

WORLD OF VENDRIA

The background of the cover is a dramatic, painterly illustration. A large, dark dragon with glowing red eyes is breathing a massive stream of fire towards a warrior in the foreground. The warrior, seen from the back, is wearing a dark, hooded cloak and stands on a rocky outcrop. The scene is set against a backdrop of jagged, dark mountains and a sky filled with falling ash or debris. The overall color palette is dominated by warm, fiery tones of orange, yellow, and red, contrasted with the dark silhouettes of the dragon and the warrior.

**AN INTRODUCTORY GUIDE
FOR PLAYERS & GAME MASTERS**

5E HOMEBREW



Pure Critical

THE WORLD OF VENDRIA

Cosmogony

The World of Vendria was created when **Aurora the All Seeing Eye**, an extra dimensional entity of the Void, breathed Her Divinity to the planet and **Time** started.

Aurora was always followed by six suitors, called the **Hands of Her Divinity**, who longed to claim a place beside her. These suitors shaped the **World of Vendria** in order to gain Her Favor.

After the World was shaped, Aurora was very pleased with the outcome and decided to consummate with all Her suitors. From these matings came the Greater Gods, who were called the **Children of Aurora**.

Finally, the Hands also consummated with each other, thus were born the **Lesser Gods** of Vendria.

THE HANDS OF HER DIVINITY

There are six suitor - gods that follow Aurora and have offered their help in shaping the World of Vendria.

Marnia, the **Mother of Nature**, gave birth to all the aboveground flora and non-avian fauna of the World, while **Baurmir**, the **Great Wurm** shaped the mountains with his breath.

Moreover, **Lazulia**, the **Crystalline Temptress** let the colors of the Arcane flow from her body and paint the World, while **Fimur** the **Wise** created the seas and all life within them.

Finally, **Sameera** the **Lady of Erebos** sculpted the underground of the World and created the Night, while **Ormos** the **Celestial** created the avian creatures and lit the skies with his glory.



ORMOS THE CELESTIAL

THE CHILDREN OF AURORA

The Children of Aurora were born from the mating of the All Seeing Eye with Her suitors.

Alyria the **Golden Stag** was born from Aurora's bonding with Marnia and she is the Matron of Forests and Fertility.

Ssiskeria, the **Embodiment of Hate** was the daughter of Baurmir, while **Emithea** the **Strategist** was born from Lazulia's mating and she became the Mistress of Magic and Matron of Humans.

Furthermore, **Lornath**, the **Embodiment of Peace and Tranquility** and **Patron of Healers**, was the offspring of Fimur and **Orgron** the **Destructor** was the abomination that was born of Sameera.

Last but not least, **Agaroth** the **Forger** was the off-spring of Ormos the Watcher.

These Gods are respectively the Patrons and Matrons of the First Generation of Species of the World of Vendria.

THE LESSER GODS

The Lesser Gods of the World of Vendria were created from the matings between the Hands of Her Divinity and they are considered the patrons and matrons of the Second Generation of Species.

Some of them are **Imtharae** matron of the **Dark Elves**, **Mormion** the **Ebon Unicorn**, patron of the **Fey**, **Gazhul** patron of the **Kobolds** and **Dar-Koa**, matron of the **Sahuagin**.

All these Lesser Gods, species and subspecies will be described in detail in upcoming products along with advise on how to incorporate them in any campaign.



LAZULIA THE TEMPTRESS

First Generation of Species

The **Elves** were born from the consummation between Marnia and Aurora. In the World of Vendria there are a lot of elven subspecies, such as the **High Elves**, the **Wood Elves**, the **Sylvaryans**, and the **Ashen Elves**.

The **Dragonborn** were created from the eggs that formed after the blood of Baurmir mixed with the divine essence of Aurora, after their mating.

The **Humans** were created when Lazulia mated with Aurora. From the sheer passion of their mating the Humans were created out of Lazulia's fiery drops of sweat.

The wise **Ichthyons** were created when Fimur the Wise and Aurora mated. Their joining was the most sensual and erotic of all, leaving Aurora pleased with the union.

Fimur gave birth to Ichthyons after a while and Aurora blessed them with Wisdom and Serenity.

The **Dwarves** were created when Aurora and Ormos the Celestial mated. After the mating large crystals and rocks appeared on the surface of Vendria. These were shaped by Ormos and Aurora breathed life to them. Thus three Dwarven subspecies were created, the **Hill Dwarves**, the **Crystal Dwarves** and the **Golden or High Dwarves**.

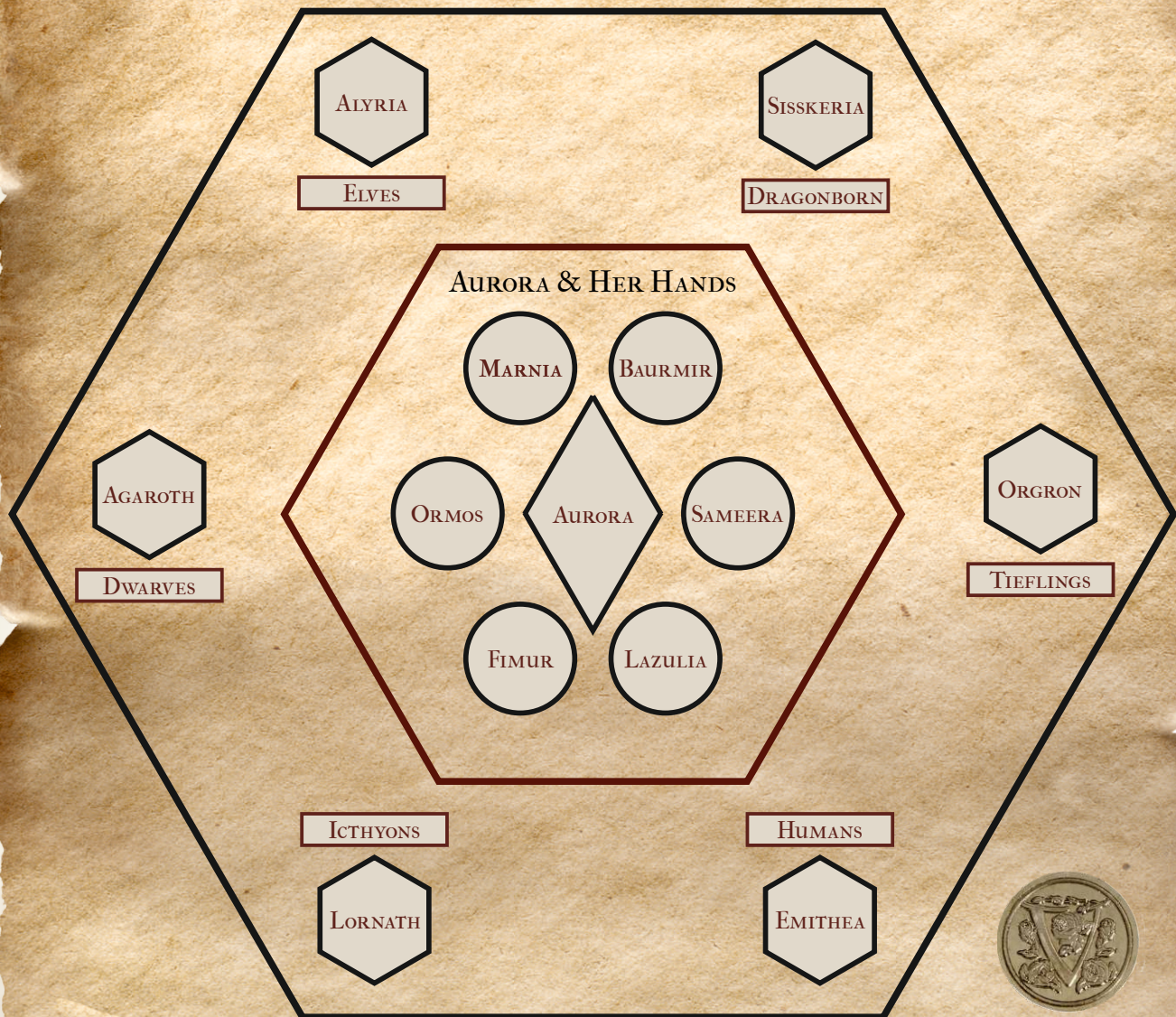
The **Tieflings** were created when Aurora mated with Sameera. Sameera abandoned her children in order to pursue a more sinister goal.

Fortunately, the Tieflings were adopted by the other five Gods and thus earned the nickname **"The Adopted"**. There are five subspecies of Tieflings according to the God who adopted them. Each of the subspecies has unique traits and skin color.



From the Archives of Mazug,
Emeritus Scholar of the Order of Vendrian History

THE GODS OF VENDRIA
& THE FIRST GENERATION OF SPECIES



The World so Far

The official calendar of the World is the **Imperial Calendar** or **I.C.** It was established by the first emperor of Auronía, **Xarnos Silversword** after the end of the Dragon Wars, where Xarnos managed to kill **Argram**, the leader of the dragons, whose skull currently decorates the entrance gate of the capital city.

THE EMPIRE OF AURONIA

The **Empire of Auronía** is vast and comprises of nine kingdoms. Each kingdom is governed by a **King** or a **Queen**, who is always appointed by the Emperor.

Tayinn Silversword, who is 110 years old, is the Grand Empress of Auronía (**1387 I.C. - present**). During the last 70 years of her reign she managed to lead the Empire in an era of glory.

The Empire of Auronía is inhabited by numerous species with the most prevalent being the humans.

THE COALITION OF THE NORTH

The main antagonist of the Empire of Auronía is the **Coalition of the North**.

A strange alliance that was built out of necessity, the Coalition has three leaders, one from each of the dominant races that inhabit its lands, i.e. the **Humans**, the **Dragonborn** and the **Deadskin Orcs**.

The Coalition of the North has been trying for years to regain control of the northern parts of the Empire but so far all efforts have been futile.

However, new plans were set in motion a few years ago that aim at the recapturing of the Northern Lands.



THE REALM OF ISTHIRIA

The **Realm of Isthiria** is the elven kingdom. It is not a part of the Empire but one of its strongest allies, and its population consists mostly of High Elves and Wood Elves.

At **249 I.C.** the home of the Elves was threatened by the **Ebon Legions**, an alliance of monsters that set out from the **Untamed Lands** to conquer Isthiria. In the end, the Ebon Legions were forced to retreat by the combined armies of the Empire and the Elves.

However, when the Legions scattered and the threat ended, both the humans and the dwarves that helped Isthiria, demanded land and rights for their help.

Currently, these claims are a thorn for the pompous elven pride and the grandeur of their Houses, who feel that their land has been

contaminated by the presence of the other two races. As a result, the elves lay their plans and patiently await for the right moment to reclaim their lands.

THE UNTAMED LANDS

A wilderness as fierce as its name, the **Untamed Lands** defy conquest. Towering jungles, endless deserts, and shadowed valleys crawl with orcs, goblins, trolls and creatures yet unnamed.

It was here that the **Ebon Legions** first rose, forged in blood and shadow. They marched upon the shining **Realm of Isthiria**, homeland of the Elves, only to be broken and scattered by the great alliance of Humans, Dwarves, and Elves.

Legends speak of a single **dragon**, the last of its kind, dwelling deep within the wastes. Rescued from her collapsing lair by a tribe of **Sand Dune Orcs**, the blue dragon **Irissia** is revered as their living deity.



WATCHER'S ROCK

Introduction

Watcher's Rock is an island that currently belongs to the kingdom of **Gaenia**, that is located at the northern part of the **Empire of Auron**.

Its strategic position has played a major role in the history of the Empire. Presently, the island stands as an ever-vigilant guardian with one and only purpose; to warn the shores of northern Auron about invasions from the Empire's enemies, the **Coalition of the North**.

Recent History

Although a small piece of land, the Watcher's Rock has a very rich history. The scholars and explorers of the **Order of Vendrian History** have spent a substantial amount of time unearthing and evaluating pieces of information about the island's past.

The notes that follow, were taken from the tomes of **Emeritus Scholar Mazug**, one of the most prominent members of the Order.



COALITION'S LAND

The island was not always a part of the Empire of Auron. It became part of the **Coalition of the North** when its forces conquered it at **1120 I.C.**

The forces of the Coalition easily subdued the opposition from the local Wood Elves, the **Hama'lai**, and made a peace treaty with the **ichthyons** of the island. They ruled the island for **over 180 years**.

At **1305 I.C.** the Coalition was forced to withdraw its forces from Watcher's Rock due to war threats from the **Icefall Dominion** to the north. However, the leaders of the Coalition managed to come to an agreement with a dangerous, yet loyal to them, gang of pirates called the **Bloodale Crew** and their leader, a brutal **Deadskin Orc** named **"Blood" Karnak**.

THE BLOODALE PIRATES

The pirates agreed to rule the island on behalf of the Coalition and take care of the Empire Navy if it ever approached the island. As a reward, the Coalition let the crew to take advantage of the natural resources of the island.

Karnak used the island as the base for his pirating and smuggling operations and soon he became a menace for any Empire ships that dared to come near its shores.

Contrary to the peace treaty that the Coalition had with the local ichthyons, Karnak enslaved them and forced them to work in the **mines of Kaln**, which consisted of a series of tunnels that were rich in

silver and iron.

Moreover, in case of emergency, the pirate leader had his crew build a number of **Signal Fires** and placed the biggest one at the top of **Kalnian Mountains**, in order to warn the southern lands of the Coalition of any incoming invasions from the Empire.

THE EMPIRE STRIKES BACK

Following the orders of the **Empress Tayinn Silversword**, rightful ruler of the Empire, in **1351 I.C.**, a small guerilla group was formed under the command of **Captain Hamail Dermon**.

He eventually became a hero for liberating the island of Watcher's Rock from the pirates and reclaiming it on behalf of the Empire, two years later, in **1353 I.C.**

Captain Dermon asked the help of the local Icthyons and their leader, **Aqualord Krillax**. The Icthyons managed to destroy the small pirate force at the **Bloodale Cove** and Captain Dermon landed there with a detachment of Imperial troops, all of them being experts in guerilla war. The two forces camped at the northern part of the swamp that is now called **Dark Marches**.

Krillax and Captain Dermon laid a very risky plan that proved to be a success and managed to eradicate strategic positions of the pirates, especially their camps near the **Signal Fires**. Their next target was the **Mines of Kaln** where they freed the slaves and added them to their forces.

Karnak tried to plan his escape strategy with the help of his second in command, a human named **Rithella Eboncrow**. Rithella was a master of the Dark Arts and, in order to escape, she performed a ritual that she had found at the ruins of an abandoned tower inside the Dark Marches that it also became her base, while the island was occupied by the Bloodale Pirates.

Necrotic mist poured from the tower, covering Rithella's and Karnak's escape and choking to death the icthyons that had their villages inside the swamp.

This act of malice resulted in the death of many Sea People. In addition, the mist left the marches in a perpetual darkness thus earning their current name.

Nowadays the remaining icthyons live at the **Krillixi village** that was built right at the border of the Dark Marches. Till today, the icthyons search for a way to end the curse.

BAITING THE COALITION

After the pirates were driven away, Captain Dermon asked for reinforcements from the Empire. The Empress was happy to provide a small fleet. When the reinforcements arrived, he sent his soldiers to light the Signal Fires.

The Coalition, unaware of the defeat of the Bloodale Pirates, sent ships to help their allies only to discover that the Empire fleet was waiting for them. In a brief naval combat, the Coalition was beaten and their leader was sent back with the message that Watcher's Rock is now part of the Empire.



WATCHER'S ROCK



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MILES

Current State

Currently, the Watcher's Rock belongs to the Empire and stands on the northern parts of the Empire as a guardian who protects from incursions enacted by the Coalition of the North.

However, lots of years have passed since the last try of the Coalition to invade parts of the Empire and the Empire hasn't kept its promises, especially after the mines of Kaln were declared depleted of iron and silver and the main profitable operation in the island was shut down.

The local leader of the island, **Captain Hanna Arivos**, is striving hard to keep the spies of the Coalition, along with other enemies of the Empire, away.

Mercenaries for Hire

It has been a month since Captain Hanna Arivos asked for the help of mercenaries for her island. The pay is good and there are chances of gaining ranks and land for exceptional services.

You have answered the call and you are now heading to the Watcher's Rock. No matter what you believe or what you stand for, the sound of pouches filled with gold is always sweet.

After two days time on board the merchant ship **"The Shining Whale"**, you finally arrive at the capital of the island, the **Port Town of Derman**.

Welcome to Watcher's Rock



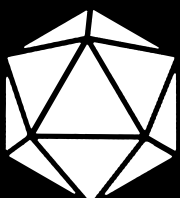
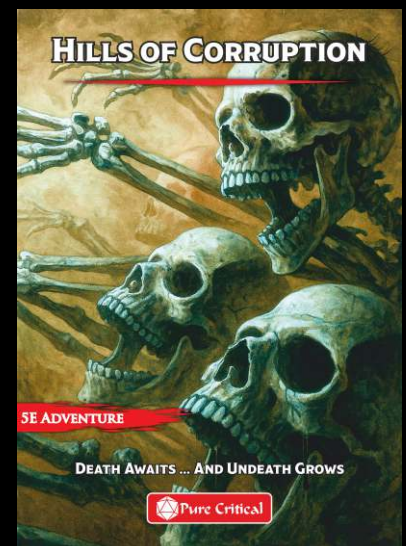
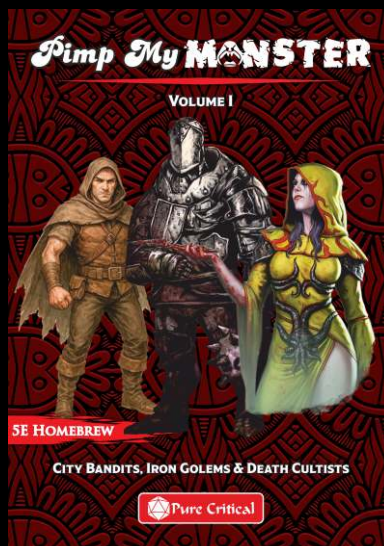
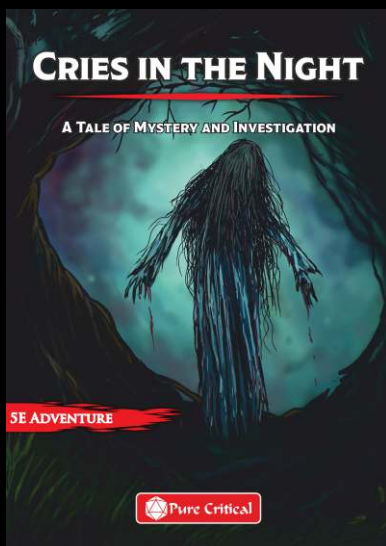
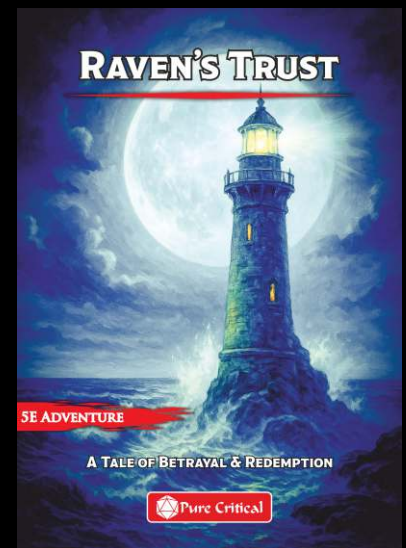
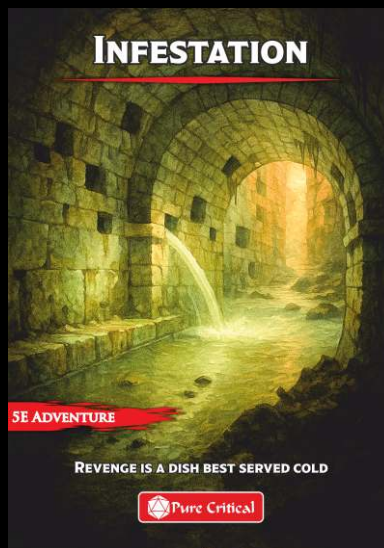
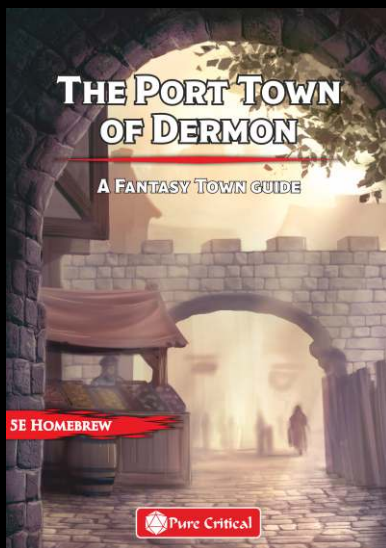
CHAPTER I

THE PORT TOWN OF DERMON

LEVELS 1-4



**THE FIRST CHAPTER OF THE WATCHER'S ROCK CAMPAIGN
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