

World of Poria(name pending)(Tabletop)

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Kingdom Ehbar

Ehbar is an ancient continent steeped heavily in magic, the nexus of magical catastrophe that repeated until the revolt by the lands themselves.

- Ehbar was the land that first acted as a nexus to the ancient planes of elements, during the creation of the first gods, and the snatching of domains among them it created a separation with only residual magic remaining, but this was enough.
- Soon after the first dragons were birthed and spread out amongst the world, the strongest remained and created a kingdom before the first of the mortal races created a village.
- Thousands of years later came Soh'Kat, the great war of magic. Ancient wizards created domains within the continent and led armies against each other. Magical clashes that created floating mountain chains, sundered the land and even let the dead walk in mass. This war raged for 500 years with no single wizard being able to maintain control. In the end it wasn't a mage that conquered, but a church, Gaia. They are the worshippers of the land and creation, and as the world was damaged it wished to fight back, the spirit of this existence began empowering those to destroy its enemies, wizards.
- In current times this order has fallen by the wayside somewhat as great deities from beyond have taken hold. The current king Tiberius, a follower of The sun god Pelor has ruled 80 years.
- Ehbar has become a land of strong technology, and airships and guns are prevalent somewhat, guns less so.

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- Ehbar has become a land of strong technology, and airships and guns are prevalent somewhat, guns less so.
- This technological revolution is in response to magic's damage to the land. The land itself produces random effects, mostly bad. For instance at night the dead have a chance to awaken and attack. Gates to hell can open randomly. Wizards in the wilds form great armies to invade and destroy.
- Towns are protected in multiple ways. The power of artifacts, divinely empowered they exude an aura that creates a somewhat protective barrier in a town, this is good to stop lesser problems, like hordes of skeletons. Strong walls that are empowered by magic generally. Finally strong people, as adversity is common in this world.
- The continent works in a feudal system with many small territories ruled by nobles pledging fealty to the king Tiberius. These lands can worship gods as they please. Their job is one thing, the harvesting of Magic stones. These stones are ONLY found on Ehbar, and are why the country remains strong. Magic has warped the land so much they grow and grow and are sold worldwide and used to fuel daily life. Some create water, some create flame and others create massive explosions. They aren't infinitely powered but they are efficient.
- The continent would easily conquer the world but it can't expand, as hordes of the undead roam and delay expansion efforts. And expansion required manpower and artifacts to defend new settlements.

- The continent also has trouble being attacked as any army has to deal with random magic, or if they were to start mining they may dig up an ancient mass grave from wars in the past, and the dead are not compliant to their rescuers.
- War between territories CAN happen but generally this is done more politically with small strike parties doing damage vs large scale battle.

Races

Orcs and the Green



- Orcs are elemental beings of **The Green**, the primal force of life, growth, instinct, and vitality.
- Every orc is born with an innate connection to The Green, regardless of which deity they ultimately choose to worship.
- Orcs are free to worship any god. Likewise, non-orcs may worship the Orc Gods and be welcomed by them in the afterlife.
- Orc religion emphasizes **living fully** rather than seeking a greater purpose. Purpose is found through action, courage, kinship, and embracing life.
- Orcs do not generally struggle with existential questions or “finding themselves.” They already know who they are.
- Death is not feared. A life lived in accordance with The Green is considered a successful life, regardless of how long it lasts.
- Orcs will defend their homes and people without hesitation, willingly fighting to the death if necessary.
- Celebrations, feasts, drinking, hunting, wrestling, storytelling, and friendly competition are all considered expressions of The Green.
- Strength is respected, but so are craftsmanship, hospitality, courage, and raising a strong community.
- Orcs see little distinction between work and worship; living well is itself an act of devotion.
- An orc’s worth is measured more by how they lived than by what they possessed.

Summoning Orcs

- Summoned orcs are real individuals temporarily called through their connection to The Green.
- A successful summoning brings willing warriors ready for battle.
- A weak or imperfect summoning may simply pull in whoever is nearby.
- Low-quality summons may arrive carrying mugs, food, hunting gear, or tools because they were interrupted during everyday life.

- If no immediate danger exists, summoned orcs will often begin socializing—drinking, cooking, wrestling, telling stories, or making camp.
- If combat begins, they readily join the fight without complaint, viewing it as simply another part of living.

Cultural Themes

- Live boldly.
- Face hardship willingly.
- Protect your people.
- Celebrate victories.
- Share food and drink.
- Leave behind stories worth telling.
- Honor The Green by living, not merely surviving.