

A Crash Course to Revas

Overview:

Revas is a continent situated in the southeast of my homebrewed world. Written history states the lands were created thousands of years ago by the gods who grew weary of the abundance in their own plane, the Celestial Reach. The fauna and the foliage came first, and quickly proved tiresome and lackluster. Dragons- the logical next step, of course- were their next experiment. Multitudes of beautiful gem-hued creatures, hot blood thick with divine power, were unleashed upon the land. They spread out across the continent and for a time all was well, entertaining even...but beings of vast power are rarely satiated by what they are given. Discontent slowly infiltrated the communal Dens the dragons shared. Differences in temperament and priorities between the various Hues split the Dens apart, and terrible battles for territory ravaged the lands.

Dissatisfied with the warring of their scaled children, most of the gods retreated into the Celestial Reach, leaving the mortal planes free of their influence for a time. Only three were courageous -or brash- enough to try again. Aedus, the Great Creator, brought forth the races of humans, dwarves and halflings who proved cunning and prolific. Maiara, Queen of Celestia, nestled the fair faefolk in their beloved forests, surrounding them with sentient flora and deep eddies of magic. In his timeless struggle for balance, Eidyn, god of death and lost places, introduced his own counterparts in the form of mountain folk, reclusive, spiritual peoples who found knowledge and power in the Deep, far below the surface. It is said the rest came with time; hell children spawned from cracks between planes, genasi formed from elements mingling with seeping magic from the godspawned dragons. Even those touched by the celestials soon walked the land, oft stashed by godly parents looking to hide transgressions.

The Triad settled and watched, hoping their new progeny would find a way to coexist with a touch less destruction. Eidyn, tired of the endless ferry of souls, even hoped for peace, or solutions to be brought to the

warring Dens. The dragons, however, had other plans in mind. They considered the new races inferior and weak-willed, easily manipulated by offers of power and wealth. They formed alliances with the different factions, turning them against each other as pawns in their endless conflict over fertile land, and thus the Rending War began.

The Rending War left no part of the continent unscathed. The progeny of Aedus quickly grew in population, outpacing the fae within a few generations. With the power gifted to them by their alliance with ruby hued dragons, rapid expansion was a given. The fae retreated, closing their forest borders and ending most trade. The fae would consider their next move defensive, others would call it antagonistic. Given the protections and knowledge of emerald and gold dragons, they slowly began to sap magic from the land, hoarding it in excess while depriving their aggressors.

For a time, those of the mountains managed to avoid much conflict. While they were treated upon by dragons with delusions of grandeur, their reclusive natures kept them from truly involving themselves until affected. Once the war arrived on their doorstep and they began to feel the effects of magic being drained in the land, their access to sacred rituals cut off, they felt they had no choice but battle for food and resources as the others did. With the change of climate, change of culture rapidly followed often leading to brutal skirmishes and infighting within their own ranks as well.

Presently, in 846 AR, the Revan Imperium has risen to power and controls an estimated 75 percent of the known continent. Backed by the power of corrupted dragons, and forced to move swiftly due to dwindling magic supplies, they have begun a rapid industrialization. Machines run on oil and other fuels are beginning to replace many common magic items and conveniences. Those with access to magical fuel cells are often known to sell access by the minute. Universities that offer magical training are revered and heavily guarded. Constructs have taken the place of much organic labor as economic and food instability affects the workforce. Mandatory conscription is common and deserters are typically executed by dragon fire publicly to discourage further attempts. Whispers of tyranny and

disgruntlement with the current emperor, Calen Antiochus, are quickly met with containment and often public punishments.

Despite the oppressive rule of the Imperium, most civilians have fallen in line. Civil unrest is rare when any attempts at coups have been quashed far before true movement began. Propaganda and censorship also run rampant. Hopeful revolutionaries have been forced to border cities or the remote corners of the continent overlooked by the Imperium military to avoid imprisonment in the Dretch.

The scales have reached a tipping point. While the emperor has managed to put an end to most of the battles and village raids over the past quarter century, strange rustling has begun again in the forests. Reports of blighted crops, tainted wells, and strange orbs illuminating the western mountain passes are a daily occurrence. With every passing day, the threat of further escalation rises. Now, where does that leave you?

Who are you?

You are currently a prisoner of the Dretch, a prison camp where “enemies” of the Imperium are sent for hard labor. You have been mining ore for weeks while carefully taking stock of the prisoners around you. Your transgression is yours to determine, but people are imprisoned for things as small as forgetting to pay their alms. Please note, your transgression will determine how notorious your character is once escaped. Many of the prisoners are ordinary people who made mistakes under an oppressive regime, if you choose to be a true war criminal, you may find your character has a harder time avoiding the bounty hunters who track escapees.

Climate:

Revas has a temperate climate, with the typical four seasons.

Environment:

The lands were once fertile and abundant in natural resources, but there has been significant decline over the last century. While much of the

farmland and smaller villages are very much entrenched in typical medieval fantasy theming, the capital city of Rodene is considered the forefront of innovations and the “modern” era. Airships, constructs and automatons are common, and a very early form of electricity is enjoyed by the wealthy. Vapid displays of wealth are often considered a necessity to remain in the close circles of the ruling elite.

Economy:

Imperial coin is the most common currency. Copper, silver and gold marks stamped with the likeness of Calen Antiochus are held at highest value. Coins from other factions are accepted but often at a lesser value amount, and may even be met with some suspicion depending on the scenario.

Faction Species Breakdown:

There are 3 main factions separated by their godly progenitors as mentioned above in our overview.

- Aedusians (currently referred to as the Revan Imperium) have the highest populace and their species include:
 - a. Humans
 - b. Dwarves
 - c. Halflings
 - d. Dragonborn of certain colors
 - e. Construct types like Warforged
- Children of Maiara (currently referred to as faefolk by most of the Imperium) have the lowest known population and their species include:
 - a. Elves of all types excluding drow and Shadar Kai
 - b. Gnomes
 - c. Fairies
 - d. Eladrin, though they are considered a type of elf in my setting
 - e. Satyrs and Fauns
 - f. Changelings
 - g. Shifters

- h. Genasi are also common due to their connection to the elemental magics though they aren't descendents of Maiara
- Eidynites (currently referred to as mountainfolk or Deepdwellers by the Imperium) are thought to have middling numbers, though true population is hard to gauge when the majority live beneath the surface. Their species include:
 - a. Drow
 - b. Orcs
 - c. Goblins
 - d. Kobolds
 - e. Duegar
 - f. Goliath
 - g. Deep Gnomes

Please note, while these are the common species found throughout the factions, tieflings and aasimar tend to roam throughout the continent and their loyalties vary. Other species are also present, but in smaller numbers.