth receipts are the best defense against thieves and muggers and also a convenient way to transfer large amounts of wealth. A number of powerful banks operate across Telehar and when money is placed within their vaults a customer can choose to have a Wealth Receipt written for them which can be exchanged in any bank in Telehar for the documented amount. The Receipts are carefully made with a number of spells and special paper in order to prove their authenticity, the exact magic is not known as a number of wards protect it and it has been made a criminal offense to dispel any of it by the High Parliament.

In the event a receipt is lost the owner must return to where they originally made the deposit in order to access their fortune.

Red Coins

A form of special currency in Aurumed instituted by the Red Dragon Aurumtec, the coin is made out of a secret mixture of metals and smelted using the Dragons own fire breath. The coins are a reward to citizens who inform on the enemies of the state or perform some great task in the Dragons name. The coins can buy anything from land, political favours, and even pardons for minor crimes. The coins are highly valued to the point where there is no gold price equivalent and the people of Aurumed try to hoard them as much as possible.

It costs ten Red Coins in order to buy permission to leave the country, but nine coins are only ever taken. The tenth coin is always left to the individual so that they never forget it's meaning.

Glyph Tattoo's

A popular item for Helian and the gangs in Auria, Glyph Tattoo's are made with a special ink that holds a minor magical effect. The Tattoo's are usually imbued with a minor form of the spell prestidigitation but are

but are only able to perform one effect. Some Helian get a cleaning tattoo marked on their palms so they can literally wipe dust and dirt away, while gangs and rich youths get animal roars or light effects to enhance their styles. Musical notes are popular amongst entertainers with the richest able to play entire songs with just the glow of their tattoo's.

Mage Gloves

A popular item amongst the rich and mages in training are the expensive Mage Gloves, a pair of simple cloth gloves enchanted to cast the mage hand cantrip. The gloves are often advertised as a means to make every day life more convenient, granting users the ability to **manipulate objects themselves** with minimal effort. The gloves are also quite popular with travelling Toran who have them fashioned into vests to grant them the ability to manipulate objects as if they had hands.

Imperial Coin

Over its existence the Empire has gone through various monetary systems in order to try and balance the complexity of so many nations trading with one another. One of these was the Imperial Coin system which was designed to replace all currencies in the Empire. Early in the project however the dangers of giving a currency to other nations with no ability of their own to control it was observed and the project was cancelled.

Today Imperial Coins are used as the benchmark for the value of each nation's coin, how much an imperial coin is worth in a given country can tell you how much it's currency is worth. For a healthy currency the standard is 10 gold for one Imperial Coin, strong currencies can buy one for up to 5 gold and weak currencies can go to as high as 20 gold.

Warden House Rules

Below are a number of House Rules that would fit in well with a game set in Telehar.

God Magic Items

In the Warden's Campaign Setting many of the magic items that a player might be able to find or even create might be a god item, and thus only one exists in the whole world. Most rare and some uncommon items that have an attunement requirement can be considered god items, but make sure you address how hard you want to make acquiring certain items.

Wardens Light: Only Magic Items very rare or above are considered god Items

Wardens Normal: Rare Magic items and above are considered god items

Wardens True: Some uncommon items and any Rare or above are considered God items



Distant Souls

When a person dies the tether that connects their soul to the mortal world can become frayed until finally detaching entirely. Raising people from the dead is not always guaranteed to work even by the most powerful of miracles. Each ability that would bring a creature back to life has a chance to fail, if it does fail that ability can no longer be used on the same creature.

Raise Dead: 40% failure chance

Reincarnation: 35% failure chance

Resurrection: 20% failure chance

The Rod of Resurrection: 1% failure chance

Aether Winds

The winds of Aether can be unpredictable, aiding magic users one day and blighting them the next.

When a party enters an area affected by Aether Winds the DM rolls a hidden 1d100 roll. Check the result and add the following rule to all magic cast in the area:

- 01: Magic doesn't work. Spells automatically fail.
- 02-25: Spells Fumble on a 1 and a 2
- 26-50: Spells Fumble on a 1
- 51-75: No Change
- 76-99: The DC of the spell rises by 1
- 100: The DC of the spell rises by 2, add an extra damage dice to any spell

When a spell fumbles, roll on the wild magic table.

Thanks for Reading!