

Book of Guardians Campaign Setting

The History of the World

In the beginning, there were many guardians. They were powerful deities with total control over magic. Enesa was particularly skilled in the manipulation of energy, and Matami was particularly skilled in the manipulation of matter. Their concentrations complimented one another, and they bonded over their collaboration. Together, they created a world to rule and populated it with all kinds of creatures, from the tiniest moss to the looming elephant.

Enesa and Matami watched over the world, delighting in its movement. The matter breathed with energy, and it was satisfying to the guardians who created it. They loved their world and celebrated the autonomy it achieved: each day, the creatures moved and learned and grew. As time passed, the creatures began to reproduce, expanding throughout the world they inhabited. Some of the creatures, called humans, taught themselves to build. They built structures and tools that protected and helped them, and their population continued to grow at an increasing rate. They created a city called Gemore.

Matami and Enesa enjoyed the humans and their work, and watched over them carefully. But as the humans grew further and further, Matami and Enesa desired companions to help them guide and protect this civilization that sprawled under their gaze. So they went about creating new guardians to join them: Reyna, guardian of magic; Timris, guardian of life; and Ophean, guardian of death.

And so it continued. The humans innovated and expanded under the guidance of their deities. The deities observed and inspired the humans. If the humans had a need that was consistently brought up, the guardians would create an additional deity to provide for that need. This is how the birth of Hather, Adler, Dion, Atris, Amiens, and Odessa came about.

Tension grew between the guardians around the issue of magic. Some of the guardians desired to bless the humans with the ability to perform their own magic, but some of the guardians resisted this idea. Arguments ensued and unrest grew. When an agreement could not be reached, the pantheon split. Adler, Atris, Ophean, Reyna, and Dion built a new city called Everson, where humans would be permitted to learn magic. Some humans flocked to this new city, eager to practice magic, but others remained in Gemore because they were allegiant to the guardians who stayed there: Enesa, Matami, Timris, Odessa, Hather, and Amiens. Eager to impose balance, Odessa raised mountains between the two cities to inhibit travel. Then she blessed each side of the mountain range with resources such as fresh water and forests.

The guardians in Everson enjoyed their new city. They taught the humans how to use magic, and began to walk among them directly. In Everson, the guardians became a part of the people's daily lives in a tangible and physical way. The guardians in Gemore maintained the structure they had always known. Humans visited the temples and asked for the guardians' intercession.

The rift caused magic to become slightly less stable, as its guiding forces were now divided. Everson recovered from that instability quite quickly, because humans and guardians worked together to achieve regularity. But Gemore remained slightly unstable, which drew resentment from its guardians. They blamed this instability on the part of the pantheon who had left. Appealing to the religious natures of the inhabitants of Gemore, the guardians bred conflict between the two groups of humans. The people of Gemore came to view the people of Everson as their enemy, and initiated some guerilla attacks. The inhabitants of Everson, then, viewed the inhabitants of Gemore as their enemy, and would attack Gemorians who came near Everson's territories.

This tension has gone on for many years now, but it has never escalated much because of the treacherous mountains that separate the two cities. While each city is aware of the other as a potential threat, life continues on at a normal pace. Fear is minimal, as there has never been a large-scale attack on either city. The two halves of the pantheon live as terse neighbors, and maintain their own philosophies within their own territories.

The Pantheon of Guardians

Enesa

- One of the two original guardians who created the whole world
- Primarily focuses on the manipulation of energy
- Guardian of Gemore
- Chaotic good

Matami

- One of the two original guardians who created the whole world
- Primarily focuses on the manipulation of matter
- Guardian of Gemore
- Lawful good

Reyna

- Guardian of magic
- Created by Enesa, who exhaled and caused that breath to form into Reyna
- Has no voice
- Guardian of Everson
- Chaotic neutral

Timris

- Guardian of life
- Created by Enesa and Matami together; Matamia gathered dirt from all over the world, and Enesa formed it into Timris
- Frequently invoked as a harvest deity
- Guardian of Gemore
- Neutral good

Ophean

- Guardian of death
- Created by Matami, who took an old bone, tapped on it, and created Ophean
- Guardian of Everson
- Lawful good

Hather

- Guardian of chaos, the innate and ongoing movement of the universe
- Created by Reyna, who took a sprig of lightning from the sky and formed Hather
- Guardian of Gamore
- Chaotic neutral

Adler

- Guardian of time
- Created by Ophean, who smashed an hourglass and turned the sands of time into Adler
- Guardian of Everson
- Neutral good

Dion

- Guardian of love
- Created by Timris, who captured the sound of beating heart and incarnated it as Dion
- Is blind
- Guardian of Everson
- Chaotic good

Atris

- Guardian of knowledge

- Created by Adler, who lit a candle and poured the melted wax into Atris's form
- Guardian of Everson
- Neutral good

Amiens

- Guardian of muses
- Created by Atris and Dion, who gathered byproducts from all kinds of art (pencil shavings, stray paintbrush fibers, scraps of sheet music, etc.) and combined them into Amiens
- Guardian of Gamore
- Chaotic neutral

Odessa

- Guardian of justice
- Created by Ophean, who combined the spilled blood of an innocent human and a guilty human to create Odessa
- Guardian of Gamore
- Lawful good

Time and Place

Each year is made up of 11 months, named for each guardian. Each month is thirty days long. On the fifteenth day of each month, a festival is held to honor that guardian. The specifics of the festival are tailored to their particular purview. After the division of the pantheon, festivals are only held in the city where that guardian resides. (So for example, Everson would have a [festival for Atris](#), but Gamore would not.)



To the left of the mountain range is Gamore. To the right of the mountain range is Everson. On this map, one block is 500 miles by 500 miles.

Objects

Gamorean Prayer Necklace

- This necklace has 1d6 magic beads, each of which is attuned to a particular guardian of Gamore. It has twenty-two nonmagical beads. If a magic bead is removed from the necklace, it loses its connection with its deity and is rendered inert.
- The user can pray over a particular bead to make a request of the guardian which it is for. The DM rolls a d20 to determine the efficacy of the request.
- Once a bead is used, it cannot be re-used for the next three days.
- The user must be wearing the necklace in order to use it. The user must have some allegiance to the Gamorean pantheon in order to use this necklace. It requires attunement to discern which bead is connected to which guardian.

Eversonian Candle of Invocation

- This slender taper is dedicated to a guardian. The candle's alignment can be detected with the *detect evil and good* spell. The DM chooses the guardian or determines the association randomly.

d10	Guardian
1-2	Adler
3-4	Atris
5-6	Ophean
7-8	Reyna
9-10	Dion

- The candle's magic is activated when the candle is lit, which requires an action. After burning for 4 hours, the candle is destroyed. You can snuff it out early for use at a later time. Deduct the time it burned in increments of 1 minutes from the candle's total burn time.
- While lit, the candle sheds dim light in a 30-foot radius. Any creature within that light whose alignment / dedication matches that of the guardian whose candle it is, makes attack rolls, saving throws, and ability checks with advantage.
- The candle requires attunement to discern which guardian it is connected to.