

THE GRAND DIVIDE

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The Last Years

-150 to 0 – End of Age of the Shard War

- Shards start destabilizing, making surges of power that alter the world.
- The Spirit Realm starts overflowing thanks to the Shard War, making it so some souls don't pass on to their next life. This event is later dubbed The Sundering.
- Aquaris' Abyssal Palace separates from the mainland, becoming an underwater city.
- Aerion separates from the earth, creating the current sky islands. In its place, the lands become a barren desert, later becoming known as Sunscorch Expanse.
- Viridalis isolates themselves from the world, using the Nature Shard's power to create the forests that protect it.
- The area north to Aerion freezes over thanks to the Ice Shard, later becoming the Frosthelm Reach.
- Erekar start appearing in the world, working as mercenaries that work from the shadows. Eventually they align themselves with the Umbra Court and the Vanyr.
- The Shadow Shard emits the greatest surge of power recorded in history, creating the veil of darkness over Umbra Court known as the Eternal Night.
- The gods remove themselves from the world. Brannok, God of Treaties and Peace stays behind while trying to mediate and becomes bound to the mortal world.
- The Concordant Plains are formed, becoming the world's peace hub.
- The Vaelari emerge from nowhere. They start stabilizing the shards, an act that would take 200 years to conclude.
- Year 0 marks the formal end of the Shard War, beginning the Early Concordant Era.

1 to 150 – Early Concordant Era

- Early days of the Concordant Era start off with tension. Nations still don't trust each other.
- To ease the problems, the Eldwyn Vale creates the Adventurer's Hub and the Hall of Accord to unite both the leaders and the common man. It works.
- Therian villages in Viridalis consolidate under regional lords, forming the foundation of structured governance amid the chaos.
- Kaen no Kuni martial academies are rebuilt under the eye of the Lord of that time, codifying post-war combat doctrine focused on discipline over conquest.
- The first Luxmetal artifacts are forged in Lumineth Sanctum by Forge Priests, marking the beginning of sanctified material craft.

- The Lumineth Sanctum becomes a Theocracy post the discovery of Luxmetal, giving its power to the clergy.
- A joint Nerai–Hyran maritime council forms to regulate post-war sea routes and prevent renewed naval conflict.
- The first recorded case of Shard-induced mutation is documented in Aetherflux, prompting stricter ethical guidelines in Shard experimentation.
- Concord Bridge is built, connecting the Left continent to the Right one. The first Concordant Treaty is signed in it.
- The Concordant Council quietly debates whether Erekar qualify as a people or a threat. No consensus is reached; the issue is indefinitely deferred.
- Aerion establishes Aerion Prime, training the first Skyserpent riders and asserting aerial dominance.
- Brannok decides to change his domain, becoming the God of Festivities.

151 to 250 – Age of Expansion

- Durakken master-builders begins continent-spanning stone-carving projects in the Thundarkar Range, including bridges, keeps, and shard-resistant foundations.
- Aetherflux creates one of the biggest points of free knowledge within the world – the Aetherflux Academy.
- The Shadow Rift Exchange expands operations, becoming the single largest black-market nexus in Vaeloran.
- The first stable aerial trade routes open between Aerion and Aetherflux, revolutionizing long-distance commerce.
- Aetherflux starts creating the Valken, automatons that use the souls of the dead as a power source created to work for the people. Their existence is hated by the Aelvar.
- Eximus, one of the Valken, was tasked with being the Valken’s leader.
- Brannok’s festivals spread continent-wide, becoming major cultural touchstones that soften post-war animosities.
- Erekar mercenary companies begin operating outside Umbral Court lands for the first time, despite Concordant bans.
- Kaen no Kuni codifies its Way of Contained Flame, banning conquest-based warfare.
- Shards are finally stabilized thanks to the Vaelari.
- Early Vanyr noble houses consolidate power within the Umbral Court, formalizing hereditary shadow influence.
- A failed assassination attempt on an Eldwyn Vale mediator is traced back to shadow intermediaries, straining Concordant–Umbral relations.

- The Concordant Council quietly debates limiting Umbral Court representation; no vote is taken.
- Aquaris completes fortified trade routes into Viridalis, enabling sustained naval commerce.
- First interactions with the Gods that separated themselves from the world are recorded. Beliefs of gods start to grow again.
- Eldwyn Vale hosts the First Continental Shard Congress, marking the symbolic height of cooperation — and the end of unquestioned expansion.

251 to 400 – Age of Skirmishes

- Eximus achieves partial attunement to the Lightning Shard, rebelling against Aetherflux and igniting a civil war between the Valken and their creators.
- Large portions of Aetherflux are devastated by sabotage, rogue constructs, and unstable aetheric infrastructure, permanently damaging its image as a unified nation.
- Several Aetherflux city-states declare temporary independence to avoid Valken conscription and soul-binding practices; most are later forcibly reabsorbed.
- Frosthelm experiences internal fractures as jarls debate intervention versus isolation, nearly dissolving the Northern Hall.
- Nerai maritime councils impose a short-lived embargo on Aetherflux after Valken attacks on trade convoys, leading to isolated naval clashes.
- Viridalis border wardens clash repeatedly with Erekar mercenary bands moving through forest fringes, prompting stricter Sylvari isolation.
- A Halvyr-led attempt to enforce emergency Concordant law fails when multiple nations openly refuse compliance, weakening Concordant authority.
- Ideological conflict erupts within the Lumineth Sanctum between reformist clergy and traditional theocrats over the ethics of Luxmetal creation.
- Durakken of the Thundarkar Range refuse military construction requests, declaring neutrality in civil conflicts and straining long-standing alliances.
- Internal shadow warfare breaks out within the Umbral Court as factions assassinate rivals over Erekar loyalty and influence.
- Aerion faces internal dissent when younger Windwing riders demand intervention against Eximus, but elder Skywardens reaffirm neutrality.
- Eximus is believed destroyed during a catastrophic Lightning Shard implosion; his core is presumed annihilated, and the Lightning Shard is once again free.
- The Valken civil war abruptly ends, leaving surviving Valken fragmented and leaderless.
- Valken are formally recognized as a people rather than constructs, though many nations impose strict restrictions on their existence.

- Widespread belief that the greatest threat has passed marks the end of the Age of Skirmishes — and the quiet beginning of deeper fractures.

401 to 550 – Age of Fractures

- The Concordant Plains lose their authority as multiple nations openly ignore rulings, treaties, and mediation efforts, reducing the Concordant Council to a symbolic body rather than an enforcing power.
- Former Valken territories splinter into protectorates, enclaves, and outlaw zones, with surviving Valken struggling to define identity, rights, and purpose without a unifying leader.
- Internal unrest spreads across major nations as post-war prosperity gives way to inequality, ideological divides, and political stagnation.
- Aetherflux fractures into competing academic factions, some pushing ethical reform, others secretly continuing soul-based research despite bans.
- Lumineth Sanctum experiences its first open schism, as reformist clergy challenge the absolute authority of Luxmetal-backed theocrats, leading to quiet purges rather than open war.
- Umbral Court influence expands unchecked, but infighting between Vanyr houses escalates into prolonged shadow conflicts that destabilize their own power base.
- Erekar loyalty becomes fractured; some fully integrate into Umbral Court hierarchy, while others abandon contracts entirely, becoming feared free agents.
- Viridalis tightens isolation further after several internal revolts, with Sylvari guardians suppressing dissent to preserve the sanctity of the Verdant Sanctum.
- Frosthelm suffers generational divides, as younger jarls push for renewed alliances while elders cling to isolationist traditions born from the Shard War.
- Aerion remains outwardly neutral, but internal philosophical divisions grow between Skywardens who believe in detachment and riders who believe vigilance requires intervention.
- Trade routes falter as trust erodes, leading to localized famines, economic downturns, and growing resentment toward former allies.
- The Spirit Realm shows signs of instability once more, with Aelvar reporting irregular soul currents and echoes of unresolved deaths from the Shard War era.
- A series of failed summits held in Eldwyn Vale publicly demonstrate the inability of existing systems to restore unity, cementing the sense that the old order is broken.
- Near the end of the era, a cooperative effort between Aetherflux-Thundarkar engineers, Lumineth diplomats, and Aerion–Aquaris navigators restores a long-

broken network of land, sky, and sea routes that had once connected fractured regions.

- Though modest in scale, the success proves that cooperation is still possible — not through Concordant authority, but through shared necessity and trust earned through action.
- The Age of Fractures ends with cautious optimism, as nations begin to believe that unity may yet be rebuilt, laying the groundwork for the next era.

551 to 700 – Age of Treaties

- The Concordant Plains regain prominence as the world's central neutral ground, not through authority or force, but through necessity, hosting dozens of bilateral treaties, trade accords, and non-aggression pacts.
- While the Concordant Council lacks enforcement power, its halls become the default meeting place for resolving disputes too dangerous to ignore.
- Lingering fear from the Age of Skirmishes drives nations to favor treaties over open conflict, even as trust remains fragile and conditional.
- Kaen no Kuni emerges as a stabilizing diplomatic force, exporting mediators and warrior-envoys trained in the Way of Contained Flame, emphasizing restraint, honor, and limited engagement.
- The outer regions of Viridalis, dominated by Therion lords rather than Sylvani guardians, reopen cautiously to foreign trade, relying on negotiated protections rather than isolationist force.
- Several of these negotiations succeed unexpectedly, often attributed to neutral intermediaries whose identities are inconsistently recorded across participating nations.
- Historical records from this era contain multiple references to treaty witnesses whose physical descriptions, race, or origin vary between accounts, a discrepancy quietly attributed to translation errors or poor documentation.
- Lumineth Sanctum scholars expand Shard-detection theory after encountering sentient beings who fail to register meaningful Shard resonance, classifying them as rare anomalies rather than threats.
- Aetherflux archivists note recurring cases of individuals appearing across decades under different names and appearances, concluding—officially—that the phenomenon is the result of identity inheritance or clerical overlap.
- Though the organized hunts of earlier eras have ended, cultural fear of “formless infiltrators” persists in folklore, sermons, and border policies, reinforcing suspicion of outsiders and travelers.
- Brannok’s festivals continue to spread across neutral lands, acting as informal diplomatic spaces where grudges soften, and negotiations begin away from council halls.

- Trade routes stabilize gradually as treaties accumulate, creating fragile but functional networks of land, sea, and sky commerce once thought permanently broken.
- The Age of Treaties ends with the realization that peace is no longer enforced by Concordant decree, but sustained by shared memory of loss, fear of collapse, and the quiet labor of those who ensure conflicts end before they begin.

701 to 900 – Age of the Return of Gods

- The gods return to Vaeloran in physical, restrained forms, shaped by mortal perception and the limitations of their long absence. Though diminished, their presence is unmistakably divine.
- Initial panic spreads across the world as faith becomes reality. Crowds flee, pray, riot, or gather in awe, unsure whether gods walking the land herald salvation or judgment.
- The fear does not last. The gods act **openly and benevolently**—healing wounded lands, calming lingering Shard instabilities, restoring ruined sanctuaries, and aiding mortals without demanding obedience.
- As trust grows, reverence replaces panic. Worship becomes personal again, not institutional or imposed. Faith is rekindled rather than enforced.
- Brannok, already bound to the mortal world, becomes the **first point of contact** between gods and mortals—not as a ruler or enforcer, but as a guide to the changed world.
- Brannok explains to the returning gods that Vaeloran has learned to govern itself, that peace now exists through cooperation rather than divine mandate. The gods accept this reality, adjusting their roles accordingly.
- Concordant Plains become the primary meeting ground between gods and mortals. Rather than ruling from it, the gods treat it as sacred neutral soil, reinforcing its role as the world's center of peace.
- Lumineth Sanctum embraces the return as holy affirmation, but is forced to reform as the gods refuse to legitimize absolute clerical authority, weakening the Sanctum's theocratic control.
- Kaen no Kuni receives the gods with ritual honor and restraint. Divine presence is respected, but interference in mortal affairs remains strictly forbidden by cultural law.
- Viridalis reacts in two voices: Sylvari elders resist divine presence as disruptive to natural balance, while Therion populations welcome the gods as living stewards and protectors.
- Aerion witnesses gods manifesting upon sky-islands and open air, inspiring renewed spiritual philosophy centered on vigilance rather than worship.

- Aquaris records the first sustained underwater divine manifestation, strengthening Nerai faith and transforming sections of the Abyssal Palace into living sanctuaries.
- Umbra Court reacts with caution and secrecy. While publicly respectful, Vanyr houses quietly fear divine scrutiny, and Erekar contracts grow more restrained under watchful eyes.
- Thundarkar Range welcomes the gods as ancient equals. Durakken traditions treat them as powerful kin rather than masters, leading to mutual respect and limited cooperation.
- Frosthelm Reach greets the gods through ancestral rites. Jarls view their return as a test of strength and honor, believing divine aid must be earned, not given freely.
- Aetherflux is shaken profoundly. Gods refuse to endorse soul-based experimentation, forcing the nation to confront its ethical legacy and sparking renewed reform movements.
- The Spirit Realm stabilizes with the return of the Goddess of Finality, who resumes guiding lost souls and sealing lingering echoes of the Sundering. Ghostly manifestations decrease across Vaeloran.
- Brannok's role evolves into that of a **bridge between eras**, reminding gods of mortal resilience and mortals of divine compassion without supremacy.
- Public perception of Brannok shifts fully—from a god who stayed behind, to the symbol of continuity between divine absence and return.
- By the end of the age, gods are no longer distant myths nor absolute rulers. They are present, limited, compassionate forces—**part of the world, not above it**.
- The era closes with a shared understanding: Vaeloran belongs to mortals, but it is not abandoned by the divine.

901 to 1000 – Modern Concordant Era

- In the early years of the era, scholars and priests independently confirm the existence of beings older than recorded history — the Daemon, primordial entities operating through rigid hierarchies, binding clauses, and absolute enforcement of bargains.
- The Daemon intervene directly in mortal affairs for the first time, not through war, but through contractual reclamation. Ancient agreements, predating even the Shard War, are invoked and enforced without negotiation.
- As a result, Erekar lose their innate ability to forge soul-binding and sin-bound contracts. The power is not destroyed — it is reclaimed by the Daemon as proprietary authority.

- Erekar society undergoes a profound transformation. Stripped of their defining leverage, many abandon mercenary hierarchies and shadow dominion, slowly integrating as a more conventional people with culture, family lines, and law.
- While resentment simmers, widespread conflict does not erupt. Erekar violence declines, and their reputation shifts from existential threat to wary distrust.
- The Umbral Court, having relied heavily on Erekar contract power, suffers a sharp decline in influence. Vanyr houses turn inward, focusing on political survival rather than expansion.
- The Daemon establish indirect presence across Vaeloran through intermediaries, clauses embedded in ancient law, and whispers of “binding precedent.” They do not rule — but their authority is undeniable.
- During this period, a previously obscure people step into public awareness: the Plasari. Known for their mutable forms and resistance to Shard resonance, they appear across multiple nations simultaneously, claiming long histories within each.
- The revelation causes widespread unease. Records confirm Plasari identities retroactively, as if they had always been there — neighbors, scholars, merchants — unnoticed until now.
- Unlike Erekar or Valken, Plasari display no inherent connection to Shards, making them invaluable as mediators, explorers, and neutral observers in a fractured world.
- Academic interest in the Plasari surges, particularly in Aetherflux and Eldwyn Vale, though Plasari communities remain deliberately decentralized and resistant to classification.
- A catastrophic temporal experiment — its details sealed across all nations — results in irreversible timeline destabilization, including erased individuals, contradictory histories, and regions briefly existing in multiple states at once.
- In response, the Concordant Council issues the Absolute Temporal Prohibition, unanimously banning all forms of time magic, chronomancy, retrocausal divination, and temporal artifact use.
- Enforcement of the ban is universal and uncompromising. Even research into theoretical temporal mechanics becomes grounds for exile, imprisonment, or erasure from official record.
- The Concordant Plains regain renewed importance, not as an enforcer, but as the sole recognized authority on forbidden practices, maintaining sealed vaults and black archives inaccessible to all but appointed custodians.
- Brannok openly supports the ban, declaring that time is not a resource to be negotiated, corrected, or conquered — but endured. His stance becomes doctrine across most nations.

- The Spirit Realm shows subtle signs of strain following the temporal incident, reinforcing the belief that time manipulation threatens not just mortals, but existence itself.
- By the end of the era, Vaeloran is more stable on the surface than it has been in centuries — yet beneath that stability lie unresolved powers: the Daemon's silent authority, the Plasari's unknown origins, and secrets buried in forbidden time.
- The era closes with a shared understanding: peace now exists, but it is brittle, and the rules that preserve it are built on fear of what has already gone wrong.

1001 to 1100 – Current Years

- Umbral Court black-market operations surge; high-ranking merchants, scholars, and diplomats begin disappearing under mysterious circumstances, affecting multiple nations' politics and trade.
- Gravahlren settlements near Frosthelm report entire hunting and mining parties vanishing, sparking concern among Frosthelm and nearby Therion traders.
- Mysterious phenomena disrupt Skyserpent migrations across Aerion and Aerion-adjacent trade routes, impacting aerial commerce with Aetherflux and Aquaris.
- Plasari are increasingly spotted in major cities and frontier regions, sometimes in disguise, creating intrigue, suspicion, and unusual alliances.
- Widespread crop failures in parts of Viridalis and southern Frosthelm coincide with strange weather anomalies, prompting joint investigation from multiple nations.
- The Concordant Plains face internal unrest as minor nations push for representation and enforcement reforms, threatening the historic role of Eldwyn Vale as a peace hub.
- A Daemon-led intervention curtails Erekar contract powers, causing unrest in mercenary and espionage networks across multiple nations.
- Luxmetal artifacts are stolen from different regions—Aetherflux, Lumineth Sanctum, and Aquaris—and occasionally resurface in dangerous experiments or black-market dealings, sparking cross-continental investigations.
- Minor temporal disturbances flare in disparate regions, prompting the formal Absolute Temporal Prohibition, outlawing all time magic under threat of death or exile.
- Ancient ruins and Shard-imbued relics in disparate regions begin spontaneously activating, attracting scholars, mercenaries, and adventurers, hinting at larger, unseen threats.
- Eldwyn Vale's Adventurer's Hub reports a surge of cross-continent expeditions, as growing uncertainty pushes people to seek protection, knowledge, or profit beyond their homelands.

Eldwyn Vale establishes cross-regional adventuring parties within the Adventurer's Hub, deliberately recruiting individuals from multiple nations and cultures to promote cooperation, understanding, and shared experience across Vaeloran. These parties serve as both diplomatic envoys and practical problem-solvers, becoming a subtle but influential force in maintaining fragile unity.

Current Year: 1109

The World of Vaeloran



The Concordant Plains

Real-World Parallel

Italy / Geneva — Center for diplomacy, commerce, cultural exchange

Geographic Overview

At the center of Vaeloran stretch the fertile Concordant Plains, reborn from the scarred battlefields of the Grand Divide. Rolling grasslands, clear rivers, and wind-carved ridges form a land without extremes — fitting for the heart of neutrality. The skies above are busy with airships and banners of every nation converging upon Eldwyn Vale, the shining city of peace.

Role in the World

Once a crossroads of war, the Plains became the site of the Treaty of Unity, declaring it neutral ground for all peoples. Now, it stands as a hub of diplomacy, commerce, and discovery — where no army may march and no shard may rest. The Wardens of Concord protect its peace, ensuring that ambition never again breaks its balance.

Culture & Society

The Plains thrive on coexistence. Scholars, artisans, and dreamers from every nation gather here, bound by shared ideals of progress and unity. Faiths intermingle, magic is taught freely, and debate replaces battle. Beneath the calm, however, old rivalries simmer — and the city's peace depends on constant vigilance.

Important Landmarks

- **Eldwyn Vale:** The capital of peace and cooperation; a city without walls or kings.
- **Hall of Accord:** Circular council chamber where all nations meet as equals.
- **Scholar's Promenade:** A sprawling quarter of libraries and academies open to all.
- **Remnant Gardens:** Memorial park blending soil from every nation — a symbol of shared sacrifice.
- **Adventurers' Plaza:** Central hub for quests, contracts, and exploration; where most journeys begin.
- **Concord Bridge:** A monument spanning the river where the armistice was signed that leads to Eldwyn Vale

Capital – Eldwyn Vale

A marvel of diplomacy and design, Eldwyn Vale stands where armies once clashed — now rebuilt as a city without walls. The architecture blends every culture in harmony: marble spires from Luminara beside glass towers from Aetherflux, stone courtyards grown over with Sylvari vines. Airships drift lazily overhead, ferrying scholars and merchants from across the world. In its heart lies the Crystal Plaza, a vast circular square engraved with the symbols of all shards — save one empty space, left for peace itself.

The Aetherflux Dominion

Elemental Shard: Lightning Shard

Real-World Parallel: A blend of *Industrial Revolution-era London* and *modern America*, with elements of *Art Deco futurism*.

Geographic Overview

Aetherflux sprawls across a vast, storm-wracked plateau where lightning storms dance endlessly across metal spires and aetheric towers. The land hums with static energy — the very air alive with power drawn from the Lightning Shard buried deep beneath its central city. Rivers of pale-blue current flow through glass conduits, and floating tramways link massive industrial complexes to towering citadels of learning. Nights are never dark here; the glow of invention keeps the skies bright.

Role in the World

The Dominion stands as Vaeloran's crucible of innovation and discovery. It is where artifice, alchemy, and arcane science meet — the frontier of both knowledge and danger. While other nations fear the power of the Shards, Aetherflux seeks to master them. They supply most of the continent's advanced constructs, aethertech weapons, and enchanted tools. Their engineers and scholars travel widely, often seen as both saviors and meddlers.

Culture & Society

Knowledge in Aetherflux is sacred — and free. Its great universities, foremost the Aetherflux Academy, are open to any who can pass the entrance trials. The people see ignorance as the only true sin, and learning as the highest virtue.

Society is meritocratic, governed by a council of guilds and scholars rather than nobility. Valken serve as tireless laborers and assistants, while Eldari push the boundaries of invention, blending artistry and intellect. However, the endless drive to progress has begun to strain the balance between machine and soul.

Important Landmarks

- **Aetherflux Academy:** The greatest university in Vaeloran, devoted to the unification of magic and science.
- **Stormspire Core:** A titanic aetheric tower channeling lightning from the Shard; visible from across the Dominion.
- **Machinal District:** The industrial heart, filled with foundries, steam engines, and automaton workshops.
- **The Vault of Sparks:** A subterranean research facility sealed since the War of Shards — said to hold failed experiments.

Capital – Arcopolis

A gleaming city of steel and crystal, Arcopolis stands as the embodiment of progress. Its skyline is dominated by spiraling towers of glass and brass, each housing laboratories, observatories, or manufactories. Flying trams crisscross the skies, and mechanical servitors roam its streets. Lightning rods and storm collectors crown every building, channeling raw power into the city's radiant grid.

Racial Composition

Race	Percentage	Notes
Eldari	45%	Masters of aetheric artifice and magical engineering
Valken	30%	Created by the Dominion's industry; now sentient citizens
Hyran	8%	Scholars, administrators, and diplomats
Vaelari	7%	Drawn to the Lightning Shard's resonance
Plasari	5%	Secret researchers, shapeshifters in industry
Others	5%	Includes Sylvani, Korveth, Nerai, and Durakken migrants

Aquaria, the Rideborn Empire

Elemental Shard: Water Shard

Real-World Parallel: Ancient China and the Tang Dynasty — a civilization of grace, balance, and hidden depths.

Geographic Overview

Aquaria rests along the southern coasts of Vaeloran, where jade-green cliffs descend into the endless Sapphire Expanse. The nation is divided between two realms: the surface harbors and river-cities that cling to the shores, and the vast submerged metropolises that shimmer beneath the waves. Coral towers and crystal domes form the undersea capital, linked by glowing canals and bioluminescent thoroughfares. The Water Shard rests within the Abyssal Palace — a sanctum of living glass beneath the deepest trench, its pulse said to guide the tides themselves.

Role in the World

Aquaria stands as the spiritual heart of Vaeloran, the keeper of balance and flow. Its scholars and mystics serve as diplomats, healers, and navigators, their fleets guiding trade and exploration across the seas. The empire's deep archives preserve ancient songs and prophecies dating back before the Grand Divide, many of which foretell the return of the ocean's fury should the balance of the elements be broken again. Though peaceful by nature, Aquaria's mastery of the tides makes it a formidable power, its fleets capable of striking silently from the depths.

Culture & Society

The Aquarian people live by the belief that every soul is a droplet in the greater ocean of existence — destined to flow, merge, and eventually return to the source. Central to this philosophy is the pursuit of Ascendance, the long-held belief that through enlightenment, devotion, and harmony with water's essence, one may transcend the mortal form and become a Nerathi — a radiant being of pure light and current, said to dwell in the deepest sanctuaries of the sea.

This pursuit shapes all of Aquaria's culture: art mirrors the ebb and flow of water; meditation is done to the rhythm of the tides; and those nearing enlightenment are venerated as living saints. Yet, beneath this serene ideal lies quiet tension — the

pressure to achieve transcendence divides the faithful from those who simply wish to live mortal lives.

Important Landmarks

- **Abyssal Palace:** The seat of the Tidecourt and resting place of the Water Shard, carved from transparent crystal beneath the ocean floor.
- **Pearlspire:** A coastal citadel bridging land and sea, where trade with surface nations flows through its vast tidal gates.
- **Whispering Depths:** A labyrinth of glowing trenches said to hold echoes of ancient sea spirits.
- **Moonmirror Port:** A surface harbor where the reflection of the full moon is used in ritual divination.
- **The Depthless Sanctum:** A forbidden abyss said to be home to the Nerathi — the enlightened souls who transcended mortality.

Capital – Namaris

Hidden beneath the tranquil surface of the Sapphire Expanse, Namaris is a breathtaking undersea city of coral spires, living crystal, and drifting lanterns. The rhythm of its tides dictates daily life — work, prayer, and rest all flow with the ocean's pulse. Songs of whales and soft bells echo through its domes, blending into a ceaseless hymn to the sea. Above it, shimmering currents weave through the water like threads of silk, carrying messages and travelers between the surface and the depths.

Racial Composition

Race	Percentage	Notes
Nerai	60%	Native and dominant race; spiritual leaders and navigators.
Halvyr	15%	Servants of the Tidecourt, often acting as emissaries.
Sylvari	10%	Tenders of coral gardens and sacred groves.
Vaelari	8%	Rare but respected, maintain the Shard's balance.
Others	7%	Traders, sailors, and scholars from abroad.

Frostholm Reach

Elemental Shard: Ice Shard

Real-World Parallel: Nordic + Russian kingdoms — hardy, snow-bound societies with strong community ties.

Geographic Overview

Frostholm stretches across snow-laden mountains, frozen tundras, dense taiga forests, and icy river valleys. Rolling plains and deep forests provide hunting grounds, while the Glacier Spire, the resting place of the Ice Shard, dominates the horizon. Aurora-filled nights illuminate frozen lakes, and small settlements cling to rivers and forests where resources are most abundant. The landscape blends the stark grandeur of Scandinavia with the vast expanse and harsh winters of Siberia.

Role in the World

Frostholm is Vaeloran's bastion of endurance and fortitude. Its people are unmatched in navigating snow, ice, and forested terrain, excelling in survival, hunting, and defense. While outsiders may see them as austere or stoic, Frostholm's warriors and tacticians are essential allies in times of war, and their wisdom is often sought for navigating harsh climates.

Culture and Society

Life in Frostholm demands discipline, cooperation, and respect for the cold's power. Communities revolve around extended clans, where elders teach survival, combat, and craftsmanship. Fire and ice are central motifs in festivals and storytelling, celebrating past victories and winter endurance rituals.

Architecture fuses Nordic longhouses and watchtowers with Russian-style onion domes and decorative woodwork, particularly in temples, halls, and council buildings. Music, chanting, and epic poetry preserve history, and warm communal halls serve as cultural hubs during the long winters.

Religious and spiritual life emphasizes harmony with the ice and forest spirits, endurance, and the idea that strength is shown through resilience rather than conquest.

Important Landmarks

- **Glacier Spire:** Towering frozen pinnacle, site of the Ice Shard and pilgrimage for warriors and scholars.
- **Frosthelm Keep:** Central fortress-city blending stone, ice, and timber; heart of governance and defense.
- **Northern Hall:** Gathering hall for clans and councils, decorated with intricate carvings of heroes and spirits.
- **Shimmering Glades:** Frost-covered forests sacred to local spirits; hunting and ritual site.
- **Winter Market of Zimograd:** Seasonal trading hub where clans gather, reminiscent of Russian snowy bazaars.

Capital – Frosthelm Keep

Perched on a high plateau and encircled by mountains and frozen rivers, Frosthelm Keep is built to withstand both blizzards and sieges. Its towers rise like icy spires, adorned with carved wood and painted domes. Heated halls allow craftsmen, warriors, and scholars to gather safely, while snow-laden streets connect marketplaces, guild halls, and temples. The city embodies Frosthelm's dual spirit: resilience and community.

Racial Composition

Race	Percentage	Notes
Gravahlren	50%	Hardy mountain folk, expert in ice and forest survival.
Dravari	15%	Adapted to freezing climates, skilled in endurance and tactical combat.
Therion	10%	Hunters and trackers, skilled in taiga and mountain terrain.
Vaelari	10%	Guardians of the Ice Shard, controlling its power carefully.
Plasari	5%	Rare, hidden travelers using shapeshifting to survive and gather information.
Others	10%	Traders, adventurers, or outsiders drawn by the mountains' resources.

Kaen no Kuni

Elemental Shard: Fire Shard

Real-World Parallel: Feudal Japan — disciplined, honor-bound, and militarily advanced

Geographic Overview

Ignareth stretches across volcanic highlands, dense bamboo forests, and terraced hills. Rivers of molten rock flow through certain regions, shaping the land into natural fortresses and sacred sites. The sky is often tinged with ash and smoke, giving the lands a fierce, fiery atmosphere. Mountain passes and coastal ports serve as trade and defense points, while cherry blossom groves and tranquil temples contrast the otherwise harsh terrain.

Role in the World

Ignareth is the continent's martial heart, home to strict codes of honor, guilds of artisans, and disciplined armies. The Korveth dominate governance, enforcing law and tradition, while the Dravari (especially fire-adapted clans) serve as warriors, guardians, and emissaries. Its position atop the Fire Shard makes it a source of magical power and conflict, often supplying elite soldiers or mercenaries across Vaeloran.

Culture & Society

Society revolves around hierarchy, respect, and discipline. Clan loyalty is paramount, and each citizen's duty defines their social standing. Martial arts, swordsmanship, and elemental mastery are taught from a young age. Art and poetry flourish alongside war, reflecting a culture of beauty intertwined with strength. Festivals honor the Fire Shard and ancestral spirits, combining pageantry with martial demonstrations.

Important Landmarks

- **Korveth-Kami:** The capital fortress-city, perched atop volcanic cliffs.
- **Temple of Ember:** Shrine to the Fire Shard, where rituals of renewal and honor are held.
- **The Obsidian Way:** Volcanic trade routes linking cities and clans, lined with guardian statues.
- **Ashen Gardens:** Serene bamboo gardens offering refuge and contemplation amidst the volcanic terrain.

Capital – Korveth-Kami

Korveth-Kami is a marvel of disciplined architecture: layered fortresses, wooden pagodas, and lava-heated bathhouses dominate the cityscape. The city is both a military stronghold and cultural center, with schools for swordsmanship, strategy, and elemental mastery. Streets bustle with merchants, warriors, and scholars, all adhering to a strict code of order.

Racial Composition

Race	Percentage	Notes
Korveth	55%	Military elite, clan leaders, and law enforcers.
Dravari	25%	Mostly fire-adapted dragonborn, warriors, and elemental specialists.
Hyran	10%	Traders, artisans, and occasional diplomats.
Vaelari	5%	Keepers of the shard, ensuring its power is properly channeled.
Others	5%	Adventurers, outsiders, or displaced refugees.

Viridalis Expanse

Elemental Shard: Nature Shard

Real-World Parallel:

- **Outer Region:** Rural Alentejo Portugal (1970s–80s agricultural countryside)
- **Inner Region:** Mesoamerican ritual culture fused with **ancient, sacred forest** (not jungle-heavy, more primordial woodland)

Geographic Overview

The Viridalis Expanse stretches across sun-warmed plains, cork forests, olive groves, vineyard-dotted hills, and winding rivers reminiscent of the rural Mediterranean. The outer lands are open, golden, and pastoral — home to quiet Therion villages and farmlands that supply much of Vaeloran's grain and produce.

But at the center lies an entirely different world.

Deep within the heart of the Expanse rises the Verdant Sanctum, a colossal, untouched primordial forest where ancient trees tower like natural cathedrals. Their canopies blot out the sky, and their roots form tunnels, bridges, and living halls. This inner region is the sacred domain of the Sylvari — guarded, mystical, and shaped directly by the Nature Shard's presence.

The two realms coexist in balance yet remain distinct:
the humble rural frontier and the enchanted, ancient forest within.

Role in the World

The Expanse is Vaeloran's agricultural heart, its fertile climate nourishing fields, orchards, and medicinal groves. The outer lands welcome trade, travelers, and scholars of herbal medicine.

The inner woods, however, are among the most protected places on the continent. The power of the Nature Shard makes the Verdant Sanctum a wellspring of living magic — influencing seasons, wildlife, and the vitality of soil across Vaeloran. Druids, spiritualists, and elemental scholars regard it as the closest thing to a living miracle.

The Expanse is often seen as Vaeloran's pulse: steady, grounding, and life-giving, yet capable of overwhelming force when its balance is threatened.

Culture & Society

Outer Region — The Therion Frontier

Life follows the rhythm of the sun. Communities are humble and hardworking, valuing family, agriculture, and craftsmanship. Taverns serve strong wines and hearty stews, musicians play rustic string instruments, and festivals celebrate harvests, rain, and ancestral spirits.

The people are known for warmth, hospitality, and a deep bond with the land. Tradition is strong, and superstition runs deep — especially warnings never to enter the inner forest without permission.

Inner Region — The Sylvari Sanctum

The inner region is a sanctified **ancient forest-kingdom** where every leaf is sacred.

Towering trees rise higher than any mortal-built structure, their branches forming interconnected pathways and spiraling sanctuaries. Sunlight barely reaches the ground, replaced by emerald twilight and glimmering flowers.

Here, the Sylvari maintain a ceremonial culture inspired by ancient Mesoamerican ritual practice — but shaped entirely through **nature**, not stone:

- temples are living, spiraling root-structures
- altars bloom from giant flowers or moss-covered roots
- councils meet in canopy halls grown from braided branches

Stone exists only in fragments — old foundations long ago embraced by roots and moss.

Rituals, dances, and druidic magic all serve one purpose: to protect the forest's balance and the Nature Shard that sustains it.

Outsiders rarely see this place. Those allowed in are watched by both Sylvari and the forest itself.

Important Landmarks

- **The Elderbloom Ziggurat:** Formerly a stone pyramid ages ago, it is now completely consumed by the Elderbloom tree. Roots have split the old stone and grown through it, reshaping the once-angular structure into a breathtaking living monument, glowing with emerald light. It is the holiest place in the Expanse.
- **The Corkgrove Villages:** Therion settlements surrounded by vineyards, cork forests, and rolling farmland.
- **The Whispering Plains:** A wide field where wind through tall grass is said to carry messages from forest spirits.
- **The River Solenne:** A long, peaceful river that nourishes farms before disappearing into the jungle's depths.

Capital – Verdancia

As Verdancia transitions inward, the city dissolves into the living forest. Stone streets fade into soft moss paths, and buildings shift into homes grown from hollowed trunks or flowering canopies. Bridges of braided vines sway gently between massive branches, and lanterns of bioluminescent petals illuminate the spiraling paths.

At the very center stands the Elderbloom, a colossal tree whose roots cradle the Nature Shard in a hollow of glowing amber. Its branches form a cathedral-like vault overhead, leaves shimmering with soft emerald luminescence.

This heart-forest is silent, sacred, and alive — the spiritual core of the Sylvari and the living soul of the Expanse.

Racial Composition

Race	Percentage	Notes
Therion	55%	Rural inhabitants of the outer plains; hunters, farmers, and wardens.
Sylvari	35%	Guardians of the jungle and custodians of the Nature Shard.
Vaelari	5%	Those attuned to the Shard's pulse; maintain elemental harmony.
Other	5%	Travelers, rangers, scholars, and the occasional lost adventurer.

The Umbral Court

Elemental Shard: Shadow Shard

Real-World Parallel: Aristocratic France (1600s–1700s) - dueling noble houses, salons of manipulation, velvet decadence, masks and intrigue

Geographic Overview

The Umbral Court is a land forever cloaked beneath the Eternal Night, a ceaseless darkness cast by the Shadow Shard itself. The sun never touches the region; “day” is merely a faint violet glow, “night” a deep obsidian suffusion. Fog drifts endlessly through shadowed forests, rivers appear as ribbons of black glass, and ancient mountains loom like silent sentinels.

This perpetual twilight has shaped the land. Trees grow pale, wildlife adapts to dimness, and shadows seem almost alive. Villages cluster around lantern wards, and vast estates rise like monuments in the gloom. At the center lies the Shadow Rift, a jagged chasm from which the Shard’s darkness flows, anchoring the Eternal Night above the entire nation.

Role in the World

Umbral Court is Vaeloran’s epicenter of secrecy, intrigue, and forbidden knowledge. The Vanyr and Erekar have made the Eternal Night their advantage. Scholars, spies, and adventurers alike seek the Court’s expertise, whether to learn shadowcraft, broker clandestine agreements, or harness powers others’ fear.

The Court controls night-based trade routes invisible to the outside world, and its operatives navigate borders unseen. While other nations distrust the Court, none can ignore its influence: their spies are everywhere, and their knowledge of forbidden arts unmatched.

Culture & Society

The Eternal Night dictates every facet of life. Markets open at twilight, celebrations occur under candlelit pavilions, and fashion favors dark fabrics threaded with protective wards. Superstition is universal, prayers are whispered to shadows, and music, dance, and poetry are infused with the themes of dusk, memory, and hidden power.

The Vanyr flourish here, their vampiric forms able to roam freely at all hours. They dominate aristocratic society, holding salons, midnight operas, and dueling tournaments in eternal darkness. The Erekar, demonic enforcers and warriors, draw strength from the gloom, their senses and magic sharpened by the Shard's influence.

Power in Umbral Court is divided among the Five Great Families, each plotting, scheming, and maneuvering to assert dominance while maintaining the fragile balance that the Eternal Night requires:

- **House Noctavera** – Masters of illusion, controlling communication within shadows.
- **House Draegoth** – Erekar warmasters, excelling where war hides in darkness.
- **House Valcienne** – Merchants of clandestine luxury and forbidden goods.
- **House Mor'Khal** – Archivists and shadow-priests who study the Eternal Night.
- **House Sanguir** – Oldest Vanyr lineage, rumored to be directly bound to the Shard.

These families are locked in a perpetual struggle, their ambitions hidden behind ornate masks, shadowed gardens, and cryptic etiquette.

Important Landmarks

- **The Shadow Rift:** Chasm where the Shadow Shard anchors the Eternal Night; darkness pulses visibly from its depths.
- **The Obsidian Courts:** Gothic palace complex where mirrors seem bottomless and shadows whisper secrets.
- **Veilwood Forest:** Fog-choked forest of pale trees and ethereal creatures; forbidden to outsiders.
- **Moonquill Manor:** Floating estate bathed in violet light, drifting through the Eternal Night like a ghost.
- **The Crypt Archives:** Labyrinthine libraries, tombs, and shadow-forges where forbidden knowledge is preserved.

Capital - Umbramir

Umbramir rises like a cathedral of darkness, its spires piercing the violet haze of Eternal Night. Lanterns of pale ghostfire illuminate streets while shadows drift independently, moving like sentient guides. Gothic mansions, vaulted halls, and hidden courtyards give the city an air of beauty intertwined with menace.

The heart of Umbramir holds the Ebon Throne, shrouded in a pillar of unbroken darkness, the epicenter of the Shadow Shard's power. Few have approached it and fewer have returned. The city embodies the Court itself: a delicate balance of elegance, cunning, and danger, where every whisper could change the fate of nations.

Racial Composition

Race	Percentage	Notes
Vanyr	45%	Vampiric aristocrats, dominate social and political spheres
Erekar	35%	Cunning warriors and enforcers, drawn to the Shadow Shard's power
Vaelari	10%	Attuned to the Shadow Shard, maintain elemental harmony
Others	10%	Outsiders, servants, adventurers, or those drawn by secrecy

Lumineth Sanctum

Elemental Shard: Light Shard

Real-World Parallel: Italy / Vatican — a theocratic and artistic heart of religion, culture, and divine authority

Geographic Overview

The Lumineth Sanctum occupies a radiant plateau bathed in perpetual sunlight, where rolling golden fields meet pristine marble cliffs. Rivers of clear water reflect the sky like mirrors, while Luxmetal-clad spires gleam across the horizon. The land is warm year-round, touched by soft winds said to be guided by the Light Shard's blessing.

The Shard's cathedral-city sits at the highest point of the plateau, its brilliance visible from miles away — a beacon of both hope and authority.

Role in the World

The Sanctum is Vaeloran's foremost religious power — a theocracy that claims divine stewardship over truth, purity, and righteous order. It houses the Church of the Eternal Radiance, whose high clergy wield political influence rivaling any kingdom.

While many trust in its guidance, others whisper about its rigid doctrine, zealous inquisitors, and ambitions to "illuminate" all realms. Luxmetal artifacts and radiant warriors make it one of the most respected — and feared — nations on the continent.

Culture & Society

Life in the Sanctum revolves around faith and ritual. Citizens rise with morning hymns echoing through marble streets. Markets sell Luxmetal trinkets and holy oils. Artistic expression flourishes through radiant murals, hymns, and luminous glasswork.

Hyran form the majority: devout, disciplined, culturally refined. Halvyr, though only 20% of the population, hold exalted status as divine-born heralds of the Light; many serve as judges, paladins, or shard-wardens. Pilgrims from all nations travel here to witness Luxmetal wonders or seek absolution.

Yet there is tension: the hierarchy is strict, justice often unyielding, and doctrinal dissent is quietly (or not-so-quietly) purged.

Luxmetal — Heart of the Sanctum

The Sanctum's identity revolves around Luxmetal, the sacred alloy of gold and silver infused with Light Shard radiance.

Luxmetal serves as:

- the core of holy armors worn by Halvyr paladins
- the material for sacred relics and ceremonial weaponry
- architectural adornment for cathedrals and sanctuaries
- the ultimate symbol of divine authority

Only those ordained or blessed may wield Luxmetal arms. Its glow is said to repel corruption and reveal deception — a metaphor the Sanctum takes literally.

Luxmetal's rarity ensures that its use is carefully controlled by the church, consolidating their influence over warriors, nobles, and foreign dignitaries.

Important Landmarks

- **Solenne Radiant Ba silica** – A colossal Luxmetal cathedral built around the Light Shard. Its dome shines like a miniature sun, visible for leagues.
- **Cathedral of the Eternal Radiance:** A titanic holy complex housing relics, archives, and the High Choir. Pilgrimages culminate here.
- **Hall of Seraphic Judgment:** The court where Halvyr arbiters render divine verdicts — feared worldwide for its absolute authority.
- **Auric Forge of Twinfire:** The only forge capable of creating Luxmetal. Entry is restricted to master artisans and sainted smiths.
- **The Pilgrim's Gallery:** A long colonnade depicting the Sanctum's history in Luxmetal reliefs, glowing softly at dusk.

Capital – Solenne

Solenne is a masterpiece of holy design — a city of gleaming Luxmetal domes, radiant plazas, and marble avenues arranged in a perfect sunburst pattern. At its center, the Radiant Basilica rises like a second dawn, its Luxmetal spires refracting light into dancing halos that glide across the streets.

Templars patrol in mirrored armor, choirs sing hymns at every hour, and pilgrims from all nations fill the grand squares. At night, the city does not fall dark — soft golden light radiates from the Basilica, washing Solenne in a perpetual twilight glow. Solenne is beauty, discipline, and divine judgment made manifest.

Racial Composition

Race	Percentage	Notes
Hyran	70%	Priests, scholars, administrators, theologians
Halvyr	20%	High-ranking templars, priests, relic guards
Others	10%	Pilgrims, diplomats, political envoys

Aerion Skydrift

Elemental Shard: Air Shard

Real-World Parallel: Zelda: Skyward Sword (Skyloft) + Tibetan mountaintop temples + skyfaring fantasy

Geographic Overview

Aerion Skydrift is an archipelago of floating islands suspended high above the world, drifting like emerald clouds over a vast desert known as the **Sunscorch Expanse**. The desert below stretches endlessly — a shimmering wasteland of golden dunes, sun-baked canyons, and swirling dust storms that claw at the sky. It is said the Air Shard's awakening long ago fractured the land, uplifting the islands into the heavens and leaving the surface scorched and unstable.

Above this desert ocean float hundreds of islands both small and grand. Waterfalls cascade into thin air, dissolving into mist only to be carried upward on the constant warm updrafts rising from the sands. Cloud reefs, floating stones, and natural skybridges make the skies feel alive with movement.

The lowest islands skim the upper heat haze of the Expanse; the highest rest in gentle, eternal winds. Below everything lies the **Azure Expanse of Sand**, where storms brew without warning, swallowing caravans, ruins, and entire dunes in moments.

Travel between islands is done by Windwings, Skyserpents, or gliders carried by the endless winds. Few dare descend to the desert without proper training.

Role in the World

Aerion is Vaeloran's airborne guardian, soaring far above the conflicts of the surface world. Its riders patrol trade routes and skies alike, ensuring safe passage for airships that cross nations. While politically aloof, Aerion commands enormous respect — their intervention in times of crisis is swift and decisive.

The desert below forms a natural barrier. Only sacred descent paths allow access to the ground, and even then, only trained Aerion riders or desert-adapted nomads traverse the shifting sands safely. This isolation has kept Aerion's culture pristine and its people protected.

For pilgrims and scholars, Aerion is a place of ascension — literally and spiritually. Many journey here seeking wisdom, clarity, or communion with the Sky Mother. Windspire Academy draws aeromancers from across Vaeloran who hope to master the art of wind.

Culture & Society

Life among the clouds is shaped by freedom, balance, and the constant breath of the wind. The Dravari Air Clans — graceful, sky-attuned dragonfolk — form the heart of Aerion's identity. Homes cling to cliff edges or hang from massive roots and rock columns, painted in soft sky hues and adorned with banners and windbells that sing with the breeze.

The Sky Mother Aeria, patron of clarity and harmony, guides Aerion's spiritual philosophy. Festivals involve aerial dances, floating lanterns, and rituals performed at dizzying heights. To fall is not tragedy but a passage — the winds catch those who trust them, and those who don't are honored as part of the cycle.

Because the ground below is deadly, Aerion sees itself as the last refuge of the sky. Their culture values lightness — of spirit, of conflict, of burden. Many Aerion people believe their ancestors were guided into the air to escape a great cataclysm of the sands.

Important Landmarks

- **Sky Mother's Basilica** – A cathedral of pale stone and aetherglass feathers, singing with natural wind resonance.

- **Aerial Sanctum** – A floating circle of platforms orbiting the Eye of Aeria, used for meditation and aeromantic trials.
- **Windspire Academy** – Grand terraces and skybridges dedicated to aeromancy, sky combat, and bonded mount training.
- **Horizon Gate** – A monumental arch revealing the rare stable descent path to the desert when the winds align.
- **Cloudrift Hollows** – Caverns suspended in air, filled with wind crystals and ancient skyborne ruins.
- **The Sunscorch Expanse (Below)** – The desert sea beneath the islands, filled with mirages, fallen ruins, and storm-beasts.

Capital - Aerion Prime

Aerion Prime, the crown jewel among the islands, floats closest to the Eye of Aeria — a swirling vortex of living wind that houses the Air Shard. Terraces ring its cliffs in spirals, while windmills and aetherglass towers catch the eternal breeze. Skyships drift between its docks, built into arches suspended high above the desert sands.

The Sky Mother's Basilica dominates the skyline, its feathered spires glinting in the sun. Beneath it lies the Vortex Heart, a resonant chamber where the winds sing in harmony, revealing the presence of the Air Shard deep within the island.

Aerion Prime gently rotates on the sky currents, giving its streets and gardens a dreamlike drift, as though the entire city is always exhaling.

Racial Composition

Race	Percentage	Notes
Dravari	70%	Dominant race; natural skyborn culture, aeromancers and riders
Therion	10%	Agile scouts and hunters adapted to cliff terrain
Vaelari	8%	Maintain wind-balance, scholars of the Shard
Hyran	7%	Diplomats, engineers, and skyship pilots
Others	5%	Travelers, scholars, and sky-pilgrims

Thundarkar Range

Elemental Shard: Earth Shard

Real-World Parallel: Swiss Alps grandeur fused with Tibetan verticality, Mongolian resolve, and the architectural marvel of *impossible dwarven megastructures*.

Geographic Overview

The Thundarkar Range is a kingdom of mountains that should not exist — jagged peaks rising at angles that seem to mock gravity; cliff faces suspended in perfect symmetry, and plateaus carved so precisely they almost appear artificial. The land itself bears the unmistakable touch of the Earth Shard; stone here is not just matter but memory, shaped by ancient hands and living resonance.

Massive arches of seamless granite bridge valleys miles across. Entire mountainsides have been hollowed out into spiraling cities, their surfaces etched with runic geometry that glows faintly at dusk. Waterfalls plunge from impossible angles, splitting into mist midair before rejoining in perfect harmony.

Tremors echo constantly beneath the stone, not violent but rhythmic — the steady heartbeat of the mountains themselves.

Role in the World

Thundarkar is the architectural and structural backbone of Vaeloran. The continent's greatest fortresses, aqueducts, keeps, bridges, shrines, and monuments were designed by Durakken stonewrights and carved from Thundarkari stone. Their constructions are so precise and enduring that other nations often believe them to be magical in nature.

The Range exports unbreakable stone, gravity-defying constructs, rune-engineered frameworks, and earth-attuned artisans capable of shaping entire landscapes. Where others see rock, the Durakken see potential.

Though slow to involve themselves in politics, their mastery makes them indispensable and their approval, or disapproval, can shift the balance of entire nations.

Culture & Society

Thundarkari society is built on craft, patience, and monumental design. Every settlement is both a home and a masterpiece, each block carved to fit a cosmic rhythm known to the Durakken as the Stone Song - the belief that all stone has a true form waiting to be revealed.

Stonewrights are held in the highest honor. Architects are treated as philosophers. Engineers are revered as spiritual guides.

Every generation strives to build something that will last until the end of ages, and their structures often incorporate feats that defy ordinary engineering:

- suspended bridges with no visible supports
- inverted towers spiraling downward into the mountain
- citadels balanced atop needle-thin pillars
- entire cities carved into the undersides of cliffs

Their religion centers on **Stonefather Grondyr**, the first shaper, who taught the mountains to stand and the earth to breathe. Artistic expression takes the form of sculpture, runic murals, and harmonic lithophone music played upon resonant stone slabs. Community life is disciplined but warm; taverns echo with laughter, boasting contests, and tales of earth-shaping miracles.

Important Landmarks

- **Gronndel Cradle** – The impossible cavern where the Earth Shard rests, its ceiling held aloft by a single seamless pillar of unknown make.
- **Echoing Deep** – A runic labyrinth whose walls resonate with harmony when walked in certain patterns.
- **The Tectonic Lake** – A lake made from the impact of a meteor from long ago.
- **Pillars of Orun** – Natural stone columns reshaped into towering sanctuaries and homes, stretching miles into the air.

Capital - Stoneheart Hold

Stoneheart Hold is carved not upon a mountain, but within a mountain that has been reshaped into a living monument. From afar it appears as though the peak has been sculpted by divine chisels: tiered terraces, spiraling towers, and massive open windows carved directly into the stone.

Inside lies a vertical city that descends for miles. Light is carried deep within through crystalline shafts that refract sunlight into kaleidoscopic brilliance. Bridges crisscross open spaces carved from the heart of the mountain, some suspended by nothing but runic intention.

At the center of all things rests the Grand Litharium, a vast circular hall where stone sings under the touch of artisans, engineers debate over designs that span decades, and oaths are carved into the Pillar of Truth — a monolith said to crumble only when a sworn promise is broken. The entire city stands as the Durakken's greatest declaration: *“Stone does not bend to the impossible — it creates it.”*

Racial Composition

Race	Percentage	Notes
Durakken	60%	Master architects, stonemasons, and engineers; cultural and spiritual leaders
Eldari	15%	Scholars, rune-workers, and arcane engineers
Vaelari	10%	Earth-Shard attuned geomancers, guardians of ley-stone flow
Gravahlren	10%	Hardy mountain clans skilled in endurance and labor
Others	5%	Adventurers, traders, or travelers drawn by the mountains

Spirit Realm

Geographic Overview

The Spirit Realm is a dimension layered atop Vaeloran like a translucent veil — neither distant nor reachable by ordinary means. Its landscapes defy physical law: rivers flowing upward into glowing basins, mountains dissolving into petals, and starlit fields blooming with emotion-sensitive flora. Every surface hums with gentle spiritual resonance. But its most defining feature lies deeper: **This is where all souls go when their mortal journey ends.**

Every life — whether saint, tyrant, beast, or king — converges toward the Spirit Realm in a drifting stream of luminous essence. These soul-rivers wander the realm like celestial currents, carrying memories and emotion into the great cycle of rebirth.

Only the Aelvar can traverse the realm freely, their own essence naturally attuned to its tides. Others who enter without guidance may fall into dreams, illusions, or the echo-maze of their own unresolved spirit.

Role in the World

The Spirit Realm is Vaeloran's spiritual engine — the silent mechanism through which life, death, and rebirth are maintained. The Aelvar do not rule it so much as **shepherd its balance**.

Here, souls:

- Release their burdens
- Merge with the flow of life-energy
- Are guided back into the mortal world
- Or remain, becoming spirits, guardians, or echoes

During the War of Shards, this delicate flow nearly collapsed. Too many lives were cut short, emotions tore violently through the veil, and soul-streams fragmented. The Aelvar's intervention prevented total spiritual collapse — a truth known only to a handful outside their realm.

To the mortal nations, the Spirit Realm is myth. To the Aelvar, it is sacred duty. To every soul, it is home.

Culture & Society

Aelvar culture revolves around three eternal principles that bind them to their duty as custodians of the soul-flow:

Reflection — accepting one's past, so the spirit may move freely

Resonance — aligning one's essence with the greater harmony

Transcendence — becoming a guide for others on the cycle of existence

Their settlements are serene sanctuaries floating between reality and dream.

Spiritforged bridges connect shrines shaped from moonlight and memory. Blossoms fall eternally yet never land, swirling in currents of emotion.

Aelvar are peaceful, but not helpless. Their warriors — the Soulbound Sentinels — wield spirit-tempered weapons that alter form with the wielder's emotional state. Their healers mend both body and soul. They rarely intervene in mortal affairs, but when the balance of souls is threatened, the Aelvar act through subtle dreams, whispers, or the rare envoy.

Racial Composition

Race	Percentage	Notes
Aelvar	5%	Native soul-tuned race; custodians of the spirit-flow
Souls	95%	Spirits of all who have died across Vaeloran — wandering echoes, resting memories, reincarnating essences, and ascended guardians.

Gods

Creators

They who have created everything.

Aionyx, the Still Axis

The unmoving point around which all moments turn. Aionyx does not rule the future or the past — he halts them. In his presence, all things are fixed, observed, and weighed. It is said that history exists only because Aionyx allows it to resume.

Vaelthra, the Infinite Womb

The first expanse and the final horizon. Vaelthra shaped distance, direction, and possibility, allowing existence to separate from itself. Every realm, plane, and world rests within the vastness she continuously unfolds.

Divinities

Gods below the creators who are tasked to control their domains.

Nyssara, the Final Quiet (Goddess of Finality - Aelvar)

Nyssara governs endings without cruelty or mercy. Death, closure, and completion fall under her gaze. She ensures that what must end does so cleanly, allowing the soul to move onward without echo or regret.

Veridan, the Returning Bloom (God of Renewal – Sylvari)

Veridan presides over rebirth, restoration, and the turning of cycles. Where something has ended, he ensures something new may rise — not the same, but renewed. His patience made divine.

Kaelor, the Full Measure (God of Abundance –Therian)

Kaelor embodies surplus, plenty, and thriving life. He does not create growth, but rewards harmony and balance with overflowing bounty. To take more than one's share is to fall from his favor.

Varkuun, the Iron Trial (God of Strife – Korveth)

Varkuun rules conflict, struggle, and opposition. He believes growth is forged only through resistance. War, rivalry, and adversity are his proving grounds — not for destruction, but for refinement.

Lirienne, the Farbound (Goddess of Travels – Nerai)

Lirienne watches over journeys, passages, and movement between places. Roads, currents, winds, and safe crossings fall under her care. Every traveler unknowingly walks within her sight.

Marthisa, the Golden Accord (Goddess of Commerce – Hyran)

Marthisa governs trade, exchange, and agreement. Coin, contracts, and negotiation are her tools. Prosperity comes not from greed, but from fair and willing exchange.

Brannok, the Joyous Roar (God of Festivities – Gravahlren)

Brannok celebrates laughter, feasts, song, and shared revelry. He reminds mortals that joy itself is sacred, and that unity is forged not only in hardship, but in celebration.

Saelyth, the Veiled Mind (Goddess of Knowledge – Vaelari)

Saelyth is the keeper of truth, memory, and understanding. Knowledge is neither good nor evil to her — only preserved. Secrets are hers to guard, not to judge.

Dhoram, the First Hand (God of Arts – Durakken)

Dhoram shaped beauty from intention. Art, architecture, design, and creation flow through his domain. He teaches that meaning is carved, painted, sung, or forged into existence.

Halcion, the Unbroken Line (God of Order – Halvyr)

Halcion governs law, structure, hierarchy, and balance. He does not punish — he corrects. To him, order is not oppression, but clarity given form.

Eryndra, the Burning Pulse (Goddess of Passion – Erekar)

Eryndra embodies intensity: love, rage, devotion, ambition, and desire. She teaches that passion is neither virtue nor vice — it is the force that drives all action.

Somnyr, the Sleepless Star (Goddess of Dreams – Dravari)

Somnyr reigns over dreams, visions, and the realm of the sleeping mind. She speaks in symbols and omens, guiding souls through the quiet spaces between thought and reality.

General Knowledge

Information

Laws & Unspoken Rules

- Time magic is outlawed across all known nations.
- Unregulated necromancy and soulmancy is considered taboo and often illegal. The practice of it is still shunned by communities.
- The assassination of a Concordant Plains mediator or diplomat is considered a global crime, even in times of war.
- The Concordant Plains are neutral ground.
- Contracts are binding beyond legality.
- Shard-based research is heavily regulated.
- No nation can claim another's Shard.
- Slavery is illegal in most nations, except for the Umbra Court, which is frowned upon by the other nations.

Widely Known Facts

- Black market exists and operates across borders.
- The gods left for a time, but now are back and roam the world, interacting with mortals.
- Elemental shards are forces of nature.
- Everything before the calendar has been forgotten or burnt. Even the reason for the Shard War has been lost to time.
- On death, souls pass into the Spirit Realm, where they are tested to see if they are fit for reincarnation or simply are left to be rehabilitated.
- The Daemon are not evil. They are a corporation that live in their own realm that offer contracts to the people of Vaeloran. These contracts aren't focused on magical power (unless you are a warlock), mostly being tied to knowledge. Contracts made by the Supervisors and the CEO are different.

Legends

- In Frosthelm, there's a tale of the *Glass Wolf*: a spectral wolf that walks across frozen lakes. Seeing it is said to bring either a great blessing or a winter of endless blizzards.
- Aerion's high skies are rumored to hide islands that only appear when the Eye of Aeria opens. Pilots who search for them never return, or so the story goes.
- The Concordant Plains supposedly have a hidden library, "The Endless Stack," where every treaty ever broken writes itself in ink that glows faintly in moonlight.
- Deep in the Veilwood Forest of the Umbra Court, it is said a single tree moves every night to hide a treasure chest full of forbidden knowledge. The chest is cursed, though, and opening it without permission can erase one's shadow.
- Some say the Daemon occasionally leave *tokens* in the mortal world which grant a small boon but mark the recipient for future debt.
- Many believe that each Elemental Shard grants its bearer immense power over its element, though attempts to wield them without proper attunement often lead to disaster.
- Legends claim a beast called the *Ironback Drake* roams the Thundarkar Range. It is said its scales are indestructible, and any who ride it are doomed to vanish into the mountains forever.
- In Aquaris, sailors tell of the *Moonwhale*: a luminescent sea creature that appears once every decade and can whisper the future to those who catch it.
- Aetherflux inventors tell of the *Clockwork Menagerie*, a hidden factory said to create sentient automata that vanish when humans approach. Some believe it was built by scholars who tried to outsmart death.
- Kaen no Kuni clans tell the story of the *Fire Spirit of Korveth-Kami*, a wandering flame that tests the honor of warriors. Those who fail are consumed in spirit, not body, leaving behind a walking soulless husk.
- There are rumors of a Shard Convergence, when multiple Shards align. It is said that the world itself trembles and new lands or creatures may appear.
- Verdalicia's Sylvari are rumored to hold a grove where shadows bloom into flowers at night. Anyone who picks one may find themselves walking in dreams rather than reality.
- A common tavern tale warns of the *Lost Airship of Solenne*: a vessel that appeared once over the Concordant Plains, carrying a cargo of Luxmetal that no one has ever recovered.
- Some say there is a *River of Stars* in Aerion that only flows during eclipses. Anyone who steps into it is granted the memory of a life they never lived.
- Some sages claim that each Shard has a will of its own, as if they can hear, feel, think.

- Word of mouth says that users of time magic still exist in the current era, hidden from the world.

Practical Knowledge for Adventurers

Travel & Transportation

- Airships and Windwings are the fastest way to cross Vaeloran's major nations, but tickets are expensive and often require permits for shard-adjacent regions.
 - Roads can be treacherous; bandit activity is common, especially on the left continent.
 - Tides, storms, and magical phenomena may make travel unpredictable near Aquaria, Aerion, and Thundarkar Range.
 - The Concordant Plains are neutral; travelers should respect local rules or face fines, imprisonment, or diplomatic complications.

Currency & Trade

- After the end of the Shard War, a unified currency was created – the
 - Black market trades are rumored everywhere, but discretion is critical. Contracts with shadowy groups like Daemon intermediaries are legally binding and rarely forgiving.
 - Shard-related items are tightly controlled. Selling or transporting them illegally can incur extreme penalties.

Combat & Hazards

- Magical anomalies are common near Shards; elemental surges may occur randomly.
 - Necromantic and soul-related magics are dangerous and socially unacceptable; even possessing unbound talismans may bring suspicion.
 - Monster knowledge is invaluable: even minor threats like shadow wolves in Umbral Court or sand wyrms in the Sunscorch Expanse can kill unprepared adventurers.
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Social Norms & Etiquette

- In Kaen no Kuni, honor and fire rites dictate interactions. Insulting a clan or refusing a duel can have severe consequences.
- In Umbral Court, subtlety and diplomacy are key. Aggressive behavior may result in assassination attempts or blackmail.
- Eldwyn Vale expects decorum: shouting or breaking decorum in the Hall of Accord can void treaties or start political disputes.
- In Aerion, respecting the Sky Mother and the rituals of the Windspire Academy is essential. Even small disrespect can lead to ostracization.

Lodging & Provisions

- Most cities have inns for all budgets, but some are seasonal (like the Winter Market of Zimograd).
- Outside urban centers, travelers must prepare for food scarcity, magical hazards, and extreme climates.
- Herbal remedies, elemental wards, and weather-resistant gear are highly recommended.

Communication & Magic

- Sending stones, airship messengers, and magical signal spells exist, but require approval in some nations.
- Rune-based or Shard-infused messages are regulated and often monitored for espionage.
- Learning local languages, magical dialects, or sigils increases survival chances dramatically.

Adventurer Reputation & Guilds

- Joining local guilds (mercenary, merchant, scholar, or magic-focused) can unlock contracts, resources, and safe passage.
- Fame spreads quickly in Vaeloran. Actions may open opportunities or invite rival adventurers.
- Mercenary guilds often operate under local or shard-based law. Ignoring regulations can result in expulsion or bounty.

Organizations & Guilds

Hall of Accord Council

Nation: Concordant Plains

A permanent diplomatic assembly where every recognized nation holds a seat.

Speaker: Eldren Maelorin (Hyran)

Wardens of Concord

Nation: Concordant Plains

Neutral peacekeepers tasked with enforcing the Treaty of Unity within the Concordant Plains. They are one of the few forces legally allowed to bear arms in Eldwyn Vale and may detain individuals of any status.

High Warden: Ser Caldeir Vaelis (Aelvar)

Adventurers' Compact

Nation: Concordant Plains (Recognized Internationally)

An organization that regulates adventuring through licenses, contracts, and dispute mediation. Most major cities recognize Compact seals, especially for bounties and dungeon claims.

Compact Marshal: Ressa Thornpaw (Therian)

Scholar's Promenade Circles

Nation: Concordant Plains

Loose associations of scholars, arcanists, philosophers, and inventors operating out of Eldwyn Vale. Many influential discoveries begin here long before nations claim them.

First Convener: Professor Ilwen Sa'ar (Plasari)

Dynamo Consortium

Nation: Aetherflux Dominion

The largest merchant and logistics guild in Aetherflux, specializing in aethertech, constructs, and lightning-powered infrastructure. They control major export routes and storm-safe transport systems.

Director: Veyron Kalixis (Eldari)

Guild-Council of Sparks

Nation: Aetherflux Dominion

The ruling body of Aetherflux, formed from leaders of major guilds, research circles, and industrial unions.

Prime Spark: Nyxa Volaris (Eldari)

Aetherflux Academy Circles

Nation: Aetherflux Dominion

Internal factions within the Academy divided by ideology: pure arcane theory, pure scientific method, or hybrid disciplines. Rivalry is intense but often seen as a motivator for greatness.

High Chancellor: Dr. Selior Thaneschi (Eldari)

Tidecourt

Nation: Aquaris, the Rideborn Empire

The spiritual and political authority governing Aquaris. Decisions are guided by ritual interpretation of tides, currents, and the Water Shard's resonance.

Tide Regent: Lunara Shenhai(Nerai)

Pearl Navigators

Nation: Aquaris, the Rideborn Empire

Elite navigators responsible for charting surface and abyssal routes. Their teachings allow Aquaris fleets to travel paths unknown to others.

Navigator Prime: Kaelis Yunwei (Nerai)

Abyssal Archivists

Nation: Aquaris, the Rideborn Empire

Keepers of ancient songs, records, and prophecies dating back to the end of the Shard War. Access to their archives is tightly controlled.

High Archivist: Thesryn Haizhen (Nerai)

Northern Clans Assembly

Nation: Frosthelm Reach

A council of elders representing Frosthelm's major clans. Once a decision is made, it is followed without exception.

Speaker: Ylva Ísdrótt (Gravahlren)

White Fang Lodges

Nation: Frosthelm Reach

Hunter lodges specializing in dangerous beasts, spirits, and extreme environments. Often hired as guides or monster-slayers.

Packmaster: Rurik Snjófang (Gravahlren)

Winterbound Wardens

Nation: Frosthelm Reach

Guardians of Frosthelm's borders, mountain passes, and Ice Shard disturbances. They are often the first to detect threats in the north.

Warden-Captain: Svala Korgrym (Dravari)

Ember Clans

Nation: Kaen no Kuni

A coalition of Korveth-led warrior clans bound by honor codes and fire rites. They supply elite soldiers, generals, and military advisors across Vaeloran. Breaking an Ember oath carries lifelong consequences.

High Clanlord: Katsuro Enjin (Korveth)

Obsidian Artisans

Nation: Kaen no Kuni

Master smiths responsible for forging shard-adjacent weapons and armor. Weapons are often engraved with the maker's name as a mark of accountability

Forge Master: Emira Ashkar (Dravari)

Temple of Ember Orders

Nation: Kaen no Kuni

Monastic orders overseeing the spiritual and ritual aspects of the Fire Shard.

Flame Abbot: Ryoshin Kagen (Korveth)

Verdant Circle

Nation: Viridalis Expanse

Druidic guardians of the inner forest and the Nature Shard. They control access to the Verdant Sanctum and enforce the forest's balance. Those who violate their laws are rarely seen again.

Circle Voice: Elder Thalyss Gwreiddyn (Sylvari)

Harvestbound League

Nation: Viridalis Expanse

An agricultural coordination body managing food production and exports across Vaeloran.

League Steward: Marcen Olivarre (Therian)

Whispering Wardens

Nation: Viridalis Expanse

Forest rangers maintaining the boundary between the outer plains and the inner sanctum.

Lead Warden: Ssaelwyn Ssaelwyn (Sylvari)

The Five Great Houses of Umbra

Nation: The Umbra Court

The true power of the Umbra Court lies in its noble houses, each controlling a different aspect of shadow society:

- House Noctavera – Illusions and shadow communication. Matron: Velisse Noctavera (Vanyr)
- House Draegoth – Warfare and enforcement. Warlord: Kaerix Draegoth (Erekar)
- House Valcienne – Clandestine trade and luxury. Patron: Lucien Valcienne (Eldari)
- House Mor’Khal – Archives and shadow-priesthood. High Curator: Zareth Mor’Khal (Aelvar)
- House Sanguir – Ancient bloodlines and shard ties. Lord Eternal: Vaelor Sanguir (Vaelari)

Church of the Eternal Radiance

Nation: Lumineth Sanctum

The theocratic authority governing the Sanctum. Faith, law, and divine judgment are inseparable here. Doctrinal dissent is not tolerated.

High Luminary: Pontifex Aurelius (Halvyr)

Seraphic Inquisition

Nation: Lumineth Sanctum

Investigators of heresy, corruption, and forbidden practices. Their verdicts are final and universally feared.

Inquisitor Prime: Seris Luxar (Hyran)

Auric Forge Conclave

Nation: Lumineth Sanctum

Smith-priests responsible for forging Luxmetal relics and arms.

Forge-Saint: Matraeus Goldhan (Hyran)

Windbound Concord

Nation: Aerion Skydrift

The governing council of Aerion's floating islands, responsible for airspace neutrality and sky-route security.

High Windcaller: Aera Sahir (Dravari)

Skyward Riders

Nation: Aerion Skydrift

Elite aerial patrols escorting airships and hunting sky-beasts.

Wing Captain: Thalos Zephyrin (Dravari)

Windspire Academy Orders

Nation: Aerion Skydrift

Schools dedicated to aeromancy, sky combat, and bonded mount training. Graduates are highly sought after across Vaeloran.

Grand Instructor: Vaelis Aerun (Dravari)

Stonewright Conclave

Nation: Thundarkar Range

Master architects responsible for Vaeloran's most enduring structures.

Conclave Voice: Bromdir Steinruf (Durakken)

Deep Divers Union

Nation: Thundarkar Range

Explorers of ancient ruins, caverns, and buried megastructures. Recover lost stonework techniques and forgotten designs.

Union Foreman: Kelda Riftbreaker (Gravalhren)

Litharium Oathbound

Nation: Thundarkar Range

Spiritual and legal keepers of stone-carved oaths. Breaking an oath recorded here carries continent-wide consequences.

Oathwarden: Thrain Felsberg (Durakken)

Races (Homebrew)

Aelvar

Marked by violet-hued skin and luminous sigils that trace naturally across their bodies, the Aelvar carry the quiet presence of the unseen. Their features are refined and serene, eyes often pale or shimmering with inner light. The markings upon their skin are not tattoos or scars, but living patterns that subtly shift over time, reflecting emotional and spiritual states.

Aelvar society values reflection, balance, and the careful stewardship of life and memory. Many become healers, spiritual guides, or scholars of metaphysical forces. To outsiders, they often appear distant or enigmatic, yet few question their integrity or composure. Their long lifespans grant them patience, but also a tendency toward cautious deliberation rather than impulsive action.

Creature Type: Humanoid

Size: Medium (6-7 feet tall)

Life Expectancy: 250 years

Speed: 30 ft.

Languages: You can speak, read, and write Common and Aelvaric.

Veil Step. Opportunity attacks against you have disadvantage.

Soulward Claim. You have advantage on saving throws against being frightened or charmed.

Trace of the Veil. You can see openings within the veil of souls. If you are close to one of these rifts, you can open a portal to the Spirit Realm. In addition, you can sense the presence of undead, spirits, or lingering magical auras within 30 feet (no precise location). You gain proficiency in Insight or Religion.

Echo Step. As a bonus action, you can shift partially into the Spirit Veil, teleporting up to 30 feet to an unoccupied space you can see without provoking opportunity attacks. You leave behind a faint echo of yourself that lingers for 3 rounds. As a bonus action on your next turns, you can return to that echo's location, ending the ability. You can only do so if there isn't anything obstructing the echo. Once you use this feature, you can't use it again until you finish a long rest.

Dravari

Scaled and powerful, the Dravari bear the unmistakable traits of ancient draconic lineage. Horned crests, tails, clawed hands, and elongated snouts give them an imposing silhouette, while their scales shimmer in a wide array of colors and metallic sheens. Their eyes gleam with sharp intelligence and instinctive awareness.

Dravari culture prizes honor, discipline, and mastery over both body and environment. Many dedicate themselves to martial training, aerial riding, scouting, or elemental traditions passed down through clan lines. Though often perceived as intimidating, Dravari place great importance on loyalty, personal responsibility, and earned respect.

Creature Type: Humanoid

Size: Medium (5-6 feet tall)

Life Expectancy: 150 years

Speed: 30 ft.

Languages: You can speak, read, and write Common and Dravaric.

Draconic Presence. You can add your Constitution modifiers to Intimidation and Persuasion ability checks.

Draconic Ancestry. Choose one damage type: acid, cold, fire, lightning, or poison. You have resistance to that damage type.

Elemental Strike. Once per turn, when you hit a weapon attack or a cantrip, you can deal additional 1d6 damage of your chosen ancestry type.

Elemental Burst. As an action, you exhale a 15-foot cone or 30-foot line of energy matching your ancestry. Creatures hit make a Dexterity saving throw ($DC = 8 + \text{proficiency bonus} + \text{Constitution modifier}$), taking 2d8 and be pushed 10 ft on a failed save or half that damage on a successful one. The damage this feature deals increases by 1d8 at 5th level, 11th level and 17th level. Once you use this feature, you can't use it again until you finish a long rest.

Durakken

Short in stature but dense in build, Durakken possess broad frames, powerful limbs, and skin tones reminiscent of stone and metal. Their hands are calloused from a lifetime of shaping, carving, and forging. Thick hair and beards are worn with pride, often braided or adorned with crafted ornaments.

Durakken culture revolves around construction, engineering, and the pursuit of lasting works. They believe every structure should endure beyond its maker, serving future generations as proof of discipline and intent. Status among the Durakken is earned through craftsmanship rather than lineage, and many travel far in search of rare materials, forgotten techniques, or monumental commissions.

Creature Type: Humanoid

Size: Medium (4-5 feet tall)

Life Expectancy: 300 years

Speed: 25 ft.

Language: You can speak, read, and write Common and Durakkic.

Master Builder. You gain proficiency with one artisan's tool of your choice. You also gain proficiency in Athletics or Investigation (your choice). When using tools to build, reinforce, or repair structures, you work at double the normal speed, and you have advantage on checks to assess structural integrity, weak points, or load limits.

Stoneborn Endurance. You have resistance to Poison and advantage on saving throws you make to avoid or end the Poisoned condition. If you were to take damage from falling debris or structures, you can reduce it by half.

Durakken Toughness. Your hit point maximum increases by 1, and it increases by 1 again each time you gain a level. Additionally, when you roll Hit Dice to regain hit points during a short rest, you may add +1 to each die rolled.

Heart of Granite. As a bonus action, you may anchor yourself like living stone. You gain 2d8 temporary hit points for 1 minute. While you have temporary hit points, you have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks. In addition, you cannot be knocked prone or pushed unless you choose to be. The temporary hit points this feature gives increases by 1d8 at 5th level, 11th level and 17th level. Once you use this feature, you can't use it again until you finish a long rest.

Eldari

Small and quick-moving, Eldari are easily recognized by the veil of physical darkness that permanently shrouds their bodies. This shadow is not merely the absence of light, but a tangible, magical obscurity through which only their oversized, luminous eyes can be clearly seen. Subtle shifts in the darkness mirror their expressions and mood, lending them an uncanny yet expressive presence.

Eldari are natural innovators and compulsive tinkerers, drawn toward mechanisms, arcane devices, and experimental craft. Their cultures prize curiosity, cleverness, and iterative creation over tradition or hierarchy, and failure is widely viewed as an essential step toward discovery. Though often underestimated due to their small stature, Eldari have shaped trade, technology, and magical infrastructure far beyond what their numbers would suggest.

Creature Type: Humanoid

Size: Small (2-3 feet tall)

Life Expectancy: 100 years

Speed: 25 ft.

Languages: You can speak, read, and write Common and Eldaric.

Eldari's knowledge. You gain proficiency with one tinker's tool of your choice. When you are analyzing a potion, a technological and magical objects, you may add your Proficiency bonus to your roll.

Small and Agile. You can move through spaces occupied by creatures larger than you.

Umbral Veil. You gain a +1 bonus to AC against spell attacks. You gain an extra +1 against spell saving throws.

Shadow Distortion. As a bonus action, you destabilize the shadow surrounding your body, warping perception and light for 1 minute. You become lightly obscured to other creatures. Whenever a creature misses you with an attack or you succeed on a Dexterity saving throw, you may immediately move up to 10 feet without provoking opportunity attacks. Once per turn, when you hit a creature with an attack or spell, you may impose disadvantage on the next attack roll that creature makes before the start of your next turn. Once you use this feature, you can't use it again until you finish a long rest.

Erekar

Tall, angular, and unmistakably inhuman, the Erekar possess elongated limbs and narrow proportions that give them an unsettling silhouette. Their skin often appears chitinous, shadow-dark, or faintly luminous with internal sigils. Facial features are minimal, dominated by piercing eyes that glow softly in low light.

Long associated with shadowed dealings, mercenary contracts, and high-risk negotiations, the Erekar have cultivated a reputation for precision, efficiency, and emotional detachment. In recent generations, many have begun redefining themselves beyond their historic roles, seeking stable communities and personal identities. Despite these changes, mistrust toward Erekar remains common in many regions.

Creature Type: Humanoid

Size: Large (7 to 8 feet tall)

Life Expectancy: Unknown (functionally ageless)

Speed: 30 ft.

Languages: You can speak, read, and write Common and Erekaric.

Darkvision. You have Darkvision with range of 60 feet.

Suit Mark. At birth, every Erekar manifests a Suit Mark – a sigil that influences temperament, social role, and the way their innate powers express themselves.

- Clubs - You count as one size larger for carrying capacity, push/drag/lift, and grappling. Your reach is increased by 5 feet.
- Diamonds - You gain proficiency in Investigation and one gaming set of your choice. You gain the ability to estimate the value of non-magical items.
- Hearts - You gain proficiency in Persuasion or Insight. When a creature you can see fails a saving throw against being charmed or frightened by you or an ally within 30 feet, you gain temporary hit points equal to your Proficiency Bonus.
- Spades - You can take the Hide or Disengage action as a bonus action a number of times equal to your Proficiency Bonus per short rest. You have advantage on Dexterity (Stealth) checks made in dim light or darkness.

Contract-Bound Mind. You have advantage on saving throws against being charmed or magically compelled to act against your will. You gain proficiency in one mental saving throw of your choice.

Luck of the Draw. As a bonus action, you manifest a spectral deck of four sigils and draw fate into your body. Roll a d4 to determine the effect:

- 1. Club – For 1 minute, your next weapon attack deals an extra 2d6 damage and pushes the target 10 feet.
- 2. Diamond – You gain advantage on all attacks, saving throws and ability checks until the start of your next turn.
- 3. Heart - One creature you can see within 30 feet must succeed on a Wisdom saving throw ($DC = 8 + PB + \text{your chosen mental modifier}$) or be charmed by you.
- 4. Spade – You can teleport up to 30 ft to a space you can see. Gain advantage on your next attack roll.

The damage for the club's sigil is increased by 1d6 at 5th level, 11th level and 17th level. Once you use this feature, you can't use it again until you finish a long rest.

Gravahlren

Towering over most other peoples, the Gravahlren are immense humanoids with powerful builds and mineral-toned skin. Subtle ridges, crystalline flecks, or stone-like patterns may appear across their bodies, giving them the impression of living monoliths. Their voices are deep and resonant, carrying easily across open spaces.

Gravahlren culture values endurance, strength of will, and communal bonds. They often excel in heavy labor, construction, defense, and exploration of harsh environments, especially frozen and mountainous regions. Generations spent enduring brutal cold, thin air, and shifting terrain have hardened both their bodies and their resolve. Though physically imposing, many Gravahlren are known for hearty laughter, strong hospitality, and fierce loyalty to kin and companions.

Creature Type: Humanoid

Size: Medium (7 to 9 feet tall)

Life Expectancy: 170 years

Speed: 35 ft.

Languages: You can speak, read, and write Common and Gravahlren.

Thick-skinned. When you take non-magical bludgeoning, piercing, or slashing damage, you can reduce the damage by your proficiency bonus.

Titanic Frame. You count as one size larger when determining your carrying capacity, the weight you can push, drag, or lift, and for the purposes of grappling and being grappled. You also have advantage on Strength (Athletics) checks made to shove, climb, or break objects. You have advantage on grappling.

Born from Ice. You have resistance to cold damage, and you automatically succeed on saving throws against extreme cold environments. You ignore difficult terrain caused by ice, snow, or natural rocky terrain. In addition, you can hold your breath for up to 30 minutes, and you have advantage on Constitution saving throws made to resist exhaustion caused by environmental effects.

Mountain Breaker. As an action you stomp the ground with your foot. Creatures within 10ft of you must make a Strength saving throw ($DC = 8 + \text{your Strength}/\text{Constitution modifier} + \text{your proficiency bonus}$) or take $2d10$ bludgeoning damage and are knocked prone, taking only half that damage on a successful one. The damage this feature deals is increased by $1d10$ at 5th level, 11th level and 17th level. Once you use this feature, you can't use it again until you finish a long rest.

Halvyr

Winged humanoids adorned with radiant golden markings, the Halvyr possess an unmistakable air of grace and presence. Their feathered wings span wide, capable of sustained flight, while their luminous sigils glow faintly along the skin. Hair and eye colors often reflect warm or celestial tones.

Halvyr traditions emphasize responsibility, discipline, and guardianship. Many serve as messengers, sentinels, scholars, or keepers of ancient oaths. While admired for their elegance and reliability, some Halvyr struggle with the weight of expectation placed upon them by others who view them as symbols rather than individuals.

Creature Type: Humanoid

Size: Medium (6 to 7 feet tall)

Life Expectancy: 170 years

Speed: 30 ft

Languages: You can speak, read, and write Common and Halvyric.

Winged Flight. You have a flying speed equal to your walk speed. You can't use this flying speed while wearing medium or heavy armor or while carrying more than your carrying capacity.

Lightbringer. You have resistance against Radiant damage. You can cast the light cantrip.

Echo of the Fallen. You have advantage on saving throws against being frightened. In addition, when an ally within 10 feet of you fails a saving throw against being frightened, they may reroll it and must use the new roll.

Radiant Surge. As an action, you release the dormant light within your sigils, making an opponent within 30 ft make a Dexterity saving throw ($8 + \text{proficiency bonus} + \text{your mental modifier of choice}$) or take $2d8$ radiant damage, or half as much on a failed save. If the target took damage, you can make yourself or an ally within 10 feet gain hit points equal to half the damage taken. The damage this feature deals is increased by $1d8$ at 5th level, 11th level and 17th level. Once you use this feature, you can't use it again until you finish a long rest.

Hyran

Found throughout nearly every region of the world, Hyran are as varied as they are numerous. They display immense diversity in appearance, belief, and culture, adapting readily to new environments and social structures.

Hyran ambition and flexibility have made them influential in trade, diplomacy, scholarship, and governance. Their short lifespans often drive them toward rapid innovation and bold risk-taking, for better or worse. No single trait defines humanity beyond its capacity to change and endure.

Creature Type: Humanoid

Size: Medium (5–6 feet tall)

Life Expectancy: 90 years

Speed: 30 ft.

Languages: You can speak, read, and write Common and one additional language of your choice.

Take the Initiative. You gain +2 to initiative rolls. In addition, during your first turn, you gain 10ft of move speed.

Versatile Mind. You gain proficiency in one skill and one tool of your choice.

Grit. Once per long rest, when you would be reduced below 0 hit points, you instead drop to 1 hit point.

Extra Effort. When you fail an attack roll, saving throw, or ability check, you can reroll the die and take the new result. In addition, you gain 1d6 + your proficiency modifier temporary health and your speed increases by 10 ft until the end of your turn. The healing this feature gives is increased by 1d6 at 5th level, 11th level and 17th level. Once you use this feature, you can't use it again until you finish a long rest.

Korveth

Broad-shouldered and muscular, the Korveth possess prominent tusks, heavy brows, and powerful builds. Their skin tones range through greens, greys, and earth hues, often bearing scars that mark past trials and victories.

Korveth culture emphasizes honor, martial discipline, and personal accountability. Many follow strict codes of conduct passed through clan traditions. Though often stereotyped as aggressive or blunt, Korveth communities place deep importance on loyalty, respect, and earned trust.

Creature Type: Humanoid

Size: Medium (6–7½ feet tall)

Life Expectancy: 120 years

Speed: 30 ft.

Languages: You can speak, read, and write Common and Korvethi.

Marked Deeds. You gain proficiency in History. You can perfectly recall the names, faces, and actions of any creature you have meaningfully interacted with in the past month. In addition, you have advantage on checks made to recall or verify reputations, past conflicts, bloodlines, or notable deeds.

Military Training. You gain proficiency with light armor. If you are already proficient with light armor, you gain proficiency with medium armor instead. If you are already proficient with medium armor, you gain proficiency with heavy armor. If you are already proficient with heavy armor, you gain +1 AC while wearing armor. When wearing armor, you can still benefit from features that require you to be unarmored.

Punishing Follow-Through. Once per turn when you hit a creature that has already taken damage since the end of your last turn, you deal extra damage equal to your Proficiency bonus. The damage type is the same as the weapon or spell used.

Battle Warcry. As a bonus action, you let out a thunderous warcry that steels allies and terrifies foes. You and allies who hear you within 20 ft gain advantage on their next turn. In addition, for the rest of combat, they also gain advantage against being frightened. Enemies within 20ft of you must succeed on a Wisdom saving throw ($DC = 8 + \text{your proficiency bonus} + \text{your Strength or Charisma modifier}$) or have disadvantage on their next turn ignore the disadvantage on attacks until your next turn. Once you use this feature, you can't use it again until you finish a long rest.

Nerai

Amphibious humanoids with smooth, vibrant skin and feathery external gills, the Nerai possess a distinctly aquatic appearance. Webbed fingers, large expressive eyes, and subtle fin ridges aid their movement through water. Their coloration ranges from soft pastels to deep ocean hues.

Nerai societies are fluid and communal, shaped by ocean currents, tides, and long-distance navigation. They value adaptability, cooperation, and emotional intelligence. Many excel as sailors, traders, explorers, and diplomats between distant coastal cultures.

Creature Type: Humanoid

Size: Medium (5 to 7 feet tall)

Life Expectancy: 100 years

Speed: 30 ft

Languages: You can speak, read, and write Common and Nerain.

Tideborn Navigator. You gain proficiency in Navigator's Tools and either Survival or Perception. You always know which way is true north while outdoors or at sea, and you have advantage on checks made to navigate, avoid becoming lost, predict tides or currents, or chart safe passages through water.

Amphibious Physiology. You can breathe both in land and in water. You can breathe both air and water. You have a swimming speed equal to your walking speed, don't suffer any kind of movement restrictions from difficult terrain formed by water, and you do not suffer penalties for fighting underwater with simple or martial melee weapons.

Flowstrike. Once per turn, when you hit a creature while you moved at least 10 ft since the start of the turn, you deal extra damage equal to your Proficiency bonus. The damage type is the same as the weapon or spell used.

Reef Barrier. As a bonus action, you create a 10ft radius shimmering sphere of water centered on yourself for 1 minute. While this barrier is active, you and allies within it take reduced damage equal to $1d4 + \text{your proficiency bonus}$. In addition, allies can move through creatures' spaces as if they were difficult terrain, and this movement does not provoke opportunity attacks. The barrier ends early if you are incapacitated or leave the radius. The damage reduced this feature gives is increased by $1d4$ at 5th level, 11th level and 17th level. Once you use this feature, you can't use it again until you finish a long rest.

Plasari

Naturally amorphous, Plasari exist as semi-translucent masses of shifting substance capable of forming humanoid shapes. Their coloration and texture fluctuate subtly even at rest, and their features remain slightly fluid rather than rigidly fixed.

Plasari possess remarkable adaptability and an unusual resistance to environmental extremes. They often live discreetly among other peoples, adopting stable forms to blend into local societies. Their communities are loose, memory-driven, and highly individualistic, valuing experience and survival above rigid tradition.

Creature Type: Ooze

Size: Medium (4–6 feet tall in typical humanoid form)

Life Expectancy: 500 years (though age is meaningless; they slowly lose cohesion instead of dying)

Speed: 30 ft.

Languages: You can speak, read, and write Common and Plasaric.

Adaptive Morphology. You can alter your skin tone, facial structure, hair, and minor physical features at will. These changes are cosmetic and do not affect your statistics. You have advantage on Deception checks made to pass yourself off as a member of another humanoid ancestry.

Amorphous Body. You can squeeze through a space as narrow as 1 inch wide without squeezing penalties, provided you are wearing and carrying nothing, and you have advantage on checks and saving throws against being grappled or restrained. You also do not need to eat or breathe, though you can mimic those functions.

Reform. Whenever you take bludgeoning, piercing or slashing damage from a weapon and you don't drop to 0 hit points, you can use your reaction to regain hit points equal to $1d4 + \text{your proficiency bonus}$, up to the amount of damage taken.

Perfect Imitation. As an action, you can fully reshape your body to perfectly imitate another Medium or Small humanoid you have seen, including voice, coloration, scent and physical mannerisms. Your equipment does not change. A creature can attempt an Investigation check against your Deception to see through the disguise after interacting with you for at least 1 minute. You may maintain this form for 1 hour or until you end it as a bonus action. You may use this feature a number of times equal to half of your proficiency modifier (rounded down) and regain all usages on a long rest.

Sylvari

Humanoid beings formed of living plant and reptilian traits, Sylvari display bark-like scales, leafy fronds, vines, and moss-like growths integrated into their bodies. Their coloration mirrors forest environments, often accented by faint bioluminescent patterns.

Sylvari cultures emphasize ecological balance, long-term stewardship, and reverence for natural cycles. Many serve as wardens, druids, or territorial guardians. Outsiders often perceive them as insular or cautious, though their commitment to preservation is unwavering.

Creature Type: Humanoid

Size: Medium (4 to 6 feet tall)

Life Expectancy: years

Speed: 30 ft

Languages: You can speak, read, and write Common and Sylvanic.

Forest's Insight. You gain proficiency in Nature. You may do a Nature (Intelligence) skill check to ask the forest for their insight. You may ask the forest any information that it might know, for example: past events that happened there, people's location in that forest and even ask the forest which path to choose. The DC for this check will be different depending on the question asked, which is determined by the DM. You can use this feature a number of times equal to your proficiency bonus and regain all usages after a long rest.

Photosynthesis. When you do a short rest you can regain extra health equal to $1d12 +$ your constitution modifier. You can't use this ability if don't have any sunlight.

Barkskin Resilience. When you aren't wearing heavy armor, your AC is increased by 1. You have advantage on saving throws against being poisoned, paralyzed or to be put to sleep.

Rampant Growth. As an action, you cause thick vines and living roots to erupt from the ground in up to 4 squares within 30 ft, making 10 ft tall walls. Each wall grants cover, has AC equal to $10 +$ proficiency bonus and have hitpoints equal to $2d6 +$ your proficiency. It's weak to fire and resistant against bludgeoning and piercing damage. The walls last for 1 minute or until destroyed At level 5, 11 and 17, your wall gains an additional $2d6$ hit points. Once you use this feature, you can't use it again until you finish a long rest.

Therian

Therians possess the blended features of humanoids and beasts, ranging widely in appearance depending on lineage. Some resemble furred or feathered humanoids, while others retain more pronounced animal traits such as muzzles, tails, claws, or digitigrade legs.

Their cultures vary dramatically between clans and regions, often shaped by instinctive traditions, pack structures, and environmental adaptation. Many Therian societies value kinship, territory, and practical survival skills. Their diversity makes generalizations unreliable.

Creature Type: Humanoid

Size: Small or Medium (3-8 ft)

Life Expectancy: 80 years

Speed: 30 ft.

Languages: You can speak, read, and write Common and Theronian.

Physical Build. When creating your character, you may choose one of the following frames:

- Light Frame – You can move through spaces occupied by creatures one size larger than you, and squeezing through tight terrain does not cost extra movement. You have advantage on Acrobatics checks.
- Balanced Frame – You gain proficiency with either Athletics or Acrobatics. When you make a Strength or Dexterity saving throw, you can add +1 to the roll.
- Powerful Frame – You count as one size larger for carrying capacity, and the weight you can push, drag or lift. You have advantage on Athletics checks.
- Massive Frame – Your walking speed is reduced by 5. You have advantage on saving throws made to resist being knocked prone or pushed. You count as one size larger for carrying capacity and resisting forced movement.

Adaptive Physiology. Rather than fixed racial abilities, Therians customize their physical and instinctual traits. When you create your character, choose 4 additional passive traits from the Therian Trait List below. Once chosen, these traits cannot be changed. You cannot select the same trait more than once. All Therian traits are passive features and require no actions. Traits are intentionally generic and may represent different animals depending on interpretation.

Therian Trait List

Name	Description
Climbing Anatomy	You gain climbing speed equal to your walking speed
Digitigrade Stride	Your base walking speed increases by 5
Leaping Physiology	Your long jump and high jump distances are doubled, even without a running headstart.
Keen Instincts	You gain proficiency in Perception.
Heightened Awareness	You cannot be surprised while conscious.
Scent Memory	You have advantage on Survival checks made to track creatures or recall whether you've encountered a creature's scent before.
Night Life	You gain Darkvision with a range of 45 ft.
Blood-Scent Focus	When you reduce a hostile creature to 0 hit points, you gain advantage on your next attack roll or ability check before the end of your next turn.
Reflexive Withdrawal	When a creature misses you with a melee attack, you may use your reaction to move 5 feet without provoking opportunity attacks.
Pain Suppression	You have advantage on saving throws to maintain concentration caused by taking damage from nonmagical sources.
Burst Sprinter	When you take the Dash action, your speed increases by an additional 10 feet until the end of the turn.
Thick Hide	While you aren't wearing any armor, your base AC is equal to $13 + \text{your Dexterity Modifier}$.
Water Adapted	You gain a swimming speed equal to your walking speed, and you can hold your breath for up to 15 minutes.
Heavy Impact	When you move at least 15 feet straight toward a creature and hit it with a melee attack on the same turn, you may push the creature 5 feet.
Instinctive Body Language	You have advantage on Insight checks made against creatures you can see that rely on physical tells rather than magical or verbal deception.
Predatory Bearing	You may use Strength or Dexterity instead of Charisma for Intimidation checks.
Stalking Posture	When you move no more than half your speed on your turn, you gain a +1 bonus to your first attack roll that turn.
Pack Awareness	When an ally is within 5 feet of you, you gain a +1 bonus to AC.
Threat Display	As long as no more than one hostile creature is adjacent to you, you gain a +1 bonus to attack rolls.
Disarming Presence	You have advantage on Deception checks against creatures, provided you are not actively hostile.
Territorial Awareness	You have advantage on Survival and Perception checks made to track creatures or detect intruders in an area you have spent at least 10 minutes in.

Vaelari

Composed partially or wholly of elemental matter, Vaelari appear as humanoid forms shaped from stone, flame, mist, water, lightning, metal, or other primal substances. Some possess nearly solid bodies, while others appear semi-ethereal or constantly shifting.

Vaelari are naturally attuned to volatile energies and often serve as stabilizers, scholars, and guardians of dangerous phenomena. Emotional states can subtly influence their elemental expression, making self-discipline an important cultural value.

Creature Type: humanoid

Size: medium

Life Expectancy:

Speed: 30 feet

Languages: You can speak, read, and write Common and Vael.

Innate Conduit. You gain proficiency in Arcana. You can use a spellcasting focus even if your hands are full.

Elemental Stability. You have advantage on Constitution saving throws made to maintain concentration.

Flow Attunement. Once per turn, when you deal damage with a spell, you can change that damage to force damage. If the spell already deals force damage, it deals +1 additional damage times the original level of the spell used.

Mana Suppression Zone. As an action, you release unstable mana into a 15 ft radius sphere centered on a point you can see within 60 ft. For one minute, creatures of your choice inside the area suffer a 1d4 penalty to saving throws. Whenever a creature fails an Intelligence, Wisdom or Charisma saving throw related to your spells, you can use your reaction to make it take 1d8 psychic damage. The damage this feature deals is increased by 1d8 at 5th level, 11th level and 17th level. Once you use this feature, you can't use it again until you finish a long rest.

Valken

Artificial beings crafted from metal, porcelain, or composite materials, Valken display visible joints, segmented limbs, and glowing cores or lenses. Their faces often resemble masks or carved expressions rather than organic features.

Once regarded as tools and labor constructs, Valken now seek identity, autonomy, and social recognition. Many struggle with lingering legal restrictions and societal suspicion while forging personal purpose beyond their original design.

Creature Type: Humanoid

Size: Medium (6 to 7 feet tall)

Life Expectancy: Indefinite

Speed: 30 feet

Languages: You can speak, read, and write Common and Valkenico.

Construct Physiology. You do not need to eat, drink, breathe, or sleep. Instead of sleeping, you enter an inactive state for 4 hours, during which you remain conscious but motionless. You have advantage on saving throws against being poisoned, and you are immune to disease.

Integrated Plating. As a Valken, you cannot wear armor. Instead, when you create your character, you may choose a type of hull.

Type	Base AC	Prerequisite	Bonus
Ultra-Light	10 + DEX	None	Your speed increases by 5 ft. You ignore difficult terrain caused by rubble, machinery or cramped spaces. If you'd fall at least 10 ft, you can reduce the falling damage by an amount equal to 5 x your level
Light	11 + DEX	Light Armor Proficiency	You add 5 feet to your speed. When you take the Dash or Disengage action, you gain a +2 bonus to AC until the start of your next turn.
Medium	13 + DEX (Max 2)	Medium Armor Proficiency	You have advantage on saving throws against being grappled, restrained, or knocked prone.
Heavy	17	Heavy Armor Proficiency	You Have disadvantage on Dexterity (Stealth) checks. When you are hit by a non-magical weapon attack, you reduce the damage by 1 (before resistances). You count as one size larger when determining your carrying capacity.

			capacity and the weight you can push, drag, or lift
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You may integrate armor to gain their magical effects. This would require 1 day of work. You may change your type of hull in a proper station. This would require 1 week of work.

Arcane Incompability. Your artificial body cannot properly channel magic. Whenever you cast a spell, you take psychic damage equal to the spell's level (minimum 1). This damage cannot be reduced or prevented in any way. You can still use magic items normally, even the abilities of them if they say so. You have advantage on saving throws against spells and gain resistance to psychic damage.

Overclock. As a bonus action, you push your core beyond safe operating limits for 1 minute, increasing your speed by 10 ft. In addition, when you hit a creature with a weapon attack, you deal an additional 1d6 of that weapon's damage. You can Dash and Disengage as a bonus action. When Overclock ends, you immediately gain one level of exhaustion. Once you use this feature, you can't use it again until you finish a long rest.

Vanyr

Pale-skinned and unnaturally graceful, the Vanyr possess elongated canines and eyes whose coloration reflects noble lineage. Their movements are precise and predatory, and their bodies maintain a faint chill even in warm climates.

Vanyr society is structured around powerful houses, bloodlines, and intricate political maneuvering. They command influence through wealth, secrecy, and long-term planning. Though often feared, their discipline and strategic insight grant them lasting relevance in many regions.

Creature Type: Humanoid

Size: Medium (5 to 6 feet)

Life Expectancy: Indefinite

Speed: 30 feet

Languages: You can speak, read, and write Common and Vanarian.

Noble Precision. YOnce per turn, when you hit a creature with an attack or spell, you may impose one of the following effects until the start of your next turn:

- The target has disadvantage on opportunity attacks.
- The target has disadvantage on Concentration checks.
- The target's speed is reduced by 10 ft.

You can use this feature a number of times equal to your proficiency bonus, regaining all uses on a long rest.

Blood-Draw Focus. When you deal damage to a creature, you gain a Blood Focus (maximum 1). While you have Blood Focus, you gain a +1 bonus to attack rolls and spell save DC. Blood Focus is lost if you miss an attack or a creature succeeds on a saving throw against your spell.

Sunbound Curse. You have a strong adversity against sunlight. While in direct sunlight, you have disadvantage on attacks, Strength, Dexterity and Constitution checks and saving throws. If you aren't being affected by Sunbound Curse, you instead gain magical Darkvision with a range of 60ft.

Blood Ascendance. As a bonus action, you awaken your lineage. For 1 minute, your speed increases by 10 ft. Once per turn, whenever you deal damage, you regain 1d10 hit points (if it would overheat you in any way, you gain that many temporary hit points instead). In addition, you ignore the Sunbound Curse's negative effects, and you may convert your damage to necrotic damage. When Blood Ascendance ends, you gain 1 level of exhaustion. The healing this feature gives is increased by 1d10 at 5th level, 11th level and 17th level. Once you use this feature, you can't use it again until you finish a

long rest.

Languages

Common – English

Aelvaric – Greek

Dravaric – Arabic

Durakkic – German

Eldaric – Italian

Erekaric – French

Gravahlren – Icelandic

Halvyric – Latin

Korvethi – Japanese

Nerain – Chinese

Plasaric – Sign Language

Sylvanic – Welsh

Theronian – Portuguese Alentejano

Vael – Hindi

Valkenico – Russian

Vanarian – Romanian

Extra languages

Daemonic

Celestial

Giantkin

Fey Cant

Draconic

Primordial

Deep Speech

Gutter Tongue

Realms

Mortal Realm

The physical world where most adventures take place. Time flows normally, matter is stable, and life is bound by birth and death. All other realms influence the Mortal Realm indirectly, but none replace it as the primary stage of existence.

Divine Realm

The domain of gods, demigods, and divine concepts. Reality here is shaped by belief, authority, and cosmic law rather than physical rules.

Spirit Realm

A transitory realm tied to life, death, and natural cycles. Mortal souls pass through the Spirit Realm after death before reincarnation, judgment, or dissolution.

Darkness Realm

A realm of entropy, decay, and erasure. Unlike the Spirit Realm, souls consumed here are lost, not recycled. This is where daemons and void entities live.

Dream Realm

A mutable realm shaped by thought, emotion, and imagination. It overlaps both the Mortal and Spirit Realms during sleep, visions, and altered states. Source of dreams, nightmares, and prophecy.

Fey Realm

A distorted reflection of the Mortal Realm where nature, emotion, and instinct dominate. Time flows unpredictably, and reality responds to intent and ritual. Home of fey, tricksters, and ancient nature beings.

Astral Realm

The vast expanse between realms. It is not a destination but a medium through which planar travel occurs. Used for teleportation and planar transit.

New and Updated Items

New Weapons

Simple Weapons

Name	Damage	Properties	Mastery	Weight	Cost
Double Barrel Shotgun	2d6 piercing	Ammunition (Range 20/60; Shell), Firearm, Recoil, Reload (2), Two-Handed	Scatter	8 lb.	50 gp
Hunting Rifle	2d6 piercing	Ammunition (Range 80/320; Bullet), Firearm, Reload (4), Two-Handed	Sighted	8 lb.	50 gp
Parlor Gun	2d4 piercing	Ammunition (Range 30/120; Bullet), Firearm, Light, Reload (2)	Vex	1 lb.	25 gp
Revolver	2d6 piercing	Ammunition (Range 30/120; Bullet), Firearm, Recoil, Reload (6)	Slow	3 lb.	40 gp

Martial Weapons

Name	Damage	Properties	Mastery	Weight	Cost
Wakizashi	1d6 slashing	Finesse, Light	Vex	2 lb.	10 gp
Uchigatana	1d8 slashing	Finesse, Versatile (1d10)	Vex	4 lb.	25 gp
Odachi	1d12 slashing	Heavy, Two-Handed	Graze	6 lb.	50 gp
Naginata	1d10 slashing	Heavy, Reach, Two-Handed	Cleave	6 lb.	35 gp
Tetsubo	1d12 Bludgeon	Heavy, Two-Handed	Push	10 lb.	15 gp
Cannon	2d8 Fire	Ammunition (Range 100/400; Cannonball), Firearm, Heavy, Loading, Two-Handed	Explode	225 lb.	150 gp
Gatling Gun	2d6 Piercing	Ammunition (Range 60/240; Bullet), Firearm, Heavy, Reload (40), Two-Handed	Automatic	170 lb.	100 gp
Sniper Rifle	2d10 Piercing	Ammunition (Range 120/480; Bullet), Firearm, Reload (4), Two-Handed	Sighted	20 lb.	100 gp
Magnum	2d8 Piercing	Ammunition (Range 30/120, Bullet), Firearm, Heavy, Recoil, Reload (6)	Slow	6 lb.	75 gp

PROPERTIES

Firearm. You don't add your ability modifier to the weapon's attack, unless otherwise stated.

Recoil. After you make an attack with this weapon, you can't make ranged attacks beyond the weapon's normal range until the end of the current turn.

Reload. This weapon can be used to make a number of attacks before it must be reloaded. If you are proficient with the weapon, reloading it takes an action or a Bonus Action; otherwise, reloading it takes an action.

MASTERIES

Automatic. When you make an attack with this weapon, you can choose to make two attacks instead. These attacks are always made with Disadvantage, regardless of circumstance. You can't replace these attacks. If this weapon has the Ammunition property, these attacks use twice the normal amount of ammunition.

Explode. When you take the Attack action, you can replace one of your attacks with an explosion from this weapon's projectile. This explosion is a 5-foot-radius Sphere centered on a point you choose within the weapon's normal range. Each creature within the Sphere makes a Dexterity saving throw (DC 8 plus your Strength or Dexterity modifier and your Proficiency Bonus). On a failed save, a creature takes the weapon's damage. On a successful save, a creature takes half as much damage. You can create an explosion only once per turn.

Scatter. Being within 5 feet of an enemy doesn't impose Disadvantage on your ranged attack rolls with this weapon. It grants advantage instead.

Sighted. Attacking at long range with this weapon doesn't impose Disadvantage on your attack rolls. When you hit a creature with an attack using this weapon at long range, you can reroll any of the damage dice and must use the new roll.

AMMUNITION

Bullets 10 ammo for 3 GP (1 and ½ lb.)

Cannonballs 5 ammo for 15 GP (10 lb.)

Shells 10 ammo for 5 GP (1 and ½ lb.)

Updated Weapons

Martial Weapons

Name	Damage	Properties	Mastery	Weight	Cost
Whip	2d4 Piercing	Finesse, Reach	Slow	3 lb.	2 gp