



# *Whispers of Tirathis*

## Player's Guide



# Whispers of Tirathis

*Salamat, Fremany, Euramer: all of these were great civilizations that were known to exist before the rise of Marco the Enslaver. We know much of their history, culture, and fall.*

*Dranor, Kalastan, and Shudical: all of these are lesser known civilizations but at least we know roughly where they existed and discoveries into their past still occur.*

*There is one civilization that Marco strived to wipe out above all others. All that remains of Tirathis are but whispers. We know more about the overly secretive Diran people than we do of those from Tirathis. Even its location is lost to time.*

--The Chronicles of Mezra, Chapter 23: On Pre-Marco Civilizations



In this campaign, you and your fellow adventurers will be free to do as you like in a mostly-sandbox-style game, but along the way, you may

explore the wild areas of Northern Kandor, join and oppose organizations, or even discover hints of a civilization long forgotten. Before you can set out on your adventure-filled journey, you need to a little more about the area. This guide will help you to prepare to face the challenges to come.

## Adventurers

In 1002AR, Kandor is a young nation still trying to find its way. Sitting on the west coast of the Loranon continent, its constant struggle against the wild elves to the north, the savage nomads to the east, and the naval might of Kansama to the south leaves little resources to focus effort inward. While Kandor has many trappings of an organized nation, the countryside is mostly wild, especially in Northern Kandor where this

campaign takes place. Adventurers, such as yourself, often find themselves able to engage in great heroics or vile deeds.

The following section presents information on the most common races and classes that one might encounter or aspire to in Kandor.

## Races

Kandor is primarily a country of humans, but other humanoids of any type can be found throughout the nation. Due to the proximity of Anvilrock and the Kharadin Forest, gnomes, dwarves, and elves are in greater proportion in Northern Kandor than the rest of the country. Small tribes of orcs, kobolds, and gnolls exist within the nation, with greater size and frequency on the borders.

## Dwarves

Dwarven history in Loranon is one rife with sorrow. The dwarves of the Cauldron Mountains to the far east continue to lose ground against the expansionist humans of Sasserine. The Spikeshroud Mountains is home to a few dwarf clans, but are extremely isolationist, especially the dwarves of Neverfall. Many of the dwarves now living in Loranon trace their lineages to clans from



# Player's Guide

other continents. In Northern Kandor, many dwarves hail from Anvilrock, a gate-town to the Underdark. The deep dwarves who live beneath the Spikeshroud Mountains make the occasional rare appearance in Kandor. The dwarves of Kandor are highly valued for their crafting abilities and there are many successful dwarven traders.

## Elves

The elvish population of Loranon is mostly concentrated in the areas in and around the Amedio Jungle, foremost in the nation of Elvareen. Elves are viewed with mistrust in Kandor, mostly due to the hostilities with the wild elves on the northern border. There are pockets of gray elf presence in the Nomandi mountain range within the border of Kandor, but they do not recognize any Kandori authority. The elves that do thrive in Kandor are most often high elves hailing from other areas, but it is a rare elf indeed who feels comfortable in Kandor. It is common for an elf who has become inspired by the human passion for magic to come to study at Boccorit.

## Gnomes

Gnomes have a long history in the area that came to be Kandor. Much of area that makes up Southern Kandor was tilled by gnome slaves before the Age of Recovery. When the Dei Exsilium came to an end, agents of Garl Glittergold arrived first in Kandor to reintegrate his faith into the population. If it had not been for the numerous conflicts that occurred after the fall of Marco the Enslaver, Kandor might have become a gnomish nation. Gnomes have integrated well into the human society of Kandor and Boccorit offers a speciality curriculum in gnomish illusion. Groups of forest gnomes are known to live in the

various forests of Northern Kandor, but they rarely make their presence known. Some forest gnomes have been known to ally with the wild elves beyond the northern border of Kandor.

## Halflings

Large numbers of halflings have been fully assimilated into Kandori culture. Some rural halflings that live on the plains try to stick to the traditional halfling way of life, but nearly all halflings who live in larger settlements find themselves equally comfortable amongst human company as they do halfling. There is no such thing as a halfling district in the cities of Kandor. Long-lived halfling teachers have become well-respected amongst the human population and halfling craft is highly desired by traders throughout Loranon.

Three halfling families have been raised to the nobility: the Brownlocks, the Honorhills, and the Millbridges. Numerous mercantile interests are run by prosperous halflings.

## Half-Elves

As with elves, most half-elves dwelling in Kandor have arrived from other lands. Half-elves are not spared the racism that is levied against full-blooded elves, especially since a good portion of half-elves are the offspring of the barbaric wild elves to the north. Half-elves in Kandor tend to band together, not able to find acceptance amongst the human or elf populations.

## Half-Orcs

Rarest of the races listed here, half-orcs in Kandor suffer nearly as much mistrust as those with elf-blood do. However, half-orcs are often valued for their brute strength and find places of success in many militant professions, from hired thugs to career soldiers. Though many of the half-orcs that



# Whispers of Tirathis

live in Kandor are of the "civilized" sort, there is a strong following that worships Gruumsh called the Cult of the One-Eye. While their activities are those of any who would worship the leader of the orcish pantheon, they place a special emphasis on the hunting and slaying of elves. It is whispered that the government of Kandor has worked with the Cult of the One-Eye in the past when dealing with the wild elves of Kharadin Forest.

## Humans

Humans make up the vast majority of the Kandori population and can be found throughout the nation, both in the great cities and deep in the wilds. Most of the humans in Kandor are descended from the slave stock that worked the lands of Loranon, though there is a significant slice of humans of eastern Euramerian ethnicity. Humans in Kandor occupy every rung of the socio-economic ladder and can be found in every profession. The humans have built Kandor from the ground up; from high to low, the Kandori are a proud people.

There are numerous human families that have risen to the height of nobility since the fall of Marco. The five most powerful hold position on the Greater Council, leading the nation in the city of Paldamon. In 1002AR, these houses consist of Astlei, Azureflake, Monate, Reard, and Tyrel.

## Classes

All 11 standard classes can be found throughout Kandor. Other base classes are present, but rare. Alchemists are plentiful amongst the rarer classes and most belong to the Order of the Vial, a guild that is based out Paldamon, the capital of Kandor. Inquisitors are often employed by justicars when hunting down criminals, and some justicars are inquisitors themselves, much to

the chagrin of their churches. Reclusive witches can be found in the northern woodlands.

## Barbarians

The few barbarians in Kandor are usually half-orc or wild elf in race. Already mistrusted for their race, these individuals find little acceptance because of their chaotic lifestyles. Often, they will band together in common company. Groups of wild elf barbarian bandits are a common problem in Northern Kandor. Human barbarians often have their origins from the ethnic Nomandi to the east.

The Children of Kharadin, lead by the wild-elf Fireleaf, is a group of barbarians who consider themselves freedom fighters, though Kandori authority endeavors to label them common bandits.

## Bards

Even though Kandor is known for its serious nature, it still respects music well-played and tales well-told. The noble houses are very likely to be patrons for up-and-coming bards who travel the country. Bards with noble patrons often find themselves embroiled in noble drama, and it is a common tale told by bards about other bards getting in over their heads (and sometimes losing them).

Aside from entertaining the populace, bards also find occupation amongst the sages of Boccort; many bards belonging to that esteemed school are used as field agents who are sent out to recover histories and artifacts. The Minstrels of Paldamon is an organized group of bards who are dedicated to the recovery of lost music and poetry. They operate throughout the country and can often be found amidst traditional adventuring groups.



# Player's Guide

## Clerics

Various faiths are represented in Kandor and each has its share of practicing clerics. While the Church of Pelor claims the most adherents, the lawful faiths have large followings. The Churches of Gruumsh, Nerull, Erythnul, and Vecna are specifically outlawed and their worship has been driven underground. Though evil, the Church of Hextor is legal and popular in Southern Kandor, where there is constant conflict with the nation of Kansama.

The churches of Heironeus, St. Cuthbert, and Wee Jas have been delegated law-enforcing authority by the state. Each of these faiths have agents called justicars who act as travelling judges; they often also act directly in the seeking of fugitives. Settlements without resident law-priests will imprison those accused of greater crimes until a justicar comes to town. Tenets of the three faiths often pollute the enforcement of secular law, so judgements handed out often vary based on which church the justicar hails from. For instance, Jasidin justicars are much more likely to sentence execution.

Besides the churches themselves, there are various cults and religious organizations that operate in Kandor. The Cult of the Ebon Triad seeks to merge the divinities of Erythnul, Hextor, and Vecna into one single deity and is considered heretical by all three of the individual faiths. The Cult of the One-Eye is what amounts to organized worship of Gruumsh in Kandor, and is often simply focused on the elimination of elves. The Company of Guardinal is an interfaith organization mostly made up of clerics with the Good domain, but accept any who would dedicate their lives to promoting altruism, respect for life, and the opposition of evil. They can be found operating within all aspects of society, from

fighting against evil humanoids to caring for the poor to rooting out evil in political structures.

## Druids

In the wilds of Kandor, druids are plentiful. Many villages boast local druids who assist with all manner of nature-related tasks, from agricultural assistance to weather prediction. While some druids work to ease the frictions between civilization and nature, there are druids who work against the Kandori citizenry, especially in the northern reaches





# Whispers of Tirathis

of Kandor, where heavy deforestation takes place. Most druids in Kandor worship Ehlonna, Pelor, or nature itself, but there is a significant amount of worship of the Battle Crow, who is a local primal deity specifically dedicated to the destruction of civilization.

The major druidic circle in Northern Kandor is lead by a celestial oak treant named Mossoak, and his leadership means that the circle is slightly good-aligned; many of the village-dwelling druids belong to this circle. There are several other minor circles in the area.

## Fighters

Fighters are the most in demand class throughout Kandor. Mercenaries, caravan guards, bodyguards, and outright thugs are common throughout the country. Those who actually have skill with their weapons can make a good amount of money.

The Green Dragons is a mercenary company operating in Northern Kandor. They are often contracted to deal with wild elf and evil humanoid issues that arise in the area. However, they also engage in smaller jobs requiring greater precision, such as caravan guarding, prisoner rescues, and possibly even smuggling.

## Monks

Monks are relatively rare in Kandor versus the other common classes. Most monks belong to one of the few small and scattered monasteries throughout the country. However, monks who specialize in unarmed combat often find themselves very valuable in some of the noble areas of Kandori cities where weapons are commonly banned.

The Order of the Swaying Meadow is the largest monk order in Northern Kandor. Their monastery is located in the Nomandi Mountains and they are well known for their

cultivation of rare flowers for their use in alchemy.

## Paladins

The paladin orders of Kandor are extremely militant and dedicated to various causes. The largest orders focus on defending Kandor's borders (including the border to the Underdark). Paladins of Pelor are the most plentiful but paladins of other faiths are common.

The Pelorite Order of Light's Council has long attempted to bring the Kandori government to focus more on good and law. They have had some success, especially with their noble allies in House Monate and House Tyrel. Their influence has been increasing dramatically lately and they are popular with the common populace.

## Rangers

With widespread wildernesses throughout Kandor, rangers are represented in large numbers and their skills are often called upon by groups who will be braving the wilds. The rangers in Northern Kandor vary greatly, with some specializing in survival in the wilds, others with hunting evil humanoids, and even others exploring the Underdark.

There is an organization of hunters that is mostly made up of rangers called The Arrow's Wrath, which specializes in hunting down rare and unique creatures. Oftentimes the output of their activities are worth quite a bit to the researchers in Boccorit. However, they have a bad reputation in Northern Kandor because of several incidents where their would-be prey fled into civilized areas causing various amounts of damage.

## Rogues

Rogues are plentiful in Kandor, and while a skilled rogue will always find work, the lawful



nation does not smile fondly upon those rogues who choose to be thieves. Rogues are found in various roles from thug to treasure hunter to gang member.

The membership of The Band of the Red Sash includes many rogues. The Band's stated goal has always been a lavishly described effort to combat the forces of the underworld, but lately the group has been mostly interested in increasing its influence in the country and looking out for its own. No thieves guild exists per se in Northern Kandor, but various feuding gangs rise and fall in Shorseshide from month to month.

## Sorcerers

While most sorcerous bloodlines were wiped out during the terrible reign of Marco the Enslaver, they have started to make a comeback in the past 1000 years. In Kandor, most bloodlines are still rare, except for the arcane and fey. Many attribute this to the presense of the fey in Northern Kandor and the promiscuous habits of the residents of Boccorit. Descendents of Mygrandin Antaloose came to Kandor approximately 600 years ago, and while very thin now, his blood still flows through the population. Very rarely a sorcerer will be born with the power of the Mygrandin bloodline.

## Wizards

Wizardy has absolutely thrived in Kandor since the beginning of the Age of Recovery. Those who came to settle here found a treasure trove of spellbooks and other arcane artifacts. Boccorit is built upon the greatest discovery of these. Not all wizards in Kandor study at Boccorit, but those who do find themselves with more open doors when it comes time to pursue their interests.

Wizardly organizations are numerous in Northern Kandor, as any two wizards who

share a common interest are likely to give their partnership a grandiose name.

## Whispers of Tirathis Campaign Traits

### Child of the Wilds

You spent much of your childhood in the wildlands of Northern Kandor. You have braved the elements alone and have learned how to survive in the unique environments of Northern Kandor. You gain a +1 trait bonus on Survival skill checks, and the skill is always considered a class skill for you. While in Northern Kandor, you gain a +4 circumstance bonus when using Survival to predict the weather. If you have the Self-Sufficient feat, you can an additional +1 bonus on Survival checks while within Northern Kandor.

### Blood of Mygrandin

It is thought that the blood of Mygrandin Antaloose flows through your veins. Whether that is true or not, you have an uncanny knack for swordplay and spellcraft. You are proficient with all martial swords and gain a +2 trait bonus on Spellcraft skill checks. If you are a sorcerer, you know one additional 1st level spell. There may be additional implications for selecting this trait.

### Sun-blessed

Pelor's presence is often felt in Kandor and you are especially smiled upon by him. Some even remark that you glow like the sun at times. You gain +1 to hit and damage against Undead. While in Kandor, you can cast Light once per day as a 1st level cleric. If your partron deity is Pelor, your Cure spells heal an additional point of damage. There



## 8



# Player's Guide

may be additional implications for selecting this trait.

## Slightly Mad

For as long as you can remember, you have had strange hallucinations: images of silvery discs, sounds of high-pitched babbling, and feelings of pure lust over magical items. Headaches usually follow your hallucinations but also strange power. There is a 15% chance per day that you suffer a hallucination and gain the spellcasting powers of a 3rd level sorcerer with the following spells known: 0--Detect Magic, Read Magic, Light, Mage Hand, Prestidigitation; 1--Comprehend Languages, Magic Missile, Expeditious Retreat. When using the spellcasting power of this trait, you can cast a number of spells in a single round equal to your free hands. You can cast these spells even if you do not meet the Charisma requirement. There may be additional implications for selecting this trait.

## Gregarious Traveler

You are a friendly sort and have spent much of your youth travelling throughout Northern Kandor. You gain +1 trait bonus to Knowledge (local) and Diplomacy skill checks while within Northern Kandor. You have at least one friend in each of the following settlements: Anvilrock, Boccorit, Dalist, Garriton, Oclaut, Redbridge, and Shoreside. They begin the campaign with a Helpful attitude towards you but this can change. They vary in influence from bums to mayors. Work with the DM to create these NPCs.

## Fey-blessed

You have a special attachment to the fey of Kharadin Forest. As a child, you were visited by fey on many occasions. You gain a +1 trait bonus to Diplomacy checks versus

creatures of the Fey type while in Northern Kandor. Also while in Northern Kandor, creatures of the Animal type must succeed against a DC 12 Will save to attack you; once an Animal makes a successful save, it does not need to make additional saves for 24 hours. There may be additional implications for selecting this trait.

**Boccorite:** You grew up in Boccorit, amongst scholars and magic users whose presence has influenced you. Choose two Knowledge skills. You gain a +1 trait bonus to these skills and they are always considered class skills for you. You gain a +2 trait bonus to Knowledge (local) checks concerning Boccorit.

## Underdark-eyed

You have spent years in the Underdark below Northern Kandor. You gain a +1 trait bonus to Knowledge (local) and Survival checks while within the Northern Kandor Underdark. Your low-light vision or darkvision ability is increased by 10'.

## Seafarer of the Torlani

You have spent much time upon the ships of the Torlani Ocean. You gain a +1 trait bonus on Knowledge (nature), Knowledge (geography), and Profession (sailor) skill checks while upon the Torlani Ocean. You gain a +1 trait bonus on Swim skill checks and the skill is always considered a class skill for you. You have a good name amongst the Mer of Mecadon and gain a +1 trait bonus on Diplomacy skill checks against them.

## Climber of the Nomandi

You grew up near the Nomandi Mountains and explored them on various occasions. You gain a +1 trait bonus on Knowledge (nature), Knowledge (geography), and Profession (mountaineer) skill checks while



# Whispers of Tirathis

within the Nomandi Mountains. You gain a +1 trait bonus on Climb skill checks and the skill is always considered a class skill for you. You have a good name amongst the nomads of Nomandi and gain a +1 trait bonus on Diplomacy skill checks against them.

## Northern Kandor Environs

Northern Kandor lies in the northwestern section of Loranon. It is a relatively newly settled area that is populated mostly by races that arrived in Loranon during the Age of Recovery. Though the citizens of the young nation revere law and order, the chaos of the vast tracts of countryside cause a balance that the druids of the Khardin Forest appreciate. The area is rich in lumber and ore, and farmers thrive in the patrolled areas near settlements. Additional material about the area and campaign can be found online at <http://chroniclesofmezra.org>.

## Anvilrock

The Smashhammer, Mountainforge, and Stonegrinder dwarf clans call Anvilrock home. Anvilrock is a near-surface settlement that acts as the gateway between the surface world and the depths of the Underdark. It acts mostly as a center for trade between Kandor and Underdark denizens. While it is not under the authority of the Kandori government, it houses the largest garrison of Kandori soldiers in all of Northern Kandor. The threats of the Underdark are taken seriously and the leaders of the dwarf clans welcome their presence.

## Boccorit

It is well-known that the Tyranny of Marco was vigilant in keeping the power of magic away from those in its thrall. However, rather

than destroying knowledge and items of magic, it hoarded them. Once such hoard was discovered in Northern Kandor in the late 700s by Sarina Spellmason, the granddaughter of Sundabar Spellmason. She would go on to become the headmaster of the college built atop the site, Boccorit, an academy dedicated to magic and scholarly pursuits. In the intervening years, Boccorit has become one of the most prestigious schools of wizardry in western Loranon. Besides the school grounds itself, Boccorit has also grown to become a community of itself. Despite Boccorit's prominence, it is still a settlement that is surrounded by wildlands. There are many tales of unsuspecting apprentices who encountered "experiments" loosed into the countryside.

## Dalist

Within the shadow of Mount Centifus lies the community of Dalist. While Dalist is a small settlement, it supports a great purpose. It was on this small isle that Mygrandin Antaloose shattered the Godskey to end the Dei Exsilium. Thousands of shards were scattered about the isle and the surrounding waters, and while it is believed that the remnants of the Godskey hold no more power, strange creatures are often attracted to the areas surrounding Mount Centifus. Like the garrison in Anvilrock, another strong contingent of soldiers is stationed in Dalist to counter some of the threats that occasionally come against the island. Mining in Mount Centifus is very lucrative. The Mer Kingdom of Mecadon exists with the waters surrounding the island, and since the Mer refuse to approach the Torlani Coast, Dalist acts as the point of trade between the Mer and Kandor.



# Player's Guide

## Garriton

Garriton is as much a fort as it is a settlement. The wild elves of Kharadin Forest are openly hostile to the humans that would chop their forest down, and Garriton acts as a base for military endeavors as well as for lumbering operations. In the northern most reaches of Kandor, rare trees are a bit more plentiful and occasional copses of darkwood can be found.

## Oclaut

As Garriton is to the lumber trade, Oclaut is to mining. Though the Nomandi Mountains are populated by dangerous humanoid races, they are rich with ore. Oclaut acts as a base for various prospectors, metallurgists, miners, and guards. Smelting and smithing operations are also conducted in Oclaut, with advanced facilities for making steel and mithral. Very rarely, adamantine ore that fell from the heavens will be found in the Nomandi Mountains and Oclaut boasts the arcane apparatus required to smelt that rare and expensive ore.

## Redbridge

Bountiful farmfields surround the community of Redbridge. It is a typical rural town in all ways except in the object that gives it its name: the Red Bridge, a magically-constructed relic from before the Age of Recovery. It spans the entire length of the River Drearian as one solid piece with no fractures marring its surface. Redbridge is often used as a crossing point for those traveling by land into Mid-Kandor.

## Shoreside

The only settlement in Northern Kandor that can be called a city is also a port. Though it sees much trade flowing through it, it is home to many beggars, bums, and scoundrels.

The streets are full of rubbish and it takes some searching to find a clean glass to drink from. A fortress in all but name, the House of the Dark-Eyed Lady sits atop a high cliff, looking down on the city. The House is the center of Jasidin worship in Kandor. The Jasidin in Shoreside are especially stern and swift to enact their form of justice on the populace.

## Streamwind

Those wild elves that do not wish harm upon Kandor dwell in Streamwind, a village close to the Kandor border. The very few that wish to make peaceful contact with wild elves do so through Streamwind, but they seldom have items of worth for trading. Though the wild elves of Streamwind do not actively engage in hostilities versus the humans of Kandor, that does not stop troops from rampaging through the village looking for enemy combatants. The village has been razed by Kandori soldiers on occasion, but it is always rebuilt. When asked why they rebuild, the wild elves simply say, "It must be so."

## Recent Events

### September 1001

- Burning Eye, a will-o-wisp servant of Boccob appears in Boccorit, staring at the Great Closed Door for 14 days before vanishing without a word.
- Residents of Dalist report strange pinkish-red lights flitting about Mount Centifus. Investigation reveals nothing, but four shards of the Godskey are found this month, doubling the amount found so far this year.



# Whispers of Tirathis

- Pirate attacks increase all along the Torlani Coast. Cap'n Onebrow is responsible for looting and sinking the Noble Dove, flagship of House Monate.

## October 1001

- A series of tremors are felt throughout Northern Kandor.
- Hostilities with Kansama escalate. Battles upon the sea and the border intensify.
- The undead population around Mortib's Tower increases dramatically, but they do not expand out of their normal area. There is no word from the necromancer Mortib about his intentions.

## November 1001

- During the evening of November 4th, a falling star smashes into Lunos, Mezra's second moon. Meteor showers persist for the rest of the month.
- A wild elf offensive causes strife from the northern border to the River Rearidon. Kandori troops from Anvilrock are called in to quell the attacks.
- While the garrison is away dealing with wild elves, several duergar raids are conducted on Anvilrock. While two dozen dwarves are slain, many non-dwarf residents are taken away as slaves.

## December 1001

- Kandori troops burn the entire village of Streamwind to the ground before being routed by wild elf berserkers.
- The Order of Honor discovers and destroys a cell of the Cult of the Ebon

Triad in Boccorit.

- The orc Split tongue clan strike out against prospectors and miners who increasingly delve into their territory within the Nomandi Mountains.

## January 1002

- Valadon Trusilion, a gray elf, becomes the first non-human headmaster of Boccorit, much to the dismay of the Kandori government.
- Ragwartslyn, Red Scourge of Tosir awakens in the Nomandi Mountains and flies across Northern Kandor out past the Torlani Coast, causing panic in his wake. The very old red dragon causes no damage otherwise.
- The Scions of Paldamon, an adventuring company, goes missing while adventuring on the Koliri Plains.

## February 1002

- Wild elves return to the site of Streamwind and rebuild.
- Several children go missing in Oclaut.
- Funded by House Tyrel, an expedition of half-a-dozen ships leaves Shoreside in search of the Island of Dira.

## March 1002

- Lia Garrion, a resident of Redbridge, is imprisoned after drowning her two children in the River Drearian and awaits the arrival of a Justicar for trial.
- Several more children go missing in Oclaut.
- The mayor of Garriton is killed by a wild



# Player's Guide

elf assassin. The garrison plans retributive sweeps into the Kharadin Woods.

- More than usual, rumors spread throughout Northern Kandor that a sorcerer possessing the power of the Mygrandin Bloodline is alive and active.
- The Whispers of Tirathis campaign begins.

