



Talria

Founding/History: Talria was claimed by Talrus Evertus when he brought his family to this land, their birthplace ruined by war. The land was an untouched paradise, rolling fields, lush forests, large lakes and trickling creeks. The wildlife flourished and Talria was established in the valley nestled at the base of the mountains.

Talrus was a simple farmer, he used the knowledge of cultivation to provide for his family.

Many refugees from war had stumbled upon Talria, just as the Evertus family had, and were welcomed to stay. A slice of normalcy as the world around them burned. Soon, the simple town grew into a city, and later, a kingdom. The first king was Talrus' great grandson, Taurus, who sent an expedition to the top of the Crescent Mountain. The frigid temperatures caused many to succumb or return to the kingdom, but Taurus pressed onwards. At the peak of the mountain, he found a large cavern where he originally intended to rest with his party, fate had other plans. Taurus was found by dragons, the very same that created the mountains and valleys and forests and seas, the human king bowed his head to them.

The dragons acknowledged Taurus' humility and granted him knowledge befitting a king, knowledge of the world and its beginning and its hidden magic. The five persons that still accompanied the king were also bestowed with gifts, the ability to wield the dragon's magics and the titles of Mage. These persons would go on to pass their gifts down their bloodlines, warning their children of the dangers of magic and its potency and potential. Misuse of magic never went unpunished.

Talria still stands with the blessing of the dragons, they are its guardian as the kingdom is to the dragons.

It remained a safe haven for those escaping from the brutality of war and discourse, forever welcoming people of lesser backgrounds into the protected walls. This protection earned Talria the title as The Kingdom of Peace.



Boarders: Crescent Mountain Valley holds the kingdom itself, the borders of Talria stretch the entire mountain and the Wisp Forest, almost far enough to touch the remaining ruins of Yulle.

Neighboring Kingdoms: *Plemmoth Kingdom* sits to the south of *Talria*, a mountainous area that lives on the wealth under stones. *Zhreda Kingdom* is to the north, a glacial seaside kingdom that prospers on the faith of their fishermen. *Yulle Kingdom* is to the west, more ruins than a true kingdom now, constant declarations of war had withered the prosperity of the land into no more than dust; rats and wolves claim citizenship in *Yulle* and feast on the bones of long-dead Yullians.

Description: The city - buildings of smooth white stone with red or blue brick roofs with gold painted trim cover the majority of the space, a bustling marketplace centers the space as a popular hub among travelers and citizens alike. Many traders will set up a stall for a day or two to sell their wares.

The castle - made of the same white stone as the town buildings but with a dark marble for the covering, the castle itself sits upon a hill that overlooks the city.

The Mages' Tower - the tower sits at the forefront of the castle as a symbolism of protection, simultaneously guarding the castle and watching over the city. Talria's banner is displayed at the front with a dark red flag atop the spire.

Training Ground - knights and kingsguard share a large, open yard that sits in the middle space of the castle with direct access to the armory and blacksmith.

Crescent Mountain: The birthplace of dragons. The Mountain itself stretches far into the heavens and curves around its valley as well as the Wisp Forest, that is how the name **Crescent Mountain** was earned.

Wisp Forest: This forest acts as a boarder to the **Crescent Mountain Valley**, it is teeming with all sorts of mythical beings, a safe haven for these creatures that are hunted throughout the world.



Wisps: Invisible strings created by the first dragons that bind the world together. All beings hold these **Wisps** in their form, but only the dragons, faeries and few select humans know how to command them. This is where **Magic** comes from. Learning to command the **Wisps** takes many years to master, and most can only command the elemental **Wisps**.

Magic: Magic was originally a natural gift to the dragons, all of them could command the Wisps and bend them to their will. When King Taurus and his expedition party discovered the dragons in their birthplace on Crescent Mountain, the dragons acknowledged the humility of these humans and bestowed the knowledge of their gift to them. With the exception of King Taurus,

the expedition party had magic written into their DNA and would be passed down their bloodline until the end of time.

Dragons: Large and majestic beings that are covered in shining scales with powerful wings to propel them through the skies. Their origin beings in the heavens, where stardust and gravity had come together to form these great beings. Their command over **Wisps** is natural and absolute.