

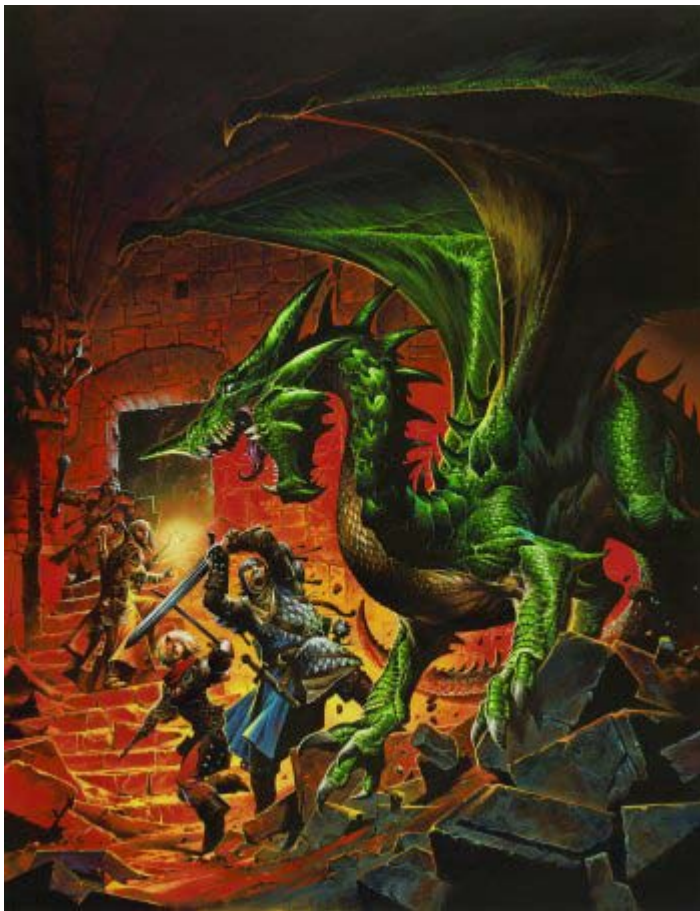
The Adventurers' Guide to  
**THRAEYA**



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# The Adventurers' Guide to Thraeya



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# Races

## *Humans*

**Lands:** Humans live in practically every land in the North and their lords rule many of them. Humans prefer defensible places close to fresh water and good farm or pasture land, but small bands can also survive in deep desserts, barren steppes, or arctic wastes.

**Gods:** Varun The Preserver and Ryaesa The Merciful are the most widely worshiped deities among humans, followed by Ordos, Bhatera, Luashatar, and the Elder Goddess Yavara. However, *all* gods have human followers, and humans in a particular land, tribe, or town may give other gods precedent. For some humans, precedence is given the evil trio of Raanak, Sahvaeda, and Zorrath, or even stranger cults devoted to vileness and destruction.

**Adventurers:** Most humans don't adventure. They are farmers or craftsmen, or, at best, herders, traders, sailors, or hunters. If very lucky, they may be heirs to fortune and power of one kind or another. But those that do adventure include members of every class, and humans have produced feared and famous adventurers of all kinds.







## *Dragonborn*

**Lands:** The fortress-cities of the dragonborn, found in the desserts of Khembia and on islands in the Sapphire Sea, are unknown in the North. There dragonborn live among the other races or in wild places where they often serve draconic masters. Travelers' tales say that south of Khembia, beyond the great Zahar, there are lands still ruled by dragonborn kings.

**Gods:** Tracing their origins to the Dead God Kron, many dragonborn are ambivalent about the "younger" gods. Cults devoted to Kron, his draconic Scions, and other draconic and dragonborn incarnates, are common among them.

**Adventurers:** Of all the races, dragonborn may come closest to "born adventurers". While most are guards, soldiers, or tribal hunters, many dragonborn become fearsome fighters or warlords. The more civilized may be paladins, the more feral barbarians, the more cunning rogues. Dragonborn warlocks tap the same arcane power that slew Kron, and is said to imbue the Scions created by his death, while dragonborn sorcerers draw magic directly from their draconic blood. Dragonborn bards keep ancient lore and sometimes serve draconic patrons. Some dragonborn also become wizards, or cult clerics of draconic Incarnates.

## *Dwarves*

**Lands:** Barukar is the great kingdom of the dwarves, and it has many holds: towns and cities built near the surface of the earth in hilly or mountainous regions, close to ready supplies of iron, silver, coal, and other valuable minerals. Dwarf holds are also found in other lands, some of these holds swear fealty to the Dwarf King, some do not.

Small groups of dwarves live in human cities or gnome settlements. These "sundered" dwarves keep to themselves, but make an effort to get on with their non-dwarven neighbors. Yet other dwarves are said to live in holds deep beneath the earth, never walking on its surface.

**Gods:** Ordos the Creator is the supreme god of the dwarves. Dwarves also worship his spouse Bhatera, his daughter Dhavara and his brother Varun. A small number of non-conformist and greedy dwarves worship Katera, Ordoses outcast daughter and goddess of treasure and theft. Too many secretly pray to Ordoses other brother Zorrath, Lord of Undying Power and Master of the Underworld.



**Adventurers:** Most dwarves are miners or craftsmen, not adventurers. But dwarves produce more than their share of powerful fighters and clerics and a good number of valiant paladins and warlords. Some dwarves dabble in the dark arts of the warlock and some isolated freeholds produce at least a few barbarians, druids, and rangers. Dwarven adventurers also include rogues, wizards, and the rare bard.

## *Elves and Eladrin*

A single race in ancient times, the elves and eladrin (who most also just call elves) divided long ago, and developed their distinct characteristics over the millennia. They still share a common language and many aspects of culture and religion. Inter-marriage still sometimes occurs, with the offspring having the characteristics of one or the other race.



**Lands:** Most eladrin live in isolated enclaves in the Feylands, and these “Gray Elves” are rarely encountered. Aldannor is the kingdom of the “High Elves”, eladrin who live in Thraeya proper. Other High Elves live in the West Woods of Westland and Nor in Vaerdun. A small number live in other lands, their enclaves hidden on rarely found islands, in distant valleys, or in deep forests.

Clans of the Five Tribes of “Wild Elves” can be found across the North. Most elves live in uncivilized places like Raesseria and the Great Forest, or in proximity to their eladrin kin. There are also legendary tribes that are said to live beyond the North, in the deep desserts of Khembia and vast steppes of the Khagir.

**Gods:** The goddesses of the Moon and Sun, Aeryana and Aedeava, are the principal deities of both elves and eladrin. Elves also give prominence to Yavara and many revere Joroth the Storm Lord. Pathar is an important god for the eladrin, and some also worship his sisters Dhavara or Katera (but rarely both). Kushara has followers of both races, though the enigmatic Undoer cannot be described as truly popular. Luashatar is a major goddess for both elves and eladrin. Some eladrin even claim to be descended from the Fey Queen.

Unfortunately, Sahvaeda, the Queen of Lies, also has a following with both races. Violent and vile elves also worship her son Raanak, power-hungry eladrin her brother-husband Zorrath.

**Adventurers:** Elves produce great hunters, eladrin famous scholars, either may be good craftsmen or brave warriors, a few artists or performers, and some eladrin live well with no real vocation at all. While they may not be peasants or miners like humans or dwarves, most elves and eladrin are also not adventurers. Those elves and eladrin that do adventure make great rangers or rogues. Many elves are also clerics to Aeryana or

another deity, and some are fighters, barbarians, or druids. Eladrin are famous wizards and dangerous warlords. Some may also become bards, fighters or clerics. A few members of each race are warlocks or paladins.

## ***Half-Elves***

Half-elves include the descendents of both eladrin and elves, and other half-elves.

HR: Dual Heritage A half-elf chooses their heritage when created: either eladrin or elf. If eladrin, they may take eladrin feats they meet requirements for, if elf, then elf feats. A half-elf cannot take both or change their heritage.

**Lands:** In Faenne, a half-elf queen rules, and most noble houses claim elf blood. Such “elf-blooded” houses can also be found in neighboring lands and there are some communities where those with mixed blood make up the majority. In most places however, half-elves are a minority, usually a small one. They can be found across the North, in human town and villages, with elven clans, in eladrin enclaves, and sometimes living or traveling with other races.

**Gods:** Half-elves are a varied and flexible, and their gods tend to reflect that. Many worship Kushara, goddess of change, Luashatar, goddess of beauty and persuasion, and Aedeava, goddess of enlightenment and valor. Pathar, Katera, and Aeryana also have many half-elf followers. Sadly, some half-elves follow the ever shifting Sahvaeda and Zorrath the dread god, or join cults worshiping other fiendish and foul overlords.

**Adventurers:** A “typical” half-elf may be a crafter, warrior, performer, trader, tinker, courtier, forester, fisher, or something else entirely. Many do become adventurers, making feared warlocks, valiant paladins, inspiring bards, clever rogues, and motivating warlords. Half-elves of other classes are also known. Whatever their main class, half-elves always dabble in another, and often work to become powerful in both.



## Other Races: Dreadbloods and Gnomes

HR: Important races in Thraeya, these will be available for play at a later date.

### *Dreadbloods*

Part human, and part something else, dreadbloods includes half-orcs, half-hobgoblins, half-gnolls, those carrying the blood of trolls and giants, and some with perhaps more monstrous forbearers. Humans often raise dread bloods, but their blood makes them different, as does the harassment and struggle for survival they face thanks to their unusual heritage. Unsurprisingly, dreadbloods are normally at the bottom of society, though some become powerful chieftains or commanders.

**Lands:** Dreadbloods have no lands of their own, living with either their human or monstrous kin. Dreadbloods are most common, and most respected, in wild places like Raaseria and the Blight; but they can be found in every land.

**Gods:** Dreadbloods worship Joroth the Storm Lord, Varun the Preserver and the Dead God Kron. Katera, Kushara, and Aeryana have dreadblood followers and more lawful dreadbloods may worship Dhavara. All too many bow to evil gods, especially Raanak the Slayer, or participate in the evil cults of demonic princes.

**Adventurers:** Most dreadbloods spend their lives as slaves, servants, or warriors but some are able to aspire to greater things. Adventuring dreadbloods are often savage barbarians—even those born in “civilized” lands can tap their inner primal rage—fighters, or warlords. A few may become druids, rangers, rogues, warlocks, or clerics to martial gods. Dreadblood bards, paladins and wizards are rare.

### *Gnomes*

**Lands:** These cousins of the halflings have their own kingdom in Gnosslan. Other gnome settlements can be found across the North, usually in sheltered hills and forests. Some major cities also have “gnome quarters”. No matter where they live, gnome dwellings are usually well concealed and cleverly guarded.

**Gods:** The knowledgeable Pathar is the greatest god to the gnomes. Gnomes also favor the merciful Ryaesa, the cosmos building Ordos, and the logical Dhavara. Some greedy or risk taking gnomes follow Katera, those who ply the wilder places Aeryana, and some valorous ones (or at least wishing to be) Aedeava. When greed becomes malignance, gnomes may turn to Zorrath or Sahvaeda.

**Adventurers:** Most gnomes find adventuring to be impractical. They use their wits and skill to craft fine items, build comfortable dwellings, and produce tasty foods and libations. Some travel the wider world as traders or performers. Still, a few *insist* on adventuring. Of those that do, most wield arcane power as wizards, warlocks, or bards. A few gnomes become paladins or clerics of Pathar or other gods, more than a few rogues, and occasionally one may become a crafty warlord or stealthy ranger. Gnome fighters are rare, gnome barbarians unknown.



## Halfling

**Lands:** Even as their gnome cousins eked out an existence in barren hills and dangerous woods, halflings in olden times lived well in the rich fields lush orchards of the Auldshyre. Then Auldshyre fell to the Blight, and halflings were forced to migrate east in search of new homes. Some found them, forming settlements in Westland, Faenne, Vaerdun, Gnosslund, and Ostmark. Others became Travelers, wandering from one land to the next while settling in none. In recent years, the Recovery has allowed halflings to journey back to Auldshyre, though some question the wisdom of return.



**Gods:** the merciful Ryaesa is the primary goddesses of the halflings. Yavara and Aeryana also have a good number of halfling followers. Halfling Travelers also worship Pathar and Katera, more settled ones hold Bhatera in high esteem. The deceitful Sahvaeda has a few too many halfling followers.

**Adventurers:** Whether they are settled farmers or wandering tinkers, most halflings prefer to stay alive and comfortable rather than take the risks of adventuring. Those that do make infamous rogues, cunning warlocks, and doughty rangers. Some halflings become paladin champions of Ryaesa and a few bards, clerics, and even the occasional warlord. Halfling wizards, fighters, druids, and barbarians are rare indeed.

## Tiefling

**Lands:** Once rulers of Demoria, that mightiest of empires, tieflings since the Fall have been scattered, living in the lands of others. Few stay for long in the villages or towns where they draw stares and suspicion. Some live on the edges of civilization, others in great cities. Many are Travelers, wandering from place to place, but never settling in one. A notable exception are the tieflings that rule in mighty Vaerdun, but even they are seen as a class apart, from the mostly humans that live in Vaerdun, and other tieflings.

**Gods:** Less religious than other races, when they do worship, Tieflings prefer the deities of knowledge and logic—Pathar and Dhavara—or goddesses of beauty and inspiration—Aedeava and Luashatar. Some worship the pure chaos of Kushara. More

than a few Tieflings still worship Zorrath and Sahvaeda, or participate in diabolical cults.

**Adventurers:** Many Tieflings seek to keep a low profile, and work as craftsmen and laborers, as others do. Some use their talents to become scholars and actors, lordlings and courtiers, or petty criminals and intimidating thugs. However their bad temper and infamous lineage often pull them into more exciting things. Tieflings warlocks, warlords, and wizards are widely feared. They also make effective rogues, cunning bards, and wrathful paladins. Tiefling barbarians, fighters, rangers, and druids are rare.



# Classes

## *Cleric*

You have been given the divine blessing to invoke holy energy with your prayers. This may be due to your faith, your teaching, your right behavior, or for a reason known only to higher powers. Whatever the reason, you have been called to carry out the work of your god by leading and supporting others.

As a cleric you are not only a priest, friar, or nun (though you may also be one of those) Hence, not only must you lead and support, you must take your gifts to those places and situations of danger where they would be of greatest benefit. At the same time, you may be part of a religious order or church, such as the Church of Cosmic Order (CCO) or Church of Holy Benevolence (CHB). This, and maintaining your divine connection may require following special rules, such as celibacy.

Many clerics follow those gods that “lead” their Court: Ordos and Bhatera for Law, Varun and Ryaesa for Good, and Kushara for Chaos. Most elf and eladrin clerics have either Aeryana or Aedeava for a patron. However all 12 of the True Gods have clerics, and you may choose any one as a patron. The Gods of Evil and some incarnates also have their own “cult clerics”. Only among dragonborn is it considered normal for a cleric to have an incarnate as a patron.

**HR: Alignment:** A cleric must have the same alignment as their god.

## *Fighter*

You are not simply a guard or soldier. By birth, training, or experience, you have the ability to perform exploits and endure punishment beyond common warriors. Dwarves, dragonborn, and humans from any region can be fierce fighters, and eladrin and elves also produce their share of these skilled defenders. Fighters of other races are less common.

Fighters worship Varun, whose shield preserves the cosmos, and Dhavara, whose sword brings justice. Those in wild lands also worship the chaotic Joroth, while more civilized fighters may follow the inspiring Aedeava. Many still call upon the evil Raanak, Lord of Slaughter, to bring death to their enemies.



## *Paladin*

You have been called to carry out the work of your god by defending others and fighting those in the wrong. You have a divine blessing that allows you to call upon holy energy with your prayers, giving you bravery and toughness beyond other mortals. This may be due to your faith, your teaching, your right behavior, or for a reason known only to higher powers. Whatever the reason, you should act in ways that will please your god. Most paladins follow a Code or Rule that defines their behavior. Many also aspire to join religious and noble orders of knighthood.

Pembria is the land most famous for its knights and paladins; however paladins come from many lands. Humans, half-elves, dwarves, and dragonborn are the most likely to be paladins, but paladins of all races are known.



While all gods have paladins that serve them, most paladins follow Aedeava, the Shining Goddess, or the just Dhavara. Others have Varun, Ordos, or the merciful Ryaesa as a patron. Those that embrace Chaos may bow to the beautiful Luashatar or Kushara, the Undoer. Dragonborn paladins have their own traditions, worshiping the Platinum Dragon or other incarnates.



## *Ranger*

Whether you are from the deep wilderness or the edges of civilization, you have skills that go beyond those of other woodsmen and hunters. Most rangers are elves or humans, and some eladrin, halflings, or gnomes. Rangers of other races are known, but not as common.

Aeryana, Huntress of the Silver Moon, is the principal goddess of rangers. Many rangers also worship Yavara, primal goddess of life, Joroth the storm lord, or the wandering Pathar. Those rangers who view their role as taming the wild may worship Bhatera. Rangers who revel in their role as life-takers and pain-bringers worship Raanak, or participate in the cults of vile and wild beings.



## *Rogue*

The towns, cities, and back roads of the North have more than their share of thieves, thugs, and bandits. But as a rogue, you are something else entirely. Capable of amazing exploits, you yourself may have been a petty criminal or pathetic pauper, but you could just as easily be descended from a long-line of roguish Travelers or a prominent and respected house of eladrin wizards. In any case, most rogues are humans, halflings, or tieflings, but the other races produce their fair share.

Rogues can be surprisingly religious, always looking for a little more luck. Katera the

Queen of Thieves and Kushara, Queen of Chaos, are the main deities of rogues. Some rogues also worship the seductive Luashatar, the wild Aeryana, or the curious Pathar. Many still secretly pray to Sahvaeda, Queen of Lies.

## *Warlord*

You may be a brave squire, hardy sergeant, cunning warrior, or silver tongued aristocrat, but beyond any of those, you are born to command, capable of motivating others in a way no one else can. Humans, dragonborn, half-elves, tiefling, and eladrin produce more warlords then other races, but there are warlords of all.

Dhavara, goddess of martial skill, and Varun the Preserver, are the main deities of warlords. More savage warlords may follow Joroth, more noble ones Aedeava. Raanak is the god for those warlords who seek to use their powers to destroy and subjugate others.



## *Warlock*

You may have been born with it, you may have been called to it, or you may have sought it out, but no matter how, through sheer force of will you command power that others fear. Tieflings are infamous warlocks and some humans, half-elves, and gnomes have also forged the Pact. Warlocks among other races are known, but rare.

Perhaps jaded by their own quest for arcane power, warlocks tend to be less religious then others. Those that do worship follow Kushara; many warlocks believe that her warping of the cosmos is the source of their power. Others follow Pathar, master of the Arcane, or his sister Katera. Some revere the Dead God Kron, who's Scions forged the earliest pacts. A few worship the Scions themselves, or participate in even stranger cults. For many however, it is the killers of Kron, his children Sahvaeda and Zorrath, that where the first to unleash the warlocks power and most deserving of worship.



## *Wizard*

Through an unusual combination of inborn talent and extensive education, you command unearthly energies and perform arcane feats well beyond what most mortals, or even “heroes”, are capable of. And you probably know it. Eladrin and tieflings have the oldest wizarding traditions, and many humans and gnomes also become wizards. Wizards are not as common among the other races. No matter what your race, you probably spent some time in a school, college or academy, to fully learn and master your art.

Pathar, god of knowledge and the arcane, is the most popular deity among wizards. More logical or lawful wizards also worship Dhavara or her father Ordos. Those who revel in their power to warp reality favor Kushara the Undoer. Some wizards insist on participating in the evil worship of Zorrath, He who Knows.

## *Barbarians, Bards, Druids....and more*

Thraeya has many kinds of adventurers. Barbarians, druids, and shamans draw their power from the primal energy of nature itself. Bards are arcane leaders whose music and oratory can inspire, confuse, and even heal. Sorcerers are also arcanist, but unlike wizards, the sorcerer’s magic is erratic, surging moment to moment. In the distant east, monks are said to perform amazing feats using cosmic energy and swordmages combine the arcane arts with martial vigor.

Legends tale of other, even rarer, individuals. Some are said to carry the blood of the lost land of Dealnab, and command strange psychic energies. Others control shadow itself, either to deceive, or command necrotic energies. A few call directly upon the four elements for their power.



# Backgrounds

Adventurers come from all walks of life. Is your character a goat herder who learned his skills living in the wild and fighting off marauding goblins, did he go to a special school that taught him the arcane arts, or is he the son of a baron and famous warlord?

After choosing your class and race, think about other elements of his origins. This should include one of the backgrounds listed below. Note that your character may have elements of more than one, but he should pick a single primary background.

**Deepdweller:** You are a dwarf, dreadblood, or possibly a human, dragonborn, or gnome, who has spent many hours under the earth. You may be a miner, a member of a clan native to the deep, or you could have even gotten lost in a cavern or dungeon complex, and somehow survived.

**Forester:** You have grown up in the Great Forest, West Woods, or another wild land. You may be from a small human village or gnome settlement, a group of dragonborn serving a powerful draconic master, a wandering elf clan, or an isolated eladrin enclave.

**Highborn:** You grew up in privilege, perhaps as the child of a land owning noble, a powerful chieftain, an influential merchant prince, or an accomplished eladrin mage. While you have benefited from this, you probably are the 2<sup>nd</sup>, 3<sup>rd</sup>...or 8<sup>th</sup> child, and don't have a title, or great wealth, yourself.

**Highlander:** You were raised in the mountains and hills of Barukar, Faenne, or another land, perhaps in a dwarf hold, gnome settlement, or as part of a human, elf, or dragonborn clan.

**Minstrelborn:** You grew up as part of a troupe of actors, singers, and acrobats, probably humans, halflings, gnomes, or tieflings that traveled in the larger towns and cities.

**Nomad:** You are from the open plains of the Khagir or desserts of Khembia, probably part of a wandering band of humans or dragonborn.





**Peasant:** You grew up working the land, probably in a human or halfling village.

**Sailor:** You grew up on the sea, serving with other humans or halflings on a fishing boat or merchant ship. You may have even spent some time with a buccaneer or corsair crew that sailed from Portmal or the Windwards.

**Scholar:** You have had spent your formative years in study, and may have spent time with human, gnome, tiefling, and eladrin students at Watercross College, the Great Library of Patharia, or another place of higher learning.

**Server:** while perhaps not an outright thrall, you have worked as a serving wench or boy in a—most likely human—tavern, inn, public house, or, less common, a shop in a town or city. For all its downsides, this has allowed the world to come to you, and taught you a thing or two.

**Smith:** You have served as an apprentice to a black smith in a human village or dwarf hold.

**Thrall:** You were bonded and served another, perhaps a noble, priest, or rich merchant. You may have been treated well, or miserably. In any case, you have somehow escaped your duty.

**Traveler:** You are part of a clan of Travelers: humans, halflings, and tieflings that wander the land, never settling down.

**Urchin:** You grew up on the streets, and may have joined a gang of thieves or guild of beggars.

**Warrior:** You spent your formative years as a guard, soldier, or mercenary. You may be a Raesserian Clan Warrior, a man-at-arms from Vaerdun, an elf archer from the Shadow Coast, a dwarf hold guardian of Barukar, a dragonborn sword for hire, or another kind of warrior.

**HR: Benefits from backgrounds:** Most of the “benefits” from your background should be part of your character, in terms of their standard feats, skills, and powers. In addition, you may receive one of the following benefits from your background, as agreed with the DM. Be sure to think how you got the benefit as part of your background, and take a note to use latter in your origin write-up.

-*Cross class skill:* you can use one class skill for a skill not on your class list, but is consistent with your background.

-*Language:* you know an additional language thanks to your background.

-*Wealth or equipment:* you start with an additional 100 gp (in wealth or goods). At 11<sup>th</sup> level you gain another 1100 gp in wealth or relevant equipment.

## ***The background write-up***

At first, you may have a general idea of your background and how it relates to other parts of your character, and that’s fine. But after playing your character for a bit, you should consider a more detailed write-up that briefly describes your characters origin. (It should be one or two paragraphs about as long as this one). Be sure to consider race, class, background, and other things that stick out about your character, like maybe his

high or low ability scores, or a particular feat, power, or skill. Maybe race and background is enough to explain these things, or maybe it is part of a family lineage, a specific trauma, or your character is just somehow different. Also, be sure this is an **adventurer's** origin. If you describe a character that would not adventure, or only do so under limited circumstances, you have made a mistake! By the same token, be sure not to limit your character to a very specific path that may never happen in play: try to keep things open. Finally, don't overdo it. This is just for a level 1 character; assume that most of his adventuring career is before him.



# Gods

Deity	Concerns
<i>The Elder Gods</i>	
<b>Kron</b> “The Primal God”	Matter and Energy
<b>Yavara</b> “The All Mother”	Living Things
<i>Gods of Chaos</i>	
Joroth, “Rage”	Rage, Strength, The Sea
Katera “The Queen of Thieves”	Risk, Luck, Treasure
<b>Kushara, “The Undoer”</b>	Chaos, Change, Entropy
Luashatar, “Desire”	Passion, Beauty, Art
<i>Gods of Good</i>	
Aedeava “The Bright Star”	Valor, Sun, Resurrection,
Aeryana “The Huntress”	Archery, Wilderness, Moon
Pathar “The Wanderer”	Journeys, Insight, The Arcane
Ryaesa “Mercy”	Devotion, Compassion, Health
<b>Varun “The Preserver”</b>	Protection, The Sky
<i>Gods of Law</i>	
Bhatera “The Matriarch”	Duty, Marriage, Agriculture
Dhavara “Justice”	Justice, Strategy, Martial Skill
<b>Ordos “The Architect”</b>	Law, Order, Creation
<i>Gods of Evil</i>	
Raanak “The Slayer”	Slaughter, Hatred, Battle
<b>Sahvaeda “Corruption”</b>	Deceit, Treachery
<i>Zorrath “He Who Knows”</i>	Death, Forbidden Knowledge, Power

## *The Elder Gods*

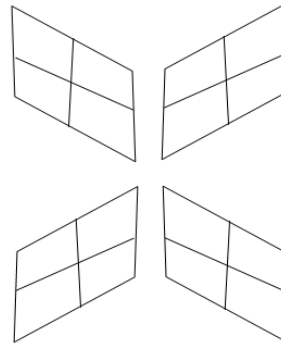
**Kron** *The Primal God:* The first god, Kron was destroyed by his children when he attempted to punish Zorrath and Sahvaeda for their transgression. His corpse and blood would spawn the Scions of Kron and form the Maelstrom. Kron's "priests" are considered cultists.



**Yavara** *The All Mother:* The first goddess, Yavara is the wellspring of all life and mother of the first generation of gods. She dwells in the Primal Garden and is widely worshiped. She has no known clerics or paladins, but many druids claim her as a patron.

## *The Gods of Chaos*

**Kushara** *The Undoer:* The second child of Kron and Yavara, Kushara is the embodiment of change in the universe, embracing both creativity and destruction. She is a wily trickster capable of taking any shape or form who regularly outwits her brother Ordos. Her following is limited, but many say a prayer to Kushara when they seek change in their lives.



**Joroth** *The Storm Lord:* Said to be created by Kushara from "waters in which lingered...the wrath of Kron", Joroth can be a force of pure rage, for good or ill. He is the lord of storms, strength, virility, and the sea. Joroth has many mortal descendants, including the centaurs and minotaurs. He has many followers in less civilized lands, and among the wilder races.



**Lueshatar** *Desire*: Said to be created by Kushara from “waters in which lingered...the passion of Kron”, Lueshatar embodies beauty and desire. She is an inspiration to artists and lovers everywhere. Lueshatar has numerous descendents, mortal and immortal. Widely followed, only the most lawful societies discourage her worship.

**Katera** *The Queen of Thieves*: Like her brother Pathar, Katera ran away from her parents Ordos and Bhatara and embraced a life of risk taking and adventure. Her many exploits include returning from the Land of Death with the Silver Chalice. Katera is a goddess of luck, capable of bringing reward, but also disaster. Like her father, she is also a goddess of skill and expertise; of making ones *own* luck. Katera’s followers include thieves and other wealth seekers and risk takers.

### ***Alignment in Thraeya***

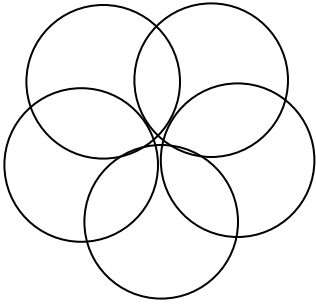
**Good**: The Gods of Good exemplify and instruct how good beings should behave. Good is about valor, compassion, and balancing ends and means. Good is not about being foolish, but it is also not about selfishness or rationalization. Good beings try to follow the Eight Laws, but are more interested in the spirit than the letter.

**Lawful Good**: The Gods of Law are the ultimate examples of lawful good, and from them flow its philosophy and action. Law is not opposed to good (hence “lawful good”), but lawful beings understand that good comes from a well ordered cosmos built on respect for authority and adherence to the Eight Laws. The lawful are not impractical, and can be quite good at “interpreting” the law to their liking, but in the end one must display right thought, right intent, and right action, nothing more or less.

**Unaligned**: Most beings are unaligned. They lean towards good, and law, but know they have to take care of themselves first. Chaos is the philosophy of unalignment. It goes beyond mere pragmatism to an open rejection of slavish devotion to authority or “do-goodism”. Outside of a general respect of freedom and change, by its very nature Chaos does not offer a single alternative dogma, but embraces a range of concepts as varied as the four gods of Chaos. At the same time, even the Chaotic respect the Eight Laws, though more as a broad framework, to be interpreted with a certain creativity, as needed.

**Evil**: The Gods of “Undying Power” exemplify this dangerous, and seductive, philosophy. The Cosmos is a battleground, and who says you shouldn’t win a battle or two? Accepting your own nature, and acting on it, does not mean wanton betrayal or destruction. If taken too far, pain and treachery can conflict with advancing your own power and status, and punishing those that have wronged you. Similarly, evil often embraces the Eight Laws, as a means of protecting the strong, punishing the weak, and manipulating for one’s own advancement.

**Chaotic Evil**: Embraced by cultists that worship twisted and horrid immortals, chaotic evil accepts and encourages varying degrees of sadism, destruction, and nihilism. Some creatures have chaotic evil “societies” of varying kinds, and these beings do follow certain conventions to keep order and maintain cohesion. Even the Eight Laws may be “respected”, usually as a cruel mockery.



## ***The Gods of Good***

**Varun** *The Preserver*: The third child of Kron and Yavara, Varun always seeks to do the right thing and protect others. In the early days of the gods, he battled Zorrath and drove him in out of the Primal Garden and into darkness. Later, manifested as The Lion, Varun led the early Proteans to the North during the time of Shadow. For these and other exploits, Varun is widely worshiped, especially by humans.

**Ryaesa** *Compassion*: Like her “sister” Bhatera, Ryaesa was born directly from a Fruit of the Immortal Tree in the Primal Garden. She always shows great concern for others and seeks to ameliorate their pain and suffering. She is responsible for the first resurrection, when she brought back her daughter Aedeava from the Land of Death. She is a popular goddess, especially with humans, gnomes, and halflings.

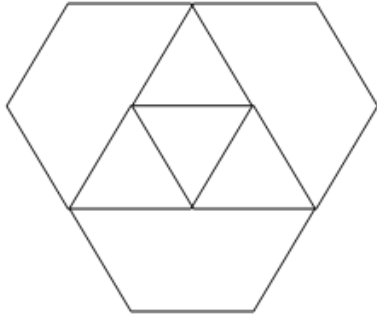
**Aedeava** *The Bright Star*: Sister of Aeryana and child of Varun and Ryaesa, Aedeava is the light bringer, driving back darkness and despair. Slain and forced to enter the Land of Death, Ryaesa returned her to the heavens. Aedeava is popular with paladins and other sorts of champions, and is one of the two great goddesses of the elves and their eladrin cousins.



**Aeryana** *The Silver Moon*: Child of Varun and Ryaesa, and sister of Aedeava, “The Huntress” is a wild spirit who endowed dire animals with their ferocity. She is considered the “mother” of the elves, giving them their special gifts and made them a race apart. Along with elves and eladrin, her followers include rangers and others who spend much of their life outdoors.

**Pathar** *The Wanderer*: The brother of Katera and Dhavara, Pathar left the court of Ordos to travel the Cosmos. Pathar wanders constantly, questing for experience and knowledge. He is a “messenger” and a source of knowledge to many of the mortal races. Pathar is also a master of lore and arcane skill, which he seeks out on his travels. He naturally has a varied following among journey-makers, explorers, arcanists, scholars, and anyone who seeks the unknown.





## *The Gods of Law*

**Ordos** *The Architect*: First born of Kron and Yavara, Ordos embodies the order of the cosmos. Ordos is the crafter of countless worlds and seeks to ensure that Law prevails, though in this he is often foiled by his sister Kushara. Ordos is the supreme god of the dwarves and is worshiped by the artisans and lawful members of many races.

**Bhatera** *The Matriarch*: Like her “sister” Ryaesa, Bhatera was born directly from a Fruit of the Immortal Tree. From early on, she sought to control and tame the wild things about her. She taught Mortals how to tame the land and themselves through the sacred bonds of matrimony. Her worshipers include mighty matrons, common peasants, and those wishing to marry or have a better marriage.

**Dhavara** *The Justice Bringer*: Child of Ordos and Bhatera, Dhavara was said to be conceived by her fathers “desire for justice”. She commands the angelic legions of Law and inspires mortal and immortal justice makers. Dhavara embodies martial skill, strategic logic, and wise judgment, and includes both warriors and scholars among her followers.

## *Holy Numbers*

- 1...Dead God
- 2...Elder Gods
- 3...Gods of Undying Power
- 3...Gods of Cosmic Order
- 4...Gods of Chaos
- 5...Gods of Good
- 8...Right Gods
- 12...True Gods
- 15...Gods that clerics call
- 16...Gods beyond the stars
- 17...Gods that ever where



## *The Gods of Evil*

**Zorrath** *The Dread Lord*: The twin of Sahvaeda and last born son of Kron and Yavara; Punished by Kron for his “relations” with his twin, Zorrath helped turn the other gods against Kron and destroy him, bringing death to the cosmos. After his latter attempts to make himself chief of the gods, he was cast into darkness with his sister-wife. Zorrath is the master of death and undeath, the lord of curses, master of lore beyond the pale, and the embodiment of power for powers sake. While his worship is banned in most lands, Zorrath has many followers.

**Sahvaeda** *Deceit*: Cast into darkness after she helped her husband-brother manipulate the other gods into destroying Kron, Sahvaeda is the endless schemer. She has allegedly cheated on Zorrath a number of times—giving birth to Raanak among other things—but has somehow always blunted his wrath. Whether they are tribal matriarchs, powerful merchants, or common thieves, her followers are always willing to sacrifice the truth, along with anything else, to get what they want.



**Raanak** *The Slayer*: Rumored to be fathered by Joroth, this child of Sahvaeda embodies the destruction and hate of war. His chief rival is Dhavara, who has bested him a number of times. This has not hurt his popularity. Many seeking victory in battle, not just the evil, have been known to turn to him.





## *Incarnates*

While there are only 17 true divinities in the Cosmos, there are hundreds of other unique immortals known as 'incarnates'. These include saints and heroes that where once mortals, fiendish princes and commanding angels, and the truly ancient Scions of Kron.

The incarnates are revered, but are not normally worshiped as gods. Those that do are considered cultists. Only among dragonborn are incarnates normally treated as worthy of divine reverence.

Some of the more prominent incarnates are listed below.

**Arkanon** (LG): The first wizard of Thraeya, Arkanon is the studious and disciplined counterpart to his more freewheeling mentor, Pathar.

**Asmodous** (E): "The King of Hell", Asmodous led the rebellion of angels against the Right Gods, and was cast into hell for his trouble.

**St Cuthbert** (LG): One of the Eight Martyrs, Cuthbert would spread the teachings of Light and Right in Pembria, Faenne, and the north of Westland.

**St Feativus** (G): Perhaps the most popular saint in all the North.

**Fycynis** (E): Ancient empress of Demoria, her quest for power led to diabolical pacts, hobgoblin armies, and the beginning of the Fall.

**Hareld the High King** (G): Restored the glory of Westland, reestablished the Knights of Pembria, brought peace and justice to the North, and rolled back the blight.

**The Lich Lord** (E): A high priest of Ryaesa in ancient Demoria, the Lords quest for immortality would make him the first of the Fallen.

**Lilith** (E): One of the oldest angels, Lilith would seduce many to join the angelic rebellion and now serves as Queen of Hell, reigning with Asmodous.

**Loehid** (CE): This student of Pathar used the pure force of his mind to see what no being should. Loehid was led to madness and darkness, and "blessing" by Zorrath transformed him into a horrific being.

**The Minotaur** (CE): Born of a mortal queen and Jorrath manifest as a bull, the descendents of the Minatour would escape the labyrinth and found the eponymous race.

**Nift the Knife** (UA): In taverns and public houses across the North, gnomes and halflings still tale stories of this always lucky, if not always wise, rogue.



**Orcus (CE):** This Scion of Kron and Lord of the Undead carried the dark curse of Zorrath, and it was to Zorrath that Orcus was drawn after his emergence from the Abyss.

**The Platinum Dragon (LG):** The most noble Scion of Kron and father of good dragons. The Platinum Dragon is a common patron of dragonborn paladins.

**Redvar the Red Robber (G):** Scourge of the corrupt and boon of the commoner (and himself), “Red Robbers” are said to still roam the country-side, looking to right wrongs, and make money on the side.

**Sivarin: (LG):** “The Enlightened One” has a large following among monks in the East.

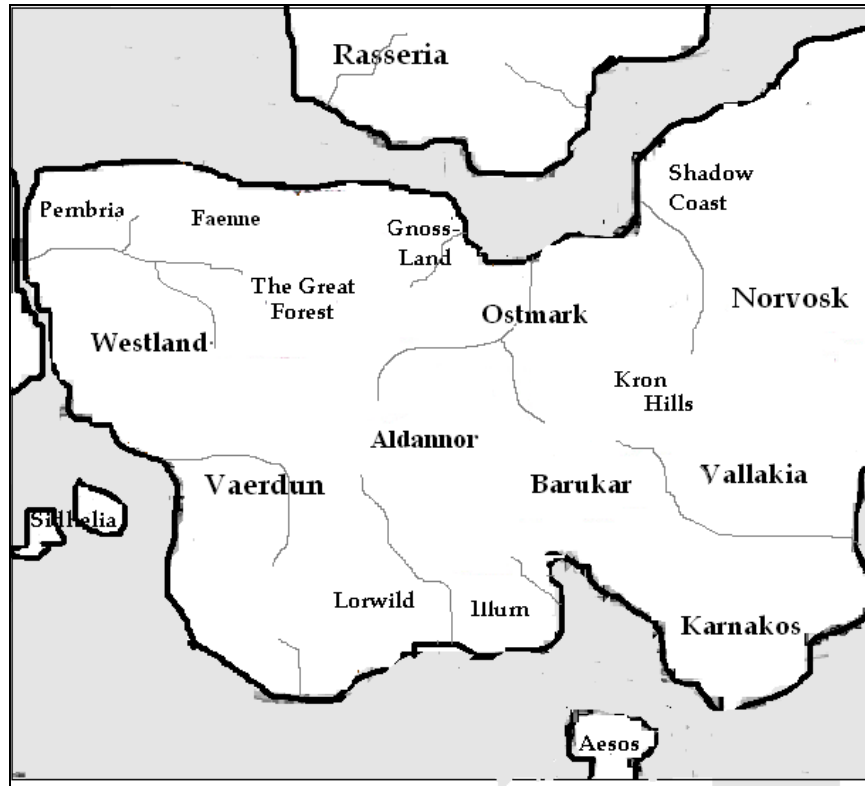
**Taellen (G):** The brother of Arkanon and fellow student of Pathar, this first bard of Thraeya would wander the land, learning and re-taling many of the stories from the places he visited, and creating more then a few new tales in the process.

**Tiamat (CE):** This Kron Scion is the anti-thesis of the Platinum Dragon, spawning evil dragons and seeking destruction above all else.



# Lands

## The North



### *Lands of the North*

**Aessos:** Ruled by titans, few dare visit this wild island.

**Aldannor:** This land of forests and vineyards is governed by a High Elf (eladrin) monarchy established after the Fall. It is not always welcoming to strangers.

**Barukar:** The mountainous kingdom of the dwarves includes both the great holds and fair villages and towns set up to trade with the dwarves, but also many dangerous caverns and peaks laired by giants, dragons, and other things.

**Faenne:** Home to fierce highlanders and erudite bards, Faenne's half-elf queen is directly descended from Lueshatar and Taellen.

**Gnossland:** This hilly gnome kingdom also has a sizable halfling population. It is the birthplace of Saint Festivus, and attracts many Solstice pilgrims.

**The Great Forest:** Elves who have long lived here battle resurgent goblins and all seek to avoid the many powerful beasts that call these ancient woods home.

**Illum:** Once the heart of the Old Empire, this republic has done much to reestablish itself. Nonetheless, once great Illarium remains a city of ruins.

**Karnakos:** These ancient city states include some of the great metropolises of the North, as well as the ruins of many that once where.

**Kron Hills:** These dangerous highlands are named after the Primal God, and reflect his dangerous energy. Some of the most powerful orc tribes live in these hills.

**Lorwild:** These ancient forests are said to be ruled by a mysterious council of druids. Few travelers can confirm this.

**Ostmark:** This “kingdom without a king” is a loose grouping of largely independent principalities.

**Norvosk:** Once a mighty empire, this land fell into darkness and decay after the death of the last Tsar.

**Pembria:** The Knights of Pembria are known throughout the North, long holding the deadly Blight at bay.

**Rasseria:** Clans of men, elves, dwarves, and giants, battle harsh elements, mighty dragons, and each other, in this icy northern land.

**Sidhelia:** These mist shrouded islands are said to lie between the world and the Feylands.



**Shadow Coast:** Caught between the darkness of Norvosk and the savagery of Raessleria, this wooded coast keeps many secrets.

**Vaerdun.** This great kingdom is ruled by tiefling monarchs that trace their origins to the ancient emperors of Demoria and their right to rule to the gods.

**Vallakia:** A land of heavy forests and rocky hills roamed by mighty clans of centaurs and filled with all sorts of strange and dangerous beasts. A few minor city states and isolated caravansaries are the closest thing to civilization.

**Wesland:** Long the “barrier against the blight”, the Recovery has seen this kingdom flourish. But the advent of an inexperienced “boy” king, and long standing fear of new threats from the West, leave many wary.

## ***Other Lands***

**Aldshyre:** Once the homeland of the halflings, Auldshyre fell to the Blight centuries ago. In recent years, some have felt safe enough to return. Others doubt their wisdom.

**The Blight:** The devastated, and deadly, land between old Demoria and the North.

**Deamorria:** The heart of the Blight in the West, this deadly land is said to contain ruins filled with lost lore, amazing treasure, and unspeakable horrors.

**Kazduan:** The ancient home of the dwarves before they fled before the Blight and settled in the North. Many adventurers have returned in recent years. Not all have survived.

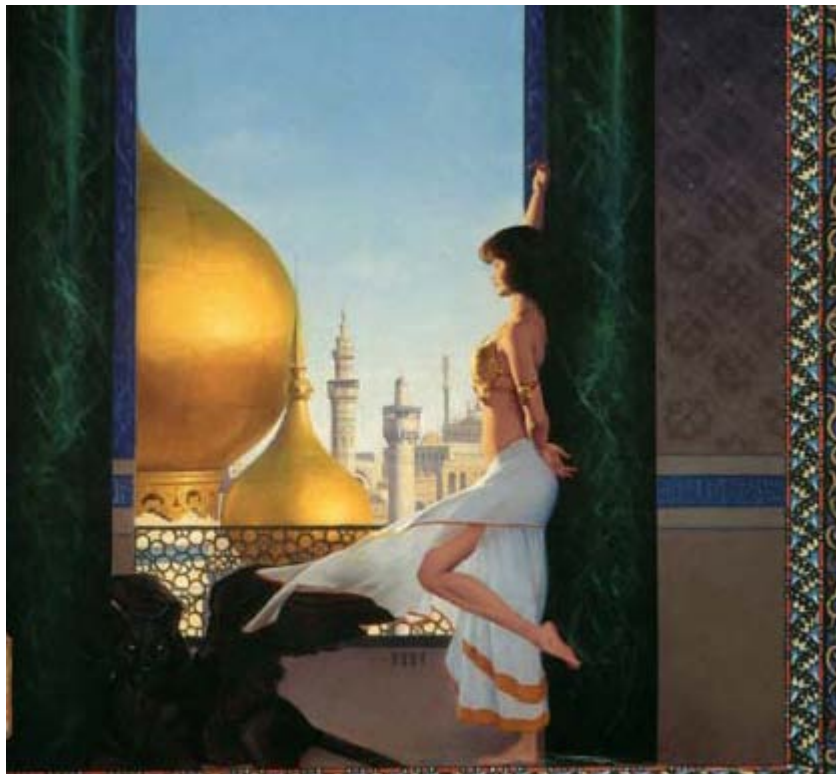
**Khaghir:** Skilled nomads wander the endless steppes of this Eastern land.

**Khembia:** This desolate dessert contains ruins of once great Ta'Khem.

**Rahajapuir:** A legendary land of the East, known for its luxury and mysterious lore.

**Zeyriya:** The Sultan rules as the greatest emperor of the Known World.

**The Windwards:** Pirates and merchants battle for control of these islands that are the gateway to the Far West.





# Life

## *The Common Calendar*

The Common Calendar has 12 months, each of 4 weeks, or 28 days, length. Each month begins on a new moon.

Monday	Jorday	Pathday	Varday	Luesday	Bharday	Sunday
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

### **Important Dates**

First Day (Ordos): 1d 1m

Winterdark (Katera): 22d 2m

Enwinter (Yavara): 21 d 3m

High Spring (Lueshatar): 5d 5m

Journeyday (Pathar): 24d 5m

Mid Summer (Raeyasa): 21d 6 m

High Summer (Joroth): 9d 8m

Wiesday (Dhavara): 1d 9m

Leaffall (Yavara): 22d 9m

Reaping (Bhatara): 27d 10m

Praising (Varun): 25d 11m

*The Week of Light*

Silver Moon (Aeryana): 15d 12m

Endark (Aedeava): 21d 12m

*The Week of Fests*

Feast Day (Feastivus): 24d 12m

Final Night (Kushara): 28d 12m



## ***The Eight Laws***

One shall respect the Gods.

One shall take no life, unless, under the law, that life must be taken.

One shall take nothing that rightfully belongs to another.

One shall not break trust with another.

One shall respect those to which they are bound by blood.

One shall respect those to which they are bound by duty.

One shall not consume the flesh of another, or do any unclean act.

None shall be born into bondage.

## ***Travel and Trade***

Inland trade follows the great waterways and the remaining roads of the Old Empire that remain passable. Trade across seas, which had almost disappeared, has grown rapidly in recent decades, but is still mostly used for luxuries. Of course most people don't trade or travel great distances, and rely on local paths and trails.

Overall, there is enough travel and trade to support inns and taverns in more civilized lands, and the occasional caravansaries in others. Nonetheless, foreign raiders, aggressive monsters, and local bandits can make travel dangerous anywhere, even in the most settled of kingdoms. Most traders try to travel in numbers, and guards are a must.

### ***Common Coin Names***

Platinum Imperial (PP)

Gold Sovereign (GP)

Silver Noble (SP)

Copper Pence (CP)

### ***Luxury Provisions***

Coffee.....2 gp/lb

Chocolate.....5 gp/lb

Tea.....1 gp/lb

Pipe Weed.....5 sp/lb

-Blue Haven.....4 gp/lb

Wine.....5 gp/bottle

-Aldannoran.....15 gp/bottle

-Vaerdunian.....10 gp/bottle

## ***The Common Tongue***

Almost all humans speak the "Common" tongue, sometimes also known as Norian. Common is divided into a number of local dialects like Westish, Varsais, or Karnok, but only in rare cases can the speaker of one dialect not understand the speaker of another. Common is *not* the only human tongue in Thraeya, but it is the dominant language of the North. Most tieflings, dreadbloods, and halflings also rely on Common as their main language, often with accents or dialects. Some halflings speak a dialect of gnome.



*And so Ends this First Draft of the Adventurers' Guide to Thraeya*

