

The Dracanus Lore Manual

V0.0.1



The World of Dracanus

Important Events

The Creation of the Carsaric and Arranna

In a time long past in an age of Higher Magic two rival Arcanists at the height of their power engaged in a war against one another, at first the two fought one another in a magical duel, unleashing powerful elemental blasts, summoning horrendous other worldly beings, and warping the fabrics of space time and reality. Despite this battle lasting for countless hours the two rivals could not triumph over one another, yet instead of calling the battle a draw and leaving the field with mutual respect, each withdrew to their Spell Towers consumed with bitterness and hatred towards their rival.

Thus begun what to historians was called the “War of two Wizards.” The Two Arcanists began building armies and unleashing them at one another, though each army continued to be stalemated or completely destroyed by the opponents, this lasted until neither of the Arcanist could find anyone willing to become soldiers in their armies. However this did not curtail the Arcanists and each began applying their magical abilities towards creating the perfect warrior servants. The First of the Carsaric and the Arana emerged, from the Arch-Mages Towers. It’s unsure exactly what went into the process of creating these beings, whether other intelligent beings were merged with lower animals or if they were crafted from arcane material much like a golem. What is known is that the Carsaric have all the attributes of Canines whereas the Arana have the attributes of felines. It is also known that what started out as a small group of each eventually grew in size, until both of the new Species were of sufficient numbers to field armies.

For years the war continued the Carsaric and Arana battling one another with neither side gaining any more of an advantage over the other the stalemate continuing unheeded.

However what the two Arcanists didn’t count on was a contingent of Arana and Carsaric coming to an agreement between one another to end the bloodshed to their fledgling Species before they were destroyed by what they both decided was a senseless war. The Arana and Carsaric turned on their Masters allowing a group of their rival’s warrior’s access to the spell towers. The Arcanists each finally slain the battle ended, allowing the Carsaric and Arana to finally live in peace rather than as tools in the engine of war.

The Elven Divide

In ages past the Elven people were one, as a Species they lived in a community of harmony and peace, their society cohesive and strong, then an event lost to memory caused the Species to split into two factions. The event escalated and the two factions became even further disparate, eventually war broke loose and the losing faction was driven below the surface of the world to escape utter annihilation.

The Surface Elves attempted to rebuild their society based on the traditions and beliefs that had been the norm for many centuries where as those driven underground their numbers significantly decimated cast off the traditions of the past and began establishing an underground city stronghold which they named Val’Tekallas. They renamed their Species as the Dakar an ancient Elvish word which means “Born into Darkness”

Over time much of the animosity between the two now separated Species had dwindled but the effects are easily noticed by mere sight of the two Species, the Dakar physiology having adapted to life underground have bleached their hair white and added a grey cast to their skin pigmentation. They also find surface life uncomfortable, their eyes accustomed to the pitch black darkness of the subterranean world has made them sensitive to light.

Though a great amount of time has passed (even for long lived Elves) the animosity between the surface Elves and the Dakar still exists. The two peoples treat each other with restrained hostility, which could easily resort to violence with the slightest trigger.

The Great Game

When the First of the Minotaur were created and placed upon the Madragar Isles of Dracanus the people called out to their Gods in order to create a form of government to lead them in the goals set forth by their Divine creator.

The Gods applauded their creations wisdom in seeking their divine consul and replied “You will create Labyrinths beneath the isles, where the young will be trained and tested to become the champions of the world, only the strongest and wisest may become Citizens of the Mighty Empire, and only the most competent may become leaders of these Champions.”

The Minotaur peoples built a vast underground Labyrinth, interconnecting each of the cities and isles of Madragar, The Clerics of the Minotaur Gods would oversee changes to the Labyrinth, ensuring that no one Minotaur could ever gain foreknowledge of its layout or its challenges. Each Island and City would be responsible for its own sections of the ever changing Mazes beneath their streets. All Minotaur wishing to be considered full citizens of the Empire would enter their home’s section of Labyrinth and defeat its challenges as well as be victorious in combat against others vying for the honor.

Even becoming Emperor one must negotiate the paths of the array of twisting trapped corridors and fight the current emperor for the throne.

The Origins of Mindani

(Contributed by Seiaeka)

The Scattered-brained, Magpie-like Species of Dracanus. Very little is known of their history, as the Mindani aren't known for their accurate record keeping, or any record keeping in general. Most of their history is passed down through campfire stories and songs that change on a nightly basis from generation to generation, and most other Species consider these to be wildly exaggerated. However, some scholars of the historical society have found that the most consistent story among the Mindani, is that they were borne of the mystical fae, giving the Mindani a possible similar ancestor to the elves. Of course, most elves vehemently reject this often citing that it is something Mindani have attempted to spread to and is about as true as any of their other wild and improbable stories. However scholars and historians have found scattered written accounts that speculate on this possible connection.

One Scholar (who has been laughed out of academy by his peers) attempted to submit a paper outlining a theory that Mindani and Brownies hold a common Ancestor which explains the markings that extend from their eyes to their cheeks and their penchant for taking items that do not belong to them.

The Gathering of Biranas

Every year Bards, Entertainers, Priests of Biranas, Musicians, Poets and other artists, gather together in a large revel in which they drink, exchange stories, songs and lore, acquaint themselves with others, and to compete in many games and contests primarily the **Barantas** which is a competition between Priests of Biranas and/or Bards wherein they will attempt to outperform one another through song, story, poem, or Ballad. These competitions often have the current speaker attempt to insult the rival while expand upon their own prowess and skill.



Places

Dol'Terra

(Nevada location for Dracanus) A desert trading community that is situated on a large Oasis located between the Kingdom of Lyonnaise (human kingdom to the north), the Emirate of al-Bahrayn, (human area to the south and east), and the Hall of the Stonefeet (Dwarven stronghold to the west).

When the Dakar originally made it, they were trying to compete with the dwarves, but rather quickly lost that Species. Seeing that there wasn't much else around (at that time), they sealed up the tunnels and forgot about it.

The monsters that prowl the desolate wastes of the desert have become more cunning and strategic due to living in this sparsely populated area, the Goblinoids that infest the area near the western mountain ranges are common problems for the Dwarves of Stonefeet as well as those traversing the Trade Routes between the cities, because of the harsher conditions and lower populated area's they have adapted to the region and tend to be better organized, more able to come up with cunning strategies and blend more with the desert environs. (Concept of Dol'Terra submitted by MarkTheDM aka Spooky)

Dramos Isle

This Tropical Island is home to a matriarchal society. A single City dominates the center of the isle while town and villages are scattered about the perimeter. Visitors to the isle are warned to avoid entering the dense jungle that has been heavily trapped and scouted. The Roads connecting the villages and City are all heavily patrolled by expert warriors armed and armored with their sacred metal. Males that reach maturity are removed from the island to a village located on the main land where mothers remain with them till adulthood where upon the woman is permitted to return to the Island where the male is exiled.

The Kaldarian Mountains (Dwarven Lands)

Built into the vast mountains of the Kaldarian Mountain ranges are the fortresses, strongholds and cities of the Dwarves. The Dwarves built their homes with two purposes...for protection from the dragons that also live in the region and to be closer to the minerals and ores which they mine from the depths.

Madragar Isles (Minotaur Islands)

This chain of Islands is the home to the Minotaur, a Species of Warriors and Scholars whom pride themselves on their strength, knowledge and honor. They consider themselves to be superior to all other Species, it is their belief that the Gods created them to conquer and rule the world with all the lesser Species subjugated under their rule as slaves.

Beneath the cities and ocean is an interconnected Labyrinth where the Minotaur train their young to become warriors.

Val'Tekallas (Dakar City)

Far below the surface of the world are the cities of the Dakar. Val'Tekallas is the largest, and first of the Dark Elven cities. Each House is a fortress in its own right, housing a family, retainers, slaves and warriors. In Val'Tekallas all Dakar are of a Nobel house, there are no slums, no paupers or beggars. Each house continuously vies for position and status in the city; brother and sister compete to become leaders of their families. Each Family competes with other families to advance their overall ranking in the city (with the leaders of the families all vying for a position on the Not so Secret Ruling Council of the City) and all of this is done with only one rule.....Do what you want but don't get caught.

Nexus

(Ontario Location for Dracanus) A small border village on the fringes of society situated at the hub of several lines of power (Ley Lines) and trade routes. Over the centuries, Nexus has changed hands having been ruled over by almost all of the Species. Vast and sprawling ruins surround the now tiny hamlet speaking of the massive civilizations that held the land over the course of time. To this date no one has retained possession of the area. Former Cities have all fallen to ruin either by war, natural disaster or other more mysterious and unknown reasons.



People

Kiki

A Mindani woman who owns a shop in Nexus named “Kiki’s Antiques, Collectables, and other Sundries.” When not seeking products to fill her shelves (or out for a picnic because “It’s such a beautiful day”), Kiki can be found behind the counter of her shop munching on cookies, sipping tea from her favorite cup and handling one of her acquisitions that she “found” during her many wanderings.

The shop itself is cluttered and crammed packed with various items though Kiki says it’s organized in a way that she can find whatever is there and can give detailed descriptions (that change from one telling to the next) of every item contained within.

The Huntsman of Dol'Terra

(Contributed by **MarkTheDM** aka “Spooky”)



A human ranger whom travels around the area near Dol'Terra, stopping occasionally within the town to resupply and settles any disputes brought to his attention by the townsfolk whilst there. The Locals simply call him "Huntsman" not knowing his true name. He treats all who talk to him equally but sternly, as if the person talking to him is important, but there are other very important things on his mind. Many of the townsfolk credit him with being the reason that the desert Orcs of the area haven't over run the town and that the raids they do perform are infrequent and typically easy enough to fend off, however there are those that disagree with this viewpoint.



Guilds and Organizations

Dracanus Medical Guild



All practicing medics in the world of Dracanus receive their formal training from this guild, whether it is at one of their city Colleges or by a wandering tutor, once an initiate learns the basics of this occupation, they are granted the guilds sigil.

The Adjudicators



This group is feared across all of civilized Dracanus as they are empowered everywhere to adjudicate the law. They travel far and wide passing through city and village alike with only one purpose, to administer justice and no one is exempt from their judgements King or peasant, noble or slave, if the Adjudicators suspect a person of a crime they are put on trial.

The Arcanists Lodge - Intacill Argoths College of Mysticality.

(Created by Trevor Cahill)

This Arcane Institute was created nearly 270 years ago and has been sending out Magic users of all types to aid in various manners where their expertise is needed. Though many appear either on battlefields to support the front line



fighters, or to shore up the defenses of Fortifications or encampments in order to turn the tides of battle in favor of those whom have hired them or to ensure a quick and decisive victory. They are also seen in villages and hamlets aiding the farmers produce better crops or summoning up animals to replenish a depleted stock.

Many assume that the easiest way to kill a Magic User is to get in close and hit them before they can cast, assuming that they are only good for Ranged attacks, and to merely wait out the limits of their ability to cast spells for the day, However the first thing the lodge teaches its initiates is to keep Opponents at bay so as not to allow them to get within striking range, they are also taught to use their magic sparingly to use mundane methods over Arcane so as always to have something in reserve and to learn some ordinary weapon to use if and when all else fails.

Inatacill Argoth the Lodge's Master and Founder though Human has continued to preside over and actively work amongst the initiates and instructors of the Lodge since its inception. Many speculate on how he has lived so long and rumours of pacts with Demons, Vampirism, access to a Magical Font, even dabbling in the forbidden Knowledge of Karish Val Mordga (Spirit Magic). Only Intacill knows the method he used but the truth is he no longer ages and refuses to share his secret stating that no man should live with the curse of outliving his children.

The main Branch of the Arcanists Lodge is found in the Kingdom of Rahiram and is greatly loved by the populace and rulers alike, knowing that the members will always act on behalf of both peasant and noble alike. Many of the initiates are sent to aid the citizenry and work among the guards to protect the kingdom and ensure its continued defense and prosperity. Though many other places have requested the aid of the Lodge and offered rich rewards should the organization move, Intacill has kept to the same location deciding which contracts he is willing to dedicate his people to. Rahiram has always been a proud supporter of the Lodge and granted them the Land and buildings for the Lodge to use as they see fit and to act as they deem necessary.

The Shadowen Thieves' and Assassins Guild



This organization is widespread across the realm of Dracanus operating out of the shadows of every Major city with minor arms spread out. Most of the members operate covertly never revealing their membership to the guild to others.



Monsters

These are some of but not all of the monsters that appear in the world of Dracanus, these are the most well-known of the monsters and for the most part any person has a story or two they can tell about such even if they have never encountered one themselves.

Blood Ogres

Blood Ogres possess the same size and strength as regular Ogres, however they also have the ability to regenerate much like trolls, making them even more dangerous than their common counterparts. They are easily recognized by their Blood red flesh. Thankfully for the realms Blood Ogres are extremely rare and typically encountered by themselves however it is not unheard of for them to have taken charge of a group of Orcs, Goblins or their less advanced Ogre Kin.

Dragons

The most fearsome and powerful creatures in the world of Dracanus, Dragons come in many types and temperaments. Some such as the Golds and Silvers are benevolent and kind though they still see the humanoid Species as infantile and lacking the wisdom of their Ancient and noble Species, Others Such as Red and Black Dragons are more likely to kill and/or eat any living creature they spot. One thing all Dragons have in common is their love for wealth, and will accumulate vast treasure hordes.

Goblins

More intelligent than, but related to Orcs are the goblins, these monstrous creatures are adept at a crude form of Alchemy and brewing which they put to use creating poisons and foul potions with terrible effects.

They tend to lurk in the shadows, preying on the weak and helpless; those that they take captive are held for ransom or used as slave labor and test subjects for their dark experiments.

Ghouls

These undead creatures are the bane of both the living and dead; they are cannibalistic in nature eating any form of meat that they come across with a preference for feasting on the living however they eat the dead as well as their own if fresher supplies are not available. They are often found roaming in cemeteries and other locations where the remains of the dead are found. One of their most notable and deadly features is the ability to paralyze those that they attack.

Ogres

These giant brutes are the bane of civilized Species, having a brutal disposition and a taste for eating anything they can get their hands on (Elves are considered a delicacy) Ogres are dimwitted but highly aggressive and extremely strong, matching and occasionally exceeding that of Minotaur's. They are typically found in Bands of 6-12.

Orcs

One of the biggest plagues on Dracanus is the Species of Orcs. This savage Species is a constant problem for the entire realm. They are Brutal warriors that take delight in wanton destruction, butchery, torture and unspeakable cruelty. However they tend to be disorganized and lacking any true military tactics, using the fear they cause and their numbers to win out in fights.

Orcs live in clans consisting of 20-40 members, mostly males and lead by the strongest who dictates the rules of the clan. Large clans will occasionally have a Shaman that advises the Clan Leader and conducts spiritual rituals. Females and children will make up the rest of the clan, however the females are little better than slaves and usually belong only to a few of the strongest male members of the Clan. Orc children learn quickly to be self-sufficient, surviving by bullying their siblings and fighting one another for whatever scraps the warriors cast to the side.

The technological level of Orcs is rather rudimentary, they craft stone weaponry and tools, though they are able to use fire, they will eat raw flesh (the bloodier the better) and are capable of creating simple huts and lodges but will reside in caves or ruins. Orcs have no interest in producing any items for trade or barter, though they will craft simple weapons and tools as required; they prefer to loot, pillage, steal, scavenge and raid for better items.

When Orcs conduct raids they will target caravans, travelers or villages that they believe they can overcome with the least resistance from the victims. They will take any items they can easily carry off, focusing first on taking better quality weapons and armor followed by slaves (women and children), food, drink and livestock (which tends to be butchered and feasted upon in a victory celebration) Slaves taken during these raids are used cruelly, and typically don't live very long. Women are used as concubines by the strongest of the Orc Males, children as servants and laborers, and men are tortured or forced to fight for Orc entertainment. Some of these slaves will also be claimed by the Shaman that sacrifices them in bloody rituals to their God

There is a lifelong animosity between Orcs and Dwarves, and the two Species will typically attack the other on sight with no quarter or mercy given. Dwarves taken captive by Orcs will always be tortured to

death for the sheer pleasure of seeing their enemies suffer. Dwarves see no point in taking Orcs prisoner and eradicate them quickly and swiftly.

Those in Dracanus can be thankful that Orcs are to warlike and arrogant, to ever become truly organized, their clans fight and raid each other, all of the civilized Species (with the exception of the Dakar) will attack and eliminate or attempt to drive orcs away from an area. (Dakar will actually take orcs as slaves, using them as menial laborers, or cannon fodder in Military campaigns).

Skeletons

The Most common form of undead is Skeletons. These animated piles of bones are raised up by many means such as magic, curse's or by the malignant desire of one that refuses to rest in death but not strong enough to become a more intelligent or powerful undead being. Skeletons lack any intelligence and can only function by the command of their creator (if raised by the power of a magic user). Those without the command of a creator will perform the last actions they were involved in before their death breaking off to attack any Living being they encounter.

Trolls

These evil creatures are a dangerous threat to any who encounter them as they are extremely difficult to defeat due to their ability to regenerate. Those who face these creatures find most weapons to be ineffective, Bludgeoning them has little effect and slashing or piercing them tend to heal rapidly, Severing parts from them tends to make matters worse as the limb rapidly grows into a new creature. Fire and Acid seems to be the only effective means of putting them down for good.

Zombies

Similar to Skeletons though still possessing most of their original skin and flesh and depending on how long it has been since their death may be mistaken for living being, however their slow jerky movements and the smell of rot and decay will quickly give them away. Zombies will attack any living beings unless they are being controlled.



Magical Items

Magical items will come in many forms and degrees of power, the simplest items will bestow a single power to the user or have a simple function that can be triggered by a command word. Other Magical items will have multiple powers and uses some that are created by ancient magic's of a bi-gone era where the level of magic far surpassed that of present day's magic users.

Artifacts

These powerful magical items were created for a specific purpose they tend to have several different powers that the users must learn how to activate. Artifacts also tend to be extremely dangerous as they will always attempt to complete the purpose they were designed for and may end up changing the person wielding it to suit its goals, or stop functioning at critical moments in order to force the current owner to give it to someone more suitable. Once an artifact completes its over all purpose it ceases to function, all magic fading from it completely, only to be awoken if its purpose is rekindled. (ie a Sword specially designed for defeating a specific Dragon (not just a specific color of Dragon but a specific individual Dragon) will lose all its power and magic once that particular dragon is dead...However if that dragon were Resurrected the magic of the artifact would flood back into the weapon turning it back into an Artifact that hungers to complete its task and attempts to make whomever possess it seek out and destroy the beast.

Eldritch

This defines a silver blue material that is strong, light and naturally accepts any enchantments easily. Eldritch material is of an unknown origin possibly magical or extra-planar in origin as no deposit has EVER been

reported to be found on Dracanus, nor has any instructions on how to create the material been found. Eldritch items come in a variety of forms, from Weapons and armor to Cloaks, bags, rings and many other things. Eldritch is near indestructible, and as an edged weapon able to sheer through most other substances as though they don't exist, as Armor, it has little to no weight, yet is more protective than the strongest suit of Master Crafted Dwarven Full Plate. The material's distinctive feature is the Silver Blue quality it has and that it can be as solid as a metal or as flexible as silk.

The Portals of Dracanus

The Magical gateways come in various styles and shapes and are scattered across all of Dracanus (and other locations). They were created in the distant past when High Magic's were at their peak and the creation of such Arcane Magical artifacts was more common. Though the portals vary in shape size, and materials they all are adorned with similar runes of power that no scholar has managed to identify.

Many of the portals no longer function, others have had the magic warped and those that attempt to enter it meet grim fates or end up in locations far from hospitable.



Special Metals

Mythril

Rumored to be made by Dwarven and Elven Smiths and Craftsmen working in co-operation this metal is lightweight, supple and extremely durable, it also has the added advantage of allowing Arcane Magic Users to wear it (provided its forged into Elven Chain Mail) and still cast their spells.

Adamantium

This is one of the hardest known metals that can be found in through Mining on Dracanus.

Corinthium

This Reddish Gold metal is only ever found in the hands of the women of Dramos Isle and considered Sacred to the Matriarchal society. It is forbidden for any male to ever touch the metal and live and should any woman of Dramos Isle learn that such has happened they will hunt the male to the ends of the world to take his life. The secret of forging items from this metal or even how to obtain it is a secret known only to a very few.