

# Chronicles of Ballidrous

## Campaign Setting

### Player Guidelines:

Here is a list of some Player Guidelines to apply while adventuring.

**Boundaries** - Boundaries... they exist. Don't encroach.

**Feel the Scene** - As a Player, you will want to shout out your ability and skill bonuses. Don't. Use this as a chance to role-play. Talk through the "who should do what" scenario. Adventures are not completely dependent on one success. So, even if the person to roll is not the leading expert in the party, let them at it. Have fun.

**Murder Hobo** - Adventure are designed to be immersive stories. Players will know when killing is a preferred plan. If unsure, ask. As an example, having a simple bar fight in a city should not result in a death.

**No Metagaming** - One of the hardest tasks for a knowledgeable player is to not act on knowledge a PC would not know. Please avoid these moments. This is also a dangerous slippery slope. Making decisions using out-of-play information could put a PC in a position that can cause more harm than intended. Truths to be accepted:

- Not all creatures encountered will be the 'floor model' found in the available core material. There are many reskins to be encountered in this world.
- When a PC acts as they should in a situation, showing common sense even when ignorant, can earn the PC extra XP. The game is not setup to punish, but create interesting situations for the PC to react as they would.
- If a PC should know details on a subject, whether lengthy or cursory, the DM will share what they know prior to committing to a decision. This is not a 'gotcha' game.

**No PvP** - Players will not attack or undermine other Players.

**Player Time** - Please be considerate of other players. Allow everyone a chance to contribute. Again, the game should be fun for everyone. Not every player enjoys an aspect of the game - some compelled more by combat than role-play. Fall to your strengths but embrace a chance to explore something new, not worrying about being judged. Introverts and extroverts can find a balance and get just as much enjoyment out of the game in different ways.



**Stay Focused** - Be courteous to all by being ready for your Turn and not distracted while at critical parts. Sure, the flow may abruptly change just before your Turn, making you have to rethink your next Action. That is fine and expected. Just know, a running clock may be initiated to help avoid the game from stalling or sputtering.

**The Final Answer** - Knowing the rules is awesome. But sometimes situations fall into a gray area. The easiest way to decide... the DM has the final say. Players are welcome to first quickly explain their reasoning, which can sway the final decision, but this will only be tempered with idea of not stalling the game.

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# The Kingdom of Castiel



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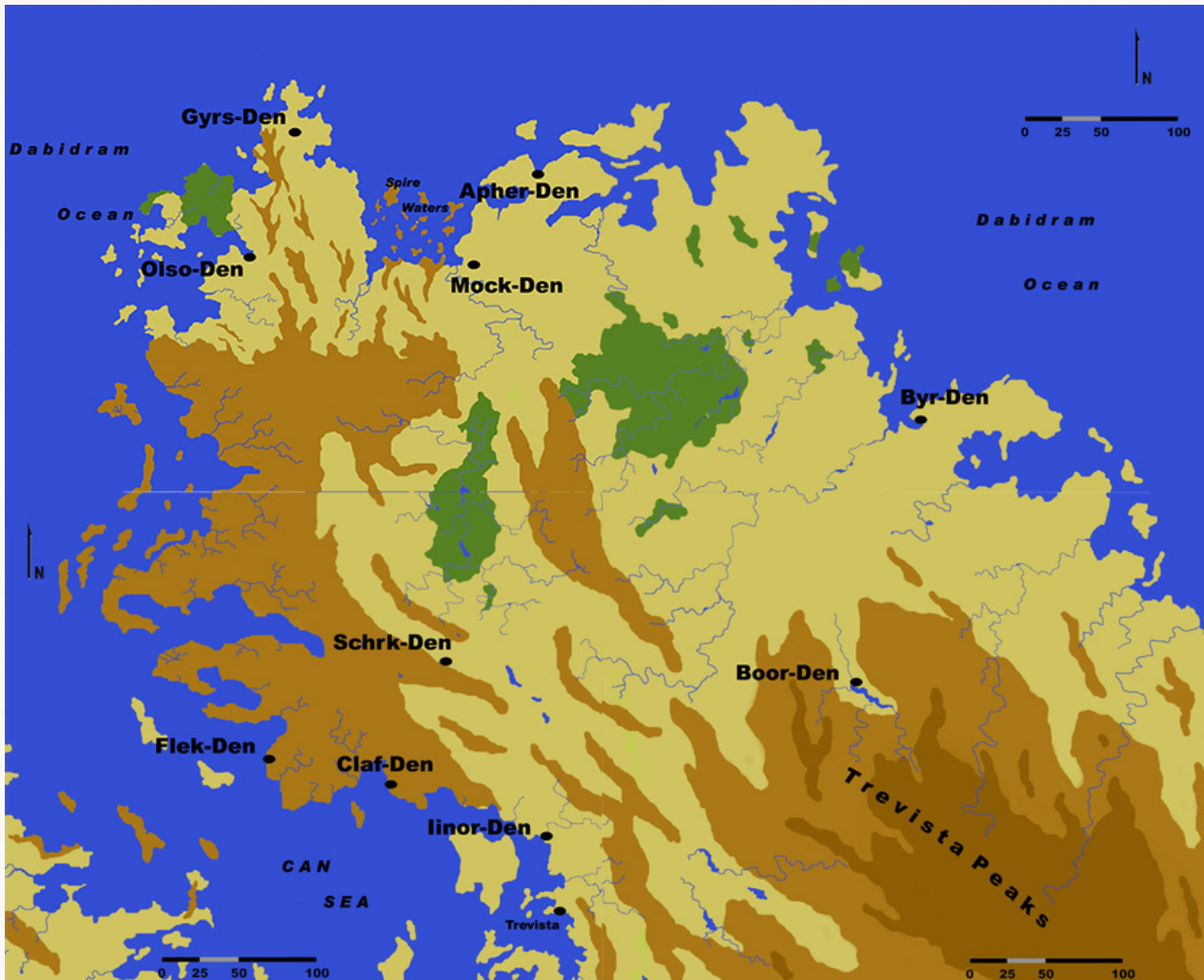


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The hierarchy goes Race - Culture - Ethnicity (did not include here as are broken down at the regional level). Example: Human - Cassian - Sulderat (who live in the northernmost lands of Castiel).

Human	Cassian	Pict Welsh	religious	fire dancer whisperer fae hunter ranger fae hunter sorcerer
Human	Dracian	Visigoth	strength endurance sea	Warden Witch raider barbarian elementalist skald
Elf	Eidonias	Roman	soldier militaristic lost grace	mage assassin seer legionnaire noble dancer build griffon rider
Dwarf	Feulinari	traditional		
Human	Glok	Visigoth	strength endurance war	wrestler monk warrior type barbarian berserker barbarian elementalist skald
Human	Irshuas		seafaring adventurer wanderlust	swashbuckler sailor type singer bard
Gnoll	Kerionis		nature protection	hunter protector druid build ranger build

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Gnome	Lanivena		craftsman		
Ratfolk	Laumvra		reclusive underground		
Human	Llylytwinn	Celtic	hero singular	hero type build/one on one druid type rock speaker plant	
Human	Madraderian		superstitious clever survivors	druid hunter jewelry artificer omen reader chanter bard	
Human	Perussian	Slavic	fate emotions	fate render build sorcerer seer witch elemental emotional paladin build monk body manipulator	fate touched
Eladrin	Sahanti		original elves fae touched		
Human	Tressian	Assyrian Akkadian		Lancer rider Chronicler ancestor build bard orator	Breeder/Groomer



Orc

Uttin

blood rager type build  
fire builds  
air builds

Halfling/water Wallentik

paladin build  
spriggan hunter  
calvary

Shifter

Zaidu

create different shifts - ram unborn  
create different shifts - wolf  
create different shifts - bird  
create different shifts - cat  
create different shifts -  
warlock type

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