

## ASHKELON: TIME SHIFTED

Author's Note: This work is an overhaul and reboot of a previous fantasy themed campaign that I ran several years ago that had numerous issues and un-reconciled storylines that created a lot of problems for the players and myself as the GM. Hopefully, this addresses and corrects the problems of the inexperienced GM I was back then in terms of campaign setting, storyline, and character development. In short, this is my way of "setting things right finally."

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*My name is Avram Carthalion. I am a young scholar and scribe from my small town who now finds myself chronicling the events in Ashkelon to the best of my abilities in the hallowed historical archives of Itanos, capital city of the great nation of Eleria.*

*Magic seems to be abundant here as great heroes and epic legends live in Ashkelon. Mages soar through the sky on magical beasts and battle vile monstrosities.*

*However, the world of Ashkelon is not all unto itself, it seems. My mentor, a wise and magically sensitive sage named Imani Akachi tells me of timelines that were once reality, but has since shifted following the events in a world that I have never heard of called Dominaria.*

*Imani tells me that if the time-shifting events not happened on Dominaria, Ashkelon would be a far different world than it is today. Instead of a land of wonder and adventure, Ashkelon would be a dying land from hundreds of thousands perishing from the onslaught of war and the pestilence that followed. I need only think of the Fallen Lands to the far southeast of Eleria to realize the truth in her words.*

# THE WORLD OF ASHKELON



## ELERIA

**Background:** The powerful nation of Eleria is the beacon of strength and industry in Ashkelon. The Elerian Men at Arms are among the best trained and equipped fighting men known as a military unit, commanding powerful siege engines and mighty fortresses to protect its people. Eleria boasts a large middle class of artisans, merchants, engineers, scholars, and tradesman as a hub of commerce within Ashkelon.

**Political:** Eleria is ruled by a king and queen, but their rule is balanced by a senate of elected representatives from all of the provinces that comprise the nation with numerous laws as checks and balances in power-sharing. As such, governance is typically quite slow and outside of the basic rules of law to protect life (e.g. laws against murder) and the prohibition of slavery, little has changed in terms of governance.

**Military:** Eleria has a large standing army that is defensive in posture through a vast network of forts, watchtowers, and large scale garrisons. They oversee the protection of a rich countryside from bands of raiding orcs and goblins and will occasionally send forces to defend elements of the neighboring Free Kingdoms.

**Economy:** Eleria boasts a large industry and agricultural base and is the hub of tradethroughout Ashkelon. Common and basic goods such as food and raw metal ore are traded alongside exotic rugs, tapestries, cloths, dyes, raw silk, and cotton throughout the towns of Eleria.

**Social:** Eleria is exceptionally diverse. Humans, elves, dwarves, centaurs, Halflings and other races dwell in Eleria with relative peace among one another.

## THE FALLEN LANDS

**Background:** The Fallen Lands is a generic term people coined over time to describe the vast territory in the southeast. Once comprised of several kingdoms such as Filaimrul, Eidon, Kaldo, and countless others, small-scale wars escalated and consumed them until they fell to the growing hordes of orcs and goblins. Now, only ruined cities and petty fiefdoms remain, attracting many a treasure hunter and warlord looking to build an army.

**Political:** No formal government system remains. At best, there are various human, orc, and goblin tribes that rove the vast expanse or set up in the remnants of a destroyed town or outskirts of a ruined city.

**Military:** There is no formal military, only roving bands of human, orc, and goblin raiders. Their numbers can vary from a few dozen to several hundred, depending on the leadership of a clan or tribe's leader. Typically, once he or she is slain, they dissipate or end up attacking each another for control.

**Economy:** Scavenging and treasure hunting are the two driving forces. At one point, the numerous kingdoms were small but incredibly wealthy. When they fell, huge sums of treasure remain buried or lost, awaiting to be re-discovered.

**Social:** The Fallen Lands are populated by mostly orc and goblinoid races, followed by various human tribes that are nomadic or turned savage.

## THE FREE KINGDOMS

**Background:** The Free Kingdoms is a generalized term people use time to describe the large territory north of the Fallen Lands that is comprised of a large number of small city-states and provincial, independent kingdoms. They are made of us survivors from once fallen lands and newly formed nations, albeit small, carving a new life for its people. Of the numerous lands, the three most prevalent are Argotha, Galadhrin, and Promethea.

**Political:** The Free Kingdoms are made up of a dozen or so small fiefdoms and city-states rules by a wide range of means. Some are tribal, some use elected officials, others a ruling council, and so on, and so forth.

**Military:** Most rely of local militias and support from neighboring Eleria against orc raiders. Argotha and Promethea each boast a small but elite force of warriors, while Galadhrin prides itself on its well-armed and trained centaur cavaliers.

**Economy:** The economy varies from place to place, ranging from agrarian to mining to animal husbandry. There is some industry in the Free Kingdoms, but the level and scale varies.

**Social:** The Free Kingdoms are populated by predominantly humans except for Galadhrin, where a little more than half of the population is centaurs.

## SOLISIA

**Background:** Solisia is a kingdom of noble knights and the northern neighbor to Eleria and the Free Kingdoms.

**Political:** Although there is no slavery or serfdom, Solisia still relies on a form of a feudal system based on a monarchy where residents of a land work in the service of a ruling lord or knights. However, they are essentially employees, and are paid as such by the noble and receive benefits accordingly. As such, residents can come and go as they choose to pursue other lands or trades.

**Military:** Solisia's military is small but powerful, priding itself on its Aurora templars who command the martial skill of a knight augmented with a powerful magic staff.

**Economy:** Solisia's economy is predominantly agrarian, augmented by a robust artisan class.

**Social:** Unlike Eleria, Solisia is almost exclusively populated by humans. It is unclear if this is happenstance or if something more sinister caused this to occur at one point in its history.