

SEE THE UPDATED GUIDE HERE:

<https://docs.google.com/document/d/16OoKqswUKr8Aqumq-yYqwaKh7Uwyz7rQVL8AubKWqU/edit?usp=sharing>

Adventurer's Guide to Eldar

Aphesus is a massive continent of ancient strife and countless cultures in the world of Eldar. Locked between the mysterious jungle realm of Draanith and the grand Aelonian Ocean, Aphesus is home to the primary bastions of the mortal world's common races: humans, dwarves, elves, and halflings. In the epic tale of the multiverse, these folk arrived in recent times, retreating from other, darker continents across the world or sculpted and set there by humble deities. Using artifacts of ancient and far more advanced civilizations like dragons, giants, and fiends, the common races progressed. They soared above the vast wilderness, developing elemental airships and resurrecting flying fortresses. They carved out nations and lands across Aphesus and before long, each culture began to mix and mingle. Still, civilizations rose and fell and new nations grew from the ashes of the old. But a little over a millennium ago, a devastating 400-year war left many of these cultures ruined or annihilated: the Draconic Incursion.

Under the banner of one of the most powerful beings in the mortal world, the elder red dragon Verestraxis, countless dragons, dragonborn, and kobolds united. Their goal was to forge a nation in the likeness of the renowned dragon empires of the early world, when chromatics and metallics vied for ultimate power over all. The inspired draconic races toppled empires thousands of years in age and crushed fledgeling nations before they could grow strong. They hunted dragons who refused the call for unity and drove dissenters into the shadows. They unearthed arcana incomprehensible to even the archmages of Galen and twisted the mortal world and its connected planes in mysterious ways. After four centuries, the Draconic Incursion concluded with the calming of the draconic races and the formation of the Kothian Empire. The event blasted back the common races of Aphesus thousands of years and opened up possibilities and problems long lost. Unfathomably, through all the strife, destruction, and death — *the common races survived*.

In the present, it's been over 800-years since the official establishment of the Kothian Empire but it still reigns supreme in Aphesus. Other nations such as the zealous humans of Aralia, the xenophobic high elves of Jhaeros, or the loosely-allied hill dwarves of the Ungart Holds do exist, but none are as dominant as the dragon empire of Koth. And even then, these pockets of civilization are scattered and always in danger. This new age is one of constant tension, chaos, and turmoil. After centuries of silence, the Kothian Empire is annexing new territory across Eldar, from the Karlith Straits to the shores of Garthuun. In the labyrinthine depths of the Subterrane, aberrations plot their impending invasion of Aphesus. Atop the high mountains of the Barrier Peaks, giants gaze at the dragons' reformed empire and reminisce of their own ancient glory. Of course, all these epic conspiracies, primeval mysteries, and voracious forces cement Eldar as the perfect place to be an adventurer — a remarkable individual among the masses. Are you ready to rise up for treasure, power, or justice? How about for a chance to make history and become one of the most powerful beings in the mortal world and, possibly, the entire multiverse? Yes? Well then, adventurer, welcome to the world of Eldar; *enjoy your upcoming tale!*

AUTHOR'S NOTE: *Adventurer's Guide to Eldar* is a collection of information about the world of Eldar, specializing on the continent of Aphesus. Aphesus is one piece of Eldar, a unique world created by Richard Compton for his homebrew Dungeons & Dragons campaigns in 2015. It's a high fantasy world overwhelmed with ruin-filled wilds, ancient struggles, and a looming power: the presence of the formidable Kothian Empire. This guide serves as a manual to learn about the world and create a character to play in it. It will accompany any standard regional handout to help you learn more about Aphesus and the world of Eldar as a whole. Read on to learn about the latest events across Aphesus, the primary tenets of the world, lore about races and classes, knowledge about the deities, iconic regions and nations across Aphesus, and much more! If you'd like a shorter version, read the [Novice Adventurer's Guide to Eldar](#).

See the updated guide here:

<https://docs.google.com/document/d/16OoKqsxwUKr8Aqymg-yYgwaKh7Uwyz7rOVL8AybKWgU/edit?usp=sharing>

The Past 500 Years

Most Eldarian campaigns begin in 1204 ADI (*After Draconic IncurSION*). In the past 500-years, much has occurred. Here are the most important events from this brief period.

- 750:** Sand giants in the Enoch Desert unleash four archomental into the mortal world, causing the Devastation.
- 810:** One of the isles of Jhaeros plummets into the Sea of Swords after successive Subterranean assaults.
- 893:** Klavangran gnomes come to the aid of Amarsis when slaadi invaders threaten the entire nation.
- 902:** Amarsis and Klavangra collaboratively construct a lightning rail between the two nations called the Sky Road.
- 978:** Veron Dendrosi attempts to unite the wood elf tribes of the Caeldrim Forests against Klavaryx but can't.
- 1000:** The Kothian Empire celebrates its 600th anniversary and tries to bring Tiamat to their side; they fail.
- 1020:** The Loreseekers officially arrive on Aphenus.
- 1053:** In a surprising move, the Kothian Empire systematically enslaves or kills their mountain dwarf allies.
- 1067:** The human barbarian tribes of the northern Brynlands form the free nation of Hjordin.
- 1124:** The War of Vecna's Hand breaks out between the Brynland Nations when the artifact is stolen from Tarsset.
- 1134:** Tiedling refugees from Shara arrive in the Karlith Straits.
- 1154:** The Treaty of Ebonhold ends conflict between five of the Brynland Nations; Tarsset refuses to accept the accords.
- 1189:** Empress Verestraxis Delegante dies at age 2001 and Baug Wystongirr is chosen as the new Kothian emperor.
- 1191:** Whispers of Tethyr harboring an Incarnation rapidly spread across Aphenus but are mysteriously quelled.
- 1193:** Thousands of kobolds sneak out of the Kothian Empire and establish a state of their own, Ohsoss.
- 1196:** Eldar's perfect alignment with Blut corrodes the walls between the mortal world and the Feywild.
- 1198:** The free Karlith Straits are annexed by the Kothian Empire in a quick but bloody war, becoming Karlithia.
- 1200:** Klavangra closes its borders to travelers from afar and many begin to leave the country.
- 1203:** The Kothian Empire eradicates Klavangra, leaving behind a scarred desert: the Wailing Wastes.
- 1204 (The Present):** Tensions rise as the Kothians mobilize across Aphenus.



See the updated guide here:

<https://docs.google.com/document/d/16OoKqswUKr8Aqymg-yYgwaKh7Uwyz7rQVL8AybKWgU/edit?usp=sharing>

The Tenets of Eldar

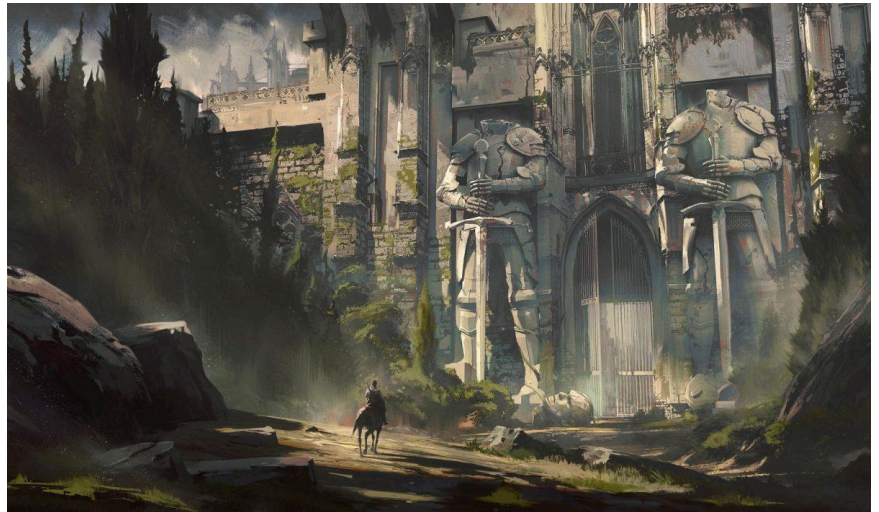
Aphesus is a continent on the world of Eldar and shares many of the world's primary pillars, from magic and religion to diversity and wilderness. The eight tenets outlined below are the most important aspects of Aphesus and Eldar.

A World of Magic

Everything in Eldar is touched by magic. On the streets of industrialized cities, magewrights tend to everlit lanterns, clean buildings, and fix mundane items with simple cantrips. In the dense Zinaen Jungles, yuan-ti sacrifice captured explorers to their forgotten gods. Above the Enoch Desert, chunks of stone and sand float, held aloft by ancient elemental magic. You are not likely to go long without seeing magic or evidence of its presence, whether it's a fireball cast during a street fight in Galen or a mithril golem guarding a lone tower in the Caeldrim Forests. Eldar is a world of high magic, embrace it. What feats of magical prowess have you witnessed? Are you able to wield magic? Odds are you know about and respect magic; you might even fear its capabilities. With flying ships, projection across the planes, and the creation of monsters under its belt, magic is truly limitless.

Wilderness Surpasses Civilization

Compared to the vast wilderness across Eldar, civilization is near non-existent. Hundreds of years of conflict has led many to seek a life of safety, content not constantly expanding the borders of civilization. Even between two cities in Cormir, the most advanced and connected nation on Aphesus, there's miles of largely uninhabited land. More primitive folk and monsters dwell in these beautiful and sometimes ominous landscapes than all the population of civilization combined. Pillaging orcs, hungry owlbears, tricky pixies, enormous rocs, vicious trolls, graceful dire bears, belligerent ogres, lone dragons, journeying elves, scheming fiends, unchained living spells, and peaceful urson are all creatures you could find wandering the wilderness.



Beings of Supreme Power

Observing from enormous fortresses, the depths of the world, and other planes of existence are beings of supreme power. Fire giant tyrants, ancient beholders, and near omnipresent deities exert their influence over the mortal world, enacting plots that affect millions and span multiple planes. The most powerful of these beings are worshiped by hundreds of thousands of creatures across the multiverse and are called deities. Just below the gods are entities like archfey, archdevils, and aberration overlords, who make pacts with individuals; they always strive for more. The final tier of these beings are forces of change in the mortal world: cruel dictators like Achai the Red, a fire giant lich, masterminds like Emperor Baug Wystongirr, red dragon emperor of the Kothian Empire, or benevolent leaders like Archdiviner Eliza Tyrdaughter, child of Tyr and leader of Aralia. These beings impact your life in many ways and you might become one yourself someday. Let it be known: deities cannot *directly* interfere in mortal affairs, the result of a binding agreement.

The Twisted Subterrane

A peculiar and dark world called the Subterrane by scholars and the Underdark by commoners covers beneath Eldar's surface. During the Age of Blood, demons expanded and changed it, corrupting creatures within and shaping their culture. Remnants of their influence still remain. When aberrations escaped Xoriat, they slid into the Subterrane and exerted alien

See the updated guide here:

<https://docs.google.com/document/d/16OoKqsxwUKr8Aqymg-yYgwaKh7Uwyz7rQVL8AybKWgU/edit?usp=sharing>

powers onto its once-subjugated people. The presence of demons, aberrations, and the banished races of the surface have twisted the Subterrane into an evil, weird place over millennia, nearly transforming it into an entirely new world. Many try not to think about its existence, until horrors emerge and remind them of what lies below. Have you ever been to the Subterrane? If you have, it was probably a life altering experience.

The Kothian Empire

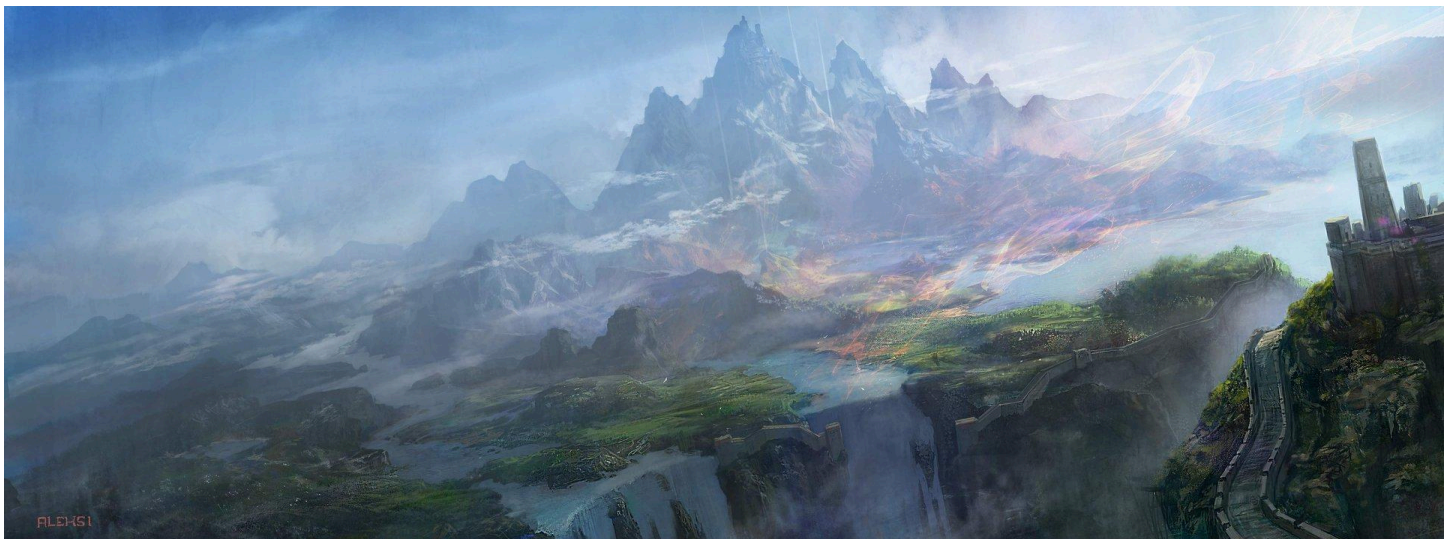
The over 600-year old empire seems to have new life in the present, spreading its influence across Aphenus and beyond after centuries of quiet expansion and serenity. Emperor Baug Wystongirr leads the nation in this new age of conquest, seemingly determined to cancel the years of diplomatic bonds forged by his predecessor and creator of the empire, Empress Verestraxis Delegante. From the annexation of the Karlith Straits for its valuable natural resources like darkwood and flamren, to its steady spread to other continents for brand new discoveries, the empire is growing — rapidly. Many believe the Kothian Empire has unlocked some unprecedented magical power after their utter annihilation of Klavangra, but no information on that has escaped the borders of the dragon empire. No matter where you are on Aphenus, you will hear about the empire's latest scheme or act. Be careful what you say in public, though; Kothian spies and loyalists are everywhere.

Ancient Mysteries

Why do the deities refuse to directly intervene in the mortal world? How did Verestraxis truly unite the draconic races? Who are the mysterious Arbiters of Change? What happened to Eldar's fourth moon? Why do manifest zones exist? What awaits on the Lost Continent? How were the Incarnations created? These are all mysteries riddled into the fabric of the world, questions pondered on but not yet absolutely answered. Each of them might tie into your adventures in unique ways, either as a mystery you must solve to save the world or an answer stumbled upon in an ancient draconic vault. If you are inquisitive, your entire quest might be to solve these unexplained but important questions...

An Enormous World

The planet of Eldar is huge, harboring seven continents and three moons, plus it's a part of the multiverse, an unlimited collection of planar realms. In this enormous world, there are endless adventures to be had and countless stories to be told. Each place is unique, The dreadful continent of Shara, the serene Seven Heavens of Mount Celestia, the obsidian deserts of Imixia, each place across the multiverse is unique. You should never see the same thing twice in the multiverse, despite its immense size. The locations here are prime for adventuring and epic quests: rivers of lava traversed with hellsteel boats, sky reaching mountains circled with storm clouds and floating islands, deserts of purple sand littered with sinkholes who swallow unaware travelers, and horizonless grasslands walked by dinosaurs huge and small. Wherever you go, you are sure to be fascinated.



See the updated guide here:

<https://docs.google.com/document/d/16OoKqsxwUKr8Aqymg-yYgwaKh7Uwyz7rQVL8AybKWgU/edit?usp=sharing>

A Place For Everything

A little more meta with this tenet: if it exists in Dungeons & Dragons, it exists in Eldar. The inspiration from this idea comes from Eberron, a fantastic world that creates room for anything in D&D. This world does the same. It does not matter if the Elder Campaign Guide does not cover the topic, it still exists. What about the conflict of the gith, where does that fit? Where are the gem dragons? Do you want to play a turtle, despite it not being detailed? Fantastic, there's a colony of them on the Karlithian island of Bari. The world is Eldar is a collaborative, always-growing creation, built not just by Richard Compton but by his players as well. *You can be anything*¹.

Character Origins

You can come from anywhere in the world, from somewhere on Aphenus to a faraway land like Draanith, Garthuun, or Shara. If you are looking for guidance, here are a few likely points of origin for the common races and classes found across Eldar.

Race Origins

A key aspect of your background is your race. Are you a blue-eyed, white-haired human clothed in flowing orange and blue robes? You are most likely a human from the magocracy Cormir. Do two ram horns curve from your head, do you smell of sulfur, and is your skin dark purple? Odds are you are a tiefling. Do you stand about three feet tall, wear dinosaur claws around your neck, and ride a velociraptor? You are definitely a stout halfling from the Wellen Steppe.

Detailed below are example points of origin for fifteen² races across Aphenus alongside some of their history.

Hill Dwarf

Clans of hardy hill dwarves who trace their lineage back to the builders of the ancient Blood Wall reside in the cold, muddy Ungart Holds. They protect their ancestors' crumbling ruins, battle brutish orcs, and keep cursed spirits kept in their crumbling crypts. Sometimes, they get drawn into the affairs of their neighboring nations like Hjordin and Varnath. You left the crypt-keeping Naedig clan to recover an artifact stolen from one of the Blood Wall's tombs, a quest that led you far from home.

HISTORY: Hill dwarves arrived from Nyiri long before their mountain dwarf brethren, building fortresses in the rampant hills across Aphenus. As a result, they forged brutal conflicts with the native orcs and primitive giants who called the hills home. Though they seldom encounter elves, their relations with them grew when the wood elves of the Direwood faced off against a greater hag from the Feywild, and the hill dwarves of the Ungart Holds came to their aid. Though the conflict is long passed, the two cultures still remember the bond they made. Hill dwarves who've left their hilltop houses become stoic mercenaries, delicate carpenters, and masters of construction.

Mountain Dwarf

When their draconic allies turned on them 150 years ago, mountain dwarves had nowhere to turn but the dangerous Barrier Peaks. Subsequently, clan after clan disappeared into the cursed tunnels and caverns of the mountains, until only a few remained. In the southern Barrier Peaks, the surviving clans united to construct Citadel Audhid, the last great mountain dwarf settlement in existence. Determined to right your ancestor's wrongs, you departed for other lands to show the world that the mountain dwarves of Citadel Audhid no longer covet the supremacy the Kothian Empire gave them.

HISTORY. Mountain dwarves came from the continent Nyiri after completely exhausting it of natural resources. Disheveled and in a new land, they almost died out but found new vigor with an alliance with the Kothian Empire. They forged weapons and armor for the draconic races and even fought alongside them against dwarves, elves, halflings, and humans during their initial conquest. This led many to distrust and even hate mountain dwarves, even if they were not from a clan who joined the dragon empire. Many still hold this belief in the present despite the draconic-dwarven split.

¹ Except a gunslinger. No guns exist in this setting.

² More races are playable. Ask your Dungeon Master for details on races like triton, tabaxi, hobgoblins, and more.

See the updated guide here:

<https://docs.google.com/document/d/16OoKqsxwUKr8Aqymg-yYgwaKh7Uwyz7rQVL8AybKWgU/edit?usp=sharing>

High Elf

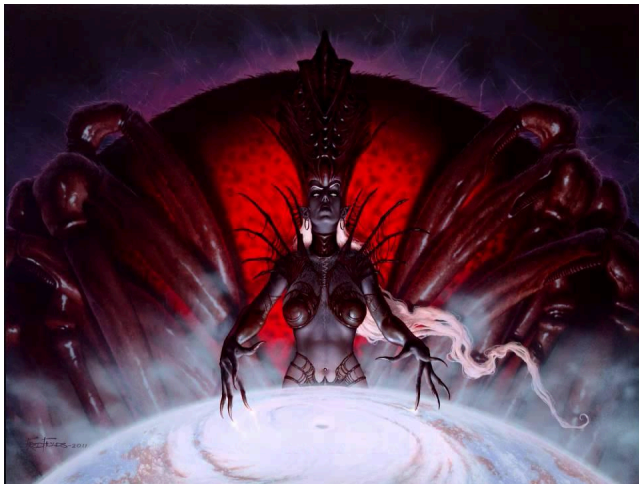
High above the Sea of Swords is the floating nation Jhaeros, where the last pure Aphenusian high elf society hides in isolation and arrogance. Divided into familial houses, the Jhaerosi study thick tomes of lore, practice arcane magic, and even dabble in psionics, but rarely interact with the world below their isles. Tired of reading about Aphenus, you found your way to the surface without the permission of House Quor — a crime punishable by death. Regardless, now that you're on the ground, your wanderlust is at an all-time high: it's time to explore all that exists!

HISTORY: High elves were the favorite servants of the chromatic dragons in the elder days. Thus, they were the first of the common races to learn arcane magic, a trait that stuck with their culture ever since. They doubled down on their reclusiveness, bringing entire chunks of the earth into the sky. However, their hubris and disdain for other cultures cost them and one of the elven gods caused the magic holding most of these isles aloft to fail. Very few high elf societies exist today — and those that do refuse to revere the elven pantheon.

Wood Elf

Although reclusive wood elf tribes are scattered across Aphenus, most are concentrated in the primeval Caeldrim Forests. They keep to themselves, deciding to only interact with outsiders when necessary. A good portion of them are animalistic, worshipping Spirits of the Wild instead of the elven pantheon. News of a notable wood elf tribe in trouble far from the Caeldrim Forests reached your village; its elders chose you to represent your people and assist them. Off you went, into the unknown!

HISTORY: Wood elves were the first of the elves to escape from the shackles of servitude in the elder days, delving into deep forests and mysterious jungles. Inside, they reconnected with their initial ancestry: eladrin. They learned the ways of the Feywild, the intricacies of the Spirits of the Wild, and deadliness of their environment. Over time, they spread from Draanith all the way to Aphenus, making woodlands like the Caeldrim Forests, Zinaen Jungles, Karlith Straits, and Wispwind Thickets their home. They respect nature & their gods, but understand the natural world is a part of their everyday life and must be protected above all else.



Dark Elf

Dark elves are almost never found on the surface world. Instead, they lurk in the depths of the Subterrane in pale-lit towns and cities such as Charaegal and Karaelyn (both are deep below the Barrier Peaks). You abdicated your position of power in Charaegal and abandoned the Way of Lolth after witnessing a horror who terrified even your drow mind: the sacrifice of your entire family line. Understanding what could occur from a single misstep in the demonically political city, you fled to the surface world to make a name for yourself — and to run from what the priestess called “destiny.”

HISTORY: Dark elves, or drow, were banished from the surface long ago for resorting to the worship of demon lords for strength over their elven cousins. In the depths, they studied ancient magics, uncovered fiendish relics, and embraced their demonic curse. One of their own kind, a cleric named Lolth, conquered a layer of the Infinite Abyss and amassed enough worship to ascend to godhood. Almost all drow civilization pays tribute to the Spider Queen. Her blessed children, driders, lead drow society.

Lightfoot Halfling

Lightfoot halflings split from their stout relatives thousands of years ago, migrating into human lands. In recent times, they've established quite a few communities along the Tangleroot River, working alongside various humans of the Brynland Nations. You grew up in one of the largest river towns, Pintstream. Tired of working the water wheels and

See the updated guide here:

<https://docs.google.com/document/d/16OoKqswxUKr8Aqymg-yYgwaKh7Uwyz7rQVL8AybKWgU/edit?usp=sharing>

shipping supplies downriver, you kissed your kin goodbye and took to the road. One day you'd return, raise a family, and tell your stories around a warm hearth; but that day is far from now. The present is for adventuring!

HISTORY: Lightfoot halflings are stouts that didn't have the heart to continue a nomadic life among the dinosaurs and goblinoids of the Wellen Steppe. Instead, they traveled to human lands to till dirt and run waterways. Surprisingly, most of their kind adjusted to this simple, stationary life quickly. Those that didn't take to the road in their new land, becoming mercenaries or bandits. It's a fact that most of the most prominent rural thieves' guilds are headed by lightfoot halflings with roots in the Wellen Steppe. Despite their size, they can be a fierce bunch.

Stout Halfling

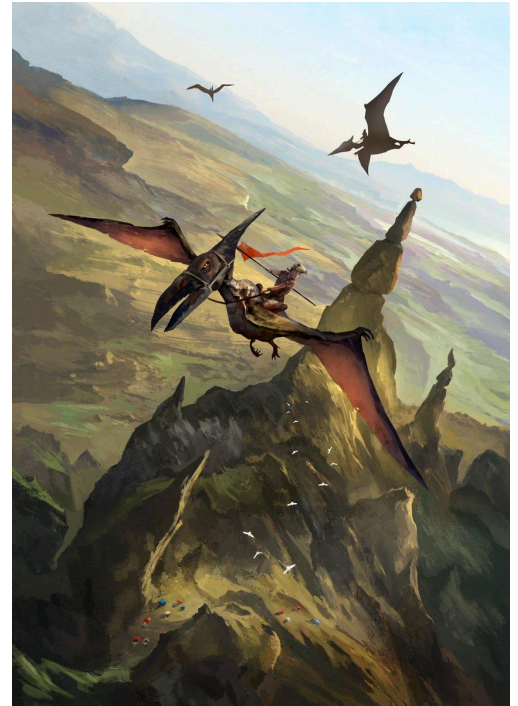
Nomadic tribes of halflings have wandered the Wellen Steppe for hundreds if not thousands of years, following the dinosaur and bison herds that live there. They're a motley, thick-headed folk. A few are barbaric, some only seek to raise, train, and sell their treasured beasts, and others simply enjoy living a quiet life on the windswept plains. You were a member of the vicious Edith tribe, exiled to other lands for being too weak and calm. Only when you learn the ways of the warrior can you return, but do you really want to?

HISTORY: Stout halflings were among the first of the common races to appear on Aphenus, among orcs and elves. Their traditions are simple and jovial, relying on the history of the ancestors, the spirits of the world, and the vigor of combat. They're always willing to chase a rumour about their ancestry to find out if it's true or a downright lie. They revel in learning about the world behind their world, interacting with fey, fiends, or other outsiders at any chance they get, believing everything is interconnected in a grand story. And the halflings of the Wellen Steppe are respected for their skill in battle, especially on their unique mounts.

Human

Humans are the most widespread and diverse race on Aphenus, from the barbarian-nation of Hjordin in the north to the merchant lords of the tropical Karlith Straits. Most of human civilization, though, is centered in Brynland, a temperate region in central Aphenus where six nations sit. Hjordin is a confederacy ruled by barbarian kings who pay homage to the wild gods and feud often with the Ungart Holds and nearby orcs. Varnath is a monarchy of respectful folk who mix with the wood elves of the Direwood and dabble in druidic magic. The theocracy of Aralia is filled with zealot folk who follow the demigod who oversees their nation. On the opposite end is Cormir, a magocracy where everyone knows a bit of magic. Amarsis is a broken nation, devastated by the War of Vecna's Hand but reinforced by their rock gnome and warforged allies. Lastly is Tarsset, a dictatorship shackled by a sorceress-queen who sparked the War of Vecna's Hand and tried to impress the god of evil secrets. Tarsset's borders are currently closed and their people imprisoned; they never accepted the terms of the Treaty of Ebonhold. Though the region-encompassing war "ended" in 1154 ADI, its impact is still evident on each nation and the threat of what goes on within Tarsset frightens everyone. As a human, you can be from any of these countries. If you're a Hjordinian, you'll never back down from a battle. If you come from somewhere in Varnath, you likely have a wood elf friend or know a lot about nature and druids. Aralians are religious no matter their profession, following deities of Mount Celestia like Pelor and Tyr. Every Cormirian is knowledgeable of the arcane, and are able to recognize basic spells and use cantrips. If you're from Amarsis, your home is still in ruins from the War of Vecna's Hand and lots of it is dangerous to live in or overrun with monsters, a good reason to leave or go on a mission to help restore its beauty. Tarsseti are scarce outside their nation, which is guarded by undead of the sorceress-queen and outsiders under her control; but if you did escape, it probably took a toll on you and you likely left things you love behind.

HISTORY: Humans arrived on Aphenus from Shara quite long after the other common races, abandoning their eternal conflict against the forces of the Plane of Shadows. Adaptive as they are, they spread across the entire continent,



See the updated guide here:

<https://docs.google.com/document/d/16OoKqswxUKr8Aqymg-yYgwaKh7Uwyz7rQVL8AybKWgU/edit?usp=sharing>

from the Zinaen Jungles to the Scythian Reaches. They established empires such as Thay and Bryntoril that quickly surpassed the prominence of the other common races. Alas, their drive to grow and grow eventually led to their downfall. The Kothian Empire eviscerated the haughty Thayans; the Bryntorili were spread too thin and crushed by orcish warlords; the Ghijori fell to yuan-ti deceptions. Eventually, most humans congregated to central Aphenus, creating independent nations that grew and changed over the years; they're now called the Brynland Nations.

Dragonborn

Most dragonborn thrive within the slowly growing borders of the Kothian Empire. Almost all dragonborn bow to the emperor and are proud of their lawful, powerful nation. Dragonborn clans outside the dragon empire are scarce, found only in regions where an old dragon who's escaped the hunt of the Kothians lairs. You were spawned in the Kothian Empire where you learned the laws of dragons. Eventually, you were sent on a mission outside the empire. Perhaps you are still on it now, or you found life outside your homeland more enjoyable and exciting. A subset of metallic dragonborn also control a city-state called Ba Livil. The independent nation stands in defiance of all the Kothian Empire espouses.

HISTORY: Dragonborn endured lives of brutality for thousands of years despite their epic ancestry: the most powerful mortal creatures in the world, dragons. After the first dragon empires fell in the elder days, most dragonborn became barbarians, roaming the jungles of Draanith or regions around their parents across the world. Then Verestraxis and united dragonkind for a single purpose. Dragonborn flocked to her rallying cry, waged war against the common races who saw them as savages for millennia, and rekindled their race's ancient laws and traditions. Some dragonborn, particularly metallics, defied Verestraxis and formed orders to combat their kind's domination of the world. They can be found hiding in the shadowy or sacred places of Aphenus, just like their metallic ancestors.

Forest Gnome

Forest gnomes are far more clustered than their distant, rock gnome kin, preferring to stay in the shade of woodland realms like the Wispwind Thicket or the Caeldrim Forests. Their tiny communities tinker with wildlife, mess with nature magic, and try to break into the Feywild. You grew up in an intimate forest gnome village in the Wispwind Thicket that was swallowed whole by the Feywild during a terrible accident. Desperate to discover a way to save or see your friends and family again, you left the thicket to find a solution.

HISTORY: Forest gnomes appeared on the continent Nyiri during the elder days, emerging from enormous gem compounds found in the mystical forests of Qynarius. Dwarves immediately studied and enslaved them for a time, until their society collapsed and the forest gnomes were freed. They quickly left the drained continent for new lands, using their intuition and connection to animals to find passage across the seas. They arrived on Aphenus and other lands around the same time as the dwarves, but took to dense woodlands and places touched by the Feywild. Lots of forest gnomes no longer bear resentment for dwarves and instead despise the Gloam Court and dark, corrupting fey of dark forests.

Rock Gnome

Klavangra, the small nation of genius rock gnomes, is eradicated, leaving the population of Aphenusian rock gnomes literally decimated. Luckily, pockets of them still thrive across the continent, from the Brynland nation Amarsis to the foothills of the Dolurrian Mountains. You could be a survivor of the Kothian attack on Klavangra, eager to get back to work or enact revenge upon dragonkind. You could also come from one of the communities integral to Amarsis' defense and existence.

HISTORY: Rock gnomes were first seen in the Barrier Peaks, breaking from human-sized crystals and immediately battling the native orcs. They discovered they were no match for the warrior race and retreated to the safety of the labyrinthine caverns of the upper Subterrane for thousands of years, before resurfacing in relatively recent times. Their kind has a grasp of the arcane like no other folk, specifically that of evocation and conjuration magic. Rock gnomes are rumoured to be the ones who built the first modern golem before engineering the warforged not too long ago.

Half-Elf

Elves of any kind rarely find companionship with humans, so a half-elf's presence in any region of Aphenus sparks interest and rumours of all sorts. They're most common around the Direwood, where multiple wood elf tribes mingle with

See the updated guide here:

<https://docs.google.com/document/d/16OoKqsxwUKr8Aqymg-yYgwaKh7Uwyz7rQVL8AybKWgU/edit?usp=sharing>

humans. You were the result of a forbidden love between a human commoner and a wood elf chief in Varnath. Neither had the courage to bring the other home, so you were left to choose — a decision seldom made by a child. Growing up without one of your parents left you empty; maybe adventuring can fill that hole.

HISTORY: Half-elves appeared as soon as elves and humans began to interact. In human society, they quickly rose to great heights, using their natural charisma, elongated lifespan, and human drive to pursue anything they could want. In elf society, they were seen as outcasts, misunderstanding the great responsibility an elf has in their long life. This is still true in the present, when half-elves thrive amongst humans and kept down amongst elves.

Half-Orc

Half-orcs are usually the result of forced-breeding between orcs and humans, goblinoids, or even dwarves. Thus, they're only found in sizable numbers near lands where orcs neighbor other humanoid races like the Brynlands, the Caeldrim Forests, and the Greenlands of Bryntoril. Strong, smart half-orcs are treasured in orc society; the weak are killed. You were never a part of an orc tribe; instead, you fought for your life in the slums of a tough town in Brynland using your human determination and orc strength. You run a small mercenary guild in the town and often join on their jobs yourself; you're on one now.

HISTORY: Half-orcs were the firstborn children of Gruumsh, spawned during a violent spree of the then demigod on the mortal world. They ran rampant across the civilized lands of Aphesus, spreading their seed. Eventually, almost all of these powerful children were killed by strange circumstance: assassination, disease, and accident, until few of the original half-orcs remained. When goblinoids, dwarves, and humans arrived on Aphesus, half-orcs reappeared, bred from the pairing of orcs and the aforementioned races. It's rumoured that every half-orc has a piece of Gruumsh himself inside them, giving them a potential for bloodlust unparalleled to Gruumsh's godly creations, orcs.

Tiefling

Tieflings are the least common of the common races, lurking in the shadows of settlements in the Brynlands or stalking the wilds of the far north in isolation. They're unwelcome and feared in most civilized lands except select regions of the Brynlands nation Cormir, which welcomes tieflings into their highly interplanar and magical society. You were lucky enough to be born in a Cormirian city, where you weren't seen as a terrifying creature, but as an interesting part of the greater multiverse. Certain you could convince others to view you the same way, you left your home city to show other regions of Aphesus that not all tieflings are roguish or evil.

HISTORY: Tieflings arrived during the Age of Blood when the Blood War spilled onto the mortal world and fiends controlled the surface and Subterrane. When devils enslaved most of the common races, they corrupted their blood lines with infernal ancestry — a plot forced by Asmodeus. When the fiends left the world, tieflings stayed behind. Some grouped into communities which were then slaughtered by fearful folk. Very few tieflings remain on Aphesus, and those that do try to hide their features as best they can in most places. These half-devils are a reminder of the great unknown to many commoners, and most don't enjoy being reminded about it.



Warforged

Warforged are a race of humanoids forged from metal, wood, stone, and magic. Created by the rock gnomes recently, the secret to making a sentient warforged is said to have been lost with the destruction of Klavangra — but the warforged they already made remain. In many realms, they are free people just like humans or elves, but in others such as Tarsset, they are subdued and subjected, valued only for work and war. You could be a freed warforged who lives in one of the benign Brynland Nations who served in one of their armies. Without war driving you forward, you're lost, searching for a new meaning in life. Perhaps adventuring is it. Another possibility is that you are a warforged who was present during and

See the updated guide here:

<https://docs.google.com/document/d/16OoKqsxwUKr8Aqymg-yYgwaKh7Uwyz7rQVL8AybKWgU/edit?usp=sharing>

survived the destruction of Klavangra; did the Kothian Empire free you from your makers or slaughter your kind creators? Most warforged hold highly differing views.

HISTORY: Warforged are a young race, engineered in creation forges by the rock gnomes of Klavangra. The truth behind their creation is still a mystery to the world, and it's most likely lost in the rubble of the Wailing Wastes. Regardless, they're a part of Aphenus and aren't leaving anytime soon. Many work as mercenaries in frontier lands, perform menial tasks in busy cities, or roam the wilds searching for answers about their existence. Scores of warforged are being led back to their homeland, where a legendary figure called the Lord of Blades is gathering strength and swearing vengeance against both his creators and their killers.



Minotaur

Minotaur lands are rare on Aphenus and the only nation they claim is the knightly Duuven. This country is a direct contradiction to all minotaurs are thought to be. It embraces law and good as opposed to chaos and evil, espousing just values and sound morals upon all its citizens. An order of paladins rules Duuven, sharing a pantheon with the like-minded human nation of Aralia. You were raised in the light of Pelor, taught to embrace your spiritual strength as opposed to your innate, demonic might. A year ago, you left Duuven on a holy mission to show others the power of the Shining One; it led you far from home.

HISTORY: Minotaurs were forged in the Abyss by Baphomet and charged into the mortal world during the Age of Blood. For hundreds of thousands of years, they were seen as monsters, nothing other than a slobbering troll or a deadly demon. However, a minotaur named Duuven Vrimbastendon mustered up enough might to resist the monstrous urge given to his race by its creator and

became a cleric of Pelor. He brought more and more of his kind away from Baphomet's disgusting desires and to the light of the Shining One. From the continent of Garthuun, they migrated to Aphenus. They arrived on a southern island claimed by orcs, who they tried to teach their newfound faith. It was fruitless. They fought the orcs, conquered the island, and named it Duuven, after their fearless, faithful leader.

Class Origins

You are an adventurer: a remarkable individual with abilities far above the common folk. Whether they take the form of ancestral spirits bringing upon your destructive rage or the blood of an ancient line of dragons imbuing your very soul with arcane magic, your abilities differentiate you from commoners across Aphenus. You can be a fighter from the streets of Galen, the City of Magic, or a wizard from the carnivorous grasslands of the Wellen Steppe.

Laid out below are example points of origin for thirteen classes, from barbarians to artificers.

Barbarian

Most barbarians grow up in nomadic tribes that roam windswept plains, icy tundras, or rocky steppes, following wildlife and battling rivals or monsters for survival. You could be an Ancestral Guardian or Totem barbarian from the Wellen Steppe, where the stout halflings rely not only on their strong bond to their ancestors but their connection to their dinosaur and bison mounts. Orc and half-orc tribes scavenging in the Ungart Holds raise frothing Berserker barbarians that pose a formidable threat to hill dwarf clans there. Perhaps you abandoned your tribe after a terrible slaughter at the hands of hill dwarves or the deadly spirits inside one of their crypts.

Bard

Bards are found from the highest royal court in Varnath to the lowliest dive bar in Galen, using music and storytelling to weave potent spells and songs. Lore bards peruse the idyllic region of the Brynlands, gathering knowledge about the people who farm them and survived the War of Vecna's Hand. Bards who call themselves members of the College of Swords dare the brutal badlands in the Enoch Desert, the Ungart Holds, and even the Wellen Steppe, celebrating life and

See the updated guide here:

<https://docs.google.com/document/d/16OoKqsxwUKr8Aqymg-yYgwaKh7Uwyz7rQVL8AybKWgU/edit?usp=sharing>

epic battles with the halflings there. The best performers might find comfort as a member of the Ghallandan House, entertaining and fooling folks across Aphenus, from the Karlith Straits to the great city of Goldengate.

Cleric

True clerics are a rarity, in contrast to priests and acolytes who are quite common across Aphenus, a land where almost everyone is religious in some way. The theocracy of Aralia worships the Just Six, a pantheon of deities such as Pelor, Tyr, and Ispertia, so you could be a Light, Life, or Order cleric raised in that nation. Knowledge clerics are trained in Jhaeros, though they refuse to worship any elven deity. Many dragonborn of the Kothian Empire become Tempest, Death, or War clerics, blessed by deities like Takhsis, Chronepsis, and even Bane. A select few mountain dwarves of Citadel Audhid are chosen to be Forge clerics, carrying forth Moradin's will. You could also be a secret Knowledge cleric of Vecna from the dictatorship Tarsset, a member of the Whisper Knights of Vecna. They gather information for Tarsset's sorceress-queen and alert her of any imminent threats.

Druid

Druids harbor and protect the secrets and sanctity of the natural world. Their circles are ancient and predate many prominent organizations in the present. Moon Circle druids grace the Scythian Reaches, mingling with shifters and urson there. You might be a Moon Circle druid who lives in that frozen region, trying to cure any evil lycanthropes that arise among its populace. Around the Wispwind Thickets, Dream Circle druids gather to discuss the ongoings of the Feywild and how they can combat the negative effect the Court of Gloam has on the mortal world. The most secretive of the druids, those of the Land Circle, skirt from ancient shrine to forgotten monument, concerned with elemental conflicts that began in the elder days.



Fighter

Every village, town, and city contains folk who know how to wield a sword, but trained, skilled warriors such as fighters are uncommon and almost universally respected. Champion fighters emerge from war schools in Varnath such as the Egloskerry Academy, or you could be an Eldritch Knight descending from Jhaeros. The high elves there ensure magic is not the only area of combat they study. The stout halflings most attuned to their mounts in the Wellen Steppe are Cavaliers, you might be one of them! Another option are the hill dwarves of the Ungart Holds, who study the tactics used by their ancestors and become Battle Masters. New knowledge about goblinoid civilizations on faroff Garthuun shed light on a martial archetype known as the Samurai; very few fighters on Aphenus eventually become one. Are you one of the few?

Monk

The majority of monks are simple disciples of a particular monastic order, tending to isolated monasteries, poring over old books of lore, and dedicating their lives to a philosophical belief. The most attuned of these monks are able to unlock the power of ki to perform extraordinary feats of strength and dexterity. Sun Soul monks deemed worthy to embrace ki are sent on religious journeys from Hidden Sun Monastery in the Enoch Desert and Shadow monks emerge from Torag Dratsang, a mysterious temple in the Subterrane built by drow who disavow Lolth. Or, if you are a Four Elements monk, you could be from the Badekar Temple high above the Dolurrian Mountains. There, a wise cloud giant teaches the Way of the Four Elements to promising acolytes.

Paladin

Key members of knightly orders, protectors of the poor, and unstoppable forces of personal justice, paladins are often respected just as much as they are feared. Ancients Oath paladins called the Greenswords protect Varnath from fey

See the updated guide here:

<https://docs.google.com/document/d/16OoKqswxUKr8Aqymg-yYgwaKh7Uwyz7rQVL8AybKWgU/edit?usp=sharing>

threats, perhaps you are a member or follower of that order. In the Kothian Empire, Vengeance Oath paladins swear fealty against all who oppose dragonkind, especially those who were responsible for their downfall in the elder days: giants. Devotion Oath paladins are probably the rarest on Aphenus, where pure good and justice isn't the most common ideal around. However, they can be seen in Aralia or adventuring across continents on quests for celestials and good deities, especially those who comprise the Just Six.

Ranger

Rangers are outsiders to civilization, traveling the vast wilds of Aphenus, helping where they can: assassinating bandits, sabotaging orc raids, and calming rabid owlbears. Hunter rangers patrol much of the wilds around rural villages in the Brynland Nations, from the chilly tundra of Hjordin to the sandy deserts of Amarsis. You could be a ranger who's never left the comfort of his wild home, befriend an animal companion like a grizzly bear, giant wolf spider, or snowy owl and be a Beast Master. The upper levels of the Subterrane are home to many Gloom Stalkers, rangers who sacrifice their lives to keep the horrors of the depths at bay. Thusly, a drow or rock gnome Gloom Stalker could be a great fit!

Rogue

No mere thief, rogues are the royalty of shady towns, urban centers, and much of the civilized realm. They act as spies for nations, cold-hearted killers for thieves' guilds, and smugglers for rebel causes. You might be an Assassin employed by a continent-spanning thieves guild such as the Forgotten Kings or the Trikaani Assembly. If you want to be something super weird, you could be a Mastermind rogue agent from Garthuun, serving one of the aberration overlords.

Sorcerer

Sorcerers are usually normal people touched by extreme magic, able to wield the arcane without studying or understanding its inner workings. Wild Magic sorcerers are common near the borders of the Devastation and the Wailing Wastes, where magical cataclysms have altered the world's fabric. Maybe you were blessed by a void dragon or reputable angel with a Divine Soul. Draconic Bloodline sorcerers are an option, thanks to the Kothian Empire's heavy influence and the widespread propagation of dragons in the elder days. They are especially prominent near the Barrier Peaks.



Warlock

Warlocks are creatures who forge pacts with powerful entities either willingly or unwillingly, gaining magical might and fierce abilities in exchange for their service. Archfey pact warlocks might make deals with Hysam the Prince of Fools, Funghoul the Beast Queen, or Oberon the Green Lord. Many of these archfey make pacts with mortals in the Caeldrim Forests, the Wispswind Thickets, or the Zinaen Jungles. Warlocks with Fiend pacts are scattered and seldom bring attention to themselves. You are not likely to share the terms of your eternal servitude to Mephistopheles, Lord of No Mercy, Velkath, the Blood God, or Orcus, Prince of Undeath, with others.

Wizard

While magewrights are commonplace, able to cast a cantrip or two to accomplish a repetitive task, wizards are rare masters of knowledge and arcane magic. Some of the most successful wizards graduate from academies like the Dumbarton School of Cormir, which specializes in training War Wizards. Solitary wizards around the continent who have made names for themselves also take on apprentices to pass on their knowledge. You could be a student of Handilion ya'Than, a surprisingly sociable high elf conjuration wizard. Members of the esteemed Dwiergus Council of Galen are also a good option if you are interested in evocation, illusion, or enhancement spells, though that comes with lots of responsibilities and ties to the City of Magic.

See the updated guide here:

<https://docs.google.com/document/d/16OoKqsxwUKr8Aqymg-yYgwaKh7Uwyz7rQVL8AybKWgU/edit?usp=sharing>

Artificer

Genius tinkerers of magic, artifacts, and usually mundane items, artificers are very few in number, especially after the destruction of Klavangra. Alchemists are most often found in hidden laboratories in Amarsis, refugees from Tarsset where alchemy is used alongside sorcery to create undead abominations. You could be one of these Tarsseti refugees or someone who was taught alchemy by them. Klavangra was the foremost source of Archivists, the original creators of warforged and masters of golem construction; perhaps you are an Archivist who escaped Klavangra before the Kothian Empire attacked. The Brynland Nations employ a variety of Artillerist mentors from a remote rock gnome settlement in the Dolurrian Mountains. You could be a student of one of these masters of explosions and defense, eager to use this new knowledge while adventuring.

Eldarian Deities

Hundreds of deities observe the mortal world from afar and control the vast multiverse from within. The deities listed in the table below are the most commonly worshiped gods & goddesses across Eldar, from the ruler of the Nine Hells, Asmodeus, to the creator of the elves, Corellon. Some are worshiped from the shadows like Zehir and Torog, and others are the patron deities of entire nations, such as Pelor the Shining One.

Deity	Domains	Symbol
Asmodeus, god of tyranny	Trickery	Three triangles in tight formation
Avandra, goddess of change, luck, and travel	Tempest, Trickery	Full brown haversack
Bahamut, god of justice and nobility	Life, War, Order	Dragon's head, in profile, facing left
Bane, god of war and conquest	War	Claw with three talons pointing down
Bhaal, god of death and murder	Death, Trickery	Skull surrounded by ring of bloody droplets
Chronopsis, god of fate and judgement	Grave, Knowledge	Open eye trimmed with dull gold
Corellon, god of magic and the arts	Light	Eight-pointed star
Erathis, goddess of invention	Knowledge	Upper half of a clockwork gear
Gruumsh, god of destruction	Tempest, War	Triangular eye with bony protrusions
Gyandom, god of randomness and mystery	Knowledge, Trickery	Prismatic, open-mouthed toad
Ioun, god of knowledge	Knowledge	Crook shaped like a stylized eye
Isperia, goddess of law and order	Order	Runic circle inside a triangle
Kord, god of strength and storms	Tempest	Sword with lightning bolt cross guard
Lolth, goddess of spiders and lies	Trickery	Eight-pointed star with web motif
Melora, goddess of wilderness and the sea	Nature, Tempest	Wavelike swirl
Moradin, god of creation	Forge	Flaming anvil

See the updated guide here:

<https://docs.google.com/document/d/16OoKqswUKr8Aqymg-yYgwaKh7Uwyz7rQVL8AybKWgU/edit?usp=sharing>

Pelor, god of the sun and agriculture	Life, Light	Circle with six outwardly radiating points
Set, god of balance and death	Grave	Jackal's head, in profile, facing right
Takhsis, goddess of manipulation and order	Trickery, Order	Solid black orb
Talos, god of lightning and destruction	Tempest	Crossed lightning bolts
Tharizdun, god of madness	Trickery	Jagged, counter-clockwise spiral
Tiamat, goddess of wealth, greed, and vengeance	Trickery, War	Five-pointed star with curved points
Torog, god of the Subterrane	Death	<i>T</i> attached to a circular shackle
Vecna, god of evil secrets	Death, Knowledge	Partially shattered one-eyed skull
Zehir, god of darkness and poison	Death, Trickery	Snake in the shape of a dagger

The Rest of Eldar

What lies north of the Iceshard Sea? Where do those who travel east of the Thayan Desolation arrive? Who lives south of the Karlith Straits? How many mysteries and undiscovered relics wait on Draanith? These are all questions whose answers are unknown to the general populace of Aphenus. Being an adventurer, you might be aware of what's beyond the bounds of your home realm. However, this might change with the new prominence of airships and the ease of travel to distant lands. Still the question must be asked: who will be brave enough to journey to these faraway places?

Draanith, the Lost Continent

Called the Lost Continent by tomes of lore, Draanith is an enormous continent completely covered in dangerous jungles and titanic ruins. It's known that the first civilizations of the mortal world, those of the dragons, were built on Draanith. Regardless, even the Kothian Empire fears what lurks on the Lost Continent: the savage but powerful races that call it home, the primeval, overgrown relics of their ancient ancestors, and the unknown darkness that consumed them. Expeditions to the coast of Draanith are becoming more common, but nothing is mapped out — yet. Migrants from Draanith are scarce but possible. If you want to play a Draanithi, you can be a brutish dragonborn who worships Tharizdun, an orange-furred tabaxi who is a merciless killer, or a loxodon who reveres Melora.

Shara, the Eternal Battlegrounds

Darkness and fear invade all aspects of life in Shara, a distant land obscured by the touch of the Shadowfell. Essentially, the continent is a giant manifest zone connected to the Plane of Shadow. This gives rise to powerful undead, necromancers, and terrifying nightmares. But it also charges the good with a truly just battle, one that may never end. Shara is directed by this struggle between small, mostly human nations of devoutly religious folk and ghastly leaders who harness all they can from the Shadowfell's constant influence. It's where humans were first found on Eldar. You could be a descendant of a Shara migrant or maybe you have recently abandoned the eternal struggle there. If you are looking for something entirely different, you might be one of the escaped Awakened, sentient undead who serve the liches, death knights, and other nightmares of Shara.

Garthuun, the Land of Monsters

Goblinoids, ogres, minotaurs, trolls, and aberrations are almost always seen as uncivilized monsters. Thus, Garthuun is seen as a continent dominated by monstrous races. Goblinoid empires reigned supreme across Garthuun, commonly warring with one another and tribes of lesser races who roamed the wilds like ogres, trolls, and minotaurs, until the entire continent was thrust into a state of turmoil 3,000 years ago. A coordinated beholder invasion from the Subterrane crushed

See the updated guide here:

<https://docs.google.com/document/d/16OoKqsxwUKr8Aqymg-yYgwaKh7Uwyz7rQVL8AybKWgU/edit?usp=sharing>

each goblinoid nation, turning the honor-bound race into a savage people as they competed for survival with the creatures they once conquered. Over time, the aberrations molded the monsters to their will, forming new factions and nations with themselves at the top. Now, Garthuun is a continent of conflict between Subterranean masters who play war with monstrous pawns. If you are a monstrous race, being a Garthuunian is a great idea! You could have escaped to Aphenus from the grasp of your militaristic beholder overlord. Going from another angle, you might be an agent of one of these overlords, searching for something on Aphenus. Think about what a Garthuuni overlord might want. It's possible they are scouting out new territory to conquer after 3,000 years of controlling most of Garthuun...

Isen, the Giantish Throne

The giants retreated to Isen to hide long ago and have made this freezing landmass beyond the Iceshard Sea their home. The most powerful among them hold ancient secrets in large tomes that detail the early sunsets of Eldar. Their culture is advanced like their ancestors and nothing like other giants found across Eldar who are primitive in comparison. A few important people have voyaged to Isen to meet these giants, mainly mages on the Dwiergus Council, but the details of their visit are kept behind heavily-guarded and trapped vaults.

In recent years, a couple Isen giants have been spotted in the Scythian Reaches. All interactions with them have been hostile and fatal. Many are asking what might be driving them to Aphenus. Do you have an idea?



Nyiri, the Drained Continent

Greed for power and wealth is the cause of many civilizations eventual collapse. In the case of Nyiri, the dwarves of old who yearned for unparalleled might and unlimited resources, drained a continent of everything. The Nyiri of today is a magical wasteland, devastated by experimentation and endless attempts by dwarven civilizations to advance their nations ahead of their competitors above and below the surface. Only creatures who can feed off magic, rubble, and other beasts live on Nyiri now, slithering through toppled dwarven citadels, roaming across miles of red rock and blue sand, or delving into massive mountains with tunnels to the Subterrane. You could be part of a line of dwarves who trace their ancestry to Nyiri, a trait more common in mountain dwarves. Or perhaps you are from Nyiri, formerly a member of one of the scavenging guilds who tread the bleak continent.

Icira, the Shattering Realm

All weather stems from the numerous portals to the Inner Planes scattered across Icira. In all the history of Eldar, no one has settled or conquered the Shattering Realm, for it is ever changing. New land masses form, old ones break, and chaotic creatures patrol the portals. Many believe a mystery lurks below Icira's changing surface, a secret that could change the reality of the mortal world. But in a realm where nothing is certain and peculiar creatures run rampant, what can be done? Perhaps your goal is to venture to the Shattering Realm, survive, and discover what mystery awaits — a near impossible feat. Or maybe your deity commands you to travel there, for what churns below Icira could cause the apocalypse...

Eldarian Campaigns

Thus far, there have been seven campaigns set in the world of Eldar. Four are currently ongoing.

C.5: The Savage Front (*Finished*)

On the frontier of the human nation Aralia, a band of adventurers fought to protect the small town of Demen from a goblin invasion. They failed in terrible fashion and were crushed by the bulette-riding goblinoids.

Read about it here: <https://www.rjd20.com/2019/08/the-savage-front.html>

See the updated guide here:

<https://docs.google.com/document/d/16OoKqswxUKr8Aqymg-yYgwaKh7Uwyz7rOVL8AybKWgU/edit?usp=sharing>

C1: The Dead Isles of Altarin (*Finished*)

On a tropical archipelago dominated by a trio of liches called the Dread Admirals, unlikely heroes joined forces to overthrow their cruel rule. In the process, they slayed a lesser Demon Prince, reassembled a destroyed giantish artifact, and shattered the liches' amalgamated phylactery. The party, White Crow, Gwenavine, Primedordus, and Red Tusk passed into legend. White Crow disappeared from the globe and Gwenavine constructed a druidic citadel. Primedordus became a scholar of Azudon's Reach and Red Tusk returned to his northern homeland. Today, the ruins of the Dread Admirals' empire is scattered across the tumultuous Karlith Straits and the story of their fall is locked away in old tomes of lore.

Read about it here: <https://bit.ly/32dxcZQ>

C2: The Frozen Expanses of Iskryn (*Ongoing*)

Strange folk ally in the far north to combat the threat of a Demon Lord's arrival on the mortal world.

Follow it here: <https://bit.ly/2YTRKlx>

C2.5: The Cursed Jungles of Yatar (*Finished*)

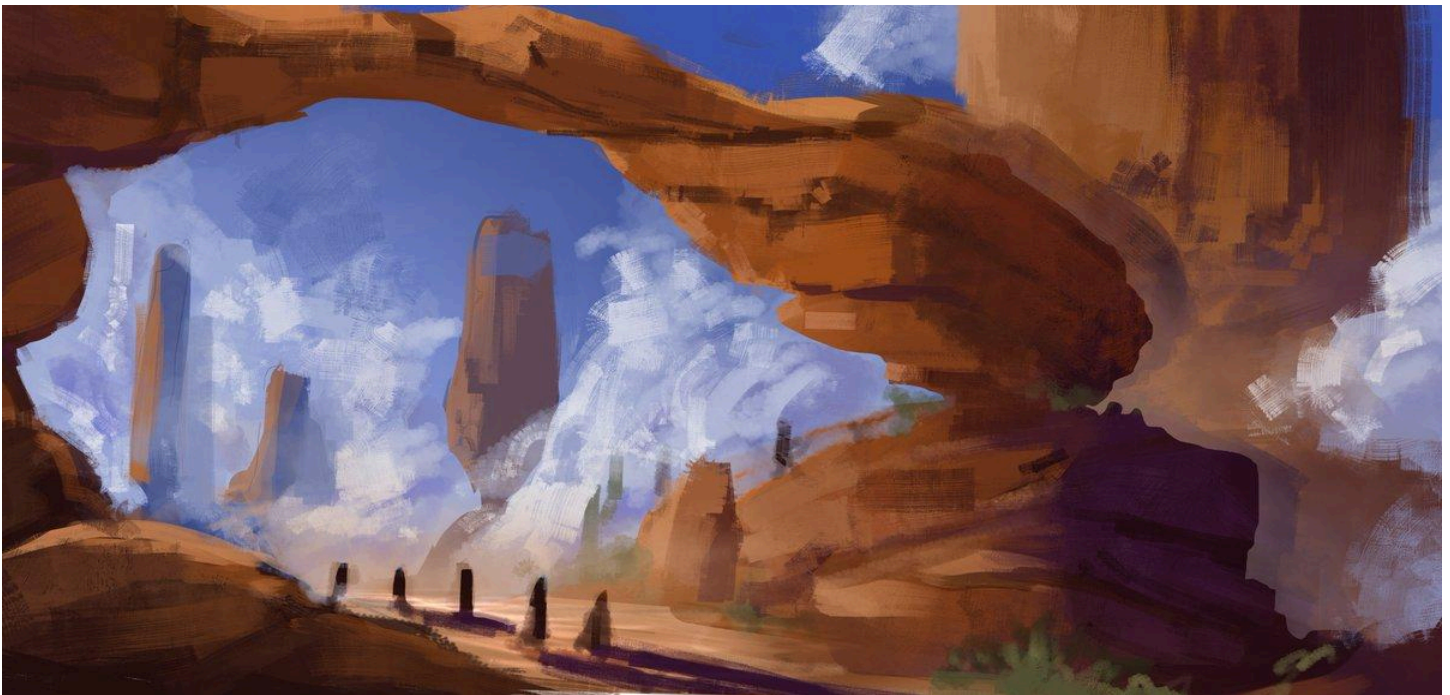
Intrepid vagabonds tried to profit while stopping a region-spanning death curse. After witnessing the destruction of their airship fleet and the loss of many of their competing allies, they scattered and failed.

Read about it here: <https://bit.ly/2qY6TJc>

C3: The Enoch Desert (*Ongoing*)

Three blue dragonborn form a group to try and stop the resurrection of an ancient red dragon necromancer as the Enoch Desert erupts in chaos.

Follow it here: <https://bit.ly/2HBLxax>



C4: The Karlith Straits (*Ongoing*)

Up-and-coming adventurers unite to overthrow Kothian rule in the Karlith Straits and become heroes of the archipelago.

Follow it here: <https://bit.ly/2JEFKU3>

See the updated guide here:

<https://docs.google.com/document/d/16OoKqswUKr8Aqymg-yYgwaKh7Uwyz7rQVL8AybKWgU/edit?usp=sharing>

Welcome to Aphenus

Safety. A concept simple to understand but unattainable to so many folk across our realm for countless decades. And after centuries of seeking it, I can confidently say that we will never achieve it. Nonetheless, we can stay true and strong on our own. We are not weak. We are not lesser. We are powerful and we can stand in defiance of the forces that yearn to destroy or dominate us.

The Kothian Empire stirs once again in the east, stretching its claws across our lands. The terrifying dictator Achai the Red moves in the Enoch, an army of burning dead at his command. High up in the Scythian Reaches, shifters and lone rangers speak of more giants moving south from Isen. And in the heart of our civilization, a sorceress-queen plots to shatter her nation's shackles, refuting all extensions of peace. In the face of these threats, I ask: what will you do for the good folk of the Brynland Nations? I can confidently say I will do all I can to achieve the impossible: safety.

- Handil ce'Iliun, high elf archmage of the Dwiergus Council of Galen, City of Magic

Who lives in the frigid Scythian Reaches? What remains in the Thayan Desolation? How do the folk of the Caeldrim Forests interact with their surroundings? Do the orcs of the Greenlands of Bryntoril have a tangible society? What is it like to live in the Kothian Empire? How broad is the Aphid Alliance? What is the Dwiergus Council? Where are you most likely to find drow? Does Garthuun affect Aphenus in any way?

The next part of the *Eldar Campaign Guide* explores the continent of Aphenus in-depth, poring over its regions, nations, and important factions. First, it details wide regions like the Enoch Desert and the Caeldrim Forests. Afterward, it delves into Aphenusian nations, from Reshye to Aralia. Finally, it explores the prominent factions on Aphenus like the Aphid Alliance, Forgotten Kings, and Dwarven Defenders. You can use any of these to grow your backstory or background, and determine your future goals — or even build adventures set in this realm.

The Brynland Nations

The largest and most influential nations besides the Kothian Empire are the mostly human nations of Hjordin, Varnath, Aralia, Cormir, Amarsis, and Tarsset, collectively referred to as the Brynland Nations. In recent times, a volatile war broke out between the nations over an ancient artifact, *Vecna's Hand*. The war lasted multiple decades and ended with the Treaty of Ebonhold, accepted by all nations except Tarsset, whose borders are closed to outsiders. In the present, all nations generally collaborate, trade, and understand the threat Tarsset and its enraged sorceress-queen pose to Brynland. In addition to their fear of Tarsset, they are terrified of what the Kothian Empire will do next after Klavangra's annihilation. Many fear the power Aralia, a theocracy led by a demi-god, now holds with *Vecna's Hand* locked away in its vaults. It's commonly believed the artifact itself slowly corrupted the queen of Tarsset and drove her to darkness. What if the same happens to Aralia's archdiviner? Regardless of this fear, the nations all follow the same laws, and have spread most of these laws to other lands recognized as sovereign nations like the Ungart Holds, the Karlith Straits, and Duuven.

How are you connected to the Brynland Nations? While they are primarily human, a plethora of other races live in them, from rock gnomes and half-orcs to dragonborn and tabaxi. Have you been to any of them? Do you recognize their laws, laws that are being imposed on lands that aren't theirs? Wherever you are across Aphenus, you are likely to experience the effect the Brynland Nations have on the continent. If you are from any of the Brynland Nations, think about the impact the War of *Vecna's Hand* had on your life. If you are a long-lived elf, you survived the war. If you are a human, your parents might have battled against the tides of Tarsseti troops and abominations. Amarsis is the nation that was most affected by the war; it's still ruined. Are you part of the reconstruction effort? Another option is being from Tarsset and holding the same view as the Tarsseti queen: a relic to the nation was stolen from them and the war and all the destruction it caused was justified. Why did you leave Tarsset? What do you plan on doing outside the country?

See the updated guide here:

<https://docs.google.com/document/d/16OoKqsxwUKr8Aqymg-yYgwaKh7Uwyz7rQVL8AybKWgU/edit?usp=sharing>

The Regions of Aphenus

The Barrier Peaks

Soaring mountain peaks topped with silver snow; golden water plummeting from these peaks feeds rivers of gold and blue; mines of shimmering mithril and unbreakable adamantine ore; tribes of shifters mingling, clans of duergar, and families of elves mingling in the forested land around the massive mountains; these are the Barrier Peaks. Records of these magical mountains don't appear in history books until around 11,000 years ago, when they supposedly manifested after a terrible storm of swirling grey clouds. Ever since, they've been a center of intrigue, either from miners racing to collect their valuable ore to mycologists gathering their volatile russet mold. Respected archmage Handil ce'Iliun continues to send research expeditions into the region, refusing to believe the answer to their existence will always be a mystery.

The Brynlands

The majority of civilization on Aphenus lies within the borders of the Brynlands, which stand between the Enoch Desert and the grand Kothian Empire. In the Brynlands, humans, elves, dwarves, halflings, and other humanoid races mingle freely, following the same laws for the most part and avoiding open hostility and conflict. Of course, exceptions do exist and trouble stirs in every city, village, and town across the land. A single, unifying organization patrols every country in the Brynlands: the Knights of Undying Peace. Established by Aralia and Cormir in the wake of the War of Vecna's Hand, these warriors of tranquility seek to ease tensions and ensure justice in the Brynlands.

The Caeldrim Forests

Of the wood elves and eladrin remaining on the mortal world, most of them linger in the shade of the Caeldrim Forests. A grouping of enormous groves, glittering lakes, and otherworldly passages into the Subterrane, Feywild, and Shadowfell comprise these woodlands named after the first wood elf to step on the shores of Aphenus, Caeldrim. It's firmly believed that the various woods sprout from the Everlasting Tree, a tree formed from multiple species that towers over the rest of the forest. Caeldrim's body is buried in its trunk where it is protected by the greatest disciples of the Old Faith. Rivaling the influence of Caeldrim's descendants is Klavaryx the Blightghast, an ancient green dragon whose power stems from the Plane of Shadow and the blight that feeds him.

The Dolurrian Mountains

The wreckage of a toppled empire ruled by three liches, toxic arcane waste from Jhaeros, and corpses of triton and sea elves slaughtered by sahuagin are all discoverable on the beaches below the Dolurrian Mountains. By no fault of their own, the dwarf and human peoples who once lived in these rocky lands were overcome by the undead abominations that now roam the corrupted landscape. Only the desperate, insane, or adventurous dare brave the rocky plains obscured by the shadow of the gloomy mountains or the haunted tunnels within them. Of particular fame is the Tomb of Horrors, a dungeon forged by a dwarven lich named Kareca not long after the fall of the Dread Admirals of Altarin.



The Enoch Desert

In 750 ADI, a cabal of sand giant elementalists enraged and unleashed four Archomentals unto the mortal world. These princes of elemental evil crushed the sand giants, toppled the thri-kreen and formian empires, and carved lands of their

See the updated guide here:

<https://docs.google.com/document/d/16OoKqswUKr8Aqymg-yYgwaKh7Uwyz7rQVL8AybKWgU/edit?usp=sharing>

own into the sands of the Enoch Desert: the Elemental Domains. Over time, some of the Archomental's grew tired of the mortal world and returned to their own realms but their marks remained. Today, the Enoch Desert is a region of chaos and destruction amplified tenfold by the utter unpredictability of the creatures who reside there: the thri-kreen and formian guerilla fighters of the Aphid Alliance; the fire genasi, undead, and fire giant hordes of the Burning Army; the money-grubbing elementalists and enchanters of Goldengate; the raw potentiality of the living spells emerging from the Devastation day after day. All of these elements build the Enoch Desert up as one of the most volatile regions in the entirety of the mortal world. Those able to traverse its devastated dunes and rivers of lava can expect unimaginable wealth — and unparalleled danger.

The Greenlands of Bryntoril

Mockingly named the Greenlands of Bryntoril, this region is a deforested and burnt land of warmongering orcs and great beasts. Stretches of colorless grass and dirt break for rocky hills, tiny forests, and smoking mountains. Orc warbands travel across the plains, following herds of animals while hunting monstrous creatures of legend. For the most part, the civilized people of Aphenus have left Bryntoril alone and its folk have returned the favor. The current leader of the most powerful orc tribe, the Undagarla, is Qogosha, Queen of the Crimson Rivers. Under her rule, the orcs have dug multiple, wide rivers splitting Bryntoril from the rest of Aphenus — a strange move to many.

The Primordial's Spine

What little is known about the Primordial's Spine is kept locked away in the studies of influential mages and esteemed researchers. Even the shifters, barbarian tribes, and hardy dwarves of the Scythian Reaches and Iskryn rarely venture into these frigid peaks and valleys of mystery. Allegedly, the mountains are shattered pieces of the Primordial of Earth, Yordin,

torn off before he was imprisoned by the deities in the Elemental Plane of Earth. A legendary shrine to Yordin called the Temple of Elemental Evil towers over the rest of the Primordial's Spine, built on the range's tallest peak.



The Scythian Reaches

Tens of thousands of years ago, the Demon Prince Yeenughu entered the mortal world in the Scythian Reaches at the behest of a forgotten cult but was sent howling back to the Abyss by a party of heroes. However, the mere presence of the fiend forever changed these snowy hills and forests. Icy gnolls rush across tundras. Urson gaze at the stars and keep the secrets of Bjornar locked away.

Lycanthropes and shifters form bloodbound tribes to combat the harsh wilderness and insatiable gnolls. The Scythian Reaches are beautiful, dangerous, and remote. The weak die here.

The Thayan Desolation

The broken empire of Thay nearly halted the Kothians from dominating eastern Aphenus during the Draconic Incursion. In their failure, their country was devastated and their history was buried beneath black sand. Even hundreds of years later, forays into Thayan ruins are common, with powerful relics being reintroduced to the world at the cost of many lives. Though Thay may be gone, some of their most famous mages, the Red Wizards of Thay, still walk the collapsed halls of their annihilated settlements, and they're not alone. The draconic creatures who fell in battle against them make excellent tools of destruction and revenge...

The Wailing Wastes

One year ago, the Kothian Empire annihilated the gnome nation of Klavangra. In their utter domination, they left behind a colorless land of blasted cities, masterless golems, and arcane abominations: the Wailing Wastes. The air here is rife with

See the updated guide here:

<https://docs.google.com/document/d/16OoKqsxwUKr8Aqymg-yYgwaKh7Uwyz7rQVL8AybKWgU/edit?usp=sharing>

poisonous mist that twists or kills those who breathe it. The monsters across the wastes are either mutated, former inhabitants of the country, creatures eager to seek the knowledge of the gnomes, or beasts created by the Kothians when they unleashed oblivion upon Klavangra. Of particular interest are the dormant and active warforged colossi, which could be utilized by anyone willing to delve into the depths of the Wailing Wastes. A deadly warforged named the Lord of Blades leads a horde of his kind through the wasteland; their motives are unknown but still terrifying to those aware of their presence.

The Wellen Steppe

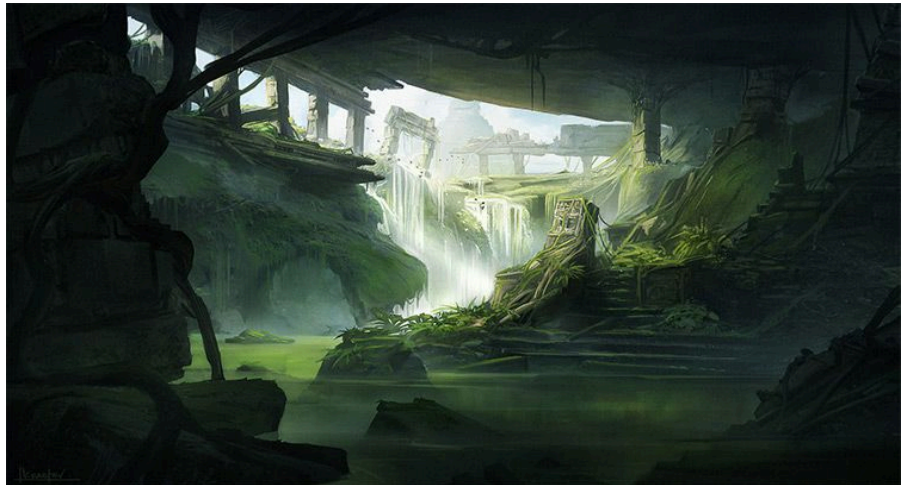
Traveling through the Wellen Steppe is a religious experience. The nomadic halflings who live here channel the spirits of other worlds, beckoning them to aid them in combat, teach their dinosaurs, and bring their families good fortune. The halflings, their spirit guardians, the mystifying yellow and orange grass that slowly waves in the wind give the Wellen Steppe this otherworldly appearance. Few can find a calmer place than the steppe on a warm, windy night. The people of the steppe rarely interfere in other's affairs out of their own interests; instead, countries like Cormir and Aralia hire Wellen barbarians, shamans, and cavaliers to trample over their enemies like during the Slaughter of Sauhid in Tarsset. Stories are still told of Marcus the Mighty, a halfling cavalier who rode a tyrannosaurus rex into battle and killed over 300 Tarseti slayers.

The Wispwind Thicket

The denizens of the Wispwind Thicket are almost never involved in affairs outside the borders of their forest. The forest gnomes, fey, and goblinoids who live here live in their own world, parrying for territory inside the thicket and not caring about what goes on outside it. Visitors only come here to forage for exotic plants, find a passage to the Feywild, or seek the council of one of the famous Cyanbeards. Their wisdom — and eccentricity — is well-known across many mage circles and schools.

The Zinaen Jungles

A roaring waterfall spouts from the mouth of a massive serpent's mouth carved from a stone mountain face. Snakeheaded humanoids emerge from a grand golden temple, ornate blades at their sides, as they prepare to assassinate intruders to their holy land. A balor demon lounges on a throne of wood and bone, surveying her



prisoners captured upon entrance to the cursed Zinaen Jungles. These tropical thickets and fetid swamps are the territory of accursed races like yuan-ti and tieflings, fiendish creatures who guard the forbidden secrets of the Age of Blood. When fiends ruled Eldar, the seat of demonic power sat in the heart of the jungle and its fiendish taint remains. Three years ago, the Loreseekers built a settlement on the edge of the jungles, a stronghold named Meeko's Bastion. Named after one of the assassinated leaders of the adventurer organization, Meeko's Bastion serves as a point of entrance into the near impenetrable thickets of Zinae.

The Nations of Aphotos

The Algravoth Kingdom

The politics of the deep rarely coincide with the wars waged on land, but thanks to the Kothian Empire's insistence on dominating all walks of life, the triton of the Algravoth Kingdom are isolated no longer. After the assault on Menegroth,

See the updated guide here:

<https://docs.google.com/document/d/16OoKqsxwUKr8Aqymg-yYgwaKh7Uwyz7rQVL8AybKWgU/edit?usp=sharing>

the Algravothi capital, in 1178 ADI, the tritons began sending diplomats to various nations across Aphenus. They plead the case of the Algravothi royalty: without them to protect the surface from the horrors of the ocean trenches and portals to the Elemental Plane of Water, sea would soon overcome land. Surprisingly, only Cormir answered positively. The reinforcements sent by them have helped battle the Kothian forces led by Oyanakasen, a yellow dragon warlock of great renown.

CULTURE: As mentioned before, the Algravoth Kingdom is mostly made up of triton. The nation is headed by the same royal family who created it over 200 years ago — the Nahmaxaths. They rule justly. Typical citizens hunt the ocean for food, guard the sprawling underwater prisons, trade with neighboring sea elf tribes, or fight sahuagin brutes attempting to overrun their kingdom. Spellcasters are very rare in the Algravoth Kingdom, as the nation judges skill in martial combat to the ultimate show of capability. The few that do live here are members of the royal family charged with protecting the most important prisons such as the Doorway of Aldrin or the Igrath Aquatorium. If you're from the Algravoth Kingdom, you're likely a triton, sea elf, or locathah. Are you a royal banished from the kingdom? Do you specialize in the trident, the chief weapon among the Algravothi? How do you perceive those who live on dry land? Being from an underwater nation is a spectacular background trait — don't let it go to waste!



Amarsis

Tarset struck out at the weakest of the Brynland Nations when the War of Vecna's Hand began. The forces of its sorceress-queen ravaged Amarsis, showing no mercy for its majority non-combatant population or the wondrous monuments erected over hundreds of years. Still recovering from that war, Amarsis is a torn nation, stitched together by the remaining Amarsisi, allies from other Brynland Nations, and gnome refugees from Klavangra. This is embodied by the Council of Qashida, an oligarchic entity charged with repairing the nation.

CULTURE: Living in Amarsis means living amongst ruins and shadows of the past. Humans are the primary population, followed by rock gnomes, lightfoot halflings, and warforged.

Despite not descending from a shared history, these races work with little conflict, united under two shared, lifelong goals: rebuilding Amarsis and avenging the murdered. What was once a culture of peace, construction, and enlightenment through ideals of good has become a horde of enraged but hopeful individuals ready to destroy Tarset and its murderous people. Do you hold this common belief? Has this hatred shaped your life? Is it what spurred you to become an adventurer?

Aralia

Massive arches of pale marble curve over a radiant temple, a joyous chorus pouring from its stained and open windows. A beautiful, silver-haired woman in gleaming plate armor holds a sun-tipped sceptre high as a praying crowd reaches their hands to the sky. Locked away in the Vaults of Light, the Hand of Vecna struggles to break free, restrained by divine magic, steel shackles, and an avatar of Pelor himself. Welcome to Aralia, a theocratic nation led by Archdiviner Eliza Tyrdaughter, the demigod child of Tyr. Currently, it is experiencing a golden age. Aralia was untouched by the War of Vecna's Hand, managed to spread their laws across Aphenus, and secure multiple outposts from the Scythian Reaches to the Zinaen Jungles. Their only real threat is the Kothian Empire.

CULTURE: All Aralians are religious and a sizable amount are zealous. Mostly human, they hold just ideals and unbreakable opinions about the world around them. Aralians were the power responsible for defeating the greatest threat in recent history, Tarset, and they know it. As a result, they're confident that their way of life is the correct — and only — way to live. Strangely, they managed to spread their laws, taught to them by the high clerics of Mount Celestia's deities,

See the updated guide here:

<https://docs.google.com/document/d/16OoKqswxUKr8Aqymg-yYgwaKh7Uwyz7rQVL8AybKWgU/edit?usp=sharing>

across the civilized nations of Aphenus. Now the culture of Aralia spans from the north to the south, a culture of upholding righteousness and reinforcing the tenets of the good gods. How do you worship the deities? How zealous are you?

Cormir

Established under a century ago, Cormir is a nation of arcane innovation, study, and progress; everyone who lives here knows a bit of magic. What originated as Galen, a small city of esteemed eldritch academies, has grown into one of the most influential nations of the present day, propagating spellcasters, magical creations, and arcane knowledge across all of Aphenus. Every major city in Cormir is connected by a great lightning rail called the Arcanex Express that ends in Galen, leading to a feeling of connectedness unknown to other powerful countries. The nation is magocratic, led by the Dwiergus Council. The council is comprised of archmages from each school of magic, each elected to the position by their peers. The head of the governing body is elected by the other council members and serves a five year term. Currently, the Master of the Dwiergus Council is Calastis Starcloak, Archmage of Conjunction.

CULTURE: Cormir is a relatively new country, as are its people. Cormirians are a mix of all races and cultures across Aphenus, from the brutish orcs of Bryntoril to the feared dragonborn of Koth — with a dash of magic thrown in. The working class supports the vibrant settlements, making coins as magewrights or serving as guards alongside golems of steel and stone. Mages study magic, create new spells, and spread their knowledge. As a result, Cormirians are some of the most accepting people in Eldar. They don't discriminate based on race, religion, or creed; they do, however, look down on those dismissive of the arcane or unwilling to learn about it. If you're Cormirian, you know about magic in at least one of its forms. Which school do you specialize in? Do you actually use magic, or are you a barbarian with a sharper mind than most? How has living in Cormir affected your upbringing, one filled with arcane power and mystery?

Dhuun

The Kothian Empire gave life to multiple nations during their dominating march across Aphenus, including Dhuun. A tumultuous nation on the edge of the Thayan Desolation, Dhuun was forged by Garthuuni mercenaries hired by Koth to dig into the desert and eliminate remaining Thayans. After the dragons were pleased, they gave the mercenaries this region of the desert to build a civilization of their own. Hobgoblins, minotaurs, goblins, bugbears, and other monstrous races rule Dhuun, one after the other. Dhuun isn't a stable nation; it's controlled by the strongest warlord, the creature able to rally the most troops under one banner. Consequently, Dhuunians are always at war or on the edge of it. The present warlord of Dhuun is Yongchek Sin, Eater of Bones, a hobgoblin who follows in the steps of his ancient ancestors — he is a master samurai.

CULTURE: Blood and war run through the veins of every Dhuunian. Rarely do they provide for themselves, preferring to buy or steal from others. Most Dhuunians are mercenaries, selling their swords for warmongering countries, deadly thieves' guilds, or hungry conquerors. Others act as traders or soldiers in their country's own military, the Amber Horde. A rare few lead adventurers and explorers into Thayan ruins, which Dhuunians know all too well.

Regardless, Dhuunians are feared from coast to coast. The majority of Dhuunians are monstrous, which race are you? Are you a demonic minotaur, channeling the blood of your fiendish creator in battle? Are you a hobgoblin, trained in the Way of the Samurai or a new and more barbaric fighting style? Are you a goblin, practicing magic to bolster the defense and offense of the Amber Horde? Whatever you are, Dhuun is the perfect place to originate if you're a monstrous race.



See the updated guide here:

<https://docs.google.com/document/d/16OoKqsxwUKr8Aqymg-yYgwaKh7Uwyz7rQVL8AybKWgU/edit?usp=sharing>

Duuven

Not all monsters are evil. The island theocracy of Duuven embodies this truth, comprised of knightly minotaurs who resist the urges of their demonic creator, Baphomet, and embrace the ideals passed to them by Aralia and the deities of Mount Celestia. Duuven was created by an army of minotaurs from Garthuun who followed Duuven Vrimbastendon, a cleric of Pelor. They drove out the orcs who formerly laid claim to the island, forcing them to the Greenlands of Bryntoril. Ever since, Duuven has stood as an example to the civilized world that not all beasts must give in to their primal urges. A minotaur paladin named Rinhar Balastedon currently serves the nation as its archbishop, following the Oath of Enlightenment. He is protected by an organization of divine warriors: the Order of the Shining Horn.

CULTURE: From birth to adulthood, minotaurs in Duuven are taught how to combat their primal urges and enlighten themselves. They learn how to understand other folk and live from the earth, as well as to fight only when necessary. They are taught the history of their kind: how Baphomet made them and how they rampaged across the mortal world. Finally, they are required to serve in Duuven's holy military for two years. After that, the minotaurs of Duuven are free to do what they will. Most keep to the ideals and tenets taught to them. A select few fall to the path of temptation and violence, leaving Duuven or forming ghastly groups such as the Children of the Abyss or the Emerald Horn. Where do you fit in this society? Are you a paladin, cleric, or barbarian who upholds the values of Pelor and Tyr? If so, what spurred you to depart Duuven and begin your life as an adventurer? On the other hand, if you're a minotaur who refused the teachings of the Just Six, what happened? In addition, you could be a non-minotaur of Duuven — they're not uncommon.

Duuvenians accept anyone willing to learn their culture into their nation, a truth that causes them to appear gullible to some.



Gleswyr

Nestled along the Sea of Coins' basin is the nation of Gleswyr, a proud but fading country of high elves, humans, and half-elves with deep history. A hundred years ago, desperate to claw their way back to the glory of their ancestors, Gleswyr began a conquest across the Greenlands of Bryntoril. Into the heartland of orc civilization they battled, where their king and queen, Baranasan and Tissani Kitavas, arrogantly fought Qogosha, Queen of the Crimson Rivers. They were both slaughtered and the orcs pushed the Gleswyrans back to their nation, only being forced back due to lack of food and the high undead presence in the foothills of

the Smokeridge Mountains. The nation still hasn't recovered. Instead of thriving, its people are dealing with creatures of shadow emerging from the nearby mountain caverns, slowly encroaching orcs, and tumultuous politics from rival families from within. Though many wish that Gleswyr will be great again someday, few view that as a reality.

CULTURE: High elves and humans don't clash in Gleswyr, they mix together. Human ingenuity and construction combines with high elven arcane practice and military mastery to form a beautiful society...that is slowly dying. Life in Gleswyr is bleak. Very few folk immerse themselves in history & lore, shoving both aside to learn how to build defenses against the enemies that surround their country. Many believe the only hope of Gleswyr is the aid given to them by the powerful city-states of the Enoch Desert like Goldengate. In exchange for Gleswyrans relics and instructors, ships that travel out of the Sea of Coins commonly trade food and construction material manufactured to the north. If you're from Gleswyr, you're likely a high elf, half-elf, or a human. Leaving the nation is becoming more and more common these days,

See the updated guide here:

<https://docs.google.com/document/d/16OoKqswUKr8Aqymg-yYgwaKh7Uwyz7rQVL8AybKWgU/edit?usp=sharing>

with few likely to return. Did you leave to escape this dim future, or are you yearning for a solution to Gleswyr's problems? The bodies of King Baranasan and Queen Tissani were never recovered but are rumoured to be kept by the old orc queen. Many have died delving into orc territory to try and find them.

Hjordin

Hjordin is the newest of the Brynland Nations, granted sovereignty when the twelve barbarian lords of the Simin Plains came to the aid of Varnath during the War of Vecna's Hand. Before the war, these lords commonly fought amongst each other for hunting grounds. However, the threat of Tarset brought them together. Ever since, they've replaced bloody battlefields with great drinking halls, bloodied axes with full mugs, and malice with acceptance. This alliance frightens some, especially the nearby Ungart Holds, a nation that's feuded with the barbarians for as long as they can remember. Every year when all the tribes unite in the shadow of the Spearstone for the Victory Over the Dead celebration, every Ungarti holds their breath.

CULTURE: Hjordinians aren't unified by an overarching culture. However, they approach it in the same way. Each barbarian lord heads a tribe that worships a deity of hunting and each tribe represents a different beast of the hunt. For example, the Tribe of the Grey Pegasus follows Junisiff, goddess of hunting and flight and uses animals of flight in battle such as pegasi and giant eagles, whereas the Tribe of the Blood Fish worships Zaka, goddess of hunting and water and specializes in lake towns and fishing. Of course, Hjordinians rarely stay in one place for long, roaming across the plains and woodlands in the pursuit of food, battle, and great stories. If you're a Hjordinian, you're most likely a barbarian or shaman of some sort. What tribe are you from? What drove you to leave your home? How does your view of the world translate into more civilized lands?

Imixia

The fire giant necromancer Achai the Red forged the milocratic domain of Imixia from the lava rivers and blasted wasteland created by the Archomental of Flame, Imix, during the days after the Devastation. After becoming the dictator of the nation in 1104 ADI, Achai reinforced its military and began a spree of conquest across the Enoch Desert. The Burning Army is stationed in all four Elemental Domains, with patrols entering the Stormsteps — and even the Devastation. As of now, the majority of the army is rolling across the divided region of Ogremocha. With its combination of fiery creatures and undead abominations, little can withstand the assault of Imixia alone. Alas, will help arrive in the Enoch Desert, or will beasts of the scorched territory burn and annex the rest of the devastated desert? From his brass throne in Shadovar, Achai the Red plans for the latter.

CULTURE: Most Imixians are bred for a single purpose: battle. Of course, some fish for food in the bubbling rivers of lava, grow crops in the rich volcanic soil, or construct fortresses of black stone, but most train for combat and enter the Burning Army as soon as accepted. All Imixians are taught how to use a sword, spear, axe, and bow at an early age. Then, they are thrust into the wilderness of Imixia to fend for themselves. If they survive the magmapotamuses, uncivilized salamanders, raging fire elementals, and Firespawn of Lazarus the Glutton, they are welcomed back into Imixian society. If they die, they join the ranks of Achai's Undying Horde. If you'd like to play an unusual race, coming from Imixia is a good idea. Red kobolds, salamanders, yuan-ti, newts, fire genasi, fire half-giants, and even Tarseti awakened hail from this blazing land. Be careful, though — most Imixians are unkind and see combat as the only option. If you're different, why?

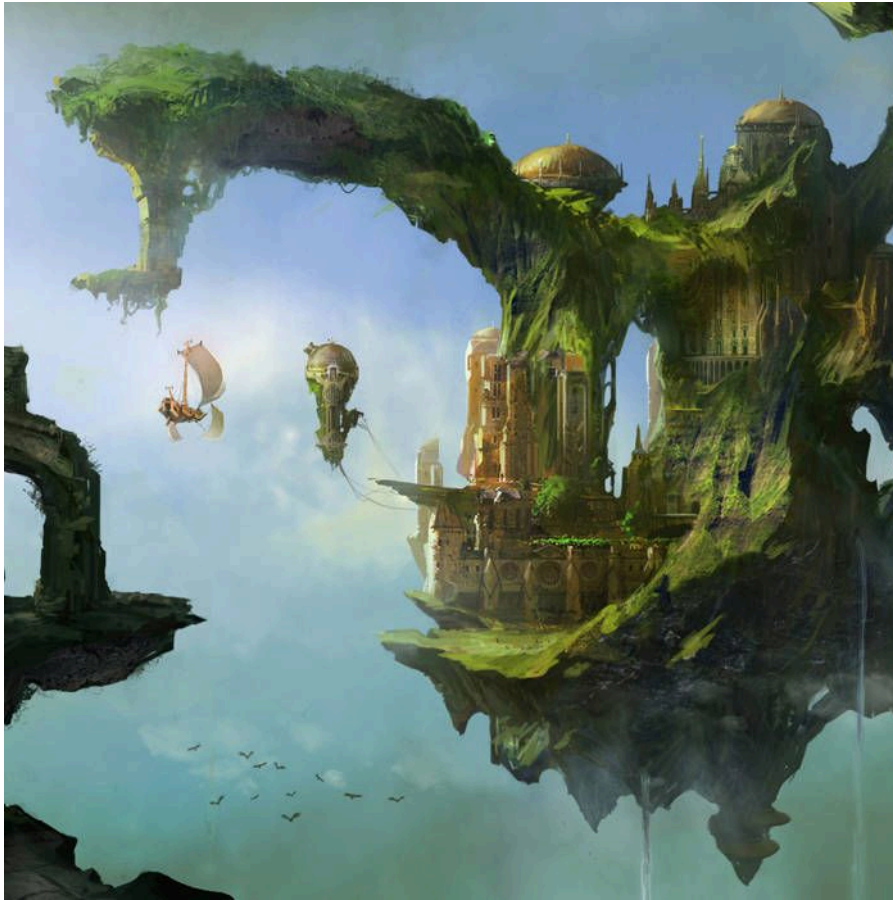


See the updated guide here:

<https://docs.google.com/document/d/16OoKqswxUKr8Aqymg-yYgwaKh7Uwyz7rQVL8AybKWgU/edit?usp=sharing>

Jhaeros

Soaring above the raging seas and towering mountains is the floating nation of Jhaeros. Fiercely xenophobic and secretive, the high elves who live here study primeval, forbidden magic and use it to suspend their mounds of grass and stone high above the Sea of Swords. Little is known about Jhaeros. The only knowledge comes from those high elves who've managed to leave it. Unfortunately, those who leave don't survive for long, meeting their demise by mysterious means every single time. It's widely believed the Jhaerosi specialize in psionics and arcana that involves extra dimensional entities. Others think they also perform horrific experiments upon unwilling specimens thanks to the disfigured humanoids and beasts



who wash up on the shores of Aphesus.

CULTURE: Jhaerosi refuse outsiders, rarely leave Jhaeros, and are supremely interested in the arcane. Their daily life consists of sneering at the savagery of the world below them, poring over tomes of lore, and practicing magic that would break weaker minds. High elves may only leave Jhaeros if approved by the arcanist of House Quor and only if on missions of great importance. Otherwise, deserters are hunted and killed. If you're a high elf from Jhaeros, what quest are you on? If you're not questing, how do you think you'll avoid the Mindhunter Society, Jhaeros' league of psionic assassins? You don't need to be a high elf — you could be a barbarian granted superhuman strength, a sorcerer cursed with wild magic, or a warlock involuntarily bound to a patron by Jhaerosi experiments. If that's the case, it's unlikely you remember your life before becoming a medium of magic for Jhaerosi wizards. Do you seek to recapture your memories, or do you seek revenge against the high elves?

The Karlith Straits

A loose nation of island-states in the Eldarian tropics, the Karlith Straits stand steadfast against conflict after conflict. Recently annexed by the Kothian Empire, its master sailors and pirate knights are caught in a fierce, guerilla war against the dragons, trying to keep their beautiful country afloat. The Kothians have no mercy for the Karlithians, though, and have ravaged almost all of the archipelago's islands and established vassals at the top of Karlithian society. The true leaders of the Karlith Straits hide deep in obscured coves or infested jungles. Altogether, they form the Atlas Assembly. The Kothians and general population of the Straits are unsure where they are based or where they will strike next, but all are certain they won't cease until the Kothians depart or they are wiped from the face of Eldar.

CULTURE: As long as it has existed, the Karlith Straits have served as a melting pot for all corners of the world. From Aralia, clerics and paladins talk divinity while bartering with Imixian flamren merchants. Ex-Kothians roar in Draconic atop an airship docking tower while Garthuunian minotaurs and goblins depart from the sky vessel. All Karlithians have one thing in common, though: they've come to the Karlith Straits for a new life and a chance at gold and glory, because lots of it wait on the limitless islands of this tropical land. Why are you drawn to the Karlith Straits? Do you

See the updated guide here:

<https://docs.google.com/document/d/16OoKqswxUKr8Aqymg-yYgwaKh7Uwyz7rQVL8AybKWgU/edit?usp=sharing>

wish to follow in the footsteps of famous heroes like Primedordus, Gwenavine, and White Crow, those who slew the Dread Admirals of Altarin? Or do you want to loot the ruins left behind by the lich's empire? Is diversity your main interest? Do you want to learn about the loxodons of Draanith or the tieflings of Shara who somehow made their way to the Karlith Straits?

Koth

The undisputed most feared nation in all of Aphenus, the draconic races of Koth control the largest swath of the continent without contest. Will the Kothian Empire ever crumble? It's a question asked by many across the continent, and the answer is uncertain. All great civilizations must come to an end... The current emperor of Koth, Baug Wystongirr, wishes to ensure that will never happen. While Verestraxis did unite the draconic races and create the nation, she stopped conquering too soon in Baug's eyes. In the first fifteen years of his reign, he radically changed how Koth approaches the rest of Aphenus. He forged a new alliance with the yuan-ti of Tethyr. He engineered the annexation of the Karlith Straits. He ordered the eradication of Klavangra.

Kothians agree with his actions, except those who fled and made Ohsoss. The world is watching; what will Koth do next?

CULTURE: The Kothian Empire is split into provinces, from Suzail to Ametha; each contributes to the empire in a special way, helping a nation as large as Koth continue to thrive. Kothians have pride in their individual province, but all revere the empire as a whole in their daily life. They speak of its history, celebrate its victories, and learn from its defeats. Many Kothians become soldiers in the Kothian military, while others become farmers, merchants, laborers, and artisans. Despite



most folk outside the empire looking at the dragons as vicious, evil creatures, life inside Koth is mostly civilized. Kothians do use slaves, often bought from Reshye or Garthuun, and do discriminate against other races that live within their borders, namely humans and elves. They once had a close relationship with dwarves, but when the Kothian army broke their treaty with them, many dwarves became persecuted as well. If you're a dragonborn, it's likely you're from Koth. Do you still believe the draconic races are superior to all others? If so, how do you interact with the world around you? Do you keep your Kothian roots secret? Do you advertise it openly? If you do, there's likely a bounty on your head. It's also possible to be a kobold, half-dragon, or common race from Koth. Kobolds are generally seen as the lowest class, though they form the bulk of Koth's work force.

Ohsoss

Not all Kothians wish for blood and war, as is the case with the ex-Kothian kobolds of the newly formed nation of Ohsoss. Tucked far away from their brethren in the freezing land of Iskryn, Ohsoss is comprised of kobolds who faced repression and were forced to be foot soldiers in the Kothian Empire. In a mass exodus, they escaped to the distant north. There, they battle prejudice, voracious beasts, and the chill of the elements. The Ohsossians must prove that they're not like their ancestors and brethren — to do so is an enormous task. With their fearless leader Deekin Scarbard leading them, they're confident it's possible.

CULTURE: Ohsoss is a new country without any established culture. Ohsossians refuse to allow their Kothian roots to influence their present life, disavowing dragons, dragonborn, and domination. They settled on a stretch of snowy hills uninhabited by any sentient life, only home to dire bears and yetis. They managed to forge a tenuous alliance with the mountain dwarves of Citadel Audhid despite being descendents of the Kothians who betrayed them. These kobolds praise

See the updated guide here:

<https://docs.google.com/document/d/16OoKqswUKr8Aqymg-yYgwaKh7Uwyz7rQVL8AybKWgU/edit?usp=sharing>

peace and abhor violence; thus far, it's helped them establish a foothold in the Scythian Reaches. Ohsoss is a great point of origin for kobolds, especially kobold bards. Deekin Scarbard heads the nation using charisma, music, and magic, causing many aspiring kobolds to follow in his steps. In addition, a now-legendary order of kobold cavaliers, the Riders of Oh, might be the perfect organization for a fighter to stem from.

Pacifica

Thrust into power after the assassination of her entire family, Princess Yana Ulvarius oversees this desert nation alongside a group of ministers called the Drowned Council. Just as chaotic as the rest of the Enoch Desert, Pacifica is in a state of flux as rival factions vie for power. The Desertdancers of the Byrenhi Oasis sweep over the sands and assault the stronghold of Oinha. The Wastemade control the city of Asiaga, forcing all humanoids into the deadly Sands of Rast. The Whispering Knights slowly eek through the streets of Jahai, corrupting Pacificans with the taint of Vecna. Meanwhile, the Drowned Council investigates the murder of the Ulvarius family and continues to lose their grip on the nation.

CULTURE: Before the death of the royal family, Pacifica was a land of tranquility. Pacificans practiced artistry, religion, and engineering in peace and silence, cutting themselves from the disarray of the desert. Powerful elementalists managed to augment this with a wall of pure water that surrounds Pacifica to this day, giving all who live there a sense of comfort despite the violence that plagues the nation. Unfortunately, pens and brushes have been replaced with swords and wands as even simple farmers are forced to fight for their nation's leadership or one of the factions that opposes it. How do you fit into this beautiful oasis of a nation? Are you a water genasi who worked for a silk company before the assassination? Perhaps you are a storm half-giant who descends from the elite knights who protect the royal family...or a member of the faction who spelled the family's demise.

Reshye

Forged by a guild of tabaxi called the Reshyen, Reshye is a new nation only recognized by the Kothian Empire as a sovereign power. The primary source of slaves in Koth and other foul organizations, Reshye is despised by all who surround it. However, the fledgeling nation stands tall in the shadow of their enemies and the great Faerakiun Mountains of the Caeldrim Forests.

CULTURE: Reshyens have no shame. Their society revolves around capturing, desocializing, and selling slaves to remorseless factions such as the Kothian Empire and the drow metropolis of Caer-parin. They're a crafty folk, capable of fast-talking most people and slitting their throats if words don't do the trick. Plenty of tabaxi rogues might emerge from Reshye, disagreeing with their policy of slavery. You could also be an escaped elf, human, or firbolg slave, eager for vengeance on the vile tabaxi of Reshye.

Tarset

Tarset is a forsaken nation led by a cruel sorceress queen and Prodigy of Vecna, Alvasha Yuntavius. Under her command, the Whispering Knights unearthed the lost Hand of Vecna, propelling her influence and strength to that of a demi-god. Fearing her might, Aralia stole the artifact from Tarset and sparked the War of Vecna's Hand. Tarset lost that war and still views it as ongoing.

CULTURE: Tarsetans are an oppressed people. Queen Alvasha Yuntavius and the Whispering Knights control all facets of daily life in Tarset, from what citizens eat to what their job will be. Everything they do, willing or not, contributes to the defense of the nation. As a result, their culture is near non-existent. Mostly comprised of humans, warforged,



See the updated guide here:

<https://docs.google.com/document/d/16OoKqsxwUKr8Aqymg-yYgwaKh7Uwyz7rQVL8AybKWgU/edit?usp=sharing>

half-orcs, and awakened, the population of Tarsset is nowhere near as varied as the rest of the Brynland Nations — and that's on purpose. Other creatures have been culled from the cities of Tarsset by the Whispering Knights; they allow only the strongest to survive. If you're a Tarssetan, what's your story? The country is surrounded by shielding mountains and barren plains that writhe with monsters and abominations — how'd you escape? If you're not a deserter and still believe in Queen Alvasha Yuntavius, Prodigy of Vecna, why?

Tethyr

When terrified Thayans fled into the Zinaen Jungles to escape the Kothians, the masters of the tropical rainforests, yuan-ti, hunted them down for the dragons. In return, Koth established trade with the snake folk, helped them construct a formidable nation, and gifted them sovereignty. Recently, Baug Wystongirr reignited Koth's relationship with Tethyr. With the Kothian Empire's assistance, Tethyr is looking to become a major power in Aphenus and the rest of the Zinaen Jungles.

CULTURE: Sacrificial, idolatric, and deceptive are three words that define all Tethyrians. Any yuan-ti of Tethyr is willing to sacrifice themselves for Vastiri the Toxic Heart, their god-king, or Dendar the Night Serpent, their patron deity. They treat these figures as part of their daily lives, carving massive statues in their honor, naming their children after them, and shouting their names during every battle and feast. But they're ruthless and almost desperate to rise through the ranks of their civilization through subterfuge. The only safe yuan-ti are the Brood of Dendar, those touched by the Night Serpent himself. How have you survived in this brutal paradise?

Varnath

The most diverse of the Brynland Nations, Varnath acts as a staging ground for trade between dwarves, elves, humans, and halflings. A council elected by the seven largest settlements in Varnath heads the nation from the capital city of Cauldron, the largest mixing pot of all. Regions of the country were scourged in the War of Vecna's Hand due to the lack of military force in Varnath. Luckily, the barbarian lords of Hjordin came to their aid. Ever since, the relationship between Varnath and Hjordin has flourished.

CULTURE: Creatures of all races flock to Varnath to trade with others, teach their craft, or learn about the rest of Aphenus. It's the agricultural head of the Brynland Nations, not counting the food creating factories of Cormir. Halflings raise livestock along the Tangleroot River. Humans plow fields and fields of grain. Elves tend to beautiful gardens of fruit trees. Dwarves construct the new defenses of Varnath. Everyone plays a part and knows they're valuable to the region and world as a whole. Most who live in Varnath lead humble lives; why did you become an adventurer?

The Ungart Holds

The Ungart Holds is a loose nation of hill dwarf clans who protect the decrepit remnants of their ancient, proud civilization and excavate valuable ore from the monster-filled mines across their frigid land. They rarely emerge from their deep holes, opting to build great defenses rather than going on the offense against their enemies. After the fall of the



dwarven citadel of Rengald, thousands of dwarves migrated to the Brynland Nations to escape the constant tension that came with a massive emerald dragon, Cingrathinan, encroaching on the Ungart Holds. Cursing them as cowards, the remaining folk of the dwarf lands dug in and prepared for the worst, refusing to call for aid.

CULTURE: Ungarti dwarves are stubborn and rude. They don't dislike outsiders, they simply don't have time for them. Most would prefer to end a

conversation abruptly to continue their duty rather than excuse themselves politely. This permeates through all walks of Ungarti life from battle and family to cooking and courting. The only aspects of life Ungarti take time on and care deeply

See the updated guide here:

<https://docs.google.com/document/d/16OoKqsxwUKr8Aqymg-yYgwaKh7Uwyz7rQVL8AybKWgU/edit?usp=sharing>

about seems to be construction and forging. They adore the massive structures and fascinating artifacts. What is your special place? How about an item you made?

Detailed Region Guides

There have been multiple campaigns set in the world of Eldar in its current incarnation. For each, there is a short region guide.

The Enoch Desert

Sprawling across western Aphenus is the Enoch Desert, an arid region of volatile elementals, intrepid charlatans, and buried civilizations. Here's the region guide: <https://bit.ly/2SsnRd8>

The Karlith Straits

Just off the southern coast of Aphenus is an archipelago called the Karlith Straits, a tropical region of pirate knights, primordial secrets, and mashing cultures. Here's the region guide: <https://bit.ly/3986aWT>

Galen, City of Magic

Galen, City of Magic, is the center of arcane innovation, study, and practice in Aphenus. Everyone yearning to be a greater spellcaster than a magewright travels here, desperate to attend one of its many esteemed eldritch academies such as Bigby University or Zana's Institution of Evocation. Here's the region guide: shorturl.at/knARS

