

## World Map:



# The Desolation of Deshinara

## **The Beginning:**

The Dragons of light and dark, Bahamut and Tiamat, had battled since the dawn of time itself. There was no space, no reality, just the clash of these two supernatural beings as they fought in the void. Eventually, their battle came to a climatic peak: both gods released all of their might. Still, there was no victor, and the gods were reduced to their human forms. The energy of this clash created Gilean, god of order and time. It also created the first dimension: the land that would eventually become Deshinara. Unsatisfied with this result, the two continued their struggle, while Gilean fled to the farthest reaches of the realm. There, Gilean crafted life and man, creatures to inhabit the small land the Gilean kept shielded from the world. This dichotomy held up for centuries until one day a human named Indra was born. Indra disliked that so much of the world was compromised by the war of light and dark, and proposed a plan: He formed a pact with Paladine, enhancing his power even further by becoming his vessel. Paladine, desperate to claim victory over Takhisis, accepted the bargain and let Indra take control of the form, his fatal mistake. Indra, the man who would fell gods, and Gilean, god of Order and Knowledge, then used their power to seal Takhisis in a place known as the Black Crescent. Gilean had created this realm as a prison especially made for Takhisis. However, when the dust had settled, Indra did not give control back to Paladine as promised. Paladine ruling Deshinara would erase everything messy and incomplete, a static and hollow future neither Gilean nor Indra wanted. So instead, Gilean created another prison known as the Silver Realm and had Indra (who still contained Paladine within him) enter it. With that, Gilean set to work creating the laws of physics, time, and the world as we know it today.

## **The Inbetween:**

Strong as he was, Gilean could not keep Paladine and Takhisis sealed forever: he had one thousand years before they broke free and finished their duel. Each god decided that they were insufficient: Takhisis and Paladine to win the fated battle, and Gilean to create a balanced and complete world. They each created pantheons, gods made to complement their strengths and shore up their weaknesses. From there, Paladine and Takhisis continued creating armies: one of demons and devils, the other of angels and fey. Gilean spent this time cultivating mortals. He crafted speech and writing, helped them craft tools, and built societies. Once the mortals had established something resembling order he moved on, and helped more. Gilean also crafted two new realms: the well of souls and the elemental plane. The well acted as a place of rest for mortals who had passed away. No one knows what lies at the bottom of the well, but those who have seen it describe it as a paradoxical serene tempest of death, all headed towards some final destination. The elemental plane was a dimension reserved for fire, ice, water, electricity, metal, earth, and wind. Once these elements had been crafted in the plane, Gilean would introduce them to Deshinara and begin shaping the world. Eventually, however, the realms would merge back into one. On the fated day it would happen Nuitari, god of the human soul, emotion, and memory, couldn't bear to go through with the complete destruction of the mortal world. To prevent this, he caused **The Shattering**, a cataclysmic event that split all of the gods into [3 separate “shards”](#) or aspects. By separating the gods, Nuitari had also managed to prolong the separation of the realms. Here is the list of gods in their respective realms, with some names and concepts taken from the Dragonlance pantheon:

## The Silver Realm

| Name and Domain                           | Description  | Symbol                        |
|---|--|-------------------------------|
| Mishakal, Goddess of Healing and Vitality | Wife of Paladine and good friend to Gilean. Enamored by all kinds of life and determined to protect it. Whimsical and Excitable  | Green Star, Infinity Symbol   |
| Jolith, Goddess of Honor and Wind         | Daughter of Paladine and Mishakal. Twin of Cailleach. Shares her mother's fascination with life, but instead seeks to improve mankind instead of protect it. Brash and to the point. | Bison Horns, Lion, Wind Swirl |
| Solina, Goddess of Holy Magic             | Daughter of Paladine and Mishakal. Unlike her family, Solina doesn't care for humans and instead spends her time creating new spells.  | Blue Runes, Sun               |
| Cailleach, God of Resilience and Ice      | Son of Mishakal and Paladine. Twin of Jolith. Judgemental of humans, but fair. Generally upbeat and friendly, if a tad overbearing   | Snowflake, Blue Wolf          |

## The Black Crescent

| Name and Domain                         | Description  | Symbol                        |
|---|--|-------------------------------|
| Sargonnas, God of Vengeance and Fire    | Husband of Takhisis. Hates Gilean with a burning passion, and blames him for banishing Takhisis to the Black Crescent. Hates humanity by extension. Hates a lot of stuff.  | Flaming Eye, Helmet           |
| Zeboim, Goddess of the Sea and Storms   | Daughter of Takhisis and Sargonnas. Incredibly mentally unstable, with violent mood swings. Enjoys toying with humans. Not very bright.                                    | Crashing Wave, Lightning Bolt |
| Nuitari, God of Dark Magic              | Son of Takhisis and Sargonnas. Constantly trying to one-up Solinari in a one sided rivalry. Actually not very evil for the Black Crescent.                                 | Purple Star, Moon             |
| Chemosh, God of Undeath and Immortality | Son of Sargonnas and Takhisis. Spiteful and slippery, the most clever of the Crescent gods. Hates Mishakal. Uses undead servants to try and summon himself. Common Patron. | Skull, Three Overlaid Eyes    |



## Earth

| Name and Domain                    | Description  | Symbol                  |
|------------------------------------|--|-------------------------|
| Sirrion, God of Fire and Change    | A bit of a mischievous trickster, very unpredictable. Loves Humans, but loves “progress” even more. Mild pyromaniac. | Multicolored Fire, Lion |
| Chislev, Goddess of Nature         | Very calm and soothing. Hates confrontation. Cherishes all life, has a soft spot for birds.                          | Roots, Feather          |
| Branchala, God of Music and Smiles | Tends to take things less seriously then most, is often Sirrion’s partner in crime.                                  | Harp, Mug of Ale        |

## Map with Shards placed:



### **Avatars:**

Avatars are the result of a pact between mortal and god/shard. This pact is unique, and not all pacts act the same. Some would grant the mortal control, some the god, some a mix of the two. A lot of this is dependent on the mortal: even mortal has a certain capacity for shardhood before being completely overwhelmed by it. Very few could hold a whole shard at all, but many can handle slivers. It is said that a vessel is almost always stronger than the shard or god that made the pact, but pacts should not be made lightly.

### **Micah, the Chosen (He who is like god)**

Final Boss of the campaign. descended from Indra, was born into a prestigious family. Was set up to wear the crown of enlightenment, but had such an immense capacity that he wasn't immediately overwhelmed and managed to escape becoming a shard. Spent time with the Paladins of vengeance before the events of Lexmoore and Anselm happened, wearing his trust in humans down. Was discovered by Altan, who convinced him to become a full avatar of a god with 3 different shards inside of him: The Lake of Fire, the Chalice of Shadow, and the Avenger. With these 3, Micah will follow in the footsteps of his ancestor and "complete the third oath" that Indra betrayed so long ago. Micah is noble to a fault. Does not kill if he does not have to and is 100% convinced he is right. Will talk things out, but will not be swayed or deterred. Befriended the party early and honestly, will make final fight more compelling. Has a lot of religious trauma and is easily angered by moral compromise and injustice.

## **Major Kingdoms**

**Kingdom of Paladia:** A fairly standard kingdom, full of magic and a group of eccentric knights and wizards known as the Shadesmar Assembly. Official religion is Indran, but freedom of religion is allowed

Rulers:

*King Osciras (Oh-sky-ras) Crestwood:* 52 year old human. Kind and loving person, no major family alive except for his daughter, Narva. Fairly passive, currently in the process of transferring rule to Narva. Killed a gold dragon 15 years ago.

*Narva Crestwood:* A bit of a brashful woman. Loud and warlike. Quick to speak and quicker to fight. A surprisingly clever leader for such an aggressive personality.

Founded: 150 years ago by King Aria, conquered Hythe 25 years ago by King Osciras. Led extinction of dragons 15 years ago. Royal Flag are 3 overlaid silver triangles.

Major Cities:

- [Aria City](#) (Capital)
  - A bustling city full of people of all backgrounds and races.
  - Patrolled by the KingsGuard. Not a lot of crime, but the crime that gets past them is dangerous.
    - Kingsguard wear silver armor with black accents. Have the Paladian Crest on them
  - Home of the Shadesmar assembly
    - Elite warriors deployed to other territories as needed. Serve directly under king Osciras
- Cresthaven ([part 1](#)) ([part 2](#))
  - Port City, lots of trade of both the legal and illegal variety
  - Large Naval force, mainly for monsters and pirates.
  - Constructed in a large valley, comprised of 4 “floors”
  - Movement between floors is done through water locks

- [Hythe](#) (near the Dranea River)
  - Smaller port city
  - Run by Duke Castor, who is young but earnest
  - Ravaged by Kobolds, in the process of rebuilding
- [Jah Keved](#)
  - Mining town rich in Lerasium
  - Carved into the side of a mountain overlooking the coast
  - In constant Danger of the Gnashing Teeth invading

**Jolan Empire:** A Darwinistic, brutal meritocracy ruled by an empress and her thousands of “hands” blessed by the pool of the dawn. Was pushed back by the war between the Dragonqueen and Icheron long ago, is desperate to reclaim its land. Several smaller sects and cults exist but most worship no deities.

- [Zanclae](#)
  - Coastal City, outside [Lucaria Island](#)
  - Nearby the Valley of the Shattering, acts mostly as a commerce hub

**Draxian Wastes:** Series of City-States that occupy the land once held by the Jolan Empire. Each one is paranoid of both their neighbors and nearby city states.

- [Ayrith](#)
  - Ruled by king and council of 3 (Slun is heir to one of the seats)
  - In a bit of a wasteland
  - Exports glass, relics, obsidian, rare monster parts
- [Lexmoore](#)
  - Walled city on the coast, ruled by a queen
  - currently taken control by Anselm, former adventurer turned cold necromancer
    - Analytical to a fault: refuses to see the world in any manner other than logically and devoid of emotion



- Working for Icheron to merge the 2 realms

### **Estros Republic:**

Major Cities:

- Visada ([part 1 and 2](#))
  - Capital City
  - City of Law: lot of strict rules, heavily enforced.
  - Center of a power struggle between Court of Shadows, Gnashing Teeth, and Order of Gilean
- Eldham ([part 1 and 2](#))
  - Magic Safehaven
  - Bunch of spell development
  - Home to Shinovar Academy

### **Church of Saint Indra:** Official Religion of Paladia.

Believes that Paladine and Takhisis were locked in an eternal struggle, until a man named Indra came. Indra raised a spear and struck Takhisis, which gave Paladine the opening he needed to triumph. To reward the human, Paladine made him his chosen, made to lead the peoples of earth as Paladine ascended to the heavens. Being the chosen of Paladine made Indra able to talk and learn. Indra used his blessings to lead humanity with wisdom and strength. When he finally passed away and ascended, Indra made all of Humanity his chosen. The belief is that each time a chosen of Indra dies, they make a new person chosen. The Church of Saint Indra is a big fan of knowledge and music, seeing as those were the two gifts given by the blessing. Holds high value for individual life. Disdain for war and want, more interested in following Indra's example of leadership. Big on following leaders and structure. Indra had a daughter named Maria.

### **The Order of Bahamut:**

The Order of Bahamut worships Bahamut, the Dragon of Light. The Order believes that all injustice in the world is a result of Paladine being sealed in The Silver Realm, and that if he is freed then the world will become a paradise for all beings. They hate Gilean with a passion, since

he's the one who sealed Paladine in The Silver Realm. The Order is primarily made up of elves and dragonborn, the two races that "share the most of Bahamut's blood" (Bahamut didn't actually create either). Their primary goal is to free Paladine from The Silver Realm by any means necessary, regardless if any lives are lost or any other immoral actions are between them and their goal. They believe that Bahamut will eventually win the battle and create his paradise for everyone where death and disease are a thing of the past. Based primarily in the Jolan Empire. Their main base is in Blackridge, deep beneath the city. Their symbol is a pair of white wings on a black background.

**The Chosen of Tiamat:** Cult operating primarily in Indran churches

Despite being banished to The Black Crescent, Oathmother and other Crescent Shards are still able to influence Earth in other ways, like lending fractions of their power to humans or influencing human minds. The Chosen of Tiamat are such humans, believing that they will be spared from Tiamat's wrath after her inevitable resurrection if they help restore her. The Chosen of Tiamat are all very mentally unstable (with a few exceptions), and work with various demons and devils who managed to escape The Black Crescent to resurrect Tiamat by any means necessary. They contain members of many races, but mostly Humans and Dwarves. Based primarily in Paladia, specifically the Rosharian Monastery. Their main base is the temple of Paladine, which they use as a farce to hide the Chosen's true intentions. Their symbol is a ring of 5 ouroboros dragons.

### **The Order of Gilean**

An order of underground high class members of Society dedicated to cataloging all knowledge in the world. Their symbol is a book with an eye on the cover. Not much is known about them, but they are dedicated to stopping Ragnarok. They generally are made up of Librarians and Scholars, but anyone can be a part of the Order. They are based in Visada. One large goal they have is finding the root.