

Realm of Telemen - Campaign Details

-Elementals " elemental" (Genasi)

-Draken (Dragonborn)

Child's Tale Told about the creation (world backstory):

There once was a great elemental being named Yurth. He slept for long durations, waking only to see the changes that happened. After one particularly long slumber, he awoke to see ...places. Planes and realms created by other great beings, some chaotic, some overly logical, some strange, some dark. Lesser beings walked and made there own tiny changes. Yurth was intrigued, but he could not visit these places. He realized what was missing, a place of his own.

He made the ground dry like his skin, but layered with minerals. Satisfied Yurth slept. When he awoke he was disappointed to see no change in the place he made. The ground was too dry to move anywhere. He added the water that flowed clear like his blood, to make the ground malleable. He slept, and awoke, again and again, adding the wind from his lungs, the fire from his heart, but everytime he was disappointed. He realized what was missing, was lesser beings to shape and change the place.

Yurth made creature after creature, mixing the elements inside himself. Desperate for satisfaction and sleep. The place was filled with lesser beings, but they all found a balance, lacking the ambition and creativity to change the place. And Yurth realized what was missing was his own creativity and cunning

Yurth asked the great serpent Odgraag for help, Odgraag was known for his creativity and cunning for solving problems. Odgraag agreed to help him make a lesser being capable of changing the place Yurth had made, but requested Yurth also make a lesser being from Odgraag's own scales. Together Yurth and Odgraag made the Elementals and the Draken. Yurth was satisfied with what they created together, and eager to see the change. Yurth was growing tired, for he had been awake for far too long

and grew weak. But, too late he realized nothing was missing.

The place he had created was too inviting, too ready for change, and greater beings from other planes and realms pushed their creations through the void toward his place. Yurth was much too weak to stop them, and so as he fell asleep Yurth granted Odgraag his elements to watch over what they created.

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Odgraag used Yurth's elements to make himself into the first dragon, an immortal creature that could protect the place. He used the elements to make more dragons, each with a domain over a specific element. Over time some dragons were corrupted by the greater beings from across the void. They lost the shine of their scales, and out of shame retreated into the wilderness. But Odgraag, the platinum dragon, remains the beacon of protection of Elementals and Draken.

Setting

You are an Agent of the Scales, recognized for your exceptional talents. Whether you were recruited at a young age, trained your whole life, used your political connections to talk your way in, or stumbled backwards into the position by showing off one too many times; you are now one of the Scales.

The Agents of Scales are trained to deal with the unnatural and supernatural creatures that exist in the world. You may have studied the difference between zombies and ghouls, ghosts and wraiths. Or you may have practiced throwing an axe to precise your place is chop the witches head off and ask what it's weakness is later. Either way, you have your skills. Unfortunately, or fortunately, you're stuck in a cushy guard post in the most well protected city in the realm. The City of Implatuu, the capital of Telemen, and home of the great platinum dragon Odgraag.

And things seem to never change...

Character creation

Available races are :

- Draken (my homebrew version)
 - Dragonborn (you are still considered Draken)
- Elemental (my homebrew version)
 - Genasi (you are still considered Elemental)

Major cities worship the metallic dragons:

Platinum Region[All elements]- Capital City Implatu - Ruled by Odgraag, Platinum Dragon

Gold Region[Fire]- Capital City Panshyan - Ruled by Gyildysh, Gold Dragon

Silver[Cold/Ice]- Capital City Dricton - Ruled by Zautong, Silver Dragon

Electrum[Poisson]- Capital City Mediphel - Dragon went missing 10 years ago

Copper[Acid]- Capital City Saross - Ruled by Cothan, Copper Dragon

Zinic[Lightning] (my made up version of zinc) - Capital City Reastass - Ruled by Bouuld, Zinic Dragon

Setting Highlights by location:

Implatu:

- Capital of Telemen
 - Economic center, large banks and the most metal processing forge factories
- Protected by **Odgrag** - the platinum dragon, the Great Serpent, master of 5 elements

Poison Region (Electrum):

- Capital (ex-capital): Mediphel
 - This region still has towns, cities, and people but no dragon ruler.
- Dragon: **Allouger** -electrum dragon
 - Patient, cunning, thoughtful
 - Missing since invasion of lizardfolk and Green dragon 10 years ago
- Other Region Highlights:
 - Ishlayma academy - school for gifted wizards, or wizard spell magics, run by Marlen
 - Living forest - Large, magical, and mysterious forest. Most don't dare travel too deep.
 - The remnants of Mediphel

Ice Region (Silver):

- Capital: Dricton

- Dricton is the city of on the frozen lake
- Dragon: **Zautung** - Silver dragon
 - Direct, but occasionally sarcastic, insightful
- Other Region Highlights:
 - The Frozen Wastes in the north are home to some Other-realmlers who desire isolation
 - Largest wood industry in the Iron Oaks (the large forest in the center of the region)
 - One of the only 2 Iron Mines to the south along the World's Spine (the mountain range between the Ice region and the Lightning region)

Lightning Region (Zinic):

- Capital: Reastass
 - Reastass is the second largest seaport, and the largest military force
- Dragon: **Bouuld** - Zinic dragon
 - Resourceful, Determine, Restless
- Other Region Highlights:
 - Sutant - Largest seaport, economic capital
 - Sylemel - fiefdom in the east, mostly of wealthy individuals who have become reclusive. Rich family money
 - Much of the region are port towns and water

Acid Region (Copper):

- Capital: Soross
 - Soross at the base of an inactive volcano, large acidic lake as a moat.
 - Considered the safest capital naturally
- Dragon: **Cethan** - Copper dragon
 - Cunning and unpredictable. Fickle
- Other Region Highlights:
 - Soross has the most prestigious military training academy, Titakis
 - Valhale - largest farming capital. Ruled by 3 families of Draken
 - Withered Peaks/Withered Hills - Mountains that have withered away to jagged rock features. East of the region, Formed from the combination of acid rain in the acid region and the winds from the Lightning regions
 - The Ebon Marshes is in the South, near the tributary at the mouth of the ocean from the acid lakes

Fire Region (Gold):

- Capital: Panshyun
 - Panshyun is the prettiest, and arguably, the most luxurious city

- weekly parades
- Dragon: **Gyildysh** - Gold dragon
 - Passionate, Intense, Confident but demanding
- Other Region Highlights:
 - Honjang Monastery - prestigious and autonomous monk temple
 - the north west corner
 - Dread Peaks - 3 inactive volcanoes in the region. The largest of which to the south has a valley of death in the desert to the north and east
 - Deserts in the north are home to archaic nomadic tribes that often fight each other. These area of the desert is also the location for occasional illegal activities

Military Hierarchy

- **Officers**
 - **Scale General** - Voice of Dragon, one of the only people to speak directly to Dragons and communications
 - **Colonel** - Coordinates forces during wartime, no significant duties during peacetimes. Most sought after position
 - **Major** - Handles Municipal work, Bridge between government and executive duties
 - **Captain** - Coordinates and manages Lieutenants, gateway positions between the public and the higher ranks.
 - **Lieutenant** - Lowest officer. Handles red tape, criminal detectives. Will answer to Sargeants if ordered to
- **Enlisted**
 - **Sargeant** - Highest enlisted, tend to be older, Leads a barracks or Base. Specialists can be executioner
 - **Corporal** - Grouped by District, Field authority, organizers
 - **Groundsmen** - Ground forces, grunts, city guards, front lines