

Thrones of Old and New

Setting Primer

The world called **Rasan** marries themes of heroic fantasy with the arcane technologies of a bygone civilization.

Millennia ago, the powerful empire that sprawled the world collapsed due to an unknown disaster. Even the immortals do not remember what happened. Civilization was forced to begin again.

Now, in the **year 4331r**, the nations of the world have built feudal systems of sword and sorcery atop the technology of their ancestors.

Artifacts are pulled from the ruins of the ancients and studied. Magic crystals mined from the earth are used as power sources. The cities of Rasan are no strangers to plumbing and electricity, though they become rare in the countryside.

Even still, the world brims with danger. Nobles play games of intrigue and secrecy. Monsters lurk everywhere from the depths of the ocean to the mountain peaks, and entities from beyond reach through the veil to the mortal realm.

The world spans **three continents**, but your journey takes place on **Jhon’Ha**.

Jhon’Ha’s arid southwest is home to **Kel’Toran**, a vast desert called home by many peoples. Centuries ago, the collapse of a powerful, remote nation prompted a diaspora; their cultural influence can now be found all over the continent.

Northeast of Kel’Toran are the **Four Kingdoms**. These nations — Aloria, Rozontis, Saerus, and Zurid — were once locked in perpetual war. Now, they live under a stable alliance. They pass down their martial prowess through four Schools of War.

Aloria is a rugged nation of open grasslands and proud warriors. The Alorian queen balks at the other Kingdoms' complex bureaucracies, surrounding herself with a council of leaders rather than a court of aristocrats. The people tend to be pragmatic, direct, and boastful. They are known for their jewelry.

Rozontis is a small kingdom wedged between Saerus and Zurid. What its people lack in number, they compensate with their clever resourcefulness and ambush tactics. Rozontis lives in harmony with its natural beauty — cities built around trees and villages tucked into rolling hills.

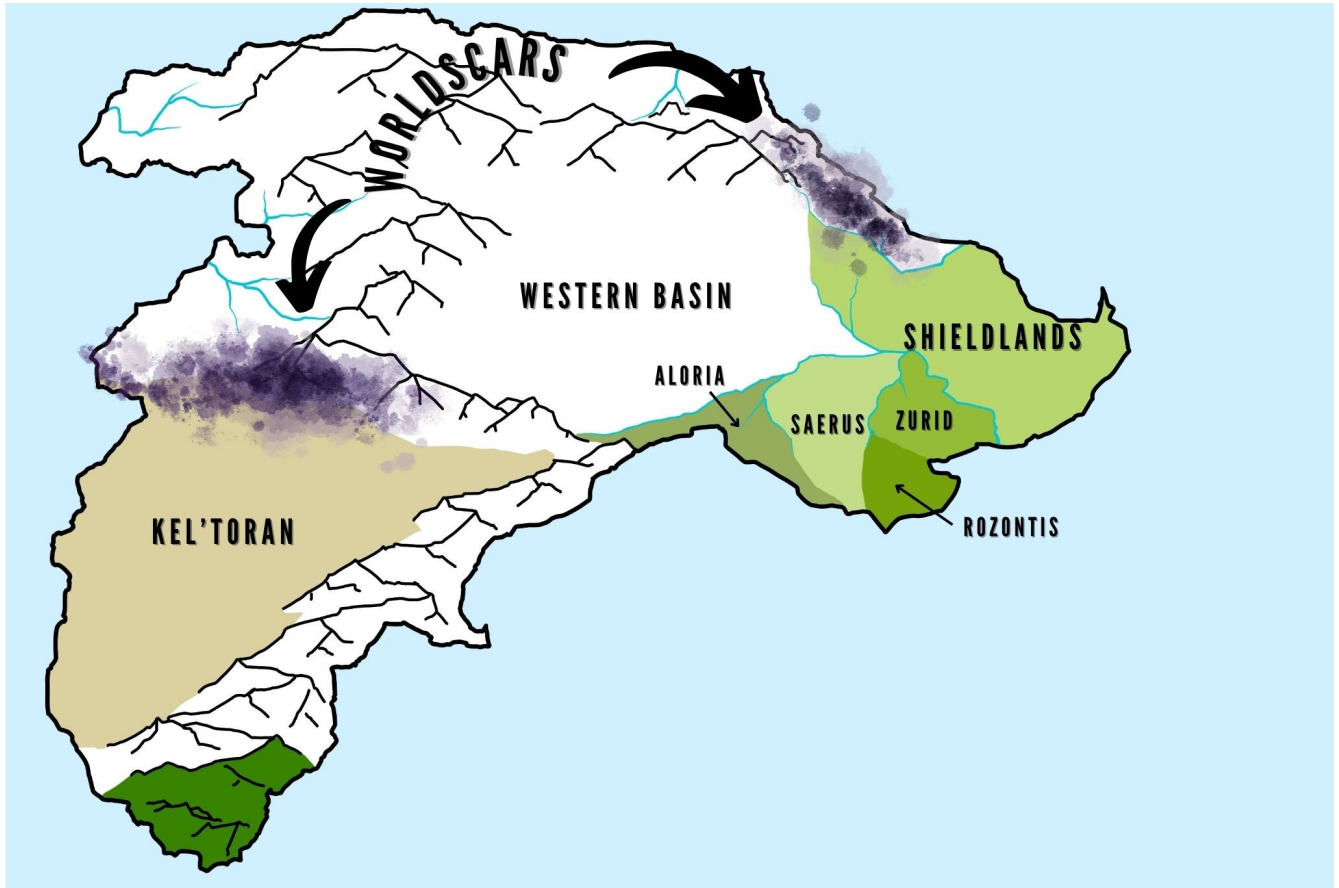
Saerus is a land steeped in romanticism and political intrigue. The largest of the Four Kingdoms, Saerus is bordered by the other three, and its central location makes it powerful and a necessary ally; no business can be done without first going through Saerus. Due to Saerus' size, its people are as diverse as its landscape.

The nation of **Zurid** is culturally eclectic, melding its feudalistic society with the nomadic cultures of the north. Honor, hospitality, and good food are central to Zuridian culture. As the second-largest kingdom, Zurid and Saerus have long maintained good relations with one another.

Much of the land to the north and west of the Four Kingdoms is open plains extending into steppes. Hardened nomadic clans wander the region. Colloquial names for these regions include the **Shieldlands** and the **Western Basin**.

In two different places on Jhon'Ha, a blight spoils the earth. They are called **Worldscars**. Dark magic from another world spills through the veil, twisting the land into a dark mirror of itself and corrupting every mortal thing it touches.

One of these Worldscars is separated from the Four Kingdoms by the Shieldlands, giving the Shieldlands its name. This Worldscar is home to an independent **stronghold** loosely allied with the kingdom of Saerus.



Player Options

Classes

One of the most important things to keep in mind when making a character in Rasan is the following:

There is no pantheon of gods in Rasan.

This does not mean religion does not exist. Players may still choose to play “religious” classes, such as clerics, but the object of their worship might look different than it does in our world. For example, a religious person in Rasan may revere any of the following:

- An abstract concept, such as Peace or Nature
- Ancestor worship
- Animism
- An immortal entity, such as a powerful celestial
- Anything else you can think of, provided that you run it past me first!

As an additional note, the **Artificer is not yet available** to play in the 2024 rules. For that reason, I am outlawing that class for the time being to spare everyone the headache of adapting the mechanics.

Species

All current 2024 D&D Species (called Races in all editions before the 2024 ruleset) exist on Rasan.

The 2024 ruleset has some backwards compatibility with 5th edition, so if you would like to play a 5e Race or Lineage, please talk to me so I can help you adapt it to the new ruleset. Also, the following 5e Races **DO NOT** exist in Rasan:

- Githyanki or Githzerai
- Kender from *Dragonlance*
- Any of the *Spelljammer* Races except for Thri-Kreen
- Simic Hybrid or Vedalken from *Ravnica*

Campaign Introduction

The **Four Kingdoms** have been busy.

The islands far to the south were once the world's most prolific center of trade, but with the rise of piracy, merchants flock to the Four Kingdoms' shores in search of safer markets.

But for the past few centuries, the Kingdoms have been hard at work taking care of a supernatural pest control problem. The actions of a corrupt nobleman weakened the veil between the Hells and the mortal realm, and now **devils** lurk the region in search of victims.

For whatever reason, your characters are **staying at the same inn** in a border town between two of the Kingdoms, **Aloria** and **Saerus**.

The town of **Yenret** is technically under Alorian jurisdiction, though it is less than a day's journey to the estate of the nearest Saerussian marquis across the river. Many travelers stay here on their way to other places. The local townsfolk make good coin offering their services to those passing through, making it a welcome alternative to camping on the side of the road.

Whether you are a merchant far from home, a wanderer passing through, a skilled adventurer looking for work, or whatever else, you have all caught the eye of a mysterious benefactor. A letter appears under the door to your room, imploring you to meet them at the entrance to a nearby ruin and promising a handsome reward...