Basic

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 wasnt 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 way side somewhat as great deties 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 prevalant somewhat, guns less so.
- This technological revolution is in response to magics 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 fuedal 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 arent infinitly powered but they are efficient.
- The continent would easily conquer the world but it cant 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.

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