

Chronicles of Ballidrous

Campaign Setting

Adventuring in Castiel

The Kingdom of Castiel is currently ruled by a monarchy supported by a noble council. At the time of their withdrawal, the Ardalian Emperor anointed the current Cassian Regent, who happened to be the eldest male of the previous bloodline to hold the throne before the Empire gained control in C483. The year before the Empire's conquest, two Cassian generals conspired to overthrow the king, but their plots were discovered and they were executed. The year before the Empire's conquest, two Cassian generals conspired to overthrow the king, but their plots were discovered and they were executed.

Some quick bullet points:

- Native residents are called Cassians, also the primary term used for the human population.
- Climate similar to the Pacific northwest, US (Washington and Oregon) and the UK. Coastlines, mountains, and towering forests dominate.
- The Kingdom of Castiel is predominately a human kingdom, with some elven (Thyshen) and dwarven communities. Three human cultures are primarily living in this area and one that disappeared long ago; Cassians (the local populace), Tressians (who are from the neighboring kingdom), and Avarians (a people who once lived in the region centuries ago). There are other human ethnicities from the surrounding kingdoms, but to a lesser degree.
- Frontier kingdom mostly surrounded by water. Farmers and fishermen for the rural areas with a few large cities who host many outsiders, due to the opening of waterway trade routes. Has a gritty survivalist feel - to give the closest possible past cultures to compare, a mix of the Celts/Picts with the Tressians (Arabian horselords).
- Magic in the region is not openly practiced at the higher levels of casting. Only minor clerical and elemental magic is dismissed as normal. To cast something that appears grandiose can be unsettling to onlookers and cause a sense of fear to spread that the elven mage-hunters (Hendrudae sun' Ro-fen) will learn of the incident.



1. Main Lineages/Races:

The Kingdom of Castiel has a limited number of lineages living and passing through the ports. To start an adventure as someone from Castiel, the core available races to role-play are humans, eidonias ('Thyshen' elves), feulinari (dwarves), and kerionis (gnolls).

Humans - the humans in this region are the dominant race and have lived here for thousands of years. The largest ethnic group is the Cassians, with people from bordering communities gradually settling in the larger cities: Tressians, Dracians, Madraderians, Glok, and Perussians.

Elves (Thyshen) – the elven people (eidonias) are a dim reflection of what they used to be, when looking back to their roots. Due to their prolonged absence from their home realm, they have lost their *grace*. In doing so, physically, they are now naturally taller than humans and their once lengthy lifespans have shortened. As read from ancient texts, their empire was founded after a massive elven army traveled to Enolia from another plane long ago, sent to stop an invasion. Their society has evolved into a militaristic governance, led by a supreme emperor and his generals. Strength and dedication are their cornerstone tenets, with organization and levels of leadership echoing their philosophical ideals.

Dwarves – dwarves (Feulinari) at their core, they are stern, no-nonsense individuals, happily left alone. This is not as true for those who have traveled far from the Feuris Halls. The feulinari of Castiel are not as driven by the call to precious metals and stones, mostly comprised of strong warriors and priests devout to their family and craft.

Kerionis – the Kerionis are hyena-like humanoids from the southern lands. They embrace their greater connection to nature and live by a set of longstanding naturalistic beliefs, attempting to shake the abrupt dismissal of the fae from the Fae Realm and insidious curse branded on their people. Their folk stories tell of being banished fae-sheun (lesser fae) who seek redemption from a past wrong committed by their ancestors.

HUMANS

You can choose either the base or the Variant Human build.

ELVES (THYSHEN)

The patrol commander crested the hill, surrounded by a sea of yellow, goldenrods in late summer bloom. Semphan Leric looked out to the line of distant hills. Based on the scout's report, he knew the adversarial force should now be an hour out. His troop of soldiers worked diligently behind him, finishing a hasty defensive position before their arrival. The sun should be setting behind the high ring of mountains by then, the last light's glare in the enemy's eyes. The raiders have been pushing hard, hoping to escape the Empire's territory after attacking a small township. They have no idea what awaits them.



The Thyshen (thahy-shen / pl. Thyshen thahy-shens) elves, or ‘displaced’ elves, come from a highly militaristic ancestry from the Eidonian culture. They are the descendants of a massive military force who invaded Enolia from another plane, desperate to stop the Shadow Lords before turning their gluttonous eyes on the elven people. Once the war was over, having no way to return, they carved out an expansive region for their new settlements. As the ages passed, as an unfortunate consequence of being distant from their home plane and gods, their elven ‘grace’ faded, and they looked less and less like their ancestors. But during this time, their political and economic power grew, forming a dominant empire to rival the other great nations of the north, what has become known as *Anuminum awsui Sealche Sansuri*, the “Great Project.”

The Thyshen People

Thyshens have changed physically over the time spent on Enolia. They have become taller, averaging above a human’s height, over 6 feet tall. Their rigorous training and demanding lives keep them slender, but their frames carry more bulk than they once did. Males and females have minimal distinctions in physical characteristics between them. Neither grow noticeable facial or body hair. Heights and weights might favor the male, but often not enough for an outsider who has not lived among the people to recognize. Their measured steps and demeanors are a pool of calm waters until the battle starts. As a general observance, the clothing and masks worn identify the Thyshen as male or female.

The “Great Project” means that all noble-blooded Eidonian elves in the Aerdalian Empire are required to wear full face covers when in public or attending special events. Those lower on the social ladder than the noble class are less strict on this observance but often do so to demonstrate honor and authority. For nobility, they will wear masks, helms, or veils to cover every part of their faces except hair and eyes, making them nearly impossible to distinguish from one another.

The type of face cover is determined by the rank of the wearer, with masks usually made of porcelain or metal being reserved for the royal family, landed nobility, and the special envoys and advisors to the royal family. This also includes those who serve on the High Council or are ambassadors to other nations.

Veils are worn by those who belong to the unlanded nobility, often those who have gained their rank through mercantile efforts or mastery of trade and craft. These are viewed as less worthy by the “Masked Ones” as they have fewer traditions than those of higher rank.

Finally, full helms and helmets are not limited to the ranks of nobility but instead reserved for those who serve in a military capacity, whether that is active, such as serving in the legions, or in a more passive role, like a commander of a fortress far from any battlefield. When a soldier retires, they also retire their right to wear the helm and instead assume either a helmet or veil, depending on where they belong.



The Divide

The class divide has exponentially increased as time has gone on. The noble class holds on tight to the reins of power, while anyone not of noble birth must endure the harshness of daily living. The Aerdalian Empire sits on the brink of civil war due to the rising tension between social classes, among other factors stoking the flames. No elven family 'house' has moved within the class hierarchy for over a century. If you are not of noble birth (althumati), falling within the upper tier of the social hierarchy, you belong to either the guilders (carcatri), traders (shumazi), clergy (aprinvena), commoners/peasants (arnortha), or thralls (umsarini). One's house is the center of their world, second to the Empire.

Of the Empire

Honor and duty drive the Thyshen elves to be disciplined, practical, and logical. Their earlier years can be seen as more structured and held to social norms than most other cultures of the region, even if far from any city and available social infrastructure. Elven adventurers are often driven by duty or following a path they deem worthy. The thrill of employing crafty battle tactics and working through deep lore excites their blood more than any treasure. They seek honor for their house and to demonstrate their devotion to the Empire or a righteous cause.

Thyshen Names

Thyshen elves are generally traditionalists, keeping their family names through the generations.

Name Examples

Female Names: Anistre, Ceceli, Corisa, Ferisa, Lovenia, Penveni, Raminhi, Sefuria, Tatiani, Vielia
Male Names: Aranis, Cnavesis, Leric, Resevnan, Spurisin, Tagerim, Tharnak, Velsulin, Velthin, Witnek

Thyshen Traits

Your Thyshen elf character carries on their staunch military lineage entwined in their bloodlines.

Ability Score Increase. Your Dexterity score increases by 2.

Age. Thyshen elves mature at about 15 years of age and have a life expectancy of 80 to 100 years.

Alignment. The Thyshen elves are connected deeply with their military upbringing, falling toward lawful tendencies more often than not.

Size. Thyshen elves average between 5 1/2 and 6 1/2 feet, slender builds, and weigh from 150 to 225 pounds.

Speed. Your base walking speed is 30 feet.

Senses. *Low-Light Vision* - You can see 120 feet in low-light, requiring only a minimal source of lighting in the area. Colors will be partially muted due to the limited lighting.

Keen Senses. You have proficiency in the Perception skill.

Military Roots. You have proficiency with the longsword, shortsword, shortbow, and longbow.

Thyshen Legacy. You can choose to Short Rest for half an hour versus a full hour one time in a 24 hour period.



Languages. You can speak, read, and write Trade Tongue (Common) and Low Aerdalian, the main language of all classes. If you choose the Noble background, you also have High Aerdalian, the language used by nobles of the empire.

Height & Weight:

	Base Height	Modifier	Base Weight	Modifier
Female	5 ft. 3 in.	+ 2d8 in.	140 lbs.	+ 5d10 lbs.
Male	5 ft. 5 in.	+ 2d8 in.	150 lbs.	+ 7d10 lbs.

DWARVES

You can choose either Hill or Mountain Dwarf build.

KERIONIS

The scent of honey blossoms fills the air. Rugda smiles as he views the young, vibrant saplings that have burst forth from the ground, a sure sign of a prosperous start to spring. This is his favorite glade to rest for a bit when herding his goats along the Loungva Range.

The Kerionis (kar-ee-oh-nuhs / pl. Kerionis kar-ee-oh-nuhs) are a peaceful people who prefer to exclude themselves from the outside world's happenings. They are farmers and herders who enjoy a simpler life and celebrate in the offerings of nature. From the passing of folktales carried down by the tribal seniors, the Kerionis are an exiled fae lineage from the Fae Realm, the Degu-ba-wek in their tongue. The truth of their exile is unknown, only referenced in the tale 'The Mother of Lost Children.'

One of the Clutch

Kerionis are a bipedal hyena humanoid lineage living in clutches. They are a naturalistic people who live in small communities on the Glwan Steppes. They typically stand nearly 6 feet tall and weigh from 200 to 240 pounds. Males are typically larger framed with thicker, darker-colored fur. Females are lither and have light-colored fur, generally displaying spotted or striped patterns. The skin tones vary from gray to light or dark brown. For facial features, Kerionis have extended muzzles, light to dark brown eyes, and standing ears.

Fall from Favor

Innak, the goddess of water, was tricked by her eldest son Vanku so that he could become the



King of the Fae. The Kerionis were believed to be her leading guardians to the Fae Realm, thus his greatest opposition. Making it look like the Kerionis were derelict in their duty, a horde of brutal giants invaded the realm and brought significant destruction. In her wrath, she exiled the Kerionis to the material plane.

Since then, the clutches have spent their lives cherishing what nature provides and avoiding any further conduct that might be considered disrespectful to Innak. For a few clutches, they have formed a bond with humans to hunt aberrations found in the northern nations, based out of the hidden mountain citadel and city of Sta-Marak.

Servants of Nature

Although dutiful to tribe and family, Kerionis have a long tradition of sending out their 'second-sons' to the Druids of Sta-Marak, hoping to mend what bonds they have remaining with Innak. Within the confines of an ancient city built within the mountains, crowned with an immense citadel, the Druids of Sta-Marak train new pupils to venture forth to oppose unnatural abominations that walk the world. The 'second-sons' are paired with an initiate to aid in their five-year journey, the ep-su-hinda.

Kerionis Names

Kerionis derive many of their names from their folklore and family stories passed down through the generations, most being Krinis-derived.

Name Examples

Female Names: Bindre, Brola, Drexli, Harli, Lenx, Mendi, Nori, Ruda, Tamsendi, Xri

Male Names: Bluth, Brun, Daxrix, Luppix, Merrik, Pixan, Rugda, Wekven, Wungret, Xrat

Kerionis Traits

Your Kerionis character has an assortment of natural abilities by virtue of their fae ancestry and their devotion to nature.

Ability Score Increase. Your Strength score increases by 1 and your Wisdom increases by 1.

Age. Kerionis mature at about 20 years of age and have a life expectancy of 60 to 70 years.

Alignment. The Kerionis are a people of tradition and a devotion to all things natural.

Size. Kerionis average between 5 1/2 and 6 1/2 feet, thick-shouldered, and weigh in excess of 180 pounds. Kerionis are Medium size.

Speed. Your base walking speed is 30 feet.

Senses.

Low-Light Vision - You can see 120 feet in low-light, requiring only a minimal source of lighting in the area. Colors will be partially muted due to the limited lighting.



Sense of Smell - You have a keen sense of smell. When making Perception checks that are related to the sense of smell, you have Advantage on the roll.

Nature's Bond. While in a natural setting, you have a +4 to Passive Perception against being surprised.

Languages. You can speak, read, and write Trade Tongue (Common) and Krinis, the Kerionis's shared language. Krinis is an old tongue, handed down through oral tradition. As it has changed little over the centuries, Krinis still contains a few words and has a rhythm similar to the shared fae language, 'Fae Speak'. With that, they can understand some words and phrases, but only on the rare occasion.

Height & Weight:

	Base Height	Modifier	Base Weight	Modifier
Female	5 ft. 3 in.	+ 2d8 in.	140 lbs.	+ 7d10 lbs.
Male	5 ft. 5 in.	+ 2d8 in.	150 lbs.	+ 10d10 lbs.

Kerionis Sublineages

Land's Guardian

As one of the direct descendants of the Land's Guardians, you have instincts for intense combat and a sense of survival.

Ability Score Increase. Your Dexterity score increases by 1.

Heavy Guard. You have proficiency in Heavy Armor.

Land's Caretaker

As one of the direct descendants of the Land's Caretakers, your talents lie in protection and cultivation.

Ability Score Increase. Your Constitution score increases by 1.

Speaker with the Land. Choose between proficiency in Nature or Survival.



2. Choosing a Class:

All classes are open, choosing from the following sourcebooks - PHB, XGtE, TCoE. Also available are any playtesting material we have available for the region.

3. Ability Scores:

For ability scores, use the spread: 15, 14, 13, 12, 10, 8.

4. Choosing a Background:

All backgrounds are open, choosing from the following sourcebooks - PHB, XGtE, TCoE. Also available are any playtesting material we have available for the region.



Kingdom of Castiel



Kingdom of Castiel's Notable Cities and Towns

