

## **Dungeons & Dragons**

### **Telios**

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#### **The Early Histories of Telios, Time of 'Death'**

The land of Telios, lush and green by day, ravaged and blood soaked by night. It is a land that is both giving and thieving. With most of its country covered in open plainlands surrounded by forests, swamps, hills, and valleys. Thus making the main economic growth of Telios being the various crops grown, the unique animals hunted, and more interestingly the raided goods of the many wars Telios faces almost yearly. Telios, although deceitfully peaceful looking, has histories more blood soaked than most. The country of Telios is divided, cut up into various regions owned by different factions. To the East, the race of Man has constructed great cities and forts by which they lay content with their farms. To the North, the black hordes of man eaters known as Trolls have made their homestead, coming down into the South every season to raid. To the West, the Dwarves have dug in deep, building elaborate mountain fortresses and massive amounts of defenses as they face a constant battle between their survival as a race and the invading Tunnel-Spiders who now inhabit most of the Dwarven lands. To the South, The New Conglomerate of Tril whom believe it is their righteous cause to destroy all magic, their faction consists of nearly all races who accept their beliefs. All of these factions, all of their differences, and all of their laws, each of whom finding themselves at constant war. Eventually, there will only be one true faction of Telios, but whom?

A strange magic has dropped down from the heavens onto Telios, plaguing the lands with a mask of death and despair. Tales of wraiths coming in the night, carrying away people, burning villages, and always leaving without losing a single of their number. Probably the greatest casualty in all of this confusion, is the death of information. No one knows what is going on, and no one knows what each faction is doing. At the earliest signs of this evil, the Trolls were the first to disappear, driven so far North they haven't even dared go South for their seasonal raids. 5 years later, the Dwarves disappeared next, having no sign of their very existence being seen for ages. It was only a year after the disappearance of the Dwarves that the faction of Man began to receive a crippling blow to their economy as their wells dried up, and their farms began to fail. The faction of Man began to tighten their borders, sending all of their local villages to live closer to their keeps and forts. Relying solely on the trade with the New Conglomerate, the faction of Man began to lie dormant almost, having no dealings with the other parts of the country. However, during this time, the New Conglomerate of Tril began to expand their regions of trade far and beyond what they once owned. This, of course, is due to the underlying fact that they no longer have economic advancement from anyone else on Telios. Bringing in all sorts of races, people, and goods from across the world does bring a sharp cross to bear however, as they now are faced with the fact of new magics being brought to their Holy Land. Though some turns out to be simple sciences, some however turn out to be powerful arcane magics wielded by wizards and warlocks of the sort. This brings the coming of the year known as 'The Culling.' The Culling was the first year the New Conglomerate decided to focus on the magics being brought within their borders in the worst way possible, district burnings. What district burnings means is that a group of Conglomerate knights are sent within

a district that owns known wizards or wielders of magic, and they purify the district through a trial of fire. This of course has continued since the year of the great 'Arrival of Evil.'

It was only a few years after the year of 'The Culling' that the faction of Man mysteriously began to get back on their feet. Suddenly they began to show great prowess in economical might, they began farming again in great number, hunting herds of various animals, and more interestingly, mining. A great flow of resources began to flood out of the Western part of Telios, first being a strange new breed of crop that has managed to defeat the 'Great Evil' that famined their lands in the first place. Seemingly abundant, this new food source brought about many a great herd of starved animals, which in-turn were hunted. Sparking again their economy and the very life of their nation, the faction of Man began to expand to the very limits of their borders. Of course, all of this is due to the very intelligent wizards, alchemists, scientists, and nobles the faction of Man had to offer. They built great machines to carry water great distances, they made machines that could burrow great tunnels into the Earth, and they even made a machine that would allow soldiers to traverse terrain completely shielded of arrows, swords, and spears. It was almost as if a new era had dawned, and now it was the Conglomerate that was worried. Soon, many began to flee to the faction of Man, and eventually the border wars had erupted. The fighting began as a caravan was found dead right on the border between the West and the South, the remains of the caravan were scorched deeply and smelled of arcane magic. The Conglomerate only assumed it had to be the West, for it was their people that were burned by magic. The faction of Man to the West of course denied it, but the Conglomerate would hear no word of it, so the wars erupted. Forts were constructed, trenches were dug, armies were amassed, and graves were prepared, the season of evil had now truly begun.

### **The Current Times of Telios, Time of 'The War'**

Since the great border wars between the West and the South, not much else has transpired. Battles were still being fought on the borders, but most of the time the fighting was at a standstill. A lot of the time a few trenches and forts would be lost only to be taken back the next day, thus leading to a never ending war. During this time, many strange things have happened to the nations of Telios, rumors of battles being won on strange standards such as soldiers marching on positions only to find their foes already dead. The bodies by which they found would appear scorched and wreaking of arcane magics, the same magic that has been found at sites of destruction since evil had stepped down onto Telios.

No word has been given from either the East or the North since the wars erupted, the only beings from either of those regions that have shown their faces are the Tunnel-Spiders, but even then they only remain for a few moments before going back into their Eastern lands. Meanwhile in the North, strange tales have spread of odd creatures coming down from the snow glaciers that speak the common tongue, stand on two legs, wearing armor and wielding steel, but not being any of the known races, instead they appear almost animal like. Of course, these are all said to just be fantasy given that half of the people to have spread these tales are crazed men who are the sole survivors of caravans sent North to try and scout the region. For now, the war is at a standstill, the Dwarves are missing, the Trolls are missing, and nobody knows who or what is controlling all of the evil spreading within the confines of Telios.

### **Faction Facts of the West, Faction of Man**

The faction of man is almost like the vikings of old, wearing light armors of leather and chain, carrying axes, shields, and broadswords alike. The only distinction between them and the tribes of old is that their culture relies heavily on magic and basic science. With large aqueducts all over the lands to irrigate water to their many fields, and huge water towers that look like large wooden pots, allow cities and villages to sprout up around their lands and the economy to grow at rapid rates. Thusly, they have a large population, and an even larger treasury. Their trading ports are known to be some of the greatest in the entire world, causing the Western faction to be dominate in their industry. Even more so with their technological advancements they have invented through the years, from magical crops that can survive harsh winters to engines of war that allow their soldiers to live longer on the field of combat. They truly are the pinnacle of Telios, the very foundation by which the country stands. Within their borders they follow two Gods (or religions) of old, Leotos and Gan'drafal. Leotos is the god of many harvests, the main or dominate God of the West. Gan'drafal is said to be the fallen brother of Tril, a wizard and scientist at heart, he is said to bless any with his knowledge if they seek him. Although they do not really have any churches for their Gods, you can find many temples in which sacrifices of animals and crops can be made. It is also to be stated that with the many temples, comes many druids and monk orders for both of their Gods.

The government of the West is a very blood soaked line of kings otherwise known as Jarls. A Jarl is like a king, but has his rule spread between him and a council of noblemen. In this instance, the Jarl of the West is Denathorne. Denathorne is fifty-six years of age, a tall broad-shouldered man with a long beard and bald head. If the amount of scars and trophies that line his body and armor do not scare any ordinary man right away, the tales of his triumphs will. Within the Western rule, alongside Denathorne, lies his council. Each member of the council is appointed by Denathorne himself, and each member in-turn owns his own city within the Western border. (See cities of the West)

### **Faction Facts for the East, Faction of Dwarves and Spiders**

In the great mountains of the East, the Dwarves have built a great capital city (See cities of the East). In order to reach their great capital however one would have to pass the 3 great trenches, the many forts and cities in-between, and not to mention getting through the massive armies of Tunnel-Spiders that live and fight on the very doorstep of the Dwarven society. Each trench travels coast to coast on the peninsula that is the Eastern kingdom, and within each trench lies villages built into the trench itself, and within those villages live the soldiers and the poor. Between trenches lie cities which house the common folk, along with various forts and factories built into caves that house weapons, soldiers, nobles, and more. The Dwarves have made an entire nation built solely for war and the advancement of technology, combining both science and magic in such a way it would almost seem as if they were one.

The Dwarves themselves are half the size of a normal man by adulthood, and are usually very hardened veterans by a very early age due to the constant struggle for survival their nation faces. Shielded in magic imbued steel and iron armor, and armed with magical blunder-busses, axes, mauls, maces, swords, you name it and the Dwarves have crafted it. Probably their most infamous weapon of war is their mechanical tanks, running on arcane powers alone, they roll on four wheels armored head from toe and wield a massive cannon

made only for the destruction of life. Not much is known of the Dwarven government other than that they follow only one true king, in this case the king's name is Malakron. One of the only things many know about Dwarven physiology is that they have very long life-spans, living for hundreds of years. The Lord Malakron is thought to be one of the oldest and wisest Dwarves, living up to one-hundred ninety-eight years of age.

It wasn't until the Dwarves have finished building their capital that the Tunnel-Spiders first emerged, at first they were mere pests to the Dwarves. Thinking nothing of them, the Dwarves captured them and forced experiments on them for the various magics and weapons. Eventually, the Spiders amassed an army and attacked the capital by night, killing, abducting, and lighting the capital city on fire before retreating into the night. Thus lighting the spark of the great Spider-Dwarf war.

### **Tunnel-Spiders**

No one really knows much about the spiders at all, all anyone knows is that they are extremely good at war, and more importantly killing. When they first emerged into the world, they were abducted by the Dwarves, but it wasn't until the third year of their emergence that the Dwarves were being the ones abducted, not the Spiders. By the third year the plans of the first trench were being laid out, and by then the Spider forces were already preparing to march for the second time on the capital since their first attack on the capital.

Standing a head taller than the average man, walking on two legs, having 4 arms, the body structure of an actual spider, shielded in organically grown carapaces, and armed with organically grown rifles and swords imbued in dark magics. With speed faster than the eye can track, minds sharper than any sword, and numbers outnumbering any known race in Telios, it is by only a miracle the Dwarves have managed to survive for generations. Many a time they have appeared elsewhere in Telios, but they have only fought a Dwarf and nothing more. Everytime any of another race have attacked a Spider, the Spider has simply accepted death, not even unsheathing their swords.

Probably the greatest mystery about the Spiders, is where the Spiders go, there is no known cities or hives, they simply vanish.

### **Faction Facts of the North, Faction of the Trolls**

Being the actual native inhabitants of Telios, standing nearly 2 men in height, and brains equal to the most basic tribesmen, the Trolls inhabit the frozen North lands of Telios. Living in animal skin huts atop snow glaciers, the Trolls only leave their frozen lands for the prospects of the raid. Riding atop giant wargs (giant dog like monstrosities large enough for a Troll to ride as if it were a horse, very ferocious), and wielding giant clubs, axes, and spears, the Trolls ride out in a seasonal raid on the Western and Southern factions leaving no mercy. The Trolls themselves feed on most living things being human, deer, walrus, horse, but man flesh being their most prized favorite. In the early days it was said the Trolls would go East to feed on the Dwarves, stealing them in the night and eating them live on the road, but that came to an end when the Dwarves began to craft powerful weapons to send the Trolls fleeing in fright. Now the Trolls only feast on the people of the West and South, their numbers being unimaginable like a plague.

Only male Trolls have ever been seen, most suspect Trolls are born out of some magical ritual since females have never been spotted. Which would explain their numbers, but it does not explain entirely why the Trolls have no trace of magic at all about them. Some Trolls have been known to be 'tamed' by various peoples, but they never been known to make outposts or villages beyond their Northern borders. Although none dare enter their borders, the closest thing to outposts the Trolls have are their great watchtowers that line their borders constructed out of huge boulders that could only of been hauled by the Trolls themselves. Of course, since the time of the great 'Evil' the watchtowers lie dormant, and the Troll raids have ceased. Nothing is known of their government, or of much of anything of their nation's inner workings.

### **Faction Facts of the South, Faction of the New Conglomerate of Tril**

The Conglomerate of Tril follows around one giant and great capital city (See cities of Tril) with branching smaller towns and eventually branching out to even smaller villages. Within the great capital city it is a mixing pot of many various races due to the massive trading ports of their nation, but the further out you get the more humanist the populace tends to become. (See definition of humanist) The government of Tril is very special as the very nation is founded on a single religion, a God, named Tril. Tril was a God whose sole belief was that all magic and wielders of magic were the truest and most vile sources of evil, thusly making the magic and magic wielders the religious enemies of all followers of Tril. Because the religion of Tril is considered law by their nation, the physical leader of their nation is a divine king selected by their God alone, his word is sacred and divine law handed down from their God.

Thusly, because their hate for magic burns deeply, the armies of Tril march on all nations that are known wielders of magic. Their primary target since the dawn of their arrival at Telios is against the nation of the West, at first they were marching on the Dwarves, but by the time they began sending armies forth against the East the Spiders had already formed a wall of death to any who dare interfere in their war. (The only time the Spiders have been known to fight anything non-Dwarf)

Due to the lands of Tril unable to use magic, their weapons of war lie solely with the sciences of the world. Their armors are made from some of the toughest metals found throughout the world, the bombs use only the finest gunpowder, and their arrows are coated in poisons that could drop a man into an early grave in mere moments. Their armies are ruthless, and the government even more ruthless, they show no mercy when it comes to subjects of magic. They have been known to burn entire groups of innocents if even one single wizard were known to be in their midst.

### **Cities of the West**

Capital - Dunrook  
Sister City - Malstrad  
Brother City - Crol  
Mother City - Trutl

### **Cities of the East**

Capital - Mith'rock

Sister City - Trul

Brother City - Siltstead

Mother City - Ul'trock

**Cities of the South**

Capital - Trilliock

Sister City - Tulgrath

Brother City - Taldaros

Mother City - Velentroth