

Eiocha

Creation

In the beginning was the empyrean, the raw material of creation. As this arcane substance stirred and turned, a consciousness began to form. And with these first thoughts of creation, the empyrean began to writhe and churn. Eddies broke off and began to think for themselves. Thus the Gods and Great Spirits came to be.

That first great storm in the Empyrean was the first to take a name and the first to exact her power on the wider Empyrean. As she formed, Lym began to form Eiocha from the substance of the empyrean, giving the properties of material form: Earth, Air, Water and fire. She formed Eiocha into a perfect sphere and created the sun to give it light, and set it spinning so that the light could fall evenly throughout her creation. Then she began to create all the creatures to inhabit her world, beasts of the land, creatures of the sea, and plants to sustain their life. She believed in cycles and each creature was created both to die, yet to spawn new life. For every species she created both female and male: females to create life, and males to care and provide. Lym then forced the empyrean back from her creation to protect Eiocha from its torrents. Finally she created the Formoire – beings of great power to guard and watch over her creation. She unbound them from mortality, but gave them sex to enjoy, but denied them the ability to create their own offspring so that their numbers would remain constant as the world turned around them.

However, death was not a natural state for beings created from the Empyrean, and Lym soon discovered that with each death, a small part of the empyrean remained – a spirit of those that had passed. She took pity on these spirits, left to wander aimlessly through the empyrean that she created a second realm, Annun, a place where these lost souls could come to and rejoice in the life they had lived. She made it a land of plenty and peace, a feast for all and celebration of life. Now much of her energy was spent so she retired to Annun and slept.

During her slumber, other gods and goddesses had formed. First to form was Kadir, who looked upon the world with wonder. He was fascinated with its cycles of life and death, of dark and light, but it bothered him that there was no reason to death, no reward for a life well lived (by whatever standards that may be judged). He decided to act as judge over the spirits as they passed through to Annun. He created the moon, a realm devoid of life, but from where he could watch over the world and gather the spirits as they passed. He then created his own realm for the dead, Kital. For those who had failed judgement he created a battlefield where they must struggle each day until they are worthy to enter Annun.

As with Lym's creation, there were unexpected consequences with Kadir's realms. He had placed the moon close to Eiocha so that he could watch over it, but this disrupted the cycles of Eiocha. It's spiralling motion that guaranteed even light for all was stabilised into a spin, creating the poles and the equator. The moon also exerted a pull on the air and water of Eiocha, creating tides and shifting weather patterns. Life was harsh for many of Lym's creatures, but they had been well made, and were able to adapt with each generation to the vicissitudes of the moon.

As the creatures of Eiocha adapted to the changing climate, their plight attracted the attention of a group of gods newly forming from the Empyrean. They attached themselves to the lands of the frozen north and the creatures that survived in these harshest of conditions. Each of them looked with wonder at different aspects of the world and took it as their own. Only part formed, these Spirits did not have gender, nor had they given themselves names, but four of their number moved to live in the different regions around the pole, gaining names for the regions they took as their own. These became the Great Spirits of the Sea, the Mountains, the Forest and the Dale. Between them, the six great spirits created their own race, the Orcs, a top predator perfectly adapted to the region and intelligent enough to craft weapons basic and tools, hunt in packs and live in communities. As the race grew to populate the lands around them, the two remaining Great Spirits took on their own domains from the trappings of their rudimentary civilisation. The Spirit of Fire was fascinated by the destructive and vital power of flame, whilst as communities grew the Spirit of Passion became fascinated by the energy and passions of relationships between orcs. The only Spirit to

take on a gender, the Spirit of Passion became to be viewed as a dark power by the Orcs, jealous and fractious, and is prayed to out of fear.

The third god to look upon Eiocha was Telethal. He saw its chaos and wished to bring order. He looked upon the Formiore and, seeing how they could have been used to tame the wild world, created his own race to bring order to the world. He allowed them to procreate and to spread throughout the lands. He taught them agriculture and trade, and gave them the dwarves as labourers so that they could concentrate on higher things. He taught them the ways of war and discipline to protect their civilisation from the barbarian Orcs to the north.

Kadir saw his brothers creating their own species and feared for the potential injustice that this could cause in the world and decided to create his own race to bring balance to the world. He blended aspects of each of his brothers' and sisters' creations – not as tall and slender as the elves, nor as short and sturdy as the dwarves, not as powerful as the Formoire nor as mundane as the dwarves, not as brutal as the orcs, nor as passive as the Formoire.

Next to take interest in Eiocha was Shiawen. He looked upon the world and saw everything that all his brothers and sisters had done and realised that they had all part of what was needed to create the perfect civilisation. Telethal was too rigid and his Elves would never advance beyond their current society without the ability of the Orcs to adapt. Yet the Orc's society was brutal and unjust. The Humans were too dispersed, yet the Formoire too aloof. He wanted to shepherd these other races to enlightenment. In order to do so he created a race of his own, powerful like the Formoire yet rather than removed from the rest of creation, he raised a small island for his Dragons to reside on, where they build a city of learning. He married his goals on Eiocha with with a realm in the Empyrean. He built the Resplendent Metropolis, a great city that connected Annun and Kital and provided movement between Eiocha and the Empyrean Realms for those who knew its ways.

The last of the gods to take form was Meirion. He was a melancholic spirit who looked upon the wonders his brothers and sisters had created and retreated deeper into the Empyrean. He created Solitude, a bleak and desolate realm and locked himself in. However, Shiawen came to him and persuaded him to look upon Eiocha to see what they had wrought. He wept when he saw some of the beauty of the world and was about to abandon his prison realm when he looked upon the Dwarves of Telethal's realm. He saw them as downtrodden and oppressed by their Elvish masters and his melancholy turned to anger. He returned to his prison domain and refused to speak to his brothers and sisters again.

Finally the major gods decided they were happy with their creation and retreated to their realms to leave their children to their lives. Telethal had not yet created a realm, and so crafted the Eternal Citadel in the image of the elves' lands on Eiocha, and ultimately ordered fortress network of walls, towers and fields of grain, all spiralling out from his central citadel. Only the Great Spirits remained on Eiocha at home only in the lands they had claimed.

The First Age: The Age of Wonders

The Dragons flew the world to pass learning and understanding to every race that would be willing to hear. They flew north and taught the Orcs some of their secrets. Soon the small tribes were banding together and building cities, learning the skills to forge metal and bend the empyrean to their will in the form of magic spells.

From his prison domain, Meirion reached out to the Dwarves in secret and persuaded them of the injustice of their situation and incited them to rise up in rebellion. The elves were taken by surprise, but are organised and attempt to put down the uprising with brutal efficiency. However, the dwarves fled to the mountains where they were able to hide and fight in a manner that thwarted elven attempts to hunt them down.

Looking down from their mountains, a Formoire called Tam saw what the other gods had wrought and saw it as a travesty of his mother's creation. The immortality of their races particularly offended him. He gathered those amongst the Formoire of a like mind and came down from their mountain realm to kill those of the immortal races. The Formoire began their campaign in secret, going amongst all the races in secret and hunting alone in the night.

But this was too slow for Tam and he sought slaughter on a greater scale and began to gather his disciples into an army.

Following the tenets of Kadir who sought to bring justice to Lym's creation, the Humans were suspicious of the Formoire, and uncovered their secret actions as Tam began to gather his army. Similarly the Orcs had uncovered one of Tam's followers and had managed to extract something of the truth about his plans and allied with the Humans when they called for aid. But it was the Elves who were Tam's primary target.

Tam gathered his forces and launched his attack. Although the Elves were distracted by their war with the Dwarves, their superior military organisation allowed them to respond with speed. The armies of Humans and Orcs converged to assist the elves, and a great battle ensued on the Plains of Eiannor. The battle was so brutal that the Gods themselves were drawn into the battle. The Great Spirits each empowered one amongst the greatest of their warriors as their avatar, whilst Telethal and Kadir fought alongside their children.

With Lym asleep, Tam was able to tap into her power and summon great magical forces to match the power of the gods arrayed against him, but with three armies arrayed against him, he knew the battle was lost. He summoned a great magical energy, with the intention of destroying all at the battle, but Telethal and Kadir saw his intention and arrayed their might to thwart him. Kadir called for his brother's support as he attempted to shatter the spell Tam was forging and turn it against him, but Telethal had other plans. Whilst Kadir tried to turn the Tam's magic against him, Telethal brought up a powerful shield around himself and his children. As Tam released his spell, Kadir was only able to turn some of the power against his foe, and he and his children and their Orc allies took the brunt of its power, whilst the elves were protected by Telethal's shield. When the dust settled the battlefield was strewn with the bodies of humans and orcs. The Avatars survived, but their connection to the Great Spirits was severed. Kadir was nowhere to be found.

The backlash from the rupture swept through the empyrean, through the connections of the souls of the humans, orcs and Formoire to their entire race. The power drawn from Lym dragged Annun closer to Eiocha, and set it spinning in the Emphyrean. Lym awoke, and when she saw what Tam and his followers had done she banished them from Eiocha, recalling all her children. She saw what her brothers had done to her creation and was pleased. She welcomed the souls of all those who had fought in the battle into Annun and travelled Eiocha to meet the new peoples of her world. The Human and orc races were made mortal in the backlash, although the elves, protected by Telethal, retained their immortality.

Sundered from their connection to Eiocha and their children, the great spirits finally took to creating a realm for themselves: Ylenda. They made it a mirror of their realm on Eiocha: a cold and wild place, and filled it with creatures inspired by those that lived in the Eiochan arctic, but large, fiercer and more dangerous. They drew the souls of their children their as they passed in death so that they could live out the great hunt for eternity. Shiawen created pathways to Ylenda, as he had with the eternal citadel ad solitude.

The essence that was Kadir was returned to the Emphyrean, where he struggled to keep his consciousness together. Eventually his essence split and two new gods were formed from what was Kadir: Katan, who took upon Kadir's darker aspects of fate and fear, and Kirin, goddess of justice and time. Whilst Kirin retains Kadir's focus on justice, she lacks his flexibility in judgement. Katan, however, has taken on Kadir's interest in the cycles of time, and plots and schemes for his own amusement. Similarly the moon was sundered in two. Now Katio and Kirio circle Eiocha, twin moons like the twin gods.

Lym, ever a benevolent goddess forgave Tam, but placed restrictions on his actions. Since his banishment he has forged a domain for himself and his disciples in Annun, where he plots to bring death to the world, and tempts darker souls to his side of the realm to aid him in his plans. With Annun spinning close to Eiocha, this division of the realm has created yet another cycle upon the world, that of winter and summer. When Lym's realm is closest to the world it is joyous summer when life springs forth, whilst Tam's domain creates winter as it passes the material world.

The Second Age: The Golden Age

Although the humans and orcs were the most affected by the events of the Betrayal War, having lost their immortality, but it was the elves who had the biggest change in attitude. Realising that they came moments from a similar fate to the humans and orcs, they realised that the rigid ways of Telethal's teachings had left them open to Tam's machinations, and without the intervention of the Humans and orcs they would have suffered a worse fate. In response they moved to expand their empire and spread their network of trade throughout the populated lands.

The Elves established a new government: a Senate ruling over all their lands, made up of representatives from each of their cities. Their initial expansion was fuelled by a desire to establish trade links with their neighbours, but this soon turned to conquest. At first their armies were used to secure trade routes from bandits. Then this became a need to open new routes through the territory of other races, and the army was used to force routes through hostile territory. Later they established trading posts in other lands. As these trading outposts grew they became cities in their own right, and needed garrisons to protect their independence from the surrounding nations. Finally, when a nation refused to trade, they would use their army to force open markets and borders. In many cases this led to the Elves annexing whole nations for their burgeoning empire. As the age progressed the Elves grew into a Golden Empire, perhaps the greatest of the age.

Human society reacted badly to their loss of immortality. At the core of their civilisation on the island of Kadiri, those who had remained behind during the Betrayal War were least affected by the effects, and retained longer lives than those who had been involved in the battle, or were closer to the source. Over the first two centuries of the Second Age, these longer-lived humans formed an aristocracy and began to isolate themselves from the rest of the human population by only marrying within the same families. This division created turmoil in a human society that had previously been fairly meritocratic, if not egalitarian. The population of the shorter-lived humans boomed as their birth rates increased, and many left Kadiri to seek out new places to live. This left the humans a diverse and widespread race, as they adapted to new conditions and settled throughout the world. However, Kadiri remained the true power of human civilisation, a society ruled by an aristocracy who devoted themselves to the teachings of Kirin, who they saw as the daughter of Kadir.

During the first age, the dragons had spent their efforts trying to raise the orcs up from their barbarous state, but the orcs were devastated by the Betrayal War and felt their Dragon allies had let them down in their time of need. As the elves expanded, they pushed the dragons south, looking for new races to teach the secrets of civilisation. In doing so they came across a new continent to the east, whose ecosystem was dominated by lizard species. Feeling kinship with these scaly creatures, the dragons combined their magical powers to raise these lizards up to sentience. With patience and dedication, the lizardfolk grew into a great nation. The lizardfolk nation was a matriarchal one, ruled by a dynasty of queens, and by the end of the age had expanded a trading empire west, dealing with the elves, dwarves and humans, and their dragon benefactors. The dragons themselves, however, had spent too much of their time on developing the fledgling lizardfolk empire and the great cities of the dragon isles declined as the elves established their trading posts and their inhabitants flew the globe.

Deep in their mountain realm, some of the dwarves dug too deep into the mines in their new mountain kingdom, and discovered that Lym had trapped a certain amount of the raw essence of the universe trapped inside Eiocha's shell. Those who delved deepest were changed by the magic, which also rippled in response to their presence. A new god, Gollus, was formed from the essence trapped within and the changed dwarves, now gnomes, were emboldened by his power and took control of the mountains, forcing out the dwarves who refused to embrace Gollus and remained loyal to Meirion. Gollus was a young mind in so many ways and when he looked out on the world around he saw the dour dwarves, serious elves and angry orcs and decided they all needed to lighten up. He styles himself a god of laughter and mischief, and formed his own realm, Jovus, in the core of the world. Forced out of their second home, the Dwarves were pushed further east, beyond the mountains, and began a nomadic existence, reliant on raiding the elven trade roads through their lands and the Gnomes and orcs and lizardfolk trading outposts that bordered their domain.

After the Battle of Tam's Betrayal, the avatars of the great spirits gave up their power and the spirits returned to their realm to watch over their children of the frozen north. However, one of the avatars, Sitha, avatar of the spirit of passion, was not willing to give her power, and fled south to the desert lands where the influence of the other great spirits was weakest, and took with her the tribes of orcs who followed her most devotedly. She used her power to attempt to adapt the orcs to the desert lands, but soon found they were unable to survive in the burning sun and they fled underground and forged their new homeland in the mountains of the far south. There they began to mine, producing cheap low grade metals, which they traded with the lizardfolk for food and other essentials.

However hard she tried to master her powers and siphon the full power of the spirit of passion, Sitha felt her power slowly ebbing away as the centuries passed. She needed a plan to ensure she would remain all-powerful for eternity. As her minions, now goblins, dug deeper into their mountains they found a route through to Jovus. Sitha was able to tap some of this power, and began to twist the realm to her will. She crafted pathways through the core of Eiocha and sent goblin armies thousand-strong from her southern mines to the north.

At this time, the dwarves had been locked in a skirmish war with the elves for decades. Their raids on the elven trade routes through their plains had caused the elves to respond with force, building a great wall that split the land in two, but the Dwarves were too mobile and every step the elves took to contain and control the dwarves just made them more angry and more determined to thwart the elven conquest of their lands. When Sitha and her armies emerged in the northern continent of Eionis she encountered a minor tribal leader, Dakh Fenras. Fenras had grown tired of the nomadic lifestyle and their war with the elves, and wished instead to return to their mountain home and expel the gnomes who stole it from them. Sitha needed travel through the dwarf lands to make her way north, and so sought to make an alliance. She lent a small portion of her power to the Dakh and sent him to unite the tribes against the gnomes, and move her tribes north to pressure the orcs and draw out the great spirits.

The disparate tribes of orcs were soon conquered and enslaved by Sitha's goblin armies and put to work in harsh and cruel ways. In the Meirionbergs the dwarves campaign against the gnomes was proving successful, if brutal and bloody for both sides in the conflict. Sitha's continued efforts to manipulate and tap the power of Jovus was taking all of Gollus' attention and he was unable to lend his support to his children. Many gnomish refugees fled west, but met with no sympathy from the elves. Telethal had taken an instant dislike to Gollus and instructed his children to refuse the gnomes haven in his lands.

Seeing their children in peril and being transported to the desert lands far to the south, the Great Spirits manifested in force to destroy Sitha. But it was a trap, and Sitha had planned for this all along. Her goal had been to force this encounter so that she could feed on the power of the great spirits and increase her own power. She fled deep into Jovus, drawing them into its chaotic labyrinth. Separated she was able to firstly trap the spirit of passion, with whom she shared power. She consumed all of the Great Spirit's power and became more powerful than any one of them individually, and set off through the maze to hunt down the others one at a time.

Meirion watched in despair as his adopted children tore each other apart in what he saw as a bitter civil war. He hated Gollus for corrupting his children, he saw how they had been duped by Sitha's trickery. In a rare intervention Meirion left his isolation and entered Jovus to thwart Sitha's plans and end the war. He caught Sitha just as she had trapped the Spirit of Fire. Knowing that she was no match for the power of Meirion, she made a desperate bid to escape. Rather than feeding off the Great Spirit she disrupted its essence so that it began to tear itself apart with its own chaotic energy, and flung the spirit into Meirion's path.

The Spirit of Fire was torn asunder and the energy that was once the Great Spirit was forced up from Jovus through Sitha's pathways and hit Eiocha with a powerful force. Mountain ranges were torn asunder and new island chains erupted from the bottom of the ocean as ten thousand volcanoes erupted at once. The air burned with fire and choked with ash and thousands of every race died in just a few hours. The divine energy that was the spirit of fire spread its destructive path throughout the world, but as its energy was consumed, a new Great Spirit was formed from its remains – the Spirit of the Volcano. The world was changed forever. Not only were mountain ranges

flattened but new island chains rose up from the sea bed, but the sky was turned black for decades and only dim light cut through for the centuries of the Third Age.

Fleeing Meirion, Sitha brought her new divine powers to bear and took control of half of Jovus, splitting the realm in two, and twisting it into a great maze to facilitate her escape. She created her own immortal child race, the Fae, who took the Maze as their home and revelled in torturing and tricking those who entered.

The Third Age: The Age of Ash and Fire

With spluttering volcanoes spouting ash and flame throughout the age, the Third Age was one of darkness, both literal and figurative. Agriculture failed as the sun's light was choked by black ash-laden clouds. The polar ice caps grew and the world became hostile to all life. Development stalled as all races struggled to survive and adapt to the harsh conditions.

Her goal achieved, Sitha had little interest in the mortal realm, or even in the Maze, as it's construction had served it's purpose. Instead she spent her new powers making her own realm in the heavens. The land she created, its name now lost to history, was the embodiment of her enjoyment of every vice: a seedy city of brothels and casinos, of bawdy taverns and opium dens. Her power, however, was weak and the foundations of her realm soon collapsed and the city began to sink into a deep pit. Fighting against the destruction of her realm, she forged great chains of iron to bind the buildings together as the land slipped away beneath them. Now the realm is known as The Pit, and Sitha rewards those of her debauched followers by bringing their souls to the Pit after their death so that they might continue their revelries in her presence. However, the Pit is dark and dangerous and many a lost soul ends its time here in an eternal fall into the bottomless pit beneath the City of Chains.

Telethal was furious at the chaos Sitha had unleashed and was disappointed that his Elves had failed to react. At the end of the First Age he had been impressed with the Orcs' resilience and martial prowess, and seeing them enslaved to a weaker sub-species gave him pause to reach out to many amongst them and offer his blessing. Those who answered his visions he taught a rigid military order and forged them into proud warrior tribes. He sought to tame their savage nature and channel it into martial prowess. To do so he tapped some of the divine essence he had given to the elves and used it to lift and empower the orcs so that they were able to tame their wild nature. This new species were the hobgoblins and they became a major force in the age, spreading into the deserts from their goblin masters' mountains and beyond.

Abandoned by their powerful leader the goblins nation went into decline. Many of their Orc slaves escaped and fled, some going South to return to lands akin to their arctic homelands, whilst others were called by Telethal. Without their slave labour force and with their mountains becoming increasingly overrun by rampaging Orcs, the Sithan goblins retreated deeper underground. However, there was one goblin leader who rose to prominence: Ka'Rylan. She was a war leader at the end of the Second Age and close to Sitha. She saw how Sitha had grown mad in her quest for power and felt that the goblin race held responsibility for the destruction. Following the destruction She fled to the Kadiri lands, where she learnt the ways of Kirin and devoted herself to justice. She returned to the goblin realm and began teaching of Kirin and how they must atone for the destruction they unleashed on the world. At first she was seen as an object of ridicule, but as her popularity grew she became a threat. She was executed in a great show trial, but her martyrdom only increased her power and soon there were followers of hers throughout the goblin lands. Eventually the Sithan faction banished the Kirin worshippers.

For decades the Rylani goblins wandered the globe, seeing their banishment and suffering as the penance they deserved. Seen as "preachy" and "interfering" by many they eventually found a home in the remote woodlands of the western continent. Over the centuries of the Age their civilisation grew and forgot the eternal penance Ka'Rylan demanded and became a powerful nation in their own right. By clearing much of the forests that had once sheltered them they were able to dominate the timber and furs markets, and their priesthood grew corrupt on the power and wealth this provided. Now the Church dominates their society and they are governed more by greed and the desire to sit in judgement on others than living the Eternal Penance.

Dakh Fenras' campaign to regain the Dwarves mountain home was inevitably successful, and many dwarves left their tribal homelands in the east to return to the mountains. There they were sheltered in the mountains from the worst of the conditions and flourished, but soon their population growth caught up with them and they began to run short of food. Delving deeper into the mountains they found special lichens that grew on the rock, and discovered that using these as fertiliser allowed them to grow plants even in the dim lamplight of their underground halls. Some entrepreneurial souls realised the potential for profit in their discovery, and within a few decades the Meirionbergs became the trading centre of the world. As a result, the dwarf cities became cosmopolitan places and worship of Meirion drifted to the side lines of dwarven society. Many of the wealthiest individuals wanted to worship Telethal as the god of trade and agriculture to give thanks for the blessing they believed he had bestowed upon them. But worship of the god who created them as slaves was too much for many dwarves and as such they tended to worship the whole pantheon of greater gods, Lym, Katan, Kirin, Telethal, Meirion and Gollus. The dwarves system of government evolved out of their nomadic tribes into groups of mobile clans that moved between their cities as their trade took them. Permanent cities sprung up to support their trading empire, but the many of the dwarves resisted the static lifestyle and moved between cities as the trade took them. However, the dwarf society evolved into one divided by class. The wealthy clans and their retainers remained mobile, their Dakhs becoming Dukes and their Khals, Counts, and they achieved a position of privilege and respect in dwarven society. However, an underclass of dwarves, along with the gnomes who hadn't fled when Dakh Fenras attacked, became tied to the cities in which they worked – tied to menial jobs in the supporting economy they were denied the privilege of their nomadic heritage.

The elves were shocked as they started to age, albeit slowly. They felt Telethal's disappointment in their achievements and were struggling more than most in the wake of the volcanic devastation. The Senate responded by withdrawing their troops from many of their outlying cities and outposts, leaving their citizens unprotected against raids. The Empire went into a rapid decline, shrinking to a few small city states on the south-western peninsula. Their civilisation retains many of the structures of their old republic, but their ruling classes are now suffering with age and ruled by a fear of the world beyond. They have withdrawn from the affairs of the rest of the world and instead guard their remaining lands jealously and repel even those visitors who would wish them well. Their empire crumbled, they are now known to themselves as the Telethic Republic, and to the rest of the world as Old Telethium.

The civilisation that could perhaps be considered the inheritors of the Elven Empire, however, were the human Merrovarian Kingdom. During the Golden Age, a large number of human tribes lived in a form of gentle subjugation by the Elves – they were left largely to their own business, provided that they didn't interfere with the Elven trading empire. After the Elves retreated to the west, these tribes began to war and squabble amongst themselves and with the elves who had retreated into the deep forest. One petty king, however, rose above his peers and conquered great swathes of the old empire. King Dornal, as was his name, was converted to the worship of Telethal by an elven missionary, and sought to protect the now abandoned elven holy city of Parronthal. A number of elves loyal to Telethal joined with him and he began to forge his kingdom, even taking an elven wife for himself. However, his reign was short-lived as he died in a skirmish with another tribe whose name has been lost to history. However, it is his half-elven son, Merrovar, after whom the empire is named. Merrovar ascended to the throne at a tender age, but through his mixed heritage he was able to forge his armies into a great fighting force that conquered much of the continent. Merrovar was known for his piety and devotion to Telethal, and became as significant a figure to the priesthood as to his people. Over the years, human and elf have mixed their blood on numerous occasions, and now it has become a society of three branches: The largely half-elven nobility, the mostly elven priesthood, and the human peasantry, from whom much of its mighty army is drawn. Merrovar eventually died defending Parronthal from a Dragonborn raid. The dragonborn were relentless and the city was helpless until Merrovar himself took to the field. He summoned some great divine power wiped out the attackers in an instant. However, Merrovar was not seen after this point. The priesthood claimed that he has ascended to the right hand of Telethal in the Eternal Citadel, and would look over and protect those of the Merrovarian Empire for eternity.

Over the centuries of the Third Age, conifer forests expanded south into the plains that were once tended by the elves and, as their cities were overrun or abandoned, the elves themselves moved to live a more humble existence

within the forests, the great families and cities of old becoming new tribes of elves within the great forests. These elves shared their forests with a large population of gnomes, who were ousted from their ancestral homes when Dakh Fenras invaded. Here they have flourished and established their kingdom in the forests, devoting themselves to Gollus and the dynasty he left them with. The Elves and Gnomes were initially suspicious of each other, but have since learnt to live side by side in relative peace. Later humans moved into the forests, pushing against the freedom they had enjoyed, but whilst the Gnomes were unified and organised enough to protect their lands, the elves were pushed deeper into the woods.

The Third Age was the age when the human race began to prosper. Their fast reproductive rates and ability to adapt to all sorts of different conditions and environments meant that they quickly moved in to spaces from which other races retreated. Perhaps the greatest amongst the human empires was the Empire of Malazar. Forged in the mountains above the deserts of the western continent, this empire was ruled by a class of Wizards, who reigned with fear and intimidation. Ostensibly the empire was devoted to Lym, but their arcane studies led them to uncover Tam's heresy, and soon secret cults of Tam grew up amongst the ruling classes. The empire expanded north and west, conquering the island chain that terminates at humanity's Kadirri homeland. Conquering the long-lived Kadirri became a particular passion of the Tam cults, who felt that they needed to finish Tam's work and wipe out the ancient bloodlines. As a result, the Kadirri humans were rounded up and placed in death camps in a brutal act of genocide. As with much of things with the secretive Malazar ruling cabals, this was kept secret from much of their populace who, despite fearing their leaders as brutal tyrants, do not know the true depths and evil of their heresy.

Late in the age a new civilisation arose from the remnants of the scattered Lizardfolk. The ruling classes of lizard society had in the early stages, bred with dragons, and with the cataclysm many of these families began to work protect their bloodlines. As a result a strong draconic bloodline emerged from the lizardfolk population and separated itself into a new empire. They were initially proud and warlike, but Shiawen looked upon them as his new children and gifted them with some of the great secrets he had previously only given to the dragons themselves. In response the Dragonborn have become a great seafaring nation that live in a constant quest to rediscover much of the lost knowledge of the previous Ages. However, their warrior past has bred in them an impatience and distrust of those in possession of the knowledge they seek. They have become a raiding civilisation that maraud the coastlines of the world looking for treasures and secret knowledge without a care for who they have to walk through to get to it.

Gazetteer

This section looks at the different nations and powers of the setting.

Major Powers

The following empires and civilisations are the most powerful nations of the setting.

Merrovarian Kingdom

Now entering its seventh century, the Merrovar Kingdom now controls much of the lands that were once the Telethic Empire, including its holy city, Parronthal. Rule in the kingdom is shared between Church and Crown. The Kings of Merrovar rule from the capital, Dornaheim. They rule a feudal monarchic state, with the different barons paying taxes and levies of troops to the King. The Church is based in the holy city of Parronthal. When much of the southern coast of the Telethic Empire plunged into the sea, Parronthal was saved from the waves, connected to the mainland by a narrow peninsula. The Church is powerful within the Kingdom, and clashes between King and Patriarch are common through the Kingdom's history. The Kingdom is racially a mixture of Humans and Elves. The nobility are largely bred from the line of Dornal and as such are largely Half Elven, but a small number of pure human and elven bloodlines remain, and some other families only recently risen to nobility are of fully human blood. The peasantry and freemen of the Kingdom, though, are largely human, with occasional the Gnome and Halfling. The Priesthood has, for centuries, been a strictly Elven organisation, but as the centuries passed their numbers have reduced and the small number of Elven families are not enough to sustain their numbers. As such they have started to recruit from the Half Elven families, which has also led to a broadening of the theology within the Church. Now

Merrovar is officially worshipped alongside Telethal, and in some provinces he is even worshipped in preference to the Elven creator.

Suggested Human Bonus Proficiency: Athletics, Animal Handling

Suggested Half-Elf Bonus Proficiencies: History, Persuasion, Religion

Clans of the Meirionbergs

The Dwarf trader clans of the Meirionbergs have perhaps declined as the clouds have shifted and their lichen fertilisers are in less demand, but their trading empires are well established and they are wealthy beyond measure. Now they trade goods with Merrovaria and the Sword Kingdom, and knowledge with the Dragonborn of the Dragon's Teeth Islands.

Empire of Malazar

The secretive Malazar Empire has conquered much of the ocean, and their navy is rivalled by few. They are natural enemies of the Dragonborn, who seek to uncover the knowledge they hold secret. A war is brewing between these two as the Malazar look to thwart the raiders' sea faring capability.

Suggested Human Bonus Proficiency: Arcana, Stealth

Telak Tribes

Dominating the southern deserts, and creeping slowly north as the centuries progress, the Telak Hobgoblins are a growing force and will soon be pressing into territory others claim as their own. They are an organised military force but disparate and as prone to war amongst themselves as against enemies. If a leader were to arise who could unite the tribes they would be a great force indeed.

Rylani Hegemony

The Rylani Hegemony is a powerful church state that hides itself away in the forests of the north west. They live in relative peace with the Malazar Empire, who benefit from the trade in timber from the Rylani forests.

Teeth of the Dragon

The Teeth of the Dragon are a series of islands thrown up with the Ash and Fire at the start of the Third Age. South of the old Dragon Islands (now merged into a single great island), they are surrounded by treacherous seas and riddled with rocky coves. They provide myriad hiding places for the Dragonborn raiding fleets as they look to recover artefacts of lost civilisations from a previous Age. The Great Dragon Island has become the centre of their civilisation as they have set up amongst the ruins of the Dragons' great libraries and are restocking them with their plunder.

New Kingdoms

The following kingdoms are fairly recently arisen and are of minor, if growing, influence on the world.

Pike

When the world grew cold under the clouds of ash, the fisher folk of Pike found themselves in a natural position of security. The seas remained bountiful and Pike found themselves inundated with refugees. But the people of Pike, devout followers of Meirion, did not turn away those in need, but instead welcomed them and shared their food. Later, wars, especially as Malazar spread its influence eastward, sent further refugees to the haven of Pike. Over the centuries Pike grew from a small fishing town to a large city. However peaceful Pike may have wished to be, its neighbours grew jealous of its wealth and Pike built a great wall at the narrowest point on its peninsula to allow it to defend itself from attack. With many Dwarf and Gnome engineers attracted by the promise of devotion to Meirion, the wall was impregnable and has protected Pike from invasion for over a century.

Suggested Human Bonus Proficiency: Acrobatics, Insight

Sword Kingdom

During the Golden Age the Elves built a great wall to protect their easterly trade routes from the raiding dwarves. This critical route to the Lizardmen's trading posts on the continent became home to many humans who lived off supporting the elves' trade. With the reign of Ash and Fire much of this region was plunged beneath the waves, and what elves remained either fled back west or were washed away. In their absence, the wealthiest of the human lords began to forge petty kingdoms for themselves. Trapped between mountain, sea and wall, these kingdoms soon began to squabble and fight for supremacy, and being wealthy they hired in many mercenaries to fight their battles for them. Only within the last century, one of these mercenaries, Jorah Blackwood got wise to the opportunity this presented and rather than fight for whatever they lords were willing to pay, decided to raid the cities and loot them for everything. Soon Blackwood found himself with wealth to buy out his rivals and conquer the entire region. He forged these petty kingdoms together into a single nation which he now rules. The nation is known for its expert mercenaries that it hires out at great expense.

Suggested Human Bonus Proficiency: Athletics, Intimidation

Borathian Kingdoms

From the early Third Age the plains of Borath were a prosperous place, close to the Dwarven mountains and with ample arable land to benefit from their fertilisers. Whilst the elves departed, the humans who moved in to replace them took the elven principles of government and mixed them with their own religious and cultural tendencies. Eventually six kingdoms evolved from the region, independent but strongly allied through a unified church that is devoted to the pantheon of the six greater gods, Lym, Shiawen, Telethal, Meirion, Katan and Kirin. Later in the Age these relatively peaceful kingdoms became a prime target for Dragonborn raids. In response the Church formed six orders of knights, each dedicated to one of the Six, and plundered their elven libraries for secrets that could protect them from the raiders. As a result, the Orders were taught the skills of arcane magic alongside their military training.

Suggested Human Bonus Proficiency: History, Religion

Iron Peak

With the Dwarves and Gnomes at war, an opportunist human tribe moved into the mountains, carving out their own domain through violence. Over the Centuries that followed the Iron Peak became a tyrannical regime with many Dwarf and Gnome slaves working in their mines and forges. The Iron Peak has become a centre for iron work, providing some of the best weapons and armour in the world, if you're willing to turn a blind eye to their means of production.

Suggested Human Bonus Proficiency: Insight, Intimidation

Westphal

The Westphal is a forest kingdom of humans eking out their meagre existence within some of the most dangerous forests in the land. Pushed west by the Deepwood Elves and Merrovians, many monsters have now come to Westphal. Walled towns are connected by wide trade roads, and only kept safe by the patrols of road wardens.

Suggested Human Bonus Proficiency: Arcana, Survival

The Silent Peak

Standing alone in the middle of the desert, the Silent Peak holds the largest and most secure monastery of Eiocha. Here the monks devote their life to Meirion and learn secret arts of combat. When trained the monks must complete a period of wandering the world doing good deeds, particularly freeing those enslaved or wrongfully imprisoned. They are schooled in law and the art of advocacy as much as they are in the martial ways.

Suggested Human Bonus Proficiency: Persuasion, Investigation

Ashen Nomads

The deserts between the silent peak and dragons teeth are vast and hostile, great swathes of sand. From the start of the Third Age it was the destination for many people fleeing the destruction of the continent's northern coast that has now left us with the Dragon's Teeth. These people were ill-equipped to deal with desert life, but many eventually learnt to survive. Perhaps foremost amongst their survival strategies was the habit of covering their skin in the volcanic ash to protect them from the sun's rays. Now these grey-pasted people roam the deserts trading with merchants from Malazar and Merrovia and the Dragonborn alike. Ethnically they are a mongrel race, being a mix of humans and whoever else fled to the desert. Player characters from here are as likely to be half elven or half orc as human. Religiously, they worship the Spirit of the Volcano, with Druids being prominent amongst their number.

Suggested Human and Half-Elven Bonus Proficiencies: Animal Handling, Persuasion, Survival

Axe Coast

The rocky coastline to the west of Westphal is a wild and lawless place. For many years barbarian Human tribes have warred with Orcs. Eventually, through intermarriage (usually to consolidate an alliance between tribes) and rape, the bloodlines have merged so that now the majority of the population are half orcs. It has remained a dangerous place where tribes are constantly at war with each other.

Legacy Kingdoms

These nations are the last remnants of empires from a different age.

Refuge

The gnomish haven in the woods has become prosperous in its own right and enjoys good relations with the Merrovar Kingdom and the deepwood elves. As the Age progressed they even began to trade with the dwarves and buried their grudges.

Old Telethium

The remnants of the elven empire from the Golden Age, now much reduced and isolating itself from much of the rest of the world, although they do have some peaceful relations with Merrovaria, who they see as part of their empire, and call the Merrovar king their Brother Emperor.

Deepwood Baronies

Many of the elves that were abandoned when their empire contracted fled into the forests where they now live in relative isolation, ruled over by the Barons, descended from the city elders and senators in the Golden Age. They live at one with nature and have abandoned Telethal as they believe, he has abandoned them.

Dahkani Steppe

Some of the dwarves remained in the steppe and retained their raiding nomadic culture.

Mountains of Sith

The Mountains where the Sithan goblins dwell is overrun by Orcs and the Goblins hide in their mines, trading their metals with the Telak tribes.

Northwild and Sothwild

The lads of the frozen north and south are populated by Orcs who have descended below even their primitive tribal beginnings and are now brutal ravagers who live only for destruction and blood

Game Material

This section covers new game material for the setting.

Lizardfolk

There are enough remnants of the old trading empire around that Lizardfolk are a playable race.

Lizardfolk traits

Ability Score Increase: Your Constitution score increases by 2 and your Wisdom increases by 1.

Age: Lizardfolk age differently to most races, simply getting bigger as they get older, until they get to a point where they cannot support their own weight. They are considered mature from around 30 years old.

Alignment: Lizardfolk tend towards neutral alignments.

Size: Lizardfolk are medium, standing at around six and a half feet tall and weighing 200 pounds.

Speed: Your base walking speed is 30ft. You also have a base swim speed of 30ft.

Lizard Senses: Lizardfolk have additional senses, being sensitive to minor changes in pheromones and body heat. Lizardfolk get advantage on Insight rolls when dealing with warm-blooded creatures. They can also detect warm-blooded creatures within 30ft. It takes an action to focus on their senses in this way, but when they do so they can sense the location and size of all warm-blooded creatures within range.

Proficiencies: Lizardfolk are proficient in Perception and Insight.

Hold Breath: You can hold your breath for 15 minutes.

Natural Armour: You have thick scales protecting you from injury. Your base armour class when unarmoured is 13 plus your dexterity bonus.

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

Goblins

Goblins are a playable race in the setting.

Goblin Traits

Ability Score Increase: Your Dexterity score increases by 2.

Age: Goblins age a little quicker than humans, typically being considered an adult at around 13 years old, and typically live for about 60 years.

Alignment: Goblins tend towards Lawful Evil.

Size: Goblins are small, standing at around three and a half feet tall and weighing 50 pounds.

Speed: Your base walking speed is 30ft.

Sneaky: You are proficient in Stealth.

Nimble Escape: You can take a Disengage or Hide action as a bonus action on each of your turns.

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

Subrace: There are two main types of Goblin in the setting: Sithan Goblins and Rylani goblins. Rylani goblins are much more likely to be a player race.

Sithan Goblins

These are the goblins who remained in their mountain homeland and did not leave with Ka'Rylan's followers. They are nasty, vicious creatures more suited to use as monsters than heroic characters, but one may break the mould.

Ability Score Increase: Your Dexterity improves by a further point (now +3). In addition your Dexterity ability score may be raised to 22, not 20.

Mistrusted: The Goblins' reputation for being devious and cruel goes before you. You gain disadvantage with the first Deception check made with any creature.

Rylani Goblins

These are the Goblins who left to follow Ka'Rylan's teachings.

Ability Score Increase: Your Intelligence increases by +1.

Religious Schooling: Religion is central to the Rylani way of life. You are proficient in Religion.

Devotion of Prayer: Prayer is an integral part of Rylani life, and they will regularly pray for guidance. You can cast the Guidance cantrip. Wisdom is your spellcasting ability for it.

Hobgoblins

Hobgoblins are also a playable race in Eiocha.

Ability Score Increase: Strength increases by 2, Constitution and Dexterity both increase by 1.

Age: Hobgoblins age at a similar rate to humans, and can live for up to a century.

Alignment: Hobgoblins tend towards a Lawful alignment, and are unlikely to be good.

Size: Goblins are medium, standing at around six feet tall and weighing 200 pounds.

Speed: Your base walking speed is 30ft.

Military Culture: The Hobgoblin culture is one focus around war and combat. As a result, Hobgoblins are proficient with four martial weapons of their choice.

Martial Advantage: Hobgoblins are skilled at fighting in close quarters in numbers. Once per turn, you can deal an extra 1d6 damage to a creature that you hit with a weapon attack if that creature is within 5ft of at least one your allies that isn't incapacitated. This increases to 2d6 at second level, 3d6 at 5th level and 4d6 at 13th level.

Languages: You can speak, read and write Common and Hobgoblin. Hobgoblin is a an unusual mix of Goblin, Orc and Elf, using an elven script that allows you, if you pass a DC 12 Intelligence check, to understand spoken language in all tongues, and written language in Elven.

Dwarves

Dwarves are slightly different to normal dwarves, and as such a few rules have been changed.

Dwarf Traits

Dwarf society is quite split and stratified, and as a result there is no "standard" combat training. Dwarven Combat Training is no longer a trait for all dwarves, but is instead specific to the different sub races of dwarf.

Hill (Steppe) Dwarf

The Hill Dwarf subrace represents the dwarves who have retained their nomadic steppe lifestyle from the Second Age. Their racial traits are the same as the Hill Dwarf, but with the following changes:

Accustomed to Daylight: The Steppe Dwarf's life is no longer confined to dimly lit underground halls. Their Darkvision has declined as a result, and now only functions to a range of 30ft.

Unaccustomed to Armour: Steppe Dwarves are not used to wearing armour when riding their agile ponies. As such they do not gain the usual dwarf benefit of being able to wear armour without it reducing their speed.

Steppe Dwarven Weapon Training: Steppe Dwarves have proficiency with hand axes and short bows.

Mounted Combatant: Steppe Dwarves are born to life in the saddle, and gain the Mounted Combatant feat.

Mountain Dwarf

Mountain Dwarves represent the worker class of dwarves who live in the cities underground, working the forges and otherwise labouring for their Clan Dwarf masters. They count as Mountain Dwarves in all respects except the following:

Labouring Caste: As the labourers and artisans of Dwarven Society you gain proficiency with any two tools.

Dwarven Combat Training: Familiar with the hammer of the forge, you have proficiency with throwing hammer, warhammer and maul.

Clan Dwarf

Clan Dwarf is an additional dwarven subrace representing the trading caste of dwarven society. They gain the following racial benefits:

Ability Score Increase: Your Charisma increases by 1.

Master Traders: You gain proficiency with Insight and Persuasion.

Humans

The vast majority of humans in the setting use the variant human option. The now rare and hunted Kadiri humans are the only ones that should use the standard human rules, although they are much longer lived, aging more akin to a Half Elf than a typical human.

Deities

The following tables summarise the setting deities for the Eiocha setting:

Name	Interests	Type	Outer Plane
Lym	Celebration, Life/death cycle, nature	God	Higher Annun
Telethal	Elves, ordered civilisation, trade, war, agriculture	God	Eternal Citadel
Meirion	Dwarves, freedom, vengeance	God	Solitude
Shiawen	Knowledge, magic, civilisation, dragons	God	Resplendent Metropolis
Katan	Time, fate, scheming	God	Kital
Kirin	Justice, courage	God	Kital
Gollus	Laughter, Mischief	Demigod	Jovus
Tam	Murder, deception, death	Quasi-god	Lower Annun
Sitha	Goddess of Passion and Confusion	Demigod	The Pit
Spirit of the Mountain	Mountains, stone, resilience, order	Demigod	Ylenda
Spirit of the Sea	Sea, sailors, fishermen, storms	Demigod	Ylenda
Spirit of the Dale	Plants, natural beauty, peace	Demigod	Ylenda
Spirit of the Forest	Animals, trees, hunters	Demigod	Ylenda
Spirit of the Volcano	Volcanoes, fire, cooking, destruction	Quasi-god	Ylenda
Merrovar	Merrovarian Empire, defence of the holy, hearth, Light	Quasi-god	Eternal Citadel

Name	AI	Clerics?	Druids?	Available Domains	Suggested Circles
Lym	CG	Mostly	Some	Life, Nature	Moon
Telethal	LN	Always	Never	War, Protection*	-
Meirion	LG	Usually	Rarely	Light, War	Land (mountain)
Shiawen	NG	Always	Never	Knowledge, Light	-
Katan	CN	Usually	Rarely	Knowledge, Trickery	Moon only
Kirin	LN	Usually	Rarely	Protection*, Life	Moon only
(Church of Ka'Rylan)	NE	Always	Never	Protection, Knowledge	-
Gollus	CN	Always	Never	Trickery, Life	-
Tam	LE	Always	Never	Trickery, Death	-
Sitha	CE	Always	Never	Tempest, War	-
Spirit of the Mountain	LN	Rarely	Mostly	Life, Protection*	Land (arctic, mountain)
Spirit of the Sea	N	Mostly	Some	Tempest, Nature	Land (arctic, coast)
Spirit of the Dale	NG	Rarely	Mostly	Life, Nature	Land (arctic, grassland)
Spirit of the Forest	N	Rarely	Mostly	Nature, War	Land (arctic, forest)
Spirit of the Volcano	CN	Rarely	Mostly	Light, War	Land (arctic, volcano*)
Merrovar	LG	Always	Never	Protection, Light	-

Protection Domain

Domain Spells

Cleric Level	Spells
1 st	Armour of Agathys , Sanctuary
3 rd	Aid, Calm Emotions
5 th	Protection from Energy, Spirit Guardians
7 th	Stoneskin, Banishment
9 th	Planar Binding, Wall of Stone

New Proficiency

Starting when you gain this Domain, at first level, you gain proficiency heavy armour.

Resilient Focus

Also at first level, you can use a reaction to protect yourself against an incoming attack. When a creature that you can see hits you with an attack you may use your reaction to gain resistance to one damage type from Acid, Cold, Fire, Lightning or Thunder against a single attack.

You may use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Channel Divinity: Divine Protection

Starting at second level you can use your channel divinity to protect those around you.

As an action you present your holy symbol and evoke the protective power of your patron. A number of creatures equal to twice your Wisdom modifier (minimum two) within 30 feet of you gain advantage on all saving throws for the duration of 1 minute.

Channel Divinity: Armour Blessing

Starting at sixth level you can empower the armour of your comrades to offer them greater protection against their foes.

As an action you can hold your holy symbol aloft and lay a hand on the target creature's armour. The base armour class for that armour increases by your Wisdom modifier (minimum 1). This effect lasts for 1 hour.

Armour of Faith

At 8th level, you gain the ability to infuse your armour with divine energy. When wearing armour, if an attack hits the attacker will suffer your Wisdom modifier in Radiant damage. At 14th level the damage suffered by the attacker increases to twice your Wisdom modifier.

Immaculate Soul

Starting at 17th level, you gain resistance to Necrotic and Psychic damage.

Circle of the Volcano

Some druids dedicate their life to the worship of specific volcanoes, or the wider aspect of volcanoes wherever they appear. This is an alternative spell package for Circle of the Land druid – in all other aspects a volcano druid is a Circle of the Land druid.

Druid Level	Spells
3rd	Scorching Ray, Shatter
5 th	Fireball, Stinking Cloud
7 th	Conjure Minor Elementals, Wall of Fire
9 th	Conjure Volley, Flame Strike

New Feats

The following new feats have been added to promote some of the unique flavour of the setting.

Malazar Cabal

Prerequisite: Ability to cast level 2 Wizard or Warlock spells

You have been inducted into one of the secret cabals that rule the Malazar Empire and taught some of their secrets.

- You know Cabal, the secret language of the Malazar Cabals.
- Increase your Charisma or Intelligence by 1.
- You know one of the following cantrips and can add one of the following level 1 spells to your spell book or spells known:
 - *Cantrips:* Eldritch Blast, Chill Touch, Message
 - *Level 1 Spells:* Armour of Agathys, Ray of Sickness, Sleep

Borathian Knight

Prerequisite: Eldritch Knight martial archetype, a member of an order of Borathian Knights

You are a knight from one of the Borathian orders. You gain the channel divinity class feature as a cleric of level equal to the maximum level of spell you can cast as an Eldritch Knight plus one (e.g. a level 13 Eldritch Knight can cast level 3 spells and therefore counts as a level 4 cleric for their channel divinity feature). You can use only one of the different Channel Divinity uses as listed in the table below:

Order	God	Channel Divinity feature
The Knightly Order of Ohlian	Lym	Preserve Life
The Blessed Order of the Sword	Telethal	Guided Strike
The Knights of the Celestial Library	Shiawen	Knowledge of the Ages
The Order of the Jet Crown	Katan	Invoke Duplicity
The Knights of the Law	Kirin	Divine Protection
The Knightly Order of the Rising Sun	Meirion	Radiance of the Dawn

Ashen Shaman

Prerequisite: Wild Shape ability

In the desert lands of the Ashen Nomads, Elementals are as frequent a sight as beasts. You may use your Wild Shape ability to transform into an elemental. You gain the following benefits:

- Increase your Dexterity or Strength by +1.
- Use the usual CR limitations, but ignore the movement restrictions, when choosing an elemental form.