

Children of The Dragon Queen: Player Guide

It is well known within adventuring circles that the strongest evil dragon in Thetlan was an ancient red worm named Emberion the Unquenchable who lived in the east and fought a constant war for over two thousand years with the dwarves. Then, inexplicably, Nephalon vanished. In his place, an even more wretched beast rose to take the throne, a Black Dragon Queen (known as Morgandria) who makes her home deep in the darkest jungles in the south of Thetlan. She has birthed 12 daughters and they have spread throughout Thetlan.

The daughters of Morgandria are thought to have established their lairs all over, in swamps, deep forests, caves, and other places with darkness and water. The locations of some of the lairs are known. Some will have to be located.



Lord Gellin McDaw

Lord Gellin McDaw (of the Kingslot McDaws) is putting together a party of dragon hunters to seek out and find each of the 12 sisters and then their evil mother and rid the world of them all. While it is up to the individual characters how they become a part of the group and why they are interested in dragon hunting, they must be a part of the McDaw Dragon Hunters.

Gellin has a very large, well hidden hideout in the wilderness between Kingslot and Prax built into the hills, with caves that give plenty of room for his growing band of Dragon Hunters. There are open spaces to practice fighting and the caves help to teach how to deal with the dragons they will be fighting.

McDaw has a family fortune that he is happy to spend on locating dragons, equipping the party to fight them, and doing whatever needs to be done. Of course, he uses some of the profits from the adventures to recover his costs, but that's to be expected.

Quick Overview of Thetlan

Thetlan is the campaign world. It has a pantheon of deities, some special classes, and of course, geography to consider.

Thetlan

Prax

Kingslot

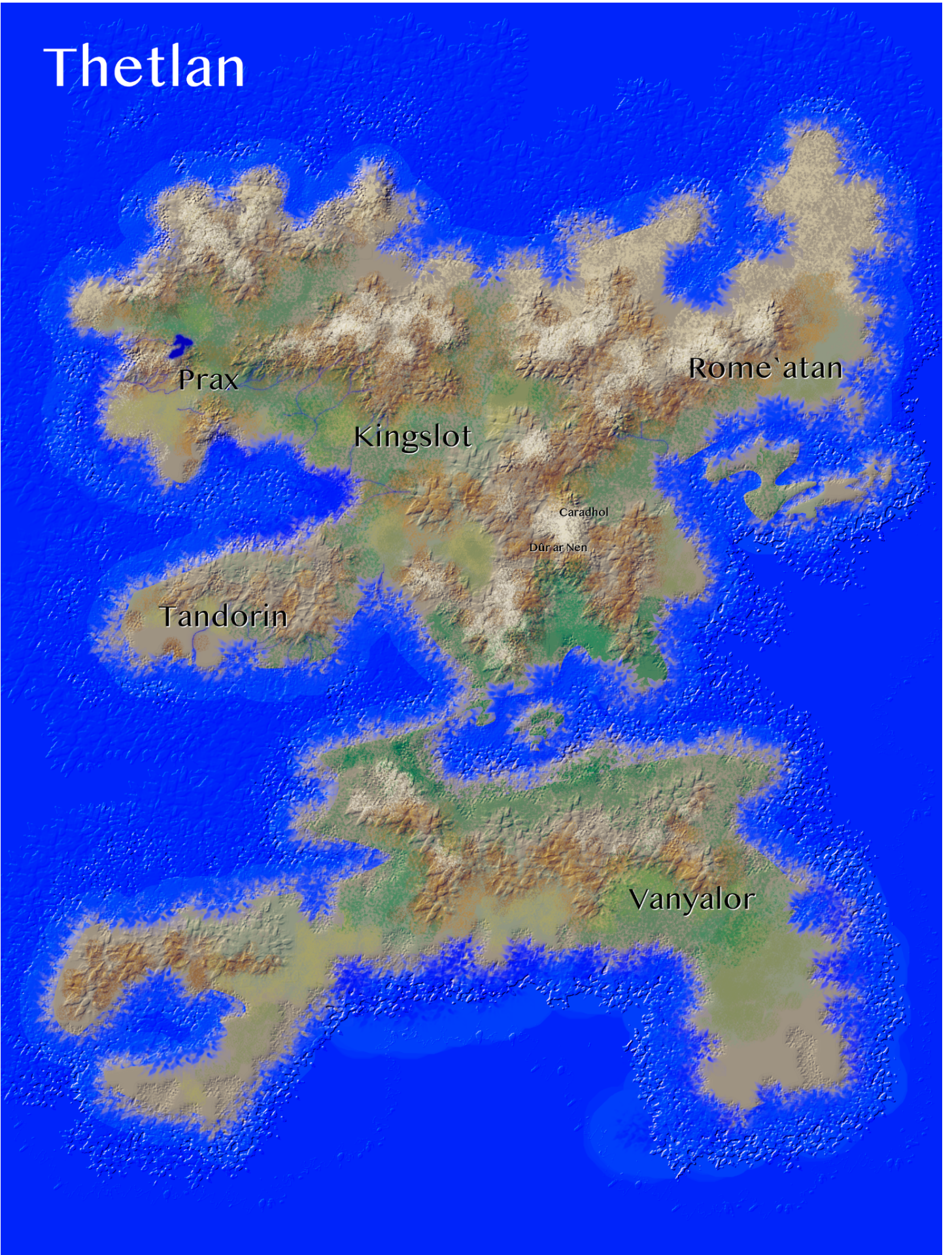
Rome`atan

Caradhol

Dûr ar Nen

Tandorin

Vanyalor



Thetlan is broken up into four major kingdoms in the north. (The southern lands, Vanyalor, can be ignored for now.) Each of the kingdoms has a different history cities, methods of governance and the like.

Kingslot

Kingslot is a confederation of 12 city-states that meet to vote on broad reaching events and act as a single military unit for the most part. Activities in one of the city-states are generally managed in that one place unless there is some external impact. While fighting does break out between them from time to time, it is unusual.

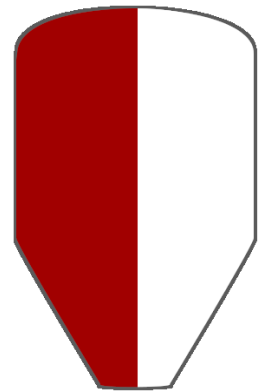
Kingslot was formed only a few generations after the breaking of the world by the Children of the Sun, though it was not called by that name and was far smaller and less formal. Over the years, it has grown to be the most powerful kingdom in Thetlan.

Charin (chair-in)

The largest of the city-states is Charin, located in the center of Kingslot. It is also the richest and most populated. No two of the others combined are as large as Charin. In the center of the city of Charin stands Charin Manor, where the council of Kingslot meets and the King of Charin presides over all meetings of the Council. The King of Charin holds great power over Kingslot as Leader of the Council and although the monarch holds no direct power over any other city state in Kingslot, the power is felt everywhere.

Charin Manor itself is a vast stronghold surrounded by a large man made lake. Without the use of powerful magic, it is practically unassailable. It is surrounded by walls and villages.

Most goods or services that a person might require are available in Charin.

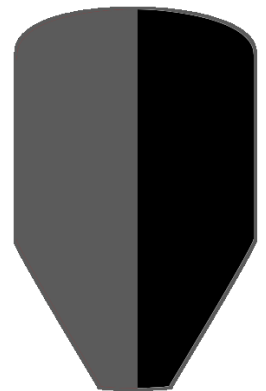


Dagg'ar (dag-are)

In the early dark times before Kingslot was settled and there was law and order, the mighty fortress at Dagg'ar was a shelter for many people. Situated on the cliffs overlooking the sea, Dagg'ar has a strategic location for the defense of Kingslot. The culture of Dagg'ar has been a military tradition for generations and all citizens of Dagg'ar spend a time of service in the state military before becoming a full member of society. Even the lowliest peasant from Dagg'ar knows how to fight.

Dagg'ar has such a long military history and tradition that their weapons of war are sought after and sold all over the world.

The same family rules Dagg'ar that ruled it when Kingslot was founded. The generations run so far back that the exact lineage is known only to the ruling family scribes. The rulers of Dagg'ar rarely ever leave their famous Black Keep and send representatives to the Council meetings.

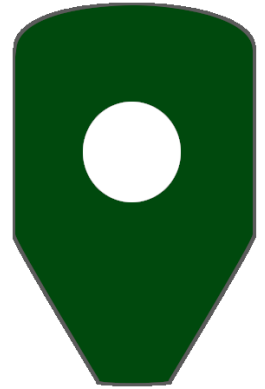


Iwallam (e-wa-lem)

The forest kingdom of Iwallum is built within its forest and wilderness surroundings. Much of the city is high in the tree tops or down below the earth. Some of the finest artisans in the entire world live in Iwallam. Historians say that Iwallam is the oldest city in Kingslot, dating back to the time before the High Elven Empire many years before the coming of the Children of the Sun.

The main cities are sparsely populated and only lightly guarded, though there are roaming bands of border guards who have been known to give problems to travelers.

People sometimes travel to Iwallam to negotiate peace or to work out problems. It is said by clerics and magi alike that Iwallam is a spiritual place.

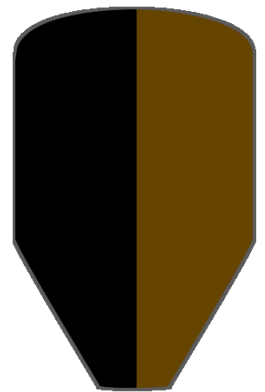


Ferndale

The lands around Ferndale are fertile and produce a wide variety of agricultural products. Due to the widely variable land types and climate changes from elevation and geography, everything from tobacco to lumber to wheat is grown around Ferndale. Farming is the most respected occupation in Ferndale and most people who live there are involved in it one way or the other.

The people of Ferndale are not necessarily hostile to outsiders, but each family farm is like a world to itself and most people let each other handle their operations as they see fit. Justice may well be handled on the farm.

The south road out of Ferndale leads to the Great Wastes and anything going into or out of the Great Wastes is generally thought of as unpleasant company.



Atuvell (at-too-vail)

Kingslot is protected from the north by the city of Atuvell. The North Road is well traveled by people coming to buy and sell things. It has also been known to bring enemies in large numbers. Any invading force from that part of the world would use the ancient North Road.

Overall, Atuvell is an agricultural center and produces staple crops, dairy, livestock, and the like.

The standing army of Atuvell is very capable. Atuvell was instrumental in defeating the Nix in the Red War.



Del-Cita (sel-see-ta)

The streets of Del-Cita are literally paved with gold, and patrolled by Knights of Tristar, Keeper of the Flame. Del-Cita has a near zero crime rate.

Legend maintains that Del-Cita is founded on the very spot where Tristar set out on his Great Quest for the Flame. The Knights of Tristar consider Del-Cita to be the most sacred city in the entire world and they protect it with a sleepless vigil.

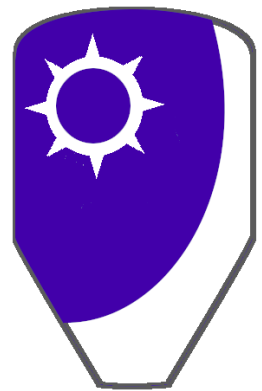
Del-Cita is a theocracy. In the very center of the city is the Temple of the Flame from which His Holiness, Lord of Del-City rules with a firm but just hand.



Shan-Sareev (shans-air-eve)

The plains surrounding Shan-Sareev are home to vast herds of wild horse and other plains creatures. The city is considered odd, even in Kingslot, having laws and customs that are very different from the other cities. The architecture of the city is unique. The history of the city claims that it was founded long ago by travelers from Sardaria far in the south across the Great Wastes.

It is advised that travelers to Shan-Sareev should take special care to either find a guide or study their laws and customs before visiting.

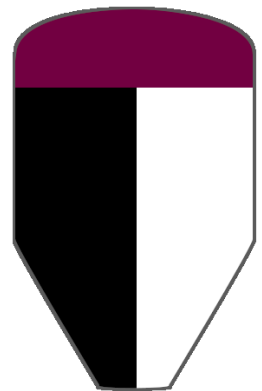


Edooree

The city of Edooree was completely destroyed during the Red War. It was rebuilt afterwards through the efforts of the various professional guilds from the other cities. Today the entire city is ruled by those same guilds in a group known as the Guildmasters of Edooree.

When the city was reconstructed, underground springs from the mountains were diverted into moats and used to power defensive machinery. There is a network of canals and waterways throughout the city used for travel.

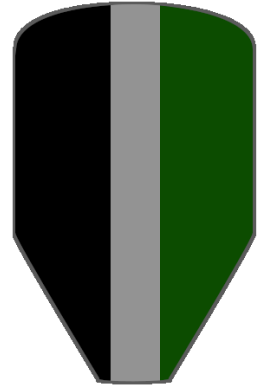
Edooree is run entirely by the guilds which occupy it and all meetings are held in complete secrecy. Each guild elects their Guildmaster in their own way and each licenced guild is allowed one member on the council. Other than that, the internal operations of Edooree are unknown. The inhabitants of the city are quite happy with the arrangement and are convinced that they will never be destroyed again.



Vayanna

Situated on both sides of the west road to Prax, Vayanna is in the shadow of Darkenwood. The people who live in Vayanna keep to themselves and do not mingle with strangers, though there are always many strangers to be found. The elves that inhabit Darkenwood maintain a civil and constructive relationship with the Vayanna and they provide mutual aid in times of need.

Vayanna is a series of villages and towns that have their own local elections. These in turn select a representative from among them to go to Charin when they believe it is necessary. Half the time they don't even go. Vayanna is the furthest removed from the other cities and most of the other people in Kingslot consider it more of the last stopping point on the way out of Kingslot to Prax than the entry point into Kingslot from the west.

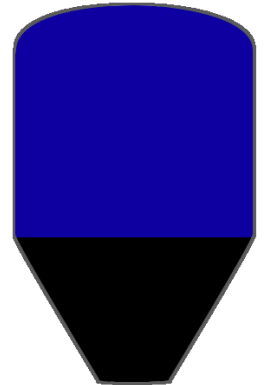


Carabis

Carabis is about fishing and sailing. They build large ships here. Their deep water port allows them some unique advantages in these areas.

Most of the population is distributed along the coast line and most people work in some business related to fishing or the making of boats and other seafaring things.

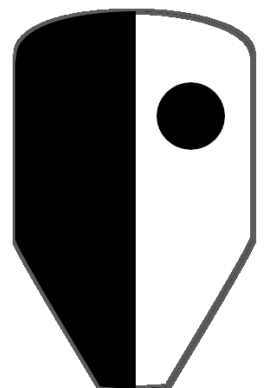
At one time, Carabis was ruled by pirates and brigands and it was only a group of villages along the coast. They were united during over time into a single government and now they are less chaotic but generally, the people who live here are more at home on the water than on the land.



Nellcore (nell-core)

Nellcore, like Carabis, is a coastal city and heavily involved in maritime endeavors. Carabis, Nellcore, and Malashi tend to vote together on whatever issues are in front of Kingslot, given that they generally feel the same about most things and are very close together. When they meet, they meet at Nellcore, which has the strongest army, largest population, and largest navy.

Nellcore is governed by a Queen and is a matriarchal monarchy. When one Queen dies, a new Queen is chosen by the other royal houses by election. The position is for life. The royal houses are all ancient but it is possible for new houses to be established through acquisition of land and money provided to the crown. Of the three cities that vote together, Nellcore is most focused on wealth and possessions.

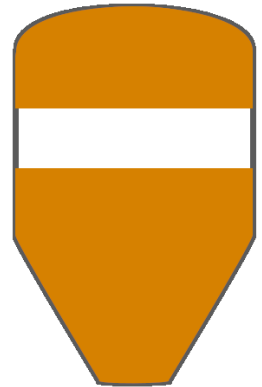


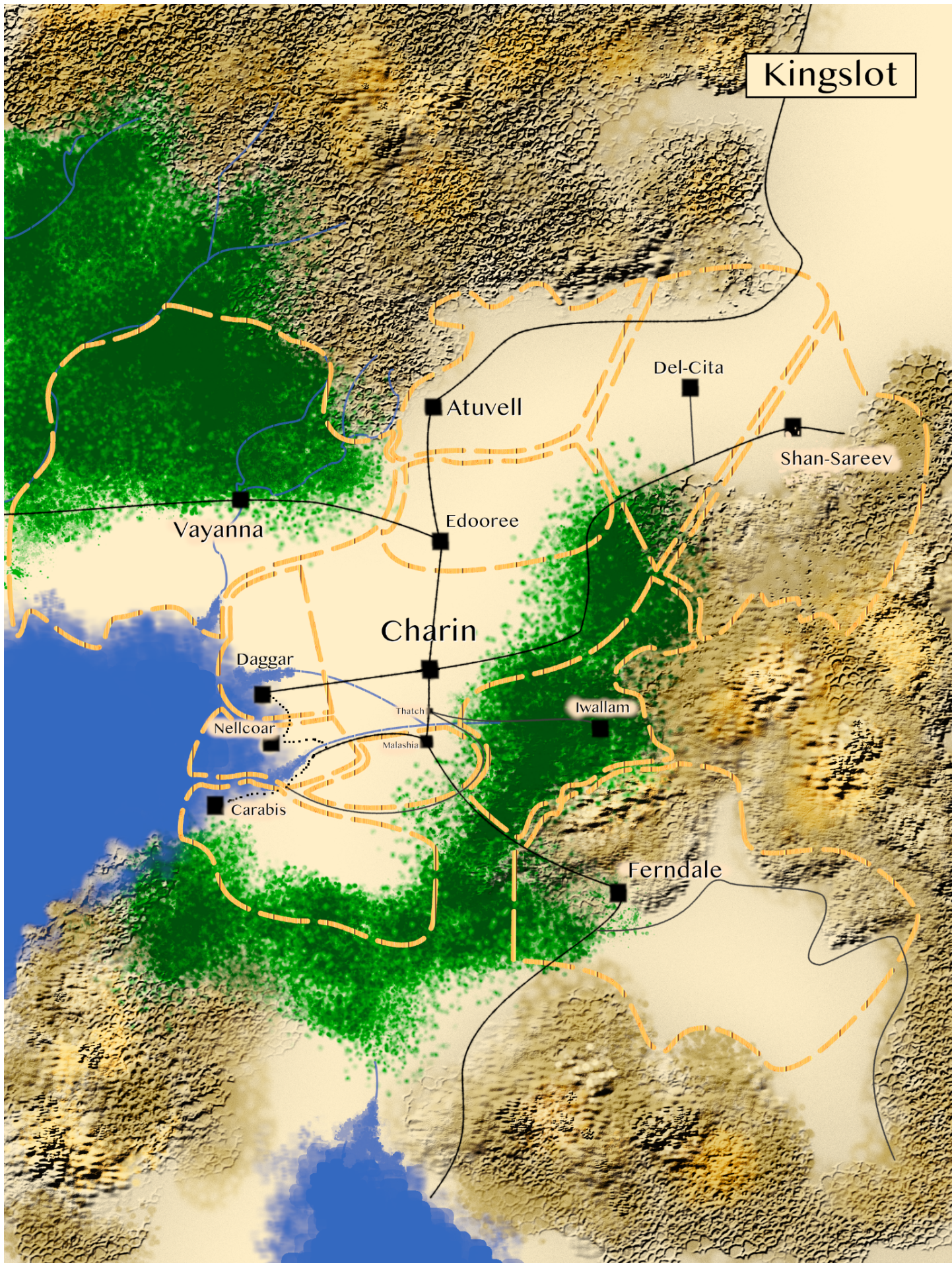
Malashai (mal-a-shy)

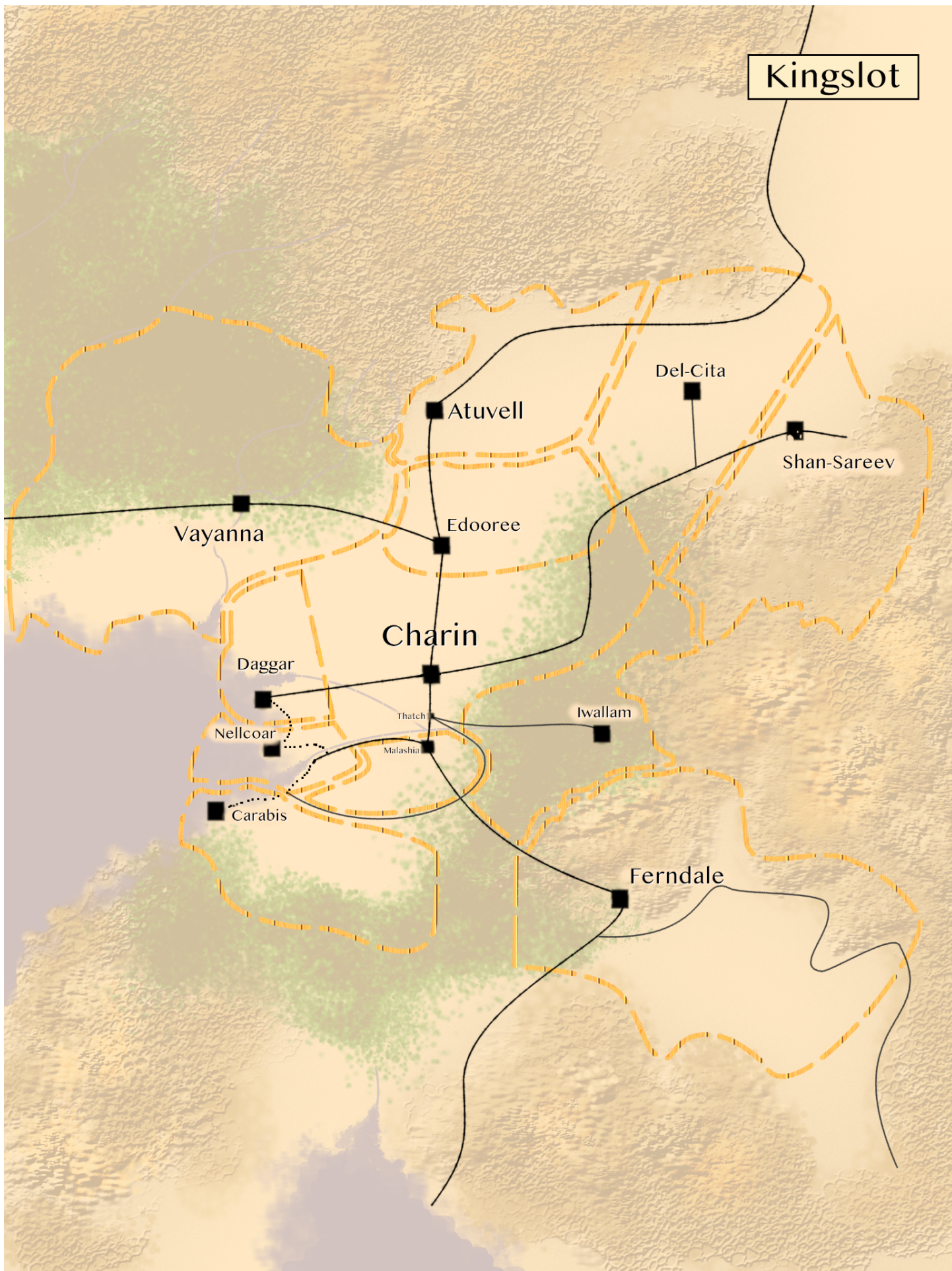
As the smallest city in Kingslot, Malashai is often the least understood. The Malashai river runs through the center of the territory and for practical purposes, it is two cities. The northern part of the city is run by a single elected ruler, while the south is run by a group of fishing families that control the river. The Southern Malashai is technically the capital and the southern rulers make most of the national decisions, though they work very closely with the ruler in the north, who is the representative to the Kingslot council.

It is often said that understanding Malashai should be left up to the Malashains.

For a small city, they are known to produce fierce warriors. They patrol and control the river carefully, claiming ownership of it even deep into the Iwallam territory.







Kingslot

Del-Cita

Atuvell

Shan-Sareev

Vayanna

Edooree

Charin

Daggar

Iwallam

Nellcoar

Thatch

Malashia

Carabis

Ferndale

Guilds of Kingslot

There are many guilds throughout Kingslot. Some of them are large and expand throughout the entire realm and even beyond into other realms.

The Order of the Crimson Rose

There is only one Mage Guild in all of Kingslot. While there are some teachers who have a few students here and there and teach on their own, the Order has a guildhouse in each of the twelve city states. Guild members wear a rose pendant and most wizards are members. Acceptance to the guild is typically part of attendance at one of the schools in Kingslot, though this is not mandatory.

While most magi are members and pay their dues, a select few are involved in the inner working and politics of the guild itself, which are intricate and require the full attention of those who dabble in them.

The Guildmaster of the Order of the Crimson Rose may be the most powerful person in all of Kingslot, whatever the Council may think.

The Thieves of Devonshire

The only, and therefore most powerful, guild of thieves in Kingslot. There is a guild house in every city (except Del Cita, or maybe there is) but the location of the houses is known only to the membership. The group is normally on good terms with the local government in each town and thievery is regulated carefully.

It is not illegal to be a member of the Thieves of Devonshire because most of the members claim that the name is just a moniker which harkens back to the old days when Kingslot was lawless and full of hooligans. (Sometimes they say this whilst picking your pocket.)

Prionce

The is the other, and therefore far more secretive guild of thieves (and maybe assassins) in Kingslot. It is not known outside the guild how to join it nor how to identify anyone who is in it. In fact, it might not exist at all. Unlike the Thieves of Devonshire, any group of Prionce members found in a town would be rooted out by local law enforcement or maybe jailed or worse. If they did exist, they would not be welcome and would be the sworn enemy of the Thieves of Devonshire.

Prax

Prax is a traditional feudal society made up of several large areas in the west of Thetlan. It is mostly controlled by humans, though there are elvish and dwarvish cities here and there and is a thriving country with robust trade and strong military.

Hearthstone

This is the largest city in Prax and the residence of the most powerful people in the region.

Seaside City

Only a little smaller than Hearthstone, Seaside City is a bustling port that moves goods all over Prax and has ships sailing all over Thetlan.

Rockhold

This is a large dwarvish city in the northern part of Prax.

Farholm Castle

An important point of interest for anyone in the area, this is a strategic city run by as a critical military outpost.

Sunridge

Another coastal city, Sunridge is a more out of the way location for wealthy folks and the folks who work for them.

Sidhvale

Kingdom of the Grey Elves in Prax.

Whitesand Cove

Another port city, tucked away in a deep cove, known as a more lawless place and the conducting of less noble business.

Cities of Glass and Steel

In the northwest of Prax, along the coastline, there are several related cities all along the coast. Their unique construction lends them their title.

Tandorin

This is the land of the Ogre Magi, where they have lived since long before the Children of the Sun came to Thetlan. There are vast and mighty cities here. While the Ogres trade with anyone, special permission is needed to go beyond the ports. The Ogres closed their cities to others long ago.



It is said the Ogres have all the secrets in the world, but they are not terribly interested in sharing them anymore.



Rome`atan

For a thousand years before humans appeared in Thetlan, Romeatan was home to the Elves and creatures of the forest. Over the years, the elves disappeared and now the eastern lands of Thetlan are inhabited by a multitude of villages interspersed with smaller towns and a few large cities. Here and there are ruins of ancient elvish cities. One can find all the creatures of fey and sylvan variety roaming here and there.

In the earliest years when the humans first came to Thetlan, they settled in Romeatan. They brought with them a worship of the elements: fire, air, earth, and water. These they would control with great skill and mystical power. Eventually, the elves and humans together discovered what they called Deep Magic, which is what we call magic now (though some claim that the true Deep Magic is more powerful and wizards of today are but a shadow of what they once were). While these element worshipers can still be found in Romeatan, they have mostly died out and been lost to the time.

People of Thetlan

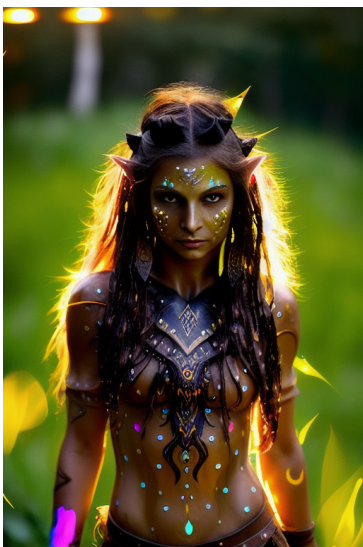
Nix

Before the world was destroyed, there were hobgoblin cities in the central and western parts of Thetlan. The hobgoblins were never close allies with the humans, but they tolerated each other. They would fight the elves from time to time, but usually not for long periods.

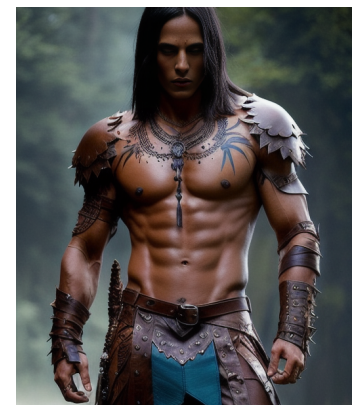
After the humans broke the world, the hobgoblins were the first to return to the north to reclaim the wilderness. They split into three factions, known by their colors: red, blue, and violet. Everyone else calls them Nix. They are a warlike and dangerous people who roam the wild plains of Prax, the wilderness outside Kingslot, and other places around Thetlan. They are very dangerous.



The Plains Elves (Lindi Noren)



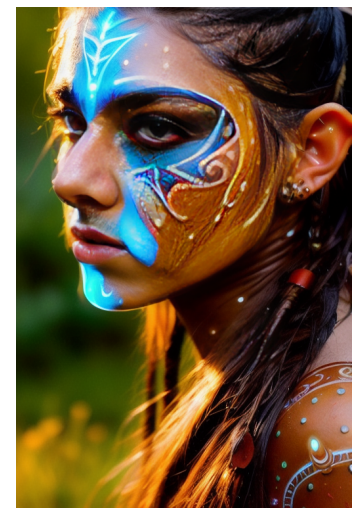
In Thetlan, there are Sylvan Elves, High Elves, and Grey Elves, like you might find in other places. But, there are also Plains Elves. They are far removed from the other elves. They have adapted to life on the plains and their ways are very different from the ways of other elves. While they are still in communication with their cousins, they have little to do with the daily lives and activities outside their own world on the plains in the central areas of Prax and the north east of Kingslot.



Though they are called “Plains Elves” they are equally at home in any area outside and can make any wilderness their home. They do not create structures: they either camp and move no nomads or they live in harmony with the existing wilderness.



In contrast to the other elves, the plains elves are not “passing through” on their way to other places. The Lindi Noren are here to stay and intend to live their very long lives in the wilderness of Thetlan. They tend to have very few children if any at all.



Great Powers

Avrina



Known as The Goddess, Earth Mother, and many other names throughout Thetlan, Avrina is the most common Greater Power. Any “good” aligned character can find a variation on Avrina worship that fits their style. Clerics, Druids, and other characters can tailor their specific details to fit her.

Like the other Greater Powers, Avrina was once a regular person who earned her way into the position of Great Power. She is the oldest and has absolute control over the plane where Thetlan exists.

Zor



There are two kinds of worshippers of Zor. The first is more of a general self-centered group that spends a lot of time trying to convince others that they are not so bad. The other is known as Zorloc and this is a chaotic evil group of crazy.

Zor is also an entity that wants control over Thetlan. There are a multitude of stories about his rise to power and no way to know which is true. This is not a power that a player character should use. It is one to watch out for.

Fendara

Fendara is the Goddess of the forest and the creatures who live there. She was elvish in life but chose to remain among mortals and become a Power instead of moving beyond with her elven kin. It is said that she can be found walking in the deep forest with the sylvan creatures and that if you encounter her, she will ask you to perform a task for her and grant you a reward if you perform it well. She will share power with worshippers of Avrina and will welcome Druids, though other worshippers who are not elvish may not be accepted.

Lawkee

When the humans were at their height of power in the east before the Children of the Sun came to Thetlan, Lawkee was a monk who was born without sight. He learned to feel his surroundings so well that he developed a kind of vision that worked in all directions. He learned to focus his own body so well that he gained superhuman control over it. In his adventures, he noted that life was unfair and he set out to find unfairness and correct it. Worshippers of Lawkee believe that fairness and justice are the supreme values in the universe. Lawkee is the patron Power for Monks and other eastern specific clerics.

Tristar

The greatest Paladin who ever lived was Tristar. He was completely dedicated to Avrina and lived a life of absolute commitment to the application of her ways, laws, and edicts here in Thetlan. Tristar is Lawful Good

and the patron power of Paladins, though others are worshipers as well. These are highly dedicated worshipers of Avrina who look to Tristar as the perfect example.

Elementalism

The elements are still worshiped in the east. (I have not refreshed this out in 5e, so I'm not going to worry with it too much at the moment.)