

THE DREAMHAR TRINITY

A Player-Facing Guide to the Northern Confederacy

Dreamhar is a harsh, cold, rugged northern land made up of three independent nations:

Calav — The political and economic heart

Clada — The religious and spiritual north

Creig — The pirate isles and naval power

Together, they form the Northern Alliance of Dreamhar — a confederacy built out of shared need, old treaties, and the understanding that none of them can survive alone.

HOW DREAMHAR FUNCTIONS AS ONE REGION

There is no single king or emperor.
Instead, the three nations cooperate through:

THE GRAND COUNCIL OF DREAMHAR

A diplomatic body where all three nations send representatives.

The Council's Responsibilities:

- Negotiate peace between the nations
- Coordinate defense and military action
- Maintain shared trade routes
- Manage national disputes
- Represent Dreamhar to foreign powers

The Council does not rule the nations.

It simply ensures they keep working together rather than falling into civil war.

The Council meets:

- Quarterly (once per season)
- When crisis or war approaches
- When major treaties must be signed or revised

But each nation keeps:

- Its own laws
- Its own military
- Its own culture
- Its own ruler

Dreamhar is a partnership — tense at times, but functional.

THE THREE NATIONS OF DREAMHAR

CALAV — THE GUILD-STATE

Role: Politics, trade, diplomacy, magic, shadow operations

Reputation: Clever, organised, pragmatic

Government: The Council of Calav (guild-run)

Capital: Calav City

Calav is the centre of Dreamhar's administration and economy.

It is ruled not by nobles or a king, but by guilds — powerful organisations that represent every major industry, from trade to magic to law enforcement.

Calav contributes:

Diplomacy

Trade and wealth

Regulated magic

Assassins (legal and controlled)

Record-keeping and law

Logistics and travel infrastructure

Calav is where deals are made, treaties are drafted, and Dreamhar's outward face is negotiated.

CLADA — THE RELIGIOUS NORTH

Role: Military discipline, faith, unity, doctrine

Reputation: Devout, honourable, strict

Government: Theocracy

Leader: His Holiness Pope Lunastra IV

Clada is the spiritual powerhouse of Dreamhar.

It holds the temples, monasteries, holy orders, and warrior-faith traditions.

Its soldiers are among the most disciplined in the north.

Clada contributes:

A powerful trained army

Religious unity

Moral authority

Ritual protection and blessings

Mediation in disputes

To be Cladian is to put honour, faith, and discipline above all else.

CREIG — THE PIRATE KINGDOM

Role: Naval dominance, maritime defense, sea trade routes

Reputation: Fierce, unpredictable, honour-bound

Government: Trial-Chosen Monarchy

Leader: Jon “the Cursed” Braid, Pirate King

Creig is a cluster of islands famous for their pirate culture and ancient Oathstone Tradition:

Swear an oath on a sacred stone

Break it, and the stone brands you with a magical curse

Creig’s sailors are unmatched.

Their navy keeps Dreamhar’s waters safe — for a price.

Creig contributes:

The Dreamhar navy

Shipbuilding

Maritime trade

Foreign port access

Pirate deterrence

They are the wild card of Dreamhar’s politics — feared, respected, and relied upon.

HOW DREAMHAR’S THREE NATIONS BALANCE EACH OTHER

Each nation provides what the others lack:

Calav offers:

Law • Diplomacy • Wealth • Arcane expertise • Shadow protection

Clada offers:

Unity • Morality • Faith • Military consistency • Tradition

Creig offers:

Naval muscle • Sea dominance • Freedom of movement • Trade access

This creates a system where:

None can dominate the others

All three must cooperate to survive

The Grand Council exists to handle disputes peacefully

It’s a delicate balance, but one that has held for generations.

THE INNER WORKINGS OF CALAV

A player-friendly look at how the guild-state operates

Calav is unique because it is governed entirely by its guilds — large organisations that represent different fields of work.

The guilds are powerful enough that:

- They write Calav's laws
- They control industry and trade
- They manage internal security
- They decide foreign policy
- They elect representatives to the Council

Calav has no king, no nobility.

Its power belongs to those who build, trade, research, protect, and discover.

THE COUNCIL OF CALAV (Guild Rule)

The Council is made up of the leaders of Calav's major guilds, including:

- NorthLight Inquiry — private investigators
- Obsidian Lyceum — magic regulation
- The Silent — assassins, intelligence
- Merchant's Crown — trade
- Timberwright Confederation — lumber
- Forge & Ember Consortium — smiths
- Artificer's Collegium — inventors
- Inkbinders — scribes and legal records
- Wayfarers — caravans and transport
- Sealords — shipping and naval merchants
- Mummers — arts and performance
- Whitehands — healers
- Coinmasters — banks and loans
- Sentinels — city guard and militia

Each guild leader holds equal voting power, and laws pass only when enough guilds agree.

This means politics in Calav is:

- Constant negotiation
- Alliances shifting weekly
- Guilds bartering favours
- Quiet threats behind closed doors
- Occasional assassinations (legal, of course)

Calav thrives not because it is peaceful — but because it is balanced by ambition.

THE ROLE OF NORTHLIGHT INQUIRY (NLI)

As the players' guild, NLI stands out because:
They specialise in solving problems other guilds can't touch
They collect information no one else can
They maintain neutrality and confidentiality
They are used as mediators, spies, and investigators
Their findings often sway political decisions

Whether they like it or not, NLI operatives often become involved in:

Guild disputes
Criminal investigations
Paranormal events
Missing persons cases
Political scandals
Hidden supernatural threats

NLI is respected, trusted, feared — sometimes all at once.

WHAT A DREAMHAR CITIZEN KNOWS (Player Summary)

A resident of Dreamhar would understand:

- Their nation is one of three
- They owe fealty first to Calav, Clada, or Creig — not Dreamhar itself
 - The alliance exists to prevent collapse
 - Calav's guilds control diplomacy and law
- Clada controls religious life and martial culture
 - Creig controls the seas
- The Obsidian Lyceum regulates all magic
 - The Silent enforce the darker laws
- Guilds are as powerful as nobility elsewhere
- NLI solves the cases no one else will touch

Dreamhar is a place of:

Harsh winters
Fierce loyalty
Cold politics
Strange magic
Old traditions

Guild-driven power plays

Ship sails, monastery bells, and shadowed alleys