
World of Collabris Documentation

Release

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1.1 Mythology

1.1.1 The Titans

The Titans created the world and the speaking races. They are each represented in many forms and guises. They existed before substance, before matter and before life required flesh.

They are not worshipped, they are not gods and are often unheard of by mortals.

Raxis

Raxis of the Nine Heads; Hydra Father to the Yuan-ti and Lizardmen.

Baharix

The dragon titan; mother of dragonborn.

Grolth

The Orc titan; father of goblins and gnomes.

Korr

The Dwarvern Titan; Father of Stone and Goliaths.

Namura

The titan of men and halflings

Lisael

The titan of the Elves.

1.2 The North

1.2.1 Korim

The dwarvern kingdom to the north. They are masters of construct magics and through a small kingdom defend their lands with the constructs they build.

The Crucible

The voting council of the three most powerful houses, thereby preventing ties in the legislature.

Great House Aurum

Ruled by Thane Ygnal the oldest house and first among equals on the Council of Brass. Voted against the alliance with Ardenia.

Great House Cuprum

Ruled by Thane Gilmarad. Sided with House Argentum in the vote on an alliance with Ardenia.

Great House Argentum

Ruled by Thane Helmoral, the youngest of the three great houses on the council, brokered the alliance with Ardenia. This peace has brought her house great wealth and power; this threatens Thane Ygnal and House Aurum.

1.2.2 The Northern Sanction

Granted to the men of the north by the dwarves (back when they still ran this place) it is the last remaining civilized area of Men, broken now into three kingdoms:

Ardenia

Allies of Korim. No peace yet with the neighbouring Orc tribes (maybe because they're allies with the dwarves, who would cut off trade with Ardenia if they made peace with the Orcs).

Ruled by Queen Aeeth, Ardenia is famous for its bardic college; the College of the Whispered Song (A.K.A. the Whisper) lead by Master Troubadour Christoph. Ardenia's bards travel the kingdoms from the high city of Arden all the way to Titan's Gate, collecting and spreading news!

Suspected by the other nations, but never proven, rumor has it that Queen Aeeth uses her bardic college as a spy network, keeping the larger, more prosperous Kingdoms of Haldrim and Cardus at bay.

Haldrim

Probably where most people start their adventures. Lots of Half-Orcs in this area, because of the close proximity to the Urshok Hills and Red Sun Orc tribe.

Haldrim made a truce with the Orcs to the north, aggravating Sethis (their legion captain) whose men took to the hills and became the first bandits. They were soon joined by others. Sethis is now Lord of the Bandit Tribes.

You often just get straight up Orcs hanging out here who are outcasts from the Red Sun tribe.

Haldrim is ruled by King Cyric the Grey, in his 91st year. He remembers the kingdom of Kalazanbaar and yearns for those older days when the dwarves of the Broken Spine endured peace throughout the land.

Certainly closer to his end than his beginning, Cyric fears what will happen when he passes. His daughter will be Queen, and Princess Elise lost her husband to the Orc Warfather (then a young Headtaker) Valkun. Cyric knows if his eldest daughter becomes Queen, the peace with the Orcs will quickly convert to war. A vocal, traditional minority would like this very much and in spite of her hawkish sensibilities, the majority of the people of Haldrim love Princess Elise and remember her as a girl.

His younger daughter, Miranda, is a potent enchanter and while Cyric would rather hand the reins of the country to her, whom he trusts, the people are deeply suspicious of sorcery and would not follow a Wizard-Queen ruling from her Tower of Sorcery.

Preparing for the inevitable succession war, Princess Miranda has already forged a secret alliance with Master Troubadour Christoph, who promised to help overthrow (or even assassinate) Princess Elise before she can ascend to the throne.

Cardus

Cardus has the largest standing army in the Northern Sanction, but they use it for defense. They can't commit troops to the pass as they're busy holding their ground against the Men of the Scale Hills.

Ruled by King Godfrey, the teenaged ruler only recently came to the throne when his father king Edmond died in battle against the Snake Men (Yuan-ti) of the Scale Hills. Rumors persist that King Edmond's death was not the glorious last stand that the bards sing of. . . The absence of a body to recover mean the rumors never die.

Godfrey was raised to be a king and a knight, and at fifteen is already a capable horseman and warrior.

Eager to avenge his father, he is advised by the Knight-commander Duncan.

Unbeknownst to the people, the bards and even the young king, Edmond is not dead. He fell in battle, his retinue slain (meaning that there were no witnesses to the event) he was kidnapped by the Yuan-ti, who intended to ransom him back to Duncan.

But Duncan is happy with Godfrey on the throne, because the young king is in favor of an aggressive campaign over the mountains, into the Scale Hills; to wipe out the hereditary threat of the Snake Men once and for all.

King Edmond was a realist and a pragmatist, always willing to negotiate with the opposing side. Duncan did not approve of this and raised Godfrey to be the king he wished Edmond would be.

1.2.3 The Burnt Hills

Home to several bandit tribes all descended from a regiment of Haldric troops who rebelled when Haldrim made peace with the Orcs.

1.2.4 Tal-Onarafel

The haunted wood, formerly a nation of High Elves defeated by the Drow to the South after their victory against Kalazanbaar. There are still High Elves here but they wander the wood in mourning.

The Drow ransacked the High Elf capital of Vellardin. Killed the King and Queen of the White Iris Court is in mourning, his wife and children slaughtered the Drow. He is a paladin of the High Elf god Polaris. He refuses to take up the mantle of nobility and the High Elves follow his lead. They call his noble retinue the Court of the Fallen Leaves.

Most of the elves follow the lead of their Duke and want to fade away. But some seek revenge against the Drow! They call themselves the Court of Winter and follow Lady Verit, the Countess of Willow.

1.2.5 Dreshmoor

The swamp ruled by Lizardman tribes, Goblins and goodness knows what else. The lizardmen ambush human traders who trespass on their land for their metal.

They serve the Queen of Stone Magora, the medusa. She occupies the ruined city of Coromagus.

There are three main Lizardman tribes living here, all children of the dead titan Raxis:

- The red scale Xanthor tribe, led by Xartan
- The black scale Oran tribe, led by Mallok
- The green scaled Kuroth tribe, led by Hedora

Coromagus

The ruined city of Coromagus, left over from the previous unknown civilisation. Discovered and explored by the Elf Lady Maradel who sought its alien knowledge and discovered something that cursed her, turning her into Magora, the medusa.

1.2.6 Urshok

Home to the Red Sun tribe of Orcs.

Once, Urshok stretched south into the mountains, including the Burnt Hills, but the men of the Northern Sanction cut back the forest and drove the Orcs north. Because of this, they now refer to themselves as the Kanrokk - literally 'The Homeless'.

They also have a blood feud with the men of the Northern Sanction, which was quenched just recently when Haldrim made peace. But only so much peace can be made without alienating the dwarves of Korim, who they depend on for supplies.

The Red Sun Tribe

Warfather Valkun

Negotiated peace with Haldrim in exchange for access to the port city of Titan's Gate. He wants to trade with the other regions of Collabris. With access to the trade routes that intersect with Titan's gate, he might just be able to achieve that level of influence.

Warmaster Valarak

Sister to the Warfather and leader of the Warhounds; the army of Orcs who charge into battle with their dire boars. Should Valkun die, Valarak will likely replace him as the Warmother.

Beastmaster

Title given to the kennel master of the dire boars that accompany the Warhounds into battle.

Headtakers

The elite commandos of the Warfather. They are assassins who garrotes, and literally take the heads of their victims.

Sunbreaker

Amarax the Shaman. Who begins his rituals at dusk when the sun falls.

1.3 The Broken Spine

1.3.1 Kalazanbaar

Durok founded the dwarven kingdom Kalazanbaar when he killed the Titan Raxis, and split the mountain.

The Fall of Kalazanbaar

A civil war between the dwarves of Kalazanbaar and Korim. Korim, the smaller kingdom to the north, developed the Construct technology they needed to beat the larger, more established kingdom.

Even that was not enough. When the alliance of the Duegar and Drow emerged from Below, the Dwarves of Kalazanbaar found themselves fighting a two front war, and lost.

The dwarves of Korim are now reviled by many because winning their war had the unintended side effect of annihilating their brothers to the south.

1.3.2 Dar-daïthar

The underground empire of the Drow. Former allies of the Duergar, once the two nations overthrew Kalazanbaar they instantly began fighting and now experience a cold war of spies and assassins always on the brink of tipping over into open conflict.

The men of the Northern Sanction consider this something devoutly to be avoided. As soon as war breaks out between the Drow and the Duergar, the Maw will become impassable. Once this happens, trade with the outside world via Titan's Gate will end.

Within the vast expanse of Dar-daïthar are several kingdoms, ruled by the Starless Court, and their Empress Veylas-travix the Dark Star; the Fate Weaver. Her device is a black star on a deep purple field.

The empress is an Oracle, subject to fits of prophetic ecstasy when the Goddess of the Drow has some important information to impart.

1.3.3 Ull'vol

The upper, civilized kingdom of the Duergar. The lower kingdom Ull'vok fell years ago and the Duergar there went mad and became the Derro.

A theocracy ruled by the Hierophant Xadraxim who speaks for the Duergar Creator Deity Molak, the God of Nightmares.

1.4 The South

1.4.1 Titan's Gate

The port city built and defended by the men of the Northern Sanction

1.4.2 The Ban Tuur Steppe

'Ban Tuur' means 'The Children of Tuur'. Animists who see gods in everything, the greatest of which is the Volcano Tuur, the Father of Fire.

They are the horse lords of the south. Ferce nomadic warriors who raid their neighbours and make life difficult for people trying to cross this region.

The Ban Tuur believe Tuur's ash is holy and paint themselves with it before combat. They call their elite cavalry 'The Ash Wind'. When you see these horse riders covered in ash, you'd better have come prepared for the onslaught. . .

Their priests are the Firespeakers, who build ritual bonfires to commune with, their god, and create the funeral pyres they use to dispose of their dead.

Led by their cheftan, known as the Gân, a hereditary title crafted for the first ruler of the horselands.

As a rite of passage for their adolescents, they raid the road from Spineguard Keep to Titan's Gate. The men of the Northern Sanction consider this an act of war. Men are killed in these raids, after all. But the Ban Tuur refuse to be negotiated with. Their response is always "children must learn to be adults. What can be done?"

The Volcano

Known as Tuur to the nomads, they make no distinction between the volcano itself, and the god it represents.

It is called the Basalt Throne by the Northern Sanction. Its lava is so powerful, that it can be used to forge magic items. The men of the north want it, but the steppe nomads protect and have no use for its magic forge.

1.4.3 The Veil

Inhabited by Wood Elves. They call the forest V'ael (Immortal Shroud), and humans interpret that as "Veil." Elves don't know what this means. Humans are happy calling it the Veil because the forest is constantly flooded with fog from the nearby sea.

The Elves of V'ael are immortal as long as they stay in the forest's mist. Once they leave, they become mortal. A dying V'ael Elf who returns to the forest, is restored to youth.

Under the veil lies a sleeping dragon. Basharix. It is the source of the fog. The Elves of the Veil don't know they're protecting an ancient dragon. They worship the forest.

Basharix

The ancient dragon-titan, mate to the Titan Raxis. When Raxis was slain, Basharix wept and went into her Long Slumber. Her tears create the fog. The elves protect her. And await her awakening when she will revenge herself upon the dwarves who slew her mate.

1.4.4 Zir

Arabic (Fremen) Dragonborn of the desert. Civilized, not nomadic. Constantly warring against the Yuan-ti to the east, and the Thri-kreen to the west (off the map) Capital city: Ziris, the Glass City, the Shining Star of the Sand. Literally made of stone and glass.

The dragonborn fashion glass weapons and armor using their fire-breath. Dragon-glass, also known as Zirathnian Steel is light and strong, durable and also readily accepts enchantment!

A democracy where only and all wizards can vote, the Grand Vizir is elected by the Council of Seven, the leading wizards from each school of magic (minus Necromancy, because what?). Currently S'vaaj, the Snake-eater, so called because of his string of military victories against the snake-men.

Technologically more advanced than the Northern Sanction, the Men of Zir fashion elaborate clocks and time-pieces (not clockwork magic) they have accurate maps of the stars, and their procession though the sky. The calendar of Collabris is the Zirathian Year. Their mathematics are far in advance of any other culture in Collabris, and have advanced approximation and estimation, on the cusp of discovering calculus.

Their nation is bound by the Glittering Way, a network of glass roads connecting their cities, travelled along by chariot pulled by the Elkiz, large flightless desert bird. But in the deep desert, the more primitive, older, classical dragonborn civilization still use the wind-powered sand-skiffs.

The knights of Zir are renowned (and feared) for the giant salamanders they ride into battle.

1.4.5 The Scale hills

Home to the Yuan-ti, who battle the dragon men of Zir. They are being driven over the mountains into Cardus. They also worship the dead titan Raxis

1.4.6 Nara'Shul

Mountain home to the Nara, the griffon-riding Goliaths living in cities carved into the rock. Skilled masons and stonecutters. Their capital city of Hethra lies below the highest peak of the mountains, Kuraya. At the top of which lives U'shaka, the God of the Goliaths, believed to be a Prince of the Air Elementals and his servants, the Nine Winds, the Dukes of Sharash.

The first eight winds are:

- Ahuema (brother)
- Atuema (sister)
- Herresh
- Rosh, The Living Thunder
- A'arifar
- Merakish
- Urraine

- Bellathin
- Shetheri the Frozen Bite

in addition to the wind that lifts from below (the spirit wind).

The griffon riders themselves are called the Mar-Ushaka, the Breath of God. They are a religious caste among the Goliaths and serve as messengers between the mountainous cities.

1.4.7 The Dead Kingdom

Once a kingdom of men, formally known as the Southern Sanction, who were destroyed by Kayleth-varr, the druid Archlich, who sold her soul to the god of death to stop the Southern Sanction from cutting back the forest to make their civilization.

Varr lives in a giant, petrified tree and makes the Stone giants of the island her allies.

The undead that haunt this corner of the world are the dead legions of the Southern Sanction. Countless men and women who tried to carve civilization out of the wilderness long ago.

This area, like the Northern Sanction, was ruled by three kings. Each of them, including their generals became the Nameless. Eleven Wights who had their names taken by the lich and ride nightmares.

CHAPTER 2

Indices and Tables

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