

Aer

Aer is an island near as old as the world itself. It is from the ancient tribes of this island that four rose to godhood. "The Four" as they are called, consist of Kraedorian the Mighthand, Zaroth Firebane, Prinour the Flower of the Deep, and Ialdia Lethrontia. They are older than most gods of the Pantheon but have taken it upon themselves to only be concerned with Aer.

The current ruler of Aer is the High and Holy Nadarian Stormhawk, the Dragon Emperor. He is 109 years old and called the Dragon Emperor because he holds the only known captive dragon. Aylathurandan was presented as a wyrmling to the Emperor as a gift. This is a sign of peace between empires or nations. When he was young, he would ride it into battle.

The Dragon Emperor rules from his fortress in Aedylor, the center of power and religion in the empire. Aedylor is in the region known as Azmar. This is the second most populated region next to Norfar. Azmar and Norfar make up almost 90% of the population of Aer. Malandia is an evil region in the north that few venture into with a sane mind. Nalia is the beautiful and mysterious region in the south that is home to most of the natural beauty of Aer.

A Brief Timeline

The Ancient Ages

The Battle of First Light: A vicious battle of the men who would become gods.

The Forging: The gods sought to fix all that they had destroyed in the Battle of First Light.

The Blood Feast: A hundred-year battle between the tribes of Aer that left only two remaining.

The Gathering of Guardians: High elves were chosen by the gods to be the Guardians of Aer.

Age of Tribal Tranquility: The two tribes met at the Temple on High to swear peace.

The Lost Ages

The Swift Doom: Dark forces flooded from Malandia and burned much of land and the tribes.

Echoes of the Guardians: The Guardians marched and defeated the forces but lost many of their own.

The Beasting: Natural and unnatural beasts began to rule the realms in the wake of the two tribes.

Dragon Rule: Io's death birthed thousands of dragons which came to rule in fortresses and burned all.

The New Birth

Haimutian Victory: The Haimut Legion defeats the great dragon of Aer and settles in Azmar.

Norfar Defection: The crowning of a new Azmarian King caused many to flee to Norfar and start a war.

Tiefling Refuge: Many tieflings came to Norfar after the fall of Bael Turath.

Tears of Aer: A harsh rainstorm ends the Haimutian march into Nalia and the senseless killings.

Great Divide: Regions crowned their own rulers and divided. Norfar and Azmar both grew to power.

Second Feast: Norfar and Azmar went to war until the Queen of Norfar demanded a peace.

-Missing Hammer: Azmar's secondary force disappeared in the mountains, giving victory to Norfar.

Dorgoth Invasion: The Dorgoth Empire invades Aer and expands until discovering the Chaos Fields.

Dorgoth Collapse: The empire collapses from rapid expansion, leaving Aer without a ruler.

-Night 'O Bloody Night: Chaos swept thru Aedylor in a fight for power. Intrigue and murder ruled.

The Last Guardian: A Guardian of Aer was brought to Aedylor to rule as the first Emperor of Aer.

Death in the Dark: A sorcerer murdered the new Emperor and retreated to Malandia.

Kaldir Stormhawk's March: This leader marched into Malandia and returned with the sorcerer's head.

The Gifting: As the new Emperor, he brought gifts to the Temple on High to make amends for the Tears.

The Dorgothian Calendar

Although the Dorgoth Empire fell long ago, the civilized nations grown from that seed still follow the original calendar. The calendar has twelve months, each month comprised of four weeks, and each week containing seven weekdays (Sun's Day, Moon's Day, Earth's Day, Wind's Day, Air's Day, Fire's Day, and Star's Day).

Month	Seasonal Significance	Month	Seasonal Significance
Demir	First month of SPRING	Vall	First month of AUTUMN
Middemir	Month of the spring equinox	Midvall	Month of the autumn equinox
Enddemir	End of spring	Endvall	End of autumn
Skalar	First month of SUMMER	Orost	First month of WINTER
Midskalar	Month of summer solstice	Midorost	Month of winter solstice
Endskalar	End of summer	Endorost	End of winter

People of Aer

The population of Aer is mostly comprised of humans (70%), elves (10%), tieflings (10%), and halflings (5%), with other races making up the remaining 5%. Here are notes and common names for each race:

*The Bardocks (Humans)

Bardocks are the last remnants of the old tribes of Aer. It is a collective term for all the tribes. Some families may know their tribal history but most do not. They appear as normal humans but many carry family tattoos that have some personal meaning.

The Haimuts (Humans)

Haimuts are the last remnants of the old Haimut Legion that first came to Aer and defeated the great dragon lords. They have very dark skin and rarely a head full of hair. They prefer to keep it shaved as their ancestors did.

The Dorgoth (Humans)

Dorgoth is a collective term from anyone that holds roots in the Dorgoth Empire of old. These humans vary in appearances.

The Sylvan (Elves)

These forest elves rarely interact with human beings and their realms are almost invisible to the eyes of other races as they are so in-tune with nature.

The Elvere (Elves)

These elves live in settlements nearest nature in the wild. They interact regularly with human settlements and races of all types.

The Eladrin (High Elves)

These high elves live in the most remote places of Aer. High atop mountains, deep within swamps, and on islands in the ocean. Most are descendants of the original Guardians of Aer.

The Scorned (Tieflings)

The scorned are the ancestors of those who fled during the fall of Bael Turath, many ages ago. They are tieflings and are usually found in Norfar, especially in the Reach.

Important Figures

The High and Holy Nadarian Stormhawk (The Dragon Emperor): Emperor Nadarian Stormhawk rules from a fortress in Aedylor known as the Aerial Palace. He has very little to do with the goings-on of Aer (see the High Kings) but has complete rule over the law when appropriate. He has reigned over Aer for 83 years, the longest in known history. His first wife and last wife both died as well as a son from his first marriage. He has one son and one daughter from his last marriage.

The Imperial Heirs: Kelton and Nala Stormhawk are the children of Nadarian's last marriage. They are 22 year old twins and loved by most people in Aer.

His Royal Highness King Denar Aerstone (The High King of Azmar): King Denar is a descendant of the oldest line of Dorgothian Rulers. He is 45 years old and known for his strict leadership and devout faith to the Four.

Her Royal Majesty Queen Eliza Aerstone (The High Queen of Azmar): Queen Eliza is a quiet soul who is well-received by most inhabitants in Aer. She is currently pregnant with their first child.

His Royal Highness King Roval Endrel (The High King of Norfar): King Roval is a descendant of the oldest royal line in Aer. He is 57 years old and known for his distaste of Azmar's ruling body.

Her Royal Majesty Queen Birel Endrel (The High Queen of Norfar): Queen Birel is an elvere from the Aesir. She is loved by everyone in Norfar and they rejoice at the marriage although Azmar finds trouble with the elf queen.

Prince Theren Endrel(Prince of Norfar): Prince Theren is the first half-elf royalty in Aer history. He is 9 years old.

Archpriest Regald Star (High Priest of Aer): Archpriest Regald Star is the High Priest of the Four in Aer. He is established in the Aerial Cathedral attached to the Aerial Palace. He oversees the various monasteries and abbeys throughout the lands to make sure that they foster the truth and faith of the Four in Aer.

The Council of Magi: 7 Archmages make up the Council of Magi which provides guidance to the Emperor upon command. They meet in a tower of the Aerial Palace called the Staff of the World. This tower is protected by all manner of magical wards and may be the safest place in Aer. The current council consists of Archmage Manticus Star, Archmage Sygfrede, Archmage Galacus Firethorn, Archmage Kalister Sawn, Archmage Sinicus Waydon, Archmage Syella Drauss, and Archmage Alyxan Arturo.

Religion in Aer

The Four Gods of Aer are the major religion in Aer although many do worship the Pantheon (old D&D gods) and more are starting to every day. Azmar is very strict about the Four receiving the praise, gifts, and worship above the Pantheon. Norfar has many more individuals that act with religious freedom.

Kraedorian the Mighthand

Kraedorian is known as the Father of Aer. Warriors and those seeking power often follow him.

Zaroth Firebane

Zaroth was said to be the first one to tap into magic. Anyone interested in using or studying magic often follows Zaroth.

Prinour the Flower of the Deep

Prinour is the least talked about of the Four. Explorers and lovers of ancient lore often follow him.

Ialdia Lethrontia

Ialdia is known for holding the nature of Aer within her hands. Nalia is often referred to as Ialdia's Cradle. Halflings, elves, gnomes, and goliaths revere and follow her.

Regions of Aer

Azmar

- **The Crown** - The Crown is the region along the western coast that contains the capital city of Aedylor.
- **The Hold** - The Hold acts as a buffer between the Crown and
- **The Streamlands**

The Issus

Malandia

- **Chaos Fields**
- **Wastes of Mar'Dun**

Nalia

Norfar

- **The Aesir**
- **The Edge**
- **The Oasis**
- **The Reach**