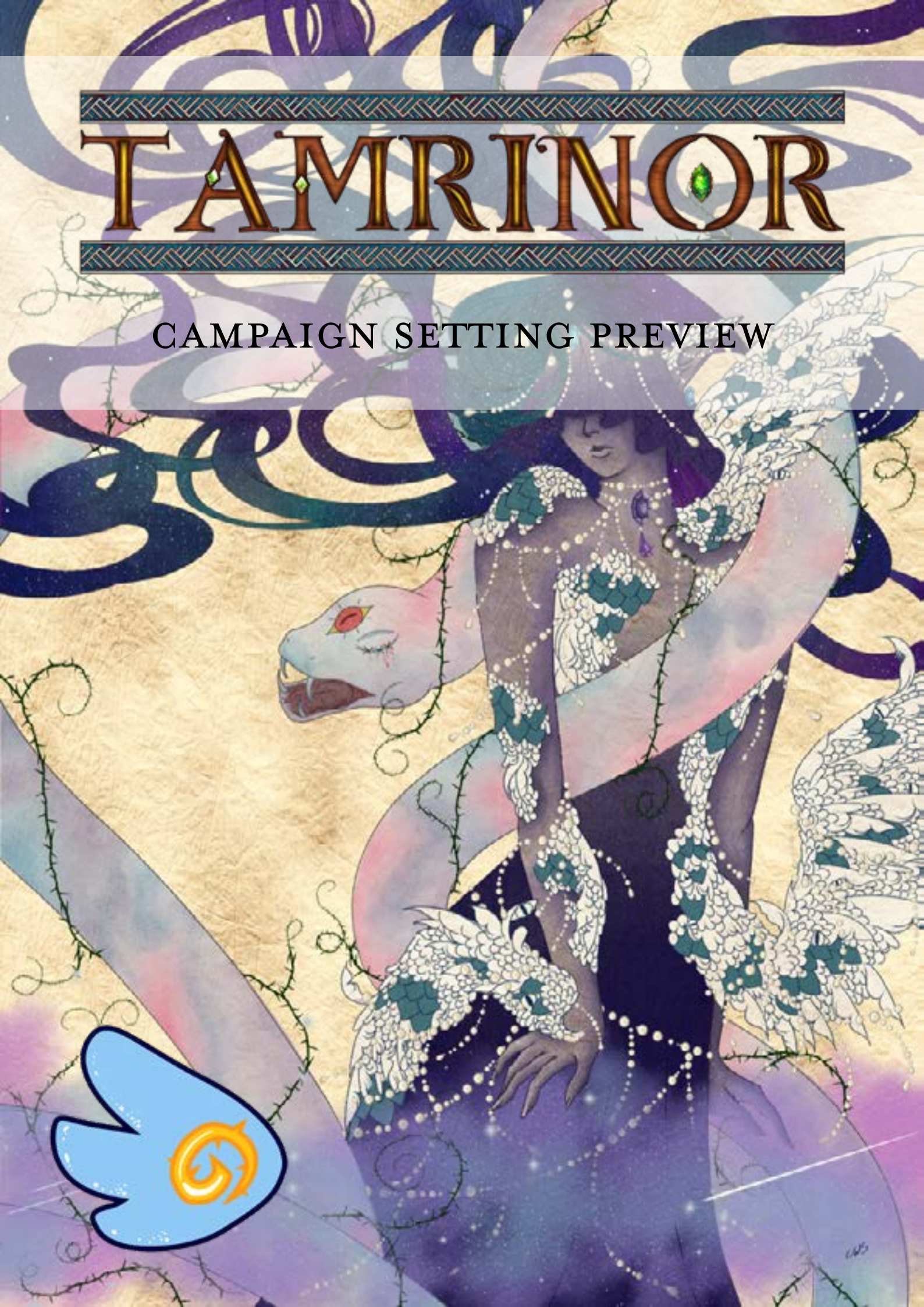


# TAMRINOR

CAMPAIGN SETTING PREVIEW





## DISCOVER A WORLD OF WONDER

Welcome, adventurers, to the continent of Tamrinor! A world of ancient magi-tech, noble quests and perilous trials. This preview offers a glimpse into the rich tapestry of Tamrinor, a campaign setting compatible with the 2024 Dungeons and Dragons ruleset.

Within these pages you will find:

**Three Intriguing Species:** Explore the culture of the rocky dwarves, the plant-like elves and the Maelstrom Legacy Tiefling.

**Two Versatile Backgrounds:** Delve into the lives of the dragon-worshipping Adherents of Rorrquash and the music-fueled rebellion of the Punk of the Cracked Cog from the streets of Vectis Haven.

**A Divine Watchman:** Learn about the watchful deity Ysmene the Pathstrider, and their influence over the realm of Tamrinor.

This preview is just a taste of what is in store with the full Tamrinor Campaign Setting. Prepare to embark on epic adventures, forge lasting friendships and confront formidable foes as you journey through this captivating realm.

# SPECIES

## DWARVES

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Within the realm of Taminor, the Dwarves are crafted from a magical, animated stone. Their existence started when lightning struck, resulting in the formation of underground civilizations, such as Stonesgrave, dedicated to the discovery of additional living stones for the creation of new dwarven members. They possess an abundance of metals and various items of little use to them, which they offer for trade to other humanoid races.

Dwarves are renowned as the most skilled artisans in Taminor, primarily working with the abundant resources of stone and metal. However, given ample time for practice and access to suitable materials, they possess the ability to shape virtually any material, ranging from glass to wood, fabrics, and leather.

Upon the discovery of new veins of living stone, the task falls upon the Veinmasons, a specialized group of miners, to venture into the mines and transform the stone into new members of the dwarven race.

### NAMING CONVENTIONS

Dwarven given names are typically onomatopoeic and the spoken and written form comes from the sounds around them when they are young. Dwarves have a hewn-name, describing either the location of their carving or the materials from which they were formed.

**Examples:** Clunk Granitehewn, Plip of Stonesgrave

### DWARF TRAITS

**Age:** Dwarves mature at the same rate as humans, but they're considered young until they reach the age of 50. On average, they live about 350 years.

**Size:** Dwarves stand between 4 and 5 feet tall and average about 150 pounds. Your size is Medium.

**Speed:** Your base walking speed is 30 feet.

**Darkvision:** Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within

120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Shale Shield:** Once per short rest, you can channel the magic within your stone form to offer a little extra protection. You gain 1d6 temporary Hit Points. While you have these temporary Hit Points, enemies that attack you with melee attacks from within 5 feet, take damage equal to the initial roll. The dice increases to 1d8 at level 5, 1d10 at level 10 and 1d12 at level 15. You can also recharge this ability by eating a pigeon.

**Granite Skin:** From 3rd Level, you can channel further defensive magic through your stone form. As a bonus action, your stone skins hardens granting you resistance to bludgeoning, piercing and slashing damage for the next minute.

**Dwarven Resilience.** You have Resistance to Poison damage. You also have Advantage on saving throws you make to avoid or end the Poisoned condition.

## ELVES

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The Elves of Tamrinor, a plant-based humanoid species, boast skin that ranges from entirely green to partially verdant. Their long, flowing hair intertwines with plant-like vines and leaves, forming an ethereal crown. As one of the oldest species in Tamrinor, they have endured for countless centuries. However, a longstanding rivalry with another ancient race, the Avians, mars their history, with both claiming to be the first sentient race.

Taur-Galade, a vast forest nestled amidst the grasslands to the west of Lorfell, serves as the primary home of the Elves. This lush sanctuary, shrouded in mystery and magic, is where they have thrived for millennia, although outsiders don't understand that Taur-Galade only refers to the largest, oldest tree in the forest.

Centuries ago, a formidable empire known as the Empire of Bala Taur emerged from Taur-Galade, casting a dark shadow over the minds of towns across Tamrinor. The legacy of this empire and its enigmatic leader, Arda Taur, remains a contentious subject.

In recent times, the Elves and other humanoid races of Tamrinor have experienced a prolonged period of peace and prosperity that

has lasted for over a century. This newfound harmony, however, is not without its shadows, as the scars of the past, including the relatively recent Holy War, continue to linger in the collective memory of the Elves. Despite these reminders of past conflicts, the Elves have embraced a spirit of reconciliation, working tirelessly to build a better future for themselves and their fellow inhabitants of Tamrinor.

## NAMING CONVENTIONS

Elves tend to take nature related names, such as Leaf, or Acorn, or Branch. These names tend to be translated into Elven, therefore rendering them long and elaborate and elegant.

**Examples:** Savarri, Taur (Forest),

## ELVES TRAITS

**Age:** Although elves reach physical maturity at about the same age as humans, the elven understanding of adulthood goes beyond physical growth to encompass worldly experience. An elf typically claims adulthood and an adult name around the age of 100 and can live to be 750 years old.

**Creature Type:** You are a Humanoid. You are also considered a plant for any effect that requires you to be a plant.

**Size:** Elves range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.

**Speed:** Your base walking speed is 30 feet.

**Darkvision:** Accustomed to twilight forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Fey Ancestry:** You have Advantage on saving throws you make to avoid or end the Charmed condition.

**Trance:** Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a

human does from 8 hours of sleep.

**Mask of the Wild.** You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena. While attempting to hide in natural greenery, elves have Advantage on Dexterity (Stealth) checks.

**Photosynthesis:** Elves don't need to eat or drink as long as they spend a short rest each day outside.

## TIEFLINGS

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Born of a divine curse on a family line, in addition to the Legacies presented in the Core Rulebook, you can choose the Legacy of the Maelstrom. Tiefling of the Maelstrom Legacy tend to have pale blue skin, shocking or piercing blue or grey eyes. The smell of ozone might hang around them and they tend to be prone to static shocks. As part of their fiendish legacy, they have resistance to Lightning damage and know the Thunderclap cantrip. At third level you gain the spell Zephyr Strike (XGtE). At fifth level you gain the spell Warding Wind (EEPC). These spells follow the same rules presented in the core rules for Infernal Legacy.

## BACKGROUNDS

### ADHERENT OF RORRQUASH

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**Ability Score:** Strength, Dexterity, Constitution

**Feat:** Savage Attacker

**Skill Proficiencies:** Athletics and Nature

**Tool Proficiency:** Gaming Set

**Equipment:** Choose A or B: (A) Spear, Shortbow, 20 Arrows, Gaming Set (same as above), Healer's Kit, Quiver, Traveler's Clothes, 14 GP or (B) 50 GP

The Adherents of Rorrquash are a staunch, disciplined order dedicated to the preservation of the world around them. They are bound by their reverence of Rorrquash, the last known Brass Dragon and their commitment to honour, courage and protection.

The Adherents of Rorrquash live by a strict code of honour, valuing courage, loyalty and fairness. Their word is their bond. Paladins are

typically tied to nature and take on the Oath of the Ancients. They are strong protectors of the natural world, and therefore might have a deep understanding of herbalism and animal behaviour.

Their hidden fortress-monastery is hidden in the rolling grasslands of the Boreas Fields. It features a complex set of underground caverns which house a library of ancient knowledge and a large training facility. In the centre of the caverns is a large memorial dedicated to Rorrquash which features the bones of the dragon, which the devout followers can commune with. It is said that the most devout members of the Adherents can take on aspects of the dragon, including the ability to talk to small creatures, resist the burning flames or even breathe fire in combat.

### PUNK UNDERGROUND (COG)

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**Ability Score:** Dexterity, Constitution, Wisdom

**Feat:** Musician

**Skill Proficiencies:** Stealth Perception

**Tool Proficiency:** Choice of Musical Instrument

**Equipment:** Choose A or B: (A) Musical Instrument (same as above), 2 Daggers, Bedroll, 2 Pouches, Traveler's clothes 16 GP, or (B) 50 GP

The Cracked Cog are a punk underground in Vectis Haven. The Cracked Cog is not just a name but a philosophy. They believe the broken pieces of the society can be rebuilt into something better, stronger. They are determined to see their city rebuilt and out from under the oppressive social hierarchy. They meet in the Pit, an underground speakeasy/tavern in the back of an old warehouse.

## PANTHEON

## YSMENE, THE PATH-

## STRIDER

THE WATCHER, PROTECTOR AT THE CROSSROADS, THE BREACH GUARDIAN, THE TAMER

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**Symbol:** A large glowing lantern

**Holy Days:** The Night of the Watchmen is a night of vigil and prayer. Occurring annually on the night of the Cosmia New Moon in Droth's Claim. Many people choose this night to renew their oaths to uphold the law or make new commitments to serve their community. Every home and place of worship is illuminated with lanterns to match the holy symbol of Ysmene. Devout followers will lead processions through the streets of the cities.

**Domains:** Peace, Order

Ysmene is the deity of law, protection and order. He typically manifests in the form of a towering figure clad in a dark, hooded uniform with brass accents. He has a weathered, stern face under the hood and carries a large, glowing lantern. Despite his stern exterior, he is a deeply caring figure who desires the safety and well being of his followers.

Worshippers of Ysmene are typically watchmen and travellers on the open road. Temples to him and his holy symbols are typically found at crossroads or near the city gates, symbolising his protection of paths and travellers. Ysmene often finds himself at odds with the trickster Asyn, the Spark.

**Commandments of the Pathstrider:**

**Seek Justice** - Followers are obligated to pursue justice, not only for themselves, but for others, ensuring that wrongdoers are held accountable for their actions.

**Honour your Path** - Each individual has a unique path to follow. Followers must respect their own journey and that of others, avoiding interference and obstruction.

**Guard the Watch** - To remain vigilant and watchful, always aware of potential dangers and ready to protect those in their care.