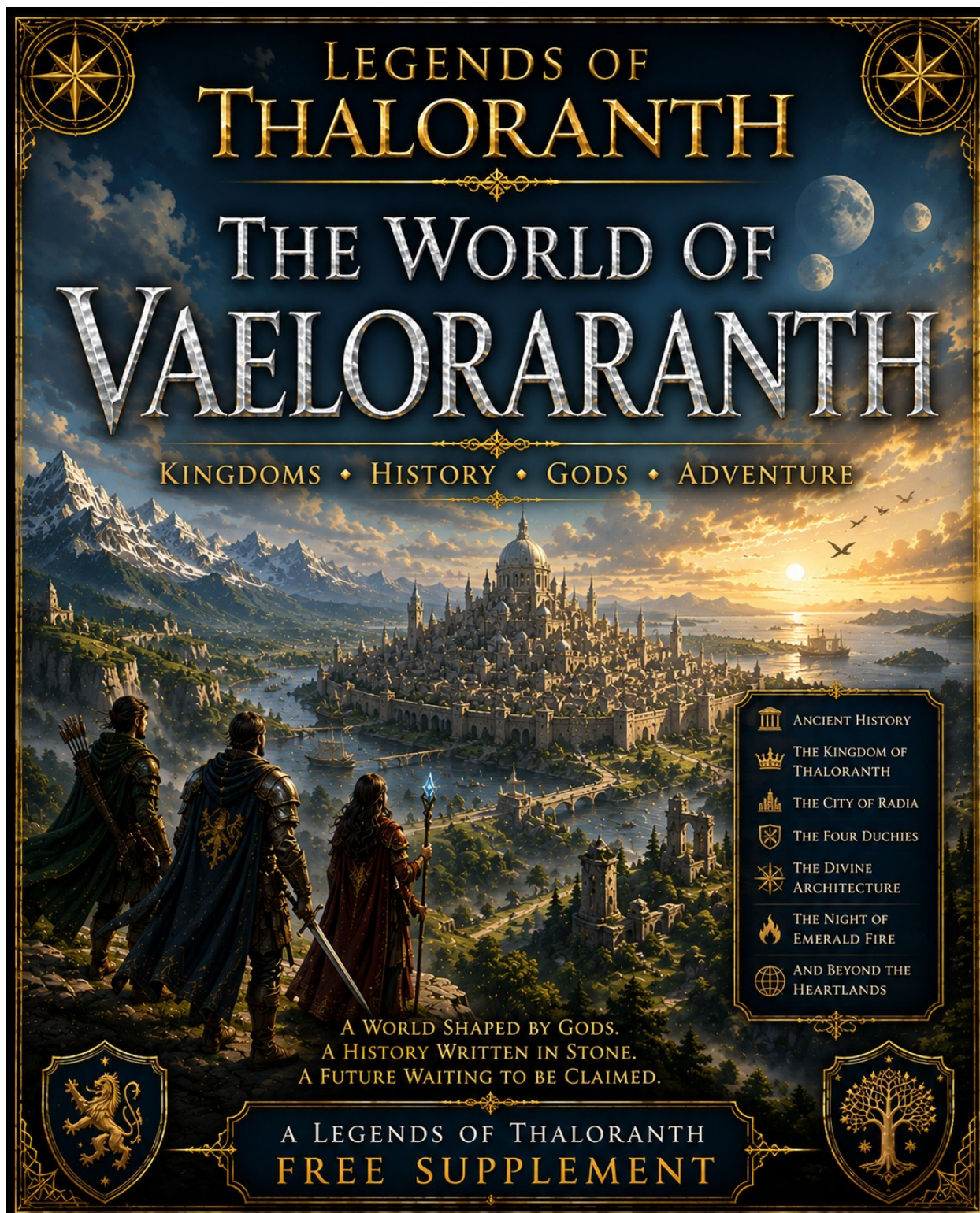




# THE WORLD OF VAELORARANTH

## *An Introduction to the Setting of Legends of Thaloranth*

*A Legends of Thaloranth Free Supplement*

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*This guide introduces the world of Vaeloranth: its history, its geography, the kingdom of Thaloranth and the city of Radia where most campaigns begin, the divine architecture that shapes everything, and the larger world that extends far beyond the Heartlands. The complete geographical, historical, and cultural documentation is in The Guide to Vaeloranth, The Guide to the Heartlands, the Gazetteer of Radia, and the Divinity Series.*

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## THE WORLD YOU'RE ENTERING

*There is a place in the Temple Ward where three streets meet at an odd angle, creating a small triangular plaza that appears on no official map of Radia. The locals call it the Quiet Corner, though it is rarely quiet. Street preachers work the edges. A fortune teller maintains a permanent spot near the central fountain, which has not functioned in living memory but still draws people who sit on its rim and think.*

*On certain evenings, when the light falls at the right angle through the gap between the Shrine to the Shield and the older building beside it whose original purpose no one remembers, the stone of the plaza floor shows faint markings. Scholars who have seen them disagree about their origin. Most agree they predate the current city. A few, quietly, suggest they predate the current age.*

*Nobody has asked the fortune teller what she thinks. This is generally agreed to be wise.*

Vaeloraranth is old. Not old in the way of a history book but old in the way of a city built on the ruins of previous cities, each layer pressing down on the ones beneath it, each age shaped by what it inherited and what it refused to acknowledge.

The world has been through seven distinct ages since the gods first shaped it, and the evidence of every age is still present in the current one. The Sylvani who walks through Radia's Scholar's Ward carries personal memory of the age when her people were the dominant civilization. The Forgeborn who works the Sundercrest Mountain forges maintains traditions that predate every human institution in the kingdom by centuries. The ruins that dot the countryside are not curiosities — they are the previous version of the world, still physically present, occasionally still active.

This depth is not background information. It is the texture of daily life in Vaeloraranth. The fortune teller at the Quiet Corner has been there since before most of the surrounding buildings were built. The faint markings on the plaza floor predate the city. Every

conversation, every institution, every political alliance is conducted within a landscape that remembers more than its current inhabitants do.

Most campaigns in Legends of Thaloranth begin in the kingdom of Thaloranth and the city of Radia. The Heartlands — Thaloranth and its four duchies — are the setting's primary stage: politically complex, densely populated with institutions that have their own histories and agendas, and positioned at the intersection of the world's major powers and tensions. It is the right place to start because it is the place where the most things are happening simultaneously.

What lies beyond Thaloranth's borders is documented in depth across the wider product line. What this supplement provides is the essential picture: what Vaeloranth is, what shaped it, and what a character entering it for the first time needs to know to understand the world they are entering.

## THE AGES OF CREATION

Vaeloranth's history divides into distinct epochs, each leaving tangible remnants that affect current play. Understanding the ages is not about memorizing mythology. It is about knowing why ruins exist where they do, what ancient threats might resurface, and how different peoples remember their shared past differently.

The history spans approximately ten thousand years from the first age to the present. Long-lived peoples — the Sylvani, who can live for centuries, and the Forgeborn, who carry generational memory in their clan traditions — have direct experiential connection to events that humans know only from records. A Sylvani elder may have personal memory of the Age of War. Ancient Forgeborn remember when the Drakemires ruled their mountains. These are not legends to them. They are things that happened.

### The Age of Creation

*The gods collaborated to create the eight major peoples and establish the natural order.*

**What matters now:** Each people's distinct capabilities, cultural instincts, and divine connections were literally shaped into them during this age. This is why the Sylvani perceive natural systems in ways others cannot, why the Forgeborn relationship with craft is not simply cultural preference but something closer to instinct, why humans' particular relationship with time and urgency is as much a part of their nature as their physical form.

## The Age of Darkness

*Malevolent deities created opposing forces: Trogmar-kin, Graveborne, Nocthranar, and other peoples shaped to oppose the creator gods' designs.*

**What matters now:** These peoples and their descendants still exist. When a party encounters organized Trogmar-kin activity or discovers a Nocthranar assassin network, they are dealing with peoples who have their own legitimate claim — from their perspective — to the world they inhabit. The conflict between creation-aligned and darkness-aligned peoples is not simply historical. It is ongoing.

## The Age of Sundering

*Divine war literally reshaped the world's geography. The gods withdrew from direct mortal intervention, establishing the Accord that governs their relationship with the mortal world to this day.*

**What matters now:** The Accord of the Sundering is the reason gods act through avatars, omens, and the attention they extend to divine practitioners rather than walking among mortals directly. The Wastes of Sundar — the scarred, desolate buffer zone between Thaloranth and the Theocracy of the Lord — are the physical remnant of the final battle between the Lady and the Lord. The cracked earth, the lingering magical energies, the ruins of civilizations caught in the crossfire — all of it is still there.

## The Age of Horrors

*Abysslurk and Thoughtreaver empires enslaved vast populations while the gods, constrained by the Accord, remained distant.*

**What matters now:** Both species still exist, mostly in deep hibernation or isolated underground enclaves. Ancient Abysslurk ruins dot ocean floors and deep lakes. Thoughtreaver enclaves, centered on elder brains of extraordinary age and intelligence, occasionally send raiding parties to the surface. When they do, they bring the specific horror of entities whose relationship with time and mortality is nothing like any mortal people's.

## The Age of Drakemires

*Drake-kin tyrants ruled most of the inhabited world until good-aligned Drakemires and mortal heroes overthrew them in a war that produced some of the most powerful artifacts in existence.*

**What matters now:** Both evil and good Drakemires still exist, pursuing their own agendas in the current age. Massive dragon hoards remain hidden in lost lairs. The artifacts created to fight draconic tyranny are scattered across the world, often in places their creators hoped no one would find them.

## The Age of Sylvani

*Sylvani became the dominant civilization, ruling with what they describe as benevolent paternalism and what other peoples sometimes remember as control.*

**What matters now:** Sylvani cultural attitudes often reflect assumptions rooted in this era — the sense that Sylvani judgment deserves deference, that their longer perspective produces superior understanding. Other peoples remember being

‘protected’ whether they wanted it or not. Many current political tensions trace to this period, as do many of the complicated dynamics between Sylvani characters and the humans, Forgeborn, and others who share the current world.

### The Age of War

*Millennia of rebellions against Sylvani dominance fractured their empire and reshaped political boundaries. No single people dominates all others.*

**What matters now:** Current borders and political divisions originated here. Sylvani retreated to ancestral homelands. The present political landscape — regional powers competing for influence, no single civilization dominant — is the direct result of the conflicts that ended Sylvani supremacy.

### The Age of Mankind

*Humans rapidly built and collapsed numerous empires, creating the current patchwork of city-states, kingdoms, and duchies that characterizes the present age.*

**What matters now:** This is the current age. Human political structures change within character lifetimes while Sylvani and Forgeborn remember centuries of stability before humans became the world’s dominant political force. The speed of human change — which humans experience as normal — is something that longer-lived peoples find alternately impressive and alarming.

## THALORANTH: THE KINGDOM

Thaloranth is the central kingdom of Vaeloranth's northern continent, Nordarael. It is home to approximately two hundred thousand people, governed by King Edric from the capital city of Radia, and bounded on three sides by mountain ranges: the Sundercrest Mountains to the north (home to several Forgeborn clans), the Durad-Karaz Mountains to the west, and the Gloomridge Mountains to the south.

Thaloranth is the stronghold of the Lady’s followers and the political and cultural center of the Heartlands. It is not, despite what some of its citizens believe, the center of the world. It is the place where the current age’s primary tensions are most concentrated and most visible: the tension between noble houses competing for influence within a functioning monarchy, the tension between the guilds’ economic power and the crown’s political authority, the tension between the kingdom’s relationship with the Lady and the ongoing threat from the Theocracy of the Lord beyond the Wastes of Sundar.

The kingdom’s economy runs on the Meridian River, which connects the inland regions to Radia and from Radia to the broader trade networks that link the Heartlands to the rest of Nordarael. The Sundercrest Mining operations provide mineral wealth. The agricultural holdings of the four duchies feed both the population and a significant export

trade. The guilds of Radia coordinate most of this economic activity and, in doing so, hold more practical power than many of the noble houses whose names appear in official histories.

## **What Thaloranth Is Good For**

Political intrigue and court diplomacy. Urban adventure in a city with genuine social complexity. Military campaigns along contested borders. Trade missions and commercial ventures. Scholarly work in institutions that hold four centuries of reconstructed knowledge. Faction politics between noble houses, guilds, and knightly orders that have been competing and cooperating for generations. The full range of what the LoT system does well is available in Thaloranth, because Thaloranth was designed to showcase it.

## **RADIA: THE JEWEL OF THE HEARTLANDS**

Radia is the capital of Thaloranth and the largest city in the Heartlands. It is built at the confluence of the Meridian River's two main branches, which makes it the natural center of the kingdom's trade network, and it has been the center of Thaloranth's political, cultural, and commercial life for as long as the kingdom has existed in its current form.

The city is layered in ways that are visible even to a first-time visitor. The Royal Palace and the noble houses occupy the highest ground, where the oldest streets are widest and the architecture is most deliberate. Below them, the Artisans' District and Scholar's Ward occupy the middle elevations, where the guilds have their halls and the institutions of learning maintain their presence. The Commons and the Harbor District occupy the lower city, where the work of keeping Radia functional is done by the people who do most of the work.

Radia is not simply a city organized by class. It is a city organized by information. Each layer has access to a different kind of knowledge: the nobles know what the crown is planning, the guild masters know what the economy is doing, the scholars know what the history says, the Harbor District workers know what actually arrived on which ships and who met them. The party that learns to navigate between these layers has access to the most complete picture of what is actually happening in Radia at any given moment.

## **The Commons**

Practical, suspicious, and fiercely loyal to immediate community. The Commons is where most of Radia's population lives and works — where the laborers, servants, small traders, and the enormous supporting population of a major city maintain the daily operations that the upper districts depend on and rarely think about. Information moves through the Commons laterally, through neighbor networks that are faster and more accurate than most official channels.

## **The Artisans' District**

Proud, craft-focused, and opinionated about politics in the specific way of people who know exactly how the economy actually works. The Artisans' District is where the guild halls are concentrated, where the most skilled craftspeople maintain their workshops, and where the middle tier of Radia's social landscape — the tradesmen and specialists — exerts its particular kind of influence. Guild membership here is not merely professional. It is social identity.

## **The Scholar's Ward**

Precise, curious, and occasionally emotionally oblivious in the specific way of people whose primary relationship is with ideas. The Scholar's Ward houses the institutions of learning, the archives, the research academies, and the practitioners who maintain and extend Thaloranth's accumulated knowledge. It is also where the Arcane Tradition's practitioners are most concentrated, and where the White Tower maintains its presence.

## **The Harbor District**

Direct, worldly, and transactional. The Harbor District is where Radia's connection to the broader world is most tangible: ships from the Emerald Coasts and beyond, merchants from across the Heartlands, information networks that extend far beyond what any single institution officially tracks. The Harbor District does not require context or explanation from strangers. It requires a reason.

## **The Noble District**

Curt, polite, and layered in ways that require sustained attention to navigate. The Noble District is where the houses that have accumulated enough standing to maintain presence in the capital conduct their business. Every interaction has a stated purpose and a real

purpose, and understanding the gap between them is the primary skill required to operate effectively here. The noble who gives a direct answer to a direct question has decided that directness serves their purpose in this specific moment. This is worth noting.

## THE FOUR DUCHIES

Thaloranth's territory beyond Radia is organized into four duchies, each with distinct geography, culture, and relationship to the crown. The duchies are not simply administrative divisions. They are regional identities with their own histories, their own institutional networks, and their own way of understanding what Thaloranth is and should be.

### ***Sovereign's Reach***

The northern duchy, bounded by the Sundercrest Mountains and the kingdom's northern borders. Sovereign's Reach is Thaloranth's most militarized region — the border with the Evershade Kingdom to the north requires sustained attention, and the duchy's noble houses have been shaped by generations of border defense. The Forgeborn clans of the Sundercrest Mountains maintain their autonomy here but trade actively with the duchy's settlements.

### ***The Run***

The central agricultural region, named for the Meridian River's run through its territory. The Run is where most of Thaloranth's food is produced, and where the farming communities that feed the kingdom maintain the specific culture of people who have been in the same place doing the same essential work for longer than any individual noble house has held its title. The Run is not politically glamorous. It is politically important in ways that become visible when something goes wrong with the harvest.

### ***The Emerald Coasts***

The southern coastal duchy, where Thaloranth meets the sea and the trade routes that connect the kingdom to the wider world. The Emerald Coasts are the most culturally diverse of the four duchies — maritime trade brings people and ideas from beyond Thaloranth's borders, and the coastal cities have developed a more cosmopolitan character than the inland regions. The Meadowkin communities that have established themselves here over three generations are one visible expression of that diversity.

## **Stormhaven**

The western duchy, where Thaloranth's territory approaches the Durad-Karaz Mountains and the territories beyond them. Stormhaven is the duchy of frontiers: the settlements here are accustomed to operating with less institutional support than the more central regions, which produces a culture of self-sufficiency that the more court-oriented areas of the kingdom sometimes mistake for roughness. The Forgeborn communities of Silverstone and similar mountain towns are part of Stormhaven's economic and cultural fabric.

# **INSTITUTIONS AND POWER**

Thaloranth's political landscape is not simply a monarchy with subjects. It is an ecosystem of institutions whose competing interests, mutual dependencies, and established relationships determine what actually happens in the kingdom, often with limited reference to what the crown intends.

## **The Noble Houses**

The noble houses of Thaloranth are primarily human institutions that have accumulated standing, wealth, and influence across generations. They hold significant formal authority within their territories and significant informal influence in Radia through their relationships with the Council of Lords. Noble house names are, as the PG notes, arguments about the past: the name carries a specific history of alliances, conflicts, and accumulated reputation that shapes how every member of that house is received before they have done anything.

Noble houses compete through marriage alliances, commercial relationships, patronage of talented individuals, and the specific currency of political favor. Open conflict between houses is rare and expensive. Quiet competition through the institutions both houses are embedded in is constant.

## **The Guilds**

The guilds of Radia shape daily life more practically than most laws. The Merchants' Guild dominates Thaloranth's commercial infrastructure and controls access to the trade networks that determine what the kingdom's economy can do. The Scribes' Guild controls documentation, contracts, and official records. The Blacksmiths and Forgers' Circle

controls weapons production and military supply. The Stonewrights' Guild controls construction and city infrastructure.

Guild membership is not simply professional accreditation. It is a form of institutional standing that propagates through the same networks as noble reputation, often more reliably because guild relationships are built on economic dependency rather than social convention. A character with genuine guild standing has a different kind of access than a character with noble connections, and in many practical situations, the guild access is more useful.

## **The Knightly Orders**

Two knightly orders operate formally within Thaloranth. The Order of the Azure Star is Thaloranth's primary knightly tradition — the most formally recognized knights in the kingdom, whose investiture produces the Azure Knight Prestigious Path. The Purple Knights are the Radian city watch's most formally recognized martial tradition, responsible for the defense of the city walls and the specific institutional capabilities that produce the Purple Knight Prestigious Path.

The Order of the Phoenix is a religious-military order affiliated with the Temple of the Lady, whose members carry the Knight of the Phoenix Prestigious Path. The Order operates across Thaloranth wherever the Lady's temples maintain a presence, and its relationship with the crown is close but not subordinate.

## **The Council of Lords**

The Council of Lords is Thaloranth's primary political institution below the crown. It is where noble houses, guild representatives, and major institutional figures negotiate the kingdom's direction, adjudicate disputes that the formal legal system cannot cleanly resolve, and conduct the ongoing work of managing a complex society's competing interests.

Votes in the Council are cast in favor, in debt, and in fear as much as in conviction. Understanding which of those three is operating in any given vote is the essential skill of Radian political life. The character who can read the Council accurately — who knows whose interests align with whose, which debts are coming due, which alliances are under strain — has access to information that changes what is possible in the kingdom.

# THE DIVINE ARCHITECTURE

The gods of Vaeloranth are real. Not metaphorically real, not culturally real in the sense that belief makes things true — real in the sense that they act in the world, that their influence shapes events, that practitioners of the Divine Tradition channel power that originates outside themselves and returns to its source. The theological debates that occupy scholars in Radia's Royal University are not debates about whether the gods exist. They are debates about what the gods want, what their actions mean, and how best to align with their nature.

Since the Age of Sundering, the Accord constrains direct divine intervention in mortal affairs. The gods who remained do not walk among mortals or intervene directly in mortal conflicts. They act through avatars in moments of extraordinary significance, through omens and visions that guide practitioners, and through the specific quality of attention that a deity whose values are being genuinely served extends toward the people serving those values.

## The Elder Gods

The Elder Gods are the most widely worshiped deities in Thaloranth and across the Heartlands, each with their own specific domain and the institutional worship traditions that have developed around them.

**The Lady.** The most widely revered deity in Thaloranth. The Lady represents protection, justice, and the preservation of life. She watches. Her followers, organized through the Temple of the Lady and the Order of the Phoenix, form the kingdom's primary religious institution. The Lady's Five Virtues are cultural DNA in Thaloranth — a moral framework that shapes expectations even for people who do not practice formal worship.

**The Singer.** The deity of natural systems, artistic expression, and the connections between living things. The Singer moves through the world in ways that are rarely direct, expressing divine attention through the patterns that practitioners with the right perception can learn to read. The Singer is the primary deity of the Sylvani tradition and the Natural Tradition of magic.

**The Midwife.** The deity of transitions, endings, and the movement between states. The Midwife tends to the moments when things change fundamentally — birth, death, transformation. The Midwife's clergy are present at every significant threshold in Thaloranth's social life and manage the cultural framework around endings that the kingdom depends on.

**The Forge Master.** The deity of craft, endurance, and the integrity of made things. The Forge Master values what is built to last, what is made honestly, and what survives

the test of whether it does what it was made to do. The Forge Master's relationship with the Forgeborn is close — the forge is not simply a workplace for the Forgeborn but a sacred practice.

**The Tinker.** The deity of innovation, curiosity, and productive failure. The Tinker values the willingness to try something that might not work, to learn from what failed, to approach the world as a system that can be understood and improved. The Tinker's followers are found disproportionately among the Tinkersprites and among the scholars who work at the edges of what is currently understood.

The Elder Gods are opposed by the Conclave of Gods — the deities aligned with the forces that created the peoples of the Age of Darkness and whose followers maintain active opposition to Elder God institutions across Vaeloranth. The Theocracy of the Lord, which sits beyond the Wastes of Sundar at Thaloranth's southern border, is the most significant political expression of Conclave alignment in the current age.

## THE NIGHT OF EMERALD FIRE

Approximately four hundred years before the current age, an event occurred whose cause remains genuinely unknown even to the gods who remained. The sky turned the color of deep ocean glass for a single night. When the sun came up, every person in the world who had been born with natural magical ability found that ability gone. Not suppressed. Not sleeping. Gone, the way a sound doesn't fade but stops.

The Collective of Magi — the gods of magic, beings whose relationship with magical energy was so complete that they were, in some respects, more magic than they were anything else — had departed. Not as the other gods had sacrificed themselves during the Sundering to preserve the world's stability, but simply and completely and without explanation. Even The Lady, who knows more about the nature of the divine than any mortal scholar, does not know why they left.

Magic did not end. What ended was the naturalness of magic. What had once been a birthright — an innate capability that certain people were born with — became a discipline. A body of knowledge that could be studied, learned, and practiced by anyone willing to commit to the work. The traditions of study that developed in the centuries since the Night of Emerald Fire are what magic is now: formal, earned, and permanently separated from whatever it once was.

The Night of Emerald Fire is the defining event of the current age in the same way that the Age of Sundering defined its age: an event whose immediate consequences were catastrophic and whose long-term consequences continue to shape everything. The four magical traditions that exist today were built in the aftermath of the Emerald Fire. The White Tower was founded in the aftermath of the Emerald Fire. The specific relationship between magical capability and studied knowledge — the reason any character can learn magic, the reason magic requires investment rather than inheritance — is a consequence of the Emerald Fire.

Nobody knows what the Collective took with them when they left. Nobody knows if they are coming back.

## **BEYOND THE HEARTLANDS**

Thaloranth is the center of most LoT campaigns. It is not the center of the world.

Vaeloranth consists of two continents. Nordarael, the northern continent, is the more populated and more politically complex of the two — the stage for the great kingdoms and their conflicts, the primary theater of the current age's major tensions. Solterrian, the southern continent, is the land of ancient empires, diverse cultures, and stark contrasts: fallen civilizations whose ruins still contain functional dangers, successful isolationist powers whose relationship with the rest of the world is complicated, harsh volcanic wastelands that separate regions with profound cultural differences.

### **Nordarael Beyond Thaloranth**

North of Thaloranth, the Evershade Kingdom maintains its position along the kingdom's northern border, with a complex relationship that includes both trade and the potential for conflict. Beyond Evershade, the frozen reaches of the Frostveil Glacier and the dark kingdom of Glacierhold — ruled by the evil demi-god Frore — represent the northernmost inhabited territories of the continent.

To the east, the Trogmar Province occupies the territory between Thaloranth and the eastern coast, home to Trogmar-kin, Grunark, and isolated Sylvani communities whose relationship with the kingdom is complicated by the history of the Trogmar-kin War. Beyond the Trogmar Province, the Consortium — a confederacy of three coastal cities — represents a different model of political organization than the kingdoms of the interior.

To the south, the Wastes of Sundar — the physical remnant of the Age of Sundering’s final battle — serve as a buffer between Thaloranth and the Theocracy of the Lord. The Theocracy is the most significant external threat to Thaloranth in the current age: a theocratic state organized around Conclave of Gods worship, whose relationship with Thaloranth is defined by centuries of religious opposition and periodic military conflict.

## **Solterriorion**

The southern continent is less politically unified than Nordarael but no less significant. The Olde Confederacy in the west represents a coalition of older political structures that predate the current age’s dominant powers. The Cantons, separated from the Scorched Expanse by the active volcanic range of the Ember Divide, maintain a precarious but functional civilization on the edge of one of the continent’s most hostile environments. The Theocracy of the Lord extends into Solterriorion’s eastern coast, where it maintains its darkest practices furthest from Thaloranth’s opposition.

Solterriorion is the continent of what remains when empires fall. The jungle-covered ruins of civilizations that peaked in earlier ages dot its interior. The volcanic wastelands are evidence of the consequences of forces that the current age’s inhabitants did not create and cannot fully control. The peoples who have survived and adapted to Solterriorion’s challenges carry the specific character of those who have learned to build resilient things in harsh conditions.

## **The Scope of the Setting**

The Guide to Vaeloraranth documents the geography, cultures, and political structures of both continents in full. The Guide to the Heartlands focuses on Thaloranth and its surrounding territories in the depth that running campaigns there requires. The Gazetteer of Radia opens the city district by district, institution by institution, street by street. The Divinity Series explores each deity in the depth their influence on the world warrants. The Menagerie documents the creatures that inhabit every landscape the setting contains.

What the setting offers is not simply a backdrop. It is a world with enough depth that characters operating in it can always find that the place has a history longer than anyone currently present, that the institution they are dealing with has relationships they have not yet discovered, that the ruins outside the city have a name and a reason for the name. The fortune teller at the Quiet Corner has been there since before most of the surrounding

buildings were built, and she has opinions about the markings on the plaza floor. Nobody has asked her because they are generally agreed to be wise not to.

That wariness is itself information about the world.

## **WHERE TO GO NEXT**

### **The Player's Guide**

The world introduction chapter covers the essential picture of Vaeloranth in the register and depth appropriate for players entering the setting for the first time. The origins chapter introduces each of the seven peoples with their cultural context and history. The divine chapter introduces the major deities and how their presence is felt in play.

### **The Guide to Vaeloranth**

The complete geographical and political reference for both continents, including detailed entries for every major region, kingdom, and territory. The Ages of Creation documentation, the complete pantheon, the cultural framework for how the eight major peoples understand themselves and each other, and the practical guidance for running campaigns in specific regions. The destination for anyone who wants to understand the world in full.

### **The Guide to the Heartlands**

Focused documentation of Thaloranth and its surrounding territories — the four duchies in depth, the major institutions and their relationships, the specific geography and culture of the Heartlands as a campaign setting. The right companion for campaigns based in Thaloranth.

### **The Gazetteers of Radia**

Radia district by district, institution by institution. For campaigns set in or frequently returning to the city, the Gazetteer provides the specific detail that makes Radia feel like a place that exists rather than a backdrop that is described. The Quiet Corner is in there. So is the fortune teller.

## The Divinity Series

Each deity documented in full: their history, their relationship with mortal practitioners, their specific divine gifts, and their role in Vaeloraranth's ongoing story. For characters whose relationship with a deity is central to who they are — Priest Path practitioners, Holy Warriors, Beacons of the Lady — the Divinity Series is where that relationship is documented in the depth it deserves.

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*The world of Vaeloraranth is documented across the Legends of Thaloranth product line, including the Player's Guide, Game Master's Guide, The Guide to Vaeloraranth, The Guide to the Heartlands, the Gazetteer of Radia, and the Divinity Series. All are available at [thaloranthpublishingllc.com](http://thaloranthpublishingllc.com).*

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