

Campaign and Lore Outline Disclaimer

The history of Teira has been lost, obscured, rewritten and ignored through the many centuries since the revitalization of the world. The facts and fictions of our world are often intermingled. As stories unfold, beware- not all is as it seems. To the credited knowledge of hundreds of historians, arcanists and spirits, this is the truth behind what we know as our home. The current year is 1311 Post Shattering. May the **Goddess** guide your journey.

--Guidance from the Stratum--

Origins of the Ancient World

-Altago-

The following texts are taken from a pre-Shattering scripture known as the **Invictus Sacriphale**. The first volume has been translated to completion after nearly four hundred years of effort from members of many various arcane, divine, druidic and occult orders in an attempt to understand the world as it once was.

Much of the text, though translated, has not been translated directly, as many turns of phrase that once existed are no more. The literal translation has yet to be published, and as such, the Hieroglyph Church wishes to make awareness to those who engage in the readings of these scriptures that some scholastic embellishment has remained within the translated pages for the sake of readability.

Many passages are spoken from various points of view, indicating that many individuals had a hand in the creation of the original scriptures. It is noted by several that Karn-Aasandi was responsible for crystallizing knowledge and passing it on to those they thought were worthy of using it, additionally indicating that some segments may have been written significant times apart.

A final note- some passages appear to be written at a weaker display of verbiage than others. The general interpretation the Hieroglyph Church has made of these passages has been written in the common manner viewed within the untranslated texts. Accuracy has been favored over highlighting the overtones of divinity found within the encompassing scripture. All tomes are to be handled with care.

Thusly, writ here, the zeroth chapter of the first volume;

Zeroth Chapter

-Creation from Dreams-

Darkness.

When the Dragons awoke from their slumber, they were still within darkness. Unknown ages may have passed, perhaps even only a moment from when they first gazed upon the darkness.

Then, a spark of light. Distant, but growing. **Ze-Kalios, the Originator of All**, roared, and the darkness shattered. All was bright before the Dragons. And from it was all creation dreamt. Each of the Dragons held within them the fragment of creation, a fragment to realize to their own will.

Within the myriad of light and dark, the Dragons each again slept, dreaming.

And so the gifts were born.

From **Angue-Barl, the Champion of Inferno**, came the first creation, pulling from the Everlight and writing upon the vast and infinite heavens fires and ambitions, and souls- then formless and soft, floating among these thousand beautiful colors which would be granted physical form to see the beauty, to have ambition and creation as their own; life was created in the eyes of **Angue-Barl**, who said to her children: "Thine virtue is as our own: ambition, faith, hope, and emotion. Create as we have, so that ye may have art and understanding as I have dreamt".

From **Rada-Manj, the Protector of Blessed Lands**, came the next creation, the moons and lands were born so that creation itself may walk upon fertile and gentle grass or soft and warm sands, endless cool snow or smoothed rocks. He shaped caverns and cliffs, mountains and valleys fertile for harvest: ages would be defined as the resources of the land were used to advance the peoples yet to be; life was created in the visions of **Rada-Manj**, who said to his children: "Let ye inherit these blessed lands, so that ye may have peace and prosperity with that I have dreamt. May the lands be rich, the soils fertile, the depths of the grounds rich in resource with which ye shall ascend from shadow into the light as I have dreamt".

From **Mu-Anti, the Wandering Winds**, came the next creation, the skies and the winds were created so that there may be differentiation between now day and night: epochs would be defined as the winds brought travels to the creations that now walked, that they may explore in environments unseen yet; life was created in the echoes of possibility of **Mu-Anti**, who said to her children: "Now as my siblings have created, so too have I, and unto ye I grant the wings of faith and belief, that you may carry yourselves in dreams as my siblings have had, so that ye may enjoy the gentlest of nights and the warmest of days as I have dreamt".

From **O-Balon, the Great Tideskeeper**, came the next creation, the ocean and tides that came alongside the winds themselves, harboring new life and giving beauty and depth to the lands, emboldening travelers along the lands and winds to join

together to traverse the infinite seas upon their world. And life flourished with these gifts as they played games upon the waters and no thirst was to be had; life was created in the coolness and welcoming waves of **O-Balon**, who said to her children: “And now, these lands filled with life are filled too with that which will give you great hidden lands to travel to. Let thine ambition, thine penchant for change and thine faith give glory and freedom unmatched as I have dreamt”.

These gifts were great, and these four of the **Dragon Tribe** celebrated. And their leader, **Ze-Kalios** came to them and declared their creation great. And from him, the final creation came: **Ze-Kalios** drew lines between distant stars, and created three smaller, pale worlds to hang in the sky as guides to the people below during night. Constellations that would, in time of need, come to life and aid the peoples and give them purpose. All was well.

And finally, the **Dragon Tribe** took the remaining essence of the Everlight and drew it into a massive crystal, and buried it somewhere within the center of the world, and made a promise to the people that they would protect it so long as they lived. And the **Catal** would be where their creations would gather and pray, conversing with one another and the **Tribe**.

Within the lands of **Altago**, named by its peoples, meaning “Hearth of Life”, the peoples borne of fragments of the **Great Power** made worship of the **Dragon Tribe** and all they had created. No individual was exempt from witnessing the wonders of the time, and all found trails to walk without fear. With the promise of divine protection, the peoples of **Altago** spread out from the island of timeless times, and settled in the **Five Continents**, and the **Five Tribes of Altago** were born-

-Altago, the continent of the Throne of Creation, where the Kingdom of Eternia founded its capital of marble, cut stone and brilliant gold. Marked were these lands for the birthplace of Eternia and all that would follow.

-Ixchel, the continent of Verdant Canyons, where the followers of Rada-Manj settled and gave worship to the primordial life given to them. Marked were these lands for the wondrous materials harvested here and all that would be found.

-Pasamhaadir, the continent of Endless Sands, where the followers of Angue-Barl settled and gave worship to the primordial ambition given to them. Marked were these lands for wisdom and forges for advancement and all that would be learned.

-Tulum, the continent of Unknown Skies, where the followers of Mu-Anti settled and gave worship to the primordial freedom given to them. Marked were these lands for all the glory of the stars shining down and all that could be ventured.

-Yuos, the continent of Forged Cliffs, where the followers of O-Balon settled and gave worship to the primordial joy given to them.

**Marked were these lands for all the tides and rivers granting respite
and retreat and all that could be dreamed.**

Distantly to the west and north, another great land rested, where the Dragons had created dangerous and strange creations of immense power to test the resolve of their peoples. **The Great Primordia** towered with fauna and flora unknown, waiting to be tamed, tested and tilled. An order was formed, dedicated to the progression of life. **The Council of Preneth**, led by a kind quartet known as the **Wardens of Evolution**.

Soon thereafter, the originators of the **Dragon Tribe** left **Altago** in the hands of its creation, and returned to their slumber. Teachings were spread by numerous younger dragons under which ethics and morals that **Altago** should follow to be greater disciples of their creators.

Karn-Aasandi, the Prismatic Ruminator, granted to the world rocks of crystalline knowledge, forever storing the laws into physical form, unbreakable.

- Thou shalt endure hate and counter with compassion
- Thou shalt endure fear and counter with hope
- Thou shalt endure pain and counter with guidance

The Dragons would lead us into divine absolution.

Though we could not follow them into their dreams, we could protect their dreams.

And all would be well for many ages as the timeless times passed.

—Hierarchy of the Divinity—

Though the divinities of the world are often quite comparable to one another, strengths and weaknesses are attributed to each. Rather than gauging each's individual power on flawed, mortal metrics, the **Hieroglyph Church** and the **Congregation of the Sacrament for the Testaments** spent nearly two hundred years learning much about the origins, the values and virtues of each known deity and greater power. Categorized over the course of many decades, each divinity has instead been organized by both their associated holy order using the **Standardized Romun Alphabet**. The edicts and teachings of each divinity are listed in either singular words or short phrases, with their individual anathema being carefully worded aside each edit. The holy orders listed are noted to be the most common appearance where each divinity is listed within the scriptures of each order, and may appear in several orders.

With the combined knowledge of thousands of clerics, historians and scholars, presented for the guidance of the masses of Teira. Though individual divinities are not scaled by power, there are notable gaps in influence throughout the known lands, and as such, each category of divinities has been organized with preference given to overall societal importance. Thusly, here writ is the findings of **Sacrament for the Testaments**, finalized and dated on the **26th day ♦ 07th month ♦ 1300th year Post-Shattering**.

— Draconis Prenethi —

-The Dragon Tribe-

From nothingness, they created all. The Dragon Tribe of Altago are our creators and saviors, our monarchs and our muses. Though originally there were only the Five Dragons, after the formation of Altago and the heavens, many more were born from the Everlight that predated all. No Dragon was above one another, and though Ze-Kalios is thought to have been the strongest of all, the Dragon Tribes elected to create as a united council, granting their creations the gifts of magic and the ability to find wisdom beyond ages, a self-determined purpose and individuality.

There are few historical records pertaining to the Dragons that were not present during the formation of Teira from the Everlight, however, despite their absence for the event, all gave their lives during the Shattering to protect what was left of the world itself. As such, the known Dragons will be included below the Five Dragons responsible for all creation itself within their own unique category, as instructed by the Romun Triarchy.

📖 The Five Dragons - Additional Information- Mechanical Information Only

Angue-Barl

-Champion of Inferno-

Angue-Barl, the Dragon of Primordial Flame, Champion of Inferno. She is worshiped as the progenitor of ambition, creativity and the souls of all creation. Her name echoes throughout the cosmos as the bringer of light. Her actions drove the world to seek out new heights and serves as a beacon of inspiration to heroes and storytellers of all kinds. Though her presence upon the world is no longer physical, her dreams are realized most potently in the form of books and war. Many servants of Angue-Barl argue and bicker on how her form and will should be interpreted, but many agree that the progression of sciences arcane, divine, primal, occult and beyond are crucial to reaching her and gaining her blessing.

Edicts - advancement through any means, heroics and the continuation of ages

Anathema - Senseless actions, carelessness towards that which has been created, anti-intellectualism

Areas of Concern - Knowledge, war, flames, heroism, self-awareness

Pantheons - The Dragon Tribe, Five Tribes of Altago, The Hieroglyph Church

Divine Ability - Strength, Intelligence or Wisdom

Divine Font - Harm or Heal

Divine Sanctification - Can choose holy

Divine Skill - Any Lore skill

Favored Weapon - An Altagoan crescent pike

Domains - Ambition, change, confidence, fire, knowledge, might, war

Mu-Anti

—The Wandering Winds—

Mu-Anti, the Dragon of Primordial Skies, the Wandering Winds. She is worshiped as the progenitor of free will, liberation and the changing of times. Her name is used to inspire slaves to break bonds, the conquered to take back what was theirs, liberate stolen homes and snatch victory from the jaws of defeat. Her actions alone showed to the peoples of the distant past that freedom and individuality was their right, but so were the consequences of their will. Though her presence upon the world is no longer physical, her dreams are realized most potently in the electoral processes of many nations and the practices of the arts arcane and mundane alike. Many servants of Mu-Anti are hermits, wandering priests or adventurers that travel about, solving issues that others may have along the way, and those given aid by these servants often proclaim that these wanderers are a gift of the skies-temporary, but gracious.

Edicts - Freedom and liberation, joy and happiness

Anathema - Unwilling enslavement of form, allowance of continued negative actions against oneself or others, contracts

Areas of Concern - Freedom, travel, enlightenment, resistance, day and night

Pantheons - The Dragon Tribe, Five Tribes of Altago, The Hieroglyph Church

Divine Ability - Dexterity or Charisma

Divine Font - Heal

Divine Sanctification - Can choose holy

Divine Skill - Athletics or Lore: Referendum (*knowledge of laws and legality on specific subjects*)

Favored Weapon - A set of crescent-shaped knives

Domains - Air, creation, dreams, freedom, healing, magic, travel

O-Balon

—The Great Tideskeeper—

O-Balon, the Dragon of Primordial Tides, the Great Tideskeeper. She is worshiped as the progenitor of exploration, trade and the changing of ways. Her name reverberates off the shores of distant lands and roars within mighty jungles as a legacy that it was she who filled the depths and it was she who carved through valleys that brought fertility to barren lands. Those who worship her are almost exclusively adventurers and merchants, as her desire to see through to the world her ideals of travel and her alleged penchant for deals with struggling merchants brings a cult-like following- only those willing to risk will see the reward in the end. Though her presence upon the world is no longer physical, perhaps her influence remains the most potent of the Dragons, as water is found everywhere and is regarded as the key to continued life for the mortals left behind. Many servants of O-Balon often congregate in major population zones, comparing stories and striving for connections between others.

Edicts - Travel, trade and exploration, adventuring without fear, know your course without compromise

Anathema - Stagnation of waters and of the soul, excessive greed and uncertainty, inattentiveness

Areas of Concern - Adventuring, fearlessness, kindness, merchantry, trade, travel

Pantheons - The Dragon Tribe, Five Tribes of Altoago, The Hieroglyph Church

Divine Ability - Strength or Dexterity

Divine Font - Heal

Divine Sanctification - can choose holy

Divine Skill - Society or Lore: Merchantry (*knowledge of trade routes, popular goods or black market dealers*)

Favored Weapon - A crescent banner-staff (polearm)

Domains - Cities, change, star, sun, travel, water, wealth

Rada-Manj

—Servant of Creation—

Rada-Manj, the Dragon of Primordial Earth, the Servant of Creation. He is worshiped as the progenitor of the physical form, the creator of all fauna and flora, all the stones and the metals. His name is recalled throughout the ages, but what remains of him has faded as the ages wore away most of his creations. What once was created had been lost to the darkest of times, when he could not serve at the behest of that which he loved most. Those who worship him are often those closely connected to the earth itself- those who till fertile lands, those who clear forests and remove stone from the earth to create cities. Though his presence is no longer physical, and while his creation is eternal, that which he himself created remains mostly forgotten through the history unrecorded or otherwise lost. Many servants of Rada-Manj often find themselves in positions of civic duty, owing to Rada-Manj their lives and seeking to create safety and life much as he did.

Edicts - Servitude to that which is gentle, allowance of oneself to live the moment, wisdom in all forms

Anathema - Tyranny, cruelty, restriction of life and the removal of precious lands without remuneration to the earth

Areas of Concern - Kindness, cities, service, connections, agriculture, deals

Pantheons - The Dragon Tribe, Five Tribes of Altoago, The Hieroglyph Church

Divine Ability - Constitution or Charisma

Divine Font - Harm or Heal

Divine Sanctification - can choose holy

Divine Skill - Diplomacy or Lore: Agriculture (*knowledge of fieldwork and harvest*)

Favored Weapon - An Altoagoan hammer and sickle

Domains - Cities, duty, earth, family, protection, toil, truth

Ze-Kalios

—The Originator of All—

Ze-Kalios, the Dragon of Primordial Stars, the Originator of All. He is worshiped as the emperor of all creation, having awakened first of all the Dragons to see the beauty of the Everlight and bask within it. His name is regaled most of all the Dragons, perhaps more so than the Goddess Herself. Though he has significantly fewer cases of direct divine intervention within the world of his creation, followers of Ze-Kalios denote that it shook the world with the power and insight granted to such mortals. Those that worship him directly often are individuals with incredibly troubled pasts and believe their destinies to be muddled, unsure whether life is predetermined or if the finality of one's fate to be interpretable, malleable and ever-changing by their actions. His presence is the weakest of all the Dragons despite his immense power and care towards that which he helped create. Many scholars of the faith often argue what his nature is to be, and why even despite the world having been so lost, he remains distantly watching, awaiting a fate to be discerned.

Edicts - Create and bear witness to all, see through your destiny to its end, be wise

Anathema - Fall victim when the time is not right to, disservice the will of others, dismantling mysteries for others

Areas of Concern - Fate, destiny, eternity, the general cosmos, life, death

Pantheons - The Dragon Tribe, Five Tribes of Altago, The Hieroglyph Church

Divine Ability - Any

Divine Font - Harm or Heal

Divine Sanctification - can choose holy or unholy

Divine Skill - Arcana, Religion, Occultism or Lore: Primordius (*knowledge of the times of origin*)

Favored Weapon - A red crystalline longsword

Domains - Creation, death, destruction, introspection, life, luck, moon

— The Goddess of the Stars —

-The Cerulean Constellation-

/// special insert from ya girl, i gotta re-format some stuff so idk how its gonna turn out yet lol

The Everlight was fading, and had been for many ages. Since the dawn of creation, since the Dragon Tribe of Altago had dreamt for the first time, the Everlight began to fade. Little remains of it to this day, no tangible threads but visions and prophecies abound when one is blessed- or cursed- by it. Those who come into contact with it merely in passing experience a surge of power transient.

All was well within Altago.

But it would not remain as such.

The land of timeless times was greeted with the sudden appearance of a woman of white-blue hair, piercing red eyes and gold light surrounding her. Her form was mythical, and