

Kathlan Setting

Kathlan is a frozen, desolate planet, with tens of thousands of floating islands above the Inhospitable surface. Most known living things live on these islands, where temperatures are warmer. It is unknown why the islands float, being too close to orbit normally, it seems to have something to do with a material common in the planet itself, less so in the islands, but still there, known as Talium Crystal. It is a valuable crystal said to be made of pure arcane energy in solid form. In truth, no one knows what it is, but it's properties allow it to store and release arcane energy, as well as focus it.

In Kathlan, there are many different cultures, each unique to certain island chains, as until recently, there was no way for anyone other than skilled mages to travel between islands that were too far apart. Because of this, cultures and tradition vary from island to island. For the most part, if there is an area in golarion with a specific culture, such as Tian Xia with an Asian cultural influences, There is likely to be an island chain similar.

Nations:

Dathalan Empire: The Dathalan Empire is the largest nation in Kathlan, and expands across the largest Island chain. The islands that make up the Dathalan empire are mostly moderate climates, with a rolling hills, flat plains, long snaking rivers, and a few large forests. While they exist, mountains, rainforests or deserts are few and far between. One large rainforest does exist, expanding over most of one of the larger islands. It is home to many more tribal people, including orc's. The Dathalan Empire is mostly made up by humans and halflings, with orcs, goblins and hobgoblins living in the empire, but they are mostly isolated and many actively dislike and attack Dathalan citizens. This is also the only home to Tieflings, who see large discrimination in most other nations. The empire is also home to the Kalix University, A place where even the common man can come to learn the ways of a blade, how to manipulate reality, or how to excel in business. The Dathalan Empire is currently not at war, though tensions with the Karthen Alliance have been high as of late.

Silvan Isles: The Silvan Isles is a peaceful place, filled with lush forests and beautiful lakes and rivers. Many come here to practice magic peacefully, without the bother of the growing tensions now that the nations can travel between each other. The Isles are the primary home of Elves, as well as a few of the planetouched races, such as Aasimar, Sylphs, and Undine. It is also the home of Gnomes and some Fey. The Silvan Isles are not currently at war.

Feicui Dao: Feicui Dao, or Emerald Islands, while very similar to the Silvan Isles in many ways, are very different in terms of races and cultures. The main feature of Feicui Dao is the large mountain in the center, with the capital built around the foothills. The mountain is home to the Tengu, and many elves and Humans live in Feicui Dao as well. Feicui Dao is not currently at war.

Karthen Alliance: The Karthen Alliance is a group of former City-States that have joined together to survive and thrive. Most of the Karthen Alliance territory is desert, so there is not a lot of food to be found, nor water. They get most of their resources from trade with the nearby Tathran Federation, even before the breakthrough in Airship technology. The Karthen Alliance is mostly home to Humans and Ifrit, as well as catfolk, who are relatively common here. The Karthen Alliance is not currently at war, but tensions have been high with the Dathalan Empire as of late.

Tathran Federation: The Tathran Federation is a group of trade guilds and mining companies who formed together to further profit. Their territory is mostly rocky and mountainous, with many a tundra as well. Mostly Dwarves, Oread, and a few humans live here, and Kobolds, ratfolk, and the rare drow live here, they are not generally part of the Federation workforce. The Tathran Federation is currently in a cold war with Nekorol, who refuse to pay back the Tathran federation with their technology.

Nekorol: Nekorol is a far out land, mostly isolated from all other nations. The island is mostly desolate, having been destroyed by overharvest and industry. Nekorol managed to advance in technology far faster than most others, due to finding a crashed Android ship, seemingly from outside their planet. They managed to repair these Androids, who helped them with technological advancements. Nekorol is mostly populated by humans and androids, though the occasional dwarf or elf can be found. Nekorol is in a cold war with the Tathran Federation, because they are afraid of giving up the technology they worked so hard for in exchange for resources they got beforehand.

The Farlands: Not much is known about the farlands, save that almost no one has been there or back. Because of the planet's rotation and orbit around Kathlan's sun, The Farlands is almost always dark. This makes it a welcoming home for the more shadow inclined races, such as Drow, Fetchling and Dhampir. The Farlands isn't really a nation so much as a place, as the People of it have not organized a specific government for the entire area as of yet.

Other Info:

Talium Crystal:

Talium Crystal is a light blue luminescent crystal with strange properties. It acts almost as a battery for magic, absorbing magic around it slowly to charge itself. It charges faster if magic is directly cast at the crystal. When out of magic, the crystal does not glow. When it has magic, It gives a blue light, where the light level is similar to that of the average torch. Recently, scholars figured out how to use a small amount of magic directed in a certain way to make these crystals release the magic as kinetic energy. Since then, They have created runes that can “activate” these crystals and control the amount of kinetic energy they output. This has allowed them to be used to keep things hovering and propel them forward, leading to the advent of airships.

Airships:

Airships in Kathlan look very similar to normal ships, with one big difference. At the front of the ship and the back corners, there are holes with large talium crystals in them. These crystals are held in place by a large metal ring inscribed with runes used to control the crystals, and tilt them in the proper direction as to keep the ship afloat. The ships do also have a blimp-like ballon, but that is not their main source of lift, and is barely enough to keep the ship afloat.