



FAES - GAR

Adventure in the New Wrold





CHAPTER 1 - THE LANDS

"Faes-Gar, The land of honour and deceit, of war and peace, of triumph and servitude. The High Kings and Emperors who claim divine right are as brasic as the rest of us when it comes to TRUE knowledge. The lands we walk are shaped by forgotten wars, and the ruins beneath our feet whisper the names of those who should never have been cast down. If you seek adventure, tread carefully, for the world does not welcome those who ask too many questions."

— Sariah Val'Tor, exiled scholar of Zephandoria

A CONTINENT OF CONFLICT AND MYSTERY

Faes-Gar is a land of powerful kingdoms, ancient secrets, and shifting allegiances. It is a world where history is not what it seems and where every nation carries the scars of forgotten wars. From the clan-ruled highlands of Galdar to the twisting politics of Fiach-Dakai's courts, this land is one of ever-turning intrigue, clashing swords, and long-buried deceptions.

Here, warriors rise to claim glory, scholars search for truths best left forgotten, and rulers play a game of power where the cost of failure is death. Faes-Gar is a land that rewards the bold, the cunning, and the strong, but punishes those who dare to challenge the status quo without the strength to back their words.

This book is designed as a toolkit for Dungeon Masters and players, offering an expansive world full of adventure hooks, factions, hidden plots, and dangerous dungeons. Faes-Gar is a dynamic setting—a place where a party's actions can alter the course of history and reshape the fate of nations.

What Kind of Adventures Await?

Faes-Gar is not a land of simple good and evil. Every kingdom has its heroes and tyrants, and every legend has been rewritten to serve the victors. The religions demand a flock, but who among them truly deserve worship? Kingdoms stand on the brink of war, but who truly pulls the strings?

Adventurers in Faes-Gar may find themselves:

- Caught in the political web of the High King of Galdar, forced to navigate shifting alliances between the five clans.
- Uncovering secrets in Fiach-Dakai's Noble Courts that could bring the country, and the continent, to its knees.
- Exploring the ruins of a fallen civilization, where forbidden knowledge could shake the foundations of faith itself.
- Serving the guilds of Zephandoria, where technomancers, scholars, and arcane engineers vie for grants to further their own research in an age of magical discovery.
- Seeking the truth behind the religious followings of Faes-Gar. Hunt for the truth to the beginnings of all creation.
- Facing the wrath of the pirate factions of Creag, where breaking an Oathstone promise means death—or worse.

No matter where the party travels, they will find themselves pulled into conflicts greater than themselves, facing choices that will shape the course of the continent.

Every kingdom in Faes-Gar has rewritten its own history, and those who seek the truth may find themselves hunted, silenced, or worse. What lies beneath the sands of Zar-Khadesh? Why do the lords of Fiach-Dakai guard their libraries so jealously? What truly binds the High Kings of Galdar to their throne? The past holds answers, but some truths are better left undiscovered.

THE REGIONS OF FAES-GAR

Each nation in Faes-Gar offers its own unique dangers, cultures, and conflicts:

- **GALDAR** – A land of five clans, bound and ruled by a High King whose authority is upheld by ancient traditions. Warriors and mercenaries find glory or death in the constant struggles for power.
- **DREAMHAR** – from the allure of the merchants and trade regions to the religious cathedrals and worship grounds, Dreamhar is a beautiful country where pirates sit in council with priests and plots run through the city like sewers.
- **VALTHERIS** – The seat of power for the Valthis family. Ruled over as the junction between the savvy north and the mystical south. King Viktor Valthis ensures that the heart of Faes-Gar always beat strong.
- **ZEPHANDORIA** – A republic of magic and invention, where technomancy and arcane discovery thrive. Political rivalries within the guilds fuel cut throat ambition. Study at the Arcanum Acadamy or ply your trade with the Engineers Enclave.
- **FIACH-DAKAI** – A strange land ruled over by five noble families. Not much is known of this fog ridden harsh land but the people seem to thrive and outsiders are shunned.
- **ZAR-KHADESH** – The homeland of dragonborn and lizardmen, a harsh desert where ancient dragon-kings once ruled, and now the law is broken. With no guiding hand in these lands, will you survive the desert?

ADVENTURING IN FAES-GAR

Faes-Gar is a setting that supports diverse adventures:

- **WAR CAMPAIGNS** – Serve as mercenaries in the clan wars of Galdar, or fight with the Valtheri in a war against the Fiach-Dakai.
- **POLITICAL INTRIGUE** – Navigate the councils of Dreamhar or join the courts of King Viktor Valthis to uncover political plots.
- **EXPLORATION & DISCOVERY** – Seek out forgotten ruins, lost relics, and hidden truths buried beneath the sands of Zar-Khadesh on an expedition from Zephandoria.
- **MORAL DILEMMAS** – Find out the truth of the religions of Faes-Gar, challenge the authority of rulers, or forge a new path for Faes-Gar's future.

This book provides Dungeon Masters and players with everything needed to bring Faes-Gar to life, offering new factions, adventure hooks, NPCs, monsters, magic items, and playable options. The world of Faes-Gar is waiting.

WHAT STORY WILL YOU WRITE?

Continental Climate & Orbit

Faes-Gar lies in the north Eastern quadrant of the world. Its position on the planet, combined with a unique orbital bend that pushes the equator southward, creates diverse climate zones:

Northern Faes-Gar – Cool, temperate highlands and forests. Snow is common in winter; storms rise from the mountains.

Central Regions – Warmer but still temperate, with lush hills, expansive plains, and river-carved valleys.

Southern Edge – Arid deserts and broken cliffs where ancient empires once stood.

Tectonics and Terrain

Faes-Gar is divided by three tectonic plates, which has shaped its diverse topography:

The Karnek-Vor Mountains – Marking the Northern edge of Galdar where the . Jagged, snow-capped, and laced with abandoned mining tunnels and war relics.

The River Divide – A fast-flowing, violent river separates Galdar from Calav, with ancient drawbridges and natural gorges.

Highland Marches – Rolling, fertile highlands dotted with ruins from the Age of Unity and older stone circles from the Time Before.

Forests of Coille Mòr – The largest natural woodland in Faes-Gar, stretching across the north and fiercely protected by Clan Fiach.

CHAPTER 2 - THE NATIONS

GALDAR

“Our land.. Our Ancestors. They fought until there was nearly none of us left. We had to compromise. A lot of us thought.. this will never work, but here we are. Ten decades on and we are one of the greatest nations in all these lands! Drink tonight. For tomorrow. We fight!”

— High King Ronian Fergal, addressing the Five Clans

INTRODUCTION TO GALDAR

Galdar is a clan-based kingdom set in the north Eastern continent of Faes-Gar. The nation is known for its traditional clan politics, a decentralized monarchy under the High King, and a rich array of natural resources. Its diverse regions include bustling cities, ancient forests, and rugged mountain ranges bordering neighbouring nations.

Clandom Motto: Bound by Clan, Ruled by Strength

DEMOGRAPHICS

Galdar's population is comprised primarily of humans, Dwarfs, halfling's, Goliath's, orcs goblins bugbears and many other races. Pockets of other ancestries exist depending on trade, travel, and historical interactions with neighbouring nations like Dreamhar or Calav.

Estimated Population: 2.4 million

Rural (farms, villages): 60%

Urban (cities like Staig, Vachar, etc.): 40%

Military Personnel: ~40,000 active royal soldiers, plus local clan militias

Ethnic & Clan Distribution

Clan Fergal: Based in Staig – Known for entertainers, bards, and spiritual leaders

Clan Maynen: Based in An-Frùain – Dominated by miners, smiths, and wealth-driven nobility

Clan Tuathen: Based in Vachar – Mostly rural farmers, herders, and fishermen

Clan Sochal: Based in Val-Mohr – Urban elite, traders, courtiers, and underground dealers

Clan Fioch: Based in Schyth – Foresters, lumberjacks, and mountain dwellers

Languages Spoken

Common (Trade Tongue) – Widely spoken for inter-clan and foreign communication

Old Galdari (Highland Gaelic-inspired) – Used in traditional ceremonies, clan oaths, and some rural areas

Regional Dialects – Each clan has subtle linguistic quirks and accents

Religious Makeup

(To be expanded when you build the religion section)

Majority follow the Old Faith rooted in ancestral spirits, stone-bound oaths, and divine lineage

Religious influence is strongest in Clan Fergal's territory

Cultural Traits

Fierce pride in clan heritage and bloodlines

Deep respect for tradition, strength, and loyalty

Distrust toward foreign influence and growing tension over merchant guild presence

GEOGRAPHY AND CLIMATE

Galdar is a land of harsh beauty, defined by rugged mountains, rolling highlands, and deep forests. Its cold, windswept shores are lined with cliffside strongholds, while its interior valleys are home to fertile farmlands, hidden lochs, and sacred groves.

- **THE NORTHERN HIGHLANDS** – Harsh, mountainous terrain, home to Clan Fioch's vast forests, the Collie Mor.
- **THE WESTERN COAST** – Vachar is found on the high cliffs of the Western reaches of Galdar. Clan Tuathen reside on the high walls and their incredible fleet that take the brunt of the stormlands winds with no trouble sits in the bay below.
- **THE CENTRAL VALLEYS** – Home to the Current High King and the City of Staig, the central lush green valleys are fertile and farmed to keep the country going.
- **THE SOUTHERN LOWLANDS** – The lowlands are marshy calm regions that are home to the Clan Sochal and the city of Val-Mohr.
- **THE WESTERN BORDERLANDS** -These flat planes are cattled in with the moutains of Krainek-Vor, Built at the only pass in the mountain range is the city of Schyth, a heavily

