

# Tekralh

– draft notes to aid in character creation

## Religion

On the continent of Tekralh the primary religion is primarily centred around the worship of a single God – He Who Made The World And The Sky, The One True God, The Creator. Even the Horde of Goyne share a similar religious belief, but they know him as The Artist; and this is where many of the area’s conflicts arise.

The Creator is normally portrayed as a mighty being seated on a throne of clouds. At his left hand sits Death, a skeletal, robed figure with a scythe, while on his right hand sits an enigmatic being called the Master of The Game.

According to **The Book Of Words**, the holy book of the Tekralh Faith:

*“In the Time Before Time there was only formless Chaos.  
Through this Chaos moved Eldar Gods and they were content.  
Then the Creator stepped forth and inscribed The Book Of  
Life...”*

*“The Creator’s sons Dydax and Darn found the Book and  
opened it, calling forth order from Chaos and creating the  
world.*

*“Each line they read called a new life into being until  
eventually the world was teeming. And the Eldar Gods were  
silent.”*

The Tekralh Faith has two primary strands, depending on which Son you believe actually read the Book first and called all the beings of the world into creation.

The strongest and most popular branch of the Faith is **The Dydaxians** – who are Lawful by alignment, but also very fundamentalist, taking the Book of Words as the literal truth. They practice astrology.

**The Darnists** are more chaotic and open to free thinking, reading much of the Book of Words as symbolic. They practice astronomy.

The most influential prophet of Dydax appeared out of the Wastelands about 700 years ago, at the oasis that now forms the heart of the Holy City of Dydaxiabad in Ahduin. His name was **Hargrave** – also known as the Crossworlder – and legend has it that he still walks the earth to this very day. Hargrave believed that the Faith should embrace and absorb all rational ideas and concepts into its belief system.

The Darnists have their own prophet from around this time – the outlawed, heretic

**Marb** who advocated questioning every aspect of the Dydaxian religion and even proclaimed that it was really only a general structure for individuals to build their own ideas on. The teachings of Marb, although proscribed in The Kingdoms of Mejia are catching on within the Horde of Goyne.

After the Creation, the Book of Life was passed to the Master of The Game, one of the three elements of The Creator, who reads from the Book and oversees the passage of nature.

Once the Kindred Races had been called forth from The Book and given life, they were granted Free Will by The Creator. Unfortunately this gift was quickly corrupted – wars and arguments erupted between the Kindred Races, blood was spilt. In his anger The Creator shattered the single moon the world had at that stage and a silence fell over the world for 40 years.

After the Sons of The Creator (and their prophets), come the saints – mortals who have Stepped Beyond, chosen by the Powers to assist them in running the world.

The saints are also the inspiration for various knightly orders in the Kingdoms of Mejia.

Among the better known are:

<b>SAINT</b>	<b>PRIMARY STAT</b>	<b>SYMBOL</b>	<b>NOTES</b>
St Nikolas The Law	Intelligence	Scales	These knights are businessmen, bankers, merchants etc and run the country's primary banking/loan network. St Bikolas is the guardian of the Gates of The Afterlife, decides who has been good or bad and hands out goodies at Festivus.
St Stefan The Silverblade/Silver Hand	Charisma	A silver hand	These knights are paladins (Holy Order Of The Silver Hand). He has a sword which can transform into any weapon and the tales of his fighting prowess are legendary.
St Louise	Strength	A snake	Her knights are all female, favouring

			scale mail and green colours to match their patron's symbol. She is the chief of the saints and has the ability to control animals.
St Rolfe The Dragon	Wisdom	A dragon	A man with no face who can slay with just a nod of the head. A feared silent dealer of death. His knights are silent and cunning. Great tacticians.
St Peter The Hurricane	Constitution	A tower or a castle	His knights are engineers, siege engine designers etc He is usually seen on the shoulders of a giant rock golem-type creature that travels everywhere with him and has the ability to control the weather.
St Timothy	Dexterity	A chalice/goblet	The patron saint of rogues, he is known as a foolish prankster, but never wicked. His knights are reckless but always good company.

# Classes

## **Clerics**

– all clerics of the main Church of The Faith are of Dydaxian religion, but not all clergy are clerics. Many magic-users are also powerful figures in the Church.

The Head of the Clergy is called The Magus – magic-users not in the church are known as sorcerers, wizards, illusionists etc

Law and Chaos are the dominant forces in this world (rather than pure Good and Evil) as these are tools that can be used for good or ill. Therefore spells that detect alignment actually detect relative strengths of ‘law’ and ‘chaos’; while the paladins innate ability to ‘detect evil’ actually detects ‘intent to do evil’.

## **Druids**

– priests outside the mainstream who worship either the Eldar Gods or (more socially acceptable) The Master Of The Game (who they depict as a creature with a stag’s head).

## **Monks**

- Only dwarves, gnomes and humans with a very convincing backstory about being trained by dwarves, can learn the dwarven martial arts that are an integral part of their particular religion.

## **Knights**

– Knights are born officers and leaders and knightly orders are small, restrictive clubs. On a battlefield, the knights make up a very small percentage of the fighters and warriors.

### **Knights of St Nikolas**

– run a banking service, taking a tithe of 10% for themselves, which allows merchants, knights, travellers etc to deposit large sums at one branch of the order and be given a note of credit, which can then be taken to another branch anywhere in the Known World and cashed in for the sum described.

### **Holy Order Of The Silver Hand**

- (1) Paladins must be first in and last out of any battle with infidels, cannot retreat unless outnumbered three to one or, in a war, ordered by a superior.
- (2) Must, if male, grow a beard, as symbol of virility and strength.
- (3) Vow of poverty – must give all but 10% of their property to the their Order.
- (4) Answer only to The Magus, head of the Dydaxian Church, not local kings, barons etc etc

## Race

*“As They read more beings came to life; men and women of all shapes and sizes, animals of the field and forest, nature spirits, creatures of the air and stars...”*

- **The Book Of Words**

**Dwarves** – Originating mainly in The World’s Edge Mountains, which they call The Deng Fang Mountains. Dydaxians believe that the “creatures of the stars” are dwarves and there call them Celestials, but Darnists believe this passage from The Book means there are other creatures of The Book (“brothers in the stars”) out there.

Dwarves live a communal, underground life and have little understanding of personal space etc. They think of the “group” or of the “community” ahead of the self. They seek inner peace and harmony within themselves and the study of their complex bureaucracy of gods, harmonised through their own system of flowing martial arts which focuses the mind and helps you become one with the universes.

They tolerate Dydaxians because they know they are wrong (dwarves can be quite smug when it comes to religion), while Dydaxians embrace them as “lost brothers”, who have yet to discover the true path to The Creator.

Dwarf criminals are usually sold into slavery for an amount of time depending on their crime; their internal wars also generate political prisoners who remain slaves until their own tribe pays a ransom or alliances change.

**Halflings** – Originating from the island chain known as The Pogles, Poglins are all Fundamental Dydaxians, building nice churches across their undulating islands, observing prayer times etc

**Gnomes** – They inhabit the grasslands, woods and steppes around the dwarven mountains. Druids refer to them as “nature spiits”.

**Elves** – there are no elves (or half-elves) in Tekralh.

# Lands

**Mejia** – The Gateway Kingdoms; a collective of five kingdoms ruled by a Council of Kings headed by the King of Mejia, currently Ludwig V. King Ludwig is married to XXXX; his chief advisor is XXXX.

The kingdoms are: Mejia, Norll, Ouesterland, Sudland and Tehron.

**Zenn** – an island, north-west of the Wastelands of Kraan, rich in flora and fauna and home to native tribes of predominantly female warriors, who adorn themselves in various leathers and jewellery made from bone and precious stones. Their Queen is Staghind Starlight.

**The Pogles** – the island chain to the east of the Kingdoms of Mejia is home to the halfling people, who live a very rustic and rural lifestyle, existing mainly on self-sufficient farming and small-scale mining operations. They have no central government; each community has its own headman who governs local affairs.

**Wastelands of Kraan** – spotted with odd communities, this area is mainly feared for the large tide of orcs, gnolls, humans, ogres etc heading slowly from the south under the command of the mighty half-orc warlord Goyne.

**Green Hell** – far off to the east is a landmass of unknown size covered in dense rainforest jungles. Westerners have barely set foot on this continent and report only traces of ancient ruins and pieces of strange pottery. It is said that this ‘Green Hell’ is home to the semi-mythical Dellan Empire, but no one has ever seen a member of the Kindred Races there.

**Deng Fang Mountains** – home to the ancient dwarvish kingdoms, who keep to themselves pretty much. There are rumours of further human habitations on the far side of the mountains, but no one has been there.

**Mountains of Madness** – their very existence is considered mythical as they are said to stand at the edge of the world. However Dydaxians point to a particular passage in the Book of Words that suggests they might be a reality:

*“When His work was done, The Creator retired to his Lonely Tower and looked out. He was pleased with what He saw.”*

Dydaxians believe that the Lonely Tower stands at the highest point of the Mountains of Madness. They also believe that if you can find the legendary town of Moorvale, you will be given directions, or at least clues, towards finding the Lonely Tower.