

Taelgar 5th Edition



The ancient druid passed through the forest silently, as if nothing had passed at all. He sighed as he looked around at the war-torn ravaged lands that he was once proud to call his home. His daughter had wrecked things rather well.

Thanata had called in the beasts known as the Torgan, a word in ancient elven that stood for Chaos itself. She had set these demons free on the world and now there was hardly anything left.

The ancient druid looked up at the twisted black tower of Cragenmoor and smiled, the mage was in.

The Taelgar World Book contains information about the world of Taelgar and the Kingdom of Tamara. Future supplements will detail other kingdoms, if there is a demand for such.

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The History of Taelgar

Taelgar is an ever changing world. The 5th Edition of this manual will hopefully bring you up to date since the Starfall and the Torgan Horde invaded Tamara.

Time Line of Events

TD = Years of Taelgar Discovery
 PGW = Post God's War
 PCW = Post Chaos War
 PC = Post Cataclysm (current age)

-4000 TD	the gods discovered the world and named it Taelgar
-3000 TD	the gods populated Taelgar with dragons
-250 TD	dinosaurs evolved from the weakest of the dragons
-200 TD	the first humanoids appeared on the world
-10 TD	Goblinoid races sprung up from ancient ancestors
-8 TD	the Godswar began
0 PGW	the gods declare a new beginning
100 PGW	civilization begins anew
110 PGW	The Humanoid War begins
300 PGW	Elf and Dwarf swear total destruction upon each other
310 PGW	Demihuman Wars begin (Elf vs. Dwarf)
400 PGW	demihumans separate and become tolerant with each other
450 PGW	Thanata is born
561 PGW	Richard Balin I claims Balinora as his home
562 PGW	Mortu Duanda takes the Kingdom of Alia as his home
582 PGW	First Alian/Balinoran War--Richard I dies
591 PGW	Daryn Ringhold succeeds Mortu
791 PGW	Richard II reclaims Balinora from Alia
800 PGW	Richard II is murdered by Thanata and the Alian Witchking
821 PGW	Thunderblade Balin holds the throne after a long and costly war with Thanata and the Alian Witchking, Daryn Mornath V.
822 PGW	Thanata returns! Balinora has fallen and risen once again
823 PGW	The Chaos War rages on
824 PGW	Thanata is banished, the war ends in Balinora's favor yet again
1012 PGW	The Chaos War renews, Balinora has fallen for the last time
001 PCW	The Chaos War ends leaving the Four Kingdoms in utter turmoil
020 PCW	The cataclysm begins (First Starfall)
1021 PCW	The Kingdom of Tamara is formed over the ruins of Balinora
1029 PCW	Thunderblade leaves the land after a mighty battle with Tiamat, he leaves with the promise to return when the world needs him once again
1044 PCW	Tamara is without king, lost due to illness
1072 PCW	Rulers rise and fall, Tamara remains unattainable by any but the militia. Tamara lies under martial law
1130 PCW	Argos, far to the north, is settled and prospers from Alexandrians
1210 PCW	Alexandria forms a tie with the martial rulers of Tamara, a peace pact is signed
1245 PCW	The Lich Lord arrives in Argos and begins plaguing the citizens with undead hordes
1390 PCW	Astraes sets her plans in motion to call upon the Torgan
1433 PCW	Thanata is reawakened by a High Rite from the priests of Astraes
1510 PCW	The Torgan are brought from beyond and begin ravaging Thanata's hated land, Tamara
1522 PCW	The Lich Lord of Argos is destroyed, a special child is born and is entrusted to

	Geddavian, the Druid Father of Thanata
1523 PCW	A small group of local heroes defeat the Lord of Eternal Night, ending the reign of darkness over Taelgar, the suns shine again
1524 PCW	A small group of heroes (the same?) assist in returning the Magi's Council to this plane
1538 PCW	The Torgan, far outclassed by the forces of good retreat to Lower Noramon where they begin to develop a natural existence
1539 PCW	Present

The Mystery of Creation

No one is certain of how Taelgar came to be, but the following is one of the many myths of how Creation came to be.

When The One arrived, the world was but a crumb in the night sky. There was nothing there but the moons and stars. The One created a son in his own image, thus the Taelgar Dragon was born. He sent his son down to the crumb in the sky and bade him make it prosper.

The Taelgar Dragon breathed on the crumb and watched it grow, then, being the lazy son he was, entered the depths of the world and slept.

The One, disappointed with his first son's creation, bore to himself two more children. One he named Bahamut, the other Tiamat. He sent his children down to what is known as Skyguard to watch over the fledgling world and to assist it's evolution.

Tiamat and Bahamut soon fell in love, for they were lonely dragons. Tiamat bore a daughter unto Bahamut and named her Elonisia, the Grey Dragon.

Tiamat was ultimately evil, while Bahamut was the essence of good. This confused the young Elonisia and she could not choose which to be, thus neutrality was born.

Bahamut and Tiamat went their own ways and each grew lonely. Bahamut created a wife and called her Dianna. Dianna soon bore a daughter unto Bahamut, who was Cerulan.

Cerulan soon created Piris and bore to him Raeil. Piris died shortly afterwards due to Tiamat's evil that was infused into him.

Tiamat was lonely and created Alchyzar, a red dragon. She bore unto Alchyzar two children. These two were Astraes and Allowyn.

Elonisia, seeing that good and evil were becoming unbalanced, created several companions to her cause. These became the neutral powers, there to hold good and evil at bay at all times.

Other deities came from the cosmos and joined the factions they felt most comfortable with, while others left.

The world had grown by now and each deity had his or her influence upon it. Soon, hundreds of deities flocked to Taelgar, only to be destroyed by the second Godswar.

Much to the disappointment of the elves, the dragons were the chosen race. They were the first creatures to touch the lands of Taelgar and it is said they shall be the last to leave.

The many wars that have wracked the lands of Taelgar have reshaped the world, but subtly and with full force on reaction. The world has slowly become that which you see in these pages.

Deities

During the last great Starfall and the Torgan invasion, many gods sacrificed themselves for the greater glory of the world they watched over. In these pages, you will find many changes have taken place. Old gods have been destroyed, and new ones have risen.

The portfolios that follow will be in this format:

Symbol, Name

Sphere of Influence, Alignment

Portfolio: (who follows him or her)

Requirements: Ability Score minimums

Proficiency: Prof Slots that must be taken by Priests

Weapons Allowed:

Armor Allowed:

Major Spheres:

Minor Spheres:

Magical Items Allowed:

Granted Powers:

Other Notes:

[The Ancients](#)

[The Keepers of the Balance](#)

[The Lords of Darkness](#)

Taelgar: The Magic is Back

The Ancients



Mystic forces rise to protect us as we journey through the Plains of Blood. Powers that be, save us all, our world doth die.

The Ancients are the Powers of good left to stand over the world of Taelgar. These few remaining Powers control various elements of life. Each Power has a page devoted specifically to him or her for your convenience.

[Bahamut](#): The Platinum Dragon, Lord of Might

[Cerulan](#): Mistress of Health and Light

[Raeil](#): Guardian of Art and Song

[Arvanda](#): Keeper of Faith, Love, and Birth

Two Powers have been destroyed in the Darkfall, Aylea and Dianna. Both fought valiantly above the volcano on the Ashen Isle.

Bahamut

(ba-HA-muut) - Lord of Might

Good, LG

Portfolio: Warriors, Priests, Paladins

Requirements: Wis 9

Proficiency: Religion

Weapons Allowed: Blunt Only

Armor Allowed: As Cleric

Major Spheres: All, Astral, Divination, Healing, Law, Protection, Summoning, Thought

Minor Spheres: Creation, Elemental, Guardian, Necromantic

Magic Allowed: As Cleric

Granted Powers:

- Turn Undead

Other Notes:

Bahamut has a strong eye for justice and battle against evil. There is a 5% chance that if he is called in battle, he will answer.

Bahamut will appear on Taelgar as either a great platinum dragon or an elderly man. Priests of Bahamut often take his color to wear, white robes.

Bahamut lost his left arm in the battle over the Isle of Ash, when Tiamat finally showed herself for the attack. He may be seen with or without it, but only as a reminder of what had happened.

Bahamut is the eternal essence of goodness in the world. He is known to answer the call of those truly in his need, so long as they follow his righteous path. In all reality, Bahamut only seeks to nurture his children, all the beasts of the world.

Cerulan

(Se-rue-LAIN) - God of Healing and Health

Healing, NG

Portfolio: Priests, Al'Coran

Requirements: Wis 14

Proficiency: Healing and Herbalism

Weapons Allowed: Staff, Sling, Club

Armor Allowed: Non-metal

Major Spheres: All, Creation, Divination, Healing, Protection, Necromantic, Summoning, Sun, Wards

Minor Spheres: Astral, Charm, Elemental, Plant, Time

Magic Allowed: General, Priest

Granted Powers:

- Priests gain a +1 to all healing spells cast
- Priests are granted an additional Cure Light Wounds spell at First Level
- Can Lay on Hands, healing 2 Hit Points per level of the Priest starting at 4th Level
- Turn Undead

Other Notes:

Cerulan is the goddess from which all healing is granted. She appears on Taelgar as a beautiful woman with an aura of kindness surrounding her. Priests of Cerulan often take her color to wear, blue.

Raeil

(ray-el) - Guardian of Art and Song

Music, Dance, the Arts, CG

Portfolio:	Bards, Clerics, Performers
Requirements:	Wis 12, Cha 15
Proficiency:	Dancing, Singing, or an Instrument
Weapons Allowed:	Short Sword, Blunt Weapons
Armor Allowed:	Chain Mail or lower
Major Spheres:	All, Charm, Creation, Guardian, Healing, Protection, Travelers
Minor Spheres:	Chaos, Divination, Elemental, Numbers, Summoning, Wards
Magic Allowed:	General, Priest, Instruments

Granted Powers:

- At 1st Level, can cast Charm Person (as Mage) 1/day
- At 3rd Level, can begin using Bardic Spellsongs
- At 9th Level, can Charm Audiences as a Bard
- Bards following Raeil gain a +1 to all musical effects

Other Notes:

Raeil is the patron of the arts. Those following him are often entertainers. Priests following Raeil cannot Turn Undead, but gain other compensation from him.

Raeil is a very handsome brass dragon and has an effective charisma of 25.

Arvanda

(AR-vahn-dah) - Keeper of Faith, Love, and Birth (mothers)

Beauty, Love, Birth, CG

Portfolio:	Those who love, mothers, Priests
Requirements:	Dex 10, Wis 12, Cha 13
Proficiency:	Religion
Weapons Allowed:	As Clerics
Armor Allowed:	Any
Major Spheres:	All, Astral, Chaos, Charm, Creation, Guardian, Healing, Protection, Necromantic, Thought, Time
Minor Spheres:	Combat, Divination, Elemental, Wards
Magic Allowed:	General, Priest

Granted Powers:

- At 1st Level, Cast Charm Person 1/day

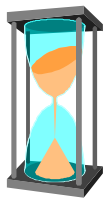
- At 6th Level, Cast Charm Monster 1/day
- Gain +1 to Reaction Rolls when dealing with those of the opposite sex, but of the same race
- Turn Undead

Other Notes:

Arvanda is the patron of all in love. She protects all those who secretly hide away their love and share it by night. With the death of Dianna, Arvanda has taken up those who bear children into her portfolio as well. Arvanda protects the innocent children, and is often called upon to ward away the demons in a house hold when a new baby is brought into the world.

Arvanda is a powerful silver dragon with an effective charisma of 30, and any mortal who lays eyes on her in her purest form must Save vs. Death or die instantly. Arvanda rarely appears in her pure form.

The Keepers of the Balance



Disaster fled as the gods of Neutrality stepped into the fray. War did not settle well with them, and they suffered for it.

The Keeper's of the Balance are those who watch over neutrality, the balance between good and evil.

[Elonisia](#): Watcher of Justice

[Tayana](#): Mistress of Arcane

[Maera](#): Guardian of Nature

[Welath](#): The Warmonger

At the battle of the Isle of Ashe, Darcilisa and Daerlonn fell into the volcano after suffering mighty blows from Thanata and Astraes. They were destroyed in the Godfire which the Isle of Ashe is known for.

Elonisia

(ell-oh-ne-see-ah) - Watcher of Justice

Justice, Neutrality, TN

Portfolio: Those who strive to keep the balance, Priests

Requirements: Wis 9

Weapons Allowed: As Cleric

Armor Allowed: As Cleric
 Major Spheres: All, Astral, Creation, Divination, Guardian, Healing, Numbers, Protection
 Minor Spheres: Charm, Combat, Elemental, Necromantic, Summoning
 Magic Allowed: General, Priest

Granted Powers:

- Gains +1 to Divination spells
- Gains +1 to Saving Throw vs. Dragon's Breath

Other Notes:

Elonisia is the daughter of Bahamut and Tiamat. She maintains the balance in Skyguard and is often the judge when the powers have disputes. She is the most sought after deity of neutrality, and is cold and impassive while dealing out harsh justice.

Tayana

(tay-ah-nah) - Mistress of Magic

Magic, The Weave, TN

Portfolio: Mages, Priests, those who believe in the Weave, Dreams

Requirements: Int 14, Wis 9

Proficiency: Spellcraft, Religion

Weapons Allowed: As Mage

Armor Allowed: Non-Metal

Major Spheres: All, Astral, Chaos, Elemental, Healing, Law, Necromantic, Numbers, Thought, Time

Minor Spheres: Combat, Creation, Divination, Wards

Magic Allowed: General, Priest, Mage

Granted Powers:

- At 1st Level, can use mage magical items, but not written
- At 9th Level, can substitute mage spells for priest spells but only from the Schools of Divination and Alteration and only the 1st Level spells.

Other Notes:

Tayana appears on Taelgar as four shimmering diamonds. Mages following her are often said to have found the spells that were previously unknown to them. Tayana is the Circle's prime religion.

During the last Starfall, Tayana was bound by the Torgan to the volcano on the Isle of Ashe. When Daerlonn and Darcilisa were thrown into the volcano, she was freed and magic once again reigned as the Weave was fully replenished.

Maera

(may-era) - Mother of the Wilds

Nature, Weather, Prophecy, TN

Portfolio: Druids, Rangers

Requirements: Wis 9, Con 12

Proficiency: Herbalism, Religion

Weapons Allowed: Staff, Net, Scimitar, Scythe

Armor Allowed: Organic Only (non-metal)

Major Spheres: All, Animal, Creation, Elemental, Plant, Protection, Summoning, Sun,

Wards, Weather

Minor Spheres: Astral, Healing, Necromantic

Magic Allowed: General, Druid

Granted Powers:

- All priests of Maera are Druids and gain the abilities according to the AD&D™ Player's Handbook

Other Notes:

Maera is the goddess of druids and rangers. She appears as a lovely green woman dressed in scanty leaves. Druids watching over a forest alone have told of meeting this woman and staying with her in a tree. Once they woke, their forests were never plagued by fire or insects again. Priests of Maera cannot turn undead.

Welath

(well-ath) - The Warmonger

War, CN

Portfolio: Warriors, Priests, those who fight

Requirements: Str 15, Con 12, Wis 9

Proficiency: Blind-fighting

Weapons Allowed: Swords and all blunt weapons

Armor Allowed: As Cleric

Major Spheres: All, Chaos, Charm, Combat, Healing, Law, Necromantic, War, Wards

Minor Spheres: Creation, Elemental, Sun

Magical Allowed: General, Warrior, Priest

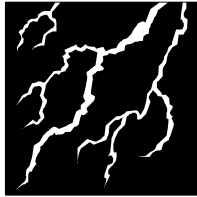
Granted Powers:

- When in war, priests of Welath gain a +1 to hit the enemy
- Gain a +1 to die rolls in the sphere of War
- Priests may specialize in one sword as a fighter would

Other Notes:

Welath is the warmonger. He lives, breaths, eats, and drinks talk of fighting and the act itself. It is said that if his name is called during battle, there is a chance that he will answer and intervene on one side or the other.

The Lords of Darkness



Darkness descends, the lords rise. Power is theirs, but they are always challenged by the Keepers and the Ancients. Who will win the overall struggle of night versus day?

The Lords of Darkness are the Powers of utter evil. They command the forces of night, while the Ancients command day. But without the Lords, the Ancients would be nothing but shells and the Keepers would be without Taelgar.

[Tiamat](#)

[Astraes](#)

[Allowyn](#)

During the war of the last Starfall, two foul deities met their utter demise over the Plains of Blood, Alchyzar and someone else. A new Dark Power has risen, but none have been able to discern the nature, but his or her powers are thought to rival all but Tiamat.

Tiamat

(tee-ah-mat) - Overlord of Darkness

Evil, Darkness, LE

Portfolio: Priests, Warriors

Requirements: Wis 9

Proficiency: Religion

Weapons Allowed: As Cleric

Armor Allowed: As Cleric

Major Spheres: All, Charm, Divination, Elemental, Healing, Law, Thought, Time, War

Minor Spheres: Necromantic, Summoning

Magic Allowed: General, Priest

Granted Powers:

- Command Undead

Other Notes:

Tiamat is the goddess of evil and death. Priests of Tiamat gain no special bonuses. Tiamat has been known to grant favors to her priests. Tiamat appears as a beautiful woman with a cruel smile or a five-headed chromatic dragon.

Astraea

(ah-stray-eez) - Mistress of Decay

Disease, Decay, Destruction, CE

Portfolio: Priests, Warriors

Requirements: Con 15, Wis 9

Proficiency: Healing, Herbalism

Weapons Allowed: Scythe

Armor Allowed: Non-Metallic

Major Spheres: All, Astral, Charm, Healing(R), Sun(R)

Minor Spheres: Divination, Wards

Magic Allowed: General, Priest

Granted Powers:

- +1 save to all curse or disease spells
- +2 save against mummy rot
- +2 to all healing spells if they are reversed
- Command Undead

Other Notes:

Astraea is the goddess of disease and decay. She appears as a lovely woman whose face is half skeletal. Astraea is often meddling in the affairs of mankind. She has appeared to her followers time and time again to ensure their loyalty. Those who show any amount of disloyalty soon feel the pleasures of her destruction.

Allowyn

(all-OH-win) - The Liar

Deception, Deceit, CE

Portfolio: Priests, Thieves, Assassins

Symbol: Black Mask

Requirements: Dex 12, Wis 9
Proficiency: Disguise, Religion
Weapons Allowed: As Thief
Armor Allowed: As Thief
Major Spheres: All, Astral, Combat, Divination, Numbers, Summoning, Wards
Minor Spheres: Creation, Healing
Magic Allowed: General, Priest, Thief

Granted Powers:

- Command Undead
- Thieves following Allowyn gain a +5% to all thief abilities
- Priests following Allowyn are able to Back stab (as per thief)
- Priests may cast Undetectable Lie once per 2 days

Other Notes:

Allowyn is the harbinger of deception amongst mankind. She is the patron deity of evil rogues, assassins, and any who use trickery or foul play to gain for themselves.

The Grand Provinces

Greater Noramon is split up into several kingdoms or provinces. Tamara, Illian, Alexandria, and The Lost Lands. The Lost Lands comprise of all lands not owned or ceded by the other provinces.

Using the Overviews:

The overviews provide a brief glimpse of each of the realms of Greater Noramon. You may consult the maps with the FantaSoft Viewer while you read this. The maps have regions which give you a name of the area. Some of the regions may be clicked on to get a picture of the area and a fuller description.

[Tamara](#): Realms of the Phoenix

[Illian](#): The Grand Elven Empire

Alexandria: Lands of Lore - Due Revision 3

[The Lost Lands](#): Also known as the Beastlands

Tamara

Tamara is the most widely known Taelgarian kingdom. It's borders cover much of southwestern Greater Noramon.

The Borders:

The Heart Sea is the realms northern border. The Plains of Blood cover the southern with Oceania being to the west. On the eastern side of the kingdom, the Kiergar Mountains dominate the border.

Geography:

Tamara is dotted with the ruins of an age long past. Ancient Elven citadels fill the depths of the Spirit Wood. This forest forms around the natural lake, Lochmere, and is still home to a wide variety of flora and fauna.

Oceania surrounds the capital city and the Dragon's Maw Peninsula.

The lifeblood of Tamara is provided by the River Sliev, a large river network that covers much of the land. There is one large swamp which inhabits the land as well, the Doomfang. This swamp is fed by Oceania, making it a strange habitat for many fell beasts within.

On the far south border of Tamara lies a massive Lake of Fire. This lake is now home to Darkholm. When the tower was completely returned from the far reaches of the Astral Plane, it reappeared on a tiny island within the lake.

The easiest way to reach other lands is through the Sorin Pass. The pass is named for a legendary dwarf who held the pass against a horde of gnoll raiders.

Politics:

Several years after the Moon Fall, when the lands were at peace, the Dark Power Tiamat made her retributive strike against the land she hated most with the aid of Astraes and her daughter, Thanata. And so the last great war began. Tiamat and her legions of the night, the Torgan, stormed through Tamara and began to tear it to shreds.

The royal family was slaughtered and the Council of Mages were suspended between two planes of existence. It is said that a small party of brave adventurers were able to bring the Council back to the realms and free Ar'Nasira from the Shadow which held it at bay during the Torgan invasion.

Cities and Places of Interest:

Kingsport is the old capital of Tamara. At one time, the walls were ivory and even the poor could afford their lush two story homes. Now, the outer walls are black iron and those who can not afford the high taxes must live in the Out Village which surrounds Kingsport.

The Free City-state of Dravenmoor is also in squalor now. The City-state is rumored to be ruled by a powerful and evil necromancer named Artemis the Bleak.

Blackmoor's ruins are situated deep within the Doomfang Swamp. Once rediscovered, the magic and technology of the Ancients could be formidable weapons against the legions of the night.

Dienen Falls is a small village located on the edges of the Heart Sea. Strangely enough, the people here are content with their poor lives.

Sorin Pass is the small village which lies at the base of the Pass with the same name. It is here that the dwarf Sorin is buried.

Located deep within the Spirit Wood is a single tower guarded by hordes of walking dead. This tower holds the secrets of magic that have been lost since the Moon Fall. This tower, Cragenmoor, is the home of Talynx Maer, the realm's most notorious and powerful wizard.

News and Rumors:

The most disturbing rumor of the year, 1522 AC, is that the Phoenix is preparing to be reborn. Ages ago, a man named Richard Balin, the Thunderblade, ruled Tamara. He was slain by Tiamat herself after having sent her daughter Thanata back to Baator. Like a Phoenix, the prophecy says he will be reborn in Tamara's darkest hour, which vastly approaches as the Torgan horde continues to rape the land.

Cragenmoor has been sealed for two centuries. Elves and Goblins from the Spirit Wood claim to have seen weird lights in the windows of this ancient tower during each full moon.

The Druidic Circle of Tamara has been completely wiped out by the Torgan, but travelers report to have been aided by the mysterious Grey Circle, an ancient druidic sect which has no specific land to watch over.

Illian

Illian is the wooded peninsula where the majority of the elves from Tamara and the Lost Lands fled to while the Torgan rampaged through the land. Queen Sorcia

Elandra tries to provide for her people and all the refugees even as foul humanoid raiders diminish their numbers.

Borders:

Illian is surrounded on three sides by the Alatus Ocean. The west is bordered by the cruel humanoid Lost Lands. Elven outposts are spaced evenly along this border to defend against humanoid raids. The outposts are moved each week to keep the humanoids guessing where to strike next.

Geography:

Trees. Most of the elves here take pride in their forested homes. Ninety percent of the lands of Illian are draped in the pristine Soria Forest. The rest of the lands are either sandy beaches or borderland plains.

Politics:

After Tamara's good rule was sundered by the chaotic Powers and the Torgan, Queen Elandra did what she had to in order to protect her people. The High Elves of Tamara migrated to the lands of the Gray and the Wild. The Wild Elves readily accepted the foreigners but the Gray enjoyed their privacy. The leaders of all three elven nations met and established the Blood-Kin Pact. This non-aggression agreement has kept the elven nations free and save since the migration.

Cities & Places of Interest:

There are two formal cities in Illian. Sintolamae is the capital of the Gray Elves. The Starlight City is home to the High Elves. The rest of the elves live throughout the forest in scattered villages.

Sintolamae appears on no maps. The Gray Elves keep their capital a closely guarded secret. It is said that travelers who stumble upon the city uninvited are blinded by the sudden rush of beauty which pervades the city. It is a rare occasion that anyone but elves are ever seen here.

Starlight City is much better known due to the yearly Grand Elven Court that meets here. It is during this time that all races of elves meet to discuss politics and other items of interest to the Elven nations.

News & Rumors:

Tensions between the High Elves and the Gray Elves has escalated over the past few years. Civil war is bound to break out soon.

The Drow have made a more pressing presence within the last year.

The Lost Lands

The Lost Lands comprise of many realms that were destroyed during the many ages that have come to pass. Of those, two of the Four Kingdoms' ruins lie in this wasteland. Alia and Rastoria. Today, these lands are ruled not by humans, but by beasts.

Borders:

Oceania and the Alatus Ocean borders this province to the north. To the south lie frigid unknown lands that are thought to hold the last great citadel of the Al'Coran. The Kiergar Mountains form the western most border and the lands of the elves keep it at bay to the east. The Alatus Ocean also forms much of the eastern border.

Geography:

The Lost Lands hold many different types of terrain, but the most prominent of all is the Bleak Plains, a black sandy desert region.

Politics:

The Moon Fall destroyed many lands and the people that populated them. During the time of rebirth, humanoids and goblinoids flooded into the lands known as the Lost Lands.

The groll king, Fruend, found his race to be one of the most intelligent left in the region. He quickly named himself Emperor of the Lost Lands. All opposition quickly ended at the tips of gnollish weapons.

Once the gnolls had complete control of the Lands, they made Alian the national language and built the Chateau de Frue, Fruend's new home.

As the years came and passed, gnolls held the seat of power until three years ago when an

Ogre Mage and his fellows entered the Lands. The ogres, being much stronger than gnolls, took over the Lost Lands and hold them to this day. Alian is still the common tongue here.

Cities & Places of Interest:

There are no formal cities or villages in the Lost Lands. Scattered throughout the domain are small villages of human barbarians, goblinoids, gnolls, ogres, and giants.

It is rumored that many of Blackmoor's magi escaped the devastation of the cataclysm by fleeing to Darkholm, the Council of Mages. See the [Tamaran](#) entry for news on what has happened to Darkholm.

Rumors & News:

The spread of humans into the Lost Lands has put the humanoids of the realm in a frenzy. It would seem that the only logical course for the humans and humanoids to make would be a long and bloody war.

Miscellaneous

Taelgarian Monetary System:

There are various forms of money in all of the kingdoms, but the most widely used is the coin system. Below is a conversion table for the various types of coins.

25 Gold Crowns (GP) = 1 Lead Dragon (1 LP)
 5 Gold Crowns (GP) = 1 Platinum Tri-Crown (1 PP)
 1 Gold Crown (GP) = 1 Gold Crown (1 GP)
 2 Blue Dragons (EP) = 1 Gold Crown (1 GP)
 10 Silver Pence (SP) = 1 Gold Crown (1 GP)
 100 Half-Pence (CP) = 1 Gold Crown (1 GP)

Time and the Months of Taelgar:

Taelgar has 28 days per month, with 24 hours per day.

The following are the Months of Taelgar and the Earth Months that correspond.

Arturum (January)	Heriforum (August)
Menalathada (January)	Gaena (August)
Porumvi (February)	Pilonal (September)
Reterisada (March)	Yzick (October)
Urilina (April)	Xaviar (October)
Gestera (May)	Gaeralna (November)
Uiveron (June)	Recititum (December)
Talimon (July)	

The Weeks of the Month

Poru is the First Week
 Toru is the Second Week
 Grimdu is the Third Week
 Halifo is the Fourth Week

The Days of the Week

Gaellada is Sunday
 Tethda is Monday
 Muracul is Tuesday
 Veraman is Wednesday
 Theta is Thursday
 Palimon is Friday
 Taelada is Saturday

Seasons of Taelgar

Frostbringer is Autumn
Yzick, Xaviar, Gaeralna, Recititum
Night Harvest is Winter
Arturum, Menalathada, Porumvi, Reterisada, and Urilina
Light Harvest is Spring
Gestara, Uiveron, and Talimon
Burning Harvest is Summer
Heriforum, Gaena, and Pilonal

The current date may be:

Gaellada, Poru, Arturum in 1522 PCW

The Languages of the Races of Taelgar:

Humans each have their own tongue. The Tamarians common is Tamarian, the Rauwie's common is Rau, and the barbarians share the Tamarian language.

The elven subraces each have their own sub-language, but the main language is Thon.

The dwarven subraces each have their own sub-language, but the main language is Rulgan.

Halflings and Gnomish common languages are both called Minwan.

The Al'Coran have their own secret language known as the Coran.



Taelgar 5th Edition Revision History

Revision 2

- Updated Taelgar 5th Edition to Adobe Acrobat Format
- Various minor updates and changes, nothing major

Revision 1

- Converted 4th Edition into 5th, enhancing many aspects of the Taelgar world
- Built a 16 bit browser for the Taelgar Manual and all associated graphics, including hot spots which lead to better information
- Deleted Swordmaster class, added Guardian class
- Began restructuring the Al'Coran class, this class will become the most unique with an entire new slew of spells and powers
- Added many minor changes to the world in general, the Powers, and the Spells